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Game: **JUDGE DREDD MINIATURES GAME**

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Created by Peter Gifford 'Universal Head'
The Esoteric Order of Gamers



JUDGE DREDD MINIATURES GAME

SETUP

Choose or randomly roll a **scenario** and follow its instructions. The playing area is 3'x3'. Pre-measuring is allowed.

Take 1 **action chip** for each model under your control (each player uses a different colour).

Deal 6 **armour cards** to each player, who chooses 3 and discards the rest. Some special skills allow characters to draw and/or keep additional cards. Armoury cards can be played on any friendly model.

Deal 3 **big meg cards** to each player. For every full 10 points of **notoriety** less than the other side (rounding up), the underdog gains an extra big meg card.

Combat dice are modified by rolling more or fewer dice; normal modifiers can apply to the results of normal D6 dice rolls. Rolled dice may never be re-rolled again.

Normal primary facings and fire arcs are 180° front (F), back (B), left (L), and right (R). **Focused** arcs are 90° front (FF), back (BB), left (FL), and right (FR).

To make a **stat test**, roll 1 combat dice for each point of the relevant stat. A stat test usually needs at least 1 **SPECIAL** 🗡️ result to pass.

GAME TURN



At the start of each turn, place all the **action chips** from both players in a bag.



Models (except robots and AI controlled vehicles) with a **COOL** of 4+ put a **star action chip** in the bag instead of a normal one.

Action chips are drawn one at a time and handed to the owning player as they are drawn, who chooses a model to activate and takes actions with it.

A model gets 2 single actions or 1 double action when it activates. You do not have to declare both actions beforehand. Leave the action chip by the model after it has completed its actions to show that it cannot be activated again.

Some groups of models are activated by 1 action chip in a **pack**. A pack only ever generates 1 action chip. All the models in the pack must choose the same action when activated, and they must end their activation within 3" of at least 1 other model from the pack. When a pack attacks, pick 1 model to make the attack; any other models that can legally join the attack add their **SHOOT** or **FIGHT** to the attacking model.

When any model completes its activation with a star chip, it has the option of taking a **COOL** test: if a **SPECIAL** 🗡️ result is rolled, return the star chip to the bag and the model may activate again later in the turn. If the test fails, leave the chip by the model as normal, and it also gains a **pinned marker**.

If the star chip is the last one drawn and the model attempts a **COOL** test to return it, a -2 modifier applies to this and all subsequent **COOL** tests to return the chip.

Once all models have activated (possibly more than once) and have an action chip beside them, or there are no more chips left in the bag, the game turn is over. Return all chips to the bag, removing those for models that have become casualties. Check for any specific scenario events, check victory conditions, then if the game continues begin the next turn.

ACTIONS

SINGLE ACTIONS

MOVE

Move the model up to its **MOVE** in inches, turning as often as desired and facing in any direction at the end of the move. You can move through friendly models without penalty.

SNAPSHOT

Turn the model in place and shoot at a target with one of its ranged weapons.

THROW

The model makes a ranged attack in the same way as snapshot, using a weapon with the **Throw** rule. The attack is resolved using the models **FIGHT** instead of its **SHOOT**.

FIGHT

The model may move up to 3" and then strike at an enemy model with a close combat attack.

SHAKE IT OFF!

Remove 1 **pinned** or **stunned marker** from the model.

DOUBLE ACTIONS

SPRINT

The model takes 2 move actions, one after the other, with a bonus of D6" added at any point. The model can only move into its F arc during each move. Mark the model with a **moving fast marker**; its effects last until the model is activated next.

CHARGE

The charge must be directed towards an opposing model or vehicle in the model's F arc. Roll D6 and add the result to the model's **MOVE**.

If the model can move within 1" of the target, it makes a **close combat attack** with a +1 to its **POWER**. Mark the model with a **moving fast marker**; its effects last until the model is activated next.

AIMED FIRE

Make a ranged attack in the same way as a snapshot. After turning the model, the shot may only be made in the model's FF arc. You may choose to add +2 combat dice to the model's **SHOOT** or to the weapon's **POWER**.

SET OVERWATCH

Turn the model in place then place an **overwatch marker** beside it. During any subsequent activation, the model can make a ranged attack against a target model that takes an action within its FF arc.

If the target is taking a move, sprint, or charge action, the overwatch attack is a **snapshot**. Otherwise it is an **aimed shot**.

The model can choose when to take the shot, but the target must be within range, fire arc, and LOS at the point when the overwatch attack is made.

The marker stays in place until the model uses it or activate and takes a different action. The model loses the marker after taking its shot, or if it is pinned, stunned, or incapacitated.

HUNKER DOWN

Roll D6 and add the result to the model's **MOVE**.

It can then move up to this distance in any direction as long as the move ends no closer to any enemy model. If the model moves into cover, roll combat dice equal to its unmodified **RESIST**. For each **ARMOUR** 🛡️ result rolled, the model removes 1 **injury marker** down to a minimum of 1.

RANGED ATTACKS

A model can carry up to 3 'hands' of weapons, unless otherwise specified.

ATTACKING

Choose a target and state which weapon the attacker is using. Measure the distance between the closest points of the model's bases and check this against the weapon's **RANGE**. Ensure the target is within the weapon's **FIRE ARC**.

Check **line of sight** (LOS): draw a straight line across the shortest distance between the models' bases; if there are terrain or models in the way that are taller than *both* models, the LOS is blocked.

Take a number of combat dice equal to the attacker's **SHOOT** and apply these modifiers:

Weapon's range modifier	+/- variable
Target is a vehicle or mounted model	+1
Target has a moving fast marker	-1
Attack is within close combat range (1") of the target	-1

If modifiers reduce a stat to 0, there is no chance of hitting the target and a different target must be chosen.

If any **HIT** 🔥 results are rolled, the target has been hit.



In addition, if the total number of **HIT** 🔥 results is equal to or higher than the target's **COOL**, the target is **pinned**. Place a **pinned marker** on the model. A model can only receive 1 pinned marker at a time.

When a model with a pinned marker activates, roll a number of combat dice equal to the model's **COOL**. Any **SPECIAL** 🗡️ result removes the pinned marker with no effect. Otherwise, the model must use the **shake it off!** action to remove the pinned marker before doing anything else.

DODGING

The target may try to dodge the attack by rolling a number of combat dice equal to its **EVADE** with these modifiers:

Target attacked by an <i>Incendiary</i> type weapon	-1
Attack attacked by a <i>Blast</i> type weapon (even models with no EVADE get a chance to evade)	+1

Any **SPECIAL** 🗡️ result means the hit is dodged and negated.

If the hit is dodged, the dodging model can move up to 3" in any direction and change its facing (this means it may still be unable to fully escape the area of effect of a blast).

RESISTING

If the hit isn't dodged, the attacker rolls a number of combat dice equal to the weapon's **POWER**.

A **HIT** 🔥 result equals 1 power, and an **ARMOUR** 🛡️ or **SPECIAL** 🗡️ result has no effect. Total the modified **POWER** of the attack.

The target model rolls a number of combat dice equal to its **RESIST** with these modifiers:

Attacker is using 2 (or more) weapons	+1
Target model claiming light cover	+1
Target model claiming heavy cover	+2
Target model being attacked in its B fire arc	-1

Each **ARMOUR** 🛡️ result reduces the **POWER** of the attack by 1.

If the attacker's LOS crosses any cover, the defender can claim the benefit of **light cover**. If the defender is touching a piece of reasonably tough cover that the attacker's LOS crosses, the defender can claim the benefit of **heavy cover**.

Calculate the attack's final **POWER** and refer to the **injury chart**:

-1 or less	No effect
0	Target stunned
1	Target injured
2	Target seriously injured
3	Target grievously injured



Stunned:

Place a **stunned marker** on the target model.



Injured:

Place an **injury marker** on the target model.

Seriously injured:

Place 2 **injury markers** on the target model.

Grievously injured:

Place 3 **injury markers** on the target model.

All of a model's stats are reduced by 1 for each stunned marker or injury marker it has.

If a model has so many markers that its **COOL** is reduced to 0, it is **incapacitated** and unconscious. It does not contribute action chips to the bag and can take no actions. A model reduced to 0 **COOL** by stunned markers *only* is **subdued** (note this if playing a campaign).

A model may fire 2 guns at once if it has the limbs and guns available; only one-handed weapons or sawn-off stump guns may be used. The model's fire arc becomes FF for the snapshot. Add +1 **SHOOT** per additional weapon fired that is within range, and pick one to supply the **RANGE** modifier. If a hit is scored, use the lowest **POWER**. The target gains a single +1 **RESIST** against the multi-gun snapshot.

CLOSE COMBAT

Models with 1" of each other are in close combat range. A model may still shoot at enemies in close combat range, though there is a -1 penalty to hit and they cannot use **aimed fire**.

Take a number of combat dice equal to the shooter's **FIGHT** and apply these modifiers:

Target is pinned	+1
Attacking model was in the target's B fire arc when it activated	+1

If any **HIT** 🔥 results are rolled, the target has been hit.



In addition, if the total number of **HIT** 🔥 results is equal to or higher than the target's **COOL**, the target is **pinned**. Place a **pinned marker** on the model. A model can only receive 1 pinned marker at a time.

DODGING HITS

The target may try to dodge the attack by rolling a number of combat dice equal to its **EVADE**.

Any **SPECIAL** 🗡️ result means the hit is dodged and negated. If the hit is dodged, the dodging model can move up to 3" in any direction and change its facing.

RESISTING HITS

If the hit isn't dodged, the attacker rolls a number of combat dice equal to the attacker's **FIGHT** with these modifiers:

Weapon modifier	+/- variable
The attacker used a charge double action	+1

A **HIT** 🔥 result equals 1 power, and an **ARMOUR** 🛡️ or **SPECIAL** 🗡️ result has no effect. Total the modified **POWER** of the attack.

The target model rolls a number of combat dice equal to its **RESIST** with these modifiers:

Target model being attacked in its B fire arc	-1
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Each **ARMOUR** 🛡️ result reduces the **POWER** of the attack by 1.

Calculate the attack's final **POWER** and refer to the **injury chart**.

OTHER CLOSE COMBAT RULES

A close combat attack made without a specific weapon is always considered to have the *Stun* rule. Close combat weapons without this rule cannot be used for subduing.

If a close combat attack is made against a pinned model, a defender with the *Brawl* skill cannot counter-attack.

Packs score hits in close combat on both **HIT** and **SPECIAL** results if at least 1 other member of the pack is also within close combat range of the same target model.

A close combat attacker with multiple enemies in range can split its **FIGHT** stat to attack more than 1 model. At least 1 point must be assigned to each model being attacked and the allocated **FIGHT** determines the **POWER** of the attack.

BRAWLER SKILL

If a defender with the *Brawler* skill successfully dodges or rolls a **SPECIAL** result on its combat dice to resist a close combat hit, it can make a **counter-attack**. Resolve this simultaneously as another fight action initiated by the defender, before applying any result from the original attack. If both models have the skill, the counter-hit could trigger another attack from the original attacker, and so on.

TWO-WEAPON FIGHTING

A model attacking with a one-handed weapon in each hand scores hits on both **HIT** and **SPECIAL** results. The defender gains +1 **RESIST** if hit.

If the attacker is using a pistol in one hand and a close combat weapon in the other, the **POWER** for close combat hits uses either the model's **FIGHT** plus modifiers and special rules for its close combat weapon, or the pistol's **POWER** and special rules. If the attacker is splitting its **FIGHT** to attack multiple opponents, only 1 opponent can be attacked using the pistol's **POWER**.

ESCAPING CLOSE COMBAT

A model within close combat range of an enemy can move away using a move, sprint or charge action. Compare the model's **MOVE** to the models in range of it: any models with a higher **MOVE** get to make an immediate close combat attack against the fleeing model with no chance of a counter-attack.

MOUNTED MODELS

Mounting or dismounting takes a single action. A model must be within 1" of an unoccupied mount to mount it. While mounted it gains the stat bonuses of its mount. A dismounting model can be placed anywhere within 1" of its mount; if placed within 1" of an enemy, it can make a close combat attack as part of its dismount.

Ranged attacks against mounted models gain +1 to the attacker's **SHOOT**.

When a mounted model uses a **charge** double action, it can make a close combat attack at any point during its movement.

A mounted model pinned, stunned, or injured by an attack must pass a **COOL** test or be forcibly dismounted. If any **SPECIAL** results are rolled, the model remains mounted. Otherwise it is dismounted; resolve a **POWER** 3 hit against the rider, who also gains an additional stunned marker. **Incapacitated** and **subdued** models automatically fail this test.

Roll a combat die for the mount. On a **HIT** result, it is destroyed.

Use markers to represent unattended mounts if necessary. An active model that gets within 1" of an unattended mount can spend an action to remove it from play.

A model on a *Grav* mount can ignore any models less than 6" in height or ignore blocking terrain that has a height less than its **MOVE**. The model must still end its move in terrain passable to it.

Riders of mounts with the *One Handed Weapon Only* trait may only use one-handed weapons or weapons with the *Throw* rule. Riders of mounts may not use heavy weapons.

VEHICLES

Vehicles activate and take actions like other models, using their own stats, but those without an AI do not create action chips, so must be activated by someone else's action chip. Vehicle actions are **move**, **accelerate**, **decelerate** and **snapshot** (if armed).

A stationary vehicle must use an **accelerate** action before it can declare a move action. Place a **moving fast** marker on it, then perform the move action. If a vehicle with this marker on it activates, its first action must be **move**. A moving vehicle can use a **decelerate** action after its first move action to remove the moving fast marker and become stationary.

A vehicle's **turn radius** is equal to the model's widest length plus its widest width (round fractions up). Measure the turn radius from the front corner on the side the vehicle is turning towards.

A vehicle without a moving fast marker on it can spend a single action to turn in place up to 2" or move in reverse up to 25% of its **MOVE**.

When moving, vehicles with the *Grav* rule can ignore any models or terrain up to a height equal to the vehicle's **MOVE**.

All vehicles can carry at least 2 passengers. An activated model within 1" of a vehicle with empty passenger seats can expend a single action to **embark** and occupy a seat. An activate passenger may **disembark** by expending a single action, and is then placed within 1" of the vehicle.

If a model disembarks within 1" of an enemy model, they may make a close combat attack against that enemy.

A model embarking into a hostile vehicle may take a free close combat attack against another passenger aboard.

If a vehicle has a moving fast marker when a model embarks or disembarks from it, the model must pass a **COOL** test. If this is failed, it suffers a ram attack from the vehicle and is then placed within 1" of it.

VEHICLES ATTACKING

Ranged attacks from vehicles and passengers suffer this **SHOOT** modifier:

Attacker is a vehicle or a passenger aboard a vehicle with a moving fast marker -1

A moving vehicle executes a **ram** attack against any terrain or models in its path. *Grav* vehicles may avoid ramming any object or model with a height less than that of its **MOVE**.

Use the vehicle's **FIGHT** to resolve a close combat attack against anything it rams. The target receives this modifier:

Target attacked by a vehicle ram (even models with no **EVADE** get a chance to evade) +1

If a vehicle rams an obstacle and fails to remove it, the vehicle's move stops and it may suffer damage.

ATTACKING VEHICLES

If a model attempts a close combat attack against a vehicle with a moving fast marker, it must make a **COOL** test. The attack is resolved no matter the result, but if the test is failed the vehicle also makes a **ram** attack against the attacking model.

When a vehicle with a **pinned marker** activates, make a **COOL** test to see if it can remove it as normal. If this is failed and the vehicle is stationary, it must expend a single action to remove the marker before taking any other actions. If the test is failed and the vehicle has a moving fast marker, the vehicle is **out of control**: roll D6 to determine its actions that activation:

1-2	Move, turning right
3-4	Move, straight ahead
5-6	Move, turning left

Grav vehicles lose their ability to ignore obstacles while they are out of control.

Crunch!: If an out of control vehicle encounters an obstacle it cannot move over or ram out of the way, a hit is inflicted against the vehicle using its own **RESIST** as the **POWER**. The vehicle stops; remove its moving fast marker.

Vehicles have a special **damage table**:

-1 or less	No effect
0	All passengers are stunned, no effect on the vehicle
1	The vehicle is damaged
2	The vehicle is immobilised
3	The vehicle is destroyed

Stunned: Place 1 **stunned marker** on each passenger.

Damaged: Place an **injury marker** on the vehicle. It may only make move and accelerate actions when it activates if a **HIT** is rolled on 1 combat dice before each action. Passengers are unharmed.

Immobilised: Place 2 **injury markers** on the vehicle. The vehicle may no longer take move or accelerate actions. If it had a moving fast marker on it, passengers suffer a hit with **POWER** equal to the vehicle's **FIGHT**.

Destroyed: The vehicle is wrecked and no longer functions. All passengers suffer a hit with **POWER** equal to the vehicle's **RESIST**. If it had a moving fast marker on it, passengers suffer 2 hits instead (resolve each hit separately).

All of a vehicle's stats are reduced by 1 for each stunned marker or injury marker it has.

TERRAIN

OPEN TERRAIN

City streets; roadways; pedestrianised areas; roof tops; sports fields; the interiors of large buildings or city blocks. Terrain with scatter features less than 1" tall and up to 1" across. Models may move freely across these small obstacles, but vehicles and mounted models must move around them (treat them as blocking terrain). Models with the *Grav* trait may ignore this restriction.

DIFFICULT TERRAIN

Dense rubble, broken ground, and craters; walls, fences or barriers between 1" and 2" high; shallow water courses; streets crowded with citizens and light traffic. A model's **MOVE** is reduced by 50% (round up) if it moves across or through any difficult terrain during a **move** action. It cannot use **sprint** or **charge** actions if it intends to cross any difficult terrain. Models with the *Grav* trait may ignore these restrictions.

A model with an **EVADE** stat may roll an **evade test** at the start of its move action. If the model scores a **HIT** result it ignores difficult terrain for that action.

BLOCKING TERRAIN

Buildings; shipping containers; large vehicles or vehicle wrecks; obstacles, walls, or barriers more than 2" tall; deep water; gaps between buildings (if models are moving across roofs). Blocking terrain may not be moved through. Models with the *Grav* trait may ignore blocking terrain that has a height less than that of its **MOVE**.

LEAPING, CLIMBING, FALLING, JUMPING

A model using the **leap/climb** double action circumvents movement penalties from terrain, and can move up to its move in any direction, including upwards, to get over or on top of obstacles they can't otherwise pass through.

A model using the **leap/climb** double action to circumvent the blocking terrain effect of gaps between buildings must roll an **EVADE** test at the start of the model's move action. Add +1 combat die (so even a model with no **EVADE** may roll a combat die). A model may not attempt to cross a gap wider than its **MOVE**. If the model rolls any **HIT** results it crosses the gap; otherwise the model stops moving at the gap and is subject to falling rules.

A model can use a standard move or sprint action to move upwards or downwards over or on top of obstacles that feature ladders or stairs. Each 1" of vertical distance costs 1" of movement, and if using escalators, elevators, or grav-tubes, vertical distance changes are free.

Models pinned, injured, or stunned within 1" of a ledge or drop fall and must take a cool test: on a **SPECIAL** or **ARMOUR** result the model is moved to the bottom of wherever it fell, is pinned, and suffers a hit with a cumulative **POWER** of 2 for each 2" fallen (round up).

TERRAIN AND DAMAGE

Flimsy: Office partitions, shelves, wooden or plastic fencing, city block interior doors, windows, crates. **RESIST** 1.

Solid: Hastily built barricades built from street debris, reinforced city block apartment entrance doors, city block internal walls, vending machines. **RESIST** 4.

Sturdy: External city block walls, purpose-built defensive barriers, wrecked vehicles. **RESIST** 8.

Resolve hits against terrain using the attack's **POWER** versus the terrain's **RESIST**. For each hit of **POWER** rolled by the attack that the terrain fails to resist by rolling **ARMOUR** results, a roughly 1" block of terrain can be removed or pushed out of the way.

If a vehicle fails to remove the obstacle, or the hold created is not large enough for the vehicle to pass through, it is subject to **Crunch!** as detailed in the vehicle rules.

You may treat buildings as solid blocking terrain, place models within them, or move the action to a separate floor plan with a 1" grid.

DOORS AND WINDOWS

All doors and windows are assumed secured unless specified otherwise by the scenario.

They can be broken open by a model that declares a **charge** action and contacts the door or window. Roll the model's **FIGHT** (+1 for charging) and the door or window's **RESIST**. If the number of **HIT** results exceeds the number of the resist roll's **ARMOUR** results, the door or window is smashed open.

The charging model may complete its move through the opening, and may enter close combat with a model on the other side if it can move within 1" of it.

If the resist roll scores a number of **ARMOUR** results equal to or in excess of the charger's **HIT** results, the door or window holds and the charging model immediately stops moving. The model is pinned and receives 1 stun marker.

Alternatively, a character using the **hunker down** action can attempt to open a single door or window within 1" by rolling a **COOL** test. If a **SPECIAL** result is rolled, the door or window is opened without triggering any alarms. You may reduce the number of **COOL** dice to reflect the strength of a lock when designing scenarios.

JUDGE DREDD MINIATURES GAME

GAME TURN

Place all **action chips** in a bag. Models (except robots and AI controlled vehicles) with a **COOL** of 4+ put a **star action chip** in the bag instead. Action chips are drawn one at a time and handed to the owning player, who chooses a model to activate.

An activated model gets 2 single actions or 1 double action.

When any model completes its activation with a **star chip**, it may take a **COOL** test: on a 🎲, return the chip to the bag and the model may activate again later. If the test fails, the model gains a **pinned marker**. If the chip is the last one and the model attempts the test, apply a -2 to all **COOL** tests to return the chip.

Fire arcs: 180° front (F), back (B), left (L), and right (R).

Focused arcs: 90° front (FF), back (FB), left (FL), and right (FR).

To make a **stat test**, roll 1 combat die for each point of the stat. The test usually needs at least a 🎲 to pass.

ACTIONS

When a model with a **pinned marker** activates, roll combat dice equal to its **COOL**. Any 🎲 removes the marker with no effect. Otherwise, the model must use the **shake it off!** action to remove the pinned marker before doing anything else.

SINGLE ACTIONS

MOVE Move up to **MOVE** in inches (turn as often as desired and face any direction). You can move through friendly models.

SNAPSHOT Turn the model in place and shoot at a target.

THROW Make a ranged attack using a weapon with **Throw**. Use the models **FIGHT** instead of its **SHOOT**.

FIGHT Move up to 3" then strike with a close combat attack.

SHAKE IT OFF! Remove 1 **pinned** or **stunned marker** from the model.

DOUBLE ACTIONS

SPRINT Take 2 move actions with a bonus of D6", only into its F arc during each move. Mark it with a **moving fast marker**; its effects last until the model is activated next.

CHARGE The charge must be directed towards an opposing model or vehicle in the model's F arc. Add D6" to the model's **MOVE**. If it can move within 1" of the target, it makes a **close combat attack** with +1 **POWER**. Mark the model with a **moving fast marker**; its effects last until the model is activated next.

AIMED FIRE Make a snapshot in the model's FF arc (after turning the model). You may choose to add +2 combat dice to the model's **SHOOT** or to the weapon's **POWER**.

SET OVERWATCH Turn the model in place then place an **overwatch marker** on it. During any subsequent activation, it can make a ranged attack against a target model that takes an action within its FF arc. If the target is taking a move, sprint, or charge action, the overwatch attack is a **snapshot**. Otherwise it is an **aimed shot**. The model loses the marker after taking its shot, or if it is pinned, stunned, or incapacitated.

HUNKER DOWN Add D6" to the model's **MOVE** then move up in any direction as long as the move ends no closer to any enemy model. If the model moves into cover, roll combat dice equal to its unmodified **RESIST**. For each 🎲, it removes 1 **injury marker** down to a minimum of 1.

RANGED ATTACKS

Choose a target and weapon. Check **RANGE**, **FIRE ARC**, **LOS**.

ATTACK Shooter rolls combat dice = **SHOOT**:

Weapon's range modifier	+/- variable
Target is a vehicle or mounted model	+1
Target has a moving fast marker	-1
Attack is within close combat range (1") of the target	-1

If any 🎲 are rolled, the target is hit, and if the total number of 🎲 is equal to or higher than their **COOL**, **pinned**.

DODGE Target may roll combat dice = **EVADE**:

Target attacked by an <i>Incendiary</i> type weapon	-1
Attack attacked by a <i>Blast</i> type weapon	+1
Any 🎲 means the hit is dodged and the model can move up to 3" in any direction and change its facing.	

RESIST If the hit isn't dodged, attacker rolls **combat dice** = **weapon's POWER**. 🎲 equals 1 power. Total attack's **POWER**.

Target model rolls combat dice = **RESIST**:

Attacker is using 2 (or more) weapons	+1
Target model claiming light cover (attacker's LOS crosses any cover)	+1
Target model claiming heavy cover (defender touching tough cover attacker's LOS crosses)	+2
Target model being attacked in its B fire arc	-1

Each 🎲 reduces the **POWER** of the attack by 1. Calculate the attack's final **POWER** and check this **injury chart**:

-1 or less	No effect
0	Target stunned (stunned marker)
1	Target injured (injury marker)
2	Target seriously injured (2 injury markers)
3	Target grievously injured (3 injury markers)

All of a model's stats are -1 for each **stunned marker** or **injury marker** it has. If a model has so many markers that its **COOL** is 0, it is **incapacitated** and unconscious.

CLOSE COMBAT

Models with 1" of each other are in close combat range. A model may still shoot at enemies in close combat range, though there is a -1 penalty to hit and they cannot use **aimed fire**.

ATTACK Attacker rolls combat dice = **FIGHT**:

Target is pinned	+1
Attacking model activated in target's B fire arc	+1
If any 🎲 are rolled, the target is hit, and if the total number of 🎲 is equal to or higher than their COOL , pinned .	

DODGE Target may roll combat dice = **EVADE**.

Any 🎲 means the hit is dodged and the model can move up to 3" in any direction and change its facing.

RESIST If the hit isn't dodged, attacker rolls **combat dice** = **FIGHT**. 🎲 equals 1 power. Total attack's **POWER**.

Weapon modifier	+/- variable
The attacker used a charge double action	+1
Target model rolls combat dice = RESIST :	
Target model being attacked in its B fire arc	-1

Each 🎲 reduces the **POWER** of the attack by 1. Calculate the attack's final **POWER** and check the **injury chart**.

JUDGE DREDD MINIATURES GAME

GAME TURN

Place all **action chips** in a bag. Models (except robots and AI controlled vehicles) with a **COOL** of 4+ put a **star action chip** in the bag instead. Action chips are drawn one at a time and handed to the owning player, who chooses a model to activate.

An activated model gets 2 single actions or 1 double action.

When any model completes its activation with a **star chip**, it may take a **COOL** test: on a 🎲, return the chip to the bag and the model may activate again later. If the test fails, the model gains a **pinned marker**. If the chip is the last one and the model attempts the test, apply a -2 to all **COOL** tests to return the chip.

Fire arcs: 180° front (F), back (B), left (L), and right (R).

Focused arcs: 90° front (FF), back (FB), left (FL), and right (FR).

To make a **stat test**, roll 1 combat die for each point of the stat. The test usually needs at least a 🎲 to pass.

ACTIONS

When a model with a **pinned marker** activates, roll combat dice equal to its **COOL**. Any 🎲 removes the marker with no effect. Otherwise, the model must use the **shake it off!** action to remove the pinned marker before doing anything else.

SINGLE ACTIONS

MOVE Move up to **MOVE** in inches (turn as often as desired and face any direction). You can move through friendly models.

SNAPSHOT Turn the model in place and shoot at a target.

THROW Make a ranged attack using a weapon with **Throw**. Use the models **FIGHT** instead of its **SHOOT**.

FIGHT Move up to 3" then strike with a close combat attack.

SHAKE IT OFF! Remove 1 **pinned** or **stunned marker** from the model.

DOUBLE ACTIONS

SPRINT Take 2 move actions with a bonus of D6", only into its F arc during each move. Mark it with a **moving fast marker**; its effects last until the model is activated next.

CHARGE The charge must be directed towards an opposing model or vehicle in the model's F arc. Add D6" to the model's **MOVE**. If it can move within 1" of the target, it makes a **close combat attack** with +1 **POWER**. Mark the model with a **moving fast marker**; its effects last until the model is activated next.

AIMED FIRE Make a snapshot in the model's FF arc (after turning the model). You may choose to add +2 combat dice to the model's **SHOOT** or to the weapon's **POWER**.

SET OVERWATCH Turn the model in place then place an **overwatch marker** on it. During any subsequent activation, it can make a ranged attack against a target model that takes an action within its FF arc. If the target is taking a move, sprint, or charge action, the overwatch attack is a **snapshot**. Otherwise it is an **aimed shot**. The model loses the marker after taking its shot, or if it is pinned, stunned, or incapacitated.

HUNKER DOWN Add D6" to the model's **MOVE** then move up in any direction as long as the move ends no closer to any enemy model. If the model moves into cover, roll combat dice equal to its unmodified **RESIST**. For each 🎲, it removes 1 **injury marker** down to a minimum of 1.

RANGED ATTACKS

Choose a target and weapon. Check **RANGE**, **FIRE ARC**, **LOS**.

ATTACK Shooter rolls combat dice = **SHOOT**:

Weapon's range modifier	+/- variable
Target is a vehicle or mounted model	+1
Target has a moving fast marker	-1
Attack is within close combat range (1") of the target	-1

If any 🎲 are rolled, the target is hit, and if the total number of 🎲 is equal to or higher than their **COOL**, **pinned**.

DODGE Target may roll combat dice = **EVADE**:

Target attacked by an <i>Incendiary</i> type weapon	-1
Attack attacked by a <i>Blast</i> type weapon	+1
Any 🎲 means the hit is dodged and the model can move up to 3" in any direction and change its facing.	

RESIST If the hit isn't dodged, attacker rolls **combat dice** = **weapon's POWER**. 🎲 equals 1 power. Total attack's **POWER**.

Target model rolls combat dice = **RESIST**:

Attacker is using 2 (or more) weapons	+1
Target model claiming light cover (attacker's LOS crosses any cover)	+1
Target model claiming heavy cover (defender touching tough cover attacker's LOS crosses)	+2
Target model being attacked in its B fire arc	-1

Each 🎲 reduces the **POWER** of the attack by 1. Calculate the attack's final **POWER** and check this **injury chart**:

-1 or less	No effect
0	Target stunned (stunned marker)
1	Target injured (injury marker)
2	Target seriously injured (2 injury markers)
3	Target grievously injured (3 injury markers)

All of a model's stats are -1 for each **stunned marker** or **injury marker** it has. If a model has so many markers that its **COOL** is 0, it is **incapacitated** and unconscious.

CLOSE COMBAT

Models with 1" of each other are in close combat range. A model may still shoot at enemies in close combat range, though there is a -1 penalty to hit and they cannot use **aimed fire**.

ATTACK Attacker rolls combat dice = **FIGHT**:

Target is pinned	+1
Attacking model activated in target's B fire arc	+1
If any 🎲 are rolled, the target is hit, and if the total number of 🎲 is equal to or higher than their COOL , pinned .	

DODGE Target may roll combat dice = **EVADE**.

Any 🎲 means the hit is dodged and the model can move up to 3" in any direction and change its facing.

RESIST If the hit isn't dodged, attacker rolls **combat dice** = **FIGHT**. 🎲 equals 1 power. Total attack's **POWER**.

Weapon modifier	+/- variable
The attacker used a charge double action	+1
Target model rolls combat dice = RESIST :	
Target model being attacked in its B fire arc	-1

Each 🎲 reduces the **POWER** of the attack by 1. Calculate the attack's final **POWER** and check the **injury chart**.

BRAWLER SKILL

If a defender with the *Brawler* skill successfully dodges or rolls a 🗡️ on its combat dice to resist a close combat hit, it can make a **counter-attack**. Resolve this simultaneously as another fight action initiated by the defender, before applying any result from the original attack.

TWO-WEAPON FIGHTING

A model attacking with a one-handed weapon in each hand scores hits on both 🗡️ and 🗡️ results. The defender gains +1 **RESIST** if hit. If the attacker is using a pistol in one hand and a close combat weapon in the other, the **POWER** for close combat hits uses either the model's **FIGHT** plus modifiers and special rules for its close combat weapon, or the pistol's **POWER** and special rules. If the attacker is splitting its **FIGHT** to attack multiple opponents, only 1 opponent can be attacked using the pistol's **POWER**.

ESCAPING CLOSE COMBAT

A model within close combat range of an enemy can move away using a move, sprint or charge action. Compare the model's **MOVE** to the models in range: any models with a higher **MOVE** get to make an immediate close combat attack against the fleeing model with no chance of a counter-attack.

WEAPON SPECIAL RULES

AIMED FIRE ONLY

These weapons may only be used if the model uses an **aimed fire** double action. They gain no extra bonuses from using the aimed fire action, and always have a FF fire arc.

BLAST (X")

Blast weapons take effect on all models within X" of the point that they hit, and can be fired at models or a point on the ground. Resolve a hit against each model in the area of effect using the weapon's **POWER**. The weapons's **POWER** is usually reduced by 1 for each inch a model is away from the target point.

Failing to rolls any hits means the target has been missed. Roll a combat die and resolve any damage caused from the landing point for the shot:

HIT 🎲: The shot is a dud or ineffective.

ARMOUR 🛡️: The shot lands D3+3" beyond the intended target.

SPECIAL 🗡️: The shot lands D3+3" short of the intended target.

CONCEALED

A model equipped with this weapon doesn't count it towards the maximum number of weapons carried.

ELECTRO

This weapon has the *Stun* rule, and its wielder gains a +1 modifier versus robots and cyborgs.

INCENDIARY

Incendiary/flame weapons negate any positive **RESIST** modifiers for cover. If an attack from a flame weapon results in the target being pinned, it is also driven D6" away from the attacker, and *stunned* after any damage from the hit has been resolved.

Flame weapons with the *Blast* rule do not reduce their **POWER** against models further away from the centre of the blast. In the case of flame blasts, if the target is pinned, it is also driven D6" away from the centre of the blast, and *stunned* after any damage from the hit has been resolved.

GAS

Gas weapons with the *Blast* rule do not reduce their **POWER** against models further away from the centre of the blast. Models affected by gas automatically gain a **pinned marker** in addition to any other effects.

Leave a marker representing the area of the gas cloud on the tabletop and roll a combat die for each cloud at the start of each subsequent model activation:

ARMOUR 🛡️: The gas cloud dissipates and is removed.

HIT 🎲 or SPECIAL 🗡️: The gas cloud stays in place and takes effect on any model that enters it, and any models still inside it at the end of the active model's activation. Resolve this as another hit with the gas weapon.

KNOCKBACK

If this attack is not evaded, the target model is driven D6" directly away from the attacker in addition to any damage.

LASER

A model must use the **aimed fire** action to shoot with this weapon. It also has *Piercing*.

LONG BARREL

A model shooting this weapon suffers a -2 modifier when taking the **snapshot** action.

PIERCING

A target hit by this weapon reduces its **RESIST** against the attack by -1. This modifier is cumulative with *Rending*.

RENDING

A target hit by this weapon reduces its **RESIST** against the attack by -1. This modifier is cumulative with *Piercing*.

STUN

When using this weapon, the attacker may use it for a non-lethal takedown instead of a lethal attack. If so, the stun weapon will always cause at least 1 *stunned* result on the injury chart regardless of the hit's modified **POWER** (even if the total is negative). All *injury* results are counted as additional *stunned* results instead.

THROW

These close combat weapons can be hurled up to 6" using the **throw** action. Use the attacking model's **FIGHT** stat to determine the **POWER** of the attack.

Other weapons, such as bombs, with the *Throw* special rule can only use the **throw** action (instead of **snapshot** or **aimed fire**) to make a ranged attack.

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