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Game: **JUDGE DREDD: THE CURSED EARTH**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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JUDGE DREDD THE CURSED EARTH

SETUP

Place the **Judge character cards** faceup on the table to form your **team area**.

Give each Judge **5 health tokens** , then take **4 ammunition tokens**  and **3 ration tokens**  from the supply and add them to your team area. Put the **radiation tokens**  aside.

There are 3 difficulty levels: **Cadet** (remove 3 location cards before playing); **Street Judge** (remove 2 location cards); and **Chief Judge** (remove 2 location cards, and apply the shootout rules). Put any removed location cards back in the box without checking them.

Put the **Max Normal** location card to one side, and shuffle the remaining locations, facedown.

Take the bottom 2 location cards, shuffle the **Max Normal** location card with them, then return them to the bottom of the deck.

Reveal the top 3 cards of the location deck and place them on the table to form a **location row**. Place the **Judges pawn** on the card furthest from the deck, and the **Perps pawn** on the card closest to the deck.

Shuffle the **encounter cards**, deal 4 to every player, then place the remaining deck facedown. If playing with 2 players, deal 6 encounter cards to each player.

Choose a player to go first, then set the **dawn & dusk token** to **dawn** and put it in front of that player along with the **Senior Judge token**. Put the remaining tokens to one side as a general supply.

The players as a team are controlling the Judges as a team. No single character is associated with a particular player. Players may discuss tactics and the cards on the table, but you must never reveal any details of the cards in your hand.

LOCATIONS

Each location is revealed one by one, as the Judges or the perps make progress.

Every time a team advances, their pawn is moved onto the next available location card. If there are no more location cards on the table, slide the existing row of cards away from the deck, and reveal a new location from the top of the deck.

Teams never move backwards, so as soon as the team which is behind advances, remove the card they were on from the game.

If your team's pawn is on a location, the text on the card will specify what happens while you remain there. Some effects happen at specific times, while others are ongoing for as long as you stay there.

THE ENCOUNTER CARDS

Each encounter card has a name and a number (near the bottom), and a series of caption boxes (near the top).

If a card has multiple types of caption box, they must be resolved in this order: events, then choices, then options.

Events (yellow) are compulsory. You must trigger every yellow box on a card you play. Triggering means taking all the actions within that box in order, from left to right.








Choices (red) are compulsory, but you must choose a single red box to trigger per card, ignoring any other red boxes on that card.

Options (blue) are optional. You may choose to ignore, or trigger, each blue box on a card.

Each caption box contains several symbols, which tell you which actions you must take when the caption box is triggered. You must respond to each symbol in a caption box in order, from left to right.

RESOURCES

Each of the **resource symbols** adds a token to, or removes a token from, your team and characters. **Health and radiation tokens must be added to or removed from a specific character**, while the other resources are shared by the team. Each character cannot go above 5 health, but there is no upper limit to rations and ammunition.

-  **Health:** Gain 1 health.
-  **Radiation:** Gain 1 radiation.
-  **Eat:** Remove 1 ration. If you have none, gain 1 radiation.
-  **Wound:** Remove 1 health.
-  **Rations:** Gain 1 ration.
-  **Ammo:** Gain 1 ammo.
-  **Wound:** Spend 1 ammunition or spend 2 health from a single character, or kill 1 character.

EXPERTISE

When you **gain expertise**, take that card and add it to your team area.



When you **spend expertise**, you may:

- Remove a card with the matching **gain** symbol from your team area.
- Lose 1 health from the character on your team with the matching expertise.
- Lose 2 health from a different character.

SURVIVAL

Gain  Spend 

DIPLOMACY





Gain  Spend 

PSI


When you trigger the **psi** expertise, you may either **add the top card from the encounter deck to the end of the row of encounter cards**, or **lose 1 health from your psi character and then take the psi action**. You cannot lose 2 health from a different character when taking the psi action.



The psi action works differently in each game mode.

ENCOUNTERS

-  **Skip:** Discard the next card in the encounter row.
-  **Swap:** You may swap any 2 cards later in the encounter row.
-  **Remove:** Discard the last card in the encounter row.
-  **Death:** Remove one of your characters from the game.



If there are too few cards remaining in the row for a symbol to take effect, ignore it; if there are enough cards, the action must be taken. The only exception is the **swap** action, which is always optional.


Advancing never happens automatically, or at the end of a round. It only happens through using the **advance** symbol .

-  **Advance:** Move your pawn to the next location card.
-  **Enemy advance:** Move the opposing pawn to the next location card.

HEAD-TO-HEAD RULES (2 PLAYERS)

One player plays as the Judges, and the other plays as the perps.


An **enemy advance** symbol  moves the opposing pawn, while a normal **advance** symbol  moves your pawn.

If you are playing as the perps, an **enemy advance** symbol  moves the Judges.

There is no automatic enemy advance at dusk.

SETUP

Remove the encounter cards with an exclamation mark in the title (cards 1, 13, 25, 36, and 44).

Set up 2 team areas and choose a pawn each. Each player takes a team of characters (Judges or perps), **4 ammunition tokens** ,

and 3 **ration tokens** (🍲) for their team area. Place 5 **health tokens** (❤️) on each character.

Set up the location cards as you would in a cooperative game on *Street Judge* difficulty, and place both pawns on the first location card. Shuffle the encounter cards and deal 6 to each player. Flip the **dawn & dusk token** to decide who will be the first Senior Judge.

INVESTIGATIONS

Each round is played normally, however at both dawn and dusk each player has a choice of 2 investigations to add cards to: one row of encounter cards above the row of location cards, and another row below it.

There is no limit to how many or how few cards can be added to each row. The Senior Judge always plays first: at dawn they play 1 card to begin the first row. The other player then either adds a card to the same row, or begins the second row. Play then alternates, adding 1 card at a time to either row.

Once 3 cards each have been added, and the cards have been rearranged, the Senior Judge can either choose which row of cards they want to encounter, or allow the other player to choose a row. Whichever player chooses a row now, the other player gets to choose which row of cards to encounter at dusk.

Therefore the player who chooses should want the 2 options to be as uneven as possible in terms of the mix of positive and negative cards, while the other player will want to make the 2 rows as even as possible. The player who picks should resolve their cards first, and wait for the other player to resolve the remaining cards before moving on. When the round ends, each player draws 6 cards from the deck, and the Senior Judge passes the token to the other player.

Location card effects which are ongoing, or take effect at the start or end of an investigation, only apply to the player whose team is at that location.

PSI



When you resolve a **psi symbol**, either add a card to the end of your row, or spend 1 health from your psi character to take this **psi action**:

Look at the top card of the deck, then place it facedown above or below the location deck. At the next dawn or dusk, add the facedown card to the row of encounter cards on that side of the location cards. It is not turned faceup until a player has chosen which row they want to investigate – at which point it is revealed.

At dawn, place it in the path according to its number. At dusk, add it to the end of the row.

ENDING THE GAME

The game may end in 3 ways:

- A pawn reaches Max Normal's location.
- All 3 characters from a single team are dead.
- If the encounter deck runs out of cards.

If a player meets one of the game end conditions, the other player finishes the investigation in front of them, until they reach a game end condition or the last encounter card.

If the ending is triggered by loss of rations at the end of dawn or dusk, the game immediately ends.

Ending 1: If one player finds *Max Normal*, they win. If both players reach him in the same dawn or dusk, there is a **shootout**. Each player multiplies their number of surviving characters by the total number of health tokens between their characters. The player with the highest total wins.

Ending 2: If all of one player's characters die, that player loses. If all 6 characters are dead by the end of the same dawn or dusk, the player who is closest to *Max Normal* is the winner.

Ending 3: If the encounter deck runs out, the player closest to *Max Normal* is the winner. If this is a tie, the player with the most surviving characters wins. If there is still a tie after any ending, the player who started as Senior Judge loses.

CO-OPERATIVE RULES (2-4 PLAYERS)

The game is played in a series of rounds (days). Each round consists of 2 investigations, **dawn** and **dusk**.

DAWN

Starting with the Senior Judge and going clockwise, each player plays 1 card at a time faceup into the middle of the table until each player has played 2 cards (*or, in a 2 player game, 3 cards*).

Once this is done (or while the cards are played), arrange the cards in numerical order from lowest to highest to form the **encounter row**.

Now resolve each card one by one, in order from left to right.

Once you are finished resolving a card, if you haven't gained some diplomacy or survival expertise, discard the card.

Players may discuss their choices, but the Senior Judge has the final say.

Once all the cards have been resolved, flip the dawn & dusk token to **dusk**. **The team now loses 1 ration.**

DUSK

Dusk is similar to dawn, but cards now remain in the order in which they are played. Each new card is added to the right of the previous one, and they are not rearranged by number.

Resolve the cards, then flip the dawn & dusk token back to **dawn**. **Lose 1 additional ration, and take an enemy advance action.**

After dusk, players should have no cards left in hand.

ENDING THE ROUND

At the end of every round **pass the Senior Judge token** to the next player clockwise, then **each player draws 4 cards** (*or, in a 2 player game, 6 cards*) from the encounter deck.

If the deck is empty, the players immediately lose the game.

PSI



When you resolve a **psi symbol**, either add a card to the end of the encounter row, or spend 1 health from *Anderson* (your psi character) and take this **psi action**:

Every player draws a card from the top of the encounter deck, and keeps it secret from the other players. Based on how good or bad it is, you must make a case for playing it or discarding it. You cannot reference any specific icons on the card, only your judgement of its risk or value. Once you've come to an agreement, one player's card is added to the end of the row, and the others are discarded.

SHOOTOUT (CHIEF JUDGE DIFFICULTY ONLY)

Any time the Judges pawn moves into the same space as the Perps pawn, a **shootout** occurs.

Shuffle the 3 perp character cards and reveal one at random.

If you reveal *Mean Machine* or *Satellat*, you must spend the matching expertise (survival or diplomacy respectively).

If you reveal the *Disciple*, resolve the psi symbol, by either adding a card from the top of the deck to the end of the row or spending a health from *Anderson* and taking the psi action. This happens immediately, before you resolve the other icons on your current encounter card.

A shootout only happens when the Judges move into the same space as the perps, not if perps move into the same space as the Judges.

ENDING THE GAME

The players immediately win when the Judges pawn gets to *Max Normal*'s location.

The players immediately lose if the perps pawn gets to *Max Normal*'s location first, if the encounter deck runs out, or if all the Judges die.

If a character ever runs out of health, or if they have fewer health tokens than radiation tokens, the character immediately dies: remove any remaining tokens and flip the character card facedown.

SOLO (1 PLAYER)

In the solo version you work alone to hunt *Max Normal*. Set the game up as you would for your chosen difficulty, but draw 6 encounter cards instead of 4.

DAWN

At dawn, encounter cards are rearranged in number order as they are added to the encounter row. However, you play cards from your hand and from the top of the deck. First, draw 2 cards from the top of the deck, and place them on the table to form the start of the encounter row. Next, play 2 cards from your hand to the encounter row. Then, draw a third card from the deck and add it to the encounter row. Finally, play a third card from your hand to the encounter row. Resolve the cards from left to right and remember to lose 1 ration once you have finished.

DUSK

At dusk, cards will remain in the order in which they are played. However, you may now add cards to either the start or the end of the encounter row. Begin by playing one card from your hand to form the encounter row. You may now either draw a card from the deck or play a card from your hand and place it to the left or the right of the encounter row cards already on the table.

Repeat this until you have played all the cards in your hand and drawn three cards from the deck, creating an encounter row which is six cards long. Resolve the cards from left to right, and remember to spend one ration and have the perps advance once you have finished. Then draw another 6 cards for your hand and begin a new dawn.

PSI



When you resolve a psi symbol, you can either add a card to the end of the row or spend 1 health from Anderson to take this **psi action**:

Draw 4 cards from the top of the encounter deck and add any 2 of them to the end of the row, in numerical order. Discard the 2 remaining cards.

GAME END SCORING

The game ends in the same way as in the cooperative mode, but in you can count your score. At the game's end, score 1 point for each remaining food and ammunition token, 2 points for each unused expertise card in your team area, and 3 points for each location card you progressed through (including the one you started on). Subtract 8 points for each Judge who has died. Add 12 points if you found *Max Normal*.

THE SLOUGH OF ST LOUIS

This location card states that the last card added to the row at dusk must be facedown. When playing solo, this means that you cannot look at the last card you draw from the deck before you place it in the encounter row; you must decide where it goes without looking at it.