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Game: JUDGE DREDD Pub: Games Workshop (1982)	v2 Nov 2008
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For best results, print on card, laminate and trim to size.	

JUDGE DREDD



THE GAME OF CRIME-FIGHTING IN MEGA-CITY ONE

Setup

Shuffle the **Turn Start Card** and a number of **Judge Cards** equal to the number of players less one. Deal one face up to each player.

The player with the Turn Start Card (the **First Player**) places his playing piece in the **Starting Sector** of his choice.

The player to his left places his piece in an unoccupied Starting Sector and so on.

Starting Sectors are:

1. **Grand Hall of Justice**
2. **Academy of Law**
3. **City Hall**
4. **Justice Department**
5. **West 17 Test Labs**
6. **Spaceport**

The First Player sets up **6 Crimes**:

1. Turn the top card of the **Sector Pack** over to find the Sector from which a Crime has been reported.
2. Place the top card of the **Perp Deck** face down on the designated Sector.
3. Place the top card of the **Crime Pack** face up on top of that Perp Card.

The First Player then deals **6 Action Cards** face down to each player.

Game Turn

1. Movement

All players move and may play Action Cards.

2. Arrest

All players may play Action Cards and those that are able *must* attempt an Arrest.

3. End of Turn

The First Player passes the Turn Start Card to the player on the left.

This new First Player replenishes the Crimes back to 6, and issues players with new Action Cards.

Movement

Players may move their playing piece up to 2 adjacent Sectors in any direction.

Sectors either side of a river are only adjacent if connected by a bridge.

More than one Judge can occupy the same Sector.

When a Judge enters a Sector entering a Crime, the Perp Card is turned face up.

A player may not move out of a Sector in which there is a Crime *unless* there is another Judge in the Sector able to make an arrest, or he is *Barneyed*.

Arrest

The First Player attempts an **Arrest** first if able, then the next player left around the table, etc. A Judge may attempt only one Arrest each Arrest Round.

To make an arrest, the Judge's total Combat Factor must be higher than that of the Perp being arrested. Action Cards may be played (before any die rolls) that give additional die rolls/additions/subtractions.

Combat Values:

Judge: 5 + 1d6

Perp: Card value + Crime value + 1d6

Any player in any order may play additional Action Cards on the Judge.

If the Perp's total is higher than the Judge's, the Arrest fails and the Judge is placed in the Intensive Care Unit in the *Justice Dept Hospital Sector*.

If the totals are equal, there is a stand-off and the Judge must attempt to arrest the Perp again next Arrest Round *unless* the Perp is no longer there or the Judge is somehow able to leave the Sector.

If there are 2 or more Crimes in the Sector, the Judge may choose which one to try and arrest.

If there are 2 or more Judges in the Sector, the Perp's total applies to all Judges. The Judge who beats the Perp by the highest margin wins—if there is a tie, the one who was there first wins.

Intensive Care Unit

Any Judge in Intensive Care is not in the *Justice Dept Hospital Sector* proper and cannot arrest Perps there.

If starting his move there he can only move to the Hospital Sector that round.

No Action Cards apart from a *Robodoc* may be played on a player in Intensive Care, though he may play Cards on others.

Action Cards

Action Cards may be played by any player, on any player (even himself) at any time during a Game Turn. A player may never hold more than 6 Action Cards.

Unless stated otherwise, only the Combat option takes effect if a card is played during the Arrest Round.

If both apply, the person playing the card decides which. Cards played are then immediately discarded.

New Action Cards

Each player is issued with one new Action Card at the end of the turn, except as follows:

Players in the *West 17 Test Lab*, *City Hall*, *Academy of Law* or *Justice Department Armoury* receive up to **two** cards. A player in the *Grand Hall of Justice Sector* may receive up to **six** cards.

Winning

When the last Perp in the Perp Pack is used, the game ends after one complete round of Game Turns—as soon as the Turn Start Card would be passed to the player who had it when the last Perp card was used.

Each player totals the Combat values of their Arrests (Perps and Crimes); the highest total wins.

If a tie, the Judges conduct an Arrest attempt in the Academy of Law, fighting each other. The victor wins the game.