The small forces and campaign rules in the Judge Dredd miniatures game are readily adaptable to Rogue Trooper and the battlefields of Nu-Earth, and I am sure many of you are just dying to get your new Rogue trooper models in your games of Judge Dredd!

**USING ROGUE TROOPER MODELS**

If you have a few Souther or Nort soldiers to hand, you may want to build a force to suit an ongoing Judge Dredd campaign. We will be releasing full force lists at a later date but, for now, you can begin putting your own forces together using the guidelines here.

Alternatively, you can simply build one-off forces and match them against each other, or the best Mega-City One has to offer!

**JUDGE DREDD EQUIPMENT**

The following restrictions apply to Rogue Trooper models.

- Only the following close combat weapons may be purchased: axe, cleaver, club, knife, large club
- Only the following pistol weapons may be purchased: handgun
- Only the following rifle weapons may be purchased: laser rifle, stump gun
- Any grenade weapons may be purchased
- No heavy weapons or armour may be purchased
- Only medi-kits, stimpaks and rifle scopes may be purchased from equipment
- Any cybernetics may be purchased
- Justice Department weapons and equipment are not available...

**JUDGE DREDD TALENTS**

The following Talents trees may not be used.

- Connected
- Healthy Body, Healthy Mind
- Biker Groove
- Midnight Surfer
- No Judge Talents are permitted
- No Psi Talents are permitted

**FIGHTING ON NU-EARTH**

If you decide to stage a battle on Nu-Earth (or some other hostile alien world), we suggest using the following rules for your Nort and Souther Heroes. Rogue himself is, of course, immune!

The very atmosphere on Nu-Earth, poisoned by years of chemical and biological warfare, is lethal. Exposure will kill within seconds. This makes rips and tears in chemsuits a matter of supreme terror for soldiers on Nu-Earth, as even a scratch from a vibro-dag can cause almost instant death. Even with armoured chemsuits, the only hope of survival from such a hit is to quickly patch the hole before the poisoned atmosphere can make its way into the suit!

If a model with more than one Hit receives any damage from any attack, it must make an immediate Agility check. Failure will result in the model being removed as a casualty as it is overcome by poison gases.
80 CREDITS

SOUTHER SOLDIER

**Options**
- Upgrade to Sergeant (a Level 1 Hero) for +50 Credits.
- May be purchased up to 80 Credits of weapon, armour and equipment, or lose all current weapons and be purchased any heavy weapon.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Damage</th>
<th>AP</th>
<th>Special Rules</th>
<th>Cost</th>
</tr>
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<tbody>
<tr>
<td>Battle Rifle Bayonet</td>
<td>1</td>
<td>-1</td>
<td></td>
<td>5</td>
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<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Shooting Dice</th>
<th>Damage</th>
<th>AP</th>
<th>Special Rules</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>LA2 Battle Rifle</td>
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<td>2D</td>
<td>1</td>
<td>-1</td>
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- CASE FILE -
Well-disciplined, Souther soldiers can handle most battlefield situations, whatever the threat.

70 CREDITS

NORT SOLDIER

**Options**
- Upgrade to Sergeant (a Level 1 Hero) for +50 Credits.
- May be purchased up to 80 Credits of weapon, armour and equipment, or lose all current weapons and be purchased any heavy weapon.

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>Special Rules</th>
<th>Cost</th>
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<tr>
<td>Vibro-Dag</td>
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<td>5</td>
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- CASE FILE -
Trained to attack with utter ruthlessness, Nort infantry are extremely capable.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Shooting Dice</th>
<th>Damage</th>
<th>AP</th>
<th>Special Rules</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>Nor-98 Assault Rifle</td>
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<td>3D</td>
<td>1</td>
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</table>
ROGUE

500 CREDITS

**Options**
- May be purchased up to 200 Credits of weapons, armour and equipment, including a Camouflage Cape, Plasma Spheres and Micro-Mines.

**Special Rules**

**Genetically Engineered:** Rogue automatically passes all Will to Fight checks. In addition, he counts as having a Respirator, ignores the poisoned atmosphere of Nu-Earth and is never removed for failing to apply a seal on his chemsuit (he does not wear one!).

**Bagman:** Bagman always has an abundance of kit and will never let Rogue run out of any item during battle. He allows Rogue to re-roll any failure of Limited Ammo, as well as allowing him to carry any purchased equipment.

**Gunnar:** As a Special action, Rogue may place Gunnar in a suitable location to watch for enemies – and shoot them! Gunnar may only perform one Shoot action in each turn, and may only attack targets within his front arc (treating him as if he were a vehicle for this). Rogue cannot, of course, use Gunnar himself until he picks him up again by moving into contact with the weapon and performing another Special action.

**Helm:** Keeping a watchful eye out for nearby enemies, Helm allows Rogue to make unlimited Reactions in each turn.

<table>
<thead>
<tr>
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<th>Special Rules</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Las-Knife</td>
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<td>-5</td>
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<td>20</td>
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<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>Shooting Dice</th>
<th>Damage</th>
<th>AP</th>
<th>Special Rules</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>Gunnar</td>
<td>24”</td>
<td>3D</td>
<td>2</td>
<td>-2</td>
<td></td>
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</table>

<table>
<thead>
<tr>
<th>Weapon</th>
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<th>Shooting Dice</th>
<th>Damage</th>
<th>AP</th>
<th>Special Rules</th>
<th>Cost</th>
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</thead>
<tbody>
<tr>
<td>Plasma Spheres</td>
<td>10”</td>
<td>1D</td>
<td>1</td>
<td>-2</td>
<td>Explosive 2, Limited Ammo 3</td>
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</table>

**Camouflage Cape (30 Credits):** This requires a Special action to don and take off. While worn, Rogue gains the benefit of the Silent Action and Infiltrator Talents.

**Micro-Mines (20 Credits):** These can be dispensed, just once per game, as a Special action. Until Rogue takes a Move or Charge action, any model approaching within 6” of him will automatically be attacked by as many Shooting Dice as it moved in inches, with Damage 1 and AP -1.

**CASE FILE**

The only survivor of the Quartz Zone Massacre that all but destroyed the GIs, Rogue pursues his own agenda of vengeance, but can often be found fighting alongside Souther forces.