

JUDGE DREDD[®]

THE GRAVEYARD SHIFT



These rules adapt the *Judge Dredd* skirmish game for solo play. With them, you take on the role of a Judge patrolling the night-time streets of Mega-City One as part of the infamous Graveyard Shift – in the city, crime never sleeps and Justice is always alert.



SOLO RULES

CONTENTS

SOLO RULES

Factions	3
Perps – Demeanour	3
Perp Cards & The Initiative Deck	3
The Game Turn for Solo Play	3
Activating Perps.	4
Ending the Turn	4
<i>Perp Special Rules</i>	4
Activating Perps – The Action Templates	4
<i>Injured & Stunned Perps</i>	4
The Threat Level	5
<i>Pinned Perps</i>	5
Taking Actions	6
<i>Armoury & Big Meg cards</i>	6
Action Template – Aggressive Perps	7
Action Template – Cautious Perps	8
Special Rules for Actions.	9
Aimed Fire	9
Fight x2	9
Hunker Down	9
Moving out of combat	9
Moving towards cover	9
Sprinting towards the enemy	9
Set Overwatch	9
Snapshot/Throw	9
<i>Dodging</i>	9

THE GRAVEYARD SHIFT

A mini-campaign	10
What you'll need to play	10
Before you start... ..	10

THE ACADEMY OF LAW

Creating your Judge	11
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CAMPAIGN RULES

Preliminary Tasks	12
<i>Support Cards</i>	12
<i>Incident Cards</i>	12
<i>Perp Cards</i>	12
Beginning the Graveyard Shift	13
Start Playing	13

PLAYING THE GAME

Models – Weaponry	14
Scenarios – The Set-Up	14
<i>Citizens</i>	14
<i>Deployment</i>	14
<i>Citizen Models</i>	14

SCENARIO RULES

Foot Chase	15
Ambush	15
Rumble	15
Incidents – Special Rules	15
Assault – Citizen in Danger	15
Judge Down! – Wounded Judge	16
Block War – All-Out War	16
Rioting – Mob Violence	16
Sniper – Lone Gunman	16
Mob Blitz – Whack 'em out!	16
Hostage Situation	17
Organ Legging	18
Stookie Glanding	18
The Heist	19
Mo-Pad Madness	19

THE END OF THE GAME

Perps	20
Judges	20
Personal Armoury Cards	20
Deeds	20

ENDING THE GRAVEYARD SHIFT

APPENDIX

Incident Cards	21
Perp Cards	25
Support Cards	28
Citizen Counters	30

The Graveyard Shift is very much a 'first draft' version. Feel free to chop and change as you see fit. If there is anything you think of to improve game play, or if you have ideas for solo scenarios or campaigns please share your thoughts with us at:

<https://www.facebook.com/warlordgames2000ad/>



SOLO RULES

Before playing The Graveyard Shift, familiarise yourself with the rules here which adapt the main *Judge Dredd* rules to solo play.

FACTIONS

There are two factions in a game of Graveyard Shift – your side (Judges and Citi-Def) and the perps.

You control all models on your side using the normal rules of the game.

The actions of the perp models, which are not controlled by a player, are determined according to the rules described below. You have no control over how these models activate.

Each faction is created according to the rules of the Graveyard Shift campaign, which starts on page 10.

Alternatively, for one-off games, or campaigns of your own devising, you can create two factions to face off against each other following the normal rules for creating factions. Take control of one faction yourself – the other follows the rules for activating non-player models described later.

PERPS – DEMEANOUR

In solo play, perps act in a way influenced by their demeanour. A perp's demeanour is determined by the type of weaponry the model is holding.

Aggressive: A model holding one or more close combat weapons, but no ranged weapons, or which has a Shoot of zero, has an Aggressive demeanour.

Cautious: A model holding two one-handed ranged weapons or one two-handed ranged weapon has a Cautious demeanour.

Mixed Weapons: If a perp model is holding one close combat weapon and one ranged weapon, roll a D6 each time it is activated to determine its demeanour that turn.

D6 Score	Demeanour
1–3	Aggressive
4–6	Cautious

For example, a Block Gang member is armed with a knife and a pistol. She's activated and you roll to determine her personality before she takes her actions – you score a 6, so she's Cautious this turn.



PERP CARDS & THE INITIATIVE DECK

Individual Perp cards are included at the end of these rules and represents either a single character (e.g. Judge Death), or a group of perps (the Perp card includes all the details you need to know about the perps it represents). More details on Perp cards can be found on page 12.

At the start of the game, take the Perp cards representing the perp models and shuffle them facedown to create the Initiative deck.

The Initiative Deck

The Initiative deck is used to determine in which order the perps act during the turn (see page 4) – don't peek at the deck; cards are revealed only when the rules dictate.

THE GAME TURN FOR SOLO PLAY

The game turn for solo play is very similar to that for the normal game (see rulebook, p.14):

Action Chips

At the start of the game, you'll need one Action chip for each model in your faction (or one Star chip for each model with a Cool of 4 or more).

You will also need an action chip for each perp model. However, make these chips a different colour to that used by your faction. You'll also need Star chips for perp models with Cool of 4 or more.

Chips are drawn as normal.

If you draw one of your chips, choose one of the models in your faction to activate. You control the actions of this model, following all the normal rules.

If you draw a chip belonging to the perp faction, one of the perp models will activate, as dictated by the rules on the following pages.



ACTIVATING PERPS

In solo play, a perp's actions are determined randomly, influenced by their demeanour and the situation they are in. When you draw an Action chip for a perp, observe the following process:

1) Draw Perp card

Reveal the top card of the Initiative deck. That card is now in play.

2) Activate Perp

The Perp card in play dictates which perp model activates and takes actions.

Individual Perp. If the card represents an individual perp, that model activates. After the perp has activated, set aside the Perp card – it is no longer in play.

Group of Perps. If the card represents a group of perps, you get to choose which perp in the group activates – choose a model that has not got an Action chip next to it (see p.14 of the *Judge Dredd* rulebook).

After that perp has resolved its actions, check to see if there are any perps represented by the Perp card that have not activated yet. If so, shuffle the Perp card back into the Initiative deck.

However, if all the remaining perps represented by the Perp card have been activated already this turn set aside the Perp card – it is no longer in play.

For example, an Action chip for the perps' faction is drawn. The top card of the Initiative deck is then revealed and put into play. It's Fatties (3 Prime Porkers). None of them have been activated yet this turn, so you choose one of the Fatty models to activate. Then, after that Fatty's actions, because the two remaining Fatties have yet to activate, shuffle the Perp card back into the Initiative deck.

Star Chips

Use the normal rules for Star chips. Note that a perp must always use the Going For Broke rule if possible.

ENDING THE TURN

At the same time as gathering up all the Action chips, you must shuffle the Perp cards face down to form a new Initiative deck. If all the models that a particular

Perp card represents have been removed from the game, remove that Perp card from the game.

ACTIVATING PERPS – THE ACTION TEMPLATES

When a perp activates, first see if a Big Meg/Armoury card is revealed (see the rules on page 6).

Then you must roll three Combat dice and refer to the following rules:

- If you roll one or more [SPECIAL] results, discard all the other results.
- If you don't roll any [SPECIAL] results, but roll one or more [ARMOUR] results, discard all [HIT] results.
- If none of the above applies, you'll be left with three [HIT] results.



On the appropriate Action Template, cross-reference the Combat dice result with the Threat Level affecting the perp (see the following page).

This determines the actions the model takes (either two Single Actions or a Double Action).

- If the perp is **Aggressive**, use the Action Template for Aggressive perps on page 7.
- If the perp is **Cautious**, use the Action Template for Cautious perps on page 8.

Example: Mean Machine is Aggressive so rolls 3 Combat dice on the template for Aggressive perps. He rolls [SPECIAL], [ARMOUR], [HIT]. Discarding the [ARMOUR] and [HIT], he ends up with a [SPECIAL].

INJURED & STUNNED PERPS

A perp model that is stunned or injured follows all the usual rules described on page 23 of the *Judge Dredd* rulebook.

In addition, when an injured perp rolls the 3 Combat dice on an Action Template to determine its actions, one [SPECIAL] result must be converted to an [ARMOUR] result.

For example, an injured Punk Ganger rolls its 3 Combat dice and scores [SPECIAL], [ARMOUR], [HIT]. He must convert the [SPECIAL] result to an [ARMOUR] result so ends up with [ARMOUR], [ARMOUR], [HIT].

However, a model that does not decrease its stats when injured (for example, Mean Machine Angel) ignores this rule when rolling on an Action Template.

PERP SPECIAL RULES

Perp special rules will always activate whenever possible. The rule is always applied in the most advantageous way possible for the perp.



THE THREAT LEVEL

There are five Threat Levels. The higher the level, the more threat is posed to the perp.

When deciding what Threat Level applies to the perp, go down the list of levels described below, starting with Threat Level 5

If a level does not apply, move down to the next level until you find a situation that applies to the perp.

Threat Level 5: At least one of your side's models is within 1" (close combat range) of the perp.

Threat Level 4: At least one of your faction's models is within the perp's potential charge range (Move+6"), and within line of sight of the perp.

Threat Level 3: At least one of your faction's models is within short range of any of the perp's weapons, and within line of sight of the perp.

Threat Level 2: At least one of your faction's models is within long range of any of the perp's weapons, and within line of sight of the perp.

Threat Level 1: None of your faction's models are within weapon range of the perp, or none of them have line of sight to the perp.

PINNED PERPS

A pinned perp follows all the rules described on page 21 of the *Judge Dredd* rulebook.

If a perp is forced to take the Shake it Off! action as the result of being pinned, and is subsequently required to make two Single Actions, it only makes the first listed action.

If the perp is required to make a Double Action, obviously it won't be able to do this as it already has taken a Single Action. In this case, it instead performs a Single Action as its second action, based on the Double Action it was meant to take, as shown below.

- Sprint = Move
- Charge = Move towards target enemy
- Aimed Fire = Snap Shot
- Set Overwatch = Do nothing
- Hunker Down = Move to closest cover



JUSTICE DEPARTMENT PUT ON A SHOW OF FORCE



TAKING ACTIONS

The Action Templates dictate which actions the perp must take.

If only **one option** for actions is shown, the perp must carry out those actions.

If **two or more options** are shown, they will be numbered. Go through the options, starting at option 1, until an option that applies to the acting perp is reached. The perp then takes the actions as dictated by that option (options lower down the list are ignored).

For example, Mean cross-references his [SPECIAL] result with his Threat Level of 1 (no enemy models are within Mean's potential charge range of 12" or within his pistol range of 16").

The results are:

- 1) Stunned or Injured (no ranged weapon):
Hunker Down
- 2) Stunned or Injured: Set Overwatch
- 3) Sprint towards closest enemy

Mean is not stunned or injured, so ignores options 1 and 2. Therefore, he Sprints towards the closest enemy – a hapless Cadet Judge.

Targets

Most options specify that the closest enemy must be the target of the action.

Sometimes an option specifies that you can choose the target of the perp's action – in which case, you can choose any enemy model as the target, as long as it can be targeted normally by the acting perp.

Facing

After moving a perp, always turn the model at the end of the move so that the closest enemy in line of sight is within its Focused Front arc.

If there is no enemy within line of sight, turn the model to face the closest source of potential threat, otherwise the model faces the direction it was moving in.

Apply common sense when positioning perps – which direction would you face if you were the perp? Don't deliberately position a perp to give your faction an unfair advantage.

ARMOURY & BIG MEG CARDS

At the start of a game, draw three Armoury cards and three Big Meg cards for the perp side. Shuffle them into a single deck of six cards and place them face down.

When a perp activates, check to see if the perp faction already has an Armoury/Big Meg card in play. If not, roll a Combat die. On the result of a [SPECIAL] turn over the topmost Armoury/Big Meg card. This card remains in play until used.

The first time a situation arises where the revealed card can be used during any perp's turn, that card must be played, as advantageously as possible for the perp, then discarded.

If a card's target must be nominated, determine the target of the card at random.

If the card cannot be used at all for any reason, use it as described in the 'Quick Thinking' rule on page 56 of the rulebook. This is the only time perps use this rule. Perps can use Armoury cards for Quick Thinking, not just Big Meg cards.



ACTION TEMPLATE – AGGRESSIVE PERPS

Result	Threat Level	Action	Action Type
	5	Fight x2 versus enemy of your choice	2x Single Actions
	4	Charge enemy of your choice	Double Action
	3	Sprint towards enemy of your choice	Double Action
	2		
	1		
	5	Fight x2 versus closest enemy	2x Single Actions
	4	1) No ranged weapon: Charge closest enemy 2) Aimed Fire at closest enemy	Double Action
	3	1) No ranged weapon: Sprint towards closest enemy	Double Action or 2x Single Actions
	2	2) Move towards closest enemy then Snapshot/Throw versus that enemy	Double Action
	1	Sprint towards closest enemy	
	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge closest enemy	Double Action
	3	1) No ranged weapon: Sprint towards closest enemy 2) Move towards closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	2	Sprint towards closest enemy	Double Action
	1	1) Stunned or Injured (no ranged weapon): Hunker Down 2) Stunned or Injured: Set Overwatch 3) Sprint towards closest enemy	Double Action
	5	Sprint out of combat towards closest cover	Double Action
	4	1) Stunned or Injured: Hunker Down	Double Action
	3	2) In cover (no ranged weapon): Do nothing	
	2	3) In cover: Set Overwatch	
	1	4) Sprint towards closest cover	
	5	1) Stunned: Move out of combat then Shake it Off! 2) No ranged weapon: Sprint out of combat towards closest cover 3) Move out of combat then Snapshot/Throw versus closest enemy	2x Single Actions or Double Action
	4	1) Stunned or Injured: Hunker Down	Double Action or 2x Single Actions
	3	2) In cover (no ranged weapon): Do nothing 3) In cover: Aimed Fire versus closest enemy	
	2	4) No ranged weapon: Sprint towards closest cover 5) Move towards closest cover then Snapshot/Throw versus closest enemy	
	1	1) Stunned or Injured: Hunker Down 2) In cover: Set Overwatch 3) In cover (no ranged weapon): Do nothing 4) Enemy either not in range or in line of sight: Sprint towards closest cover 5) Move towards closest enemy, then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	5	1) Stunned: Shake it Off! then Fight versus closest enemy 2) Fight x2 versus closest enemy	2x Single Actions
	4	1) Stunned (no ranged weapon): Sprint towards closest enemy 2) Stunned: Shake it Off! then Snapshot/Throw versus closest enemy 3) Charge closest enemy	Double Action or 2x Single Actions
	3	1) Stunned (no ranged weapon): Sprint towards closest enemy 2) Stunned: Shake it Off! then Snapshot/Throw versus closest enemy 3) No ranged weapon: Sprint towards nearest enemy 4) Move to closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	2	1) Stunned (no ranged weapon): Sprint towards closest enemy 2) Stunned: Shake it Off! then Snapshot/Throw versus closest enemy 3) No ranged weapon: Sprint towards nearest enemy 4) Aimed Fire versus closest enemy	Double Action or 2x Single Actions
	1	1) Stunned or Injured: Hunker Down 2) No ranged weapon: Sprint towards closest cover 3) Set Overwatch	Double Action
	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge versus closest enemy	Double Action
	3	1) No ranged weapon: Sprint towards nearest enemy 2) Aimed Fire versus closest enemy	Double Action
	2	1) No ranged weapon: Sprint towards nearest enemy 2) Move towards closest enemy then Snapshot/Throw versus that enemy	Double Action or 2x Single Actions
	1	Sprint towards closest enemy	Double Action



ACTION TEMPLATE – CAUTIOUS PERPS

Result	Threat Level	Action	Action Type
	5	Move out of combat, then Snapshot/Throw versus enemy of your choice	2x Single Actions
	4	Aimed Fire versus enemy of your choice	Double Action
	3		
	2		
	1	1) Enemy not in range or in line of sight: Sprint towards enemy of your choice 2) Move towards enemy of your choice, then Snap Shot/Throw versus that enemy	Double Action or 2x Single Actions
	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge versus closest enemy	Double Action
	3	Move towards closest enemy then Snapshot/Throw versus that enemy.	2x Single Actions
	2		
	1	1) Enemy not in range or in line of sight: Sprint towards closest cover 2) Move towards closest enemy, then Snap Shot/Throw versus that enemy	2x Single Actions
	5	Move out of combat, then Snapshot/Throw versus closest enemy	2x Single Actions
	4	Aimed Fire versus closest enemy	Double Action
	3		
	2		
	1	1) Stunned or Injured: Hunker Down 2) Set Overwatch	Double Action
	5	Sprint out of combat towards closest cover	Double Action
	4	In open: Sprint towards closest cover	Double Action
	3	In cover: Aimed Fire versus closest enemy	
	2	Stunned or Injured: Hunker Down	
	1	1) Stunned or Injured: Hunker Down 2) In cover: Set Overwatch 3) Sprint towards closest cover	Double Action
	5	Sprint out of combat towards closest cover	Double Action
	4	1) Stunned or Injured: Hunker Down 2) In cover: Aimed Fire versus closest enemy 3) Sprint towards closest cover	Double Action
	3		
	2	1) Stunned or Injured: Hunker Down 2) In cover: Aimed Fire versus closest enemy 3) Move towards nearest cover then Snap Shot versus closest enemy	2x Single Actions or Double Action
	1	1) Stunned or Injured: Hunker Down 2) In cover: Set Overwatch 3) Sprint towards closest cover	Double Action
	5	1) Stunned: Move out of combat then Shake it Off! 2) Move out of combat then Snapshot/Throw versus closest enemy.	2x Single Actions
	4	1) Stunned: Shake it Off! then Snap Shot versus closest enemy 2) In cover: Aimed Fire versus closest enemy 3) Move towards nearest cover then Snap Shot versus closest enemy	2x Single Actions or Double Action
	3		
	2	1) Stunned: Shake it Off! then Snap Shot versus closest enemy 2) Aimed Fire versus closest enemy.	Double Action or 2x Single Actions
	1	1) Stunned or Injured: Hunker Down 2) Enemy not in range or in line of sight: Move towards closest enemy then Move towards nearest cover 3) Move towards closest enemy then Snapshot/Throw versus that enemy	2x Single Actions or Double Action
	5	Fight x2 versus closest enemy	2x Single Actions
	4	Charge closest enemy	Double Action
	3	Aimed Fire versus closest enemy	Double Action
	2	Move towards closest enemy then Snapshot/Throw versus that enemy	2x Single Actions
	1	Sprint towards closest enemy	Double Action



SPECIAL RULES FOR ACTIONS

Some actions performed by perps in solo play have special rules attached to them, as described below.

Aimed Fire

If the perp has a choice of weapons, it uses the most powerful one or the one easier to hit with (choose the option most advantageous to the model – if in doubt, which would you choose if you controlled the perp?).

Fight x2

The perp must make a Fight action against the closest target. Randomise the target if there is more than one model the perp can fight.

If the first target is removed from play as the result of the attack, the perp must take another Fight action against another target within 4" of it.

If there is no second target within 4", the perp reacts according to its demeanour:

- An **Aggressive** perp must Move towards the closest enemy, or towards the closest cover if there is no enemy within line of sight.
- A **Cautious** perp must Move towards the closest cover if there is no enemy within line of sight.

Hunker Down

The Hunker Down action is performed slightly differently by perps in the solo game. When a perp performs a Hunker Down move, if it is close enough to a table edge (within a distance equal to its Move+5") it will move towards that table edge and move off-table if able to do so. Otherwise, the model moves towards the closest source of cover.

If the perp hunkering down is uninjured but is Pinned or Stunned, after making its move, it performs a free Shake it Off! action (even if it fails to reach cover).

All other rules for Hunker Down are as described on p.19 of the *Judge Dredd* rulebook.

Moving out of combat

A perp moving out of combat follows the normal rules on page 26 of the *Judge Dredd* rulebook. If possible, the perp must move so that it is further than 4" from any enemy model at the end of its move.

Moving towards cover

When a perp is directed to Move or Sprint towards the closest cover, you must try to move the perp so that it ends its move

DODGING

A perp will always dodge in combat (see page 24 of the *Judge Dredd* rulebook).

An **Aggressive** perp will never move out of combat as the result of a successful dodge.

A **Cautious** perp will always move out of combat as the result of a successful dodge.

positioned with cover between it and as many enemy models as possible.

The perp should try to end its move in base contact with the cover it was moving towards.

Moving towards enemy

When a perp is directed to Move or Sprint towards an enemy, it must try to end its move at least within 1" of the target enemy, if possible.

Set Overwatch

When a perp is on overwatch, it will fire at the first enemy target that it can do so, following the normal rules on page 19 of the *Judge Dredd* rulebook.

Snapshot/Throw

A perp will perform a Snapshot or a Throw, depending on the weapons it is equipped with.

If the perp has a choice of weapons, it uses the most powerful one or the one easier to hit with (choose the option most advantageous to the model – if in doubt, which would you choose if you controlled the perp?).

THE REPLICAS BLOCK GANGERS
LOOKING FOR TROUBLE





THE GRAVEYARD SHIFT

NIGHT FALLS ON MEGA-CITY ONE...

The Graveyard Shift is 51 minutes old. Citywide, more than 9,000 serious crimes have been reported. The Judges have been lucky – so far, it's been quiet.

The night-time period between 2100 and 0500 hours is known as the Graveyard Shift to the Judges patrolling the streets. Mega-City One erupts in an orgy of crime, with only the Judges preventing the city from descending into total chaos.

0300 hours. On the Graveyard Shift, trouble continues unabated. On average, excluding major disasters, there are now 24 A.R.V.s, 139 serious assaults, 5 murders, 0.09 classifiable riots and 230 traffic offences every minute.

You'll find the original Graveyard Shift story, along with other classic Judge Dredd tales, in *Judge Dredd: The Complete Case Files 07*, published by Rebellion.

A MINI-CAMPAIGN

The Graveyard Shift is a mini-campaign using the *Judge Dredd* solo play rules, allowing you to play a series of interlocking games.

Of course, if you prefer you can easily adapt this mini-campaign to the regular rules for *Judge Dredd*, playing against your friends face-to-face.

WHAT YOU'LL NEED TO PLAY

You'll need the following to play The Graveyard Shift:

- Various *Judge Dredd* models – Judges and perps. You can easily adapt the game to suit your own model collection, as described later. If you are lacking Citizen models, we've provided stand-in tokens on page 30.
- Terrain to represent the streets of Mega-City One, and a surface to play on – a 3' x 3' tabletop should suffice, although the scenarios are best played on a 4' x 4' area.
- The *Judge Dredd* rules, and necessary gaming paraphernalia (dice, etc.)
- The various cards (Incident cards, Perp cards and Support cards) needed for the solo play version of *Judge Dredd* – you can find these on pages 21–29 (print them out, cut them out and reinforce them by gluing them to card).

BEFORE YOU START...

Before you begin the game, you'll first have to create a Judge who will play a starring role in this campaign. They will represent you on the streets of Mega-City One. The process of creating your character is described on the next page.





THE ACADEMY OF LAW

CREATING YOUR JUDGE

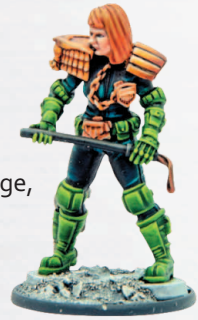
You are playing a Judge fresh out of the Academy of Law, about to venture out on their first Graveyard Shift. Before starting the campaign, you must first create your Judge.

You're no longer a rookie, having passed your Final Street Assessment, but are a raw Street Judge, yet to truly prove yourselves to your superiors.

Basic Stat Profile

Your basic stat profiles are as follows:

	Move	Shoot	Fight	Evade	Resist	Cool	Special Rules
Basic stat profiles:	6"	2	2	1	2	2	Let's Ride!, Respect the Law



Academy Points

You have 12 Academy Points (AP) to spend on your stats and on extra Special Rules.

To **increase a Stat**, you must spend a number of AP depending on the value you want to increase the Stat by, as shown on the following table.

Stat Increase	Cost
+1	1 AP
+2	3 AP
+3	5 AP

For example, Adam wants to increase his Judge's Shoot stat to 4 (an increase of +2), so spends 3 AP.

You can only raise your Judge's stats to the following maximum values:

Shoot	Fight	Evade	Resist	Cool
4	4	3	4	5

To **gain a Special Rule**, you must spend 3 AP for each rule gained. Choose from the following Special Rules:

- Brawler; Fortitude; Gunfighter.

You can upgrade your Judge to a **Specialist Judge** (Psi-Judge, Tek Judge or Med Judge) at a cost of 4 AP. However, if you choose to be Tek or Med Judge, it costs an extra +1 AP to increase each stat.

Note that if you are a Med Judge, you can use your Combat Medic skill on yourself.

Armoury Cards

Because the Graveyard Shift takes place over a single night, your Judge gains Armoury cards in a slightly different way from normal games.

Before starting the Graveyard Shift you can draw one card from the Armoury deck at a cost of 1 AP.

If you're a Tek Judge, draw one extra card from the Armoury deck for free.

Keep these personal Armoury cards separate from other Armoury cards – they can only be used by your Judge, not other models on your side.

Weapons

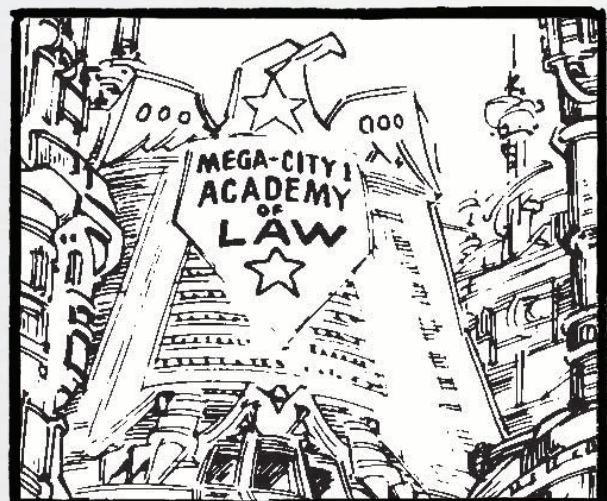
Your Judge has the usual primary personal weapons: a Lawgiver Mk2 Pistol, a Day Stick, and Boot Knife.

Obviously, the model you choose to represent your Judge should be armed appropriately.

HITTING THE STREETS

Once you've finished creating your Judge, give him or her a name.

It's now time to begin the Graveyard Shift...





CAMPAIGN RULES

The Graveyard Shift lasts from 2100 hours to 0500 hours, at which point the Judges on patrol retire to the Grand Hall of Justice for recuperation in the sleep machines, before hitting the streets again ten minutes later for the morning patrol.

In game terms, the Graveyard Shift is represented by eight different incidents, each corresponding to roughly an hour of the shift. If your Judge survives the encounter, he or she continues patrolling the streets until summoned to the next incident.

PRELIMINARY TASKS

Before starting the Graveyard Shift, you'll need to do the following things:

- **Create your Judge.** This process is described on page 11, in the Academy of Law section.
- **Set Up Decks.** Create decks for Support cards, Incident cards, and Perp cards (see the boxes, on this page for more details on these).

Also, create decks for Big Meg cards and Armoury cards.

When you are ready, it's time for the Graveyard Shift to begin.

SUPPORT CARDS

Support cards determine what type of support (Judges or Citi-Def units) you have available during an incident.

Each card has the following information:

- The models available.
An asterisk (*) indicates that the card represents a named character. (E.g. *Judge Dredd**)
- Any special rule that apply. (E.g. *Special Rule: Lawmaster*)
- The page in the *Judge Dredd* rulebook where you'll find the rules for the models.

Before the campaign begins, take all the Support cards and shuffle them into a deck. This is the **Support Deck**. The full set of Support cards can be found on pages 28–29.

INCIDENT CARDS

Incident cards are drawn to determine what incident your Judge is called to. Each card has the following information:

- The type of incident (e.g. *Assault*).
- The additional number of Perp cards you must draw as a result of drawing this incident (e.g. *Perp cards: +1*).
- Which scenario is used to play out the incident – this can be a specific scenario or a randomly determined one, as determined by the rules on the card (e.g. *Roll D6: 1–2: Foot Chase; 3–4: Ambush; 5–6: Rumble*).
- Any special rule that affects the incident (e.g. *Special Rule: Citizen in Danger*).

Before the campaign begins, take all the Incident cards and shuffle them into a deck. This is the Incident deck. The full set of Incident cards can be found on pages 21–24.

PERP CARDS

Perp cards are drawn to determine which perps are involved in the incident. Each card has the following information:

- The perp or perps involved, and whether they are a group or individual. An asterisk (*) indicates that the card represents a named character (e.g. *Judge Death**).
- Any special rules that apply to the perps represented by the card.
- The page in the *Judge Dredd* rulebook where you'll find the rules for the models.

Before the campaign begins, take all the Perp cards and shuffle them into a deck. This is the Perp deck. The full set of Perp cards can be found on pages 25–27.

If you don't have a suitable model to represent a perp, remove the appropriate Perp card from the game.



BEGINNING THE GRAVEYARD SHIFT

The Graveyard Shift is divided into eight incidents, roughly equivalent to one hour of the shift. At the start of each, you must determine what specific incident you are called to.

Carry out the following process:

- 1) **Draw Incident Card.** Draw the top Incident card from the Incident deck.

Once an Incident card has been used, put it in a discard pile – it is not used again for the rest of the campaign.

- 2) **Draw Perp Cards.** Draw Perp cards from the top of the Perp deck.

Draw one Perp card, plus an additional number as indicated by the Incident card drawn.

Gather models representing the perps described on each Perp card drawn. These are the models you'll use to represent the opposing side.

At the end of each game, all Perp cards are replaced in the Perp deck, ready for the next game, unless the campaign rules say otherwise.

- 3) **Draw Support Cards.** Draw Support cards from the top of the Support deck.

Draw a number of Support cards equal to the number of additional Perp cards you draw.

Gather models representing the protagonists described on the Support card. These are the models you control during the game (either Judges or Citi-Def units), in addition to your own Judge.

At the end of each game, all Support cards are replaced in the Support deck, ready for the next game, unless the campaign rules say otherwise.



- 4) **Determine Scenario.** The scenario is determined according to the information on the Incident card drawn. It could be a specific scenario, or you might have to choose the scenario randomly. Note that some incidents involve special rules that affect the game. These special rules are described in detail on pages 15–16.

Example:

It's the start of the Graveyard Shift. Adam must determine the first incident his Judge (Judge Woodliffe) has been called to.

He draws an Incident card – Littering, a minor incident. He then draws a Perp card, but does not need to draw any more as the littering incident has a Perp cards score of 0. He has drawn Judge Death, so takes his Judge Death model to use in the game.

He does not draw any Support cards, as he did not draw any additional Perp cards.

The Incident card indicates that Adam has to roll a D6 to determine the scenario to be played. He rolls a 4 – an Ambush.

So Judge Woodliffe has caught Judge Death red-handed in the act of littering and must bring him to justice! Let the fight begin...

START PLAYING

Once you've established what incident you've been called to, which perps you'll face, what support is available and which scenario you'll be playing, it's time to start the game.



PLAYING THE GAME

Play the game according to the normal rules of *Judge Dredd*. Activate all models on your side as normal. However, when a perp is activated, refer to the solo play rules on pages 3–9.

MODELS – WEAPONRY

All models are armed with the weaponry they are depicted as carrying, unless specified by a special rule. If you can't figure out what a particular weapon is, choose the most basic version – either a *pistol*, a *combat rifle*, a *stump gun* or a *basic close combat weapon*, depending on the weapon type.

For example, you have a perp model carrying a pistol, but can't decide whether it is a spit pistol, a laser pistol or something else. In this case, treat the weapon as a 'pistol'.

SCENARIOS – THE SET-UP

The Set-Up phase for scenarios is slightly different in solo mode, as described below.

Draw Armoury cards – Your Faction

Draw Armoury cards for your own side as normal. Remember that your Judge character has personal Armoury cards which can only be used by your Judge.

Note that Armoury cards drawn for your faction during the Set-Up phase can only be used by Support models, not by your Judge.

Draw Big Meg cards – Your Faction

Draw Big Meg cards for your faction as normal. Play Big Meg cards for your faction following the usual rules

Armoury/Big Meg cards – Perps

At the start of the game, draw three Armoury cards and three Big Meg cards for the perps. Note that some scenarios or special rules allow extra cards to be drawn. Shuffle them into a single deck and place them face down.

During the game, Armoury/Big Meg cards are activated for the perps as described on page 6.

CITIZENS

The city streets never sleep, but they do get a bit quieter during the night. Use the following rules to represent citizens during the Graveyard Shift.

Citizens follow the rules found on page 91 of the *Judge Dredd* rulebook.

DEPLOYMENT

2100–0100 hours: For the first four incidents place 2D3 citizens in each quarter of the table, after deploying perps and Judges. Place them no closer than 2" to any other model, preferably scattered throughout their quarter.

0100–0300 hours: For the next two incidents place 1D3+1 citizens in each table quarter as described above.

0300–0500 hours: For the final two incidents place 1D3-1 citizens in each table quarter as described above.

Perps will not use Action chips to activate citizens, but your side is able to do this.

Note that perps do not count citizens as enemies unless a rule dictates otherwise.

CITIZEN MODELS

If you don't have enough models to represent citizens, we've provided counters on page 30 that you can use as stand-ins.





SCENARIO RULES

Each scenario must be adapted slightly to make it playable as a solo play scenario.

FOOT CHASE

Foot Chase: Scenario 1
Page 128 of the *Judge Dredd* rulebook

The perps are alerted to your presence and make a run for it, with you in hot pursuit.

The perps are the models being chased. Follow all the scenario rules, except as noted below.

Deploy Models

Place all the perp models in the 'Chased Models' zone. Then deploy your models as described in the scenario rules.

Citizens

Deploy citizens as described on page 14.

Leaving the Table

If directed to move towards the 'closest cover', a perp will instead move towards the nearest table edge (not counting the table edge your side deploys near), and will move off-table if able to do so.

PERP ACTIONS

The perps are attempting to escape from the Judges.

In this scenario, when a perp performs a Move or Sprint action, it must move towards the closest table edge (away from any enemy models), instead of following the directions given in the Action Template.

AMBUSH

Ambush: Scenario 2
Page 130 of the *Judge Dredd* rulebook

The perps are unaware that you are nearby, and commit their crime brazenly, while you sneak up to apprehend them.

The perps are the models being ambushed. Follow all the scenario rules, except as noted below.

Deploy Models

Place all the perp models in the 'Ambushed Models' zone. Then deploy your models as described in the scenario rules.

Citizens

Deploy citizens as described on page 14.

RUMBLE

Rumble: Scenario 3
Page 132 of the *Judge Dredd* rulebook

You have caught the perps performing an illegal activity. However, their accomplices are near at hand, and gather to help their friends resist arrest.

Follow all the scenario rules, except as noted below.

Deploy Models

Shuffle the Perp cards drawn for the game. Reveal half of them (rounded up), and place the models they represent in Deployment Zone 1. (All other perps come on as reinforcements, following the Back-Up rules.)

Now deploy your models in Deployment Zone 2, as per the scenario rules.

Citizens

Deploy citizens as described on page 14.

INCIDENTS — SPECIAL RULES

Some incidents have special rules that affect a scenario. These are described below.

ASSAULT

Citizen in Danger

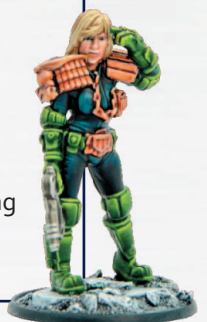
During the Deploy Models phase, place a citizen in the centre of the table. This citizen is the target of the ambush and counts as an enemy to the perps.

The perps deploy as the ambushers. Place all the Perp models within 6" of the centre of the table, with as many as possible in base contact with the target citizen.

Your Judge is first on the scene — deploy him or her further than 9" from any enemy model. All other models are off-table.

Ignore the Ambush! special rule for this incident — the perps have already started attacking the unfortunate citizen.

After the Deploy Models phase is over, your side now becomes the ambushing side, and the *Back-Up* special rule applies.





JUDGE DOWN!

Wounded Judge

Use the *Citizen in Danger* rules described on the previous page, except replace the citizen with a wounded Judge.

The wounded Judge counts as a Street Judge with only his boot knife. He or she counts as an extra model on your side, but has been grievously injured (3 Injury markers) and has broken both legs, so cannot move.

Block War

All-Out War

Follow the rules for the Rumble scenario, except for the following amendments.

Deploy Models

Shuffle the Perp cards drawn for the game. Draw three of the cards and place the models they represent in Deployment Zone 1. Place the remaining perps in Deployment Zone 2. Then deploy citizens, as described below.

These two groups represent the warring factions from the opposing blocks.

Important: Each perp counts all models deployed in the Deployment Zone directly opposite as enemies.

After placing citizens, deploy your models in Deployment Zone 2, as per the scenario rules.

Citizens

Deploy 12 citizens scattered throughout Deployment Zone 1. Deploy another 12 citizens throughout Deployment Zone 2. No other citizens are deployed.

Important: Each citizen counts all models deployed in the Deployment Zone directly opposite as enemies, and counts all your models as enemies too.

Citizens behave as described on page 91 of the *Judge Dredd* rulebook, except if a citizen ends up within 1" of any enemy, it takes a single Fight action against it.

Special Rules: Back-Up

The Back-Up rules are not applicable to the perps.

Rioting

Mob Violence

Follow the rules for the Rumble scenario, except for the following amendments.

Citizens

Deploy 2D6+6 citizens scattered throughout Deployment Zone 1. No other citizens are deployed.

Citizens behave as described on page 91 of the *Judge Dredd* rulebook, except that they are affected by mob violence. If a citizen ends up within 1" of one of your models, it will make a single Fight action against it.

Sniper

Lone Gunman

Do not draw Perp cards for this scenario. The perp is a Citi-Def Squad Leader with the Sniper skill, and armed with a knife, spit pistol and sniper rifle. He has two extra Armoury cards instead of one.

Follow the rules for the Rumble scenario, except for the following amendments.

Deploy Models

Deploy your Judge first, in contact with the table edge within Deployment Zone 1.

Now deploy the sniper, no closer than 36" to your Judge, and within line of sight of him or her. The sniper must be placed in contact with cover that is between him and your Judge. Try to place the sniper on top of terrain higher than floor-level.

Citizens

Deploy citizens as described on page 11. The sniper treats all citizens as enemies. Citizens treat the sniper as an enemy as soon as he shoots at any target with his sniper rifle.

Mob Blitz

Whack 'em out!

Follow the rules for the Ambush scenario, except for the following amendments.

Deploy Models

Place all the perp models represented by the first Perp card drawn in the 'Ambushed Models' zone.

The remaining perps, those represented by the other two cards, are ambushing the perps in that zone. Place all those perps following the scenario's deployment rules, treating those perps as the ambushing side.

Special Rules: Back-Up

The Back-Up rules are not relevant for the ambushing perps. Instead they apply to your faction. All your models begin the game off-table.



HOSTAGE SITUATION

The Raid: Scenario 4

Page 134 of the Judge Dredd rulebook

You must raid the hideout of a gang of perps who are holding a prominent citizen hostage.

Follow all the scenario rules, except as noted below. The perps are the defenders.

Deploy Models

Shuffle the Perp cards drawn for the game and reveal half of them (rounded down). These are the perps that are deployed as sentries.

Distribute sentry models as evenly as possible throughout the four quarters of their deployment zone, and place one perp inside the building.

The other perps enter play as per the Back-Up rules.

Citizens

Citizens are not used in this scenario, except as hostages (see below). The hostages are kept in a remote part of the city, far from prying eyes.

Hostages

D3 civilians are used as hostages. All the hostages are placed inside the building.

A hostage is tied up securely, and so cannot move by himself, or in fact do anything. A hostage is moved in the same way as a cache marker, but can only be moved by models from your side.

Hostages are models so can be removed as casualties. The perps value the hostages, so will not attack them.

Special Rules

Caches

The Cache rules are only used as a way to move hostages, as described above.

Sentries

When moving as the result of a [Hit] result, a sentry moves in a random direction – roll a D6.

- 1: Move towards table edge opposite attacker's table edge.
- 2: Move towards table edge on left side of attacker's edge.
- 3: Move towards table edge on right side of attacker's edge.
- 4–6: Move towards attacker's table edge.

A sentry will not move off-table (it stops at the edge).

Objectives

At the end of the game, count up the number of hostages secured by each faction. The faction with the greatest number of hostages is the winner.

A hostage counts as secured by your faction if one or more of your models is within 3" of it and no perp is within 3" of it.

A hostage counts as secured by the perps if one or more perps is within 3" of it and no model from your faction is within 3" of it.

If any hostage is killed, even if you secure more hostages than the perps, your faction can only score a draw.

PERP ACTIONS

A perp counts any hostage model as cover if it is directed to move towards the 'closest cover'.

When a perp is directed to target its action against an enemy, an enemy model within 3" of a hostage counts as being closer than an enemy model further than 3" from a hostage.





ORGAN LEGGING

The Raid: Scenario 4
Page 134 of the Judge Dredd rulebook

You must raid the hideout of a gang of perps illegally harvesting organs.

Follow all the scenario rules, except as noted below.
 The perps are the defenders.

Deploy Models

Shuffle the Perp cards drawn for the game and reveal half of them (rounded down). These represent the perps that are deployed as sentries.

Distribute sentry models as evenly as possible throughout the four quarters of their deployment zone, and place one perp inside the building.

The other perps enter play as per the Back-Up rules.

Citizens

Citizens are not used in this scenario. The organ leggers' hideout is located in a remote part of the city.

Special Rules

Caches

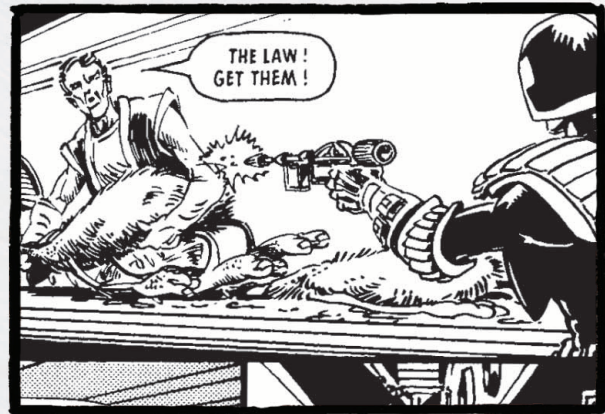
The Cache rules are not used in this scenario.

Sentries

When moving as the result of a [HIT] result, a sentry moves in a random direction – roll a D6.

- 1: Move towards table edge opposite attacker's table edge.
- 2: Move towards table edge on left side of attacker's edge.
- 3: Move towards table edge on right side of attacker's edge.
- 4–6: Move towards attacker's table edge.

Note that a sentry will not move off-table (it will stop at the edge).



Objectives

Whichever faction remains on the table at the end of the game wins.

PERP ACTIONS

A perp counts the building as the closest cover if it is directed to move towards the 'closest cover'.

STOOKIE GLANDING

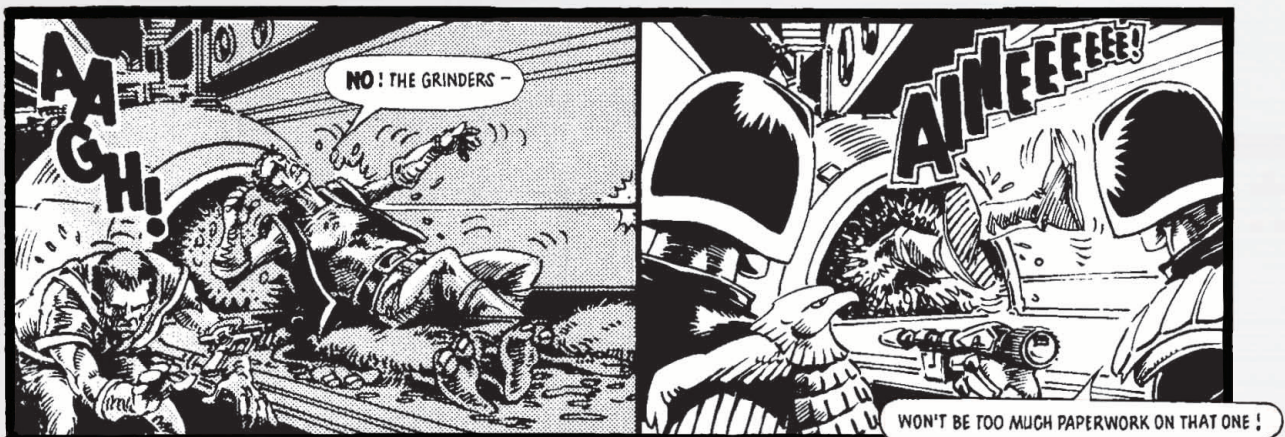
The Raid: Scenario 4
Page 134 of the Judge Dredd rulebook

You must raid a hideout that is the safe house for a stookie-glanding operation.

Follow all the scenario rules for The Raid, and the variant rules detailed in the Organ Legging scenario (above) with the following additional rule:

Stookie Grinders

If a model takes a Fight action inside the building, roll a Combat die before it takes the action. On the result of a [SPECIAL], the model has blundered into the stookie grinder machine. It ends its turn immediately and suffers an automatic close combat hit (which cannot be dodged) that has a Power of 4 and the Piercing and Rending special rules (see page 49 of the Judge Dredd rulebook).





THE HEIST

The Heist: Scenario 5
Page 136 of the Judge Dredd rulebook

A heist is taking place near your patrol sector. You are among the first on the scene to apprehend the robbers and send them to the iso-cubes... or Resyk.

Follow all the rules for the Heist scenario, except as noted below.

Security Guards

In this version of the Heist scenario, the cache markers are guarded by security guards. These are D3 civilians armed with clubs and pistols. They follow all the rules for civilians.

Deploy Models

The security guards count as your faction's deployment during the Deploy Models phase. The rest of your models are all off-table and follow the Back-Up special rules.

Set up perps as close to 9" to a security guard as possible (but no closer).

Citizens

Deploy citizens as described on page 14.

Special Rules

Caches

The rules for cache markers are different in this version of the Heist scenario. At the start of the game, after deploying the security guards, place three cache markers, one carried by each security guard.

A cache marker must always be carried by a model. A model can only carry one cache marker at a time.

If a model carrying a cache marker is removed from play due to a close combat attack, the enemy model who carried out the attack now counts as carrying that cache marker.

If a model carrying a cache marker is removed from play by any other means, the model is not removed from the game, but placed on its side, and counts as 'downed'. A downed model cannot be activated (their Action chip is removed from play), but still counts as an enemy model on the table, and counts as carrying the cache marker.

If any model from either faction moves into contact with a downed model, remove the downed model immediately – the model that moved into touch with the downed model is now carrying the cache marker.

Leaving the Table

If a perp carrying a cache marker is directed to move towards the 'closest cover', the perp will instead move towards the nearest table edge, and will move off-table if able to do so.



PERP ACTIONS

If a perp without a cache marker is directed to Move or Sprint towards cover, it must instead move towards an enemy model carrying a cache marker. If that enemy is within a distance equal to the perp's Move+6", the perp must make a Charge move against that enemy.

MO-PAD MADNESS

Mo-Pad Madness: Scenario 6
Page 138 of the Judge Dredd rulebook

You have been called in to bring order to a major traffic control incident. However, the heavy traffic on the mega-ways stop for nothing – not even the Law.

In this scenario, the perps are the defenders. Follow all the scenario rules, except as noted below.

Citizens

No citizens are deployed in this scenario. Only suicidal maniacs will venture onto the Mega-Ways on foot!

Leaving the Table

Perps count the 'forward' or 'backward' table edges as 'cover', so if directed to move towards the nearest cover, and a suitable table edge is closer than an item of cover, the perp will move towards the table edge, and move off-table if able to do so.



THE END OF THE SCENARIO

At the end of each scenario, determine what happens to models who have been subdued or incapacitated

PERPS

At the end of the scenario, determine the fate of any named perps (e.g. Judge Death or Orlok the Assassin) subdued or incapacitated as per the rules on page 142 of the *Judge Dredd* rulebook.

Sentence named perps as per the rules on page 144 of the *Judge Dredd* rulebook.

If a named perp gets arrested or sent to Resyk, remove that perp's Perp card from the game.

Cards for unnamed perps (e.g. Block Gangs) are shuffled back into the Perp deck.

JUDGES

At the end of the scenario, determine the fate of any named Judges (including your own Judge character) who have been incapacitated as per the rules on page 142 of the *Judge Dredd* rulebook.

Subdued Judges recover immediately.

If a named Judge gets sent to Resyk, remove that Judge's Support card from the game. If your own character gets sent to Resyk, start the next segment with a newly created character, or begin the entire Graveyard Shift again with a new character.

It's assumed that incapacitated Judges who are not killed are patched up by medics immediately after the incident, so encounter the next incident unharmed.

Support cards are shuffled back into the Support deck, unless the models they represent are sent to Resyk as described above.

PERSONAL ARMOURY CARDS

If you've used any of your personal Armoury cards during a game, roll a Combat die at the end of the game for each card used:



All out! Discard the card.



Resupply. Retain the card.



New Equipment. Discard the card, but draw another.



DEEDS

Your Judge earns Deeds and Promotions as described on pages 146–147 of the *Judge Dredd* rulebook.

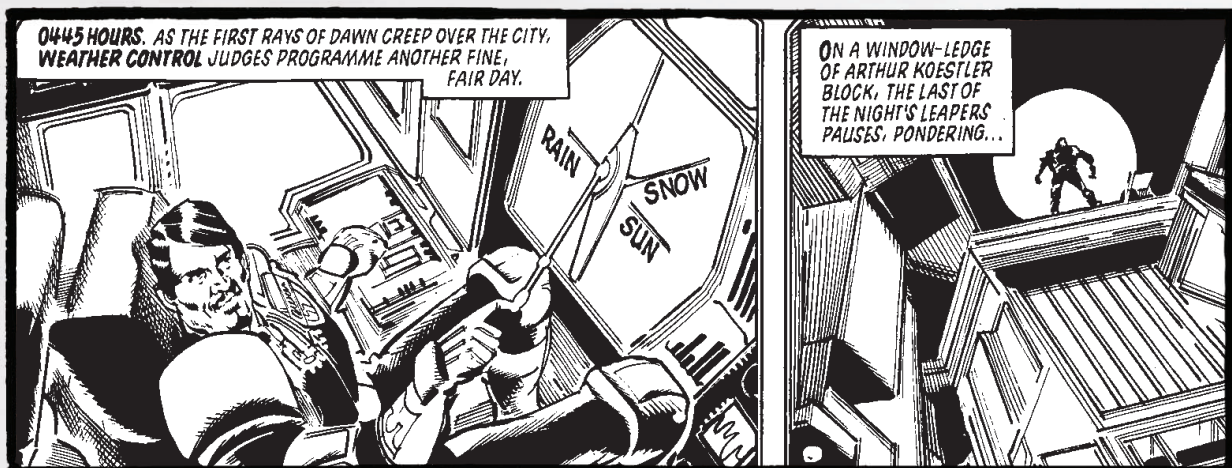
Because very little time elapses between incidents, only [SPECIAL] results count as successes when determining promotion.

For this campaign, when you gain a promotion, you can increase one stat (except Move) by +1, up to that stat's maximum (see page 11), or gain the Brawler, Gunfighter or Fortitude skill, or, once during the campaign, choose one extra personal Armoury card.

ENDING THE GRAVEYARD SHIFT

When you have finished playing out the eighth incident, the Graveyard Shift is over and your judge retires to the Halls of Justice for a brief recuperation in the sleep machines.

Over the course of the Graveyard Shift, keep a tally of your judge's Deeds (see page 146 of the *Judge Dredd* rulebook). The next time you play, try to beat your tally; or you can challenge your gaming buddies to play the Graveyard Shift and compare tallies to see who has won – hopefully you have honest friends!



ARMED GANG

Perp cards: +2



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

ARMED ROBBERY

Perp cards: +2



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

ARSON

Perp cards: +1



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

Smoke Gets in Your Eyes. When any model is activated, roll a Combat die. On a [SPECIAL], the model does not have line of sight to anything more than 3" away for the duration of its turn.

ASSAULT

Perp cards: +1



SCENARIO

Ambush

Citizen in Danger. See page 15 of the Graveyard Shift rules

BLOCK WAR

Perp cards: +5



SCENARIO

Rumble

All-Out War. See page 16 of the Graveyard Shift rules

BURGLARY

Perp cards: +1



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

DRUNK & DISORDERLY

Perp cards: +0



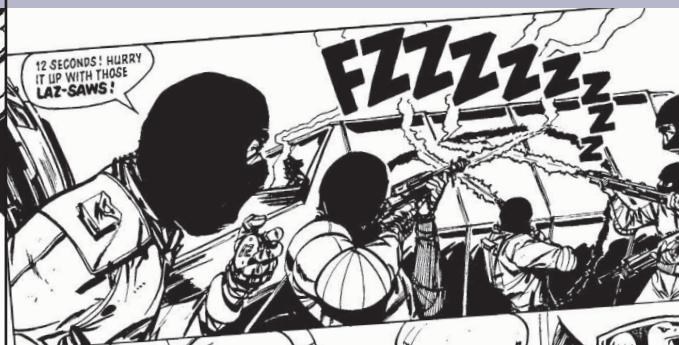
SCENARIO

Roll D6: 1–2: Foot Chase; 3–4: Ambush; 5–6: Rumble

Intoxicated Perps. The stats of each perp, including Move, are all reduced by 1

HEIST

Perp cards: +3



SCENARIO

The Heist

See page 19 of the Graveyard Shift rules

HOMICIDE

Perp cards: +0



SCENARIO

Roll D6: 1–2: Foot Chase; 3–4: Ambush; 5–6: Rumble

HOSTAGE SITUATION

Perp cards: +1



SCENARIO

The Raid

See page 17 of the Graveyard Shift rules

ILLEGAL POSSESSION

Perp cards: +0



SCENARIO

Roll D6: 1–2: Foot Chase; 3–4: Ambush; 5–6: Rumble

JUDGE DOWN!

Perp cards: +2



SCENARIO

Ambush

Wounded Judge. See page 16 of the Graveyard Shift rules

LITTERING

Perp cards: +0



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

MOB BLITZ

Perp cards: +2



SCENARIO

Ambush

Whack 'em out! See page 16 of the Graveyard Shift rules

MO-PAD MADNESS

Perp cards: +2



SCENARIO

Mo-Pad Madness

See page 19 of the Graveyard Shift rules

ORGAN LEGGING

Perp cards: +2



SCENARIO

The Heist

See page 18 of the Graveyard Shift rules

PUBLIC DISORDER

Perp cards: +1



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

RIDING

Perp cards: +5



SCENARIO

Rumble

Mob Violence. See page 16 of the Graveyard Shift rules

RUNNER

Perp cards: +0



SCENARIO

Foot Chase

SCRAWLING

Perp cards: +0



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

SNIPER

Perp cards: +0



SCENARIO

Rumble

Lone Gunman. See page 16 of the Graveyard Shift rules

STOOKIE GLANDING

Perp cards: +3



SCENARIO

The Heist

See page 18 of the Graveyard Shift rules

TAP GANG

Perp cards: +1



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

EMPTY BAGGING

Perp cards: +0



SCENARIO

Roll D6: 1-2: Foot Chase; 3-4: Ambush; 5-6: Rumble

CURSED EARTH RAIDERS

Group



Pages
120/29

1x Sky Raider Pack Leader: Jet pack
1x Sky Raider Alpha: Jet pack

FATTIES

Group



Page
106

1x Prime Porker
2x Contenders

FUTSIE

Individual



Page
94

1x Gang Punk

Immune to all forms of Intimidation
No stat losses for injuries or stun results
DRAW AN EXTRA PERP CARD
(THIS DOESN'T GIVE YOU AN EXTRA SUPPORT CARD)

FUTSIE

Individual



Page
94

1x Gang Punk

Immune to all forms of Intimidation
No stat losses for injuries or stun results
DRAW AN EXTRA PERP CARD
(THIS DOESN'T GIVE YOU AN EXTRA SUPPORT CARD)

JUDGE DEATH

Individual*



Page
83

JUDGE GRICE

Individual*



Page
85

JUVE GANG

Group



Page
94

1x Gang Punk
6x Juves (2 packs of 3 Juves)

KARL RAIDER

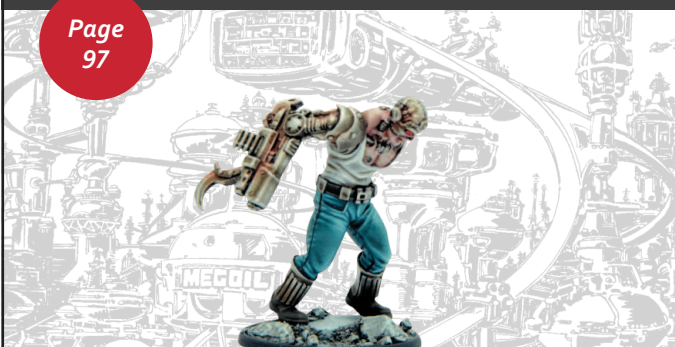
Individual*



Page
87

MEAN MACHINE ANGEL

Individual*



Page
97

Mean's dial starts at 1. As soon as he is activated during the 2nd game turn, he goes up to 4. When on 4, he treats all Citizen models as enemies.

DRAW AN EXTRA PERP CARD
(THIS DOESN'T GIVE YOU AN EXTRA SUPPORT CARD)

MUTANT SKY RAIDERS

Group



Pages
120/29

1x Sky Raider Alpha: Skybiker
2x Sky Raiders: Powerboards

MUTANTS ON SKY CYCLE

Group



Pages
120/33

2x Sky Raiders: 1 with heavy spit gun
Both mounted on a sky cycle

NERO NARCOS

Individual*



Page
117

DRLOK THE ASSASSIN

Individual*

Page
89



PUNK GANG

Group

Page
94



1x Gang Lieutenant
2x Gang Punks

ROGUE CITI-DEF

Group

Page
102



1x Squad Leader
2x Troopers

ROGUE JUDGE

Individual

Page
62



1x Street Judge: Lawgiver

All unnamed Street Judges of any rank that you draw for Support in this game count as SJS Judges (see rulebook, p.71)

SOV GENETIK KONSTRUKT

Individual

Page
109



Armed with a katana,
laser pistol & laser rifle
(If the model is not holding these
weapons, they are hidden beneath
the konstrukt's long coat)

THE BLINTS

Group*

Pages
98–99



1x Oola Blint
1x Homer Blint

If one of the Blints has been removed from the
campaign, this card represents the remaining Blint only

JUDGE DREDD

*Individual**

Page
75



If you are able to draw any further Support cards, roll a Combat die. On an [Armour] result, Dredd is mounted on a Lawmaster bike if the scenario allows vehicles. However, draw one less Support card for this game.

JUDGE ANDERSON

*Individual**

Page
77



If you are able to draw any further Support cards, roll a Combat die. On an [Armour] result, Anderson is mounted on a Lawmaster bike if the scenario allows vehicles. However, draw one less Support card for this game.

JUDGE GERHART

*Individual**

Page
79



If you are able to draw any further Support cards, roll a Combat die. On an [Armour] result, Gerhart is mounted on a Lawmaster bike if the scenario allows vehicles. However, draw one less Support card for this game.

SENIOR STREET JUDGE

Individual

Page
62



1x Senior Street Judge: Lawgiver

VETERAN STREET JUDGE

Individual

Page
62



1x Veteran Street Judge: Lawgiver

STREET JUDGE

Individual

Page
62



1x Street Judge: Widowmaker 2000

STREET JUDGE

Individual

Page
62



1x Street Judge: Lawrod

PSI-JUDGE

Individual

Pages
62/70



1x Judge: Lawgiver
Choose one Psi-Skill:
Psionic Control; Pre-Cog; Mind Probe

CITI-DEF

Group

Page
102



1x Squad Leader
2x Troopers

CITI-DEF REINFORCEMENTS

Group

Page
102



1x Sniper: Sniper rifle
1x Auxiliary: Rocket Launcher
1x Auxiliary

CADET JUDGE

Individual

Page
62



The cadet joins your side for free – draw an extra Support card

CADET JUDGE

Individual

Page
62



The cadet is mounted on a Lawmaster bike
If the scenario does not allow vehicles, discard this card and draw another Support card

CAMPAIGN REFERENCE

Create Your Judge (Page 11)

- See the Academy of Law section on page 11.

Incidents (Page 12)

- 1 **Draw Incident Card.** Draw top card from Incident deck.
- 2 **Draw Perp Cards.** Draw 1 card plus any extra cards shown on Incident card.
- 3 **Draw Support Cards.** Draw 1 card per additional Perp card drawn.
- 4 **Determine Scenario.** As shown on Incident card.

End of Scenario (Page 20)

- **Perps.** Are perps subdued, incapacitated, captured, or killed? (See page 142 of the *Judge Dredd* rulebook.)
- **Judges.** Are incapacitated judges injured? (See page 142 of the *Judge Dredd* rulebook.)
- **Personal Armoury Cards.** All out? Resupply? New Equipment? (See page 20.)
- **Deeds.** Your Judge earns Deeds and Promotions. (See pages 146–147 of the *Judge Dredd* rulebook.)

Ending the Graveyard Shift (Page 20)

- The campaign ends after you've played eight incidents.

CITIZEN COUNTERS



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