Judge Dredd Quick Reference Sheet

Close Combat

The target must be within 1"

Within Line of Sight

Within the Firing Arc of the weapon using it.

Hitting A target.

Roll the number of dice equal to the firers Shoot Stat. Add or subtract for the following modifiers.

Weapon Modifier +

The Target is Pinned +1

Attacking in back arc of target +1

Charged This Turn +1

Any explosion dice indications means the firer has hit. If this exceeds the figures cool stat that figure becomes pinned.

Dodge.

The target may attempt to dodge the hit rolling dice equal to its Evade value any special (2000AD) indications then the shot has been negated. The figure can move 3" in any direction and change direction.

Hit Power

Roll Dice Equal to

Roll the number of dice equal to the firers Fight Stat. Add the following modifiers..

Weapon Modifier

Charged This Turn +1

Resisting hits.

If the hit isn't dodged then roll combat dice equal to the weapons power all explosion markers are potential wounds.

Target rolls dice equal to its Resist Stat with the following modifiers.

Target being fired on from its back fire arc -1

Each shield rolled negates one Explosion(hit)

For each non negated hit take 1 wound token.

Each wound taken reduces all stats by 1 (cumulative)

If Cool is down to 0 the figure is incapacitated and out the game.

Two Weapon Fighting

Attacker hits on anything but a shield

Defender gains+1 Resist Dice

Multiple opponents

No benefit, unless they have the 'Pack' Rule where they hit on anything but a shield providing more than one is in combat at once,

Escaping Combat

A figure can activate and escape combat using Move/Sprint or Charge. If the enemies within 1" have a higher move stat than the figure (Modified), they get to carry out an immediate close combat attack for free.

Big Meg Cards p56.

Big Meg cards may be required for the specific scenario or characters. During the set up, take those that are needed, then draw 3 Big meg cards per player.

Underdog Rule. For each 10 points of notoriety one side has less than the other (rounding up) they gain 1 Big Meg Card.

Big Meg Cards are played by a player before activating a character on any character from either side. They do not interrupt an activation unless the card says it can.

Once played they are discarded, unless the card instructs otherwise.

Armoury cards P50

Either take the Armoury cards specified in the Scenario.

OR

Draw six cards and discard 3 Special skills may allow you to keep extra cards.

Armoury cards can be played on your figures during their activation.

Once used discard and return them to the pack.

Judge Dredd

Turn Sequence.

Draw Action chip from bag. Player who receives their teams action chip can activate any of their own inactivated models. Activation chips remain with the figure activated until the end of the turn to show the figure can not be reactivated this turn.

Play action chip

2x single action

Move,

Throw, (uses fight stat)

Take A Snapshot.

Fight (Move up to 3" and close combat)

Shake it off (remove a pinned or stunned marker from the model)

Or

1x Double action

Sprint (2x move + D6)

Charge (Move + D6) Becomes 'Fast' and +1 to fight stat

Aimed Fire Single Shot (+2 Combat dice)

Overwatch. (Aimed shot in FF Arc at any point in opponents move)

Hunker Down (D6 + modified move stat to move away from enemy then roll unmodified resist dice and remove a wound for each shield thrown down to 1 wound)

Star Chip Activation. Models using a star chip for activation can attempt a "Going for Broke" Roll to return the chip to the bag. Allowing for further reactivations.

Roll One dice for each point of cool if any special (2000AD) symbols are rolled return the chip to the bag. This can be done once each time the chip comes out the bag! If the roll is failed leave the chip with the character showing they can not be reactivated this turn and also they gain a pinned marker.

If the last chip out the bag is a star chip -2 dice to the "Going for broke" roll. If you choose to use it.

Once the last figure has been activated return all remaining figures tokens to the bag.

Check Victory conditions.

Ranged Attacks

The target must be within the range of weapon firing. (p.20)

Within Line of Sight

Within the Firing Arc of the weapon using it.

Hitting A target.

Roll the number of dice equal to the firers Shoot Stat. Add or subtract for the following modifiers.

Weapon Range Modifier (as stated for close and long range)

Large target (vehicle or mounted) +1

Fast Target -1

Attacker within 3" of Target -1

Firing into Close Combat -1

Any explosion dice indications means the firer has hit. If this exceeds the figures cool stat that figure becomes pinned.

Dodge.

The target may attempt to dodge the hit rolling dice equal to its Evade value any special (2000AD) indications then the shot has been negated. The figure can move 3" in any direction and change direction.

-1 if fired on with incendiary.

+1 if fired on with a blast weapon.

Hit Power

Roll Dice Equal to

Roll the number of dice equal to the firers Weapon Power

Resisting hits.

If the hit isn't dodged then roll combat dice equal to the weapons power all explosion markers are potential wounds.

Target rolls dice equal to its Resist Stat with the following modifiers.

Attacker using 2 or more weapons +1

Target in Light cover +1

Target in heady cover +2

Target being fired on from its back fire arc -1

Each shield rolled negates one Explosion(hit)

For each non negated hit take 1 wound token.

Each wound taken reduces all stats by 1 (cumulative)

If Cool is down to 0 the figure is incapacitated and out the game.

Weapon	Short Range	Modifier	Long Range	Modifier	Power	Special
Ranged Weapons						
Pistol	**8**	**+1**	**16**	**0**	**3**	
Spit Pistol	**8**	**+1**	**16**	**-1**	**2**	
Hand Cannon	**8**	**+1**	**16**	**0**	**4**	
Laser Pistol	**8**	**+1**	**16**	**0**	**5**	Laser (Aimed Fire -1 Resist) P49
Combat Rifle	**12**	**+1**	**24**	**0**	**3**	
Spit Carbine	**12**	**+3**	**24**	**0**	**2**	
Sniper Rifle	**12**	**0**	**36**	**+1**	**3**	Long Barrell (-2 to snap shot) P49
Laser Rifle	**12**	**+1**	**24**	**0**	**5**	Laser (Aimed Fire -1 Resist) P49
Sawn-off Stump Gun	**10**	**+2**			**4**	Knockback P49 move target D6 away if hit not dodged. Cannot fire 2x snapshot, -1 if firing 2 weapons
Auto Stump	**10**	**+2**	**18**	**-1**	**4/2**	Knockback P49 move target D6 away if hit not dodged. Can fire 2x snapshot
Stump Gun	**10**	**+2**	**18**	**-1**	**4/2**	Knockback P49 move target D6 away if hit not dodged. Cannot fire 2x snapshot
Heavy Spit Gun	16	+3	48	+2	3	Heavy Weapon P44 Aimed Fire Only. Firers Move stat -1 and Dodge stat -1
HAWK2 Rocket Launcher	20	+1	40	-1	5	Heavy Weapon P44 Aimed Fire Only. Firers Move stat -1 and Dodge stat -1 Blast 2" P48. May use special Armoury cards P50
Close Combat Weapons						
Basic Close combat weapon	1	+1				
Knife	1	+1				Throw P17
Chain	3	0				
Laz Saw	1	+2				Piercing and Rending -2 Resist p49
Culinary Laser	1	+1				Piercing -1 Resist Concealed P48
Baseball Bat	1	+2				Stun. Will cause 1 wound even if all saved p49
Katana	1	+2				Rending -1 Resist p49
Hand Bombs						
Concussion	3	+1	9	-1	4	Blast 2" P48. Stun Will cause 1 wound even if all saved p49. Throw P17
Hi-Ex	3	+1	9	-1	5	Blast 3" Throw
Incendiary	3	+1	9	-1	4	Blast 2" Throw, Incendiary No cover save, No drop in effect for distance in blast area. If causes a pin target flees D6 away. P49
Stumm Gas	3	+1	9	-1	2	Blast 4", Throw, Stun, Gas No drop in effect for distance in blast area. Check each turn for continued effect roll die shield = dissipates other result= remains work out hits on all in or entering. gasP49
Smoke Bomb	3	+1	9	-1	-	Throw. 3" Smoke cloud remains until end of game turn.

Weapon	Short Range	Modifier	Long Range	Modifier	Power	Special
Judicial Weaponry						
Cyclops Laser	20	+1	40	0	5	Laser (Aimed Fire -1 Resist) P49
Bike Cannon	16	+2	32	+1	5	Blast 2" P48
Colt Lawgiver Mk2 Pistol	8	+1	16	-1	4	Armour piercing -1 to Attack Target -1Resist P66 Stun Pulse causes 1 stun even if all saved p49 Special rounds from armoury cards.
Colt Lawrod Mk5	12	0	36	-1	4	Long Barrel (-2 to snap shot) P49
Colt M2000 Widowmaker	12	+3	24	0	3	Special rounds from armoury cards.
Stub Gun	20	+1	60	0	8	Heavy Weapon P44 Aimed Fire Only. Firers Move stat -1 and Dodge stat -1 Stub Gun P69 No Resist cover modifiers. If 2x 200AD dice are rolled when using 'power' it explodes Blast6" Power 8 centred on firer.
Stumm Gas	6	0	18	-1	3	Aimed Fire only, Blast 4" Gas No drop in effect for distance in blast area. Check each turn for continued effect roll die shield = dissipates other result= remains work out hits on all in or entering. gasP49 Stun causes 1 stun even if all saved p49
Frag	6	0	18	-1	4	Aimed Fire only, Blast 3"
Day Stick	1	+1				Stun minimum 1 stun even if all saved p49
Boot Knife	1	+1				Throw
Mechanismo						
Judgement Bringer Hand Cannon	10	+1	20	-1	5	Stun minimum 1 stun even if all saved p49 Special rounds from armoury cards.
Mechanismo Rockets	6	+2	12	-1	5	Blast 3" one shot
Pat Wagon						
Pat Wagon Pacifier Stumm Gas	12	+1	24	-1	3	Aimed Fire only, Blast 4" Gas No drop in effect for distance in blast area. Check each turn for continued effect roll die shield = dissipates other result= remains work out hits on all in or entering. gasP49 Stun causes 1 stun even if all saved p49
Pat Wagon Pacifier Concussion Bombs	12	+1	24	-1	4	Blast 2" Stun causes 1 stun even if all saved p49

Weapon	Short Range	Modifier	Long Range	Modifier	Power	Special
Special Weapons						
Mantrap	3	+1	9	-1	4	Mantrap P55 After Resist test is made if result -1 or less = no effect. 0 = Stunned. 1 or higher = stunned and immobalised
BOING	3	+1	9	-1	-	Boing P55 Throw to hit a successful (undodged) hit results in the target being trapped in place until released.
Death's Heart Squeeze	1	+1				
Flamethrower	12	+4	18	+1	4	Aimed Fire Only. Blast 3" Incendiary. No cover save, No drop in effect for distance in blast area. If causes a pin target flees D6 away. P49
2x S&W Sledgehammer Pistol	8	+2	16	-2	4	
Tokarev 'Shelepin' 11mm	8	+2	16	0	4	
Cyber Claw Pistol	8	+2	16	-1	2	Mean Angel
Skull Plate	1	+1				Mean Angel BOK!! P97 Charge distance Move +2D6 +3 Power to Charge close combat attack
Injecto-gun	8	+2	16	-1	4	Oola Blunt. Lethal P98. Wounds can not be removed
Jet Barf	3	+3	9	-1	4	Fattie. Aimed Fire only. Blast 2" Stun (only)
Improvised Ranged Weapon	3	+1	9	-1	2	Throw
Improvised Close Combat Weapon	1	+1				
Surgical Instruments	1	+1				Piercing -1 Resist
Electro-zap Pistol	8	+3			3	Stun minimum 1 stun even if all saved p49
Stun Prod	1	+1				Stun minimum 1 stun even if all saved p49
Warbot Laser Rifle	12	+1	24	0	5	Laser, Piercing -2 Resist
Warbot Inbuilt Rocket launcher	10	+1	20	-1	5	Heavy Weapon P44 Aimed Fire Only. Firers Move stat -1 and Dodge stat -1 Blast 2" P48. May use special Armoury cards P50
Demolition Hammer	3	+5				
Power Drill	1	+2				Rending, Piercing -2 Resist
Rivit Gun	6	+2	12	-2	5	Aimed Fire Only.
FI-27 Grenade Launcher	10	+1	20	-1	5	Aimed Fire Only. Blast 2" P48. May use special Armoury cards P50