

RULES REFERENCE

ACTIONS

When a model activates it can take either two single actions or a double-action.

Single Actions

Judge Dredd Miniatures Game rulebook, pp 16–17

- **Move** – Move the model.
- **Snapshot** – Shoot a weapon with the model.
- **Throw** – Throw a weapon with the model.
- **Fight** – Move the Model up to 3" and make a close combat attack.
- **Shake it off!** – Remove a Pinned or Stunned marker from the model.

Double Actions

Judge Dredd Miniatures Game rulebook, pp 18–19

- **Aimed Fire** – Model Shoots a weapon with +2 to Shoot stat or +2 to weapon's Power.
- **Sprint** – Move the model up to twice its Move plus D6".
- **Charge** – Move the Model up to its Move plus +D6", and make a close combat attack.
- **Set Overwatch** – Set the model to cover an area ready to shoot.
- **Hunker Down** – Attempt to remove an Injury marker from the model.

Effects of being pinned

When a model with a pinned marker activates roll a number of Combat dice equal to the model's Cool stat. Any **[Special]** result rolled removes the Pinned marker with no further effect. If the roll is unsuccessful, the activating model must use the single action Shake it Off! to remove the Pinned marker before doing anything else.

Hunker Down

Roll a D6 and add the score to the model's Move stat. The model can move up to this total distance in any direction providing the move ends no closer to the nearest enemy model. If the model moves into cover, roll a number of Combat dice equal to its original, unmodified Resist stat. For each **[Armour]** result rolled, the model removes one Injury marker down to a minimum of one.

Going for Broke

Once a model completes its activation from a Star chip, the owning player may take a Cool test for the model by rolling one Combat dice for each point of Cool the model currently has. If any of the Combat dice roll a **[SPECIAL]** result, the Star chip is returned to the bag and the model may activate again later in the turn with another Action chip (either an ordinary one or a Star chip). Players are never obliged to attempt a 'going for broke' Cool test.

Note that Star chips do not have to be used on models with a Cool of 4 or greater when they are drawn.

SHOOTING REFERENCE

Judge Dredd Miniatures Game rulebook, pp 20-23

Shoot Modifiers for Ranged Targets

- Weapon's Range Modifier +/- variable
- Target is a vehicle or mounted model +1
- Target has a Moving Fast marker -1
- Attacker is within close combat range (1") of target . -1

Evade Modifiers for Dodging Ranged Attacks

- Target attacked by a Incendiary type weapon -1
 - Target attacked by a Blast type weapon* +1
- * Note that this means that even models with no Evade get a (small) chance to dodge blasts.*

Resist Modifiers Against Ranged Attacks

- Attacker is using two (or more) weapons +1
- Target model is claiming light cover +1
- Target model is claiming heavy cover +2
- Target model is being attacked in its Back fire arc . . -1

CLOSE COMBAT REFERENCE

Judge Dredd Miniatures Game rulebook, pp 24-27

Modifiers to Fight for Close Combat Attacks

- The target is pinned +1
 - Attacking model was in the target's Back fire arc (B) when it activated* +1
- * You can't start in front of an enemy and then run behind it to make the attack to gain this bonus.*

Modifiers to Power for Close Combat Attacks

- Weapon Modifier variable +/-
- The attacker used a Charge double-action +1

Resist Modifiers Against Close Combat Attacks

- Target model is being attacked in its Back fire arc . . -1

INJURY CHART

Power after Resist	Result
-1 or less	No effect
0	The target is stunned (place 1 Stunned marker)
1	The target is injured (place 1 Injury marker)
2	The target is seriously injured (place 2 Injury markers)
3	The target is grievously injured (place 3 Injury markers)

WEAPONS REFERENCE

	RANGED WEAPONS	Hands	Short Range (Modifier)	Long Range (Modifier)	Power	Special Rules
PISTOLS	Pistol	1	8" (+1)	16" (-1)	3	-
	Spit Pistol	1	8" (+2)	16" (-1)	2	-
	Hand Cannon	1	8" (+1)	16" (0)	4	-
	Laser Pistol	1	8" (+1)	16" (0)	5	Laser
LONG GUNS	Combat Rifle	2	12" (+1)	24" (0)	3	-
	Spit Carbine	2	12" (+3)	24" (0)	2	-
	Sniper Rifle	2	12" (0)	36" (+1)	3	Long Barrel
	Laser Rifle	2	12" (+1)	24" (0)	5	Laser
STUMP GUNS	Sawn-off Stump Gun	1	10" (+2)	- (-)	4	Knockback, Cannot fire 2 Snapshots in a single activation, May be fired either one- or two- handed (-1 modifier if fired one-handed).
	Auto Stump	2	10" (+2)	18" (-1)	4/2	Knockback, May fire 2 Snapshots in a single activation, Power 4 at short range, Power 2 at long range
	Stump Gun	2	10" (+2)	18" (-1)	4/2	Knockback, Cannot fire 2 Snapshots in a single activation, Power 4 at short range, Power 2 at long range
HEAVY WEAPONS	General Aerodynamix HAWK 2 Rocket Launcher	2	20" (+1)	40" (-1)	5	Heavy Weapon, Blast (2"), May use Armoury card special rounds
	Heavy Spit Gun	2	16" (+3)	48" (+2)	3	Heavy Weapon
	Flamer	2	6" (+3)	10" (0)	6	Blast (2"), Heavy Weapon, Incendiary
JUSTICE DEPARTMENT WEAPONS	Colt Lawgiver Mk2 Pistol	1	8" (+1)	16" (-1)	4	Armour Piercing, Special Rounds, Stun Pulse
	Colt Lawrod Mk5	2	12" (0)	36" (-1)	4	Long Barrel
	Colt M2000 Widowmaker	2	12" (+3)	24" (0)	3	Special Rounds
	Stumm Gas	Special Round	6" (0)	18" (-1)	3	Aimed Fire only, Blast (4"), Gas, Stun
	Frag	Special Round	6" (0)	18" (-1)	4	Aimed Fire only, Blast (3")
	Disruptor Gun	1	6" (+2)	10" (+1)	3	Disruption, Piercing, Rending
	Riot Foam	2	4" (+2)	8" (0)	6	Blast (2"), Heavy Weapon, Riot Foam
	Cyclops Laser	-	20" (+1)	40" (0)	5	Laser / Fire Arc: Focused Front
	Bike Cannon	-	16" (+2)	32" (+1)	5	Blast (2") / Fire Arc: Focused Front
	Laser Cannon	-	25" (+1)	50" (-1)	6	Heavy Weapon, Laser / Emplacement
EMPLACEMENT WEAPONS	Missile Defence Laser	-	35" (+1)	70" (+2)	4	Heavy Weapon, Laser / Emplacement
	Sonic Cannon	-	15" (+2)	30" (+2)	2	Blast (5"), Heavy Weapon, Piercing, Sonic / Emplacement
	Spit Cannon	-	16" (+2)	48" (+1)	4	Fearsome Rate of Fire, Heavy Weapon / Emplacement
	CLOSE COMBAT WEAPONS	Hands	Range (Modifier)		Power	Special Rules
	Basic Close Combat Weapon	1	1" (+1)			-
	Knife	1	1" (+1)			Throw
	Chain	1	3" (0)			-
	Laz Saw	2	1" (+2)			Piercing, Rending
	Culinary Laser	1	1" (+1)			Concealed, Piercing
	Baseball Bat	2	1" (+2)			Stun
	Katana	2	1" (+2)			Rending
	Day Stick	1	1" (+1)			Stun
	Boot Knife	1	1" (+1)			Throw
	Riot Shield	1	1" (+1)			Block, Knockback