

RULES REFERENCE

WEAPONS REFERENCE

ACTIONS

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

Single Actions

- **Move** – Move the model. *Judge Dredd Miniatures Game rulebook, pp 26-27*
- **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

- **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.

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)

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.

RANGED WEAPONS

Weapon	Hands	Short Range (Modifier)	Long Range (Modifier)	Power	Special Rules
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 Aerodynamic HAWKS 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
Coit Lawgiver Mk2 Pistol	1	8" (+1)	16" (-1)	4	Armour Piercing, Special Rounds, Stun Pulse
Coit Lawrod Mk5	2	12" (-0)	36" (-1)	4	Long Barrel
Coit M2000 Widomaker	2	12" (+3)	24" (-0)	3	Special Rounds
Stump Gas	2	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, Rendering
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

JUSTICE DEPARTMENT WEAPONS

Laser Cannon	-	25" (+1)	50" (-1)	6	Heavy Weapon, Laser / Employment
Missile Defence Laser	-	35" (+1)	70" (+2)	4	Heavy Weapon, Laser / Employment
Sonic Cannon	-	15" (+2)	30" (+2)	2	Blast (5"), Heavy Weapon, Piercing, Sonic / Employment
Spit Cannon	-	16" (+2)	48" (+1)	4	Fearsome Rate of Fire, Heavy Weapon / Employment

EMPLACEMENT WEAPONS

Weapon	Hands	Range (Modifier)	Special Rules
Basic Close Combat Weapon	1	1" (+1)	-
Knife	1	1" (+1)	Throw
Chain	1	3" (-0)	-
Laz Saw	2	1" (+2)	Piercing, Rendering
Culinary Laser	1	1" (+1)	Concealed, Piercing
Baseball Bat	2	1" (+2)	Stun
Katana	2	1" (+2)	Rendering
Day Stick	1	1" (+1)	Stun
Boot Knife	1	1" (+1)	Throw
Riot Shield	1	1" (+1)	Block, Knockback