



**JUDGE
DREDD**

THE CURSED EARTH

BASED ON THE EXPEDITION SYSTEM BY **PEER SYLVESTER**
ILLUSTRATED BY **DAN CORNWELL** AND **RUFUS DAYGLO**

COMPONENTS:

- A. 3 Judge cards
- B. 3 Perp cards
- C. 60 Encounter cards
- D. 13 Location cards
- E. Senior Judge token
- F. Dawn & Dusk token
- G. 40 Health tokens
- H. 20 Radiation tokens
- I. 16 Ration tokens
- J. 16 Ammunition tokens
- K. Judges pawn
- L. Perps pawn



A



B



C



D



E



F



G



H



I



J



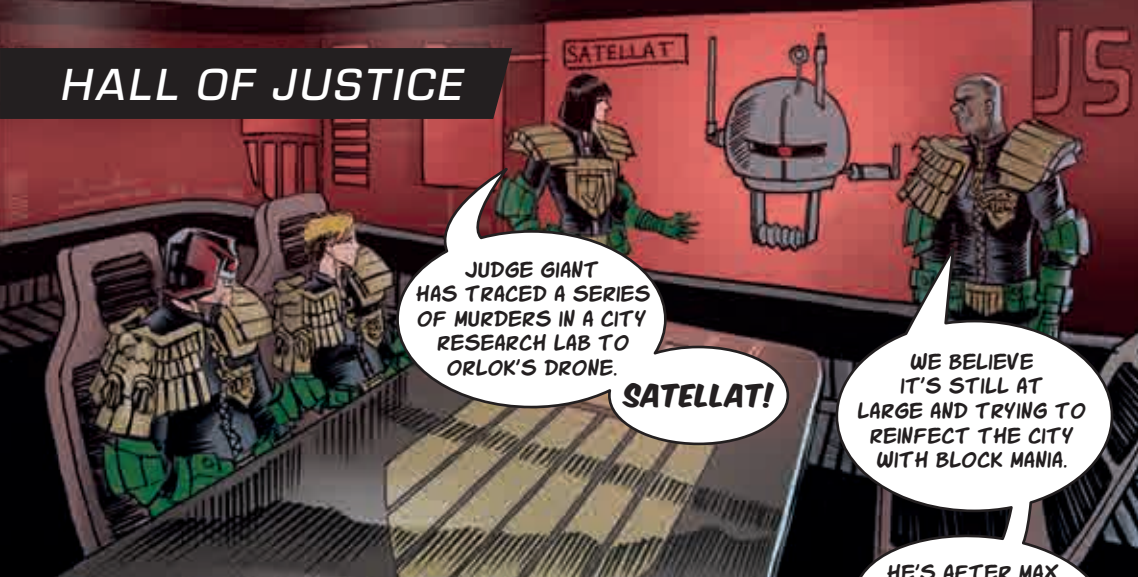
K



L



HALL OF JUSTICE




JUDGE GIANT HAS TRACED A SERIES OF MURDERS IN A CITY RESEARCH LAB TO ORLOK'S DRONE.


SATELLAT!

WE BELIEVE IT'S STILL AT LARGE AND TRYING TO REINFECT THE CITY WITH BLOCK MANIA.


HE'S AFTER MAX NORMAL, A LATENT CARRIER OF THE VIRUS.



NOW LOADING FOR THE NEW TERRITORIES! SURVIVE THE CURSED EARTH OR YOUR MONEY BACK!



BUT NORMAL WAS NEVER INFECTED. HE DIDN'T DRINK THE WATER.

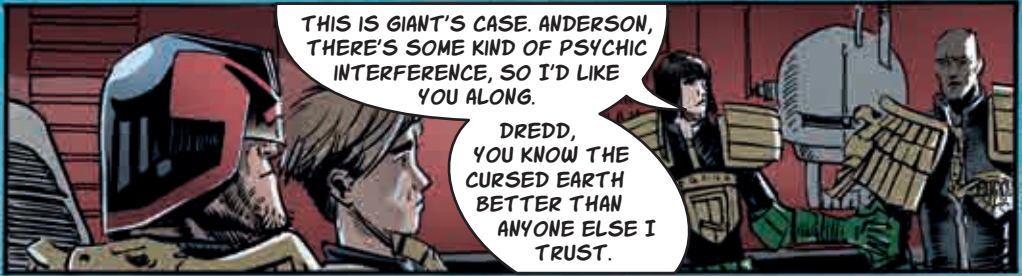


WE RE-EXAMINED HIM FOLLOWING THE APOCALYPSE WAR. IT'S BEEN DORMANT IN HIS SYSTEM FOR THIRTY-FIVE YEARS.

YOU DON'T HEAR ALL THE DEPARTMENT'S SECRETS.



NORMAL FLED THE CITY WITH A HELLTREK TWO WEEKS AGO. SATELLAT IS IN PURSUIT.



THIS IS GIANT'S CASE. ANDERSON, THERE'S SOME KIND OF PSYCHIC INTERFERENCE, SO I'D LIKE YOU ALONG.

DREDD, YOU KNOW THE CURSED EARTH BETTER THAN ANYONE ELSE I TRUST.

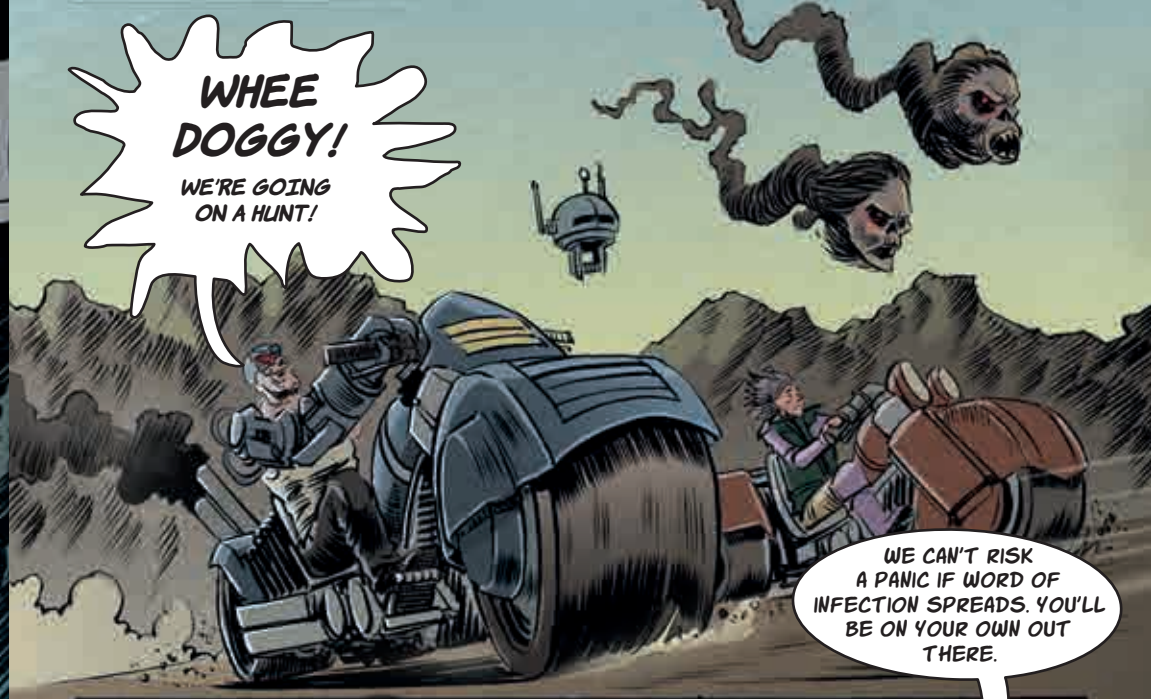


THE CURSED EARTH IS UNFAMILIAR TERRITORY FOR THE DRONE. HE'LL WANT A GUIDE.

WAY AHEAD OF YOU JOE, BUT YOU'RE NOT GOING TO LIKE IT.



WHEE DOGGY!
WE'RE GOING ON A HUNT!



WE CAN'T RISK A PANIC IF WORD OF INFECTION SPREADS. YOU'LL BE ON YOUR OWN OUT THERE.



THIS IS ALPHA PRIORITY.

GET NORMAL!





GAME OVERVIEW

In *Judge Dredd: The Cursed Earth*, you will be guiding a team of Judges as they cross the Cursed Earth in search of Max Normal – a citizen harbouring a deadly disease, who has fled Mega-City One. You must carefully investigate the hazardous locations of the Cursed Earth, while moving quickly enough to ensure that Satellat and his gang of perps don't get to him first.

On your journey you'll have to balance your Judges' expertise and limited resources with the needs of your mission. Resources are represented by tokens, while expertise is represented by symbols on the cards. There are three types of each:

- The resources are **rations, ammunition, and health.**
- The areas of expertise are **survival, diplomacy, and psi.**

Each character is a specialist in one area of expertise, as represented by the symbol on their card. If a character dies, they are removed from the game and cannot return. If all three characters die, the players immediately lose.

THE ENCOUNTER CARDS

The core of the game is the encounter cards. Each card represents an encounter in the Cursed Earth, from helpful mutants to dangerous terrain. To succeed you'll have to make sure these encounters happen in an order which the Judges can survive. Sometimes the cards will be obviously positive or negative, but usually they will be a mix of both.

Each card has a name and a number (on the bottom), and a series of caption boxes (near the top). The caption boxes represent the things which will happen to the characters when you encounter this card. There are three types of caption: events, choices, and options. Many cards will have multiple types of caption box. In these cases, they must be resolved in this order: events, then choices, then options.



Events (yellow) are compulsory. You must trigger every yellow box on a card you play. Triggering means taking all the actions within that box in order, from left to right.



Choices (red) are also compulsory, but you must choose a single red box to trigger per card, ignoring any other red boxes on that card.










Options (blue) are optional! You may choose to ignore, or trigger, each blue box on a card.

Each caption box contains several symbols, which tell you which actions you must take when the caption box is triggered. You must respond to each symbol in a caption box in order, from left to right. Some affect your characters and resources, while the others affect upcoming events or the hunt for Max Normal.



RESOURCE SYMBOLS





Each of these symbols adds a token to, or removes a token from, your team and characters. Health and radiation tokens must be added to or removed from a specific character, while the other resources are shared by the team. Each character cannot go above five health, but there is no upper limit to rations and ammunition.

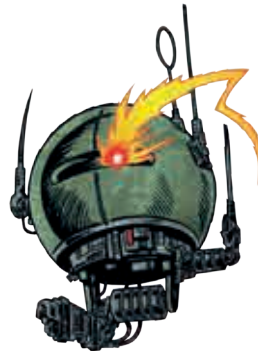
-  **HEAL** - gain one health.
-  **WOUND** - remove one health.
-  **RADIATION** - gain one radiation.
-  **RATIONS** - gain one ration.
-  **EAT** - remove one ration. If you have no remaining rations, gain one radiation.
-  **AMMO** - gain one ammunition.
-  **VIOLENCE** - spend one ammunition or spend two health from a single character, or kill one character.

EXPERTISE SYMBOLS

Each of these symbols deals with your character's expertise. **When you gain expertise, you take that card and add it to your team area.** When you spend expertise, you have three options:

- Remove a card with the matching gain symbol from your team area.
- Lose one health from the character on your team with the matching expertise.
- Lose two health from a different character.

EXPERTISE	GAIN	SPEND
SURVIVAL		
DIPLOMACY		







PSI

The psi expertise is a special one. When you trigger it, you have a choice: either add the top card from the encounter deck to the end of the row of encounter cards, or lose one health from your psi character and then take the psi action. You cannot lose two health from a different character when taking the psi action.

The psi action works slightly differently in each game mode and will be explained in the relevant sections of the rulebook.

ENCOUNTER SYMBOLS



Each of these symbols affects the other cards on the table:

	SKIP	Discard the next card in the encounter row.
	SWAP	You may swap any two cards later in the encounter row.
	REMOVE	Discard the last card in the encounter row.
	DEATH	Remove one of your characters from the game.

If there are too few cards remaining in the row for a symbol to take effect, ignore it; if there are enough cards, the action must be taken. The only exception is the swap action, which is always optional.

THE HUNT

These two symbols affect the hunt:

	ADVANCE	Move your pawn to the next location card.
	ENEMY ADVANCE	Move the opposing pawn to the next location card.

CHARACTER DEATH

If a character ever runs out of health, or if they have fewer health tokens than radiation tokens, the character immediately dies: remove any remaining tokens and flip the character card face-down. If all three characters die, you immediately lose the game.



LOCATIONS

Advancing through the location cards is the only way to win the game! The Judges must reach Max Normal's location before the perps do. The game ends immediately when one of the pawns reaches Normal's location card. If your team's pawn reaches Normal's location card first, you win immediately, even if cards or symbols you are due to encounter later in the same round would cause you to lose. You lose if the other team's pawn reaches him first. Advancing never happens automatically, or at the end of a round. It only happens through using the advance symbol.

Each location is revealed one by one, as the Judges or the perps make progress. Every time a team advances, their pawn is moved onto the next available location card. If there are no more location cards on the table, slide the existing row of cards away from the deck, and reveal a new location from the top of the deck. Teams will never move backwards, so as soon as the team which is behind advances, the card they were on should be removed from the game.

The Cursed Earth is a strange place, and many location cards have an effect on the characters who land there. If your team's pawn is on a location, the text on the card will specify what happens while you remain there. Some effects happen at specific times, such as when the card is revealed, while others are ongoing for as long as you remain there.

EXAMPLES



The Judges encounter a giant spider! They must either fight their way through it, or spend the time and expertise avoiding it.

Depending on which red caption box you choose you will either have to get violent and lose a health or resolve a survival expertise and have the perps advance.

If you don't have the ammo or the survival expertise for the chosen option, you will have to lose additional health instead.

The Judges have reached the Alabama Morass! If their pawn is on this card at the start of an investigation they will gain one ration before they resolve any encounter cards.





COOPERATIVE RULES (2-4 PLAYERS)

SETUP

Place the Judge character cards face up on the table to form your team area. Give each Judge **five health** tokens, then take **four ammunition** tokens and **three ration** tokens from the supply and add them to your team area. Put the Max Normal location card to one side, and shuffle the remaining locations, face-down. Shuffle the encounter cards, deal four to every player, then place the remaining deck face-down.

If playing with two players, deal six encounter cards to each player.

There are three difficulty levels for the game: Cadet, which we recommend for people who are learning to play the game; Street Judge, for a normal game; and a hard mode for Chief Judges.

- **Cadet** – remove three location cards before playing
- **Street Judge** – remove two location cards.
- **Chief Judge** – remove two location cards, and apply the shootout rules.

Put any removed location cards back in the box without checking them. Take the bottom two location cards, shuffle the Max Normal location card with them, then return them to the bottom of the deck.

Reveal the top three cards of the location deck and place them on the table to form a location row. Place the Judges pawn on the card furthest from the deck, and the Perps pawn on the card closest to the deck – Satellat has a lead, and you'll have to catch up!

Choose a player to go first, then set the dawn & dusk token to 'dawn' and put it in front of that player along with the Senior Judge token. Put the remaining tokens to one side as a general supply. It's important to remember that the players as a team are controlling the Judges as a team. No single character is associated with a particular player.

GOAL

The Judges need to find Max Normal before the perps do the same. If all three Judges die then all is lost, so you'll need to strike a balance of steady progress without taking too many risks. Players will discuss tactics and the cards on the table at multiple points during the game, but you must never reveal any details of the cards in your hand.

Judge Dredd: The Cursed Earth is played in a series of rounds, which represent a day in the search. Each round consists of two investigations, dawn and dusk, and after each investigation the Judges must eat. At the end of the round, players will draw a new hand of cards.

DAWN

Starting with the Senior Judge and going clockwise, each player plays one card at a time face up into the middle of the table until each player has played two cards. The cards



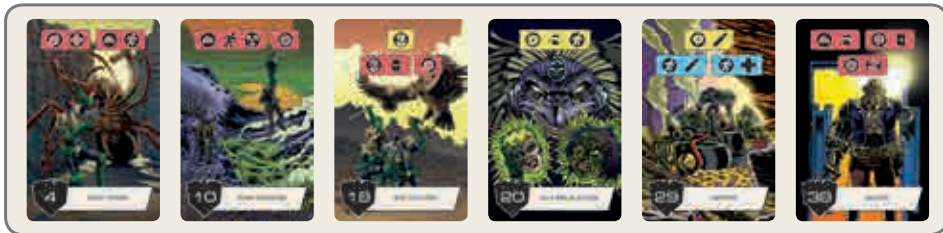


should be in a single row visible to everybody. This is the encounter row: the people and hazards the Judges will encounter during their investigation.

In a two-player game, play three cards each.

Once this is done, **arrange the cards in numerical order** from lowest to highest. It may be easier to put the cards in order as they are played, rather than waiting until everyone has played their cards.

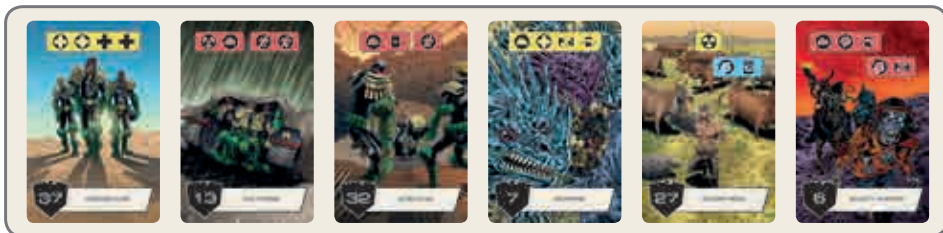
Now resolve each card one by one, in order from left to right. Once you are finished resolving a card, if you haven't gained some diplomacy or survival expertise, discard the card. In all cases, players should discuss any choices they have to make, but the Senior Judge has the final say. Once all the cards have been resolved, flip the dawn & dusk token to 'dusk' – the team now loses one ration.



At dawn cards in the encounter row are rearranged in numerical order.

DUSK

Dusk is similar to dawn, but **cards now remain in the order in which they are played**, and the perps will press ahead. Each new card is added to the right of the previous one, and they are not rearranged by number. Resolve the cards, then flip the dawn & dusk token back to 'dawn' – lose one additional ration, and take an enemy advance action. After dusk, players should have no cards left in hand.



At dusk cards in the encounter row remain in the order in which they are played.





ENDING THE ROUND

At the end of every round pass the Senior Judge token to the next player clockwise, then each player draws four cards from the encounter deck. If the deck is empty, the players immediately lose the game.

In a two-player game, each player draws six cards instead.

PSI

Whenever you resolve a psi symbol you either add a card to the end of the encounter row, or spend one health from Anderson (your psi character) and take this psi action:

Every player draws a card from the top of the encounter deck, and keeps it secret from the other players. Based on how good or bad it is, you must make a case for playing it or discarding it. You cannot reference any specific icons on the card, only your judgement of its risk or value. Once you've come to an agreement, one player's card will be added to the end of the row, and the others will be discarded.

SHOOTOUT

These rules only apply when playing on the 'Chief Judge' difficulty.

Any time the Judges pawn moves into the same space as the Perps pawn, a shootout occurs. Shuffle the three perp character cards and reveal one at random. If you reveal Mean Machine or Satellat, you must spend the matching expertise (survival or diplomacy respectively). If you reveal the Disciple, you resolve the psi symbol, by either adding a card from the top of the deck to the end of the row or spending a health from Anderson and taking the psi action. This happens immediately, before you resolve the other icons on your current encounter card.

This only happens when the Judges move into the same space as the perps. It does not happen if the perps move into the same space as the Judges.

ENDING THE GAME

The moment the Judges pawn gets to Max Normal's location, the players win. The players immediately lose if the perps pawn gets to Max Normal's location first, if the encounter deck runs out, or if all the Judges die. Life is hard in the Cursed Earth.





SOLO RULES (1 PLAYER)

In this version you will work alone to hunt Max Normal. These rules are similar to the cooperative version, and those rules should be read first. Set the game up as you would for your chosen difficulty, but **draw six** encounter cards instead of four.

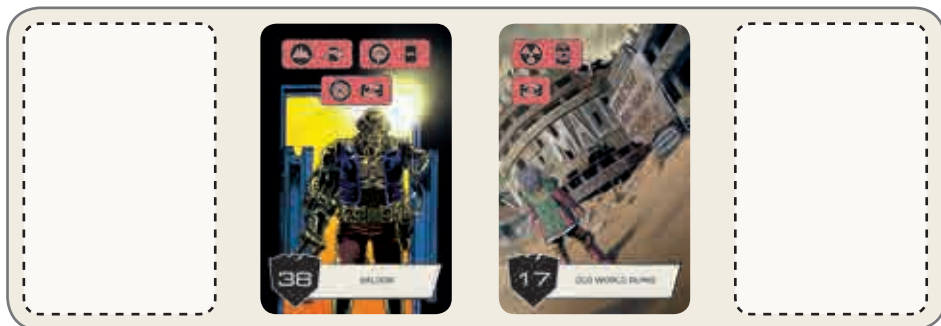
DAWN

At dawn, encounter cards will be rearranged in number order as they are added to the encounter row. However, you'll be playing cards from your hand and from the top of the deck. First, draw two cards from the top of the deck, and place them on the table to form the start of the encounter row. Next play two cards from your hand to the encounter row. Then draw a third card from the deck and add it to the encounter row. Finally, play a third card from your hand to the encounter row. Resolve the cards from left to right and remember to lose one ration once you have finished.

DUSK

At dusk, cards will remain in the order in which they are played. However, you may now add cards to either the start or the end of the encounter row. Begin by playing one card from your hand to form the encounter row. You may now either draw a card from the deck or play a card from your hand and place it to the left or the right of the encounter row cards already on the table.

Repeat this until you have played all the cards in your hand and drawn three cards from the deck, creating an encounter row which is six cards long. Resolve the cards from left to right, and remember to spend one ration and have the perps advance once you have finished. Then draw another six cards for your hand and begin a new dawn.



At dusk you may take a card from your hand or the top of the deck and place it to the left or right of the cards in the encounter row.



PSI

When you resolve a psi symbol, you can either add a card to the end of the row or spend one health from Anderson to take the psi action. In the solo version, the psi action works as follows: draw four cards from the top of the encounter deck and add any two of them to the end of the row, in numerical order. Discard the two remaining cards.

GAME END SCORING

The game ends in the same way as in the cooperative mode, but in this version you can count your score. At the game's end, score one point for each remaining food and ammunition token, two points for each unused expertise card in your team area, and three points for each location card you progressed through (including the one you started on). Subtract eight points for each Judge who has died. Add 12 points if you found Max Normal.

THE SLOUGH OF ST LOUIS

This location card states that the last card added to the row at dusk must be face-down. In the solo version, this means that you cannot look at the last card you draw from the deck before you place it in the encounter row. You must decide where it goes without looking at it.





HEAD-TO-HEAD RULES (2 PLAYERS)

In this version one player will play as the Judges, while another will play as the perps, as you race to find Max Normal. The winner will be the first team that reaches Normal's location, or the team that survives the longest. These rules are similar to the cooperative version, and those rules should be read first.

Remember that an 'enemy advance' symbol moves the opposing pawn, while a normal 'advance' symbol moves your pawn. If you are playing as the perps, an 'enemy advance' symbol will move the Judges. There is no automatic enemy advance at dusk in this version.

SETUP

Before you set the game up, quickly run through the deck of encounter cards and remove any card with an exclamation mark in the title. There are five of these cards: 1, 13, 25, 36, and 44.

Set up two team areas and choose a pawn each. Each player should take a team of characters (the Judges or the perps), **four ammunition** tokens, and **three ration** tokens for their team area. Place **five health** tokens on each character.

Set up the location cards as you would in a cooperative game on Street Judge difficulty, and place both pawns on the first location card. Shuffle the encounter cards and deal six to each player. Flip the dawn & dusk token to decide who will be the first Senior Judge.

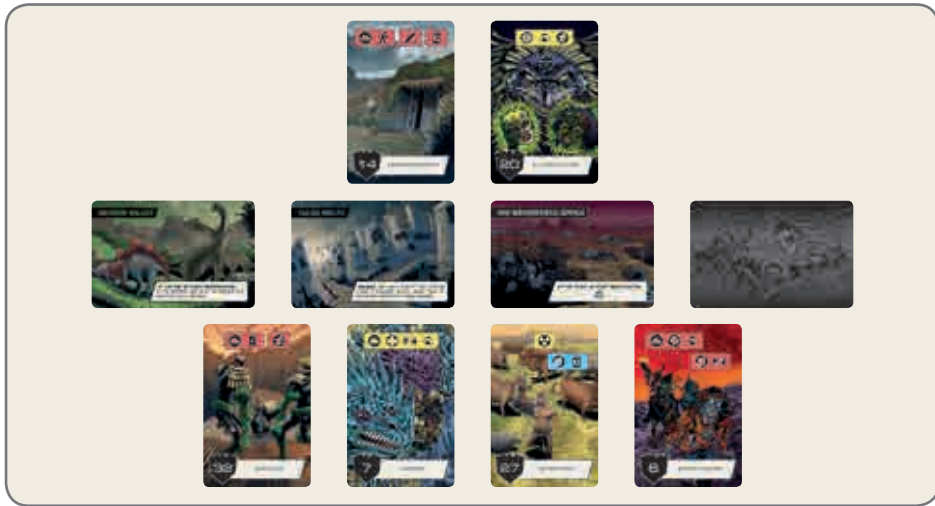
TWO INVESTIGATIONS

Each round takes the same format of dawn and dusk and ends the same way. However, at both dawn and dusk each player has a choice of two investigations to add cards to: one row of encounter cards above the row of location cards, and another row below it. There is no limit to how many or how few cards can be added to each row. Each player will take one of the two rows, but they do not yet know which. The Senior Judge always plays first. At dawn they will play one card to begin the first row. The other player will then either add a card to the same row, or begin the second row. Play then alternates, adding one card at a time to either row.

Once three cards each have been added, and the cards have been rearranged, the Senior Judge has a decision to make. They can either choose which row of cards they want to encounter, or allow the other player to choose a row. Whichever player chooses a row now, the other player will get to choose which row of cards to encounter at dusk.

This means that the player who chooses should want the two options to be as uneven as possible in terms of the mix of positive and negative cards, while the other player will want to make the two rows as even as possible. The player who picks should resolve their cards first, and wait for the other player to resolve the remaining cards before moving on. When the round ends, each player draws six cards from the deck, and the Senior Judge passes the token to the other player.





The Senior Judge can choose which of the two rows of encounter cards will form their investigation, or can allow the other player to make the decision for now.

PSI

As in the other modes, when you resolve a psi symbol, you can either add a card to the end of your row, or spend one health from your psi character to take the psi action. The player taking the psi action should look at the top card of the deck, then place it face-down above or below the location deck. At the next dawn or dusk, the face-down card will be added to the row of encounter cards on that side of the location cards. It will not be turned face-up until a player has chosen which row they want to investigate, at which point it is revealed. At dawn, place it in the path according to its number. At dusk, add it to the end of the row.

LOCATION CARDS

Location card effects which are ongoing, or take effect at the start or end of an investigation, only apply to the player whose team is at that location.

ENDING THE GAME

The game ends in three possible ways:

- If a pawn reaches Max Normal's location.
- If all three characters from a single team are dead.
- If the encounter deck runs out of cards.

If a player meets one of the game end conditions, the other player should finish the investigation in front of them, until they reach a game end condition or the last encounter card. If the ending is triggered by loss of rations at the end of dawn or dusk, the game immediately ends.





Ending 1 – if one player finds Max Normal, they win. If both players reach Normal in the same dawn or dusk, there is a shootout. Each player multiplies their number of surviving characters by the total number of health tokens between their characters. The player with the highest total wins.

Ending 2 – if all of one player's characters die, that player loses. If all six characters are dead by the end of the same dawn or dusk, the player who is closest to Max Normal is the winner.

Ending 3 – if the encounter deck runs out, the player closest to Max Normal is the winner. If this is a tie, the player with the most surviving characters wins.

If there is still a tie after any ending, the player who started as Senior Judge loses.

CLARIFICATIONS

- **Can I spend one expertise instead of one health?**
No. Only health can be spent for the lose health symbol.
- **If I want to avoid spending health from the character with a certain expertise, can I take one health from both other characters instead?**
No, you must take both health tokens from one other character. If a character has only one health remaining, you may kill that character instead of taking two health from someone else.
- **Can I spend two health from a non-psi character to take the psi action?**
No, as they do not have any psychic abilities.
- **Where do I play cards at dusk?**
Make sure you're adding cards to the right of any existing cards as those cards are oriented. This may be different to your right if you are sitting opposite another player and are looking at the cards upside-down.
- **Do I have to make a swap?**
No, the swap is the only symbol which is always optional.
- **In the head-to-head game, do I have to spend the ration at the end of the dawn or dusk if the game is ending?**
No. You must complete the path, which may result in a tie, but you stop there.
- **In the solo or cooperative game, do I get to keep the ammunition token if the perps advance while on the Mutie Country card?**
No, return the token to the supply.
- **If a remove symbol is on the last card in the row, do I discard that card?**
No, the remove symbol does not apply to the current card.





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