WILDLANDS » HELTER SKELTER

CROSSOVER RULES

Requires a copy of *Wildlands* and *Judge Dredd: Helter Skelter* to play.

This game mode makes *Wildlands*, *Wildlands* Map Packs, and *Wildlands* Faction Packs compatible with *Judge Dredd: Helter Skelter*. It is intended for groups who have played both *Wildlands* and *Judge Dredd: Helter Skelter*. Any players who choose to play a *Wildlands* faction will need to refer to the *Wildlands* Rulebook. Any players who choose to play a *Helter Skelter* team will need to refer to the *Helter Skelter* Rulebook.

Standardizing Rules

Judge Dredd: Helter Skelter uses the same system as *Wildlands*. However, several rules work slightly differently. This section lists rules from *Judge Dredd: Helter Skelter* that contradict *Wildlands* rules, and how these contradictions are resolved in this game mode.

HEALTH CUBES AND DAMAGE CUBES

In *Wildlands*, Characters cards start with no red cubes on them, and red cubes are added as they take damage. In *Judge Dredd: Helter Skelter*, characters start with a number of red cubes on them equal to their health, and, as they take damage, remove them.

In *Wildlands–Helter Skelter* Crossover, in regard to red cubes, the rule for *Judge Dredd: Helter Skelter* override the rule for *Wildlands*. All character start with a number of health cubes on them equal to their health. When they take damage, they remove a number of health cubes from their character card equal to the damage taken. When the last health cube has been removed from a character they have been killed.

LINE OF SIGHT, HIGH GROUND, AND COVER

In *Wildlands*, when making a ranged attack from high ground, cover blocks line of sight if the line between the core of the attacker's space and the core of the defender's passes through a space with cover that is not the attacker's or the targets space.

In *Helter Skelter*, when making a ranged attack from high ground, cover can never block line of sight.

In *Wildlands–Helter Skelter* Crossover, the rule for *Judge Dredd: Helter Skelter* override the rule for *Wildlands*.

When making a ranged attack from high ground, cover can never block line of sight.

How to Play

PREP

1. Choose any *Wildlands* or *Judge Dredd: Helter Skelter* map to play on and place it in the middle of the table.

2. Each player chooses a team from *Helter Skelter* or a Faction from *Wildlands*. Take the character cards, action cards, reference cards, team cards, and figures for that team or faction.

3. If you chose a Faction, take the crystal shards for that faction. If you chose a team, take the shards of reality for that team.

4. If you took a Faction, attach the bases to the minis. If one player is using the Judge team from *Helter Skelter*, avoid using the blue *Wildlands* bases, as the colours are similar.

5. Place the character cards face up in front of you so that the background matches up.

6. Place the figures on the matching character cards.

7. Place as many health cubes on each character card as needed to match their starting health.

8. Place your team and reference card near you and shuffle your action cards into a face down deck in front of you.

9. If you chose to play on a *Wildlands* map, take the *Wildlands* map cards out of their box. If you chose to play on a *Helter Skelter* map, take the *Helter Skelter* map cards out of their box

10. If you're playing with two players on a *Helter Skelter* Map, find and remove all map cards with the multiplayer symbol.

11. Shuffle all the remaining map cards and deal ten to each player.

12. Secretly place a map card face down below each of your character cards. These will determine their starting locations.

13. Once all players have chosen a starting location for their characters, pass your five remaining map cards to the player on your right.

14. Place your fragments or shards on the spaces designated on the map cards handed to you by the player on your left. Then remove those map cards from the game.

15. Draw seven cards from your action card deck into your hand.

16. The player whose fragment is on the space with the lowest number starts the game and takes the active player marker.

On Your Turn

For *Wildlands* Factions, and *Judge Dredd: Helter Skelter* teams, taking your turn works exactly as detailed in the 'On your Turn' section of the *Judge Dredd: Helter Skelter* rulebook.

Damage and Death

For *Wildlands* Factions, and *Judge Dredd: Helter Skelter* teams, damage and death works as outlined in the Damage and Death section of the *Judge Dredd: Helter Skelter* rulebook.

Actions

For *Wildlands* Factions, available actions are detailed in the Default Actions, Flag Actions, and Wild actions section of the *Wildlands* rulebook, with the following additional defensive actions available.

- Melee actions can be used to prevent damage from Smash Actions
- Shield actions can be used to prevent damage from snipe, shotgun, and explode actions.
- Cover actions can be used by a character in a cover space to prevent damage from snipe, shotgun, and explode actions.

For *Judge Dredd: Helter Skelter* teams, available actions are detailed in the Actions and Defences section of the *Judge Dredd: Helter Skelter* rulebook, with the following additional defences available.

- Block can be used to avoid all damage from a Heavy Melee attack.
- Deflect can be used to avoid all damage from a Ranged or Heavy Ranged attack.
- Precog can be used to avoid all damage from a Ranged, Heavy Ranged, or Area attack.
- Cover can be used by a character in a cover space to avoid all damage from a ranged, heavy ranged, or area attack.

CHAOS RULES

In *Wildlands–Helter Skelter* Crossover, whenever you use an interrupt action, also immediately draw an action card.

Game End

Each enemy character you kill is worth one point. Each of your faction's crystal shards or team's fragments of reality you collect is worth one point.

If you reach five points, you win.

If all your characters are killed, you are eliminated and the remaining player with the most points wins. If it is a tie, the remaining players keep playing until one player has the most points.