



JUDGE DREDD®

HELTER SKELTER

DARK JUDGES

RULES



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Overview

The barrier between worlds has shattered. Now, the **Dark Judges** have returned to exact judgement on **Mega-City One**.

THIS CITY
ISS GUILTY!

THE CRIME
ISS LIFE!

THE SSENTENCE ISS...

DEATH!

The Dark Judges can be played as a team in any game of *Helter Skelter*, or one player can face off against them in a solo game.

Components

4 Character Figures



4 Character Cards | 1 Team Card



24 Action Cards | 15 Solo Cards



4 Armour Tokens

The Crime is Life

PLAYING AS THE DARK JUDGES

Any player can choose to play as the Dark Judges instead of one of the teams from *Helter Skelter*. The judges work in the same way as any other team, with the following special rules:

PREP

If you wish to play as the Dark Judges, take from this expansion:

- all the character cards
- all the action cards
- the team card
- the four armour tokens.

Also take a reference card from the main game. Return the solo cards to the box.

Set up as normal, with the following changes:

After you have placed a map card face down below each of your character cards, remove one of your six remaining map cards from the game (without revealing it to anyone). Then pass your five remaining cards to the player on your right as normal.

When you are handed five map cards by the player on your left, remove them from the game without placing any fragments of reality. When playing as the Dark Judges, your only task is to punish the crime of life - you cannot gain points by collecting fragments of reality!

Finally, place an armour token on each of your character cards, with the protected side facing up.



Protected



Vulnerable

Don't attach any bases to the Dark Judges.

ARMOUR

When a Dark Judge is attacked during any player's turn, flip the armour token from its protected side to its vulnerable side - but do **not** remove a health cube from his character card. If the armour token is already displaying its vulnerable side, deal the damage as normal.

If the damage is from a SMASH or SHOTGUN action, flip the armour token to its vulnerable side and remove **1 health cube** from the character card (the armour blocks only **1 damage**).

If you make a **defence**, the damage is avoided. Do not flip the armour token.

At the end of **every player's turn**, flip any armour tokens from their vulnerable side to their protected side.

The Sentence is Death

DRIVEN BY DEATH

If you have a dead character, you can:

- discard an action card with their **character symbol** to pay the cost of any character's MOVE action, or
- discard two action cards with their **character symbol** to pay the cost of any character's CLIMB action.

CLOUD OF DECAY

If any character starts their turn in the same space as Judge Mortis, they must make a DEFLECT or PRECOG defence or take **1 damage**.

If this kills the character, take the figure as if you'd killed them in any other way.

Cloud of Decay doesn't affect other Dark Judges.

PARALYSING AURA

If a character is in the same space as Judge Fear, the cost for their MOVE action is increased by 1, to a total of **2 cards**. The CLIMB action still costs **2 cards** (it does not increase to 3).

Paralysing Aura doesn't affect the other Dark Judges.

INFAMOUS ADVERSARIES

Each Dark Judge killed by another player is worth **two points**.

PLAYING SOLO AGAINST THE DARK JUDGES

In this solo mode, you will be playing as one of the teams from *Helter Skelter*, facing the Dark Judges.

To win, you must score **six points** before your entire team is killed. The game works as normal, with the following special rules:

PREP

1. Choose which map to play on and place it in the middle of the table.
2. Choose a team. Take the character, action, and team cards for that team. Also take a reference card, your team's figures, and the fragments of reality of the same colour.
3. Place the character cards face up in front of you so the background matches up.
4. Place the figures on the matching character cards.
5. Place as many health cubes on each character card as needed to match their starting health.
6. Place your team and reference cards near you. Shuffle your action cards into a face down deck in front of you.
7. Prep the Dark Judges: place their character cards face up near the play area, and place health cubes on each to match their starting health. Place an armour token on each character card, with the protected side up. Take the fragments of reality of a colour not in play and place them near the character cards. Shuffle the solo cards into a face down deck.

8. Find and remove all map cards with the multiplayer symbol.
9. Shuffle all the remaining map cards.
10. Draw the top map card. Place one of your fragments of reality in the space designated on the map card. Then remove that card from the game. Repeat this process until you've placed all five of your fragments.

If you are instructed to place a fragment in a space that is adjacent to a fragment that you have already placed, draw a new card instead. Remove the unused card from the game.

11. Draw the top map card. Place Judge Death in the space designated on the map card and remove that card from the game. Repeat this process for Judge Fire, Judge Mortis, and Judge Fear - in that order.
12. Draw the top map card. Place one of your characters in the space designated on the map card and remove that card from the game. Repeat this process until you've placed all your characters. You may place your characters in any order.
13. Remove all the remaining map cards and the Dark Judges action cards from the game.
14. Draw seven cards from your action deck into your hand. You go first!

PLAYING AS SLÁINE

When you play as Sláine, before step 12 of the prep, draw the top map card and place it face up under Ukko. When you come to place Ukko during step 12, you can choose to place him on the space designated on either the card under him or the card you

have drawn. After placing Ukko, remove both map cards from the game.

GAME END

Each fragment of reality you collect is worth **one point**.

Each time you kill a Dark Judge, you double your fragments of reality. Do this by taking fragments from the ones next to the Dark Judges character cards.

If you reach six points, or if you kill all the Dark Judges, you win.

If all your characters are killed, the Dark Judges win.

If you have collected two fragments and then kill a Dark Judge, you collect two additional fragments. If you kill a Dark Judge before you have collected any fragments, you get nothing!

ON YOUR TURN

Your turn works in the same way as normal, with the following exceptions:

DEPLOYING CHARACTERS

All your characters begin the game deployed on the map, so you will never deploy characters.

ATTACKING THE DARK JUDGES

Whenever you take a **combat action** that targets one or more Dark Judges as a defender, they might make a **defence**, just as an opposing player would.

Draw a solo card for each defender. If the appropriate defence is listed on the card, the Dark Judge avoids all damage from that action. If no defence is listed or a different defence is listed, resolve the action as normal.



The rules **ARMOUR**, **CLOUD OF DECAY**, and **PARALYSING AURA** (see page 4) work exactly as in a multiplayer game.

When you target a Dark Judge with the **PSI** action, they do **not** attempt to make a defence but must take **1 damage**. This is prevented by armour as normal.

You can **INTERRUPT** the Dark Judges as normal. Once a solo card has been drawn, you must resolve it in full before you can take an interrupting turn.

ENDING YOUR TURN

At the end of your turn, flip any armour tokens so their protected side is facing up. Then the Dark Judges take their turn.

DARK JUDGES' TURN

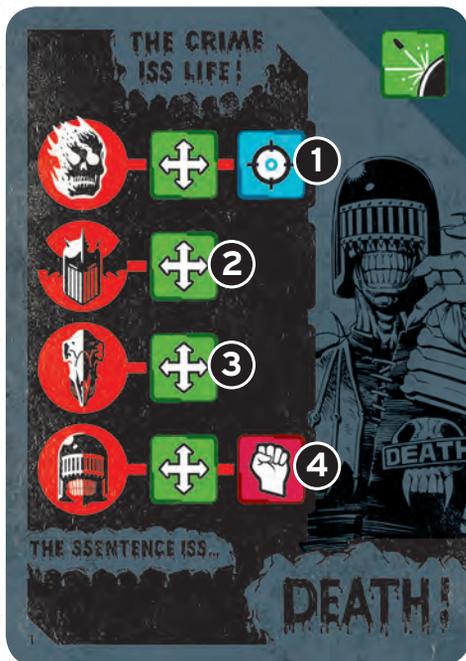
Draw the top solo card. Starting with the top row, activate each Dark Judge in turn. When you activate a Dark Judge, resolve any actions listed next to their symbol (from left to right). To resolve the actions, follow the rules below.

When you have resolved the first solo card, draw another solo card and repeat the process. Then discard both solo cards.

Ignore any defences listed when resolving the solo cards.

Always activate Judge Fire first, followed by Judge Fear, Judge Mortis, and finally Judge Death.

If the solo deck runs out, shuffle the discarded solo cards into a new deck.



In the example above, in order:

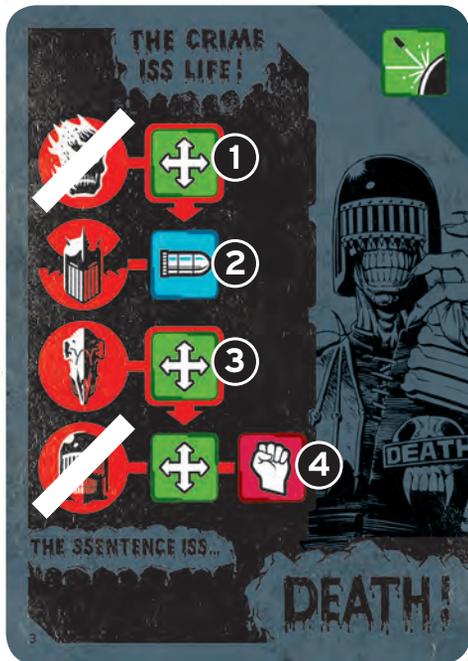
- 1 Judge Fire MOVES, then SNIPES.
- 2 Judge Fear MOVES.
- 3 Judge Mortis MOVES.
- 4 Judge Death MOVES, then MELEES.

DEAD JUDGES

When you would have activated a Dark Judge who has been killed, check to see if any of his actions have the  symbol. Ignore any actions without this symbol. Any actions with this symbol are taken by the next living Dark Judge, as shown by the diagram below:



Take the action immediately, not when that Dark Judge would normally act.



In the example above, Judge Fire and Judge Death are dead. In order:

- 1 Judge Fire is dead, so Judge Fear MOVES.
- 2 Judge Fear SHOTGUNS.
- 3 Judge Mortis MOVES.
- 4 Judge Death is dead, and the action doesn't show the  symbol, so no action is taken.

DARK JUDGES' ACTIONS

MORE THAN ONE TARGET

Whenever a Dark Judge has two or more possible target spaces or characters, he targets the lowest-numbered space.

If there is more than one possible target character in the same space, he targets the one with the fewest remaining health cubes.

If there is more than one possible target character with the same number of health cubes, you may choose who he targets.



MOVE

If the Dark Judge is not already in the same space as one of your characters, he moves one space towards your closest character. The Dark Judges always take the shortest path to your characters.

Dark Judges can move onto high-ground spaces at no extra cost.

If the Dark Judge is in the same space as one or more of your characters, he instead does nothing.



MELEE / SMASH

The Dark Judge takes a MELEE / SMASH action against a defending character who is in the same space.

If the Dark Judge is not in the same space as any of your characters, he instead does nothing.



SNIPE

The Dark Judge takes a SNIPE action against the closest character in his line of sight.

If the Dark Judge doesn't have line of sight to any of your characters, he instead does nothing.



SHOTGUN

The Dark Judge takes a SHOTGUN action against the closest character in his line of sight. The character must be **no more than two spaces** away from the Dark Judge.

If the Dark Judge doesn't have line of sight to any of your characters who are **at most two spaces** away, he instead does nothing.



EXPLODE

The Dark Judge takes an EXPLODE action against his own or an adjacent space with one or more characters in it.

Dark Judges are not hit by EXPLODE actions from other Dark Judges.

If none of your characters are in or adjacent to a space with the Dark Judge, he instead does nothing.

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