BLOCK WAR!

THE FAST AND FURIOUS GAME OF BLOCK WARFARE IN MEGA-CITY 1!

2-4 PLAYERS, AGES JUVE TO ELDSTER, PLAYING TIME APPROX. 2 HOURS

INTRODUCTION

It is the 22nd Century and in the vast and overcrowded Mega-City One, the populace are crammed into mile high tower blocks. Each one is a city in its own right, with hospitals, shopping malls and parks. It is said that a citizen may be born, live and die in their block without ever leaving it.

But citizens suffer from high unemployment and boredom is rife. It is in these conditions that almost anything, no matter how trivial, may escalate everyday tensions between neighbouring blocks into all out block war.

A block war is nothing less than an anarchic armed battle between opposing blocks. With only the judges able to put a stop to it before many lives are lost, or worse still, the violence spreads throughout the city - Block Mania!

Now you take the role of a Mega-City block and must fight your own block war, dishing out the ultra-violence from the relatively safe perspective of your dining room table. The only hazards you shall face will be spilled cups of synthi-caf, your partner wanting to set the dinner or a knock on the door from the judges.

Credits
Game Design by Paul Scott.

Primary Playtesters: Stephen Clark, Sam Haldane, Martin Ellis, Richard Heslop, Chris Leighton, Uwe Schifter, Richard Stevenson and Alex Tingle.

Judge Dredd was created by John Wagner and Carlos Ezquerra and developed by Pat Mills.

Countless other artists and writers have contributed to Judge Dredd, too many to include here, but notable contributors include Alan Grant and John Wagner who co-wrote many of the Block War stories this game is based upon.

Art used in this game is taken from strips drawn by Brian Bolland, Steve Dillon, Ian Gibson, Cam Kennedy, Mike McMahon, and Ron Smith.

Janet Shepherd designed the original (and classic) Judge Dredd logo.

The Dredd Font was created by Michael Carroll, based upon the work of Janet Shepherd.

Copyright Credits
Judge Dredd and associated characters are copyright © Rebellions A/S 2008.

Visit www.2000ADonline.com for more details about 2000AD and Judge Dredd.

The rules and mechanics of this game are copyright © Paul Scott 2008.

Visit www.omnivistascope.com for more board games designed by Paul Scott.

This is a non-profit making fan produced board game based upon characters owned by Rebellion and no challenge to ownership is intended.

Rules Queries and Game Advice
A Yahoo group has been set up to answer your rules queries and questions. Please try and phrase your questions so that they require a yes or no answer, but all problems will be answered given enough time!

visit: http://groups.yahoo.com/group/blockwarsupport

Hopefully there will be room for tips, advice and other generally useful information too.

Before You Begin Play
This game is available as a free download, so you will need to make sure you have the following files:

Block War Basic Rules.pdf (this document).

Block War Counters.pdf

Block War Boards.pdf

Game Assembly
In addition you will need access to a printer (preferably colour, though B/W will do), some scissors, coloured pens or pencils and paper glue to assemble your game.

You will need at least 2 six-sided dice, such as those found in an ld copy of Mega-opoly™.

It would also be useful to have a few small plastic counters (tiddlywinks in the four block colours, red, blue, green and yellow).

Game Production Advice
It's always best to play the game a bit using basic components first, before spending a lot of time and money creating boards for a game you may not play very much.

Foam or poster board is excellent for pasting your board onto using adhesive spray mount. Though buying both may be expensive unless you shop about.

Printing counters onto a single adhesive label sheet makes them easy to put together. Simply folding them around card and cutting them to size to make quick double-sided counters.

Further Expansions
Rather than overload you will all the myriad wonderful weirdoes of Mega City One in one future shock inducing game, you will find these in forthcoming expansions planned for Block War.

Using Miniatures in Your Games
You may if you wish, use 25-28mm figures in the game, and the boards have been designed around that. The out of print Citadel Dredd range may still be bought second hand. The following companies sell Dredd miniatures:

Mongoose: www.mongoosepublishing.com
Wargames Foundry: www.wargamesfoundry.com

Object of the Game
You play the role of a Mega-City block out to win a local block war, through killing opponents, gaining objectives and morale boosting actions, with success measured in 'Fighting Spirit'.

Winning the Game
The game lasts until one block has achieved a comprehensive victory, neighbouring blocks surrender, are wiped out, or when the judges arrive in force to shut the shooting match down.

It is helpful to set a time limit for play, say two hours. Once that time has been reached and the round finished, each player in turn order starting is allowed one turn before points are calculated and a winner decided.

Game Set Up
Assemble the plaza board and place it in the centre of the table.

Each player rolls two dice, the highest goes first (re-rolling any ties) and then play continues in a clockwise fashion know as the turn order.

Each player requires their own copy of the block board and should name their block after a famous figure from the 20th or 21st century.

In turn order, place the blocks around the plaza so that the block entrance squares match up with the steps on the plaza.

You will require one copy of the justice track for use in the game.

The control marker is placed on the '1' space of the justice track.

Each block then adds their block counter to the justice track. For two player games they start on 10, for three players 15 and for four players 20.

In turn order, each player adds a civic statue to the plaza outside of the splat zones and the steps.

Repeat for the hottie stall.

Each player needs a full set of block unit counters in their colour (red, blue, green and yellow).

In turn order, each player adds a robo-janitor to the janitor's office (keep the human janitor aside), a block judge to the block court, and a robo-doc to the block hospital.

Each player's remaining counters form a 'block pool' from which they should now draw six counters. Placing them one at a time in turn order in their block.

Remaining judge units form the 'judge pool'.

You are now ready to fight in Block War!

Game Set Up Example

H = Hottie Stall
S = Civic Statue
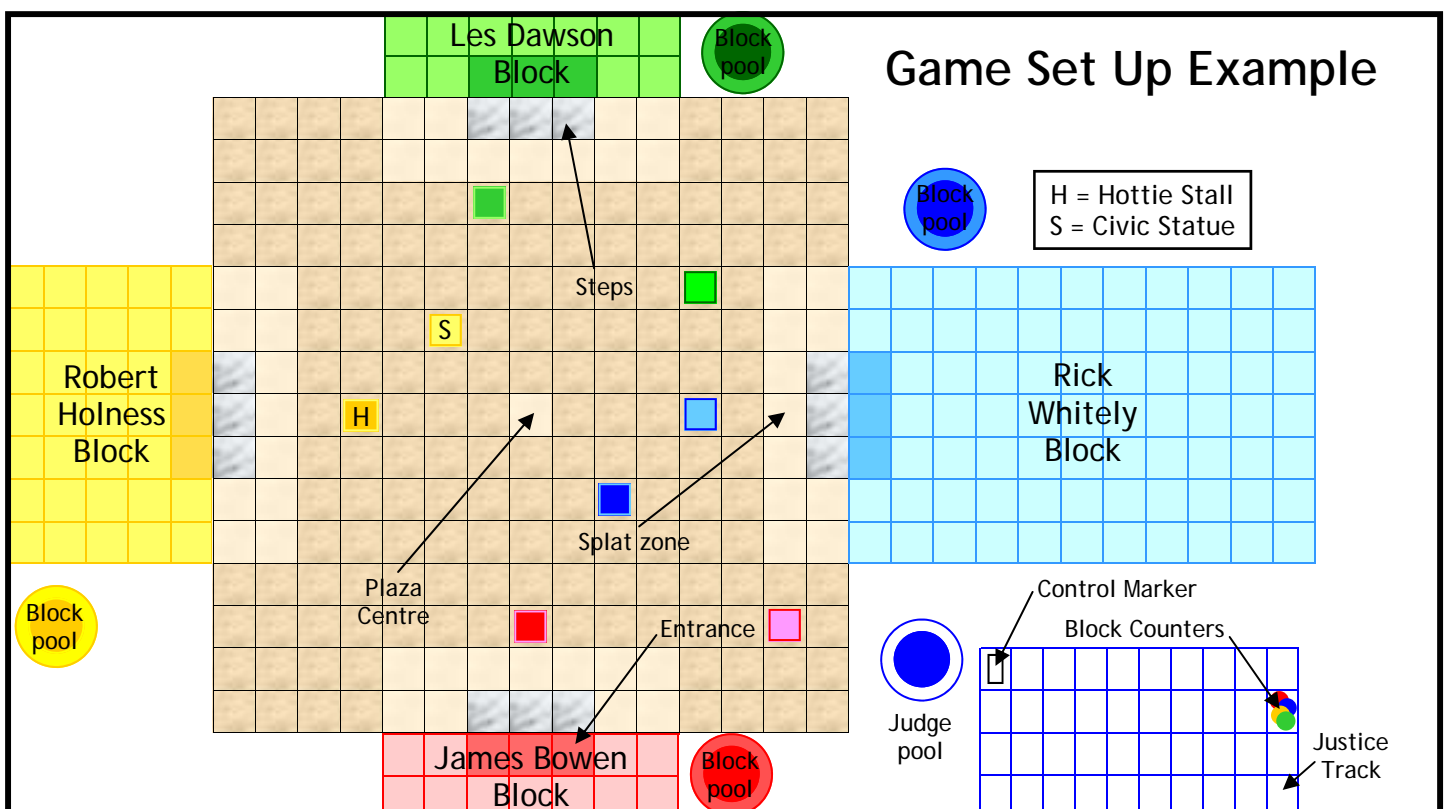
A Player's Turn

The first player takes their turn as follows:

1. Draw Reinforcements
Draw 3* units from you block pool and place them in your block.

2. Activate Units
You may activate 3* of your units. Fighting spirit earned is recorded on the justice track.

3. Activate Independent Unit
Activate one independent unit. You do not score fighting spirit from an independent unit.

4. Activate Judge Unit
Activate one judge unit. You do not score fighting spirit when from a judge unit.

5. Move on the Control Marker
At the end of you turn, control moves on one space.

6. Turn Moves On
The turn then passes on to the player on your left.

*This rises to 4 if your block becomes frenzied.

Activating Units

An activated unit may make one brawling, shooting or special attack at any point during its movement.

Unit → CITIZEN   CITIZEN

Healthy status   Wounded status

S=Shooting, B=Brawling, A=Armour, M=Morale
Each unit has a special rule (see ref. sheet)

Movement

All units have 3 movement points. Different terrains have different movement point costs as shown below. Units may not move diagonally, and may only move through friendly units.

Movement	Cost
1 space across a compartment (the thin black line on the same level)	1
1 space across a section (the thick black line on the same level)	2
1 space up or down a level (across thick black line to a different level)	3
Up to 3 spaces in a turbo lift	1
Up to 2 spaces in the plaza (includes moving from the block to the plaza)	1
Leaping from level 10 or 11	1

Brawling

Adjacent units (including units above and below) in a block or in the plaza may brawl. The attacker and defender roll a die each and add their brawling skill (B). If the attacking unit scores higher, the defender must roll its armour save or be wounded. If the defending unit scores higher, or there is a draw, then neither unit is injured and the attack has failed.

In this example, a James Bowen Block juve has moved in the plaza and is about to brawl. He cannot brawl the Robert Holness fatty who is in a diagonal space, or the wounded eldster. But he can brawl the Rick Whitely Block ape, and shall! The Juve rolls a die and gets a 4, adding his brawl skill of 1 to make 5. The ape rolls a 5, adding his brawl skill to make 8. With the lesser score, the Juve's attack is brushed aside, but he may still attack on another turn.

Shooting

A unit must have a missile weapon in order to shoot, those that do not are marked No Weapon (NW) under their shooting skill (S).

A unit in a *block* may fire at a unit in an adjacent square, a neighbouring block or the plaza. Units in the plaza are not protected by cover if fired at from a higher level.

A unit in the *plaza* may fire at a unit in a block freely, but must have a line of sight to shoot another plaza unit in the plaza.

If a line can be drawn from the centre of the attacking unit's space, to the centre of the target unit's space, and does not pass though a space containing an obstacle or other unit, then there is line of sight.

To see if the shot has hit, roll a die, add the units shooting skill and subtract any difference in levels between the two units and/or a frenzied bonus. If the result is 6 or more, you have scored a hit. A roll of a 1 is always a miss.

A unit that has been hit must either roll its armour save or be wounded.

Example of firing from Block to Plaza
A punk on level 1 of Rick Whitely Block chooses to shoot at a Les Dawson eldster in the plaza (level 0). The punk has a shooting skill of 2, and with one level separating him and his opponent, he gets to add a total of +1 to his die roll. The punk rolls a 5 and with his +1 that becomes a 6, he has just managed to hit his target!

Example of Firing from Block to Block
A block judge on level 3 of Robert Holness block spots a lawbreaking punk on level 1 of Rick Whitely block engaged in the illegal euthanasia of a Les Dawson Eldster in the plaza. The judge has a shooting skill of 4, minus 2 due to difference in levels and adds his die roll of 5 to give a total of 7. The punk is hit.

Example of Firing within the Plaza
A Les Dawson eldster in the plaza has just made an armour save after being shot at from Rick Whitely block. Now he's vexed! He decides to take a pot shot at a Robert Holness fatty that is trundling past looking for a hottie stall. He checks there is a clear line of site and adds his shooting skill of 1 to his dice roll of 4. Giving him a total of 5, not normally enough for a hit. However, Les Dawson block is on something of a high and is frenzied, which adds an additional +1 to the score, making a result of 6. The fatty has been hit.

Wounding Units
If you score a hit on a unit when brawling or shooting, it will become wounded (or wrecked if it is a robot or vehicle) unless it makes its armour save.

To make an armour save, the defending player rolls a die, adds the units armour bonus (A) and if the result is 6 or more, then the unit avoids injury.

However if the result is less than 6, the unit is wounded and the token is flipped over to the wounded side and takes no further part in the game unless healed.

An activated unit may walk over or stand on the space where one or more wounded units lie. Wounded units are ignored when calculating line of sight.

Healing Units
A Robodoc may attempt to heal any (non-robotic) unit in an adjacent square, even one on the steps of a block. But it is not programmed to leave the block, and will never enter the plaza.

When a heal attempt is made, a die is rolled, the Robodocs heal skill (H) of 1 is added along with any modifiers and if the result is 6 or more, the wounded unit is healed and its counter flipped over back to the healthy side.

If the result is a 1, the unit is too badly wounded to return to fighting and is removed from the game.

Otherwise another healing attempt may be made on a following turn.

A wounded unit cannot be healed while another unit is standing on its space.

Fighting Spirit
During the war a block's fighting spirit indicates how well they are doing, the morale of its troops and general aggression levels.

Each time you gain fighting spirit (see the fighting spirit table) though successful attacks (this includes some special attacks), move your block counter up the Justice Track the appropriate number of spaces.

Control
Control is the operational hub of Justice Dept. monitoring crime and responding accordingly. At the end of each block's turn, the control marker moves one space along the justice track as the block war rumbles on.

If the control marker lands on a space with one or more judge badges, the moving player draws one judge unit from the judge pool for each badge printed on the space. He then places it on any the side of the plaza (but outside of a splat zone, including steps).

If you should draw Judge Dredd, he is placed on the central plaza square as per the Judge Dredd rules. If the control marker lands on the Judge Dredd space, and he isn't in play, he immediately comes into play. If Judge Dredd should already be in play because the justice track has reached 89, then another judge unit is drawn from the judge pool.

If control lands on your block counter, the judges have targeted your block as the source of the majority of the trouble. The player to your right immediately chooses one of your units which must make its armour save or be wounded.

If your block counter lands on the control marker, someone in your block has informed on a neighbouring block and you may activate a judge unit immediately.

Morale Loss
If your fighting spirit has fallen 10 points or more behind the control marker at the start of your turn, you must make a morale check. Roll a die, add the units morale (M), and if the result is six or more, then the unit fights on, otherwise they surrender to the judges and are discarded from the game.

Frenzied!
When your fighting spirit is 20 or more points beyond the control marker, your block becomes 'Frenzied!'. A block draws one extra reinforcement and activates one extra unit if it begins the turn frenzied and units gain +1 movement point and +1 to combat results if the block becomes frenzied at any point.

Game Over, Creep!
The game can come to an end in a number of ways.

If the control marker reaches 100 the judges arrive with overwhelming force, and the block war is closed down. The winner is the player with the most fighting spirit, in the event of a tie, the one with the most active units wins.

If a player's block counter reaches 100 then the block has gained a resounding win over its enemies that will be remembered for years to come.

If there is only one fighting block left in the game, it is the winner. Block's automatically surrender when there are no fighting units left in their block at the start of their turn (ignore plaza units), or if there are more enemy units than friendly units or a block may surrender at any point in the game if the player chooses.

If there was a time limit to the game, then once everyone has been afforded one last round, the points are totalled and a winner declared.

Fighting Spirit Table

Successful 'Attack'	Score
Wounding an enemy unit	1
Healing a friendly unit	1
Wounding a Judge unit (Control also moves on 1 space)	5
Attacking Judge Dredd*	2
Wounding Judge Dredd**	10
Scrawling an enemy civic statue	5
For each scrawl in an enemy block	2
Having control of the plaza (most units) at the start of your turn.	3
Having the ugliest Ugly unit in the plaza at the start of your turn.	Value of Ugly

Unit Morale Table

Unit	Morale
Ugly	0
Juve	1
Scrawler	1
Citizen	2 (1 out of their block)
Ape	2
Eldster	3
Punk	3
Citi-Def	4
Sniper	4

UNIT REFERENCE SHEET

BLOCK UNITS

Ape	*Intelligent Apes mimic much of human behaviour, such as crime and extreme violence!* 1. May swing past (move through) enemy units in both blocks and the plaza.
Citizen	*Unemployed, bored and possibly crazy, the average citizen welcomes the distraction of a block war.* 1. Deduct one from all of their stats (except armour) when they are outside of their block.
Citi-Def	*Armed citizen defence units are often as much a threat to the city as protection.* 1. May be armed with an army surplus weapon (Advanced Game)
Eldster	*Eldsters don't get this old by accident! They are stubbornly hard to kill.* 1. Eldsters get a +2 bonus to being healed.
Fatty	*Fight the flab! Corpulence and gluttony are popular hobbies in Mega City 1.* 1. Charge Bonus: They get +1 brawling for every two spaces they move in a straight line in the run up to combat. 2. A fatty must roll a 4+ on a die to pass a hottie stall in an adjacent space.
Juve	*A lone Juve isn't much trouble, but get a few in a gang, and "watch out 'dults!"* 1. For each juve you have in the plaza, their brawling increases by one up to a maximum of +3.
Punk	*Severely anti-social and aggressive, the punk is the blight of many a block, but the boon of a block war.* 1. May be armed with an illegal weapon (Advanced Game).
Scrawler	*The scrawler fights in his own way, with paint, slogans and symbols.* May make an automatic scrawl attack per turn to deface a statue or block (add a scrawl counter).

Sniper	*Lone gunmen, dispassionately picking off their targets, no mercy, deadly accurate.* They may only be placed on level 11 of a block, and hit any viable target on any roll but a 1
Ugly	*Some are born ugly, others achieve ugliness, while others visit Otto Sump's Ugly Clinic.* 1. Whenever you have the ugliest ugly in the plaza at the start of your turn, gain fighting spirit equal to their ugly rating.

INDEPENDENT UNITS

Human Janitor	*Even in the midst of a block war, the site of a fallen mop may be too much temptation to bear for one of Mega City One's unemployed.* 1. If there is no Janitor or Robo-Janitor. Any block unit may move to the janitors office to become the new janitor. 2. May only brawl in self-defence, he has a job to do. 3. Each turn when activated may remove one scrawl or tranq gas from an adjacent space on a die result of a 2 or more. 4. May not leave the block
Robo-Doc	*Robo-Doc's are complete medical units capable of diagnosis, prescribing drugs and complex surgery. They only rarely malfunction…* 1. May only brawl in self-defence. 2. Each turn may attempt to heal a wounded unit on a 5+. 3. May not leave the block. 4. If wounded, roll a die, on a 1 it becomes 'CRAZED' Replace with a crazed robo-doc counter. Ignore rules 1-3.

Robo-Janitor	1. May only brawl in self-defence. 2. Each turn when activated may remove one scrawl or tranq gas from an adjacent space. 3. May not leave the block

JUSTICE DEPT. UNITS

Block Judge	*The Block Judge has been assigned to the building, and is often the first to respond to a block war.* Will not target Medic or Janitor units.
Street Judge	*The Street Judge does his or her best to control the situation till back up arrives.* Will not target Medic or Janitor units.
Judge Dredd	*Mega City One's top lawman. He is the law!* 1. Will not target Medic or Janitor units. 2. Dredd is deployed at the centre of the plaza, and never moves. Discard any unit standing in his way. 3. Dredd is activated like any other judge unit. But he may be activated twice per turn. 4. Any block unit that attacks Dredd is automatically wounded in the process. 5. Instead of attacking, Dredd may call for everyone to surrender, each block makes a morale check. 6. If Dredd is wounded, he simple returns back to the Judge pool.