

# 5150 JUDOON QRS:



**2 IN-SIGHT TEST**  
*May never provide covering fire*  
*May never be "hidden"*

Pass 2d6

- All fire.

Pass 1d6

- In open will rush shot and fire at maximum Target Rate and at -1 to Rep.

Pass 0d6

- All remain in place and do nothing.

**2 RECEIVED FIRE TEST**  
*If called on to fire Inactive will always return fire.*  
*If called on to fire Active may choose their target*

Pass 2d6

- Those fired on by "hidden" will remain in place.
- Others finish move and may fire as normal.

Pass 1d6

- Those in cover - Return fire as normal.
- Those in open - If fired on to flank or rear will test to Fall Back. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- Those in cover will Fall Back
- All others will Runaway.

**2 "WANTING TO CHARGE" CHECK**

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- All will charge into hand-to-hand combat.

Pass 0d6

- All remain in place.

**2 "BEING CHARGED" CHECK**

Pass 2d6

- All will prepare to melee.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others will prepare for melee counting a -1 to their Rep the first round of melee.

**2 KNOCK/BACK RECOVERY CHECK**  
*"Star" may choose his reaction for Duck Backs only.*

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Immediately roll again counting a result of pass 1d6 as if a result of pass 0d6.

Pass 0d6

- Knockdowns are "out of the fight".
- Duck Backs will Runaway.

**2 LD "RALLY" CHECK**

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- All back in the fight. Carry on as desired.

Pass 0d6

- Remove figure(s) from play.

**JUDOON ATTRIBUTES**  
 All Judoon share the following Attributes:

Sure-footed: May move at normal speed through any type of terrain.  
 Cold as Ice: Never outgunned

## CURRENT HISTORY

The Judoon are a race of mercenary police. They are basically humanoid in form, have heads that look like that of a rhinoceros, and wear black, bulky armour with heavy boots.

Judoon are galactic police, brutal in their application of the law and highly logical in their battle tactics, but not very intelligent.

All Judoon enter combat with Hard Body armor

Weapons	Range	Targets	None	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Laser Pistol	12	1	OD	OD	4	Special	Special	Special	OD	3	2	43
Laser Rifle	24	1	OD	OD	4	Special	Special	Special	OD	3	2	86
Unarmed Combat	X	1	3	3	2	2	2	2	2	1	0	16