

MAD MADGE: BEYOND THE MILLENNIUM DOME – RULES SUPPLEMENT

CHANGES TO EXISTING RULES

- The ranges and costs of some weapons have been amended (see roster/summary sheet)
- The military assault rifle launcher has been replaced with a proper grenade launcher, the ammo for which must be purchased separately.
- Some orders have different names for additional flavour.

NEW RULES – BEASTS & ANIMALS

- Some gangs may include four-legged friends of various varieties. Regardless of what the animal is it moves the same distance as a normal figure, and rolls 1D6 in hand-to-hand combat.
- Animals may carry weapons or other equipment (paid for separately) but they cannot use them.

NEW RULES – VEHICLES

- Vehicles can be purchased which are activated at the same time as the gang which they are associated with. Weapons cost extra and have fixed straight-ahead fire arcs unless turrets are also purchased. Each weapon requires a separate operator; multiple weapons can be linked together.
- Distance moved and the number of 45 degree turns permitted is dependent on orders:

Vehicle	Order (distance/no. of 45 degree turns)					
	Shift it	Fire At Will	Stay Frosty	Keep Down	Get Stuck In	Snipe
Bike	28"/2	16"/3	12"/3	8"/4	16"/3	16"/3
Other Vehicle	21"/1	12"/2	8"/2	6"/3	12"/2	12"/2

- Bikes may not reverse. Vehicles can move forward or reverse, but not do both in the same turn. The rider of a bike may mount or dismount instead of moving. Occupants may board or depart from a vehicle as long as that vehicle does not move the same turn.
- When shooting at a bike there is a 50/50 chance of hitting the rider rather than the bike. When shooting at other vehicles they count as large targets (+1 to hit) and occupants cannot be targeted separately.
- Vehicles are not suppressed and they are instead damaged – each damage counter subtracts -1 from the vehicle’s maximum possible movement (considering orders). This may mean that a vehicle is unable to move. 1D6 damage counters can be removed from a stationary vehicle by any model with a repair kit who does not move or shoot during their turn.
- If a bike is destroyed then the rider is immediately suppressed. If any other vehicle is destroyed then all occupants are immediately killed.
- Vehicles (not bikes) can be used to ram or run down troops and 1 combat dice is rolled for each 6" of movement they have made (or are about to make) or part thereof (i.e. an undamaged vehicle on Shift It! orders moves 21" and rolls 4 dice for ramming or running troops over). When ramming, vehicles receive half the damage they apply to back to themselves cumulative to any damage they receive from hitting another moving vehicle.
- Bikes and other vehicles do not receive any benefit from being on Keep Down orders.

GANG CONSTRUCTION

- When building gangs all figures are treated as gangs, even if they are equipped like squads.
- Cyborgs may not be purchased.
- Heroes, beasts and vehicles are considered to be part of the gang that they are associated with.
- One gang per player only, with a maximum cost of 250 points per gang (including vehicles).