

MAD MADGE: BEYOND THE MILLENNIUM DOME—GANG ROSTER						
NAME	TYPE	DICE	EQUIPMENT	COST		
FIGURE	PTS	WEAPON	RANGE	SHOTS	DAM	PTS
Beast/animal (1D6)	5	Handgun	6"/12"/18"	2	2D6/+1	4
Grunt/chimp (1D6)	7	Heavy Handgun	5"/10"/15"	2	3D6/+1	7
Sub-Leader (1D6)	12	Machine Pistol	8"/16"/24"	5	2D6/+1	12
Leader (1D6)	17	Shotgun	6"/12"/-	1	4D6	2
Hero (2D6)	107	Auto Shotgun	6"/12"/-	2	4D6	3
ARMOUR	PTS	Scattergun	4"/8"/-	1	4D6	4
Light Armour	4	Assault Rifle	10"/20"/30"	3	3D6	20
VEHICLE	PTS	+Grenade Launcher	-/12"/-	See below	See below	+5
Motorcycle	10	Assault Cannon	12"/24"/36"	3	4D6	25
Civilian car/van/truck	20	Light Laser	12"/LOS/-	1	3D6	36
Armoured car/van/truck	30	Grenade	-/6"/-	1*	4D6 (2")	6
MISC EQUIPMENT	PTS	Flamethrower	-/5"/-	1*	4D6 (1")	25
Headset	5	Missile Launcher	-/48"/-	1*	5D6 (4")	24
Sighting Aid	10	Dagger/club	-/-/-	N/A	+1	1
Repair Kit	5	Knife/claw	-/-/-	N/A	+2	2
Gun Turret	10	Sword/axe/spear	-/-/-	N/A	+3	3
		Power saw	-/-/-	N/A	+4	4

Maximum 3 grenades per figure. Maximum 5 missiles per figure. 100—250 points per gang.

MAD MADGE: BEYOND THE MILLENNIUM DOME—RULES SUMMARY				
<u>Phase 1: Initiative</u>				
⇒	Roll 1D6.			
⇒	Add +3 if the leader is alive and unsuppressed. Double the score on the die for 'Stay Sharp' orders.			
⇒	Choose initiative markers from highest scoring gang to lowest. Headset contact breaks ties.			
<u>Phase 2: Actions</u>				
⇒	Resolve actions for gangs from lowest initiative marker to highest			
⇒	Remove suppression			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 60%; vertical-align: top;"> Suppressed figures ignore orders, move only 3" and cannot take other actions. Roll 1D6 for each suppressed figure. A score of 6+ removes the suppression. </td> <td style="width: 40%; vertical-align: top; padding-left: 10px;"> +3 in base contact with a leader or hero +2 in base contact with a sub-leader +1 in base contact with other group member +1 rest of group unsuppressed +1 half or more of group still alive </td> </tr> </table>			Suppressed figures ignore orders, move only 3" and cannot take other actions. Roll 1D6 for each suppressed figure. A score of 6+ removes the suppression.	+3 in base contact with a leader or hero +2 in base contact with a sub-leader +1 in base contact with other group member +1 rest of group unsuppressed +1 half or more of group still alive
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⇒	Move according to orders			
⇒	Shoot according to orders			
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⇒	Resolve any hand-to-hand combat			
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ORDERS				
SHIFT IT Move up to 14". Cannot shoot.	STAY FROSTY Move up to 6". Can shoot once. Double initiative dice.	GET STUCK IN Move up to 8". Can shoot once. Double combat dice.		
FIRE AT WILL Move up to 8". Can shoot multiple targets. Can use rapid fire.	KEEP DOWN Move up to 4". Can shoot once. Harder to hit and kill (not bikes/vehicles).	SHIPE Move up to 8" or take a single aimed shot.		