

Revised Territory (Modern)

Chem Pit	> Toxic Waste Dump
Old Ruins	> Plantation
Slag	> Ruins
Mineral Outcrop	> Mall
Settlement	> Village (TAU do not get a Juve on a roll of 6.)
Mine Workings	> Mine Workings
Tunnel	> Sewers
Vents	> Drainage
Holestead	> Farmstead
Water Still	> Drinkwater Reservoir
Drinking Hole	> Pub
Guilder Contact	> Mob Contact
Friendly Doc	> Friendly Medic
Workshop	> Workshop
Gambling Den	> Hidden Casino
Spore Cave	> Pharmaceutical Factory
Archeotech Hoard	> Federal Hangar
Green Hivers	> Republicans
Toll Bridge	> Check Point

This houserule was introduced to make the setting more generic. The income system is improved which negates frustration of gangs without money.

Only 10 territories will be actively guarded. Switch guarded and unguarded territories between games. You cannot collect income from unguarded territories.

You must visit all guarded territories once before going there for a second or third time with another ganger.

Instead of collecting income and other benefits from territories you may opt for a fixed funding of 200 Credits.

Shooting

We wanted guns to be deadly. All ranged **firearms** (guns, grenades) receive a **S +1 modifier when targeting a miniature**. Close combat weapons remain unchanged (except for pistols used in close combat). Stationary explosives (like melta bombs) remain unchanged.

Point Blank Shots

To add realism, point blank shots almost always hit. If a model does not move in its movement phase and shoots at a target within 1 inch, then it will **hit on a 2+ result** rolled with 1D6.

Dead Fighters

Gangs **keep** the equipment of a dead or retired fighter. When a ganger dies, put an ammo token (miniature weapon) at the location. The ganger who picks it up receives a Spare Ammo Clip for this game only. (Charging a downed model sends it out of action.)

Cumulative Injuries

Shooting at a fighter that is already Down: **roll 2D6 for the Injury Roll of each wounding hit**. If one (or two) dice results in “Down”, then the fighter stays “Down”. This makes it harder to recover to a Flesh Wound.

Revised Serious Injuries

11-16	Dead (KIA).
21-25	Severe Injuries (Retired).
26	Leg Wound. First: Move -1. Second: Retired unless repaired by bionics.
31	Partially Deafened. First: Ld -1. Second: Retired.
32	Hand Injury. First: WS -1. Second: Retired unless repaired by bionics.
33	Blinded Eye. First: BS -1. Second: Retired unless repaired by bionics.
34	Chest Wound. T -1.
35	Arm Wound. S -1.
36	Shell Shock. I -1.
41-43	Captured.
44	Bitter Enmity result 1-2.
45	Bitter Enmity result 3-4.
46	Bitter Enmity result 5.
51	Bitter Enmity result 6.
52-63	Full Recovery.
64	Horrible Scars. Member now causes Fear.
65	Impressive Scars: Ld +1. Apply only once.
66	Survives against the odds. +D6 Experience points.

Note: “Retired” is the same as “Dead” regarding gameplay.

Bottle Tests

We wanted longer fights. Start doing Bottle Tests at **33% loss** instead of 25%.

Rare Items

Everybody want to have gimmicks. Instead of D3 there are always **3 random rare items** offered to the Leader between games. OR Choose **only 1 rare item** but increase the cost with 2D6 Credits. (Not at random!)