

Serious Injuries

11-15: Dead
16: D3+1 Injuries
21: Miss D3 games
22: -1 Toughness
23: -1 Movement
24: -1 Strength
25: Stupid/Frenzy
26: -1 BS
31: -1 Initiative
32: -1 Leadership
33: -1 WS
34-36: Old Battle Wound
41-45: Full recovery
56: 1-4 hates individual/5-6 hates leader
61-63: Captured
64: Causes Fear
65: +1 Leadership
66: +206 XP

Experience

+06XP Survives
+5XP Wounding Hit
+10XP Winning Leader
(See scenario for additional rules)

Level-ups

0-5: Green Juve
6-10: Juve
11-15: Juve
16-20: Top Juve
21-30: New Ganger
31-40: Ganger
41-50: Ganger
51-60: Ganger
61-80: Gang Champion
81-100: Gang Champion
101-120: Gang Champion
121-140: Gang Champion
141-160: Gang Champion
161-180: Gang Champion
181-200: Gang Champion
210-240: Gang Hero
241-280: Gang Hero
281-320: Gang Hero

Income

Giant Killer Bonus

1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1000-1499	+200
1500+	+250

Income	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70



Rare Trade

11: Power Weapon 1-3: Power Sword, 4-5: Power Axe, 6: Power Fist
12: Rare Weapon 1-3: Needle Weapon (1-4: Pistol, 4-6: Rifle), 6: OIAM Weapon
13-14: Gas Grenades 1-3: Choke, 4-5: Scare, 6: Hallucinogen
15-16: Grenades 1: Melta Bombs, 2-3: Photon Flash Flares, 4: Plasma, 5-6: Smoke Bombs
21-23: Ammo 1-3: Hotshot Laser Power Packs, 4-5: Drum Magazine, 6: Hellfire Bolts
24-25: Gunsight 1-2: Red-dot Laser, 3: Mono-sight, 4-5: Telescopic Sight, 6: Infra-red Sight
26: Heavy Gear 1-4: Auto-repairer, 5-6: Suspensor
31-33: 1-3: Flak, 4-5: Mesh, 6: Exotic (1-4: Carapace, 5-6: Force Field)
34: Medipack
35: Isotropic Fuel Rod
36: Bionic Choose Bionic Arm, Leg, Chest or Implant
41-46: Items 1: Skull Chip, 2: Shock Maul, 3: Grapple, 4: Grav Chute, 5: Bio-Scanner, 6: Bio-Booster
51-56: Items 1: Concealed Blade, 2: Respirator, 3: Photo-visior, 4: Berserker Chip, 5: Blindsnake Pouch, 6: Infra-red Goggles
61-63: Raid Gear 1-3: Silencer, 4-6: Choose Screamer or Stummers
64: Stinger Pouch