

Territories

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2D10	Icon	Turf Acquired	Rep Bonus	Credits	Notes
2		Medtech Clinic	+1	50	Ignore 1 arrest, heal 2 characteristic penalties from previous battle
3		Palais-de-Boing®	+2	200	
4		Pirate Tri-D Station	+3	150	Double income if has hostage. D10 (-2 for losing) : 1 or less, territory lost
5		Smokatorium	+2	75	
6		Ruined Block	+1	50	25c item for free. D10 : 1 the territory is used up and produces no further credits or items
7-8		Shopping Mall	+0	0	Every model in excess +20 credits
9-11		Tweenblock Plaza	+0	0	Every model in excess +30 credits

2D10	Icon	Turf Acquired	Rep Bonus	Credits	Notes
12-13		City Block	+0	150	
15		Juve Centre	+1	50	Replace a minion for free (not including equipment)
16		Shuggy Hall	+3	0	(D10 (+1 if won) - D10 (-1 if lost)) * 100 credits won or lost
17		Smuggler's Route	+2	100	Buy one item at half price
18		Umpty Factory	+2	D10*100	D10 (-1 if higher Rep) at start of battle : 2 or less, opponent gets 25% of your force value to spend on mercenaries
19		Organ Leggers	+3	200	Heal 2 characteristic penalties if same location from any time previous. 2D10 : if doubles, territory lost
20		Mechanics Shop	+1	20	May use robot or droid mercenaries. Vehicle modifications half price

Number of members in your force required to manage your territories:

Force Members	Territories Managed
2 or less	4
3-5	5
6-8	6
9-10	7
11-12	8
13-14	9
15+	10

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Last update: **2014/02/16 19:45**

