RACKETS

Narco-Distribution



Racket

LINKED RACKETS
• Ghast Prospecting
• Out-Hive Smuggling Routes
RACKET BOONS
• When visiting the Trading Post, the gang treats Chem-Synths, Medicae Kits, Stimm-Slug Stashes, and any weapon with the Gas or Toxin trait as Common.
ENHANCED BOONS
• One Linked Racket Held: Generate 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 3D6x10 credits for income.

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Out Hive Smuggling Routes

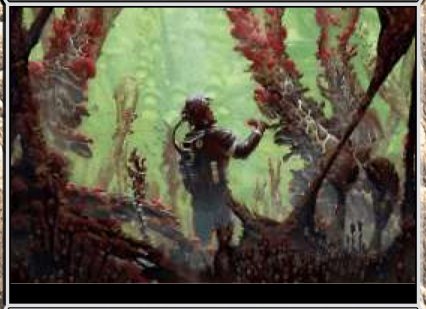


Racket

LINKED RACKETS
• Ghast Prospecting
• The Cold Trade
RACKET BOONS
• Generate D6x10 credits for income.
ENHANCED BOONS
• One Linked Racket Held: Increase the above amount to 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount further, to 3D6x10 credits for income.

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Ghast Prospecting



Racket

LINKED RACKETS
• Caravan Route Control
• Out-Hive Smuggling Routes
RACKET BOONS
• At the start of each battle, choose three fighters. Each one gains a dose of Ghast. If not taken during the battle, the dose is lost.
ENHANCED BOONS
• One Linked Racket Held: Generate 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 4D6x10 credits for income.

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The Cold Trade



Racket

LINKED RACKETS • Out-Hive Smuggling Routes
• Spire Patronage
RACKET BOONS
• Choose one fighter. They gain a free item from the Xenos Weapons section of the Black Market, for as long as the Racket is held.
• When visiting the Black Market, the gang counts items from the Xenos Weapons section as Common.
ENHANCED BOONS
• One Linked Racket Held: Generate D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 2D6x10 credits for income.

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Life Coin Exchange



Racket

LINKED RACKETS • Corpse Guild Bond • Whisper Brokers
RACKET BOONS
• Recruit one free Bounty Hunter or two free Hive Scum (including equipment) for at the start of each battle.
ENHANCED BOONS
• One Linked Racket Held: Generate D6x10 credits for income. • Two Linked Rackets Held: Every member of the gang temporarily gains the Fearsome skill:
FEARSOME: If the fighter is targeted with a Charge (Double) action, the enemy must check Willpower after declaring it – if failed, they cannot move and their activation ends immediately.

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Xenos Beast Trafficking



Racket

LINKED RACKETS
• Blood Pits
• Out-Hive Smuggling Routes
RACKET BOONS
• The Gang Leader gains a free Exotic Beast – choose either a Grapplehawk or Gyrinx Cat.
• When visiting the Black Market, the gang counts the Grapplehawk and Gyrinx Cat Exotic Beasts as Common.
ENHANCED BOONS
• One Linked Racket Held: Generate D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 2D6x10 credits for income.

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RACKETS

Whisper Brokers



Racket

LINKED RACKETS • Life Coin Exchange • Peddlers of Forbidden Lore
RACKET BOONS
• Gain an additional D3 Gang Tactics cards before the battle, in addition to any already gained.
ENHANCED BOONS
• One Linked Racket Held: If challenged, you choose which Racket is staked (instead of the attacker).
• Two Linked Rackets Held: If challenged for a Racket under the gang's control, the Gang Leader may check Intelligence – if passed, automatically play the Ambush scenario, with the gang as the attacker.

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Corpse Guild Bond



Racket

RACKET BOONS
• While the gang controls this Racket, it may not control any other Guild Bond Racket.
• Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.
ENHANCED BOON (LAW-ABIDING)
• Form an automatic alliance with the Corpse Guild.
• This allows the gang to add a Corpse Harvesting Party to their crew prior to any battle.
ENHANCED BOON (OUTLAW)
• Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

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Slave Guild Bond



Racket

RACKET BOONS
• While the gang controls this Racket, it may not control any other Guild Bond Racket.
• Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.
ENHANCED BOON (LAW-ABIDING)
• Form an automatic alliance with the Slave Guild.
• This allows the gang to add a Slaver Entourage to their crew prior to any battle.
ENHANCED BOON (OUTLAW)
• Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

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Promethium Guild Bond



Racket

RACKET BOONS
• While the gang controls this Racket, it may not control any other Guild Bond Racket.
• Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.
ENHANCED BOON (LAW-ABIDING)
• Form an automatic alliance with the Promethium Guild.
• This allows the gang to add a Pyromantic Conclave to their crew prior to any battle.
ENHANCED BOON (OUTLAW)
• Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

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Guild of Coin Bond



Racket

RACKET BOONS
• While the gang controls this Racket, it may not control any other Guild Bond Racket.
• Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.
ENHANCED BOON (LAW-ABIDING)
• Form an automatic alliance with the Guild of Coin.
• This allows the gang to add Toll Collectors to their crew prior to any battle.
ENHANCED BOON (OUTLAW)
• Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

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Water Guild Bond



Racket

RACKET BOONS
• While the gang controls this Racket, it may not control any other Guild Bond Racket.
• Generate D6x10 credits for income. The result is increased by +1 for every other Racket the gang controls.
ENHANCED BOON (LAW-ABIDING)
• Form an automatic alliance with the Water Guild.
• This allows the gang to add a Nautican Syphoning Delegation to their crew prior to any battle.
ENHANCED BOON (OUTLAW)
• Recruit one Bounty Hunter and up to two Hive Scum (including their equipment) for free at the start of each battle.

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RACKETS

Archaeotech auctioning



Racket

LINKED RACKETS : • Proxies of the Omnissiah • The Cold Trade
RACKET BOONS
• Choose one fighter. They gain a free item from the Imperial Weapons section of the Black Market, for as long as the Racket is held.
• Generate 2D6x10 credits for income – however, if a double is rolled, no income is gained.
ENHANCED BOONS
• One Linked Racket Held: Increase the above income to 3D6x10 credits.
• Two Linked Rackets Held: Increase the above income to 4D6x10 credits.

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Witch Seeking



Racket

LINKED RACKETS • Redemptionist Backers • Slave Guild Bond
SPECIAL
• Only a Law-Abiding gang can hold this Racket.
• If an Outlaw gang takes control of this Racket, it counts as a Wyrd Trade while they hold it.
RACKET BOONS
• All fighters in the gang may choose one of their weapons with the Melee trait and imbue it with the Shock trait.
ENHANCED BOONS
• One Linked Racket Held: Check Campaign book
• Two Linked Rackets Held: Check Campaign book

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Redemptionist Backers



Racket

LINKED RACKETS • Promethium Guild Bond • Witch Seeking
SPECIAL • Helot Cult, Genestealer Cult, Corpse Griner Cult, and Genestealer or Chaos-corrupted gangs can hold this Racket, but can never use its Boons.
RACKET BOONS
• Any weapon with the Blaze trait may re-roll a failed Ammo check.
ENHANCED BOONS
• One Linked Racket Held: Generate D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 2D6x10 credits for income.

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Proxies of the Omnissiah



Racket

LINKED RACKETS
• Archaeotech Auctioning
• Promethium Guild Bond
RACKET BOONS
• All of the gang's fighters may re-roll failed Ammo checks.
• When visiting the Trading Post, the gang counts all bionics as Common.
ENHANCED BOONS
• One Linked Racket Held: Generate D6x10 credits for income.
• Two Linked Rackets Held: Each fighter may imbue one of their weapons with either the Shock or Seismic trait, in exchange for it also gaining the Unstable trait.

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Gambling Empire



Racket

LINKED RACKETS •Blood Pits •Whisper Brokers
R-BOON
• Using a standard deck of playing cards, declare a suit, then shuffle the deck and draw 1card:
If the suit drawn matches the one declared, gain credits equal to the card's value x10 (Jack 11, Queen 12, Ace 14). If the suit drawn matches the colour of the one declared, gain credits equal to the card's value x5. - On any other result, no income gained
E-BOON
• One Linked Racket: Before a battle, nominate one enemy fighter. Their debt is called in, and they cannot join the opposing gang's crew for this battle.

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Blood Pits



Racket

LINKED RACKETS • Slave Guild Bond • Xenos Beast Trafficking
RACKET BOONS: Recruit up to two Hive Scum (including their equipment) for free at the start of each battle.
ENHANCED BOONS : • One Linked Racket Held: Gain access to the following Post-Battle Action:
FIGHT IN THE PITS: Check Weapon Skill with a -1 modifier. If passed, permanently gain one random Brawn or Combat skill. On a natural 1, instead roll for Lasting Injury.
• Two Linked Rackets Held: In addition to the above effects, generate 2D6x10 credits for income.

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RACKETS

Spire Patronage



Racket

LINKED RACKETS • Blood Pits • Proxies of the Omnissiah
RACKET BOONS
• If the gang won its battle, generate 2D6x10 credits for income.
ENHANCED BOONS
• One Linked Racket Held: The Gang Leader and each Champion may all choose one of the following items for free: Gold-Plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments.
• Two Linked Rackets Held: The Gang Leader gains a Caryatid Exotic Beast for free. It will not leave if the gang loses Rep – only if the Racket is lost.

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Bullet Cutting



Racket

LINKED RACKETS
• Blood Pits • Proxies of the Omnissiah
RACKET BOONS
• All of the gang's fighters may re-roll failed Ammo checks.
• When visiting the Trading Post, the gang treats all items with Rarity (9) or lower as Common.
• When visiting the Black Market, the gang treats all items with Illegal (9) or lower as Common.
ENHANCED BOONS
• One Linked Racket Held: Generate D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 2D6x10 credits for income.

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Settlement Protection



Racket

LINKED RACKETS
• Guild Bond (any)
• Bullet Cutting
RACKET BOONS
• The gang may recruit one Hanger-On for free.
• Generate D6x10 credits for income.
ENHANCED BOONS
• One Linked Racket Held: Increase the above amount to 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount further, to 3D6x10 credits for income.

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Caravan Route Control



Racket

LINKED RACKETS
• Guild of Coin Bond
• The Cold Trade
RACKET BOONS
• Generate D6x10 credits for income.
ENHANCED BOONS
• One Linked Racket Held: Increase the above amount to 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 2D6x10 credits for income.

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Wyrd Trade



Racket

LINKED RACKETS
• Peddlers of Forbidden Lore
• Whisper Brokers
RACKET BOONS
• When visiting the Trading Post, the gang counts Ghast as Common.
ENHANCED BOONS
• One Linked Racket Held: Generate 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount to 3D6x10 credits for income.

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Production Skimming



Racket

LINKED RACKETS
• Caravan Route Control
• Guild Bond (any)
RACKET BOONS
• Generate D6x10 credits for income.
ENHANCED BOONS
• One Linked Racket Held: Increase the above amount to 2D6x10 credits for income.
• Two Linked Rackets Held: Increase the above amount further, to 3D6x10 credits for income.

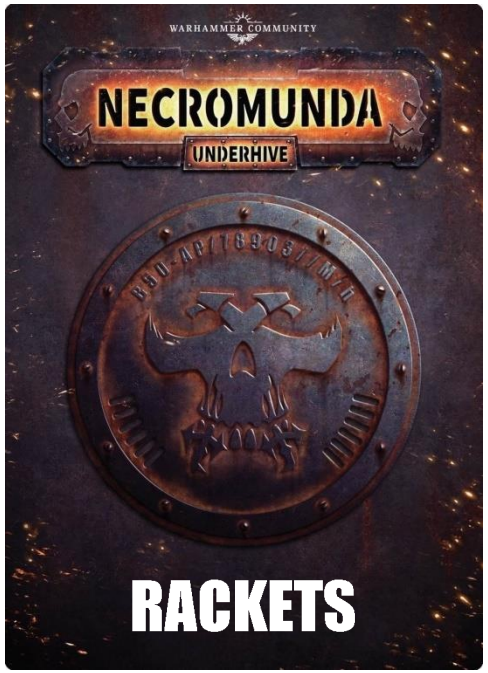
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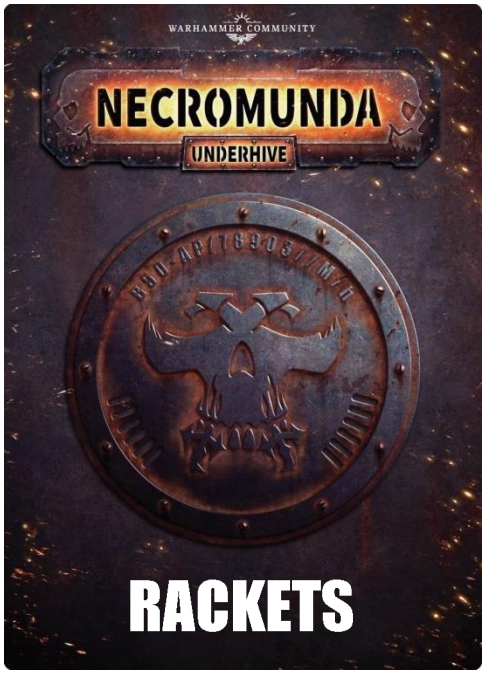
RACKETS

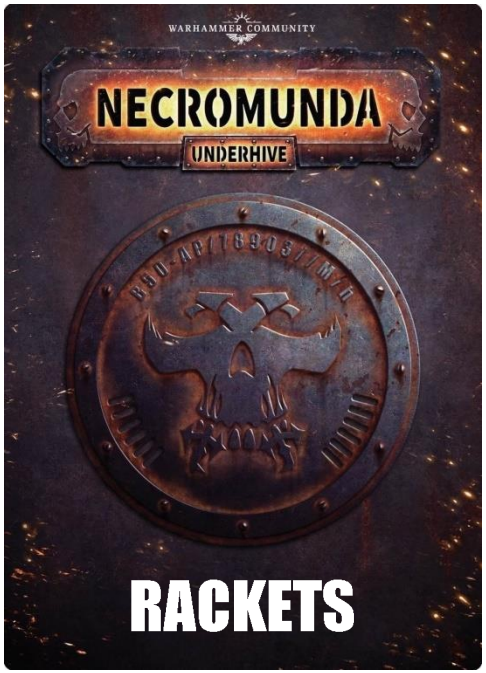

The resurrection Trade
Racket
LINKED RACKETS
• Corpse Guild Bond
• Peddlers of Forbidden Lore
RACKET BOONS
• The gang may ignore one Critical Injury or Memorable Death per battle (the fighter simply enters Recovery).
ENHANCED BOONS
• One Linked Racket Held: Generate 2D6x10 credits for income.
• Two Linked Rackets Held: Opponents may pay to resurrect a dead fighter, for a cost equal to the fighter's total value, including gear, plus an additional +100 credits. Then, roll 2D6 and consult campaign book.
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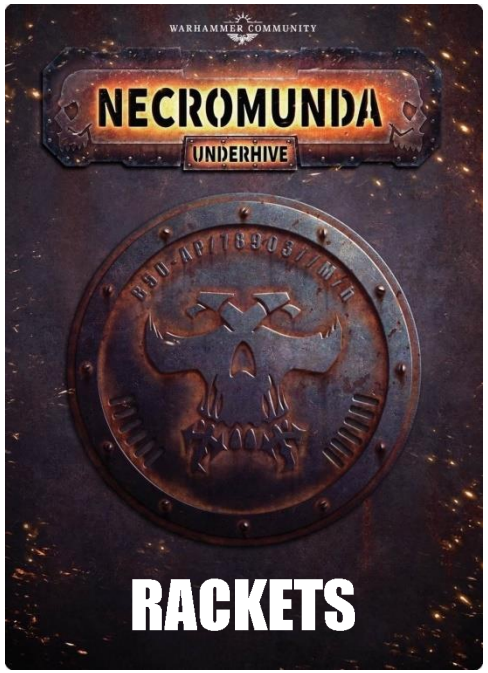

Peddlers of Forbidden Lore
Racket
LINKED RACKETS
• The Resurrection Game
• Wyrd Trade
RACKET BOONS
• When rolling Priority, the gang may choose to re-roll their result.
ENHANCED BOONS
• One Linked Racket Held: Generate 2D6x10 credits for income.
• Two Linked Rackets Held: The Gang Leader and all Champions gain a 4+ armour save that cannot be modified by a weapon's Armour Piercing value.
• HOUSE RULE: This counts as Field Armour.
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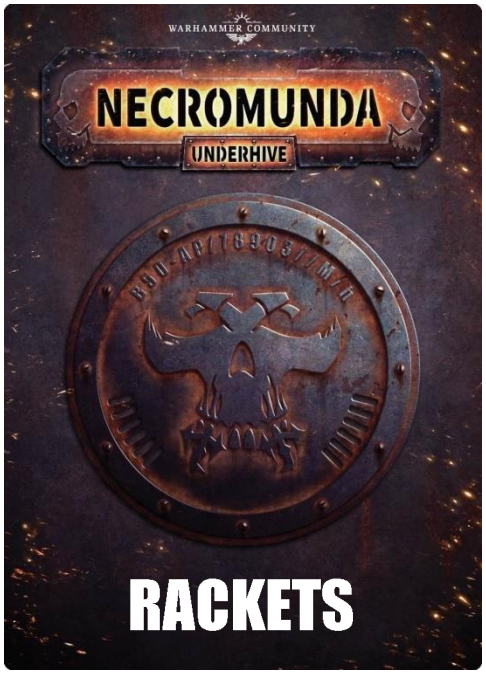
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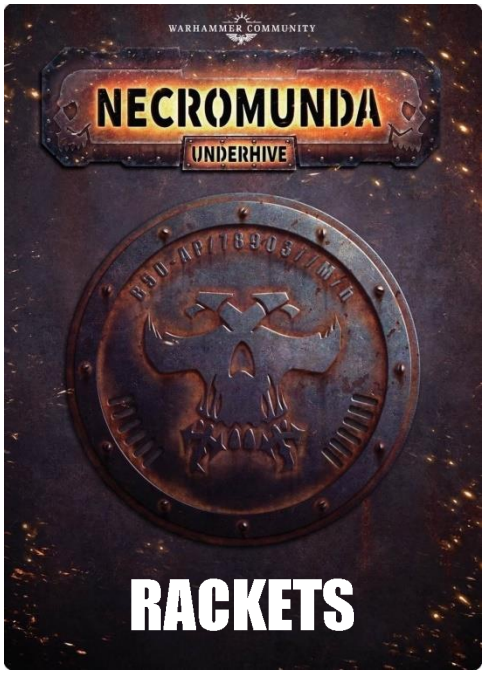












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