THRACKDOWN CHEAT SHEET

KEEP THIS TO HAND WHILE YOU PLAY

THE GAME TURN

START	Roll off, adding Momentum. Winner activates first.
ACTIVATE	Alternate one fighter at a time; **2 actions** each.
END	All remove 1 Nerve Token; check for game end.
DICE	1D6 + stat vs DEF, or an opposed roll.

ACTIONS 2 PER ACTIVATION

MOVE	Up to M inches.
SHOOT ×1	Ranged attack, visible target.
FIGHT ×1	Melee attack, enemy in reach.
AIM	+1 ACC to your next Shoot.
BREATH	Remove 1 Nerve Token.
STABILISE	**4+**: revive a Downed ally or remove a status effect, within 1". Self: **5+**.
INTERACT	Objective, door, console, loot.
ELIMINATE	Remove a Downed enemy within 1".
SNAP FIRE	See Field Notices.

NERVE & TERRAIN

Gain 1 Nerve Token: hit by any attack, an ally Downed within 5", or losing a melee.

Nerve Test at activation start: 1D6 must beat the token count. 6 passes, 1 fails; a fail ends the activation.

Climb: vertical costs double. **Jump** a gap (reach the far side in one Move) or drop up to 3": 3+ lands, 1–2 falls. **Fall:** 1 DMG per 3", +1 Nerve Token, activation ends.

ACTIVATION CHECKLIST

1. If **Downed**, roll on the Injury Table: 1–3 **Out Cold**, 4–5 stay Downed, 6 **back with 1 HP**.
2. Resolve any **Nerve Test** required at the start of the activation.
3. Perform up to **two actions** (Shoot / Fight once each).
4. Resolve any ongoing effects.
5. Mark the fighter as activated; opponent activates next.

MOMENTUM SHARED POOL (MAX 3)

GAIN 1 WHEN

- You start the round holding an objective
- A fighter engages an enemy
- A fighter jumps a gap or down a level, even if it fails
- A fighter uses both actions to Move

SURGE	EFFECT	COST
Dash	+1 M for the activation	1
Ignore Cover	Ignore the target's Cover benefit	1
Do Over	Reroll one die	2
Opportunity Attack	React when an enemy breaks away from melee	2
Shrug Off	Remove D3 Nerve Tokens from a fighter	3
Extra Action	One additional action this activation	3

Spend Momentum at any time. Faction rules may add their own Momentum Surges.

OPPORTUNITY ATTACK

Opposed 1D6+FHT; only the **reacting** fighter can deal Damage. One reaction per break-away, never by a Downed fighter, and never by a fighter still engaged with another enemy.

QUICK COMBAT REFERENCE

SHOOT — **1D6 + ACC vs DEF**

< DEF	Miss
= DEF	1 Nerve Token
> DEF	1 Nerve Token + Impact Roll
NAT 6	Always at least 1 Nerve Token

IMPACT — **Roll 1D6 when the attack beats DEF**

1–2	No additional effect
3–4	Weapon's DMG
5–6	DMG + Critical effect

MELEE — **Opposed 1D6 + FHT**

WIN	Deal DMG if the weapon is in reach
TIE	No Damage unless a trait says otherwise
+1	Per unengaged supporting ally within 1"

COVER

EXPOSED	+1 ACC, target fully visible
HEAVY	–1 ACC, under 50% visible
OTHER	No modifier

DOWNED — Always counts as Heavy Cover, never Exposed, and is not a valid melee target. Damage from a Shooting attack takes it **Out Cold**.

FIELD NOTICES

SNAP FIRE	Once per round, an unactivated fighter may interrupt an enemy Move action in its line of sight: Shoot at –1 ACC from any point of that move. Uses its Shoot and 1 of its 2 actions.
SIDEARMS	Only weapons with the **Sidearm** trait may Shoot while engaged: no Exposed bonus, no Cover benefit and no Aim benefit.
INTO COMBAT	Shooting at an engaged fighter: –1 ACC; ignore visibility from the other combatants. On a miss, roll the shot against each other fighter in that combat in turn; it may hit one of them or miss them all.
GROUND	A point on the ground (grenades, blasts) is **DEF 5** and never counts as in cover.