SKIRMISH WARGAMING IN THE RUINS OF NOVA EDEN

THRACKDOWN

QUICKSTART GUIDE

MAKE A PLAN. WATCH IT GO WRONG.

Welcome to Thrackdown.



WHAT IS THRACKDOWN

Thrackdown is a fast-paced skirmish wargame set on Nova Eden, a colony world scarred by the Collapse. Command a small warband through ruined settlements and industrial wreckage, fighting over territory, supplies and whatever else keeps your crew alive. This guide contains the core rules you need from your first battle onwards.

YOU WILL NEED

- 4 fighters per side for the intro scenario, or roughly 6–8 for a full game, using any suitable miniatures you already own
- D6 dice. A D8 is useful for deviation, but not required.
- A tape measure in inches
- Dense industrial terrain
- Tokens to track Nerve and HP
- A spare D6 or tokens to track each side's Momentum Pool

New to Thrackdown?
Start with **Mission 1: Loot & Scoot** and a **Quickstart Warband**. Four fighters a side is enough to learn the core rules as you play.
Full setup at
thrackdown.com/play/first-game

START HERE

Core rules & movement on page 2. Combat, damage & nerve on page 3. The back cover is your table-side reference, plus where to go next.

THE FIGHTER PROFILE

EXAMPLE VALUES

M	ACC	DEF	FHT	HP
5"	+1	4	+1	2

- **M** — **Move:** how far the fighter moves, in inches
- **ACC** — **Accuracy:** added to ranged attack rolls
- **DEF** — **Defence:** target number for ranged attacks against this fighter
- **FHT** — **Fight:** added to melee combat rolls
- **HP** — **Hit Points:** Damage taken before the fighter is Downed

BASIC DICE MECHANICS

1. Roll **1D6** and add the relevant stat (ACC or FHT).
2. Compare the total against the target's **DEF** or an opposed roll.
3. Natural **6**s and **1**s often trigger additional effects.

THE GAME TURN

1 START PHASE
Both players roll off, each adding their **Momentum** total to the roll. The winner takes the initiative and activates first.

2 ACTIVATION PHASE
Players **alternate activating one fighter at a time** until every fighter on both sides has acted. Each fighter performs **2 actions** when activated.

3 END PHASE
Every model removes 1 Nerve Token. Resolve any end-of-round scenario rules, then check whether the game ends.

A game lasts a set number of rounds defined by the scenario, or ends immediately if one warband completes its objective or is wiped out.

2 Take any two actions. **Shoot** and **Fight** are each limited to once per activation.

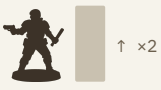
ACTION LIST

MOVE	Move up to your M stat in inches.
SHOOT ×1	Ranged attack against a visible enemy or object.
FIGHT ×1	Engage an enemy in melee combat.
AIM	+1 Accuracy to your next Shoot this activation.
TAKE A BREATH	Remove 1 Nerve Token from this fighter.
STABILISE	On a **4+**, revive a Downed ally within 1" or remove one negative status effect from a model within 1".
SELF-STABILISE	As Stabilise on yourself, succeeds on **5+**. Not usable while Downed.
INTERACT	Use an objective, door, console or piece of loot. Often requires a set score, such as 3+.
ELIMINATE	Remove a Downed enemy within 1".
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.

TERRAIN & MOVEMENT



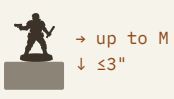
OBSTACLES
Under 1" tall: cross freely, no cost. Over 1": use the Climbing rules.



CLIMBING
No handholds: vertical distance costs **double** movement. Ladders or marked routes: normal cost.



JUMPING GAPS
Must reach the far side within one Move action. Then roll: **3+** to land safely, or **1–2** to fall and end the activation.



JUMPING DOWN
Move up to full **M** horizontally while dropping up to 3", at no climbing cost. Then roll: **3+** to land safely, or **1–2** to fall and end the activation.



BALANCE TESTS
Hit within ½" of an edge: take a **Nerve Test** at once. Fail and the fighter falls. Behind a barrier: fail only on a natural **1**.



FALLING
1 DMG per 3" fallen, +1 Nerve Token, activation ends. Surface within 1" of the path: **4+** to land there; Damage counts only the distance actually fallen.

RANGED COMBAT

1. Choose a **visible** target within range.
2. Roll **1D6 + ACC** (apply Cover modifiers first).
3. Compare the total with the target's **DEF**.
4. Apply the hit result below.
5. If the total **beats** DEF, roll on the Impact Table.

< DEF	Miss. No effect.
= DEF	Target gains **1 Nerve Token**.
> DEF	**1 Nerve Token** + roll on the **Impact Table**.
NAT 6	Always causes at least 1 Nerve Token, even on a miss.

IMPACT TABLE ROLL 1D6

1–2	No additional effect beyond the Nerve Token.
3–4	Target suffers the weapon's **DMG**.
5–6	As above, plus the weapon's **Critical** effect.

COVER



fully visible

EXPOSED +1 ACC

Target fully visible: attacker gains +1 ACC.



<50% visible

HEAVY COVER −1 ACC

Less than 50% visible: attacker suffers −1 ACC.

Anything in between: no modifier. Apply modifiers **before** comparing with DEF.

DEVIATION

Some weapons and effects **Deviate** when they miss their target point.



1. Mark the original target point.
2. Roll a **D8** for direction, using the star.
3. Move the impact point **D3+3"** that way.
4. Resolve the attack at the new point.

NO D8? Use a scatter die for direction and move the impact point D3+3". No scatter die either? The defending player places the impact point anywhere within 5" of the intended target.

READING A WEAPON PROFILE

`RNG 12"  ATTACKS 1  DMG 1  CRIT Bleeding`

RNG is maximum range, **ATTACKS** is the number of attacks made when you Shoot, **DMG** is applied on Impact 3+, and **CRIT** triggers on Impact 5–6.

Melee weapons list RNG (reach, default 1"), DMG and Traits, but not Crits. Some instead let the winner roll for a special effect, applied on a set score such as 5+.

MELEE COMBAT

`Opposed roll: both fighters roll 1D6 + FHT`

- The **higher result wins** and deals its weapon's DMG, provided that weapon is in reach.
- **Ties**: no Damage, unless a trait says otherwise.
- Both fighters **always roll**, even if only one can strike: a defender out of reach can still win and deny Damage.
- **Support Bonus:** +1 FHT for each other friendly fighter within 1" of the target that is not engaged with another enemy.

Fighters move into and out of melee freely; there is no locking. However, when a fighter **breaks away**, the enemy may spend **2 Momentum** for an **Opportunity Attack** (see back cover).

DAMAGE & DOWNED

ACTIVE	DOWNED	OUT COLD
	0 HP, prone	removed

A **Downed** fighter is prone, takes no actions, always counts as in Heavy Cover, is never Exposed, and is not a valid melee target. It still activates, rolling on the **Injury Table** at the start of its activation. If a Downed fighter suffers Damage from a Shooting attack, it is immediately taken **Out Cold**.

INJURY TABLE ROLL 1D6

1–3	**Out Cold:** remove the fighter from play.
4–5	**Remain Downed:** roll again next activation.
6	**Adrenaline Surge:** return with 1 HP; act normally from next activation.

Stabilise: ally within 1", action, **4+** to revive with 1 HP.

Self-Stabilise: **5+**, not while Downed.

Eliminate: enemy within 1" removes a Downed fighter, if no enemies are within 1" of either model.

Shooting a Downed fighter: all normal shooting rules apply.

NERVE TESTS

Gain **1 Nerve Token** when the fighter is hit by any attack (even without Damage), when an ally within 5" is Downed, or when it loses a melee fight.

At the start of an activation with any Nerve Tokens: roll 1D6. You must score **above the number of tokens**. A **6 always succeeds**; a **1 always fails**. **Failure ends the activation**, so the fighter does nothing this round.

Remove 1 token from every fighter at the end of each round; **Take a Breath** removes 1 more. A forced Nerve Test with no tokens still fails on a natural 1.

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.

GO DEEPER Played **Loot & Scoot**? For Game 2, open your faction rules, move to the full fighter profiles and switch on all weapon Traits. Add another fighter or two, or build a warband of around 150 Thracks, then play **Hostage Grab**.

Play Game 2: Hostage Grab
thrackdown.com/play/second-game

Battle Companion
thrackdown.com/warband-builder

Join the Discord
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