START HERE

A fast post-apocalyptic skirmish game for small warbands.

YOUR FIRST GAME OF THRACKDOWN

Choose a Quickstart Warband, grab four miniatures and play Loot & Scoot. You can leave the rest of the rules until Game 2.

01 CHOOSE YOUR QUICKSTART WARBAND

Each player takes one: four fighters on a page, with stats, weapons and special rules. No list building or equipment choices.

IRON PACT	Disciplined soldiers who trust the chain of command, hold the line and fight as a unit.
THE SPLICE	Fleshcrafted survivors whose bodies keep mutating long after their makers lost control.
CRIMSON VEIL	Gene-wrought aristocrats who send expendable thralls ahead of their engineered elite.
ASHEN COVENANT	Faith-bound zealots awaiting the return of Regent Gideon Varr.
NULL PROTOCOL	Freed domestic and industrial machines that refuse to be owned again.
SCAVVER CLADES	Nomadic salvage crews, traders and tinkerers surviving on whatever they can repair, barter or drag home.

Each Quickstart Warband gives you one Leader, two Core fighters and one Specialist, exactly what you need for Loot & Scoot.

02 PLAY LOOT & SCOOT

Three documents. That is the entire Game 1 reading list.

1. **The Quickstart Guide**
   Every core rule you need, on four pages.
2. **Your Quickstart Warband**
   One page. Four fighters, ready to play.
3. **Mission 1: Loot & Scoot**
   Battlefield, objectives and victory conditions.

Leave the faction rules closed. You will not need them.

WHAT YOU NEED

- **4 fighters a side, using any miniatures you already own**
- A handful of D6 and a tape measure in inches
- A 30" x 24" table with plenty of line-of-sight blocking terrain
- Tokens for Nerve, wounds and loot
- A spare D6 per player to track Momentum

Six rounds, about an hour.

NOTHING BREAKS YET...

Ignore every weapon trait **printed in red**. Crit effects, weapon Specials and fighter special rules still apply, so the fighters still play differently.

Crude weapons don't break. Hazardous weapons don't bite back. Catastrophic weapons don't go off in your hands.

Enjoy the reliability while it lasts.

03 READY FOR ANOTHER FIGHT?

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 **Mission 2: Hostage Grab**.

Game 2 also brings in your faction rule:

IRON PACT	ASHEN COVENANT	THE SPLICE	NULL PROTOCOL	CRIMSON VEIL	SCAVVER CLADES
FIELD ORDERS	ARTICLES OF FLAME	FLESH FLUX MUTATIONS	ADAPTIVE SUBROUTINES	RED RITES	THE SCAVVER'S STASH

04 GO DEEPER

QUICKSTART BATTLE → **FULL RULES BATTLE** → **FULL THRACKDOWN**

QUICKSTART BATTLE	FULL RULES BATTLE	FULL THRACKDOWN
4 fighters, core rules, Loot & Scoot	~150 Thracks, faction rules, Hostage Grab	Your own warband, scenarios, campaigns

RUNNING A DEMO OR MAKING CONTENT?

Hand each player a Quickstart Warband, the Quickstart Guide and Loot & Scoot. No list building, no faction prep, no homework.

If a rule causes confusion or you're not sure what should happen, let us know.

PLAYED A GAME?

Tell us what worked, what didn't, and anything that slowed the game down.

thrackdown.com/feedback