



THRACKDOWN

THE ARMOURY

STARTER ARMOURY • OPEN ALPHA V1.4



Twenty-five weapons every warband can buy: the scrap-tier arsenal of Nova Eden. Faction gear, equipment and rarer finds arrive as the Alpha advances. Follow the reveals at thrackdown.com and muster your warband with the free [Warband Builder](#).

READING THE TABLES

RNG range in inches • **ATK** attacks • **DMG** damage • **₮** cost in Thracks

Rarity runs Abundant, Common, Uncommon, Rare, Exotic. Everything in this document is Abundant or Common: cheap, everywhere, and mostly held together with tape.

Traits marked in **red** are drawbacks. Every trait is defined in the Trait Reference at the back.

Weapons occupy slots: Pistols fit the Sidearm slot, most guns the Primary slot, grenades the Grenade slot, and melee weapons the Melee slot.

PISTOLS SIDEARM SLOT

WEAPON	RNG	ATK	DMG	RARITY	₹	TRAITS	CRIT / SPECIAL
Thumbbuster	6"	1	1	ABUNDANT	3	Sidearm, Hazardous , Crude	-
<i>A scrap-barrel pistol loaded with a single improvised round. Kicks like a mule, often in the wrong direction.</i>							
Pipe Gun	8"	1	1	ABUNDANT	5	Sidearm, Crude	-
<i>Barely a firearm, mostly a pipe with dreams.</i>							
Scrap Spitter	6"	2	1	ABUNDANT	6	Sidearm, Catastrophic , Crude	-
<i>Fires fast, jams faster, sometimes explodes with enthusiasm.</i>							
Slugger	8"	1	1	COMMON	7	Sidearm	-
<i>A fat, ugly pistol that shouts when it fires.</i>							
Pocket Rocket	8"	1	2	COMMON	10	Sidearm, Blast (2"), Catastrophic , One-Shot	-
<i>A one-shot pocket launcher that'll turn a room into a crater, if it doesn't take your hand off first.</i>							

RIFLES PRIMARY SLOT

WEAPON	RNG	ATK	DMG	RARITY	₹	TRAITS	CRIT / SPECIAL
Rust Rifle	12"	1	1	ABUNDANT	4	Crude	-
<i>A battered long gun that still hits harder than it looks.</i>							
Scrap Repeater	15"	1	1	ABUNDANT	6	Crude	-
<i>Old faithful, if by faithful you mean 'constantly jamming but cheap'.</i>							
Rattlegun	15"	1	1	COMMON	8	-	-
<i>Rattles like a box of spanners falling downstairs. Shoots straighter than it has any right to.</i>							

SMCS PRIMARY SLOT

WEAPON	RNG	ATK	DMG	RARITY	₹	TRAITS	CRIT / SPECIAL
Crank Blaster	10"	2	1	ABUNDANT	8	Burst Fire, No Aim , Crude	-
<i>Rate of fire measured in elbow grease. The harder you crank, the angrier it gets.</i>							
Buzzgun	10"	2	1	COMMON	11	Burst Fire, No Aim	-
<i>Spits bullets faster than you can think.</i>							

SHOTGUNS PRIMARY SLOT

WEAPON	RNG	ATK	DMG	RARITY	₹	TRAITS	CRIT / SPECIAL
Bangtube	8"	1	1	ABUNDANT	8	Shred, Crude	Knockback (1"): Target model(s) are pushed 1" back.
<i>A potato cannon of violence.</i>							

SNIPER RIFLES PRIMARY SLOT

WEAPON	RNG	ATK	DMG	RARITY	₹	TRAITS	CRIT / SPECIAL
Scrap Longshot	20"	1	1	ABUNDANT	10	Scoped, Ignores Cover, Crude	Brutal: Causes +1 additional Damage
<i>Tape and prayers hold it together, just barely.</i>							

THROWERS

PRIMARY SLOT

WEAPON	RNG	ATK	DMG	RARITY	₣	TRAITS	CRIT / SPECIAL
Fire Spitter	3"	1	1	COMMON	6	Spray, Catastrophic , Crude	Burning: Target burns, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
<i>Little more than a canister, a hose and a pilot light, what could possibly go wrong?</i>							

LAUNCHERS

PRIMARY SLOT

WEAPON	RNG	ATK	DMG	RARITY	₣	TRAITS	CRIT / SPECIAL
Spiked Rebar Bow	8"	1	2	ABUNDANT	8	Silent, Reload , Crude	Pierce: Cause 1 Damage to an enemy model within 2" of the original target.
<i>Scrap-tech bow that hits hard but jams often.</i>							

GRENADES

GRENADE SLOT

WEAPON	RNG	ATK	DMG	RARITY	₣	TRAITS	CRIT / SPECIAL
Firepot	6"	1	1	COMMON	7	Blast (2"), Deviates , Lingering (4+) , Hazardous , One-Shot	Burning: Target burns, taking 1 Damage at the end of each activation until they or an ally within 1" pass a Stabilise action.
<i>Glass jar of fire and broken glass. Lights up whatever it hits, including you if you fumble.</i>							
Boombag	6"	1	1	COMMON	8	Blast (3"), Deviates , Catastrophic , One-Shot	-
<i>Bag. Bomb. Might blow up in your hand, might not.</i>							

BLADES

MELEE SLOT

WEAPON	RNG	ATK	DMG	RARITY	₣	TRAITS	CRIT / SPECIAL
Alley Cutter	1"	-	1	ABUNDANT	1	Crude	-
<i>Half a machete, half a sharpened road sign. Cuts fine, right up until it doesn't.</i>							
Knife	1"	-	1	ABUNDANT	3	-	-
<i>A knife. It cuts things. Some technology peaked long before the Collapse.</i>							
Gut Ripper	1"	-	1	COMMON	6	-	On Win: If model rolled a natural 6 on its Fight die, target gains the Bleeding status.
<i>Serrated, hooked, and named with complete honesty.</i>							
Crank Axe	1"	-	2	COMMON	9	Cumbersome	-
<i>Wind it up, point it at a problem. The spring holds a grudge so you don't have to.</i>							

BLUNTS

MELEE SLOT

WEAPON	RNG	ATK	DMG	RARITY	₣	TRAITS	CRIT / SPECIAL
Pipe Wrench	1"	-	1	ABUNDANT	1	Crude	-
<i>Rated for pipes up to two inches and skulls of any size.</i>							
Scrap Maul	1"	-	1	ABUNDANT	2	Crude	On Win: Push Target 1"
<i>A lump of something heavy on a stick of something less heavy. Physics handles the rest.</i>							

LASH WEAPONS

MELEE SLOT

WEAPON	RNG	ATK	DMG	RARITY	⌘	TRAITS	CRIT / SPECIAL
Pipe Lash	2"	-	1	ABUNDANT	3	Crude, Entangling	-
<i>A length of pipe on cord. Cheap, nasty and surprisingly flexible.</i>							

POLEARMS

MELEE SLOT

WEAPON	RNG	ATK	DMG	RARITY	⌘	TRAITS	CRIT / SPECIAL
Rebar Lance	2"	-	1	ABUNDANT	2	Crude	-
<i>A sharpened length of rebar. Most of the concrete came off eventually.</i>							
Staff	2"	-	1	COMMON	4	-	-
<i>A good, solid stick. People have been hitting each other with these since before history, and nobody's stopping now.</i>							

TRAIT REFERENCE

EVERY TRAIT IN THIS DOCUMENT

BLAST (X)	Affects all models within X". Roll to hit each one separately
BURST FIRE	Can split attacks between targets within 2".
CATASTROPHIC	On an unmodified Hit roll of 1, the weapon fails. The wielder and all models within 2" suffer 1 Damage.
CRUDE	On a natural roll of a 1, the item breaks and can no longer be used for the remainder of the game
CUMBERSOME	-1 to Fight rolls.
DEVIATES	When an attack with this weapon misses, mark the original target point, roll a D8 for direction using the deviation star (see the Quickstart), and move the impact point D3+3" that way. Resolve the attack at the new point. Playtest alternative (not core): the opposing player places the impact point anywhere within 5" of the target.
ENTANGLING	If the opponent loses the melee by 2 or more, they suffer -2" Move on their next activation.
HAZARDOUS	On a natural roll of a 1 to hit, the wielder/operator takes 1 Damage.
IGNORES COVER	Ignores any cover bonuses the target may have against this attack.
LINGERING (X)	At the start of each round, roll a D6. On X, the effect remains; otherwise, it dissipates.
NO AIM	Cannot benefit from Aim bonuses.
ONE-SHOT	After firing, the weapon is expended for the remainder of this game.
RELOAD	Requires 1 Action to reload after firing.
SCOPED	Gain +1 ACC if shooter hasn't moved this activation.
SHRED	All models within 2" of the target gain +1 Nerve Token
SIDEARM	Can fire in melee with no penalty.
SILENT	Shots don't alert nearby enemies (used in stealth missions).
SPRAY	Roll an additional attack against any models (Friend & Foe) within 2" of the target.

This is the general arsenal of the Open Alpha: what any trader on Nova Eden will sell to anyone with Thracks. Faction-exclusive gear lives in the faction rules. Equipment, junk and rarer weapons step out of the ash as the Alpha advances.