

HOSTAGE GRAB



Drag the fixer out of the crossfire. Your second game of Thrackdown.

A local fixer was snatched by a rival warband for leverage. Your crew isn't here for negotiations, you're here to drag the poor sod out, alive or otherwise.

30×24"

BOARD

150

THRACKS

6

ROUNDS

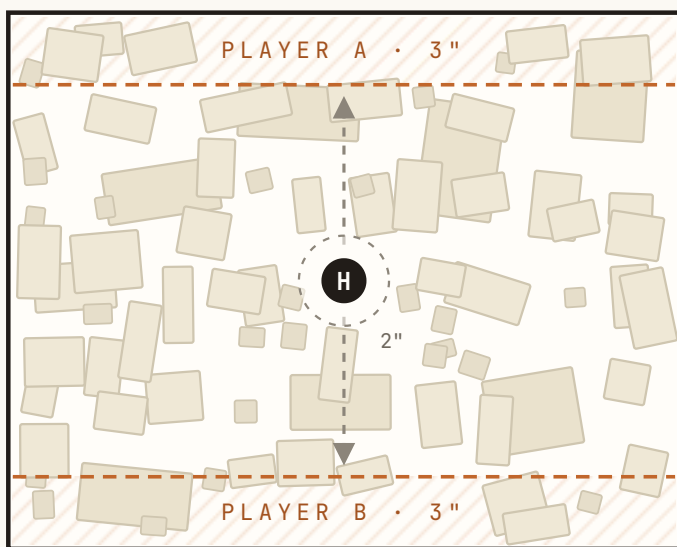
90

MINUTES

THE BATTLEFIELD SETUP & DEPLOYMENT

TERRAIN	Dense cover with plenty of line-of-sight blockers. Blocked lanes are what make Snap Fire matter.
OBJECTIVE	Place the Hostage marker, a spare mini or token, dead centre of the board.
DEPLOY	Roll off. The winner picks a table edge and the opponent takes the opposite side. Both players then alternate placing fighters within 3" of their own edge.
FORCES	150 Thracks each, around 4 to 6 fighters . A Leader is required, and take more Core than Specialists. Mix melee and ranged.

DEPLOYMENT MAP 30" × 24"



Suggested table setup. Dense cover and blocked sightlines; scatter your own ruins however the wasteland provides.

HATCHED BANDS ARE DEPLOYMENT ZONES • H IS THE HOSTAGE

TIPS FOR THIS MISSION

- **Screen the carrier.** Dragging takes both actions, so the carrier cannot defend themselves. Wall them off and keep that 1" bubble clear.
- **Watch the lanes.** Count the enemy guns covering the centre before you commit. Sometimes the right move is making them come to you.
- **Backup weapons win games.** When a Crude gun breaks, a Sidearm or melee weapon keeps that fighter in the fight.

VICTORY SCORE AT GAME END

OBJECTIVE	VP
Rescue Your warband controls the Hostage when the game ends.	2
Extraction Bonus, if you dragged the Hostage into your own deployment zone.	+1
Out Cold Per enemy fighter taken Out Cold.	1

THE HOSTAGE NEUTRAL, CANNOT BE ATTACKED

DRAW HOSTAGE • BOTH ACTIONS

A fighter in base contact may spend **both actions** to drag the Hostage up to their full Movement, but only if **no enemy is within 1"**.

LEFT ALONE

If no fighter is within **2"** of the hostage at the end of a round (Downed fighters don't count), they bolt **D6+3"** in a random direction.

EXTRA MOMENTUM

Gain **+1 Momentum** at the start of any round in which you are holding the Hostage.

RULE SPOTLIGHT THE TWO TO LEARN HERE

SNAP FIRE

Fighters covering an approach may interrupt an enemy activation with reaction fire. Set up on the routes into the centre and make the other player pay for crossing.

STABILISE

Try to save Downed allies under fire. In the scrum around the Hostage, one recovered fighter often decides the game.

HOW A ROUND WORKS REPEAT SIX TIMES

- Roll for **Initiative**. The winner activates first.
- Players **alternate activating one fighter** at a time. Each activated fighter takes **2 actions**.
- Once every fighter has activated, the round ends and Nerve is checked.

MOMENTUM NOTE SPEND IT AT THE FLIP

Your faction's Momentum Surges are strongest at the moment custody changes hands: the round you take the Hostage, or the round you take it back.