

LOOT & SCOOT

Grab the salvage, don't die holding it. Your first game of Thrackdown.



A scavenger cache was just uncovered in a crumbling sector, half-buried under rubble, marked with warning glyphs and surrounded by hazards. Two rival warbands showed up at the same time. Now it's a free-for-all to grab the loot and get out alive.

30×24"

BOARD

3-4

FIGHTERS

6

ROUNDS

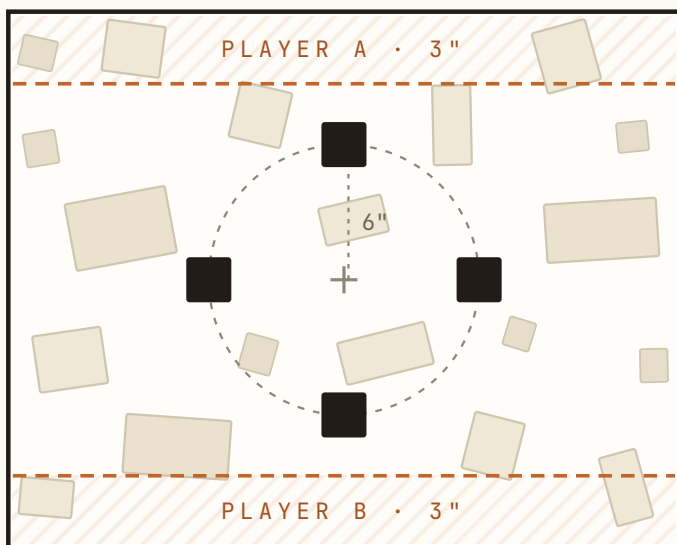
60

MINUTES

THE BATTLEFIELD SETUP & DEPLOYMENT

TERRAIN	Scatter ruins, walls and pipes for varied cover. Aim for 40 to 50% coverage . An open board is a shooting gallery.
OBJECTIVES	Place 4 loot crates in a diamond around the centre, each 6" from the middle of the table.
DEPLOY	Roll off for table edges. The winner picks an edge and their opponent takes the one directly across. Players then alternate deploying fighters within 3" of their own edge, starting with the winner of the roll off.
FORCES	One Leader , two Core fighters and one Specialist each. No upgrades or gear, just basic weapons and stats.

DEPLOYMENT MAP 30" × 24"



Suggested table setup. Scatter your own ruins however the wasteland provides; aim for 40 to 50% coverage.

HATCHED BANDS ARE DEPLOYMENT ZONES • SQUARES ARE LOOT CRATES

FIRST GAME TIPS

- **Terrain is the third player.** A crowded board makes every move a decision.
- **Fear beats damage.** Nerve Tokens break a warband faster than wounds do.
- **Relay, don't brawl.** Pass loot down a chain of fighters and walk it out.

VICTORY SCORE AT GAME END

OBJECTIVE

VP

Loot secured

1

Per loot crate being carried by one of your fighters when the game ends.

Out Cold

1

Per enemy fighter taken Out Cold.

TIEBREAK

Most **Momentum** at the end of the game wins.

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.

LOOT RULES ONE CRATE PER FIGHTER

GRAB LOOT • **INTERACT 3+**

Spend 1 action in base contact with a loot crate to attempt to pick it up. On a success that fighter is now *carrying* it.

PASS LOOT • **FREE ACTION**

A fighter in base contact with an ally may hand over a loot crate for free.

DROP LOOT

If a carrier is reduced to 0 HP and Downed, the crate is dropped at their feet.

A fighter may only carry one loot crate at a time.

BOOM TRAPS NATURAL 1

Sometimes what looks like loot is a concealed trap. When a fighter *Interacts* with a crate that has not yet been picked up, roll as normal, but on a **natural 1** it detonates:

- All models within **3"** suffer **1 Damage** and gain **1 Nerve Token**.
- The loot crate is removed from play.

CORE RULE FOCUS TEACHING GAME

This scenario teaches Movement, Combat, Actions and objective interaction, and introduces **Nerve**, **Injury** and **Momentum**.

IGNORE WEAPON TRAITS

For this game only, ignore traits such as Crude, One-Shot and Inaccurate. *Crit effects and special rules are still used.*