

SKIRMISH WARGAMING IN THE RUINS OF NOVA EDEN

THRACKDOWN



ALPHA
V1.4

QUICKSTART GUIDE

MAKE A PLAN.
WATCH IT GO **WRONG**.

Welcome to Thrackdown.

WHAT IS THRACKDOWN

Thrackdown is a fast-paced skirmish wargame of desperate fighters, brutal firefights, and the struggle to shape what remains of a broken world. Command a warband through the ruins of Nova Eden. This guide contains everything you need to fight your first battle.

YOU WILL NEED

- 4 fighters per side for the intro scenario, or roughly 6–8 for a full game, using any miniatures you like
- D6 dice, plus a D8 for deviation
- A tape measure in inches
- Dense industrial terrain
- Tokens for Nerve and wounds
- A spare D6 to track each side's Momentum Pool

Start with Loot & Scoot

Our intro scenario needs just **4 fighters** a side. It is built to teach the core rules as you play: activations, shooting, melee and Nerve all come up in a short game. 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 build a full warband.



THE FIGHTER PROFILE

EXAMPLE VALUES

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

- Roll **1D6** and add the relevant stat (ACC or FHT).
- Compare the total against the target's **DEF** or an opposed roll.
- Natural **6s** and **1s** 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 turns defined by the scenario, or ends immediately if one warband completes its objective or is wiped out.

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 $\frac{1}{2}$ " 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, but Damage still uses the full distance.

2

ACTIONS PER ACTIVATION

Repeat any action freely. **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	Revive a Downed ally within 1" on 4+ , 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	Interrupt an enemy's activation with reaction fire (see back cover).



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.

PLAYTEST An alternative rule (opponent places the point within 5") is under consideration, not core.

READING A WEAPON PROFILE

RNG 12" ATTACKS 1 DMG 1 CRIT Bleeding

RNG is max range, **ATTACKS** the shots per Shoot, **DMG** applies on Impact 3+ and **CRIT** on Impact 5-6.

Melee weapons list RNG (reach, default 1"), DMG and Traits, but never a Crit. 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 to your roll for each friendly fighter within 1" of the target in the same melee.

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
0 HP · prone

OUT COLD
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 a **Nerve Test** if the fighter has Nerve Tokens.
- 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. Some factions add their own Surges.

OPPORTUNITY ATTACK

Opposed 1D6+FHT; only the **reacting** fighter can deal Damage. One reaction per break-away, never by Downed fighters, and not if the mover is 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 supporting ally within 1" of the target
- 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 • SECONDARY RULES

- SNAP FIRE** A fighter that has not activated may Shoot during an enemy action in its line of sight: –1 ACC, spends 1 of its 2 actions, counts as its Shoot. Not while engaged.
- SIDEARMS** Only weapons with the **Sidearm** trait may Shoot while engaged: no Exposed bonus, no Cover benefit, Aim gives nothing.
- 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** Target a point on the ground (grenades, blasts) at **DEF 5**, never in cover.

GO DEEPER Played **Loot & Scoot**? Step up to the full game: build a warband, pick a faction, fight a full scenario, then take it into a campaign.



Build a warband

thrackdown.com/warband-builder



Browse the factions

thrackdown.com/factions



Shape the game

discord.gg/3prDFvbXhz