

REACTOR MELTDOWN



Strip the core before the core strips you. Your third game of Thrackdown.

A derelict energy station's reactor is about to blow, but there's salvage to be had before it does. Both warbands rush in to grab what they can, even as the whole place starts coming apart.

30×24"

BOARD

200

THRACKS

8

ROUNDS

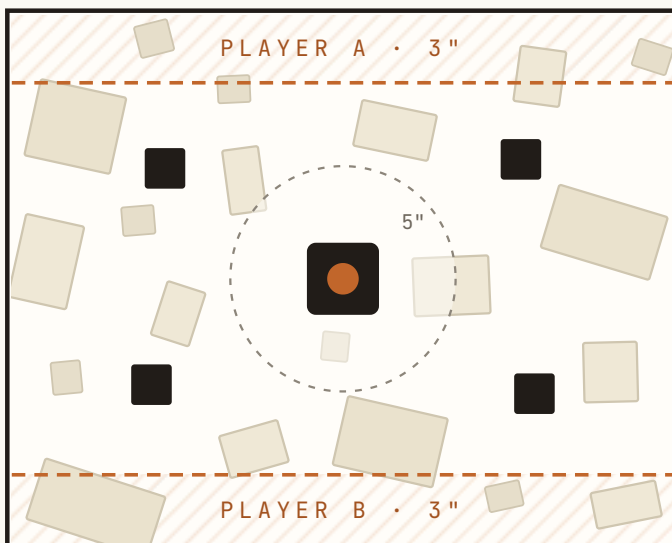
90

MINUTES

THE BATTLEFIELD SETUP & DEPLOYMENT

TERRAIN	Dense industrial: pipes, gantries and catwalks if you have them, with a large Reactor centrepiece dead centre.
OBJECTIVES	Players alternate placing 4 loot crates , two each. Every crate must sit more than 5" from any other crate, from the Reactor, and from a table edge.
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	200 Thracks , no restrictions. Field your full warband including up to one Juggernaut . All gear, upgrades and proficiencies are available.

DEPLOYMENT MAP 30" × 24"



Suggested table setup. Build the station out of whatever pipes and gantries the wasteland provides.

REACTOR AT CENTRE • SQUARES ARE LOOT CRATES • DASHED RING IS 5"

WHAT THIS ONE TEACHES

- **Environmental hazards.** The board itself is now an opponent, and it does not take turns.
- **Multi-step objectives.** The Core needs two successful Interacts, so it cannot be stolen in one activation.
- **The full toolbox.** First game with gear, upgrades, proficiencies and a Juggernaut on the table.

VICTORY SCORE AT GAME END

OBJECTIVE	VP
The Core Your warband is holding the Reactor Core when the battle ends.	3
Salvage Per loot crate carried by one of your fighters at the end of the game.	1

THE REACTOR CORE MULTI-STEP OBJECTIVE

UNBOLT THE CORE • INTERACT 3+

A fighter in base contact may Interact to work on unbolting the Core. It takes **two successful Interact actions** to free it.

CARRY THE CORE

Once free the Core is heavy. Its carrier may move only **3" per Move action**.

MOMENTUM

Holding the Core at the start of a round grants **+1 Momentum**. Spend **1 Momentum** to ignore a single hazard effect on one model.

MELTDOWN FROM ROUND 2, ROLL 1D6

D6 THE STATION COMES APART

1-2 Steam Vent

The player with the most Momentum chooses a terrain piece. Every model within **2"** gains a Nerve Token.

3-4 Toxic Leak

Place a **3"** template over the Reactor and scatter it 2D6. Models entering it take **1 Damage**.

5-6 Reactor Flare

Roll 1D6 for every model within **6"** of the Reactor. On a 1 to 3 they take **1 Damage** and gain a Nerve Token.

CRITICAL REACTOR FAILURE THIRD FLARE

The **third time** Reactor Flare triggers, the Reactor does not flare. It detonates: **3 Damage** to every model within **6+D6"**, and the game ends immediately.

BOOM TRAPS NATURAL 1

When a fighter Interacts with a loot crate that has not yet been picked up, roll as normal. On a **natural 1** it detonates: all models within **3"** suffer **1 Damage** and gain **1 Nerve Token**, and the crate is removed from play.