WEIRDSTONE WRECKERS HOBBY GUIDE

CONVERSION, PAINTING, AND KITBASHING FOR FIRST-TIME BUILDERS

AGES 8 AND OLDER, WITH AN ADULT

THE COMET FELL. THE ENGINES WOKE. THE ARENAS OPEN.

Start with a donor car you are willing to change for good. Cut parts, glue plates, drill sockets, and paint over the factory finish. What you bolt on stays on unless you build it to come off.

THE TOOLS

YOU DO NOT NEED ALL OF THIS TO BUILD

CUTTING AND SHAPING

HOBBY KNIFE

A #11 blade in a metal handle. Used for slicing the last of a stub flush, cleaning mold lines, and scoring plastic sheet. Cut in several light passes, never one deep one, and always draw the blade away from your body. A dull blade slips and causes more injuries than a sharp one, so change blades often.

SANDING STICKS OR FILES

Sanding sticks are foam-backed abrasive in grits from roughly 240 (fast, coarse) to 800 (smooth). Needle files cut faster in tight corners. Both do the same job: turn the stub the clippers left into a flat surface, and turn a sharp point into a safe one. Sand dry over a bin, wear eye protection, and wash your hands after.

SELF-HEALING CUTTING MAT

A rubbery mat that closes back up after a blade passes through. Protects the table, keeps the knife from skating, and its printed grid squares up your cuts.

JOINING

CYANOACRYLATE GLUE, "CA" OR SUPERGLUE

The workhorse for kitbashing, because it sticks unlike materials to each other: metal to plastic, resin to die-cast. It comes in three viscosities and the choice matters.

TYPE	BEHAVIOR	USE IT FOR
THIN	Runs like water, wicks into a seam, sets in seconds	Locking a joint you are already holding tight
MEDIUM	Syrup, sets in 10 to 30 seconds	General part-to-part joins
GEL	Does not run or drip, sets in 30 to 60 seconds	Gap-filling, vertical surfaces, and every mount on a car

> **ONE SMALL DOT //** More glue is weaker, not stronger, because a thick layer stays soft in the middle. CA bonds skin instantly, so an adult handles the bottle and keeps debonder or acetone at the table.

DRILLING AND PINNING

PIN VISE

A small hand drill you turn with your fingers. Slow by design, which is exactly why it is safe on a car body: it will not grab and crack the plastic the way a power drill does. Bits from `0.5 mm to 1.5 mm` cover almost everything.

BRASS ROD OR PAPER CLIP

Pinning is the fix for joints that keep snapping off. Drill a matching hole in both parts, glue a short length of rod into one, and the joint gains a metal spine instead of relying on surface contact alone. This is the single biggest strength upgrade in kitbashing and it is worth learning on your second build.

RARE-EARTH MAGNETS

Small, very strong disc magnets, typically `2 to 3 mm`. Sink one into the car and one into the part, and gear swaps in a second and holds through a match. Mark the polarity with a marker before gluing, because a magnet installed backwards means every part pushes away instead of pulling in, and once it is glued it is not coming out.

PAINTING

WATER-BASED ACRYLIC HOBBY PAINT

Thins with water, cleans up with water, low odor. Straight from the pot it is usually too thick; a drop or two of water gets it to the consistency of milk, which is what covers evenly.

PRIMER

A thin base coat that gives paint something to grip. Die-cast metal and slick toy plastic are the two surfaces most likely to shed acrylic paint, so primer is what stops a finished car from wearing back to bare metal at the edges. Spray outdoors only.

ROUND DETAIL BRUSH AND FLAT BRUSH

A small round brush, size 0 or 1, does base coats and detail. A flat brush with stiff bristles does drybrushing, which ruins the tip of a good brush, so keep an old one for it. Never leave a brush standing in water; it bends the bristles permanently.

WET PALETTE

Baking parchment over a damp sponge in a shallow container. Acrylics dry out on a dry palette in minutes and stay usable for hours on a wet one. A paper plate works for a first build.

WORKSPACE

TWEEZERS

Fine-point tweezers place a small part precisely and keep fingers away from wet CA.

GOOD AIRFLOW AND A COVERED TABLE

Newspaper or a mat under the work, and a window open for glue and varnish.

01 CHOOSE AND CLEAN

- Choose a sturdy car with a broad roof or hood for the easiest first fit.

- Check for loose wheels, sharp damage, or peeling unknown paint. Do not use damaged cars.
- Wash with dish soap and water, then dry completely. Do not soak cars with electronic parts.
- Scuff glossy surfaces with a fine sanding stick before priming. Paint grips a scuffed surface and slides off a polished one.

02 KITBASH LIKE CRAZY

Kitbashing means building new gear out of parts you already have.

WHERE PARTS COME FROM

- Broken toys, spare wheels, and orphaned accessories from other sets
- Craft-drawer finds: beads, buttons, paper clips, plastic mesh, cocktail stirrers, bottle caps
- Cardstock and thin plastic packaging cut into plates, wings, and blades
- Sprue offcuts and leftover pieces from model kits

BUILD IN THIS ORDER

1. **PLAN THE SILHOUETTE.** Decide what the rig looks like from ten feet away. A wedge, a cage, a spiky roller. Pick one idea and commit.
2. **DRY-FIT EVERYTHING FIRST.** Hold parts in place with your fingers or a strip of tape and look at the car from the front, the side, and above. Nothing is reversible after this step.
3. **TRIM TO FIT.** Clip and sand parts until they sit flat and lose their sharp corners.
4. **CUT ADAPTER PLATES.** A small flat plate turns a wobbly, curved, or heavy part into a solid joint.
5. **DRILL FOR PINS OR MAGNETS** on anything heavy or swappable, before glue goes anywhere.
6. **GLUE ONE PART AT A TIME** and let each joint cure before adding the next. Check the wheels after every addition.
7. **FILL AND BLEND.** Epoxy putty over any gap the joint left, so the gear reads as built rather than stuck on.

8. **STOP WHILE IT STILL ROLLS.** A rig that fails the roll test is overloaded, not finished.

CLEARANCE RULES

- Keep all parts clear of the wheels and axles. Nothing should touch a tire.
- Keep the lowest point of any plow or blade above the table surface.
- Leave at least one place on the car where a hand can grip nothing sharp.

03 PAINT

Use water-based acrylic hobby paint and brushes. Keep paint away from wheels and axles.

STEP	TECHNIQUE
PRIME	Thin coat of primer over bare metal, cut plastic, and epoxy putty. Without it, paint lifts at the edges.
BASE	Brush on a thin dark gray or brown coat. Let it dry. Two thin coats beat one thick coat.
CREW COLOR	Pick one bright color and place it on two or three panels or parts.
DRYBRUSH	Wipe most silver paint from a flat brush, then skim raised edges.
WEIRD GLOW	Paint the stone dark green, then bright green, then add one tiny pale dot.
WEATHER	Use a nearly dry orange-brown sponge on edges. Seal with brush-on water-based varnish.

LET EVERY COAT DRY BEFORE THE NEXT ONE

04 KITBASH A STORY

Use original symbols such as gears, comets, bolts, handprints, stripes, numbers, moths, hammers, or spirals. Take inspiration from car makers, films, games, or sports teams.

ORIGINAL BRAND // NOT AFFILIATED WITH ANY VEHICLE OR TOY COMPANY

Give the crew a name, a color, and one mark that appears on every rig they run. A crew recognizable across three cars does more work than one very detailed car.

05 FIRST BUILD: RAMFANG

Forty-five minutes is all it takes to get your first arena car on the table.

MINUTE	DO THIS
0 to 5	Clean, dry, and scuff the car. Choose Wedge Plow, Roof Cage, and Shove Bar.
5 to 10	Dry-fit. Keep the plow above the table and clear of the wheels.
10 to 15	Clip the parts free and sand every stub and point flat.
15 to 22	Cut adapter plates from plastic card. Glue parts to plates with gel CA.
22 to 28	Glue the plates to the car. Let each joint cure before the next.
28 to 32	Prime the bare metal and cut plastic. Let it dry.
32 to 40	Paint parts dark gray, drybrush silver, add one acid-green detail.
40 to 45	Run the roll and shake checks. Record Wedge Plow 2 GP and Roof Cage 1 GP.

SAFETY

SMALL PARTS WARNING // Keep parts away from children under three and pets. Wear eye protection for clipping or sanding. Work with good airflow. Never point or launch parts at people.

AGES 8+ // ADULT PIT CREW REQUIRED

Small parts. Not for children under 3.

Adult help required for hobby tools and adhesives.

Fits common 1:64-ish cars — test-fit first.

Weirdstone Wreckers is an original brand. Not affiliated with, endorsed by, or sponsored by any vehicle, toy, film, or game company.

BRAND AND COMPATIBILITY NOTE

Weirdstone Wreckers is an original independent hobby game. It works with many customer-owned die-cast cars, but fit varies. Mentioning a car size or common die-cast format describes compatibility only and does not imply sponsorship or affiliation.

WEIRDSTONE WRECKERS // BUILD. BATTLE. REBUILD.