

WEIRDSTONE WRECKERS

PRODUCT CATALOG

NINE PRODUCT PACKS AND TWO PREMIUM GAME ACCESSORY KITS

THE COMET FELL // THE ENGINES WOKE // THE ARENAS OPEN

Choose a play style, claim a crew, or turn your table into a crater-scarred arena. Every printable pack leads with six memorable named builds, then supplies the armor, grilles, pipes, flags, signs, and scrap details that make the result unmistakably yours.

THE CATALOG AT A GLANCE

LINE	PACKS	WHAT IT ADDS
Modification Packs	4	Focused ram, ranged, speed, or Weirdstone play
Faction Packs	3	Radically different crew styles and mixed gear
Scenery Packs	2	Six substantial landmarks plus themed terrain detail
Premium Game Kits	2	The twelve objectives, and the tools that read every move

EVERY PRINTABLE PACK CONTAINS

GEAR OPTIONS
Weapons, armor, equipment

THEMED EMBELLISHMENTS
Purely cosmetic detail parts

TOTAL
24 PRINTED PIECES

PRICE
$20 PRINTED / $40 DIGITAL
Printed price plus shipping. Digital is personal-use 3D files.

Premium accessory pricing follows production quotes.

RULES COME FROM THE CORE RULEBOOK

Every named build in this catalog uses a gear profile printed in the *Weirdstone Wreckers Core Rulebook*, First Edition. Where a pack gives a part a crew name — a Union Wedge Plow, a Dustveil Stone Steam — the flavor is new and the rules are unchanged. Cosmetic parts always cost 0 Gear Points.

REMEMBER THE BUDGET

A lead car has **10 Gear Points**. Several packs total more than that on purpose: pick the loadout that suits the arena, and keep the rest on the shelf for next match.



4 PACKS // 24 PIECES EACH // $20 PRINTED

MODIFICATION PACKS

MOD 01

RAMFANG BRUISER

$20 / $40
24 pieces

OWN THE LANE AND MOVE EVERYTHING ELSE.

A gate-breaking conversion for players who want every collision to feel like an entrance. Ramfang is broad, stubborn, and built to bully rivals away from the green.

FROM THE RUSTBELT

Ramfang crews began as furnace-district door breakers, paid by the hinge. They still paint each replacement plate a different shade of hazard orange, and they still hide their victory tallies under the hood where only a mechanic will find them.

NAMED BUILD	GP	RULES PROFILE
Wedge Plow	3	+2 to your ram rolls. Ignore the first ram damage each round.
Shove Bar	2	+1 to your ram rolls. Push the loser 1 extra inch.
Side Teeth	1	A car that rams your side takes 2 damage on a 5+.
Shock Treads	1	+1 to your ram rolls. Ignore rough ground.
Roof Cage	1	+1 maximum Hull.
Decoy Horn	1	Once per match, force a rival within 6 inches to pivot 45 degrees.

THE 24-PIECE PACK DELIVERS // Riveted armor, tooth grilles, boiler pipes, challenge flags, tow hooks, and tally plates.

$20 PRINTED + SHIPPING · $40 DIGITAL

MOD 02

ARCSTRIKE GUNNER

$20 / $40
24 pieces

POINT IT, CHARGE IT, AND LIGHT THE LANE.

A readable weapons pack for careful aimers. Mix short-range sparks, long-range scrap, and unstable comet power into a rig that tells everyone exactly where the next shot is going.

> **FROM THE RUSTBELT**
>
> The first Arcstrikers discovered that Weirdstone hum leaps between copper forks. They expose every coil on purpose. A proper gunner, they say, gives their rival one bright-green moment to move — and takes the shot when the rival doesn't.

NAMED BUILD	GP	CHARGE	RANGE	RULES PROFILE
Bolt Lobber	2	—	10 in.	1 damage. No charge needed.
Spark Spitter	2	1	6 in.	+2 to the Fire roll. 1 damage.
Arc Coil	2	1	5 in.	1 damage. Target drops every carried Weirdstone.
Scrap Flinger	3	2	12 in.	2 damage.
Scout Scope	1	—	—	After setup, pivot one car up to 90 degrees.
Chaos Capacitor	2	—	—	A declared charged shot gains +1 to hit and +1 damage; a natural 1 also deals you 1 damage.

THE 24-PIECE PACK DELIVERS // Coil armor, vented grilles, conduit pipes, range pennants, charge crystals, and warning plates.

$20 PRINTED + SHIPPING · $40 DIGITAL

MOD 03

DUSTSKIPPER RACER

$20 / $40
24 pieces

GET THERE FIRST AND LEAVE DUST BEHIND.

A speed-and-escape conversion for daring shard runners. Cut sharper lines, hop low hazards, and vanish into green steam when the chase closes in.

FROM THE RUSTBELT

Dustskippers follow the comet wind across the salt flats before dawn. Their maps are tyre tracks, their luggage is light, and the best of them will touch a shard that everyone else had written off as too far away.

NAMED BUILD	GP	RULES PROFILE
Turbo Stack	2	Add +3 inches to every Drive total.
Steering Fins	1	Turn up to 90 degrees during a Drive instead of 45.
Hop Pistons	2	Once per round, cross one low obstacle during a Drive.
Shock Treads	1	+1 to your ram rolls. Ignore rough ground.
Stone Steam	1	Charged. Once per match, Fire to create Green Fog without discarding a stone.
Decoy Horn	1	Once per match, force a rival within 6 inches to pivot 45 degrees.

THE 24-PIECE PACK DELIVERS // Light armor, mesh grilles, racing pipes, wind flags, cooling vents, and number plates.

$20 PRINTED + SHIPPING · $40 DIGITAL

MOD 04

GREENGHOST TECH

$20 / $40
24 pieces

CARRY THE GREEN AND BEND THE ODDS.

A Weirdstone systems pack for collectors, fixers, and chaos-loving tinkerers. Put the objective on your car, then make the whole arena react to it.

> **FROM THE RUSTBELT**
> Greenghost rigs never sound the same way twice. Their crystals whisper through copper pipes, tug at loose shards two lanes away, and leave a luminous haze exactly where a machine stood a heartbeat ago.

NAMED BUILD	GP	RULES PROFILE
Stone Cradle	1	Carry one extra Weirdstone.
Fixer Arm	2	Charged. Fire to repair 2 Hull on this car or a friendly car within 2 inches.
Chaos Capacitor	2	A declared charged shot gains +1 to hit and +1 damage; a natural 1 also deals you 1 damage.
Arc Coil	2	Charged. Range 5 in. 1 damage. Target drops every carried Weirdstone.
Stone Steam	1	Charged. Once per match, Fire to create Green Fog without discarding a stone.
Scout Scope	1	After setup, pivot one car up to 90 degrees.

THE 24-PIECE PACK DELIVERS // Crystal armor, glow grilles, power pipes, comet flags, stone sockets, and surge gauges.

$20 PRINTED + SHIPPING · $40 DIGITAL

3 PACKS // 24 PIECES EACH // $20 PRINTED

FACTION PACKS

Faction packs rename core gear in a crew's own idiom. **The rules profiles are identical to the Core Rulebook entries** — a Union Wedge Plow is a Wedge Plow. Factions grant no rules bonus of any kind.

FAC 01

CINDERJACK UNION

$20 / $40
24 pieces

LOUD ENGINES, HONEST WELDS, AND NO RIG LEFT BEHIND.

A heavy industrial crew identity built from square protection, repair gear, furnace heat, and proud worker marks. Its six named items remix ram, defense, ranged, and repair play.

FROM THE RUSTBELT

The Union runs the furnaces and most of the arena gates. Apprentices earn a hammer badge by rebuilding a wreck overnight; veterans add a brass gear for every rival they have towed home. They fight loudly, fix generously, and never start a heat without a boiler whistle.

NAMED BUILD	CORE GEAR	GP	RULES PROFILE
Union Wedge Plow	Wedge Plow	3	+2 to your ram rolls. Ignore the first ram damage each round.
Furnace Shove Bar	Shove Bar	2	+1 to your ram rolls. Push the loser 1 extra inch.
Boiler Shield	Boiler Shield	2	Spend 1 charge to cancel 1 damage. Costs no Action Die.
Cinder Spark Spitter	Spark Spitter	2	Charged. Range 6 in. +2 to the Fire roll. 1 damage.
Union Patch Plates	Patch Plates	1	Ignore the first damage taken each match.
Forge Fixer Arm	Fixer Arm	2	Charged. Fire to repair 2 Hull within 2 inches.

THE 24-PIECE PACK DELIVERS // Square armor, furnace grilles, fat boiler pipes, orange union flags, tool racks, and hammer badges.

$20 PRINTED + SHIPPING · $40 DIGITAL

FAC 02

VERDIGRIS NOMADS

$20 / $40
24 pieces

FOLLOW THE HUM AND FIND THE NEXT HORIZON.

A mobile shard-hunter identity mixing curved guards, carrying gear, steering aids, green steam, and scouting instruments. No two caravan rigs need look alike.

FROM THE RUSTBELT

The Nomads hear Weirdstones singing beneath the earth. Their maps are stitched into canvas and their green lanterns point toward the next crater. They trade freely, camp lightly, and treat each arena as a single line on a much longer road.

NAMED BUILD	CORE GEAR	GP	RULES PROFILE
Nomad Stone Cradle	Stone Cradle	1	Carry one extra Weirdstone.
Crescent Shove Bar	Shove Bar	2	+1 to your ram rolls. Push the loser 1 extra inch.
Wayfinder Scout Scope	Scout Scope	1	After setup, pivot one car up to 90 degrees.
Dustveil Stone Steam	Stone Steam	1	Charged. Once per match, Fire to create Green Fog without discarding a stone.
Caravan Steering Fins	Steering Fins	1	Turn up to 90 degrees during a Drive instead of 45.
Roadsong Decoy Horn	Decoy Horn	1	Once per match, force a rival within 6 inches to pivot 45 degrees.

THE 24-PIECE PACK DELIVERS // Patina armor, woven grilles, curved pipes, route flags, bedrolls, baskets, and road charms.

$20 PRINTED + SHIPPING · $40 DIGITAL

FAC 03

NIGHT BOILERS

$20 / $40
24 pieces

KILL THE LIGHTS AND STEAL THE LINE.

A low-profile ambush identity combining compact weapons, steam, decoys, hidden exhausts, and precise instruments. The silhouette stays quiet even when the tactics do not.

FROM THE RUSTBELT

Night Boilers gather after the floodlights fail. They cage each spark, wrap their hot pipes in black cloth, and signal through shuttered lamps. Rivals call them thieves. The Boilers reply that an unattended shard simply chose a quieter owner.

NAMED BUILD	CORE GEAR	GP	RULES PROFILE
Night Bolt Lobber	Bolt Lobber	2	Range 10 in. 1 damage. No charge needed.
Whisper Spark Spitter	Spark Spitter	2	Charged. Range 6 in. +2 to the Fire roll. 1 damage.
Black Fog Stone Steam	Stone Steam	1	Charged. Once per match, Fire to create Green Fog without discarding a stone.
Eclipse Decoy Horn	Decoy Horn	1	Once per match, force a rival within 6 inches to pivot 45 degrees.
Periscope Scout Scope	Scout Scope	1	After setup, pivot one car up to 90 degrees.
Shadow Roof Cage	Roof Cage	1	+1 maximum Hull.

THE 24-PIECE PACK DELIVERS // Shutter armor, slit grilles, hidden pipes, black signal flags, quiet fans, and eclipse marks.

$20 PRINTED + SHIPPING · $40 DIGITAL



2 PACKS // 6 NAMED LANDMARKS EACH

SCENERY PACKS

Each landmark is listed with the terrain type it plays as under the Core Rulebook: **Solid** (cars stop and cannot pass), **Low** (cars stop unless they have Hop Pistons), or **Rough** (passable at half distance). Agree on terrain before the first roll.

SCN 01

CRATERWORKS

$20 / $40
24 pieces

PUT THE COMET CRATER AT THE CENTER OF THE FIGHT.

Six named landmarks create hazardous shortcuts, glowing objectives, and a dramatic arena centerpiece — no barricade filler.

FROM THE RUSTBELT

A new crater still glows at the impact site, and the ground around it never fully cools. Survey crews mark the rim in white paint every spring. Every spring, the rim has moved.

NAMED LANDMARK	DESCRIPTION
Morrow Crater	The centerpiece. A wide bowl of glowing scree that slows every crossing.
Green Fog Vent	A hissing vent stack. Blocks the lane, rewards Hop Pistons.
Fissure Bridge	A narrow span over a split in the ground — the fastest line, and the most contested.
Broken Survey Mast	A toppled tower that breaks long firing lanes into short ones.
Crystal Spire	A tall shard cluster. Excellent cover, superb photographs.
Magnet Sinkhole	A dish of loose iron filings. Slow to cross, dramatic to stall in.

THE PACK DELIVERS // Crystal clusters, vent pipes, warning signs, broken plates, cables, and impact debris.

$20 PRINTED + SHIPPING · $40 DIGITAL

SCN 02

WRECKYARD LANDMARKS

$20 / $40
24 pieces

TURN ANY TABLE INTO A PLACE WITH STORIES.

Six substantial scrapyard landmarks create lanes, cover, shortcuts, and unmistakable photo-ready arena moments.

FROM THE RUSTBELT

Beyond the last gate stands a yard built from a hundred forgotten machines. Its crane magnet swings whenever a Weirdstone moves nearby, though nobody remembers connecting the power, and nobody volunteers to check.

NAMED LANDMARK	DESCRIPTION
Magnet Crane	The yard's landmark. A towering anchor for the center or a corner.
Boiler Tower	A tall blocker that splits the arena into two honest halves.
Wrecker Workshop	An open-sided building — a shortcut for **Crawler Gears**, a wall for everyone else.
Scrapwall Gate	A dramatic entry arch. Perfect as a deployment marker.
Catwalk Span	Raised walkway legs that clutter a lane without hiding it.
Engine Grave	A field of dead motors. Passable, slow, and full of atmosphere.

THE PACK DELIVERS // Pipes, ladders, signs, patch plates, hanging cables, and engine debris.

$20 PRINTED + SHIPPING · $40 DIGITAL



2 KITS // 12 DICE // 2 TOOLS

PREMIUM GAME ACCESSORIES

The game tools are purpose-built products, separate from the printable packs.

PREMIUM WEIRDSTONE DICE KIT

INSIDE

12 translucent lime-green d6, a dark storage tray, and a quick-start card

WHY IT MATTERS

The twelve objective shards for every match. Scatter them at setup and they stay on the table as markers — the Core Rulebook never asks you to roll them.

COMETLINE COMMAND KIT

INSIDE

Clear-green Arc Finder, Wreckline Range Ruler, protective sleeve, and a movement-and-arc card

WHY IT MATTERS

Reads 45-degree turns and weapon arcs, 90-degree pivots, Drive distance, weapon range, 2-inch pushes, and the 1-inch Magnet Snap — without pre-measuring.

ACCESSORY PRICING // Set after production quotes. Cars, paint, glue, and scenery are not included unless a listing specifically says so.

CHOOSE YOUR FIRST PACK

IF YOU WANT TO…	START HERE	LINE
Shove rivals off the best route	Ramfang Bruiser	MOD 01
Control lanes with charged weapons	Arcstrike Gunner	MOD 02
Race, hop, and escape with the shard	Dustskipper Racer	MOD 03
Carry, repair, and channel Weirdstone energy	Greenghost Tech	MOD 04
Build a proud industrial repair crew	Cinderjack Union	FAC 01
Create a wandering caravan	Verdigris Nomads	FAC 02
Run a quiet ambush crew	Night Boilers	FAC 03
Put a glowing impact zone at arena center	Craterworks	SCN 01
Fill the table with story-rich landmarks	Wreckyard Landmarks	SCN 02

SAFETY, ORIGINALITY & COMPATIBILITY

AGES 8+ // ADULT PIT CREW REQUIRED

Recommended for ages 8 and older, with adult supervision. Small parts are a choking hazard.

Printed parts are supplied unpainted and unassembled. Cars, paint, glue, and tools are not included.

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

Weirdstone Wreckers is an original independent hobby game for player-owned die-cast cars. No vehicle, toy, film, or game company sponsors, licenses, or endorses it.

BUILD // BATTLE // REBUILD

WEIRDSTONE WRECKERS · PRODUCT CATALOG · FIRST EDITION