WEIRDSTONE WRECKERS

CORE RULEBOOK // FIRST EDITION

FIVE ACTION DICE. FAST MOVEMENT. POINT, CHARGE, AND WRECK.

The comet fell. The engines woke. The arenas open. An original tabletop arena game for rescued die-cast cars.

2–4 PLAYERS | AGES 8+ | 20–30 MINUTES | 12 WEIRDSTONES

ADULT HELP REQUIRED FOR HOBBY TOOLS AND ADHESIVES.

HOW TO READ THIS BOOK

YOU'LL SEE	IT MEANS
Bold words	A game term with an exact meaning. Every one is in the Glossary.
Numbered steps	Do them in that order.
Side panels	Stories from the Rustbelt. Fun to read, never a rule.
RULE boxes	The short version. When in doubt, this is the answer.

Distances are in inches. Dice are ordinary six-sided dice (**d6**). “2D6” means roll two dice and add them together.

WELCOME, WRECKER

THE GREEN CHANGED EVERYTHING

When the Morrow Comet cracked open above the Rustbelt, glowing green fragments rained into junkyards, dry riverbeds, ruined roads, and abandoned factory yards.

People called the fragments **Weirdstones**. They woke dead engines. They bent luck. They powered machines that had no business running.

Wreckers are the people who chase them. They rescue forgotten die-cast cars, bolt strange equipment onto them, and race into scrap-built arenas ringed around the Weirdstone craters.

The world is wild, and Wrecked rigs get rebuilt before breakfast.

FROM THE RUSTBELT

THE NIGHT OF GREEN RAIN

Old-timers still argue about the exact hour. The sky went the colour of bottle glass, every streetlamp hummed a note nobody could name, and for eleven minutes the rain fell upward.

By morning the Rustbelt turned from a wasteland, to a wasteland with craters. Kids were selling shards out of lunch tins before the dust settled. The first arena was marked out that same week with chalk, tyres, and a great deal of shouting.

BUILD A CAR. BRING IT TO THE ARENA. LINE UP YOUR EQUIPMENT. CHARGE IT. CHASE THE GREEN.

THE GAME IN ONE MINUTE

Twelve glowing Weirdstones sit in the middle of the arena. You have 10 rounds to grab them, carry them, and bank them for points — or burn them for a burst of impossible power.

Each round you get **5 Action Dice**. You spend them to drive, shoot, repair, grab and bank. Spend all five and your turn ends. After six rounds, the most **Victory Points** wins.

Ramming is legal. Shooting is legal. Losing your car is temporary.

WHAT YOU NEED

- 2–4 players, ages 8 and older.
- One customized die-cast car per player (plus a Wing Car if you take one).
- **Five standard d6 Action Dice per player**, in your own colour.
- A shared set of **12 lime-green d6** used as Weirdstone markers.

- A clear play area at least **36 × 36 inches**, with at least 5 safe scenery pieces.
- Hull markers (beads, chips, or a pencil and the Rig Sheet) and a score sheet.
- A ruler and an angle guide (protractor).

> **RULE — THE GREEN DICE ARE MARKERS. THE 12 LIME-GREEN DICE MARK WEIRDSTONES ON THE TABLE. YOU NEVER ROLL THEM. EVERY ROLL USES YOUR OWN ACTION DICE.**

SECTION 01

BUILD A CREW

TEN GEAR POINTS

Every wrecker brings one **lead car**. It starts with **5 Hull** and **10 Gear Points (GP)** to spend on equipment.

Build the car physically however you like — the parts you glue on show what it carries. The written **Rig Sheet** is the final record. If a part on the model and the Rig Sheet disagree, the Rig Sheet wins.

BUILD RULES

RULE	DETAIL
Lead car	5 Hull, up to 10 GP of gear.
Wing Car (optional)	Costs 5 GP from your 10. The Wing Car has 3 Hull and up to 3 GP of its own gear.
Gear limit	You may take any gear item **once per car**. No doubles.
Cosmetic parts	Flags, tally plates, paint, and scrap details cost **0 GP** and do nothing in the rules. Add as many as you like.
Spare points	Unspent GP are simply unspent. They convert to nothing.

THE WING CAR

The Wing Car is a second, smaller vehicle that fights alongside your lead car.

- Both of your cars share the **same 5 Action Dice**. You do not get extra dice.
- **Each car may Drive once per round.** Other actions have no such limit.
- Either car may carry, spend, and bank Weirdstones.
- If either of your cars is Wrecked, the rival who wrecked it scores the normal 2 VP.

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WING CAR // 5 GP // 3 HULL // 3 GP OF GEAR // ONE DRIVE EACH PER ROUND // SHARED DICE POOL
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FROM THE RUSTBELT

GEAR POINTS, AND WHY WRECKERS ARGUE ABOUT THEM

Ten Gear Points is not a budget. It is a bet.

The number came from the Cinderjack quartermasters, who worked out that ten good welds is the most a crew can finish between sundown and the first heat. Ten holds. Eleven cracks. Nobody has ever proven this, and nobody has ever risked it either.

GEAR LIST

All gear is listed below in five groups. Every entry gives its cost in Gear Points, how much **Charge** it needs to use, its **Range** in inches, and exactly what it does.

Reading the tables: a dash (—) means the item does not use that column. “Charge 1” means the item must be holding at least one Charge token before you can use it, and that token is spent when you do.

RAM & BODY

GEAR	GP	CHARGE	RANGE	EFFECT
Wedge Plow	3	—	—	+2 to your ram rolls. Ignore the first damage this car takes from a ram each round.
Shove Bar	2	—	—	+1 to your ram rolls. When you win a ram, push the loser 1 extra inch (3 inches total).
Side Teeth	1	—	—	When another car rams this car's side, roll a free die: on a 5+ the rammer takes 2 damage.
Shock Treads	1	—	—	+1 to your ram rolls.
Comet Nose	1	—	—	+1 to your first ram roll each match.

WEAPONS

GEAR	GP	CHARGE	RANGE	EFFECT
Bolt Lobber	2	—	10 in.	1 damage. Needs no Charge — point and shoot. Max 2 per car.
Spark Spitter	2	1	6 in.	+2 to the Fire roll. 1 damage.
Arc Coil	2	1	5 in.	1 damage. The target immediately drops every Weirdstone it carries; place them on the table touching that car as loose stones.
Scrap Flinger	3	2	12 in.	2 damage.
WeirdCannon	3	1	10 in.	+1 to the Fire roll. 3 damage.

DEFENCE & REPAIR

GEAR	GP	CHARGE	RANGE	EFFECT
Patch Plates	1	—	—	Ignore the first damage this car takes each match.
Roof Cage	1	—	—	+1 maximum Hull (a lead car becomes 6, a Wing Car becomes 4).
Boiler Shield	2	1	—	Spend 1 Charge from this item to cancel 1 damage.
Fixer Arm	2	1	2 in.	Fire action. Repair 2 Hull on this car or a friendly car within 2 inches. Never repair above maximum Hull.
Blink Plate	2	—	—	Once per match, cancel one hit against this car and pivot it up to 90 degrees. Costs no Action Die.
Hot Core	2	—	—	Begin each match with 1 free Charge on any item. The first natural 1 you roll on a Fire deals 1 damage to this car.

MOVEMENT

GEAR	GP	CHARGE	RANGE	EFFECT
Turbo Stack	2	–	–	Add +3 inches to every Drive total.
Steering Fins	1	–	–	Your one turn during a Drive may be up to 90 degrees instead of 45.
Crawler Gears	2	–	–	This car may drive through open-sided scenery — ruins, pipe stacks, catwalk legs — instead of stopping at it. It can pass over solid walls.
Green Wake	2	–	–	Immediately after this car Banks, move it 6 inches straight ahead for free. No roll, no Action Die. It may not ram during this move.
WeirdEngine	3	1	–	Spend 1 Action Die: teleport this car up to 10 inches and face it any direction. It may not arrive touching another car or inside scenery, and it may not ram.

WEIRDSTONE TECH

GEAR	GP	CHARGE	RANGE	EFFECT
Stone Cradle	1	–	–	This car may carry 1 extra Weirdstone (3 instead of 2).
Stone Steam	1	1	–	Once per match, Fire action: crack a vent and wrap this car in **Green Fog** without discarding a Weirdstone.
Chaos Capacitor	2	–	–	Declare before you roll a Fire for a charged weapon: that shot gains +1 to hit and +1 damage. On a natural 1 the shot misses and this car takes 1 damage.
Scout Scope	1	–	–	After setup and before round 1, pivot one of your cars up to 90 degrees.
Decoy Horn	1	–	–	Once per match, force one rival car within 6 inches to pivot 45 degrees. You choose the direction.
Lucky Rivet	1	–	–	Once per match, reroll one die. You must accept the second result.
WeirdShrine	3	–	–	At the start of each round, if this car is carrying at least one Weirdstone, place 1 free Charge token on any one of its items.

FROM THE RUSTBELT

STONE STEAM

Crack a Weirdstone the wrong way and it does not shatter — it *exhales*. The green miasma that comes out is the stone's held breath: heavy, luminous, faintly sweet, and thick enough to lose a car in.

Nomad tinkerers bottle that exhalation in a copper flask and vent it on command. Veterans say a Stone Steam cloud still hums the note the stone was humming when it broke. Rookies say that is nonsense, right up until the first time they drive through one.

SECTION 02

SET THE ARENA

BUILD A FAST, READABLE BATTLEFIELD

1. Clear a space at least **36 × 36 inches**.

2. Place at least **5 scenery pieces**. Leave every lane wider than a car.
3. Scatter the **12 Weirdstones** near the centre of the arena, roughly 2 inches apart.
4. Roll off. The highest roll picks a board edge and deploys first, then play continues clockwise. This is your **player order** for the whole match.
5. Each player places their car (and Wing Car) within **6 inches of their chosen edge**.

TERRAIN

TERRAIN	HOW IT PLAYS
Solid	Walls, towers, containers. Cars stop on contact and cannot pass.

FROM THE RUSTBELT

WHY ARENAS RING THE CRATERS

Weirdstones will not travel far. Cart one more than a mile from its crater and it goes quiet, cold, and ordinary — a pretty green rock and nothing else.

So the wreckers brought the racing to the stones. Every arena in the Rustbelt is scrap hauled *inward*: gates from dead factories, catwalks from flooded mills, grandstands welded out of bus shells. The oldest arena, Craterworks, has been rebuilt eleven times and has never once moved.

SECTION 03

THE ROUND

A match lasts **10 rounds**. In each round, every player takes one turn, in player order.

At the start of your turn, take exactly **5 Action Dice**. Those five dice are your whole turn.

ACTIONS

COST	ACTION	WHAT HAPPENS
2 dice	**DRIVE**	Roll both dice. Move up to 6 inches + the 2D6 total. Turn once, up to 45 degrees, at any single point in the move.
1 die	**PIVOT**	Rotate one car on the spot, up to 90 degrees.
1 die	**CHARGE**	Place one Charge token on one item. Charge stays until spent.
1 die	**FIRE**	Spend the weapon's required Charge, check arc and range, then roll the spent die to hit.
1 die	**PATCH**	Roll the spent die. On a 5+, repair 1 Hull. Once per car per round.
1 die	**GRAB**	Pick up one Weirdstone lying within 1 inch of the car.
1 die	**BANK**	Bank every Weirdstone this car is carrying. Each one scores 1 Victory Point.

Weirdstone powers (Section 6) cost **no** Action Dice.

SPENDING YOUR FIVE

Spend your dice one at a time, in any order you like, on either of your cars. **You spend all five, then your turn ends and the next player takes their turn.**

- Dice are never saved. Unspent dice do not carry into the next round.
- If you genuinely have no legal action left, discard your remaining dice and pass.
- When every player has taken a turn, the round ends. Everyone picks up 5 fresh Action Dice and a new round begins in the same player order.

> **RULE — FIVE DICE, ONE TURN, THEN PASS. NO SAVING, NO HOARDING, NO INTERRUPTING.**

NO PRE-MEASURING: POINT, COMMIT, THEN CHECK WITH THE PROTRACTOR AND RANGE ROD.

You may look at the table all you like. You may not measure a distance or an angle until you have declared what you are doing. Declare, then measure, then live with it.

SECTION 04

MOVEMENT & RAMS

STANDARD DRIVE: 6 INCHES + 2D6

1. Spend **2 Action Dice**.
2. Roll both dice and add them together.
3. Add 6 inches. That total is your maximum distance this Drive.
4. Move the car forward up to that distance. You never have to use it all.
5. During the move, turn **once**, by up to 45 degrees. The turn may happen at any single point in the move.
6. Stop at solid scenery, low obstacles, the arena edge, or another car.

Cars move forward. There is no reverse gear in the Rustbelt — use Pivot to turn around.

RAMS

If the **front** of a moving car touches another car's front or side, stop the move there and resolve a ram.

1. Attacker and defender each roll one die. These are free rolls — grab any spare d6. No Action Dice are spent.
2. **Attacker bonus:** +1 if the attacker has already moved at least 6 inches this Drive, or +2 if at least 10 inches.
3. Add any gear bonuses to both sides.
4. Compare totals.

RESULT	RAM EFFECT
Attacker higher	The defender takes **2 damage** and is pushed 2 inches directly away. The attacker may then rotate the defender up to 45 degrees. The defender drops carried Weirdstones.
Defender higher	The attacker takes **1 damage**. The defender may rotate the attacker up to 45 degrees.
Tie	Both cars take **1 damage**. Nobody is pushed or rotated.

Slammed: if a push drives the defender into scenery, another car, or the arena edge, that car takes **1 extra damage** and stops there.

After the ram is resolved, the attacker may continue the rest of its Drive if there is now room to move.

Each car may be rammed **once per Drive**. A single Drive can ram several different cars.

FROM THE RUSTBELT

THE EJECTOR OATH

Every rig in every arena carries the same first modification: a driver's seat that fires clear the instant the frame folds. It is not sportsmanship. It is law, and it is older than the arenas.

The Cinderjack Union will not open a gate to a crew without one. Verdigris Nomads paint the seat green so it is easy to find in scrub. Night Boilers, who agree with almost nobody, agree about this.

Wreck a rival and you have won two points. Fail to fit an ejector and you have lost your welding licence.

SECTION 05

POINT, CHARGE, FIRE

LINE IT UP. POWER IT. TAKE THE SHOT.

WEAPON ARCS

Every weapon fires through a **45-degree arc** measured from the front bumper, straight ahead. Centre the angle guide on the front of the car and check whether the target sits inside the wedge.

Range is measured from the front bumper to the nearest part of the target car.

A target outside the arc, or beyond the listed range, cannot be shot at. Pick another target, or Pivot first.

CHARGE

Spend 1 Action Die to place a **Charge token** on one item. Charge stays on that item between rounds until it is spent or removed.

- An item can hold at most **2 Charge tokens**.
- A weapon that lists a Charge cost cannot Fire until it holds that much Charge.
- A Wrecked car loses all its Charge.

FIRE

Spend 1 Action Die to Fire. Spend the weapon's Charge, confirm arc and range, then roll that die.

UNMODIFIED SHOOTING ROLLS HIT ON 5+. A NATURAL 1 ALWAYS MISSES. A NATURAL 6 ALWAYS HITS.

MODIFIER	EFFECT
Gear bonus	As printed on the item (for example Spark Spitter +2).
Obscured target	−2 to hit if half or more of the target car is hidden from the firing weapon.

A hit deals the damage printed on the weapon. A miss does nothing — the Charge is still spent.

Each weapon may Fire **once per round**.

PIVOT

Spend 1 Action Die to rotate one car on the spot, up to 90 degrees. Pivot is separate from the single turn allowed during a Drive, and a car may Pivot as often as you can pay for it.

FROM THE RUSTBELT

WHY GUNNERS SHOUT BEFORE THEY SHOOT

Charged weapons announce themselves. Coils whine. Flingers cough. A WeirdCannon drops the temperature of the air around it by a noticeable amount, and every dog within a mile objects.

Arena crews decided long ago that this was a feature. A shot you cannot see coming is a wreck; a shot you can see coming is a *race*. The Arcstrike gunners lean into it, mounting their coils bare and unshielded so that rivals get one bright-green heartbeat to move.

They usually don't.

SECTION 06

WEIRDSTONES

CARRY POWER OR BANK POINTS.

A car may carry up to **2 Weirdstones** (3 with a Stone Cradle). Any stone it carries can be:

- **Banked** with a Bank action, for 1 Victory Point each, or
- **Discarded** for one of the three Weirdstone powers below.

Using a power costs **no Action Die**, but you may use **only one Weirdstone power per turn**, across both of your cars.

POWER	DISCARD 1 CARRIED WEIRDSTONE TO…
GREEN FOG	Wrap the car in glowing mist. Until the start of your next turn, every shot against it needs +2 on the hit roll, to a maximum target of 6.
MAGNET SNAP	Pull every loose Weirdstone on the table 1 inch straight toward this car. Stones stop at scenery. Stones held by cars are never pulled.
GREEN RUSH	Immediately take a free Drive with this car: 6 inches + 2D6. Roll any two dice for the total; they are not spent. This move may ram, and it does not count as the car's Drive for the round.

A WEIRDSTONE SPENT FOR POWER IS NOT BANKED AND SCORES NO POINTS.

Discarded stones are out of the game. Put them back in the box, not on the table.

BANKING

Spend 1 Action Die to Bank. The car banks **every** Weirdstone it is carrying and each one scores **1 Victory Point**. Record the points immediately; banked stones are also out of the game.

You can Bank anywhere on the table. There is no gate to reach and no edge to run for — the stones are logged the moment the crew calls it in.

FROM THE RUSTBELT

WHAT BANKING ACTUALLY LOOKS LIKE

A pit clerk with a clipboard, a lead-lined crate, and a whistle.

The moment a shard is logged it stops being treasure and starts being paperwork, which is why the smartest wreckers bank early and the boldest wreckers bank never. A crew that finishes a heat still holding two live stones gets no points and a great deal of respect, and respect does not buy welding rod.

SECTION 07

DAMAGE, WRECKS & REBUILDS

Every point of damage removes 1 Hull. Track it with markers or a pencil.

- A **lead car** has 5 Hull.
- A **Wing Car** has 3 Hull.
- Patch and Fixer Arm repairs can never take a car above its maximum.

WRECKED

When a car reaches **0 Hull** it is **Wrecked**.

1. The rival who dealt the final damage scores **2 Victory Points**.
2. Drop every Weirdstone the car was carrying. Place them on the table where the car stood; they are loose stones again.
3. Remove the car from the arena. It loses all Charge tokens.

REBUILT

Nobody sits out. At the **start of your next turn**, put the Wrecked car back on the table, anywhere within 6 inches of your board edge, facing any direction.

- It returns with **half its maximum Hull, rounded up** — 3 for a lead car, 2 for a Wing Car.
- It has no Charge tokens.
- It keeps all its gear. Once-per-match items that were already used stay used.
- It may act normally that turn.

A car can be Wrecked and rebuilt as many times as the match allows. Each Wreck scores its rival the full 2 VP.

SECTION 08

SCORE & END

EVENT	VICTORY POINTS
Banked Weirdstone provides 1 D3 Roll	1-3 each
First damaging hit you deal each round	1
Wreck a rival car	2

Play **6 rounds**, then total the points. Highest score wins.

Ties are broken in this order:

1. Most Weirdstones banked.
2. Most Hull remaining across your cars.
3. Still tied? Share the win. The Rustbelt has room for two champions.

SECTION 09

SCENARIOS

Play Crater Dash for your first few matches. The others change one thing each.

ARENA	SETUP CHANGE	RULE
CRATER DASH	The standard game. Stones in the middle, players on their own edges.	The central crater floor is **rough ground**.
CONVEYOR CHAOS	All players line up along a **single** board edge.	At the end of each round, every loose Weirdstone slides 3 inches toward the opposite board edge. Stones stop at scenery and at the far edge.
DEAD OF NIGHT	Standard setup.	All weapon ranges are halved, rounding up. Rams are unaffected. Night Boilers love this one.

SECTION 10

CREWS OF THE RUSTBELT

THREE CREWS DOMINATE THE WEIRDSTONE ARENAS.

CINDERJACK UNION

Builders who trust square plates, loud boilers, and honest welds. Their rigs look practical, industrial, and overbuilt, with hazard striping and heavy scrapwork. The Union runs the furnaces and most of the arena gates. An apprentice earns a hammer badge by rebuilding a wreck overnight; a veteran adds a brass gear for every rival they have towed home.

VERDIGRIS NOMADS

Scavengers and stone-listeners who chart the green hum of fallen Weirdstones. Their rigs favour weathered metal, patched panels, and green patina. Their maps are stitched into canvas, their lanterns burn green, and they treat any single arena as one line on a much longer road.

NIGHT BOILERS

Quiet tinkerers who cage Weirdstone chaos inside low black iron. Their rigs favour dark industrial shapes, shuttered lamps, and hidden exhausts. They gather after the floodlights fail. Rivals call them thieves; the Boilers reply that an unattended shard simply chose a quieter owner.

CREWS ARE FLAVOUR, NOT RULES: NO CREW GRANTS A BONUS. PICK ONE, REPAINT IT, OR INVENT YOUR OWN.

APPENDIX A

RULES CLARIFICATIONS

Answers to the questions that come up at real tables.

DICE AND TURNS

Can I Drive twice in one turn?
Each car may Drive only once per round.

Do I have to spend all five dice?
Yes. Spend all five, then pass. If no legal action remains, discard the rest.

Can I save a die for later?
No. Dice never carry over between rounds.

Whose dice do I roll for a ram or a Side Teeth check?
Your own, but those rolls are free — the die is rolled and returned, not spent.

MOVEMENT

Can I move backwards?
No. Pivot to turn around.

What if my Drive total would take me off the table?
You stop at the arena edge. No damage.

Can I end a Drive touching another car?
Yes — but touching another car's front or side with your own front is a ram, and rams are resolved immediately.

Does a Green Rush count as my car's Drive?
No. It is free movement, and a Wing Car pair can still use both of its normal Drives.

SHOOTING

Can I shoot my own car, or my Wing Car?
Only the Fixer Arm may target a friendly car. Weapons may not.

Does Green Fog stop a ram?
No. Fog only affects hit rolls.

Two of my weapons, one target — allowed?
Yes, if you pay a Fire action and the Charge for each. Each weapon still fires only once per round.

Does a miss waste the Charge?
Yes. Aim carefully.

WEIRDSTONES

Can I Grab a stone another car is carrying?
No. Wreck them, or hit them with an Arc Coil, and grab what falls.

Can I Grab two stones with one action?
No. One action, one stone.

Can I Bank a single stone and keep the other?
No. Banking banks everything the car carries.

Can both of my cars use a power on the same turn?
No. One Weirdstone power per player turn, total.

DAMAGE

What if two cars would be Wrecked at once?
Both are. Each rival scores their 2 VP.

Does repairing a Wrecked car save it?
No. At 0 Hull the car is gone until it rebuilds.

Can I choose not to rebuild?
No. Rebuilding is automatic, and free.

GETTING ON WITH IT

We disagree about a rule mid-match.
Roll one die. On a 4+ the more generous reading wins; on a 3 or less the stricter one does. Write down the question, settle it properly afterwards, and get back to driving.

APPENDIX B

QUICK REFERENCE

THE ACTION ECONOMY

ACTION	COST	RULE
ROUND	–	Take 5 Action Dice. Spend all five, then pass. Nothing carries over.
DRIVE	2 dice	Move 6 inches + 2D6. Turn once up to 45 degrees during the move.
PIVOT	1 die	Rotate one car up to 90 degrees on the spot.
CHARGE	1 die	Add 1 Charge token to one item. Max 2 per item. Charge lasts between rounds.
FIRE	1 die	Spend Charge, check the 45-degree arc and range, roll: 5+ hits. Once per weapon per round.
PATCH	1 die	Roll: 5+ repairs 1 Hull. Once per car per round.
GRAB	1 die	Take one Weirdstone within 1 inch. Carry 2 (3 with Stone Cradle).
BANK	1 die	Bank all carried stones, anywhere. 1 VP each.
WEIRDSTONE POWER	Free	Discard a carried stone for Green Fog, Magnet Snap, or Green Rush. One per turn.
END	–	After 10 rounds, the highest Victory Point total wins.

AT A GLANCE

5 ACTION DICE PER PLAYER, PER ROUND

6 ROUNDS IN A MATCH

12 WEIRDSTONES IN THE ARENA

5 / 3 HULL: LEAD CAR / WING CAR

10 / 3 GEAR POINTS: LEAD CAR / WING CAR

5+ UNMODIFIED ROLL TO HIT, AND TO PATCH

45° WEAPON ARC, AND THE DRIVE TURN

90° A PIVOT

2 WEIRDSTONES A CAR CAN CARRY

2 VICTORY POINTS FOR WRECKING A RIVAL

GLOSSARY

Action Die — one of the five dice you spend each round.

Arc — the 45-degree wedge in front of a car, inside which its weapons can fire.

Bank — an action that turns carried Weirdstones into Victory Points.

Charge — a token on an item, needed by some gear before it can be used.

Drive — the standard 2-dice move: 6 inches + 2D6.

Gear Points (GP) — the budget you spend building a car. Lead car: 10.

Green Fog — a Weirdstone power that makes a car harder to hit.

Hull — a car's health. At 0 it is Wrecked.

Lead car — your main vehicle. Every player has one.

Loose stone — a Weirdstone on the table, not carried by any car.

Natural 1 / natural 6 — the number on the die before any modifiers.

Obscured — half or more of a car hidden from the firing weapon. −1 to hit.

Rough ground — terrain that halves the distance moved through it.

Rebuilt — a Wrecked car returning at half Hull on your next turn.

Rig Sheet — your written record of a car's gear. It overrules the model.

Victory Point (VP) — the score that decides the match.

Weirdstone — a green comet shard. The objective, and the fuel.

Wing Car — an optional second vehicle costing 5 GP.

Wrecked — reduced to 0 Hull and removed until rebuilt.

SAFETY & COMPATIBILITY

- Recommended for ages 8 and older, with adult supervision.
- Small parts are a choking hazard. Keep loose gear away from young children and pets.
- Weirdstone Wreckers is an original independent game for player-owned die-cast cars. No vehicle, toy, film, or game company sponsors, licenses, or endorses it.

BUILD // BATTLE // REBUILD