

TWO-PLAYER STARTER.

30 cards / 2 screens / 20-page rulebook / 18 double-sided sheets

PRINT SETTINGS

US Letter, landscape. Actual Size / 100%. Double-sided: FLIP ON SHORT EDGE. Disable fit, shrink, booklet mode and automatic page scaling. This PDF is already imposed.

PAPER & THICKNESS

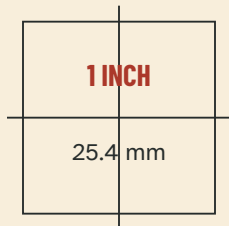
Use opaque cardstock your printer supports. Plain paper is fine for a first test, but mount both faces to opaque card so the hidden heap stays secret. Keep all cards of a given size the same thickness.

WHAT TO PRINT

Cards: pages 3–18. Screens: 19–26. Optional folded rulebook: 27–36. Screens and booklet require a printer that reaches ¼ inch from the paper edge. Otherwise use a print shop, your own barriers, or the separate digital rulebook; do not shrink.

BORROW FROM HOME

Supply one ordinary six-sided die, one heat marker per player and one marker for the lap track. Small buttons or cubes work. Dice and markers are not paper stand-ins here.



Print this sheet first, at Actual Size.

Measure both edges. Each must be exactly 1 inch.

ASSEMBLE YOUR JUNKYARD.

1 / TEST BEFORE PRINTING EVERYTHING

Use only these first two pages to test your printer. Check the square size and front/back alignment. If the back is upside down, change the duplex edge setting. Printer drift has not been physically tested for this edition.

2 / CUT THE CARDS

Cut to the corner ticks on the fronts, not the outer bleed edge. Keep all printed dimensions unchanged. Square corners are playable; round them only if you can do so consistently. If duplex alignment is poor, print fronts and backs single-sided, cut, and glue back-to-back.

3 / MAKE THREE-PANEL SCREENS

Each screen uses two duplex sheets: a center, then two wings. Cut the outlines and straight panel boundaries. Tape each 4-inch wing to its side of the 8-inch center, aligning lower hinge corners. Match the front and back art; do not shrink. A full workshop uses one character screen plus two S01 side-wall screens. Arrange them as on rulebook page 3; they remain separate standing pieces.

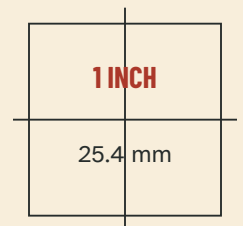
4 / FOLD THE RULEBOOK

The last ten pages are five imposed duplex sheets. Cut the outside 10 × 8-inch rectangle, keeping each left/right pair together. Nest sheets in printed order, first sheet outside. Fold vertically between the two pages to make a 5 × 8-inch booklet. Staple through the fold or hold with a clip. Do not cut the center fold.

FIRST BRAWL

The starter includes character screens for two opposite-seat players; side walls are omitted. Check that neither seat can see the empty work area before dealing. Use the teaching deal on rulebook pages 17–18. Build face up in secret; clear all screens together for the full reveal.

Hold the sheet to a light.
Front and back squares should align.



2
WEIGHT



SMALL
J037

4+
ROLL TO HIT

WILD

1
WRECK

1
WEIGHT



SMALL
J038

5+
ROLL TO HIT

WILD

1
WRECK

1
WEIGHT



TUNE
J039

5+
ROLL TO HIT

WILD

1
WRECK

1
WEIGHT



SMALL
J040

5+
ROLL TO HIT

WILD

1
WRECK

1
WEIGHT



SMALL
J041

6+
ROLL TO HIT

AIM

1
WRECK

1
WEIGHT



PATCH
J042

6+
ROLL TO HIT

WILD

1
WRECK



3
WEIGHT



GUARD

J001

CAST-IRON RADIATOR

SCRAP: CANCEL 1 WRECK.

5+

ROLL TO HIT

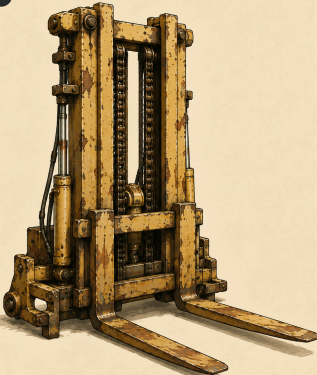
WILD



1

WRECK

3
WEIGHT



MEDIUM

J003

FORKLIFT MAST

4+

ROLL TO HIT

AIM



1

WRECK

2
WEIGHT



MEDIUM

J004

BROOM BATTERY

4+

ROLL TO HIT

WILD



1

WRECK

3
WEIGHT



MEDIUM

J016

OIL DRUM

5+

ROLL TO HIT

WILD



2

WRECK

2
WEIGHT



TUNE

J022

TELEVISION SET

SCRAP: REROLL YOUR ATTACK.

5+

ROLL TO HIT

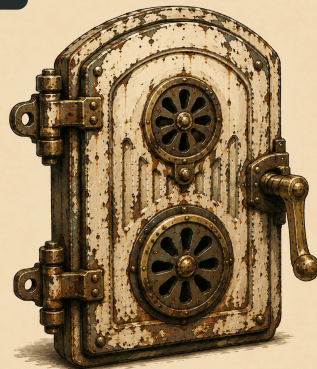
WILD



1

WRECK

3
WEIGHT



GUARD

J025

STOVE DOOR

SCRAP: CANCEL 1 WRECK.

5+

ROLL TO HIT

WILD



1

WRECK



2
WEIGHT

TUNE
J002

WINDOW AC

SCRAP: REROLL YOUR ATTACK.

5+
ROLL TO HIT

WILD

1
WRECK

2
WEIGHT

GUARD
J005

GOLF CART ROOF

SCRAP: CANCEL 1 WRECK.

5+
ROLL TO HIT

WILD

1
WRECK

2
WEIGHT

MEDIUM
J006

SHOPPING CART

4+
ROLL TO HIT

WILD

1
WRECK

3
WEIGHT

GUARD
J007

PORCELAIN SINK

SCRAP: CANCEL 1 WRECK.

5+
ROLL TO HIT

WILD

1
WRECK

3
WEIGHT

MEDIUM
J009

POPCORN KETTLE

5+
ROLL TO HIT

WILD

2
WRECK

2
WEIGHT

GUARD
J010

SODA MACHINE DOOR

SCRAP: CANCEL 1 WRECK.

4+
ROLL TO HIT

WILD

1
WRECK



2
WEIGHT



MEDIUM
J013



WHEELBARROW

4+
ROLL TO HIT

WILD


1
WRECK

2
WEIGHT



MEDIUM
J021



PARKING METER

4+
ROLL TO HIT

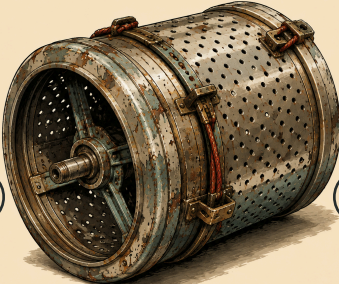
AIM

1
WRECK

2
WEIGHT



PATCH
J015



WASHER DRUM

SCRAP: REATTACH A WRECK.

5+
ROLL TO HIT

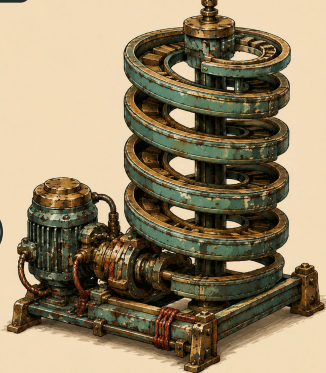
WILD


1
WRECK

2
WEIGHT



MEDIUM
J024



VENDING COIL

4+
ROLL TO HIT

AIM

1
WRECK



LARGE
J085



4

WEIGHT



FARM TRACTOR

4+

ROLL TO HIT

WILD



2

WRECK

LARGE
J086



4

WEIGHT



JUNKYARD SEDAN

4+

ROLL TO HIT

WILD



2

WRECK



CHASSIS / C01

WEIGHT 0



RAM 5+ / WILD

WRECK 1 / NEVER HOT

9 PARTS MAX

WEIGHT 20 MAX

CHASSIS / C03

WEIGHT 0



RAM 5+ / WILD

WRECK 1 / NEVER HOT

9 PARTS MAX

WEIGHT 20 MAX



A01 / ATTACKS / TRICKS ON REVERSE

BRAWL CHEAT SHEET

ATTACK OR PATCH

Choose a non-HOT part, or RAM. With 3–4 active machines, attack an opponent with the most parts among your opponents. Break a tie by choosing.

ROLL $\geq$ TARGET = HIT

WILD: defender chooses wrecks. AIM: attacker chooses exposed parts (exactly one joined port). If none are exposed, defender chooses.

REMOVE. CHECK. REPEAT.

Wreck one at a time; disconnected branches fall free. Clear old heat. Heat your weapon if still attached, hit or miss. RAM stays cool.

LAP 5+ = REDLINE**DOUBLE ALL PRINTED WRECK. RAM TOO.**

A02 / ATTACKS / TRICKS ON REVERSE

BRAWL CHEAT SHEET

ATTACK OR PATCH

Choose a non-HOT part, or RAM. With 3–4 active machines, attack an opponent with the most parts among your opponents. Break a tie by choosing.

ROLL $\geq$ TARGET = HIT

WILD: defender chooses wrecks. AIM: attacker chooses exposed parts (exactly one joined port). If none are exposed, defender chooses.

REMOVE. CHECK. REPEAT.

Wreck one at a time; disconnected branches fall free. Clear old heat. Heat your weapon if still attached, hit or miss. RAM stays cool.

LAP 5+ = REDLINE**DOUBLE ALL PRINTED WRECK. RAM TOO.**

A01-A04 / TRICKS / ATTACKS ON REVERSE

SCRAP FOR A TRICK

Tricks are optional. Scrap an attached trick to SPENT, not wreck. Disconnected branches fall into wreck. Spent cards cannot return.

TUNE / AFTER YOUR ROLL

Scrap one TUNE—not your weapon. Reroll once; keep the second result. If your weapon falls, finish the attack before checking elimination.

GUARD / AFTER TUNE

If the final roll hits, scrap GUARD before choosing wrecks. Cancel 1 per GUARD, up to the hit's wreck count. Its own loss still happens.

PATCH / YOUR WHOLE TURN

Scrap PATCH. Reattach 1 own wreck legally; rotate it, but do not move survivors. Maximum 9 parts / weight 20. If none fits, do not use PATCH.

FULL TIMING & EXAMPLES: RULEBOOK 14-15

A trick is a trade, not a free bonus.

A01-A04 / TRICKS / ATTACKS ON REVERSE

SCRAP FOR A TRICK

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FULL TIMING & EXAMPLES: RULEBOOK 14-15

A trick is a trade, not a free bonus.

T01 / MOVE THE BLACK PAWN AFTER EACH LAP

THE BRAWL

1

2

3

4

5

10

9

8

7

6

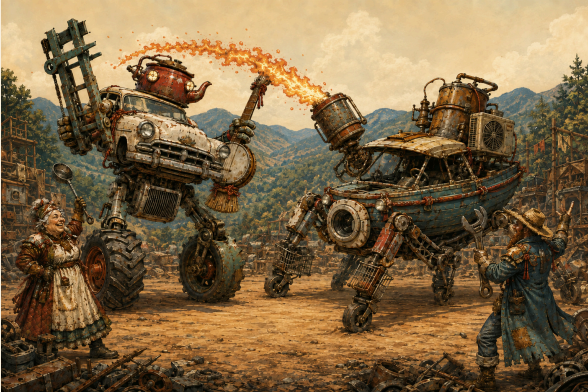
LAPS 5-10: ALL SUCCESSFUL ATTACKS WRECK ×2

END OF 10: MOST PARTS / LOWER CURRENT WEIGHT / SHARED WIN

Q01 / YOUR FIRST JUNKYARD

RUMMAGE. RIG.

REVEAL. WRECK.



FIRST GAME: SEE RULEBOOK PAGES 17-18.

Deal the two listed 12-card hands and their chassis. Skip the heap and swaps. Build face up behind your screens, then reveal together.

Up to 9 parts. Weight 20 maximum. Same-shaped ports join. Keep a path to your chassis.

YOUR MACHINE. YOUR RIDICULOUS IDEA.

ACTUAL SIZE / SHORT-EDGE DUPLEX / CUT TO TICKS

PAGE 17 / SHEET 9



AUNTIE CINDER

THE BOILER QUEEN

CINDER HOLLOW



Nothing is broken. Some things are just impatient.

SAME RULES. YOUR OWN KIND OF TROUBLE.

MAKE A LITTLE TROUBLE.

12 9 20

CARDS TO RUMMAGE

PARTS MAXIMUM

WEIGHT MAXIMUM



BOLT



PIPE



SPARK

SAME COLOR + SAME SHAPE. TURN CARDS BY QUARTER TURNS.

RIG & REVEAL

Build face up, hidden from rivals.
Rearrange freely. Every part needs a
matching path to the chassis. No overlaps.

Lift screens together. Name your
machine! Check joins and weight. Fix only
illegal construction.

Lightest starts, then clockwise. Keep that
order as parts fall.

WIN THE BRAWL

Last machine with parts wins. After lap 10:
most parts, then lower current weight,
then share the crown.

ATTACK OR PATCH

Attack with a non-HOT part, or RAM. With
3–4 active machines, target an opponent
with the most parts among your
opponents.

Roll the target or higher. WILD: defender
chooses. AIM: attacker chooses exposed
parts, one at a time (1 joined port). None
exposed? Defender chooses.

Disconnected branches fall. Move heat to
your weapon, hit or miss. RAM clears heat.

LAP 5+ / REDLINE
DOUBLE PRINTED WRECK. RAM TOO.

SCRAP A TRICK CARD TO USE IT. SPENT CARDS CANNOT RETURN.

GUARD

Cancel 1 wreck

TUNE

Reroll once; keep it

PATCH

Instead of attack: reattach 1 wreck

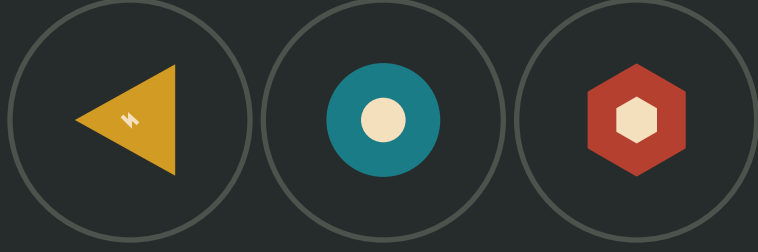
TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



DUKE RATCHET

LORD OF THE LAST GOOD BOLT

SWITCHBACK SALVAGE



Factory warranty expired. County legend begins.

SAME RULES. YOUR OWN KIND OF TROUBLE.

MAKE A LITTLE TROUBLE.

12 9 20

CARDS TO RUMMAGE

PARTS MAXIMUM

WEIGHT MAXIMUM



BOLT



PIPE



SPARK

SAME COLOR + SAME SHAPE. TURN CARDS BY QUARTER TURNS.

RIG & REVEAL

Build face up, hidden from rivals.
Rearrange freely. Every part needs a
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Lift screens together. Name your
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Roll the target or higher. WILD: defender
chooses. AIM: attacker chooses exposed
parts, one at a time (1 joined port). None
exposed? Defender chooses.

Disconnected branches fall. Move heat to
your weapon, hit or miss. RAM clears heat.

WIN THE BRAWL

Last machine with parts wins. After lap 10:
most parts, then lower current weight,
then share the crown.

LAP 5+ / REDLINE
DOUBLE PRINTED WRECK. RAM TOO.

SCRAP A TRICK CARD TO USE IT. SPENT CARDS CANNOT RETURN.

GUARD

Cancel 1 wreck

TUNE

Reroll once; keep it

PATCH

Instead of attack: reattach 1 wreck

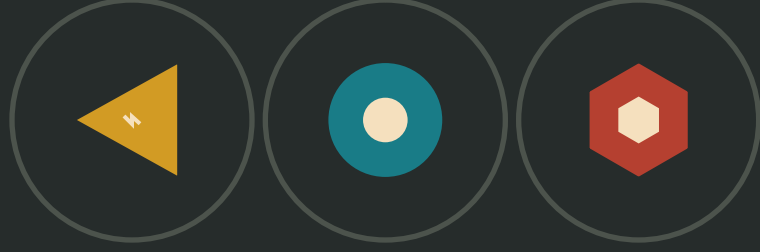
TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS



RUMMAGE / RIG
REVEAL / WRECK



TRASH MASTERS

01 RUMMAGE

Take 12. Trade up to 3.

02 RIG

Face up in secret. Up to 9 parts. Weight 20.

03 REVEAL

Lift screens together. Lightest starts.

04 WRECK

Attack or PATCH. Roll high enough. Move heat.

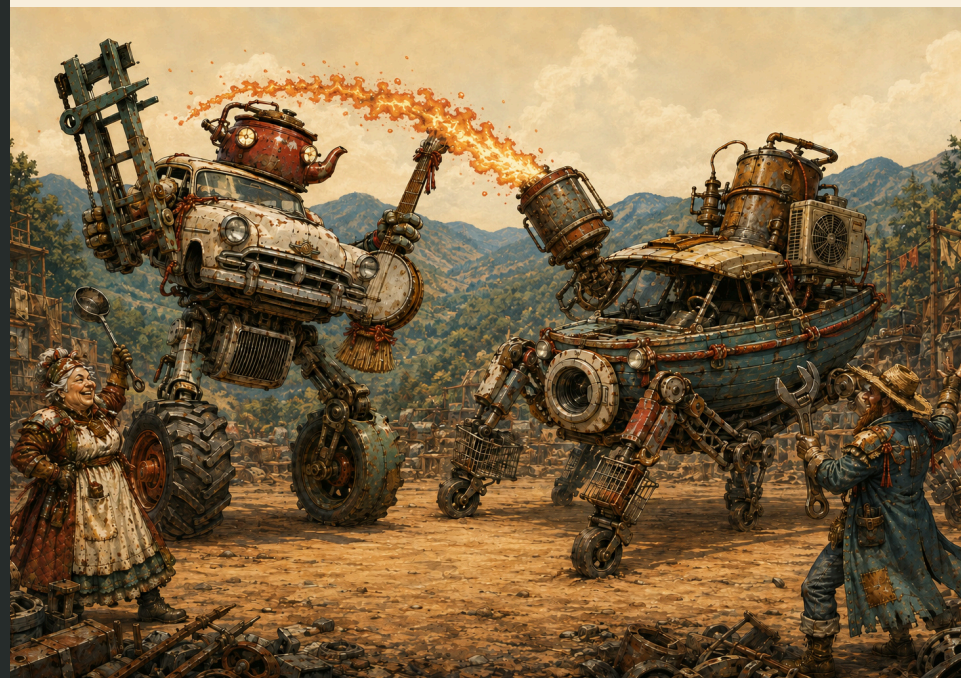
LAP 5+ / DOUBLE PRINTED WRECK

Last machine with parts wins. After lap 10: most parts, then lower current weight, then share the crown.

One person's trash. Your next champion.

FIRST PROOF EDITION

TRASH MASTERS



RUMMAGE. RIG. REVEAL. WRECK.

A junkyard-building brawl for 2–4 warlords.

THE FIELD MANUAL



YOUR NEXT BAD IDEA.

Nothing at the junkyard is useless. Sometimes it just needs four legs and a bad attitude. Rummage for scrap, bolt a ridiculous machine together in secret, then reveal it and let the parts fly.

WIN THE BRAWL

Be the last machine with parts left. If more than one survives ten laps, most attached parts wins. Ties go to lower current weight, then share the crown.

100

SALVAGE CARDS

48 small / 36 medium / 16 large

6

CHASSIS

Different shapes of trouble

4

PRIVATE WORKSHOPS

12 screens in all / 4 reference cards

1

DIE + BRAWL TRACK + LAP PAWN

Plus four red heat cubes and a quickstart card

First time? The two-player teaching deal is on pages 17–18.



ONE LAST RUMMAGE.

Can I move a part after the reveal?

Only to fix illegal construction before the fight, restore an accidental bump, or place one returning PATCH card. No combat redesigns.

Does a chassis count as a part?

No. It weighs zero, cannot be wrecked and does not count toward the nine-part limit or the final parts total.

Can I use the same trick twice?

Not with the same card. A used trick goes permanently to spent for this brawl. A different attached trick card may be used at its legal time.

What if my only weapon is HOT?

Use RAM. It clears heat, so that weapon is ready on your next turn.

Do warlords have different powers?

No. Choose the screen personality you like; everyone follows the same rules.

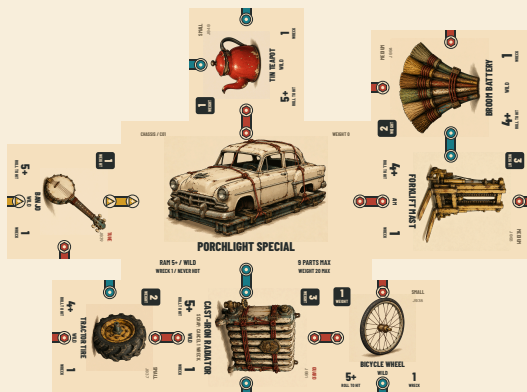
First proof edition. Timing and age suitability still need human playtesting; a physical proof is required before wider production. Concept developed from One Shot Podcast. Original AI-generated illustrations; editable rules, data and layouts accompany the production files.



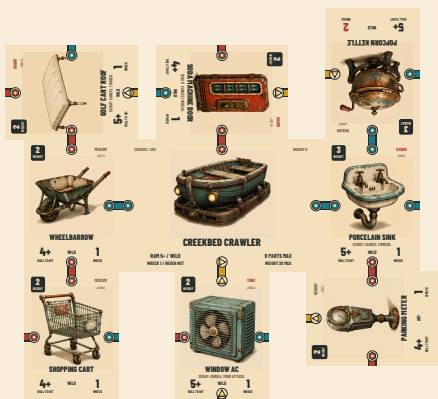
A LITTLE INSPIRATION.

You can copy these legal builds to learn the joins, or make your own. You do not have to use all 12 cards. Return unused stash cards to the box after revealing.

THE PORCH PUMMELER / 7 PARTS / WEIGHT 13



CREEKED CRAWDADDY / 8 PARTS / WEIGHT 18



If copying these exact builds, the Pummeler starts because 13 is lighter than 18. Then take turns normally. Try swapping hands for the rematch.



SET UP THE YARD.

- 1 Give each player a character screen, two S01 side walls, a reference card and a heat cube. Arrange the separate screens as shown. Leave room for a machine and wreck pile.
- 2 Lay out six chassis. Roll: highest chooses first, then clockwise; reroll tied highest rolls. Chassis are your machines' roots, not parts. They weigh zero.
- 3 Mix all 100 salvage cards face down in one heap. Reveal four beside it as the swap row. Put the black pawn on lap 1 of the track. Keep the die within reach.

Before dealing, check the empty work area from every seat. Close corner gaps; stay seated and do not peek. In an opposite-seat duel, side walls are optional if this check passes.





RUMMAGE & TRADE.

TAKE TWELVE

Start with the player who chose a chassis last, then go clockwise. Take one heap card per turn until everyone has 12. The first card you touch is yours: choose by size, but never peek before taking it. Look at it behind your screen. You may start arranging while others draw.

THREE CHANCES TO TRADE

Go around once more in the same order. On your turn, trade up to three stash cards for the same number of cards in the swap row. Trade one at a time: take a visible card, then put your offered card face up in its place. You may decline. Everyone sees trades, but not your construction.

Big scrap can hit hard, but costs more weight and table space. A few small connectors can keep a grand idea together.



YOUR FIRST TWO-PLAYER BRAWL.

Find the cards below by ID. Give each player the listed chassis, 12 parts, a character screen and a heat cube. Sit opposite and check privacy (page 3). Keep the die and track in the middle. Skip the heap and swap row.

PLAYER 1

C01 / Porchlight Special

- J001 Cast-Iron Radiator
- J003 Forklift Mast
- J004 Broom Battery
- J037 Tractor Tire
- J038 Bicycle Wheel
- J039 Banjo
- J040 Tin Teapot
- J016 Oil Drum
- J022 Television Set
- J025 Stove Door
- J041 Spark Plug
- J085 Farm Tractor

PLAYER 2

C03 / Creekbed Crawler

- J002 Window AC
- J005 Golf Cart Roof
- J006 Shopping Cart
- J007 Porcelain Sink
- J009 Popcorn Kettle
- J010 Soda Machine Door
- J013 Wheelbarrow
- J021 Parking Meter
- J015 Washer Drum
- J024 Vending Coil
- J042 Pipe Elbow
- J086 Junkyard Sedan

Build freely using pages 6–7. The next page shows two possible creatures—not required solutions. On your next game, return these cards to the full heap and rummage normally.



CLAIM THE COUNTY.

LAST MACHINE STANDING

After an action and all its consequences finish, a machine with no attached parts is out. Skip its future turns. Empty machines cannot react or return to the brawl. The last machine with parts wins immediately.

COUNTING LAPS

A lap ends when every machine active at its start has had a turn or been knocked out. Move the pawn forward. If the starting player is out, the next active player clockwise starts future laps. REDLINE begins on lap 5.

TEN LAPS IS THE LIMIT

Finish lap 10, then compare surviving machines: most attached parts wins. Tied counts compare current part weight; lower wins. If both count and weight match, share the crown.

If one action leaves no machine with parts, everyone who was still active at the start of that action shares the win.

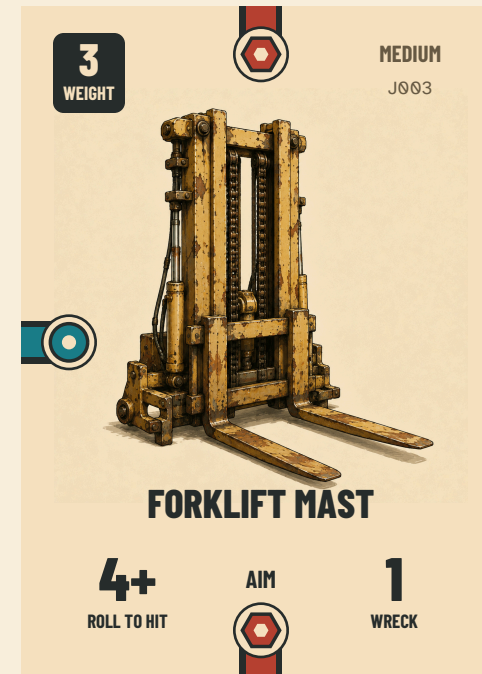
RUN IT BACK

Play again: return all salvage, including spent cards, to the heap. Clear heat and reset lap 1. Keep your chassis or choose new ones. For a match, first to two brawl wins takes the title. Shared wins count for each tied player; if several reach two together, share the title.



READ A PIECE OF JUNK.

Every salvage card is one complete reusable object. Its name is flavor; its numbers and ports do the work.



WEIGHT

Add installed weights. Maximum 20.

WRECK

How many parts a hit removes. REDLINE doubles it.

EDGE PORTS

Match a color AND shape. Blank means no port.

ROLL TO HIT

This 4+ hits on 4, 5 or 6.

AIM / WILD

Who chooses the wrecks. See page 11.

SCRAP TRICK

Some cards say GUARD, TUNE or PATCH. See pages 14-15.



RIG YOUR MONSTER.

9

PARTS MAXIMUM

20

WEIGHT MAXIMUM

Build simultaneously, face up in your private workshop. Keep your chassis plus up to nine attached parts, with total part weight at most 20. Rearrange freely. Keep the whole machine hidden; adjust your screens or make a more compact shape.



BOLT



PIPE



SPARK

BOLT joins BOLT. PIPE joins PIPE. SPARK joins SPARK. A port joins at most one other port. Turn cards by quarter turns; never overlap or cover them. Every installed part needs a chain of matching joins back to your chassis. Branches and loops are allowed.

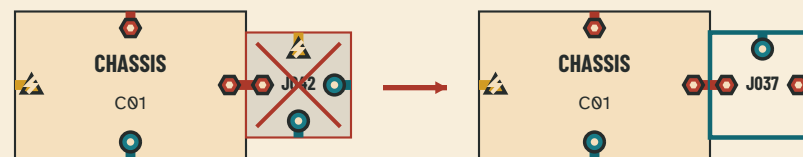
Unused cards stay face down in your stash. They cannot enter this brawl after the reveal. Take all the time you need for your first game; later, use a three-minute timer if everyone agrees, or reveal when everyone is ready.



PATCH IT BACK TOGETHER.

Instead of attacking, scrap one attached PATCH. Take one part from your own wreck pile and join it to a legal open port without moving surviving cards. You may rotate the returning part. Stay within nine parts and weight 20.

- 1** SCRAP the PATCH. It goes to spent; any disconnected branch goes to wreck.
- 2** CHOOSE one wrecked part. It may be a part that just fell when you removed PATCH.
- 3** REATTACH it legally. If no part fits, do not use PATCH. Spent cards cannot return.



SPEND PIPE ELBOW

RETURN TRACTOR TIRE

Keep heat where it is, unless that card fell. PATCH uses your whole turn; it does not also attack.

Check elimination only after the complete action. A last remaining PATCH can replace itself with a legal wreck before the empty machine is counted out.



SCRAP FOR A TRICK.

Tricks are optional. Trick cards also attack normally. To use a trick, permanently remove that card to the spent pile—not the wreck pile. Any branch it disconnects falls into your wreck pile as usual. Spent cards cannot return this brawl.

TUNE / REACTION

After your attack roll, scrap one attached TUNE to reroll once. Keep the second result. At most one TUNE per attack; never scrap the attacking card itself. If removing TUNE disconnects your weapon, finish the declared attack before checking whether your machine is out.

GUARD / REACTION

After TUNE is settled, if an opponent's final roll hits, scrap an attached GUARD to cancel one wreck. Do this before choosing any wrecks. You may use multiple GUARDS, up to the hit's wreck count. GUARD works against AIM, too. Its own removal and falling branches still happen.

A trick is a trade, not a free bonus. Keep wreck and spent piles separate.



MATCH PORTS, NOT PICTURES.

Place edges together with matching port centers aligned. Line up the broad bands; tiny print or cut shifts do not matter.

YES / MIXED SIZES

The cards need not share a width. Their matching ports line up.



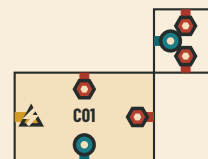
NO / WRONG PORTS

Aligned ports of different types may not touch.



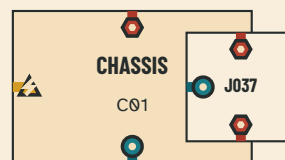
NO / CORNERS

A corner contact is not a join. This part has no path to the chassis.



NO / OVERLAP

Cards cannot cover one another, even if the art looks good.



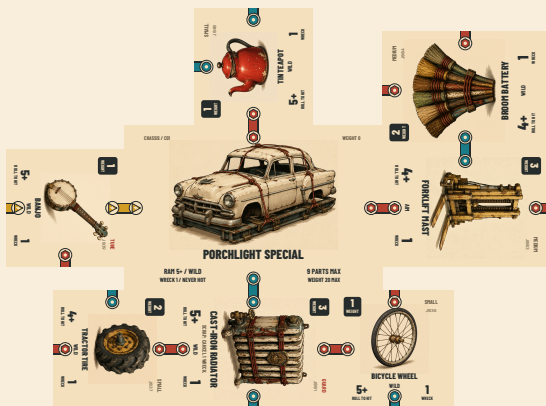
Blank edges may touch. Touching edges without a matching port do not connect. The illustrations themselves never need to line up.



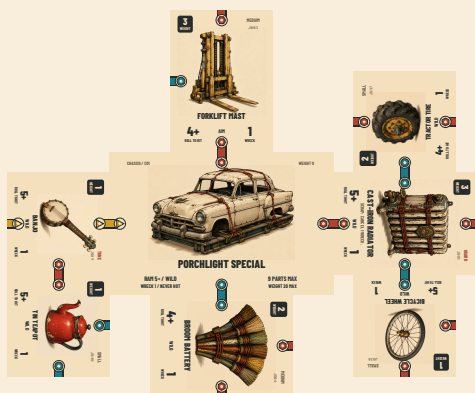
ONE PILE. TWO PERSONALITIES.

A radiator can be a hip today and a snout tomorrow. These two legal machines use the exact same seven parts and chassis.

THE PORCH PUMMELER



THE BANJO GATOR



Seven parts. Weight 13. No special head, body or leg cards required. Give your own creation a name.



HOT PARTS. HOTTER FINISH.

YOUR LAST WEAPON IS HOT

After an attack, clear old heat. Put your cube on the attacking part, hit or miss, only if it is still attached. A HOT part cannot attack until you attack with something else. Reactions do not move heat.

RAM GETS YOU UNSTUCK

RAM is your fallback: 5+ / WILD / wreck 1. After RAM, remove heat from your machine. It is always available while you still have parts, and never becomes HOT itself.

LAP 5+ / REDLINE

From lap 5 onward, every successful attack wrecks twice its printed number: 1 becomes 2; 2 becomes 4. This includes RAM. Roll targets, AIM/WILD and scrap tricks stay the same. GUARD still cancels only one wreck per card scrapped.

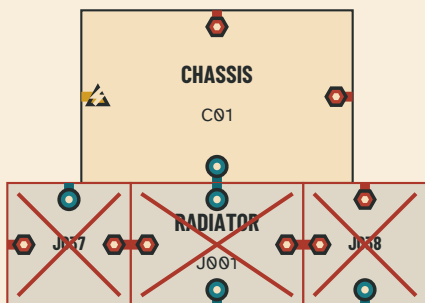
REDLINE STAYS ON UNTIL THE BRAWL ENDS.



WHEN ONE PART GOES...

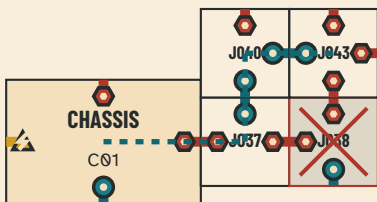
Put a wrecked part face up in its owner's wreck pile. After every removal, all parts with no remaining path to the chassis fall into that same pile. Falling branches do not use up extra wrecks. Repeat for each remaining wreck from the hit.

A BRANCH CAN FALL



Remove the radiator: both wheels lose their only path and fall with it. One chosen wreck can cost three parts.

A LOOP CAN HOLD



An alternate path saves a branch. In this loop, removing one part leaves the others connected to the chassis.

Do not rearrange surviving cards during a brawl. Only restore their old positions after an accidental bump. A falling HOT part loses its heat marker.



THREE. TWO. ONE. REVEAL.

THE BIG MOMENT

Count down and clear all your screens together. Reveal the whole machine, not one card at a time, and announce its name. Check part count, weight and joins openly. Fix illegal construction before fighting, moving only what is necessary—not redesigning to counter your rivals.

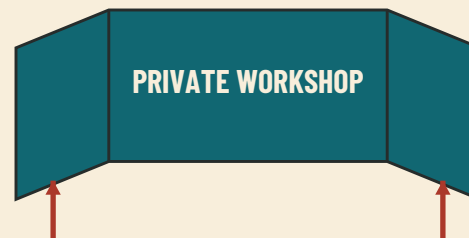
EVERYONE NEEDS A MACHINE

No attached parts? Attach one legal stash card. If none fits, choose an unused chassis that accepts one. Then return every remaining stash card to the box.

LIGHTEST STARTS

The lowest total weight starts the brawl. Tied for lowest? Roll; highest starts, rerolling ties. Turns then go clockwise. Keep this order for the entire brawl, even when parts fall off.

The surprise is for your rivals. You always see what you are building.





PICK A WEAPON. ROLL.

1 / CHOOSE YOUR ACTION

On your turn, attack with one attached part that is not HOT, or use PATCH instead (page 15). You may always use your chassis's RAM while you still have parts: 5+ / WILD / wreck 1. RAM never overheats.

2 / CHOOSE AN OPPONENT

With two machines left, attack the other one. With three or four active machines, choose an opponent with the most attached parts among your opponents. If tied, choose among them. This restriction applies only to attacks.

3 / ROLL TO HIT

Name your weapon and roll one die. Resolve TUNE first (page 14). If the final roll meets or beats its target, you hit: resolve GUARD, then choose and remove wrecks. On a miss, no attack wrecks occur. Then move your heat marker, hit or miss.



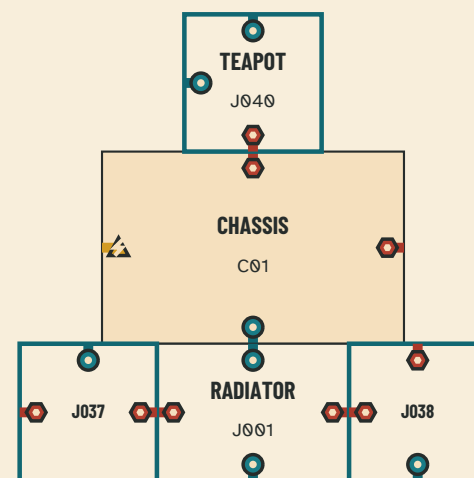
A 4+ weapon rolls a 5: hit! Wreck its printed number. From lap 5, double that number.



WHO CHOOSES THE WRECK?

WILD: the defender chooses each part to wreck.

AIM: the attacker chooses, but only exposed parts. An exposed part has exactly one joined port. Remove one part, check exposure again, then choose the next. If no exposed parts remain, the defender chooses the next part instead.



Both wheels and the teapot each have one join: exposed. The radiator has three joins: protected from AIM for now. The chassis can never be wrecked.

AIM does not ignore connections. WILD can remove a hub—but its owner chooses whether to take that risk.