

# HEAR



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PRESS

# RULEBOOK

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**Click the BodgeTube  
icons placed throughout  
the rulebook for  
video tutorials!**



*Heat is a 2-4-player game of fast and furious action with a dash of hilarious fun and goblin mayhem. It takes place in a post-apocalyptic wasteland where warring gangs of goblin bodgers fight over the wreckage of great battles to find new parts for their motley fleets of deadly motor vehicles. Sites of the largest and most extended battles draw the biggest and baddest gangs to the heaps of burned vehicle husks and discarded ordnance with their hearts set on hauling away enough useful salvage to fortify their power. The bodgers who can assemble the most impressive collection of maniacal machines and drive off the rival gangs in their area will claim the rest of the scrap for themselves.*

## Contents

16 Vehicle cards (4 of each vehicle)  
100 Part cards  
1 Instigator card  
4 Reference cards  
Game rules

## Game Basics



The goal of the game is to be the first player to gather at least three upgrade parts for each vehicle in his garage—and *then* win a decisive battle against the other gangs in the wasteland.

Each player starts with a bare-bones version of a Doombuggy, a Scrap Hog, a Gyrohopper, and a Bigg Rigg. They race to trick out these vehicles by upgrading various parts and strapping on bizarre weaponry to prepare for the final showdown. Each vehicle has different strengths, so players need to make the most of the parts they score from the scrap heap in order to show the other gangs who rules the wasteland!

## Part Card Layout



**Vehicle Symbol:** Shows the type of vehicle the card can be attached to (Doombuggy, Gyrohopper, Scrap Hog, or Bigg Rigg).

**Part Symbol:** Identifies the card as a Weapon, Engine, Cargo, Movement, or Bling part. A vehicle can't have more than one of each part type (only one Engine, for example).

**Bodge Box:** Determines what the card does when a player attaches it to a vehicle during the Bodge Vehicles step of the turn (called "running the box").

**Rush Box:** Determines what the card does if its owner triggers it while it is part of a rushing vehicle during the Rush the Heap step of the turn.

**Combat Tree:** Determines what the card does if it is played during the Rush the Heap step of the turn.

## Starting the Game

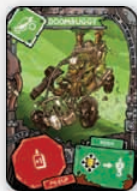
Give each player a reference card and one of each vehicle card. Each player places his four vehicle cards in front of him with the non-turbo sides facing up. Leave room to attach parts to each vehicle!

Shuffle the part cards and place them facedown at one end of the table. This is the **heap** all players will draw from. When cards are discarded, they are placed facedown at the other end of the table from the heap to make the **rubbish** pile. Leave the area between the heap and the rubbish clear. This part of the table will be used for combat. When the heap runs out, shuffle the rubbish to make a new heap.

The player who most recently fixed something in real life takes the **instigator** card. Whoever has this card goes first in the various steps and actions of the game, followed by the other players in clockwise order. The instigator card will be passed to the next player after each turn.

Time to start the game!

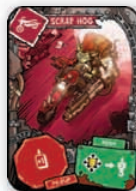
## Vehicle Specialties



**Doombuggy** (green)  
Excels at damaging and repairing vehicles.



**Gyrohopper** (blue)  
Excels at finding just the right parts in the heap.



**Scrap Hog** (red)  
Excels at sneaking parts away from the heap.



**Bigg Rigg** (orange)  
Excels at hauling lots of parts from the heap.

## Gameplay

Each turn has the following steps:

1. Draw Cards
2. Bodge Vehicles
3. Rush the Heap\*
4. Check the Haul



\*If any player has three or more parts on *each* of his four vehicles at the start of the Rush the Heap step, it is time for the final battle, the pileup (p. 12).

### 1. Draw Cards

*Gobbers are resourceful buggers always on the lookout for scrap, fuel, ammo, or usable parts as they roam the scarred wastelands.*

At the start of the game, each player in order draws 6 cards. The number of cards in each player's hand is public knowledge. Players can never look at the cards in another player's hand or in the rubbish.

During the Draw Cards step of subsequent turns, each player in order can discard any number of cards from his hand facedown to the rubbish and then draw from the heap until he has 6 cards. There is no maximum hand size, but a player can draw only if he has fewer than 6 cards in his hand after discarding.

### 2. Bodge Vehicles

*The gopher gangs are full of mad mechanics never quite satisfied with a vehicle. They love to tinker with their machines by turbocharging an engine or strapping new weaponry to the hoods!*

During the Bodge Vehicles step, each player in order has a chance to attach parts to his vehicles and a chance to repair parts he has already attached.

#### Attaching Parts

A player can **attach up to two parts** from his hand to his vehicles during this step. Doing this isn't mandatory, but each part card provides an immediate effect and gives the vehicle new abilities. Attach the parts one at a time. If a player wants to attach a second part, even to another vehicle, he can do that only after finishing with the first part.





#### Attaching a Part Card

**Tip:** Once you've attached a part card, tuck it under the other cards for that vehicle so its bodge box is hidden. This will make it easier to see all your vehicle's rush boxes at a glance.

#### A vehicle can have only one of each kind of part.

For example, each vehicle can include one Cargo part, one Weapon part, and one Engine part, but it can't include two Weapon parts. A player can replace a part on a vehicle with another part of the same type, though. To do this, he discards the existing part card and attaches the new card to the vehicle. He then runs the bodge box of the new card just as he would when attaching any other part (described below).

Attaching a part card brings the part online. When a player attaches a part card to one of his vehicles, he runs the bodge box by following the instructions of the symbols there, from left to right. All symbols must be followed as much as possible, even if the effects aren't good for the player. If a symbol can't be followed for some reason, he simply moves to the next symbol in the box. For example, say a player attaches a part card that has the symbol or "You discard 2 cards." If he has 2 or more cards in his hand, he discards 2 cards and then moves on to the next symbol in the bodge box. If he has just 1 card in his hand, he discards that card, then moves on. If his hand is empty when he attaches the part, he simply moves on.

The reference cards show each of the game's symbols and their effects. Two of particular note are Challenge  and Haul .




**Challenge:** When you play a **challenge**, you choose the vehicle type that all players must use later that turn in the Rush the Heap step, instead of the vehicle of their choice. But beware! Any other challenge played this turn will replace yours, and the person playing it will be able to choose a different vehicle type.

**Haul:** When you **haul** a card, take the top card of the heap and set it aside facedown in your **haul pile** without looking at it. Each player has the opportunity to haul cards during the turn. These cards will be used later, during the Check the Haul step of the turn.

### Tactics Note

The bodge boxes on some cards provide an immediate benefit when the card is played. Other effects are fairly neutral, and others are actually a disadvantage in the short term. Cards that have a disadvantage when attached (like requiring the owner to discard) have effects that are more powerful over the course of the game, though, so they're an investment that will pay off down the road!

### Repairing Damaged Parts

A part becomes **damaged** when a player uses Shoot Left , Shoot Right , or Shoot Any  against it. When a part is damaged, its owner turns the card upside-down. **It still counts as a part on the vehicle**, but while it's damaged its rush box can't be used.


A player can **repair up to two** of his damaged parts during each turn. To repair a damaged part, he discards a card with a matching vehicle symbol and turns the repaired part upright.






### Tactics Note

Although you can attach up to 2 cards and repair up to 2 parts in a turn, playing all 4 cards leaves you with very few in your hand. The more cards you have in your hand later in the turn, the better your chances of winning the rush, so you'll want to balance the number of cards you attach or repair with the number remaining in your hand.

## 3. Rush the Heap







*During the rush, each gang sends a vehicle careening toward the scrap heap to battle for parts they can add to their jury-rigged machines.*

Each player, in order, chooses one of his vehicles to rush the heap. Players can typically choose any one of their four vehicles, but if any players played a Challenge  in a bodge box this turn, all players must use the vehicle that matches the **last** vehicle chosen for a Challenge.

The instigator starts off the battle by turning over the top card of the heap and placing it faceup in the center of the table (between the heap and the rubbish) as the first card in this turn's **combat pile**. This card counts as his play for the turn, and the **attack symbol** (, , ) in its combat tree is his first attack for the rush. If it is a Player's Choice Attack  or includes a Swerve , he makes the decisions for it as if he had played the card from his hand.

The player to the instigator's left must now respond to the current attack by choosing to **fight** or **drop out**.

### Special Attack and Block Symbols

There are a few attacks and blocks beyond the standard red, yellow, or green attacks (, , ) and blocks (, , )



**Player's Choice Attack** allows a player to choose which color an opponent will need to beat (green, red, or yellow).



**Reckless Attack** can be blocked by *any* block symbol.



**Block All** beats any attack symbol.



**Swerve** allows a player to choose both the next player to play a card during the rush *and* the direction of play (clockwise or counterclockwise).

### Tactics Note

Strategically using Player's Choice Attacks, Reckless Attacks, Block Alls, and Swerves can make a big difference in the outcome of the rush. Watch opponents' card choices carefully to use them at just the right time.

# Combat

1. To fight, a player must play a card with a block symbol (🔴, 🟡, 🟢) that matches the current attack's color. This card is played faceup onto the combat pile. If a player doesn't have a card with the correct color block or doesn't wish to play any of his matching cards, that player is forced to drop out of the rush.

2. When a player plays a card onto the combat pile, he should check to see whether it can trigger any of the rush boxes on the part cards attached to his rushing vehicle. A Player's Choice Attack 🌀, Reckless Attack 🌟, or Block All 🛡️ can trigger a rush box, but the 🌀, 🌟, or 🛡️ symbol itself (not just the color attack or block symbol it stands in for) must appear in the rush box. (See p. 9 for some examples.)

When running a rush box, deal with the effect symbols from top to bottom as completely as possible. **Each card played during the rush can trigger only one card's rush box, and each part in a rushing vehicle can be triggered only once per rush.** When he triggers a card's rush box, a player moves the card toward him as a reminder that it can't be triggered again during that rush.



3. Play continues around the table until all players but one have dropped out.

4. The player who played the last card onto the combat pile wins the rush and now runs *all* rush boxes on his

rushing vehicle that trigger when the rush is won 🏆 or when the rush ends 🏁. Note that this includes the rush box on his vehicle card, which allows him to haul the top 2 cards of the heap and place them in his haul pile. Play proceeds clockwise around the table until all players have run the rush boxes on their rushing vehicles that trigger when the rush ends 🏁.

At the end of the rush, parts that were triggered during the rush are returned to their normal position and the combat pile is put into the rubbish.

## Rush Box Examples

Here are some examples of rush boxes and how their triggers work.



After playing any card with a **red attack** symbol to the combat pile, the owner of this part can trigger it to damage a part belonging to the player on his right.



After playing **any card** to the combat pile, the owner of this card can trigger it to draw a card and then choose another player to draw a card.



After playing any card with a **Reckless Attack** symbol to the combat pile, the owner of this card can trigger it to draw a card.



After playing **any card** to the combat pile, the owner of this card can trigger it to repair any vehicle part in play (including another player's).





After playing any **Doombuggy** card to the combat pile, the owner of this card can trigger it to damage any vehicle part in play.



When the owner of this card **wins the rush**, he can trigger it to haul 2 cards and damage a part belonging to the player on his left.



## COMBAT EXAMPLE


1. In a three-player game, Chris is the instigator. He flips over the top card of the heap to begin combat, and the card has a red attack .
2. Brent is the player to Chris' left. He plays a card with the red block  and a green attack .
3. Doug is the next player. He doesn't have a green block , but he does have a Block All . Unfortunately for Doug, that card's attack is a Reckless Attack , which can be blocked by any block symbol, so Chris' block options will be wide open. Doug doesn't want to drop out of the rush, though, so he goes ahead and plays it.
4. Chris plays a card with a green block  and a yellow attack .
5. Brent plays a card with a yellow block  and a Player's Choice Attack . He chooses "red" in the hopes that Doug doesn't have a red block  in his hand. Doug is out of red blocks and is forced to drop out. Chris decides he wants to keep the only card he has with a red block, so he also drops out. Brent wins the rush.



Combat Stack

## 4. Check the Haul




*When the drivers complete their battle at the heap, the gobbers quickly pile their winnings onto their rag-tag vehicles, with the lion's share of the haul going to the most recent champion.*

By now, players have had the opportunity to trigger the Haul  when they attached parts during the Bodge Vehicles step, played a card during the rush, and completed or won the rush.

At the end of the turn, all players check their haul, which gives them a chance to go through their haul piles and add parts to their vehicles for free.

To check your haul, first set aside your hand so those cards don't get mixed up with the cards from the haul. **Hauled cards are never part of a hand.** Then pick up the cards in your haul pile and attach whichever ones you choose onto your vehicles. (Remember, you can replace existing parts—including damaged ones—but a vehicle can't have more than one part of a given part type.) Discard any cards you don't attach to a vehicle. **Ignore bodge boxes when attaching cards from your haul pile.**

After players have checked the haul, the instigator card is passed to the left, and a new turn begins with the Draw Cards step.

**Example:** Ben added 1 card to his haul pile when he attached a part during the Bodge Vehicles step this turn, 2 cards from triggering his Bigg Rigg vehicle card when he won the rush , 2 cards from a part on his Bigg Rigg that he triggered when he won the rush , and 1 card from an All Players Haul symbol  in a rush box that Will triggered during the rush.

During the Check the Haul step, Ben will set down his hand, pick up his 6 hauled cards, play those he wishes to attach to his vehicles in legal locations, discard any leftover hauled cards to the rubbish facedown, and then retrieve his hand.



## The Pileup



BodgeTube

*Once a gang begins to dominate the battles at the heap with their tricked-out fleet of vehicles, rival gangs swarm the heap to confront them in a final showdown. When the sounds of roaring engines, whirring rotors, exploding rockets, and ricocheting bullets finally die down, only one gang will stand as the masters of the heap.*

If any player has three or more parts on *each* of his four vehicles at the start of the Rush the Heap step, he triggers the final rush of the game, the pileup!

The pileup is like any other rush with the following exceptions:

**1. Players rush with all four of their vehicles** instead of choosing just one. Ignore any Challenges that were played this turn. Vehicles that have three or more parts attached (including any that are damaged) will go turbo, which gives them a better pileup box and a different rush box to use for the pileup. Players flip those cards to the turbo sides. You won't need the part cards on any of your vehicles for the rest of

the game, so discard all your part cards once you've determined which of your vehicles go turbo.

**2.** Take a look at the pileup boxes on your vehicle cards. Beginning with the player who triggered the pileup, each player discards his hand, draws the total number of cards indicated by the draw symbols **+1**, then discards the total number of cards indicated by the discard symbols **-1**.

**3.** The player who triggered the pileup flips over the top card of the heap as his attack, and the rush is on! The combat symbols in rush boxes on vehicle cards work just like those on part cards. Each rush box can be triggered only once during the pileup.

## The winner of the pileup wins the game!

### Longer & Shorter Game Variants

For a shorter game, decrease the number of vehicles that need three different parts to start the pileup.

For a longer game, require each vehicle to have four different parts before the pileup begins.

**For more information on how to play Heap, go to**

**[www.privateerpress.com/bodgers](http://www.privateerpress.com/bodgers)**



# REFERENCE

## Part Types

You can have only one part of each type on a vehicle at a time. The large symbol on the part card identifies the part type; the small symbol beside it identifies the vehicle it can be attached to.



Weapon



Engine



Cargo



Movement



Bling

## Triggers

If any of these symbols are in the rush boxes of the parts attached to your rushing vehicle, each time you play a card during the rush you can trigger one of those rush boxes.



When you play any card...



When you play a card of the matching vehicle type...



When you play a card with the matching attack symbol...



When a rush ends...



When you win a rush...

## Combat Symbols



Choose the color of this attack (red, yellow, or green).



Can be blocked by any block symbol.



Block any attack symbol.



Choose the next player to play a card to the combat pile as well as the direction of play.

## Effects

Draw, discard, and haul symbols have two parts. The lower part shows the action that will take place, and the upper part shows who takes that action.



Draw the number of cards shown.



Discard the number of cards shown.



Haul the number of cards shown.



You take the action.



You choose another player to take the action.



All players take the action.

*For all other effects, you take the action.*



Repair a part.



Choose the vehicle type all players must use in the next rush.



Damage a part belonging to the player on your left.



Damage a part belonging to the player on your right.



Damage a part belonging to any player you choose.