

Tommy The Hamburger: Bunfight!

Demo Print-And-Play Draft

Two current 40-card demo Kitchens built from the final 420-card Bunfight manifest.

This draft uses current terms: Kitchen, Crew, Heat, Bite, Yum, Buns, and Secret Sauce.

Print the card pages at actual size / 100 percent on letter paper. Cut fronts and sleeve with any backing card.

Status: draft for review, not public release yet. Do not use the old proof PDF with stale terms.

Burger Heroes Demo Kitchen

40 cards, 9 Heroes, 5 low-Heat Heroes, 1 Secret Sauce

Types: Hero 9, Moment 1, Move 9, Receipt 8, Room 4, Side Dish 2, Sidekick 7

Fry Friends Demo Kitchen

40 cards, 8 Heroes, 4 low-Heat Heroes, 1 Secret Sauce

Types: Hero 8, Move 9, Receipt 8, Room 4, Sauce 2, Side Dish 3, Sidekick 6

Double Stack Tommy The Hamburger

2 HEAT



HERO BURGER HEROES COMMON

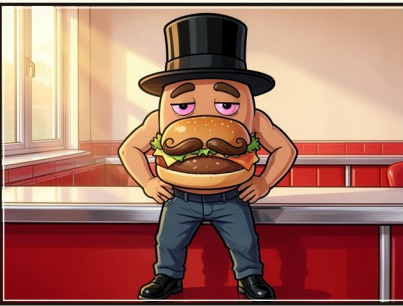
BUNFIGHT!
When played, heal 1 and give another Burger Hero +1 Yum.

BITE 3 YUM 7 003/420

Double Stack Tommy The Hamburger is why the Kitchen keeps a mop, a receipt, and one angry witness.

Classic Tommy The Hamburger

2 HEAT



HERO BURGER HEROES COMMON

BUNFIGHT!
If Tommy The Hamburger is in play, this Hero gains dodge this turn.

BITE 4 YUM 5 016/420

Tommy The Hamburger called it a bad idea, which meant everybody else called it a plan.

Baby Bun Tommy The Hamburger

2 HEAT



HERO BURGER HEROES UNCOMMON

BUNFIGHT!
Gets +1 Bite while a Sauce is attached.

BITE 4 YUM 8 002/420

Tommy The Hamburger trusted the counter oath until it started smiling. Then he trusted the exits.

Patty Paladin

2 HEAT



HERO BURGER HEROES UNCOMMON

BUNFIGHT!
If Tommy The Hamburger is in play, this Hero gains dodge this turn.

BITE 5 YUM 5 006/420

First came the counter oath. Then came the bun light. Then came Tommy asking who ordered this bullshit.

Bun Baron

3 HEAT



HERO BURGER HEROES COMMON

BUNFIGHT!
When played, heal 1 and give another Burger Hero +1 Yum.

BITE 4 YUM 7 025/420

Bun Baron left a cheese shield on the counter, and somebody got back up.

Deluxe Defender

3 HEAT



HERO BURGER HEROES COMMON

BUNFIGHT!
Gets +1 Bite while a Sauce is attached.

BITE 4 YUM 5 053/420

Deluxe Defender did not ask permission. It took the booth, rang the bell, and made the room pay attention.

Cheeseburger Champ

3 HEAT



HERO BURGER HEROES UNCOMMON

BUNFIGHT!
If Tommy The Hamburger is in play, this Hero gains dodge this turn.

BITE 5 YUM 5 008/420

Tommy The Hamburger saw Cheeseburger Champ coming and moved his fries behind cover.

Triple Treat Tommy The Hamburger

3 HEAT



HERO BURGER HEROES RARE

BUNFIGHT!
If Tommy The Hamburger is in play, this Hero gains dodge this turn.

BITE 5 YUM 9 027/420

Triple Treat Tommy The Hamburger is why the Kitchen keeps a mop, a receipt, and one angry witness.

First Burger Forever

5 HEAT



MOMENT BURGER HEROES SECRET SAUCE

BUNFIGHT!
If Tommy The Hamburger is active, you win all ties for the rest of the game.

BITE 0 YUM 0 060/420

Tommy The Hamburger only gets one Secret Sauce in a Kitchen. "Fuck Me Sideways," he said. "Make it count."

Mini Meal Mascot

1 HEAT



SIDEKICK BURGER HEROES COMMON

BUNFIGHT!
Adds +1 Yum to your active Hero.

BITE 4 YUM 5 023/420

Mini Meal Mascot walked in like a joke and left like evidence.

Crunchy Crouton Buddy

1 HEAT



SIDEKICK BURGER HEROES COMMON

BUNFIGHT!
Protects your active Hero from the next 1 damage.

BITE 1 YUM 4 028/420

The Burger Heroes call it strategy. Tommy The Hamburger calls it damn with better lighting.

Steam Bun Surprise

1 HEAT



SIDEKICK BURGER HEROES COMMON

BUNFIGHT!
Protects your active Hero from the next 1 damage.

BITE 2 YUM 5 029/420

Steam Bun Surprise did not ask permission. It took the booth, rang the bell, and made the room pay attention.

Burger Buddy Bob

1 HEAT



SIDEKICK BURGER HEROES COMMON

BUNFIGHT!
When played, draw 1 if you control a Hero.

BITE 3 YUM 2 046/420

The first rule of Burger Buddy Bob: laugh after the damage, not before.

Pickle Pal Pete

1 HEAT



SIDEKICK BURGER HEROES UNCOMMON

BUNFIGHT!
When played, draw 1 if you control a Hero.

BITE 1 YUM 5 054/420

First came the counter oath. Then came the bun light. Then came Tommy asking who ordered this bullshit.

Patty Bite Boost

2 HEAT



SIDEKICK BURGER HEROES COMMON

BUNFIGHT!
When played, draw 1 if you control a Hero.

BITE 1 YUM 4 021/420

Patty Bite Boost does not win by being pretty. It wins by being exactly where the bite lands.

Bun Shield Bearer

1 HEAT



SIDE DISH BURGER HEROES COMMON

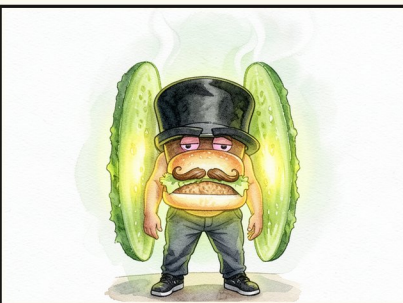
BUNFIGHT!
Draw 1 if you healed Tommy The Hamburger this turn.

BITE 0 YUM 0 007/420

Bun Shield Bearer has the exact kind of confidence that ruins lunch and improves the story.

Pickle Shield

1 HEAT



SIDE DISH BURGER HEROES COMMON

BUNFIGHT!
Draw 1 if you healed Tommy The Hamburger this turn.

BITE 0 YUM 0 032/420

Tommy The Hamburger saw Pickle Shield coming and moved his fries behind cover.

Tommy The Hamburger's Training Day

1 HEAT



ROOM BURGER HEROES COMMON

BUNFIGHT!
At end of turn, heal 1 from active Burger Heroes.

BITE 0 YUM 0 043/420

If Tommy The Hamburger's Training Day is on your table, do not blink near the sauce.

Royal Bun Room

1 HEAT



ROOM BURGER HEROES COMMON

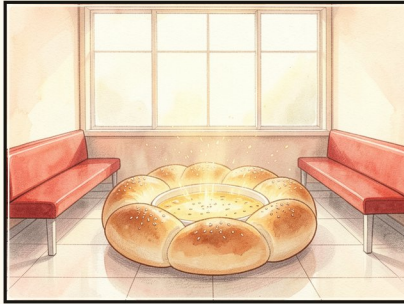
BUNFIGHT!
At end of turn, heal 1 from active Burger Heroes.

BITE 0 YUM 0 045/420

Royal Bun Room does not win by being pretty. It wins by being exactly where the bite lands.

Soft Bun Sanctuary

1 HEAT



ROOM BURGER HEROES COMMON

BUNFIGHT!
At end of turn, heal 1 from active Burger Heroes.

BITE 0 YUM 0 049/420

Soft Bun Sanctuary left a cheese shield on the counter, and somebody got back up.

Patty Parade

1 HEAT



ROOM BURGER HEROES UNCOMMON

BUNFIGHT!
Burger Heroes get +1 Yum.

BITE 0 YUM 0 026/420

Tommy The Hamburger trusted the counter oath until it started smiling. Then he trusted the exits.

Mighty Mustard Bun

1 HEAT



RECIPT BURGER HEROES COMMON

BUNFIGHT!
Once per turn, reveal a Burger card to gain +1 Yum.

BITE 0 YUM 0 013/420

Mighty Mustard Bun turned one quiet order into a whole damn hearing.

Ketchup Cape

1 HEAT



RECIPT BURGER HEROES COMMON

BUNFIGHT!
Your first Burger Move each turn costs 1 less.

BITE 0 YUM 0 037/420

Ketchup Cape turned one quiet order into a whole damn hearing.

Burger Banner

1 HEAT



RECIPT BURGER HEROES COMMON

BUNFIGHT!
Search the top 3 cards for a Hero.

BITE 0 YUM 0 050/420

Tommy The Hamburger trusted the counter oath until it started smiling. Then he trusted the exits.

Cheese Armor

1 HEAT



RECIPT BURGER HEROES UNCOMMON

BUNFIGHT!
Your first Burger Move each turn costs 1 less.

BITE 0 YUM 0 020/420

Tommy The Hamburger kept the receipt because the receipt had better manners than the room.

Burger Bus

1 HEAT



RECIPT BURGER HEROES UNCOMMON

BUNFIGHT!
Once per turn, reveal a Burger card to gain +1 Yum.

BITE 0 YUM 0 030/420

First came the counter oath. Then came the bun light. Then came Tommy asking who ordered this bullshit.

Burger Badge

1 HEAT



RECIPT BURGER HEROES UNCOMMON

BUNFIGHT!
Once per turn, reveal a Burger card to gain +1 Yum.

BITE 0 YUM 0 038/420

The Kitchen went still when Burger Badge showed up. Even the ketchup behaved for half a second.

Booth Bell

2 HEAT



RECEIPT BURGER HEROES UNCOMMON

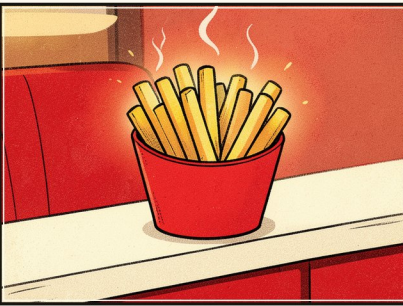
BUNFIGHT!
Search the top 3 cards for a Hero.

BITE 0 YUM 0 022/420

The first rule of Booth Bell: laugh after the damage, not before.

Friendly Fry Basket

2 HEAT



RECEIPT BURGER HEROES UNCOMMON

BUNFIGHT!
Your first Burger Move each turn costs 1 less.

BITE 0 YUM 0 035/420

Friendly Fry Basket makes a small promise: somebody is leaving with sauce on their paperwork.

Pickle Pouncer

1 HEAT



MOVE BURGER HEROES COMMON

BUNFIGHT!
Deal 4 damage; heal 1 if Tommy The Hamburger is active.

BITE 4 YUM 0 009/420

Nothing about Pickle Pouncer is subtle. That is the useful part.

Bun Bounce

1 HEAT



MOVE BURGER HEROES COMMON

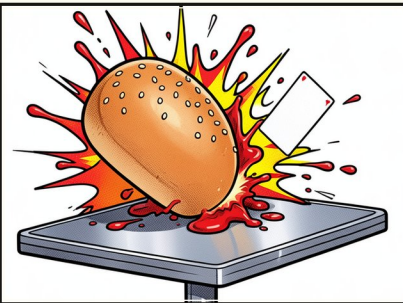
BUNFIGHT!
Deal 5 damage; heal 1 if Tommy The Hamburger is active.

BITE 5 YUM 0 019/420

If Bun Bounce is on your table, do not blink near the sauce.

Bun Bonk

1 HEAT



MOVE BURGER HEROES COMMON

BUNFIGHT!
Deal 5 damage and peek at the top card.

BITE 5 YUM 0 056/420

Tommy The Hamburger saw Bun Bonk coming and moved his fries behind cover.

Tomato Tornado

1 HEAT



MOVE BURGER HEROES UNCOMMON

BUNFIGHT!
Deal 5 damage and peek at the top card.

BITE 5 YUM 0 011/420

Tomato Tornado makes a small promise: somebody is leaving with sauce on their paperwork.

Sesame Spark

1 HEAT



MOVE BURGER HEROES UNCOMMON

BUNFIGHT!
Deal 5 damage; heal 1 if Tommy The Hamburger is active.

BITE 5 YUM 0 018/420

The card does one thing cleanly: it makes the other side explain what the hell just happened.

Grilltop Glory

1 HEAT



MOVE BURGER HEROES UNCOMMON

BUNFIGHT!
Deal 3 damage; heal 1 if Tommy The Hamburger is active.

BITE 3 YUM 0 044/420

Tommy The Hamburger kept the receipt because the receipt had better manners than the room.

Heroic Grill Flip

2 HEAT



MOVE BURGER HEROES COMMON

BUNFIGHT!
Give a Burger Hero +2 Bite this turn.

BITE 3 YUM 0 014/420

The Kitchen went still when Heroic Grill Flip showed up. Even the ketchup behaved for half a second.

Sesame Storm 2 HEAT

MOVE **BURGER HEROES** **COMMON**

BUNFIGHT!
Deal 3 damage; heal 1 if Tommy The Hamburger is active.

BITE 3 **YUM** 0 034/420

The counter oath looked harmless until the tray started keeping score.

Patty Pop 2 HEAT

MOVE **BURGER HEROES** **COMMON**

BUNFIGHT!
Give a Burger Hero +2 Bite this turn.

BITE 2 **YUM** 0 039/420

Patty Pop is not the biggest thing in Bunfight. It is just the thing that knows where to stand.

Onion Ring Guard 2 HEAT

SIDEKICK **BURGER HEROES** **UNCOMMON**

BUNFIGHT!
Protects your active Hero from the next 1 damage.

BITE 4 **YUM** 5 012/420

Tommy The Hamburger does not fear the grill crown. He respects anything that can wreck a clean table.

Burger Boomerang 2 HEAT

HERO **BURGER HEROES** **UNCOMMON**

BUNFIGHT!
When played, heal 1 and give another Burger Hero +1 Yum.

BITE 5 **YUM** 8 033/420

Nothing about Burger Boomerang is subtle. That is the useful part.

Crinkle Cut Champ 2 HEAT

HERO **FRY FRIENDS** **COMMON**

BUNFIGHT!
Gets +1 Bite for each Sidekick you control.

BITE 6 **YUM** 5 088/420

Tommy The Hamburger called it a bad idea, which meant everybody else called it a plan.

Salt Sprinkle 2 HEAT

HERO **FRY FRIENDS** **UNCOMMON**

BUNFIGHT!
Gets +1 Bite for each Sidekick you control.

BITE 7 **YUM** 5 068/420

Tommy The Hamburger kept the receipt because the receipt had better manners than the room.

Crunch Commander 2 HEAT

HERO **FRY FRIENDS** **UNCOMMON**

BUNFIGHT!
When played, create a Yum Tot token.

BITE 6 **YUM** 8 071/420

Crunch Commander walked in like a joke and left like evidence.

Salted Smile 2 HEAT

HERO **FRY FRIENDS** **UNCOMMON**

BUNFIGHT!
Fry Moves cost 1 less while this is active.

BITE 4 **YUM** 8 108/420

Tommy The Hamburger does not fear the salt flash. He respects anything that can wreck a clean table.

Prince Potato Royale 3 HEAT

HERO **FRY FRIENDS** **COMMON**

BUNFIGHT!
Gets +1 Bite for each Sidekick you control.

BITE 6 **YUM** 4 106/420

The oil hiss looked harmless until the tray started keeping score.

Crispy Crew Lead

3 HEAT



HERO FRY FRIENDS UNCOMMON

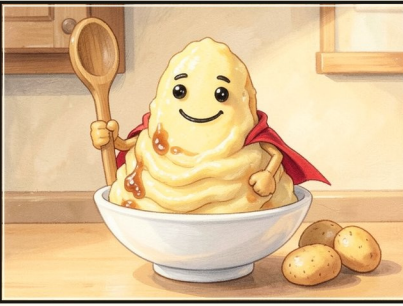
BUNFIGHT!
Fry Moves cost 1 less while this is active.

BITE 5 YUM 6 062/420

The Kitchen went still when Crispy Crew Lead showed up. Even the ketchup behaved for half a second.

Mash Master

3 HEAT



HERO FRY FRIENDS UNCOMMON

BUNFIGHT!
When played, create a 1 Yum Tot token.

BITE 4 YUM 8 101/420

Mash Master did not ask permission. It took the booth, rang the bell, and made the room pay attention.

Curly Fry Commander

3 HEAT



HERO FRY FRIENDS RARE

BUNFIGHT!
Gets +1 Bite for each Sidekick you control.

BITE 8 YUM 6 065/420

Curly Fry Commander brings basket riot, oil hiss, and the ugly little miracle of being on time.

Infinite Fry Spiral

5 HEAT



MOVE FRY FRIENDS SECRET SAUCE

BUNFIGHT!
Attack every enemy once with a crispy spiral blast.

BITE 9 YUM 0 119/420

Tommy The Hamburger only gets one Secret Sauce in a Kitchen. "Damn," he said. "Make it count."

Shoestring Scout

1 HEAT



SIDEKICK FRY FRIENDS COMMON

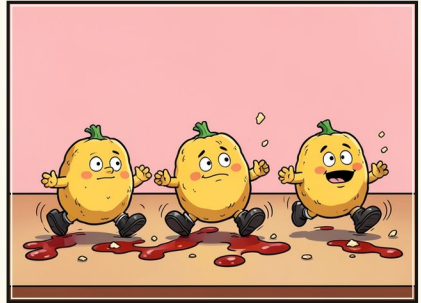
BUNFIGHT!
Adds +1 Bite to your next Fry attack.

BITE 2 YUM 5 064/420

Tommy The Hamburger called it a bad idea, which meant everybody else called it a plan.

Tater Tumble Troop

1 HEAT



SIDEKICK FRY FRIENDS COMMON

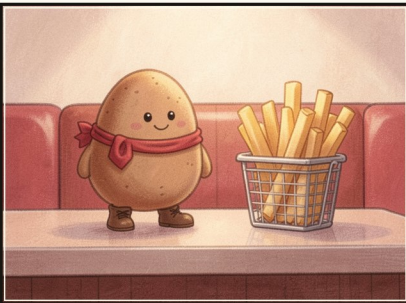
BUNFIGHT!
Can attack the turn it is played.

BITE 1 YUM 5 067/420

If Tater Tumble Troop is on your table, do not blink near the sauce.

Spud Pal

1 HEAT



SIDEKICK FRY FRIENDS COMMON

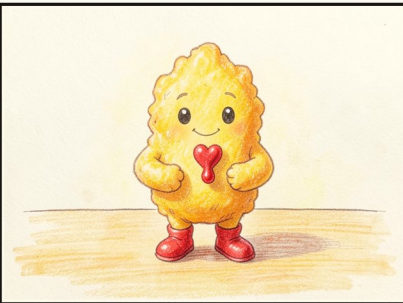
BUNFIGHT!
Adds +1 Bite to your next Fry attack.

BITE 2 YUM 2 076/420

The Fry Friends call it strategy. Tommy The Hamburger calls it damn near with better lighting.

Fry-Friend Forever

1 HEAT



SIDEKICK FRY FRIENDS COMMON

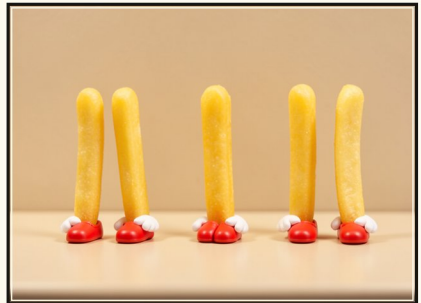
BUNFIGHT!
Adds +1 Bite to your next Fry attack.

BITE 3 YUM 4 085/420

Fry-Friend Forever turned one quiet order into a whole damn hearing.

Friendly Fry Line

1 HEAT



SIDEKICK FRY FRIENDS UNCOMMON

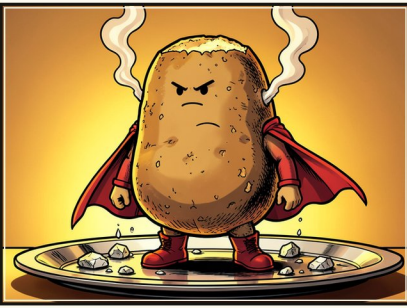
BUNFIGHT!
Can attack the turn it is played.

BITE 3 YUM 3 111/420

Friendly Fry Line is not the biggest thing in Bunfight. It is just the thing that knows where to stand.

Mega Tater

2 HEAT



SIDEKICK FRY FRIENDS COMMON

BUNFIGHT!
When defeated, draw 1 card.

BITE 3 YUM 5 081/420

Nothing about Mega Tater is subtle. That is the useful part.

Crunchy Combo

1 HEAT



SIDE DISH FRY FRIENDS COMMON

BUNFIGHT!
Heal 2 and draw if you control a Fry Hero.

BITE 0 YUM 0 079/420

Crunchy Combo has the exact kind of confidence that ruins lunch and improves the story.

Spud Shield

1 HEAT



SIDE DISH FRY FRIENDS COMMON

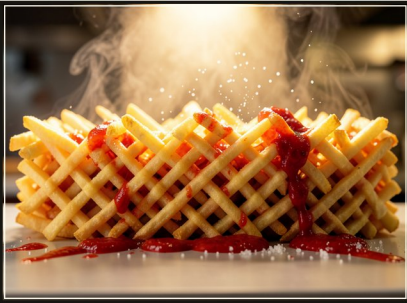
BUNFIGHT!
Heal 2 and draw if you control a Fry Hero.

BITE 0 YUM 0 105/420

Nothing about Spud Shield is subtle. That is the useful part.

Waffle Fry Wall

1 HEAT



SIDE DISH FRY FRIENDS UNCOMMON

BUNFIGHT!
Prevent 2 damage.

BITE 0 YUM 0 066/420

The card does one thing cleanly: it makes the other side explain what the hell just happened.

Ketchup Dip Crew

1 HEAT



SAUCE FRY FRIENDS COMMON

BUNFIGHT!
Attached Hero heals 1 each turn.

BITE 0 YUM 0 073/420

Ketchup Dip Crew left a basket riot on the counter, and somebody got back up.

Crispy Comeback

2 HEAT



SAUCE FRY FRIENDS COMMON

BUNFIGHT!
Enemy hit by attached Hero cannot dodge.

BITE 0 YUM 0 116/420

Tommy The Hamburger kept the receipt because the receipt had better manners than the room.

Fryday Parade

1 HEAT



ROOM FRY FRIENDS COMMON

BUNFIGHT!
At end of turn, put a Tot token into play.

BITE 0 YUM 0 099/420

Fryday Parade is why the Kitchen keeps a map, a receipt, and one angry witness.

Spud Party

1 HEAT



ROOM FRY FRIENDS COMMON

BUNFIGHT!
Fry Friends get +1 Bite.

BITE 0 YUM 0 113/420

Spud Party brings basket riot, oil hiss, and the ugly little miracle of being on time.

Fry Basket Fort

2 HEAT



ROOM FRY FRIENDS RARE

BUNFIGHT!
Non-Fry Moves cost +1.

BITE 0 YUM 0 070/420

The first rule of Fry Basket Fort: laugh after the damage, not before.

Saltstorm Room

2 HEAT



ROOM FRY FRIENDS RARE

BUNFIGHT!
Fry Friends get +1 Bite.

BITE 0 YUM 0 084/420

Tommy The Hamburger does not fear the salt flash. He respects anything that can wreck a clean table.

Fry Flag

1 HEAT



RECEIPT FRY FRIENDS COMMON

BUNFIGHT!
Once per turn, draw if you played two Fry cards.

BITE 0 YUM 0 074/420

Tommy The Hamburger trusted the oil his until it started smiling. Then he trusted the exits.

Fryline Phone

1 HEAT



RECEIPT FRY FRIENDS UNCOMMON

BUNFIGHT!
Once per turn, draw if you played two Fry cards.

BITE 0 YUM 0 080/420

Tommy The Hamburger saw Fryline Phone coming and moved his fries behind cover.

Oil Bubble

1 HEAT



RECEIPT FRY FRIENDS UNCOMMON

BUNFIGHT!
Your Fry Sidekicks enter with +1 Bite.

BITE 0 YUM 0 104/420

Tommy The Hamburger saw Oil Bubble coming and moved his fries behind cover.

Crunch Meter

1 HEAT



RECEIPT FRY FRIENDS UNCOMMON

BUNFIGHT!
Search your deck for a Common Fry card.

BITE 0 YUM 0 114/420

The card does one thing cleanly: it makes the other side explain what the hell just happened.

Tater Treasure

1 HEAT



RECEIPT FRY FRIENDS UNCOMMON

BUNFIGHT!
Once per turn, draw if you played two Fry cards.

BITE 0 YUM 0 117/420

Tater Treasure does not win by being pretty. It wins by being exactly where the bite lands.

Crispy Crown

2 HEAT



RECEIPT FRY FRIENDS COMMON

BUNFIGHT!
Your Fry Sidekicks enter with +1 Bite.

BITE 0 YUM 0 083/420

Crispy Crown makes a small promise: somebody is leaving with sauce on their paperwork.

Spud Cannon

2 HEAT



RECEIPT FRY FRIENDS COMMON

BUNFIGHT!
Search your deck for a Common Fry card.

BITE 0 YUM 0 097/420

Spud Cannon left a basket riot on the counter, and the receipts started talking.

Basket Bash

2 HEAT



RECEIPT FRY FRIENDS COMMON

BUNFIGHT!
Once per turn, draw if you played two Fry cards.

BITE 0 YUM 0 109/420

Basket Bash turned one quiet order into a whole damn hearing.

Pepper Pop

1 HEAT



MOVE FRY FRIENDS COMMON

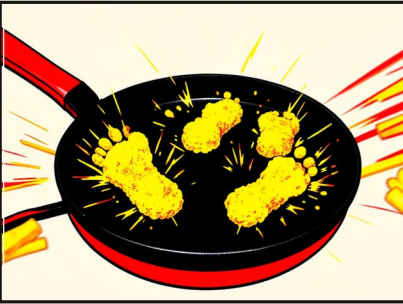
BUNFIGHT!
Deal 4 crispy damage and shuffle this into your deck.

BITE 4 YUM 0 069/420

Pepper Pop does not win by being pretty. It wins by being exactly where the bite lands.

Sizzle Step

1 HEAT



MOVE FRY FRIENDS COMMON

BUNFIGHT!
All Fry Sidekicks get +1 Bite this turn.

BITE 3 YUM 0 092/420

Tommy The Hamburger kept the receipt because the receipt had better manners than the room.

Fry Frenzy

1 HEAT



MOVE FRY FRIENDS COMMON

BUNFIGHT!
All Fry Sidekicks get +1 Bite this turn.

BITE 2 YUM 0 094/420

The first rule of Fry Frenzy: laugh after the damage, not before.

Fry Flip Trick

1 HEAT



MOVE FRY FRIENDS COMMON

BUNFIGHT!
Deal 3; if you played a Side Dish, deal +1.

BITE 3 YUM 0 103/420

Fry Flip Trick has the exact kind of confidence that ruins lunch and improves the story.

Tater Rocket

1 HEAT



MOVE FRY FRIENDS COMMON

BUNFIGHT!
Deal 2 crispy damage and shuffle this into your deck.

BITE 2 YUM 0 110/420

The kitchen went still when Tater Rocket showed up. Even the ketchup behaved for half a second.

Seasoning Spin

1 HEAT



MOVE FRY FRIENDS UNCOMMON

BUNFIGHT!
Deal 4; if you played a Side Dish, deal +1.

BITE 4 YUM 0 078/420

First came the oil hiss. Then came the crisp little argument. Then came Tommy asking who ordered this bullshit.

Spud Punch

1 HEAT



MOVE FRY FRIENDS UNCOMMON

BUNFIGHT!
All Fry Sidekicks get +1 Bite this turn.

BITE 6 YUM 0 093/420

Spud Punch does not win by being pretty. It wins by being exactly where the bite lands.

Little Dipper

1 HEAT



MOVE FRY FRIENDS UNCOMMON

BUNFIGHT!
All Fry Sidekicks get +1 Bite this turn.

BITE 5 YUM 0 095/420

Little Dipper walked in like a joke and left like evidence.