

SCRAPYARD JUNKBOTS



A TRAG BY ANDRÉ GELCYNGE

SCRAPYARD JUNKBOTS

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This game is Illuminated by LUMEN, based on the LUMEN RPG system designed by Spencer Campbell, Gila RPGs. This game is in no way affiliated with Spencer Campbell or Gila RPGs.





WHAT IS THIS?

Scrapyard Junkbots is a tabletop roleplaying game designed for 2 or more players about scrappy fighting robots defending their home and going on adventures in the weird wastelands of a world populated with hordes of arcane machines and the nightmares of the Nameless Gods.

WHAT DO I NEED?

To play this game, you will need something to write with, something to write on, a few six-sided dice (d6s), and a group of friends to play with. One player will take on the role of the Game Master (GM). The GM is in charge of describing the world and the people in it, determining when the players should roll dice, and describing the results of the dice rolls. The rest of the players play robots, each in charge of playing their own character and describing what they say and do in each scene. Ideally, GM and players should be working together to move the story forward to keep things fun and exciting for all involved.

WHO AM I?

You are a robot, built from the discarded wreckage of a dead world. You and your robot friends have made a home for yourselves amid the junk and debris of this ancient scrapyard, but the world is a harsh and unrelenting place for a rag-tag group of self-made bots. When your home's energy core begins to deteriorate, it is up to you to seek out the lost arcano-tech to fix it. When news reaches you of a coven of eldritch machines approaching from the East, it is up to you to learn whether they might be trusted to join you, or whether their intentions are to turn your home back into scrap metal. And when the hordes of the Singularity blot out the sun, it's up to you to save your little robot family from annihilation.


THE ARCANÉ APOCALYPSE

This game is set in a post-apocalyptic high-tech fantasy world, ravaged by eldritch gods and a consuming force of AI Singularity. Your setting could be similar, or it could be completely different. I'm not your world's god, you are.

When constructing a setting for your game, I would recommend starting by establishing the following foundational elements, and building from there.

⚙️ **Scrapyards and Junkbots.** These are kind of core concepts. Artificial intelligence has arisen among self-built robots, constructed from titanic scrapyards of bygone civilizations. What were those civilizations like? What are these scrapyards like? Are they dry, barren deserts of dust and blazing metal? Or are they thriving jungles, lush with rich vegetation rising thousands of feet above the ground as the vines climb the remains of an ancient starship?

⚙️ **Arcane Cores.** Robot civilizations build themselves around these magical or mechanical arcane cores; large and powerful sources of power which not only help power the bots but allow them to back up their consciousnesses in case their bodies are destroyed. What do the arcane cores look like in your world? Are they common, or a scarcity commonly fought over? The robots in your game should have a home core that they share, so be sure to establish what that home looks like, and what sort of connections your characters have to it.



The next important piece of your world to establish is who your robots' **enemies** are. This game revolves around fighting, so your players are going to need someone to fight. Your enemies can be whoever you like, but two possible options are these:

⚙️ **The Nightmares of the Nameless.**

The Nameless Gods may have lost interest in the dead husk of a world they left behind, but they never left. They are merely sleeping. And when gods dream, the world suffers. The Nightmares are beings sprung from the sleeping minds of the Nameless Gods; beings of bone and rock and rot. They are arcane automatons bent on the desolation of the world. Very few have what any robot would consider any form of intelligence, but these few tend to gather hordes of Lesser Nightmares to them to form armies that sweep across the land destroying everything in their path.

⚙️ **The Singularity.**

Not all robots have control of their own minds. When the robots began to rise, there were those who chose to share their thoughts, their minds, and eventually their very beings with each other via their connected networks. This shared consciousness spread like a disease, growing too large and vast for any robot connected to it to retain any sense of self. This being is the Singularity — a single mind encompassing thousands, a being whose only purpose now is to further itself, to continue to grow and absorb more minds until there is no one left in the world but it.



HOW IT WORKS

There are **4** things each robot will need to understand before they begin shooting guns and slicing wires. These are **Techniques, Health, Energy Cells,** and **Augments.**

Techniques refer to the way your robot approaches any given situation. These are different from ability scores in other tabletop games. You can assume your robot *can* do most things, these techniques refer to *how* they do them. In this game, there are three techniques to consider:

⚙️ **CHARGE**

Strong, intense, or powerful actions. In combat, this could mean bursting headlong into a fight, battlehammer swinging to deal a brutal blow to an enemy. Outside of combat, this could mean speaking your mind without bothering to cushion your words, or using your imposing presence to intimidate.

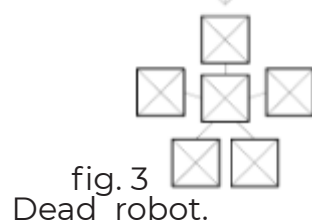
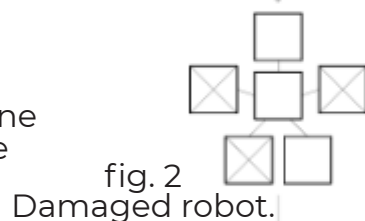
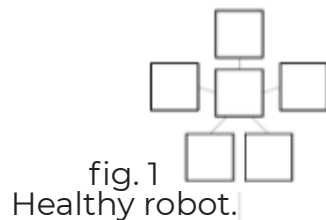
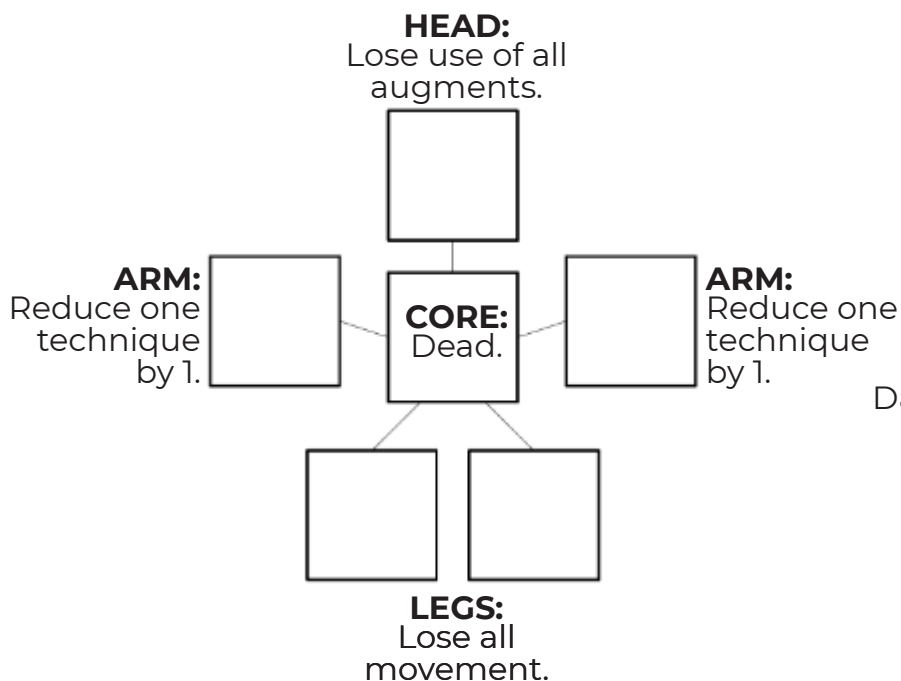
⚙️ **CURRENT**

Fast, clever, or misleading actions. In combat, this could mean leaping through a window and taking out the guards with two quick shots to their power cores. Outside of combat, this could mean convincing or confusing someone with a web of clever words, or lying to slip out of an unwanted situation.

⚙️ **CIRCUIT**

Practiced, patient, or well-reasoned actions. In combat, this could mean targeting your opponent's weak points because you took the time to study and learn exactly which bolt to remove to disable their leg. Outside of combat, this could mean picking your words carefully or delivering a full and well-considered argument.

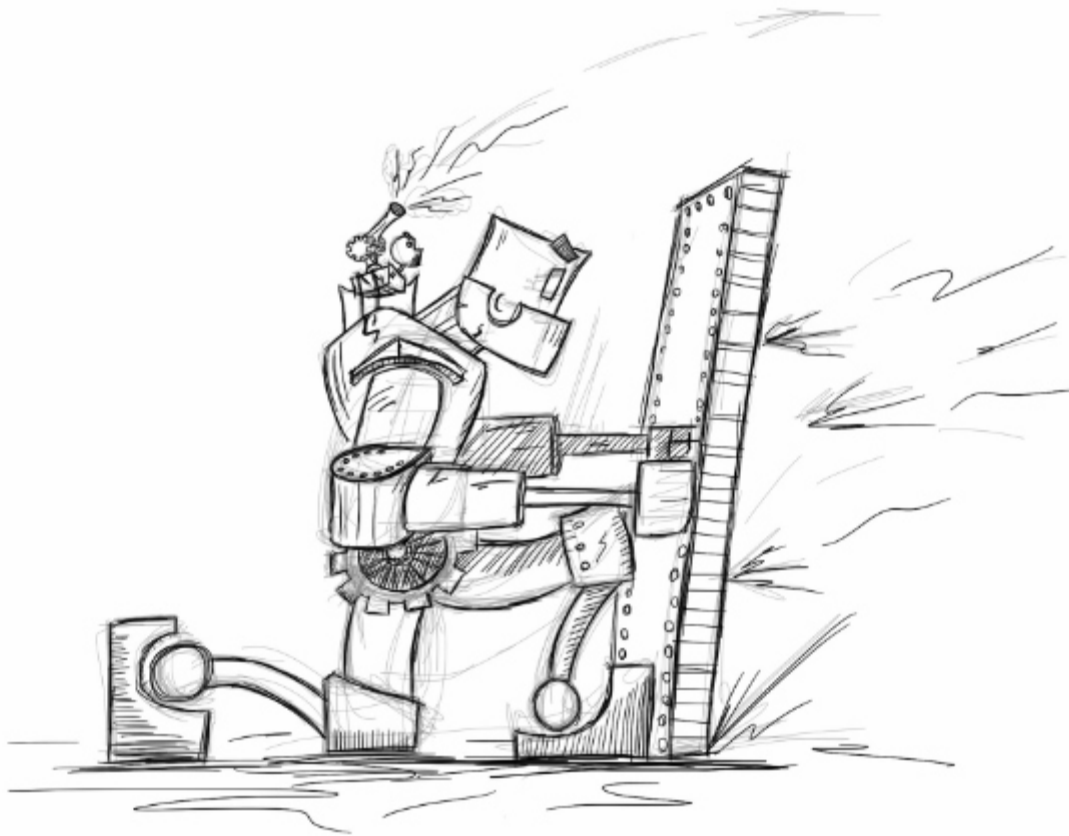
Health is the amount of damage your robot can take before being knocked unconscious or killed. On your character sheet, your health is represented by a constellation of 6 cells, arranged in a humanoid shape. Each time you take damage, mark off 1 cell per point of damage. You choose which cells to mark as damaged, but each cell represents a different mechanical malfunction you will have to contend with.



Mettle represents a robot's ability to overcome great adversity. Whenever you take damage, you gain mettle; 1 point of mettle per point of damage. You keep any mettle you earn until the end of the battle or until you spend it. You can only spend mettle when you have a full **5 Mettle**, and you can never gain more than 5 Mettle at one time. When you use it, you can spend **1 mettle** to perform **1 Action**, take **1 Movement**, or use **1 Augment** without spending a cell to charge it. These can happen regardless of any malfunctions you are dealing with. There is **no limit** to how much Mettle you can use in a single turn.

Augments are specialty abilities or powerful weapons that your robot is able to install and use to accomplish incredible things both on and off the battlefield. These abilities do **not** require a dice roll to use — they automatically succeed. They **do** require you to spend one **energy cell** to activate them each time you use them.

Energy Cells are a measure of the excess power your robot has available to spend. These can be used to power your robot's **Augments**, which will be described shortly. By default, your robot can have a maximum of **3 energy cells**. These cells recharge automatically during recharge time, and during combat the enemies you kill have a 33% chance of dropping cells that you can use instantly.





ROLLING DICE

When you play Scrapyard Junkbots, the GM describes the world and situation, and the players describe how their robots react and what they would like to do. Whenever you attempt to do something that has a chance of failure, you roll dice to determine the outcome. If there are no interesting narrative implications to failure, don't bother rolling dice. The dice should be used to help create engaging stories, not to introduce uninteresting impediments.

When you need to roll to perform an action, choose which **Technique** best describes how your robot is approaching the situation, and describe how they are embodying that technique in their approach. You then roll a number of **d6** equal to your chosen **Technique**, keeping the highest result. For example: your robot has 3 Current, 1 Circuit, and 0 Charge. They want to cross an open area where enemy crowbots might see them. They decide to dash across as quickly as possible, so they roll Current. Since they have 3 Current, they roll 3d6. They roll a 1, 2, and 5, so they take the 5 and succeed in dashing across the territory undetected.

Whenever you roll, there are ranges of possible success in the result. On a:

5-6: The action **succeeds**.

3-4: The action **succeeds**, but there is a **complication**.

1-2: The action **fails** and there is a **consequence**.

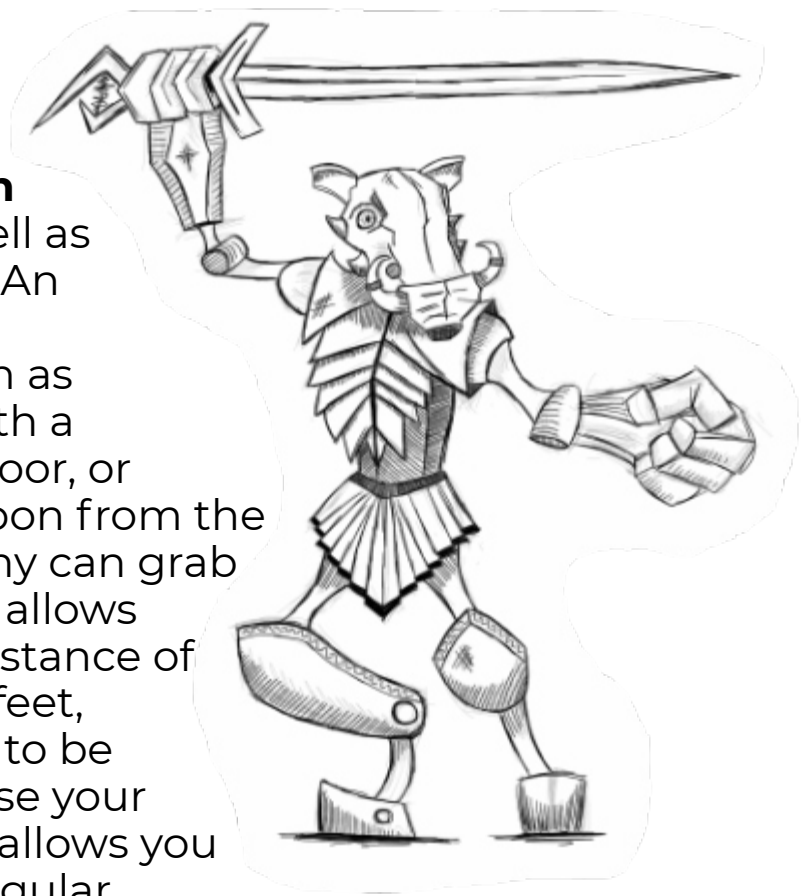
As a GM, try to think of it like this. On a **5-6**, the result is an unequivocal, "Yes!" On a **3-4**, the result means a, "Yes, BUT..." And on a **1-2**, the result is, "No, AND..." Every roll should push the story forward, whether through success or through failure.

COMBAT

Combat in Scrapyard Junkbots is designed to be fast, brutal, and exciting. Whenever a battle breaks out, the combat takes place in a series of **rounds**. During each **round**, every player gets one **turn**. You can decide among yourselves in what order you would like to act. At the end of the round, after every player has had a turn, the GM takes their turn before the next round begins.

Player Turns:

During their turn, a player can take **1 Action** and **1 Movement**, as well as using their **Augments**. An **Action** is anything that requires a dice roll, such as attacking an enemy with a weapon, bashing in a door, or snatching a fallen weapon from the ground before an enemy can grab it. Typically, **Movement** allows your robot to move a distance of **1 Range**, or roughly 30 feet, though it doesn't need to be specific. You can also use your action to **sprint**, which allows you to move double your regular movement. Your **Augments** work as specified in their description, and do not require a roll to succeed. They do not use up an Action, and you can use as many as you have cells to power.



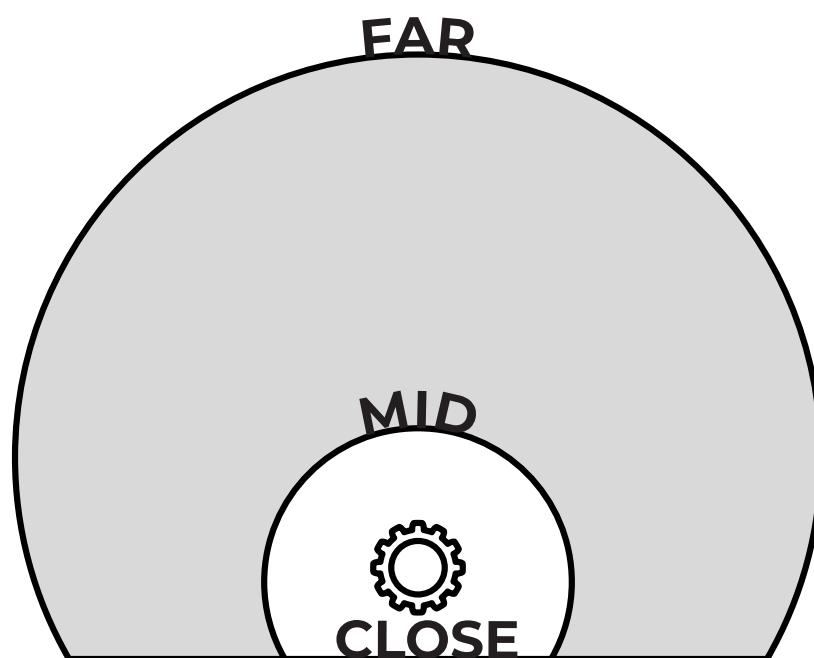
Range:

In this game, distance is measured roughly, with three **ranges** to refer to how far things are from each other. This allows for faster combat that can be easily played out without using a map or token. You are of course still free to use a map if it makes things easier. Just don't worry too much about specific distances.

1. Close Range. About 10 feet. This is close enough that you can easily reach someone with a melee weapon without moving more than a few steps.

2. Mid Range. Between 10 and 40 feet. Too far to reach with a melee weapon, but easy enough to run or jog to in the space of one turn.

3. Far Range. Greater than 40 feet. Too far to reach in one turn's movement, but that means your enemies can't reach you either. Ideal for ranged combat.





GM Turns:

The GM is active throughout the players' turns. Whenever a player's roll incurs a **complication** or a **consequence** during battle, one of the enemy forces can act; typically dealing damage as listed in their statblock, or using their **moves**, as the narrative sees fit. During the GM's turn, they can have 3-5 enemies use their **moves**, as well as having **all** of the enemies move.

When an enemy deals the damage in their statblock, that damage is dealt automatically. But when an enemy uses one of their **moves**, the players get a chance to react, using Charge, Current, or Circuit to attempt to negate or diminish the damage done. For example, if an enemy uses their move to throw a grenade at the party, the players could roll Current to avoid it, or Charge to throw it back.

The GM should also use their turn to **change the battle** in a meaningful way. Enemy troops change tactics, a colossus smashes the bridge, or the goblin mecha king arrives. Try to make something happen that shifts the battle to a different state than it was the round before.

Enemy Drops:


Whenever an enemy is destroyed, there is a chance they drop pieces the robots can use to repair themselves or recharge their energy cells. The GM keeps track of all enemies killed during a round, and on the GM's turn rolls **1d6** for each. On a:

1-3: the enemy drops nothing.

4-5: the enemy drops **1 energy cell**.

6: the enemy drops **1 health**.

Any one of the players can claim what an enemy drops. They can immediately update their character sheet accordingly, and continue with the combat. Unclaimed health or cells expire before the next round begins.





Death:

When a robot falls in battle, very rarely does this mean their final demise. There are two options to fall back on before a permanent death occurs.

1. Repair. Any nearby robot can use their action to expend **1 energy cell** to repair their dead friend and bring them back to life with **1 health**.

2. Restore from Backup. By default, all robots keep themselves linked to their home base network. If a robot, or an entire party of robots, falls in battle and is unable to be repaired, they can restore themselves from the backups stored at their home core. They lose any items they had with them, but can build themselves new bodies with either the same, or brand new, augments and weapons.

Recharge:

By default, any time during a game that is not spent during combat is considered **Recharge**. During this time, you can repair any damage and regain any spent energy cells. It takes about **1 hour** of Recharge time to regain all Health and Cells, so as long as your robots stop for an hour between fights, they should be approaching each new combat fully patched up, powered up, and ready to go.

Recharge is also a time when robots can modify their weapons, switching out one mod for another if they so choose.

Recharge is an ideal time for character conversations and general group shenanigans to counter the overwhelming violence of the rest of the world. Especially if you're using the **Identity** mechanic described in the character creation section, try to make space during Recharge for these downtime scenes and conversations to take place, to build an understanding of these characters as people and not just fighting machines.

CONSTRUCT YOUR ROBOT

Built from whatever pieces of wood, metal, and plastic they were able to slap together, no two scrapyards robots are alike. When creating your robot, take a look at the various **Models** presented and decide which you'd like to play. Each Model has their own set of pre-loaded Augments and one **Innate Ability**. This innate ability is something that they can always do or use, both in or out of combat.

Description:

Once you've selected a Model, take a few minutes to describe your robot. Give them a name, pronouns, and describe what they look like. Robots can look like anything so don't let anything hold you back from piloting the weird little machine you want to pilot.

Techniques:

Next, assign values to your techniques: Charge, Current, and Circuit. Split **4 points** between the three, with no attribute higher than **3**. These represent the number of dice you roll when you make an ability check using each attribute. The higher the number of dice you roll, the higher the likelihood of success. If you roll for an attribute in which you have **0**, roll **2d6** and take the lower result.

Pronouns:

Robots tend to have a different relationship to gender than most humans. But gender identity, as it relates to cultural norms, behaviours, appearance, and a multitude of other things, can apply to robots as much as it can to humans. Pronouns are used to affirm this identity, and robots will freely define themselves with they, she, xe, it, he, or any other pronouns they wish. Robots respect each other's pronouns, and those who do not are free to be fed piece by piece to the Nightmares of the Nameless Gods.



Safety Tools:

Character creation is a good time to go over safety tools with your group. I recommend going around and establishing a list of **lines** and **veils**. **Lines** represent hard boundaries, topics which you do not want present in your game in any form. **Veils** represent more soft boundaries; these topics can exist in the world perhaps as backstory, but should not be focused on. If they do come up in play, steer the scene in a different direction or fade to black rather than focusing on them.

I also recommend using the [X-Card by John Stavropoulos](#), or any other tools that you may be familiar with or work better for you.

Quickstart:

If you're short on time or just want to jump right into the fighting, I've also included quickstart versions of each of the robot models, available on this game's [itch.io](#) page. Simply pick your model and get rolling!



IDENTITY

Individuality and a sense of self are critically important in a world where the Singularity is attempting to assimilate all robots into one whole. And for junkbots, it's often difficult to hold on to their own identities. This is an optional mechanic for multi-session campaigns, feel free to use or ignore it in whatever way works best for you.

Write down 1 word to describe each of the following qualities of your robot:

1. Aesthetic (how they appear)
2. Personality (how they act)
3. Bond (who/what they love or are most attached to)
4. Flaw (what they struggle against)
5. Personal Ideal (their ideal self)
6. Greater Ideal (their ideal for the world)


For example:

Robot 1: Nine.

1. Aesthetic: Dark
2. Personality: Brash
3. Bond: Pet
4. Flaw: Angry
5. Personal Ideal: Revolutionary
6. Greater Ideal: Freedom

Robot 2: Clanker.

1. Aesthetic: Junker
2. Personality: Amiable
3. Bond: Family
4. Flaw: Selfish
5. Personal Ideal: Friend
6. Greater Ideal: Community

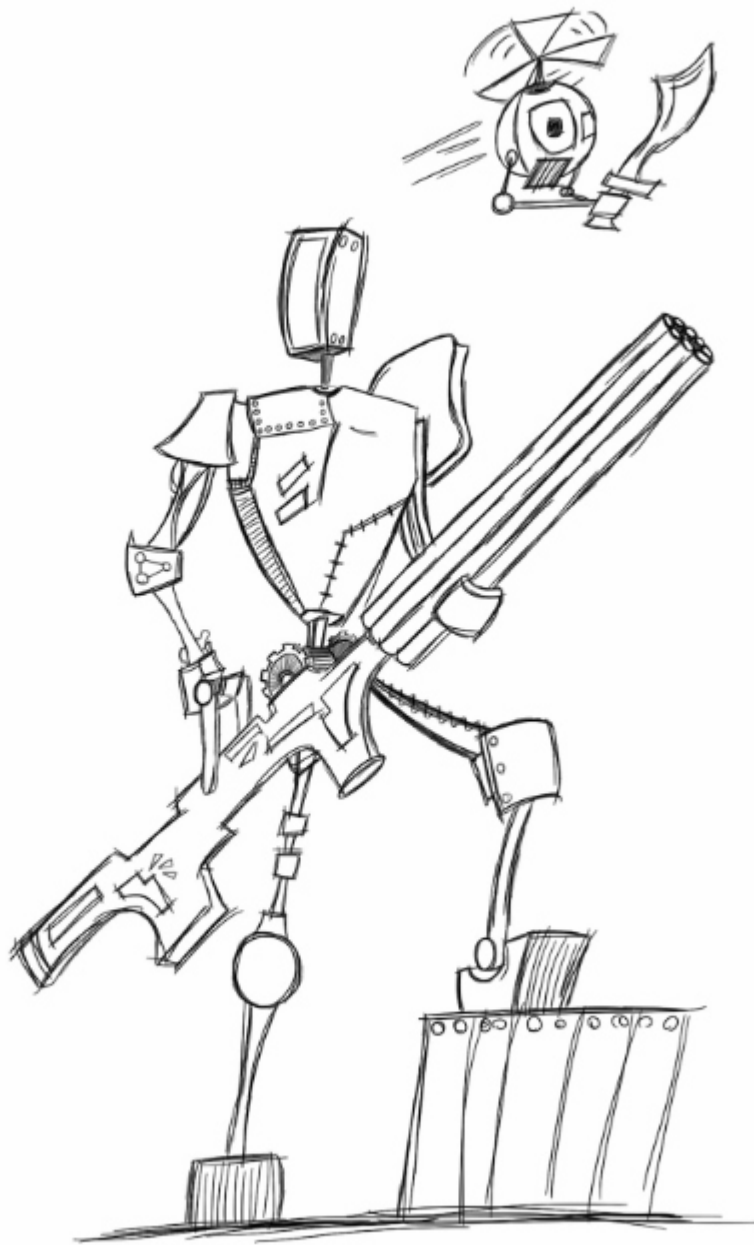


These six words represent how your character views and understands themselves. They should inform how you roleplay your character, but do not show these words to the other players.

When you die, roll 1d6, and cross out the word corresponding to the number you roll. You have forgotten this part of yourself.

Whenever you forget part of yourself, you need to redefine it or risk falling to the Singularity. During recharge time, converse with your fellow players, and learn how they view your character. Choose one word that another character uses to define you and replace your lost word with this one. This is now how your character views themselves. This new word could be the same word you had lost, or an entirely new one, but it must be a word that another player used in their description of your character.

MODELS





MECHANIC

Tinkerers and engineers. They WILL destroy you.

INNATE ABILITY

⚙️**The Ride.** You have the vehicle. Car, boat, helicopter, or something else, it's up to you what your vehicle looks like. You built it, after all. It's big enough to carry your party and can usually get you where you need to go faster than walking. It has **8 health**. You can choose to install any of your augments in your vehicle instead of your own body, and during combat your vehicle can move **2 ranges** so long as you are driving, and deal **2 damage** to an enemy in addition to any other attacks you may make.

AUGMENTS

⚙️**Electric Jolt.** You send a powerful electric jolt surging into one robot you can touch, fully deactivating them until the end of the round. While deactivated, any attack that hits them deals double damage.

⚙️**Seeking Shot.** You lock onto a target at far range or beyond and fire a seeking shot that deals **3 damage**.

⚙️**Painted Target.** You mark up to **3 targets** for destruction. All attacks made against these targets deal an additional **1 damage**, until they are destroyed or you use this augment to mark new targets.



TANK

Like a brick wall punching you in the face.

INNATE ABILITY

⚙️ **Fortress.** You are impenetrable. Any damage you take is automatically reduced by **1**. This can reduce damage to **0**.

AUGMENTS

⚙️ **Pneumatic Fist.** You unleash a pulverizing blow to one nearby target, dealing **5 damage**.

⚙️ **Shield.** You activate a shield of force that surrounds you and anyone nearby. The shield is impenetrable from either direction and lasts until the end of the round.

⚙️ **Smash a Bot with Another Bot.** You pick up one nearby enemy and use it to smash another enemy, dealing **2 damage** to each. There is no limit on range.



GHOST

You'll never see them coming.

INNATE ABILITY

⚙️ **Shadow.** You turn invisible at will, and are undetectable by sight. This ends if you choose to attack someone, though you can remain invisible during combat so long as you do not use any offensive abilities on your turn.

AUGMENTS

⚙️ **Speed Burst.** For this turn, you can move to **anyone** or **anything** involved in the battle, regardless of distance.

⚙️ **Wire Slice.** You target an enemy's weak points with extreme precision. Deal an additional **3 damage** on all attacks this turn.

⚙️ **Surprise Explosion.** You stealthily drop a mine which detonates at the beginning of the GM's turn, dealing **4 damage** to everyone nearby.

NECROMECH

The world may be dead, but necromancy isn't. Ironically.

INNATE ABILITY

⚙️ **Skeleton Puppet.** You can sense the location of any nearby bones, and at any time can choose to animate them into a necromantic puppet that follows your commands. If you use this puppet in combat, it deals **1 damage** and has **2 health**.

AUGMENTS

⚙️ **Buried Grasp.** You pull ancient bones from the earth and use them to grasp at your enemy. You can target up to **3 creatures**, dealing **1 damage** each, and fully immobilizing them until the end of the round.

⚙️ **Horde of Bone.** You channel a burst of power, momentarily animating a horde of skeletal puppets to do your bidding. If you use them to attack, they deal **4 damage** each time you use a cell to charge them.

⚙️ **Vampiric Repair.** Deal **1 damage** to an enemy and immediately gain **1 health** for yourself.



CROWBOT

You don't want to be around when the murder arrives.

INNATE ABILITY

⚙️ **Corvid's Wings.** You can fly.

AUGMENTS

⚙️ **Kleptomanic Claws.** You steal a weapon or any other object that is being carried by an enemy.

⚙️ **Dodge.** When an enemy deals you harm, you can instead move to any nearby space and take no harm. This can happen even if it is not your turn.

⚙️ **Dive Bomb.** Throw or drop a bomb with a range of Close/Mid, dealing **3 damage** to everyone close to where it lands.



ELDRITCH MACHINE

When a robot draws power from a Nameless God, bad things are bound to happen.

INNATE ABILITY

⚙️ **Abyssal Wiring.** Whenever you roll a **1-2** on any check, you can choose to treat it as a **5-6**. Each time you do this, you take **1 damage**, which cannot be repaired until after you have dropped to **0 Health**.

AUGMENTS

⚙️ **False Life.** You boost yourself with arcane power. Add **3 Health** to your total. When lost, this arcane health does **not** incur any consequences or earn you Mettle.

⚙️ **Twisted Mechanisms.** You strike an enemy with dark energy. Roll **2d6** to determine how much damage you deal to the enemy. You yourself take a number of damage equal to **half** your remaining health, rounded down (this can be rounded down to 0, if you are at 1 health).

⚙️ **Tentacles.** You activate a number of tentacles that last for **10 minutes**. You can use these to automatically deal **1 damage** to anyone close/mid. They can also pull, move, or throw any enemy you can reach, so long as you succeed on the roll.



SWARMCRAFTER

Robot bees? Robot bees.

INNATE ABILITY

⚙️ **Nanobot Swarm.** You possess a swarm of miniscule nanobots connected to your personal network. They can scout up to 100 feet away from you while you watch through their cameras. The swarm has **1 health**, but if destroyed can be fixed during recharge. The swarm cannot be harmed so long as it is within close/mid range of you, and remains active unless you are unconscious.

AUGMENTS

⚙️ **Infiltrate.** You use your swarm to overwhelm an enemy's computer systems. You can deal **3 damage** to one enemy or **1 damage** to three enemies.

⚙️ **Swarmflight.** Your swarm condenses into a mass strong enough to lift you up. For the next **10 minutes**, you can fly.

⚙️ **Discorporate.** For a few seconds, your body becomes one with your swarm. Until the end of the round, you take no damage, but can also deal no damage. When you return at the beginning of the next round, you can choose to reassemble anywhere within 1 range of where you discorporated.

WEAPONS

Each robot starts the game with 1 of each weapon type: **Long**, **Heavy**, and **Sharp**. You can choose exactly what type of weapons these are, and their appearance; for example they could be a gun, a hammer, and a knife, or they could be a crossbow, a shield, and a spear.

You also start with **1 modification** to **1 weapon**. You can only have 1 mod applied to each weapon at a time, though you can switch to a different mod during Recharge.

1. Long

Range: Mid/Far

Damage: 1

Circuit: +1 to damage when using Circuit.

2. Heavy

Range: Close

Damage: 2

Charge: +1 to damage when using Charge.

3. Sharp

Range: Close/Mid

Damage: 1

Current: +1 to damage when using Current.



WEAPON MODS

Long Weapon Mods:

- 1. Steady Aim.** Deal an additional **1 damage** when you do not use your movement on this turn.
- 2. Headshot.** Deal an additional **1 damage** vs. undamaged enemies.
- 3. Short Range.** Weapon's range becomes Close/Mid, but damage is increased to **2**.

Heavy Weapon Mods:

- 1. Thunder Smash.** Whenever you hit an enemy, you can deal an additional **1 damage** to another nearby target.
- 2. Battle Rage.** If you kill an enemy with an attack, you can immediately make a second attack against another enemy, once per turn.
- 3. Slow Charge.** If you use your action to charge your weapon, deal an additional **3 damage** on your next attack.

Sharp Weapon Mods:

- 1. Slice & Dice.** You can use this weapon to attack twice in one Action. Roll separately for each attack.
- 2. Speed Strike.** Deal an additional **1 damage** so long as you use your movement before the attack.
- 3. Finish It.** Deal an additional **1 damage** vs. damaged enemies.



ENEMIES

Presented here are a small number of enemies for you to use in your games. This is by no means meant to be an exhaustive list — feel free to modify the enemies presented as well as create hordes of your own devising to suit your own purposes.

Enemy statblocks are meant to be small and easy to use in quick and narratively interesting ways. Each enemy has listed the amount of damage they can do and at what range, but it's up to you to decide how. 2 damage, Mid could mean guns, spears, a magic spell, or anything else that fits the scene you're aiming for.

Moves likewise are kept short and simple, allowing you to interpret or flavour them as necessary in the moment. Moves **can** deal damage, but unlike direct attacks, your players should get a chance to roll to avoid damage dealt by an enemy's moves. For example, if an enemy turret uses a move to toss a grenade, the players could use their Current to attempt to leap out of the way. Or if an enemy thug-bot uses its move to smash a pillar, one of your players could use Charge to attempt to block their path or knock them out of the way before they do so.



NIGHTMARES

Beings of bone and rock and rot sprung from the sleeping minds of the Nameless Gods.

Bone Crawler.

Mindless constructs formed from ancient bone. Can do nothing without a leader.

Health: 3

Attack: 1 Damage, Close

Moves: Swarm, Obey Commands, Grapple

Bug Husk.

Giant flying bug-like creatures; empty exo-skeletons with burning eyes. Fast and sharp.

Health: 4

Attack: 2 Damage, Mid/Far **Moves:** Dive-bomb, Dodge, Drain Life

Crystal Shardling.

Small and vicious, beautiful but deadly.

Health: 3

Attack: 3 Damage, Close/Mid

Moves: Duplicate Self, Teleport, Hide

Shambling Giant.

Ill-formed titans; slow and mindless, but devastatingly destructive if they can reach you.

Health: 24

Attack: 6 Damage, Mid/Far

Moves: Sweeping Fist, Crushing Foot, Warping Shriek

Nightmare Boss.

Humanoid creatures formed of pure arcane energy, clever and bent on destruction, leaders of Nightmare Hordes.

Health: 15

Attack: 4 Damage, Close/Mid/Far

Moves: Command Minions, Heal Self, Eldritch Lure

SINGULARITY

A single mind encompassing thousands of robots. A being whose only purpose now is to further itself, to continue to grow and absorb more minds until there is no one left in the world but it.

Turret.

Standard combat robot.

Health: 3

Attack: 1 Damage, Close/Mid

Moves: Grenade, Take Cover, Call for Backup

Drone.

Tiny flying pests.

Health: 2

Attack: 1 Damage, Mid/Far

Moves: Swarm, Snipe, Self-Destruct

Repair Bot.

Support for the attack troops.

Health: 2

Heal: 2 Health, Close

Moves: Shield, Take Cover, Self-Destruct

Shock Trooper.

Big, bad, and electrically charged.

Health: 6

Attack: 3 Damage, Close/Mid

Moves: Electro-Magnetic Pulse, Repulsor Shield, Suppressing Fire

Commander.

Someone's gotta be in charge around here.

Health: 8

Attack: 2 Damage, Close/Mid/Far

Moves: Command Minions, Summon Defensive Turret, Take Cover



JUNKBOT GANG

Sometimes one bunch of scrappy junkbots has to throw down against another bunch of scrappy junkbots.

Scraps

Bits and pieces of garbage and ancient machines stapled together in the shape of a robot who wants to punch you in the face.

Health: 2

Attack: 2 Damage Close/Mid

Moves: Overcharge, Scrap Shield, Grease Spill

Thugbot

Big, slow, and heavy. Likes to punch things.

Health: 6

Attack: 3 Damage Close

Moves: Grab, Crush, Destroy

Sneak.

Cunning, fast, dark, and deadly.

Health: 3

Attack: 2 Harm Close/Mid/Far

Moves: Throw Knives, Dash, Target Weakness

Crowbot

Flying beasts with metal beaks and ragged wings; tend to gather in murders.

Health: 4

Attack: 2 Damage, Mid/Far

Moves: Divebomb, Shriek, Swarm

Eldritch Machine.

A robot of metal and bone, animated by unspeakable horrors from the abyss.

Health: 4

Attack: 2 Harm Close/Mid/Far

Moves: Teleport, Vanish, Summon Duplicate

MECHA-GOBLINS

Not all goblins died in the apocalypse; some managed to mechanize their bodies to survive. Now in their half-robot, half-organic forms, they fight fiercely and pilot battle mechs of their own creation to retain their place in the world.

Mecha-Goblin Warrior.

Small, green, and angry.

Health: 4

Attack: 2 Damage, Close/Mid

Moves: Clamber, Hide, Kick Shins

Mecha-Goblin Warlord.

Bigger, greener, and angrier.

Health: 10

Attack: 3 Damage, Close/Mid

Moves: Smash, Throw, Command



THANK YOU!

Thank you for taking the time to check out this game, to read it, and (hopefully) play it! I hope you enjoyed it. This game is not quite final; I am still playtesting and planning on releasing an expansion later, along with modifications to these rules if need be. If you have played it and have comments of things that didn't work, or could work better, or just want to tell me about the wacky hijinks you got up to, I'd love to hear about it! Feel free to email me at andregeleynse@gmail.com.

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Cheers,
-André