

SCRAPYARD JUNKBOTS

QUICKSTART

A TRAG BY ANDRÉ GELCYNSE

SCRAPYARD JUNKBOTS

by André Geleynse

Writing, design, layout, and art by André Geleynse

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@alisterscriven

<https://alisterscriven.itch.io/>

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Parão Grottesche

Montserrat

Montserrate Alternates

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.



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.

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.

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**.

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. 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.

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.

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.

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.

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.

In the quickstart, there are 3 models to choose from, out of the 7 available in the full game. The quickstart character sheets include techniques, augments, and innate abilities already filled in. Also included on the character sheets are their **weapons**. Each robot has 3 weapon types they can use at any time, one of which will have a modification to make it more powerful.

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.

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.

ENEMIES

Presented here are a small number of enemies for you to use in your games.

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

THANK YOU!

Thank you for taking the time to check out this quickstart, to read it, and (hopefully) play it! I hope you enjoyed it. If you did, please consider buying the full version, or picking up a community copy for free. 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