

Scrapyard Robot Battle

Chris Schock

Rules

Summary

- Players are robot builders rummaging through a junkyard for robot parts, then fight them to the death

Objective

- The winner is the player whose robot is the final one standing.

Setup

- Each player will collect a tableau, as well as the starter parts (Head, Torso, Legs, and 2 arms), placing them on their designated spots on the tableau. Then, each player takes 6 copies of "Junk Code", and places them in their discard pile.
- The remaining cards are shuffled, and then divided into ten "junk pile" decks. It is not necessary for the decks to have the exact same number of cards, as long as they look close to the same.
- Flip the top card of each deck face up, so they are visible to all players.
- The first person to name a movie about robots gets to be the first player.

Build Phase

- Each player's build token is placed on top of each other, with the first player's token on top, in front of the time track.
- Starting with the first player, players chooses a card to collect. These can be either **Part** cards, or **Action** cards.
- After a player has selected their card, move their respective token up on the time track an equal number of spaces to the card they just collected. If the player's token lands on a space with another player's token, place the player who moved this turn's token on top of the other token(s).
- If the card is a **Part**, then place that card on the part's respect spot on the player's tableau, removing whatever card is already there from the game.
- If the card is an **Action**, then place it on top of the player's discard pile.
- If the card has a **Build** action, immediately resolve after collecting.
- The next player to play is whoever is furthest back on the time track. In the event of a tie, the player's whose token is on top of the stack goes next.
- On a player's turn, they may choose to take a **Rummage** action. When the player **rummages**, they move their token one space forward on the time track. Then, the player selects a junk pile deck and takes the top three cards from that deck. The player then may pick one to collect, paying the cost. Then, the player takes the remaining two cards and

places one on top of the same junk pile deck, and the other on the bottom of said deck. If the player chooses to not buy any of the cards, then they still put on card on the bottom of the deck, and the other two go on top of the deck, in any order.

- At any time, players may choose to pass. If they do so, then they may not take build actions later in the phase.
- If a player's token passes the 30 square, then the player must stop. On the first round of the Battle phase, the player will take a penalty in the form of a reduced starting hand size, relative to how far they pass the 30 square.
- Once all players have either passed, or overshot the 30 square, Build phase ends. Each player will count the total number of armor and batteries on each player's robot, and take that many respective tokens. Place the armor tokens in the player's armor section of their tableau, and place all battery tokens in the unused battery section of the tableau.

Combat Phase

- In order, from the player who took the least time in the build phase, to the player who took the most, players take turns using their available batteries as actions.
- Excluding the first turn, players draw their hand up to five cards at the **beginning** of their turn. If the player's hand is greater than five, they keep their hand and do not draw.
- The player then plays cards and uses abilities on their robot parts until they do not have batteries to pay for the actions, or choose to pass.
- In addition, all players have access to the following actions:
 - Move - Spend a battery and discard any card, then move, orthogonally, a number of squares up to the robot's speed.
 - Limp - Spend a battery and then move, orthogonally, one square
 - Attack - Spend a battery and discard any card, then target a player within range of one of the player's arms (melee = orthogonally adjacent, ranged = shortest path). Deal damage equal to the arm's attack value
 - Emergency Recharge - Spend two batteries and draw one card.
- When a player is dealt damage they have the option to take said damage in one of three ways. Players can choose to split damage among multiple options:
 - Lose shield tokens
 - Lose armor tokens
 - Trash cards
- When trashing cards, players either take a card from their hand, or the top card from their draw deck, and place it into their trash pile.
- When a player's entire deck of cards is in their trash pile, they are eliminated from the game.

- After a player has spent all their batteries, or passed, they **recharge** their battery tokens, by moving them from the used section to the unused section. Play then moves to the next player in turn order.
- The last player with cards in their deck is the winner.