SCRAP WORLD

Rulebook

SCRAP WORLD

"We followed the Noble Houses blindly into battle, and we got what we deserved; a planet in ruin."

After decades of global warfare and countless lives lost, the people of Terram managed to exile the oppressive Noble Houses from their planet and bring an end to the Great House Wars. The war's end wasn't enough to bring harmony to the planet. The distrust that festered under a millennia of Noble House rule made union under a new government nigh impossible.

Instead of unifying, the fragile society fractured still further. Family and clan governances formed where union could not and the people ruled their small corners of the world with little regard for a greater whole.

The scraps of the Great House War became the foundation of a new age. The mighty battlesuit became the sentry and security of every community. Skilled pilots became their heroes and protectors. From the rubble, the people of Terram began a new life, a life from the Scrap World.

OVERVIEW

Scrap World offers a unique blend of customization, resource management, tactical strategy, and luck in a fast-paced skirmish game for 2-4 players. Each player commands a small team of archaic battlesuits left behind after the Great House Wars. Players will fight to defend their people and bring honor to their clans.

During the game, every action comes at a price. A player that users their energy and actions to make an assault may leave themselves vulnerable to a counter attack. Choosing when to push your luck and when to hold back is critical to a successful strategy. Resources are limited so every decision must be executed with care.

Players have at their disposal weapons and equipment cards that they can use to configure and modify their battlesuits. Weapon and equipment cards can give players powerful abilities that can inflict serious damage on opponents, but like every decision in the game, choosing the right armament may require some compromises.

The player that can piece together the smartest force, skillfully manage their resources in battle, and maneuver their battlesuits effectively on the battlefield will be crowned the victor.

GAME OBJECTIVE

The object of Scrap World is to create a team of battlesuits and use them to defeat all opponent forces.

COMPONENTS

- Rulebook
- 9 game board tiles
- 12 terrain pieces
- 12 custom dice
- 5 chassis cards
- 27 armament cards
- 8 activation markers
- 5 battlesuits standups
- Initiative tokens
- Energy tokens
- Damage tokens

CUSTOMIZE YOUR FORCE

Players customize a team of battlesuits by buying weapons and armament. Each weapon and armament card has a printed point cost. By keeping the total cost within the game point limit, players will have a balanced match.

It is recommended to play either an 80 point, 150 point or 200 point game. Each player gets the chosen number of points to build their team. For example, if players agreed to play a 150 point game, each would get 150 points to use toward building their battlesuits.

A quick start guide is available at the back of this rulebook (Page 14). It provides a number of battlesuit configurations for 2, 3, and 4 player games. If it is your first time playing Scrap World, choose from the battlesuits in the quick start guide for your first game.

To configure your own team of battlesuits, follow these steps:

> **Step 1)** Choose a chassis
> **Step 2)** Select armament
> **Step 3)** Add up your points

STEP 1) CHOOSE A CHASSIS

The Chassis is the heart of every battlesuit. While all chassis have similar elements, key differences give them advantages in the arena. Players can have more than one chassis as long as their point cost plus their armament is equal to or below the game point cost. Each Chassis card has a name, the chassis stats (which includes: damage, energy, speed, initiative, default armor), a point cost, and availabe armament.
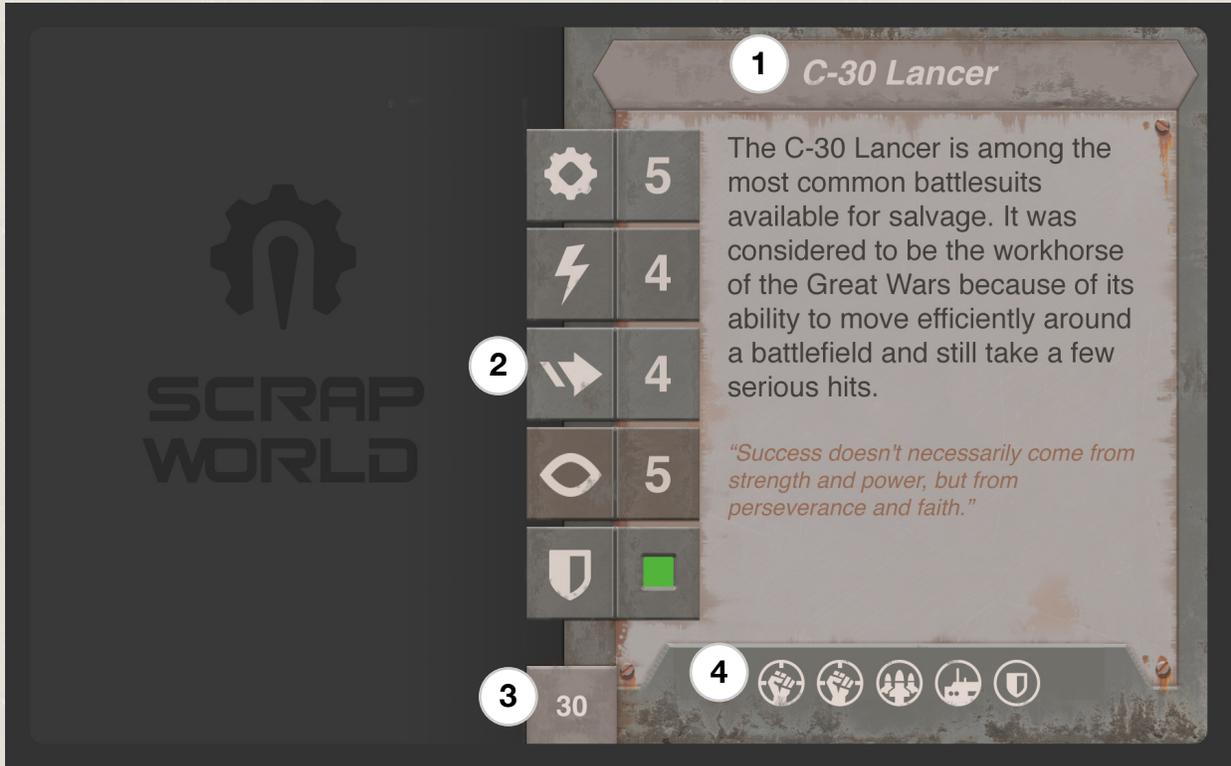

1 Name - The model name is the name of a chassis. Most pilots christen their battlesuit with a more endearing name.

2 Chassis Stats - The chassis stats are the basic abilities of a battlesuit. They may be modified by armament cards and actions during the game. The core stats are damage, energy, speed, initiative, and default armor.

3 Point Cost - Chassis have varying point costs depending on their strength and ability. The chassis point cost contributes to the game point total, along with weapons and armament.

4 Armament - Armament indicate the number and type of armament cards a battlesuit can equip. There are four types of armament cards: primary weapons, missiles, modules, and armor.

CHASSIS STAT SYMBOLS AND MEANINGS

⚙ Damage indicates how many hits a battlesuit can take before it is destroyed.

⚡ Energy indicates the maximum amount of energy resources a battlesuit has to use during the game. Place an equal number of energy tokens on the chassis card at the beginning of the game.

➡ Speed indicates the number of spaces a battlesuit can move.

👁 Initiative determines the activation order of each battlesuit during a round. The battlesuit with the highest initiative activates first.

🛡 Default armor indicates the armor dice color that a player uses when making a defense roll.

STEP 2) SELECT ARMAMENT

Story ---- Armament cards provide a chassis with the weapons and armor it can use in a fight. While the abilities of armament cards differ greatly, they all have a name, point cost, type, and description.
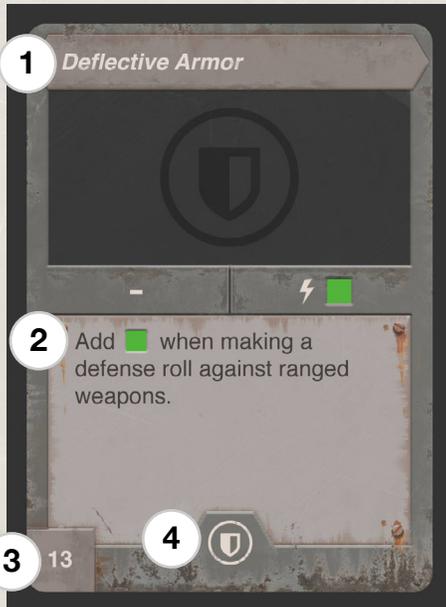
1 **Name** - The name of the weapon.

2 **Description** - The armament description provides instructions for how it can be used in battle.

3 **Point Cost** - Armament cards have varying point costs depending on their strength and ability.

4 **Type** - Each armament card has a type. Chassis cards have a limit to the number and type of armament cards they can carry.

Primary Weapon - Primary weapons are usually the workhorse of a fight and are consistent at dealing damage. There are two types of primary weapons: ranged and melee.

Missile - Packing a powerful punch, missiles can be a game changer. Missile cards are often one-time-use cards or cards that you must flip over and reload to use again.

Module - Modules can modify core chassis stats, make specific weapons more deadly, or give the battlesuit a special ability.

Armor - Armor cards give a battlesuit extra defense dice beyond their default chassis armor (usually at the cost of one energy).

PRIMARY WEAPON

5 **Weapon Type** - Weapons come in two types; ranged and melee.

Ranged Weapon - Ranged weapons target enemies from a distance. The number in the middle represents its accuracy. See page 12 for more details on ranged weapon accuracy.

Melee Weapon - Melee weapons target adjacent enemies.

6 **Weapon Categories** - Ranged and melee weapons can be further broken down into weapon categories. Not all weapons have a category.

Ballistic - Ballistic weapons have better accuracy and can be modified by ammunition module cards.

Energy - Energy weapons sometimes use extra energy to get more attack dice or special abilities.

7 **Quick Attack Stat** - The number and color of dice used in a quick attack.

8 **Full Attack Stat** - The number and color of dice used in a full attack.

Deflective Armor card

1 Deflective Armor

2 Add ▢ when making a defense roll against ranged weapons.

3 13

Laser Cannon card

5 Laser Cannon **6**

Spend one ⚡ to add ▢ to your next attack.

"The light is so beaut..."

9

MISSILE

1 **Weapon Type** - All missiles are ranged weapons and have an accuracy value in the middle of the ranged weapon symbol.

2 **Weapon Categories** - Like primary weapons, missiles can be further broken down into weapon ballistic and energy weapons.

3 **Quick Attack Stat** - Missile weapons do not have a quick attack stat and must use a full attack action to be used.

4 **Full Attack Stat** - The number and color of dice used in a full attack.

5 **Description** - Missiles are often one-time-use cards or cards that you must flip over and reload to use again. This is not unique to missiles, but because this is common of them, it is described below.

Remove card - After using a card with this symbol, remove it from play.

Flip over - After using a card with this symbol, flip it over. It can be flipped over and used again by taking the reload action.

MODULES

ARMOR

6 **Module Card** - This is an example of a module card. Read the description to understand each card's ability and how it effects the game.

7 **Reactive armor** - Reactive armor indicates the number and color of dice a battlesuit can use when making a defense roll. It requires 1 energy to use. It can only be used once each time a defense roll is made.

(Countermeasures card): Always add ■ when making a defense roll against a missile type weapon (including homing missiles).

(Basic Armor card): *"The best defence is to shoot first."*

STEP 3) ADD UP YOUR POINTS

Before a game, player's add up the point cost of all their chassis cards and armament cards. Each player's point total should be equal to or lower than the game point total. Players can use any number of chassis and weapons, as long as: 1) their point total stays below the game point total, 2) the chassis they select can support all of their armament, and 3) they have a card to represent each of their selections.

Example 80 Point Game

|	
C-40 Thumper Chassis	40 pts
Auto Cannon Ranged Weapon	13 pts
Claw Melee Weapon	10 pts
EMP Missile	7 pts
Basic Armor	10 pts

SETUP TABLETOP

Scrap World is played on a gridded play area that is peppered with obstacles and obstructions.
To set up the space, each player chooses between 3-5 terrain pieces and alternates placing them on the map.

Once the terrain is set, players randomly select one of the numbered activation markers. The player with the highest marker chooses one side of the board as their starting area. Players continue choosing in order of highest to lowest. The starting area includes the first two spaces along the edges of the board.

In a 2 player game, the first player places a battlesuit into their starting area. The second player then places two of their battlesuits. Players alternate placing their remaining battlesuits one at a time until every battlesuit has been placed.

In a 3-4 player game, players alternate placing one of their battlesuits into their starting area until every battlesuit has been placed.
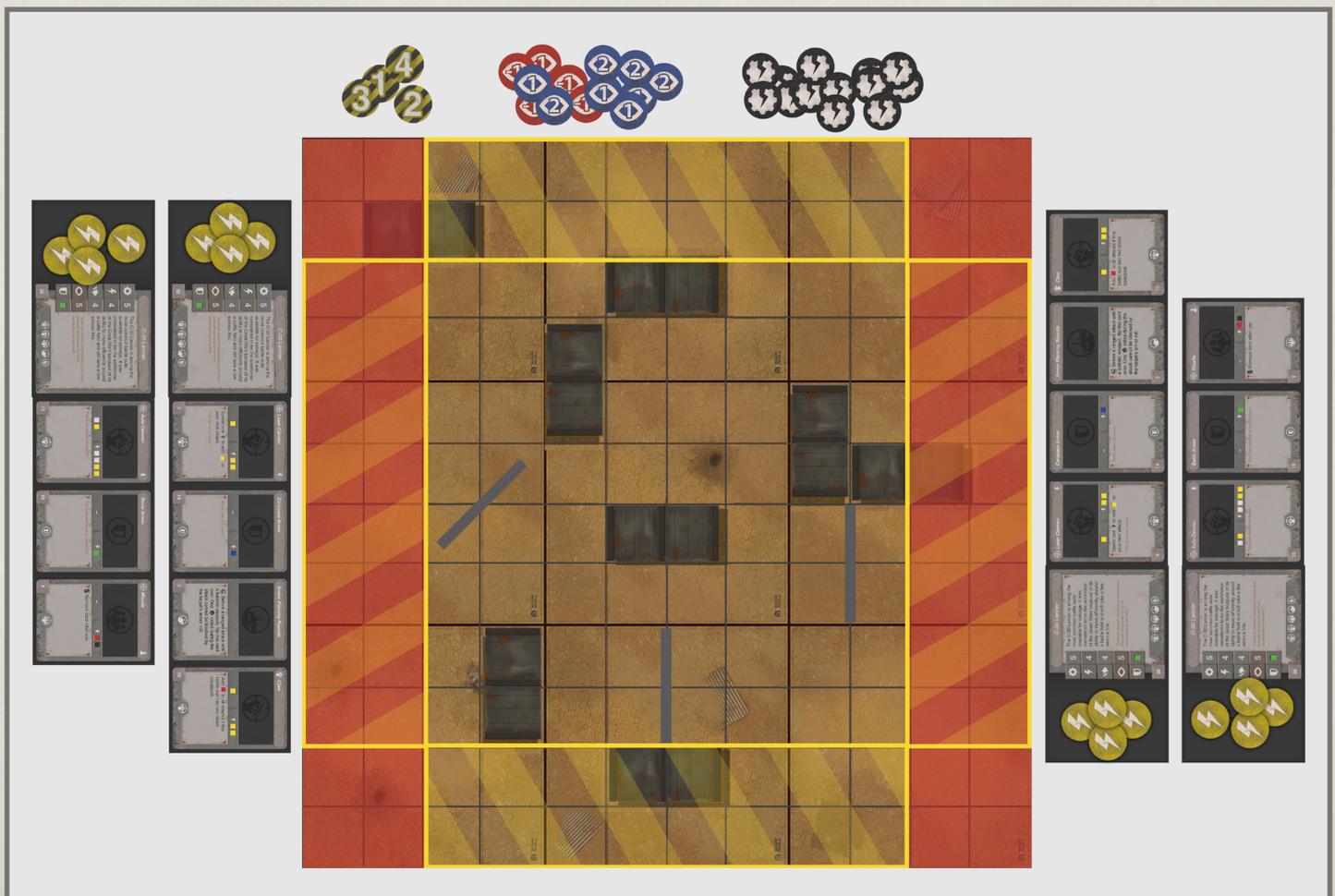
■ 2 player starting zones   ■ 3-4 player starting zones

GAMEPLAY

Scrap World is played in rounds. During each round, players will determine activation order for all of the battlesuits on the board and then activate them one by one. Once every battlesuit has been activated, players determine initiative for the next round and play continues.

ROUND OVERVIEW

1) Determine Activation Order
- Use the chassis initiative stat (modified by any initiative tokens) to rank all battlesuits in play from highest to lowest.
- Place activation markers on the table next to battlesuits. The battlesuit with the highest initiative gets the number one marker, the next gets number two, and so on.
- Remove initiative tokens from chassis stat card after the rounds activation order has been determined.

2) Activate Battlesuits
- The battlesuit with the number one activation marker activates first.
- The active battlesuit may use 3 activation points on any combination of 1 and 2 point actions.
- When the battlesuit finishes, activate the battlesuit with the next activation marker.

3) Check Victory Conditions
- If one player destroys all of the opposing battlesuits and still has at least one battlesuit in play, the game is over and the victory is awarded to that player.
- If two or more players have a battlesuit in play, begin a new round.

DETERMINE ACTIVATION ORDER

Each battlesuit chassis has an initiative value on their stat card. This value represents the battlesuits ability to move around the battlefield and react. The higher the initiative value, the better chance that battlesuit has to take advantage of their opponent. At the start of a new round, players will determine the activation order of each battlesuit in play by ranking their initiative values from highest to lowest. The battlesuit with the highest initiative will be the first battlesuit to activate that round. Place the number one activation marker by the battlesuit. The battlesuit with the next highest initiative will activate second and recieve the number two marker. Continue until all battlesuits have an activation marker.

When two battlesuits are tied with the same initiative value, have players randomly draw one of the next consecutive activations markers. Place the markers by each battlesuit.

The initiative stat printed on a battlesuit chassis card may be affected during the game by abilities or actions. Players place initiative tokens on their chassis card to remind them to increase or decrease their initiative for the next round. Remove initiative tokens immediately after the battlesuit receives an activation marker, unless otherwise stated by the ability or action.

Activation marker   *Initiative tokens*

ACTIVATE BATTLESUITS

When a battlesuit activates, it may use 3 activation points to perform actions. Players can choose to take 1 point actions or 2 point actions or a combination of the two.

Players cannot use the same action more than once during their activation. For example, a player could not make a ½ move (1 point action) and then take another ½ move in the same activation. A player could however make a ½ move (1 point action) and then make a normal move (2 point action). While both actions are movement actions, a 1 point action and a 2 point action are considered to be two separate kinds of actions. An exemption to this rule is the ready action. It may be used multiple times during an activation.

A battlesuit is not required to use all of its activation points. Once a player has declared an end to their battlesuit's activation, any remaining activation points are forfeited. Activation points do not transfer to another round, and a battlesuit cannot be activated again during that round.

ACTIONS

When taking an action, players must: 1) be sure they have enough activation points to perform the action and 2) be sure they have enough energy to perform the action. Many actions require energy to perform with accuracy and effectiveness. The energy stat on the chassis card represents the maximum amount of energy a battlesuit has available. At the beginning of a game, place an equal number of energy tokens on the chassis card as the number indicated by the energy stat. Every time a battlesuit uses an action that requires energy, remove an energy token from its chassis card.

If a battlesuit runs out of energy, they cannot use actions that require energy until they are able to restore it by using the "power up" or "reboot" actions. Any attacks made against a battlesuit that would decrease their energy below 0 deals damage equal to the deficit instead.

The following are the names, energy costs, and descriptions of available actions grouped by activation point costs:

1 POINT ACTIONS

Name	Energy	Description
½ Move	0	Rounding down, move up to ½ the distance on the chassis movement stat.
Quick Attack	0	Make an attack with a ranged or melee weapon using the quick attack stat printed on the weapon card.
Ready	0	Add a +2 initiative token to the battlesuit that takes this action. Remove the token after activation order is determined for the next round. This action can be used more than once during an activation.
Power Up	0	Regain 1 energy token
Reload	0	Flip a used gear card over. Take a -1 initiative token. Remove the token after activation order is determined for the next round.

2 POINT ACTIONS

Name	Energy	Description
Move	1	Move up to the full distance on the chassis movement stat.
Run	2	Move up to 2 times the full distance on the chassis movement stat.
Full Attack	1	Make an attack with a ranged or melee weapon using the full attack stat printed on the weapon card.
Jury-Rig	1	Remove 1 damage token from your chassis card and take a -1 initiative token for *the rest of the game*.
Reboot	0	Regain 3 energy tokens and take a -1 initiative token. Remove the initiative token after activation order is determined for the next round.

MOVEMENT

Scrap World is played on a grid. Each space represents a unit of movement. Players use the movement stat found on the chassis card to determine how many spaces they can move when taking a movement action (½ move, move, or run). Movement can be diagonal or orthogonal.
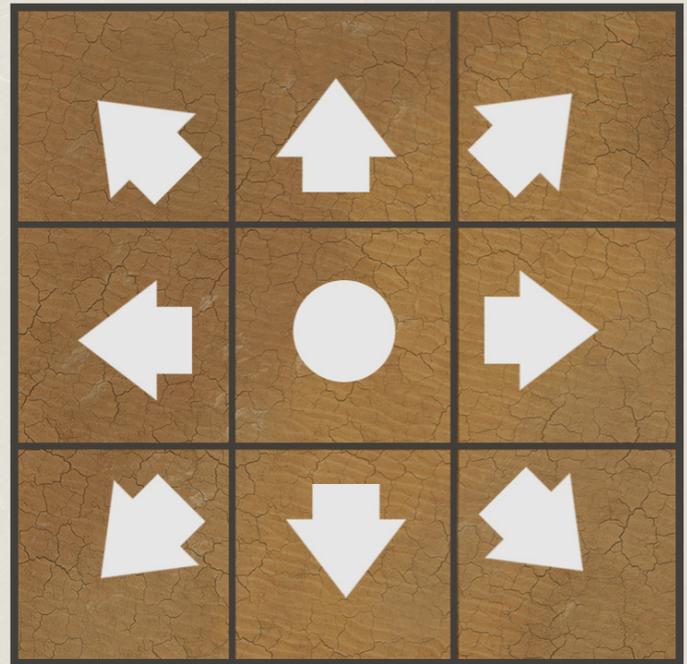
OBSTACLES

There are 3 types of obstacles in the game: hindering, blocking, and impassable. It is recommended that before each game, players go over which terrain pieces represent which obstacles.

Hindering obstacles are represented by rubble, water-features, or dense foliage. When moving into a space occupied by a hindering obstacle, a player must spend one extra movement point. After spending the extra movement point a battlesuit may stop on the hindering obstacle or continue moving.

Blocking obstacles are represented by low walls, fences, and small heaps of scrap. They follow the same movement rules as hindering obstacles with one exception; battlesuits cannot stop their movement on blocking obstacles. When a blocking obstacle is positioned in between two spaces, players can position their battlesuit on either side.

Impassable obstacles are treated just as their name implies; they cannot be moved through or stopped on. They are represented by high walls, buildings, and hazardous terrain. The edge of the player map is considered an impassable obstacle for the sake of game play. Both friendly and enemy battlesuits are considered to be impassable obstacles.

Example: Jim wants to move his battlesuit as far forward as possible. His battlesuit has a movement stat of 3. His two options are: 1) Move diagonally 1 space and forward 2 spaces without any obstacles. 2) Move diagonally 1 space, then forward 1 space through a blocking obstacle (costing one extra movement point). Note: Jim cannot move directly forward through the impassable obstacle.

Movement directions
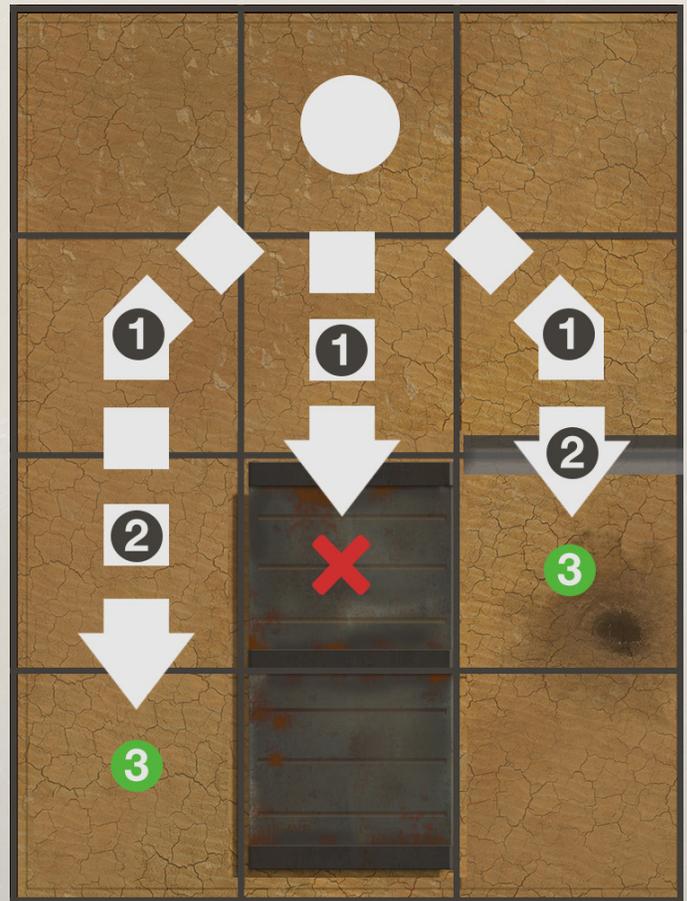
No obstacles, impassable obstacle, blocking obstacle

COMBAT

Players have the option to perform 2 different types of attack actions during an activation: quick attack and full attack. Quick attacks only require one action, but are often less effective. Full attacks deliver a weapon's full power at the cost of 2 action points and an energy token.

Like all actions, players cannot perform two of the same attack actions during their battlesuit's activation. For example, a player could not perform two quick attacks. A player could however perform a quick attack and a normal attack because they are two different types of actions.

Scrap World uses a unique set of custom dice to determine combat results. There are 4 attack dice and 2 defense dice. The attack dice get progressively more powerful from white to black. The attack dice have 2 different symbols: hit and fallback. The defense dice also have two symbols: block and stand ground. Armament cards determine which dice the player will use to attack and defend during combat.

When an attack is made, the attacking player rolls the attack dice indicated by their weapon cards, and the defending player rolls the defense dice indicated by their chassis' default armor stat. Combat is resolved by comparing the number of hits to the number of blocks. Any hits that cannot be blocked count as damage. The targeted battlesuit takes a damage marker for each of the unblocked hits. If a battlesuit ever takes damage equal to or greater than the chassis damage stat, the battlesuit is destroyed and removed from the game.

Armor Cards

If a player chooses to equip their chassis with an armor card, they are allowed to use that card's ability after the attacking player rolls their attack dice. In most cases, armor cards allow a player to spend energy to add additional armor dice to their defense roll. A battlesuit may be the target of multiple attacks during a round, and with each attack they can decide if they want to activate their armor card.

Example: XXX

Attack Dice
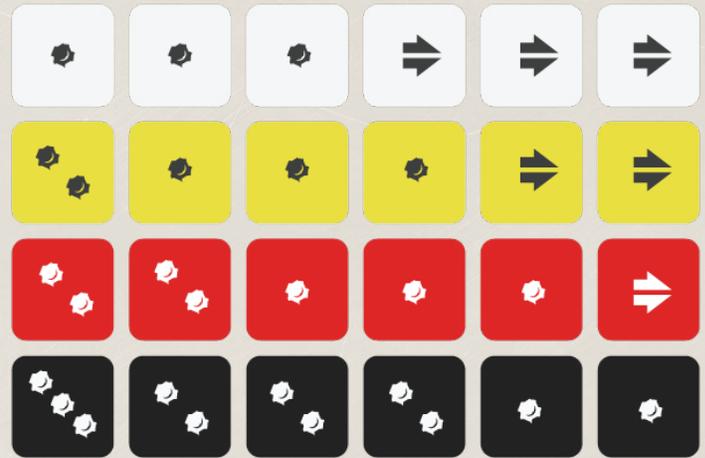
Hit - The hit symbol represents one potential damage that could be dealt to a targeted battlesuit if not blocked. Hit symbols can only be blocked by block symbols.

Fallback - The fallback symbol represents an overwhelming assault that causes an enemy to fallback. For each fallback symbol rolled, the targeted battlesuit must move 1 space directly away from the battlesuit that made the attack following normal movement rules. If the retreating battlesuit cannot fallback because of obstacles (both hindering, blocking, and impassable), the targeted battlesuit takes damage for every fallback that they cannot resolve. A target cannot fallback more than its chassis movement stat value. If they must fall back further, they must take damage for every unresolved fallback. Fallback can only be blocked by stand ground symbols.

Defense Dice
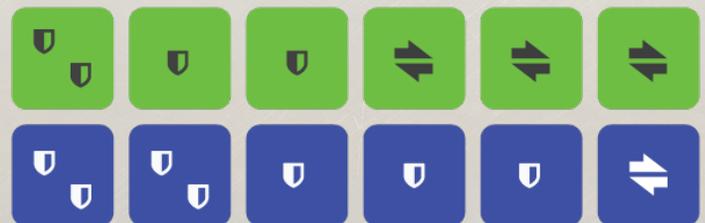
Block - Each block symbol prevents one hit from damaging the targeted battlesuit.

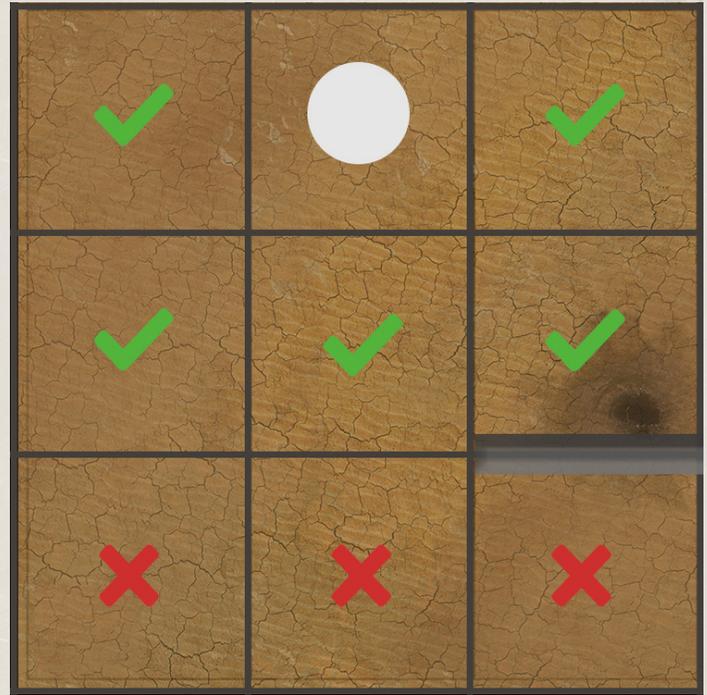**Stand ground** - Each stand ground symbol prevents one fallback.

MELEE ATTACKS

A melee attack (either quick or full) can be performed against an enemy when two conditions are met:

- The attacking battlesuit has a melee weapon (noted on the armament card)
- The targeted battlesuit is in an adjacent space.

A unit is considered adjacent if they are in a space immediately next to the occupied space in any direction. If there are ever multiple enemy battlesuits adjacent to the battlesuit that is making a melee attack, the player must choose which battlesuit will be the target of the attack.

If a battlesuit has more than one melee weapon, the player must declare which weapon they will use for the attack. The player then references the weapon card to determine how many and which color of dice they will use during the attack.


Melee attacks target adjacent spaces

RANGED ATTACKS

A ranged attack (either quick or full) can be performed against an enemy when three conditions are met:

- The attacking battlesuit has a ranged weapon (noted on the armament card)
- The targeted battlesuit is NOT in an adjacent square.
- The targeted battlesuit is in line of sight.

Ranged combat can never be made against a battlesuit that is in an adjacent square. This leaves every other square a possible target. Unless a weapon card specifically states otherwise, there are no range limitations to a ranged attack. As long as the targeted battlesuit is in line of sight, they can be the target of an attack; however, blocking obstacles and weapon accuracy can diminish the effectiveness of a ranged attack.

If a battlesuit has more than one ranged weapon, the player must declare which weapon they will use for the attack. The player then references the weapon card to determine how many and which color of dice they will use during the attack.
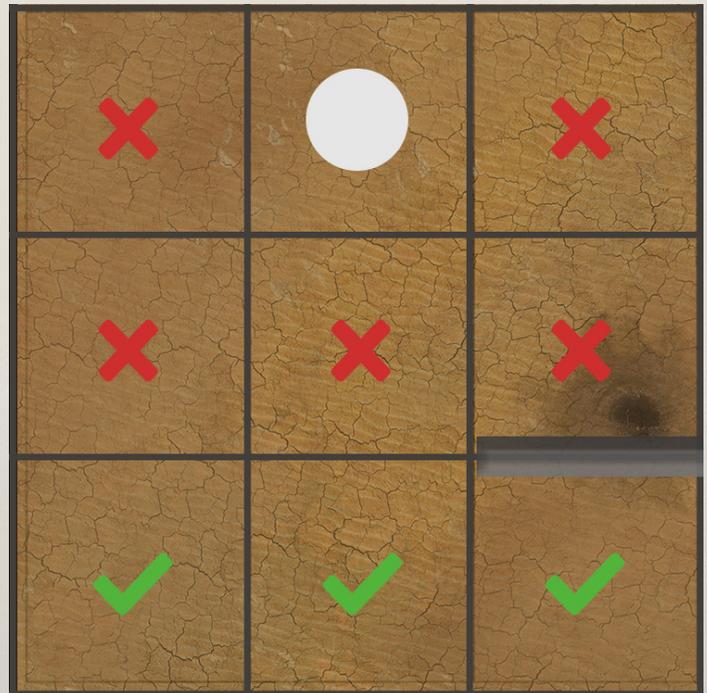
Ranged attacks target spaces at least 1 space away

Line of Sight

Line of sight is determined by making a line from the center of the attacking battlesuit to the center of the targeted battlesuit. If the line does not pass through any impassable terrain or other battlesuits, then the attacking player has line of sight. Hindering obstacles do not block line of sight.

Because Scrap World is played on a grid, there can be situations where line of sight is questionable. If both players can't agree, players can choose to solve the dispute by giving the defending battlesuit one or more additional green defense dice.

Blocking Obstacles

Blocking obstacles can provide cover for battlesuits. If line of sight passes through blocking obstacles, a battlesuit may still attack. The defending battlesuit will receive an extra green dice for every blocking obstacle that the line of sight passes through.

If an attacking battlesuit is adjacent to a blocking obstacle when making a ranged attack, it does not give the defender a bonus. It is assumed a battlesuit could shoot over a blocking obstacle that they are standing next to.
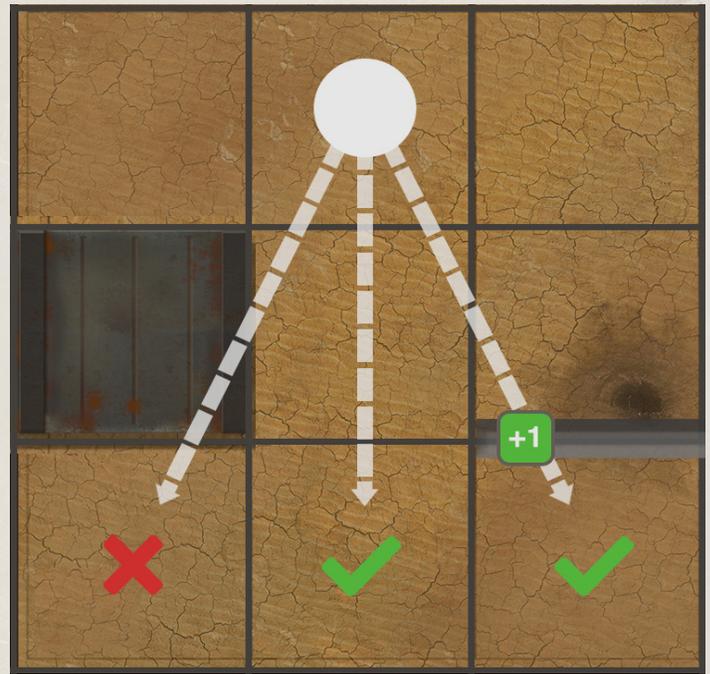
Weapon Accuracy

In Scrap World, the accuracy and power of ranged weapons diminishes at further distances. This is represented by the weapon accuracy found on every ranged weapon. The number represents the distances at which the weapon loses some of its efficiency. Give the defending battlesuit a green dice for every number of spaces they are away from the attacker equal to the attacker's weapon accuracy (see example to the right).

Special Weapon Abilities

There are a wide range of weapons and many have unique abilities that alter the core set of rules. If ever a conflict arises, the special rules on the weapon card trumps the core rules. If there is still a discrepancy, players should work out the confusion in the most amiable way they can.

ENDING THE GAME

If one player destroys all of the opposing battlesuits and still has at least one battlesuit in play, the game is over and the victory is awarded to that player.

Line of sight and blocking obstacle bonus
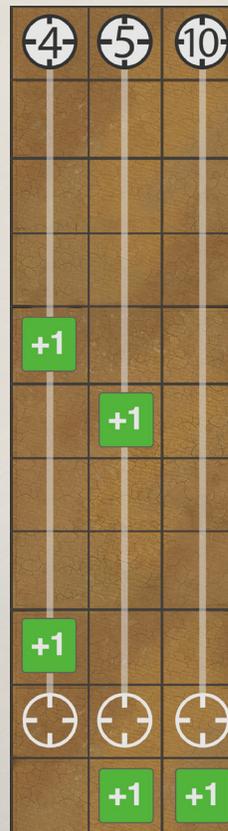
Example: A weapon with accuracy of 4 targets an enemy 9 spaces away. The defender gets a green dice for every 4 spaces away it is from the attacker for a total of 2 green dice.

A weapon with accuracy of 5 targets an enemy 9 spaces away. The defender gets a green dice for every 5 spaces away it is from the attacker. In this case they get a single green dice.

A weapon with accuracy of 10 targets an enemy 9 spaces away. The defender doesn't get any extra defense dice because they are within the weapons accuracy.

SYMBOLS

Chassis Stats

Damage - This indicates how many hits a battlesuit can take before it is destroyed.

Energy -This indicates the maximum amount of energy resources a battlesuit has to use during the game. Place an equal number of energy tokens on the chassis card at the beginning of the game.

Speed - This indicates the number of spaces a battlesuit can move.

Initiative - This determines the activation order of each battlesuit during a round. The battlesuit with the highest initiative activates first.

Default armor - This indicates the armor dice color that a player uses when making a defense roll.

Armament Card Types

Primary Weapons - Primary weapons are usually the workhorse of a fight and are consistent at dealing out damage. There are two types of primary weapons: ranged and melee.

Missile - Packing a powerful punch, missiles can be a game changer. Missile cards are often one-time-use cards or cards that you must flip over and reload to use again.

Modules - Modules can modify core chassis stats, make specific weapons more deadly, or give the battlesuit a special ability.

Armor - Armor cards gives a battlesuit extra defense dice beyond their default chassis armor value (usually at the cost of one energy).

Weapon Types

Melee Weapon - Melee weapons target adjacent enemies.

Range Weapon - Ranged weapons target enemies from a distance. The number in the middle represents its accuracy. See page 12 for more details on ranged weapon accuracy.

Weapon Categories

Ballistic - Ballistic weapons have better accuracy and can be modified by ammunition module cards.

Energy - Energy weapons sometimes use extra energy to get more attack dice or special abilities.

Dice

Hit - The hit symbol represents one potential damage that could be dealt to a targeted battlesuit if not blocked. Hit symbols can only be blocked by block symbols.

Fallback - The fallback symbol pushes defending players back 1 space. Fallback can only be blocked by stand ground symbols. (Page 10)

Block - Each block symbol prevents one hit from damaging the targeted battlesuit.

Stand ground - Each stand ground symbol prevents one fallback.

Equipment Card Symbols

Flip over - After using a card with this symbol, flip it over. It can be flipped over and used again by taking the reload action.

Remove card - After using a card with this symbol, remove it from play.

Dice - This symbol represent one dice of this specified color.

Markers

Initiative - This symbol represents positive or negative effects on initiative that boost or decrease the chassis initiative stat.

Damage - Damage counter help players keep track of the amount of damage a chassis has.

QUICK START GUIDE

This quick start guide provides a few preconfigured battlesuit recommendations. It is meant to help you jump right into the game without having to spend the time putting together your own battlesuits. This guide can also be used to help you get started with your own configurations. Once you are comfortable with the gameplay, feel free to adapt these recommendations to better reflect your play style.

2 PLAYERS - 150 POINTS

Player 1 (150 total)

C-30 Lancer	30
Auto Cannon	13
Power Barbs	14
Deflective Armor	13
Missile	5
C-33 Lancer Mod	33
Heavy Laser Cannon	17
Blade	12
Power Pack	3
Basic Armor	10

Player 2 (150 total)

C-40 Thumper	40
Laser Cannon	9
Hammer	15
EMP Missile	7
Rocket launcher	9
Carapace Armor	14
C-23 Scout	23
Saw	19
Granade Launcher	11
Smoke Screen	1
Scanner	2

3 PLAYERS - 80 POINTS

Player 1 (80 total)

C-30 Lancer	30
Battle Cannon	18
Blade	12
Carapace Armor	14
Missile	5
Smoke Screen	1

Player 2 (80 total)

C-33 Lancer Mod	33
Reactor Beam	14
Battle Axe	17
Power Pack	3
X Basic Armor	10
Scanner	2

Player 3 (80 total)

C-40 Thumper	40
Auto Cannon	13
Claw	10
EMP Missile	7
X Basic Armor	10

4 PLAYERS - 80 POINTS

Player 1 (80 total)

C-30 Lancer	30
Rail Gun	21
Claw	10
Carapace Armor	14
Missile	5

Player 2 (80 total)

C-33 Lancer Mod	33
Heavy Laser	17
Blade	12
Assult Armor	16
Scanner	2

Player 3 (80 total)

C-40 Thumper	40
Auto Cannon	13
Claw	10
EMP Missile	7
Basic Armor	10

Player 4 (80 total)

C-23 Scout	23
Battle Axe	17
Smoke Screen	1
C-23 Scout	23
Hammer	15
Smoke Screen	1

CREDITS

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