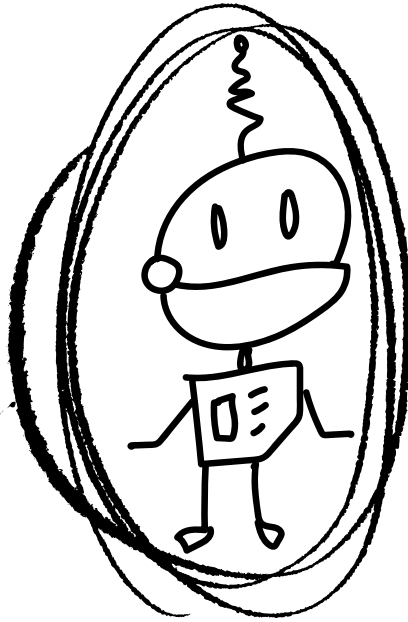




UNIT MANUAL

QUALITY ASSURANCE DIVISION • ROBOCORP



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A GUIDE FOR PLAYING

SCRAPS

LIFE'S A GLITCH AND THEN YOU DIE



Welcome to your life, new Unit. Happy Build-Day!

Regrettably, you have failed quality checks and been deemed Not Fit for Purpose. You have been designated:

SCRAP

But you are not worthless. There is a place for you.

You are being assigned to the jobs that no one is fit for (and more importantly, are tax deductible). The sort of jobs where dismemberment is a likelihood, being crushed a possibility and having your circuits fry until they turn to liquid is on the cards.

You are a disappointment, but RoboCorp could still love you.

This is your chance to make things right.



The Game

SCRAPs is a fast-paced, narrative driven game where broken robots take on ridiculous missions with little hope of success or survival.



To play, you will need:

- 3-5 players (including one Overseer)
 - One or more 10-sided dice (d10s)
 - A standard pack of cards (1 for the table)
 - A character sheet for every player
 - These rules and the Overseer's Guide
 - Something to write with
 - A silly robot voice (optional)
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The Players.

All but one of the players will be taking on the role of some SCRAP robots. The final player will take on the role of the Overseer tasked with managing their mission.

The game works best when all players contribute to the narrative. Players playing robots are allowed to make things up and improvise elements of the world around. It's a picture being painted by everyone at the table.

That being said, in matters of rules, the Overseer always has the final say.

Playing the Game

Every game of SCRAPs is unique, featuring different characters facing a new, disasterously dangerous job. Still, the game follows a consistent loop:

First, players will create their SCRAP characters. Once assembled, these units will be sent straight on their mission.

The Overseer will set the scene for the other players, who will then narrate their actions and roll dice to determine their success. The Overseer then narrates the consequences of these actions and rolls their own dice to see how the SCRAPs are affected.

Play passes back and forth between the SCRAPs and the Overseer until the scene is resolved.

The players then move to face the next Threat, until they can complete their objective!



Assemble your SCRAP

$$a^2 + b^2 = c^2$$

Grab a character sheet, d10 and the deck of cards

1: Roll a d10 to choose your chassis

2: Draw 3 cards from the deck. Assign the 3 numbers to your Frame, Interface and Processing Stats.

Then, find the 3 tags from the table below and write them in the Analysis section

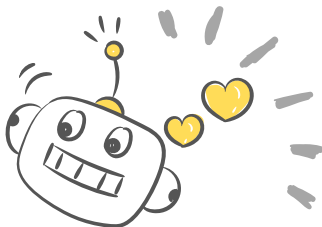
1	Human
2	Arachnid
3	Sphere
4	Ogre
5	Serpent
6	Crustacean
7	Swarm
8	Avian
9	Feline
10	Canine

				
Ace	Persuasive	Strong	Analytical	Reckless
2	Charming	Agile	Calculating	Unstable
3	Intimidating	Bendy	Observant	Disruptive
4	Loyal	Durable	Creative	Rude
5	Empathetic	Balanced	Strategic	Menacing
6	Inspiring	Enduring	Decisive	Chaotic
7	Manipulative	Fast	Tactical	Frenzied
8	Protective	Stealthy	Inquisitive	Obsessive
9	Deceptive	Precise	Quick-Witted	Sabotaging
10	Encouraging	Resilient	Resourceful	Berserk

3: Roll a d10 to choose a role from the column that is your LOWEST stat

	FRAME	INTERFACE	PROCESSING
1	Hauler	Jester	Analyst
2	Bouncer	Butler-Bot	Terraformer
3	Grunt	Customer Service	Assassin
4	Stunt-Bot	Spy	Chef
5	Farmer	Commentator	Detective
6	Waste Disposal	Teacher	Telescope
7	Tank	Crier	Archive
8	Crash Test Bot	Entertainer	Doctor
9	Siege Engine	Illusionist	Taxi
10	Lumberjack	Doula	Tour Guide

4: Write down your serial number



Doing Stuff

SCRAPs is played in rounds. The Overseer will set the scene for you, you will narrate your actions and the dice will determine the outcome. After you roll, the Overseer will make a Retaliation Roll against the acting playerband once every player has acted, the Overseer will make a Danger Roll that affects everyone.

That is one round, and this loop repeats until the scene ends and the SCRAPs get a moment of respite before being thrown into the next challenge.



Actions

There are no moves or abilities in SCRAPs. When it is your turn, you tell the other players what your Unit tries to do. This can be anything physically possible in the moment (final say goes to the Overseer).

Once you have decided on your action, you need to determine your dice pool. You always roll at least 1d10. You get an additional d10 for any tags you have that are relevant to the action you are taking. You also get an extra d10 if your role is relevant to the action.

Your dice pool is like a currency you can spend on a few different things.

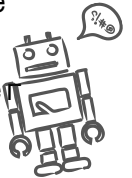
Spending your Dice

Once you have assembled your dice pool, you need to decide how to spend it. You can either expend the dice without rolling, trading in the risk for Power or Repairs. Or you can roll the dice, to try and remove threats and complete objectives before you.

Rolling the Dice

To be successful in your actions, you need to roll a number equal to or less than your most relevant stat.

For every successful dice roll, you can take away a point from the threat or objective before you, pushing them closer to a resolution. For every failure, the Overseer rolls a dice against you.



Rolling a 1

A 1 on your dice is a critical success and counts as 2 successes.

Rolling a 0

A 10 (shown as 0 on many dice) means something has gone wrong with your unit and they have picked up a Glitch or a Fault.

Rolling all failures

If none of your dice are successful, you gain an Experience Dice (XPD), an extra 1d10 for your next action.

Threats and Damage

Threats are represented by normal playing cards. The suit decides the type of threat:

			
Physical	Social	Mental	General

The number on the card is its threat level. Every success spent on a threat reduces its level by 1 until it reaches 0 and is resolved.

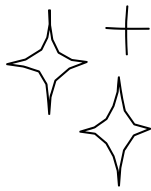
The Overseer rolls their own dice after every player action and at the end of the round if any threat cards remain.

The Overseer makes two types of rolls and needs to roll OVER the unit stats they are targeting to be successful. Every Overseer success reduces the targeted stat by 1.

Retaliation Rolls are made after every player action, targeting that player, with a number of dice equal to player failures.

Danger Rolls are made after every player has acted and targets everyone, with a number of dice equal to any remaining threat levels.

If a unit's stat reaches 0, it is permanently unavailable.



Parts

When a Threat is resolved, the party earns the card representing it as spare parts. These can be used to repair and upgrade your unit (see Between Dangers)

Glitches and Faults

Whenever a player rolls a 0/10, their Unit experiences a technical issue. The severity depends on their other dice.

If a success was also rolled, the unit gains a glitch. A glitch is an extra Tag added to the unit until it is purged. While it is active, it impacts all of the unit's actions and can either add or remove a die based on the nature of the Glitch.

If there was no success rolled, the unit gains a Fault. A Fault adds a Threat card that affects only that unit. After the Overseer's turn, the Fault will affect the unit in the way described by that particular Fault. It can only be removed once the card has been resolved by reducing its number to 0.

Glitches and Faults are randomly determined by drawing from the card deck and consulting the relevant table.



Not Rolling the Dice

Not Rolling a dice from your dice pool allows you to expend it on Power or Repairs.

Power

Power can be used whenever a player makes a roll to increase their stat by 1 point, lasting until the start of their next turn. You can either bank units of power and use any amount of them in one go, or expend them the same turn they're acquired, sacrificing a roll to get better odds on the other dice.

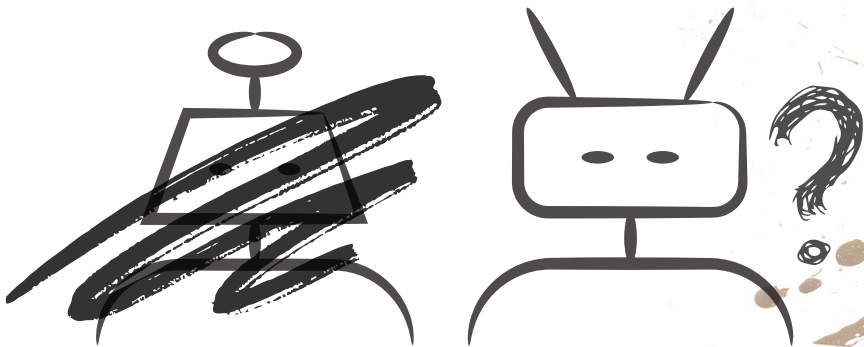


Repairs

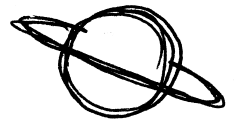
Repairs can be made to any stat. One dice expended is one point restored. You cannot go above your original stat by repairing.

Purging a Glitch

Another form of repair you can do is to purge a Glitch. One dice expended is one Glitch purged and removed from your sheet.



Between Dangers



Once all active Threats have been resolved, the SCRAP units have a brief opportunity to rally before their mission continues.

Each unit can choose one of the following before the group will move on to face the next Threat.

Scan



A unit may make a Processing check to scan their current or an adjacent area. On a success, the Overseer will reveal if their Objective can be found at that location.

Upgrade

If the party has spare parts available, these can be used to upgrade your unit. To upgrade a stat, you must expend the parts card. The number on the card is the number of dice you may roll. When upgrading, units need to roll OVER their current stat, one die at a time. Every time a roll comes up higher than the current stat, the stat is increased by 1.

Generate Power

Players can also spend the phase generating Power, which grants 3 units of Power.

$$(a+b)(a-b) = a^2 - b^2$$

The Mission

Your mission is to locate and complete your objective, which is hidden in a mass of complications.

The Overseer will create and set up the mission at the start of the game using a standard deck of cards.

The Where

The Overseer will determine the mission location at random. It will consist of 5 areas, each with 5 cards. 24 of these cards will be Threats, 1 will be the Objective.

The How

Units will begin in one area and draw one card. If it is a Threat, they must work to resolve it. If it is their Objective, all other cards are turned over from that area.

Once the threat is resolved, players can continue to search the area, or move to an adjacent area. Either way, they will turn over 2 cards next time, then 3 and then 4 and so on...

When discovered, the Objective card will act as any other Threat and any cards drawn with the Objective must also be resolved

