

# Scrapbots: Deck-building card-battler

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## About This Repo

This repository contains the rulebook and various files used to generate a playable prototype for the game: Scrapbots. Check out the [License](#). Browse the [card gallery](#). I'd love it if you'd [playtest on Tabletop Simulator](#) and send me some feedback.

## Summary

Scrapbots is a deck-building card-battler game set in a post-apocalyptic junk-punk future (Mad Max with robots). You take on the role of a Mechanic, a warlord who commands the remnants of robot armies against their enemies. These warlords are in constant conflict to control the last bits of humanity's resources. Collect a pile of scrap and cobble together some Scrapbots to smash your opponent.

Scrapbots takes inspiration from deck-building games such as Dominion, Star Realms/Hero Realms, Nightfall and Ascension. It is also inspired by card-battle style games such as Pokemon, KeyForge, Magic: The Gathering and Yu-gi-oh.

## Design Goals

The goal of Scrapbots design is to be a quick-to-play, fast-paced card-battler that does not require collecting cards or constructing decks. It also aims to be a deck-building game with a persistent board, an emphasis on hand optimization and tactical positioning, and the ability to combo effects. It should be easy to learn but still have enough depth to maintain a competitive player's interest. Games are intended to last ~30 minutes.

## Full Rules

[Scrapbots Rules](#)

## Tabletop Simulator

[Play Scrapbots on Tabletop Simulator](#)

## Card List

### Card Album

- Spare Parts x8
- Circuitry x8
- Sentry Gun x6
- Drone x5
- Scout x5
- Sentinel x5
- Enforcer x3
- Golem x2

- Plasma Dart x6
- Blaster x5
- Chainsaw x5
- Servomotor x5
- Laser Cannon x3
- Rocket Pod x2
- Supply Crate x5
- Repair Kit x3
- Magnet Trap x2
- Logic Bomb x1
- Fusion Cell x1
- Head Trauma x20

## Artwork

Artwork by [Game-icons.net](https://game-icons.net) and made available under the [Creative Commons 3.0 BY license](https://creativecommons.org/licenses/by/3.0/).

## Fonts

[Roboto Mono](#) and [Share Tech Mono](#)

## Building/Modifying

### Nandeck

Scrapbots cards can be generated using [Nandeck](#).

[Scrapbots Nandeck Script](#)

[Scrapbots Data](#)

### TTS Deck Editor

Scrapbots deck images can be generated for Tabletop Simulator using TTS Deck Editor (included with Tabletop Simulator).

[Scrapbots TTS Deck](#)

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