

Spare Parts

Type: Component

1






Spare Parts Overdrive: Repair 10 damage

Circuitry

Type: Component

2



Circuitry Overdrive: Choose a card from your discard pile and put it on top of your deck


Drone




Type: Scrapbot

4

40



Deal 10 damage

Deal 20 damage and draw a card





Scout


Type: Scrapbot

5

50



Deal 20 damage

Deal 20 damage. Flip a coin: if heads, deal 20 damage to an adjacent Lane




Sentinel

Type: Scrapbot



6

60



Draw a card. Flip a coin 3 times: for each heads, deal 10 damage

Deal 30 damage. Flip a coin: if heads, draw 3 cards





Enforcer



Type: Scrapbot



7

70



Deal 20 damage. Flip a coin: if heads, deal 20 damage to any Lane

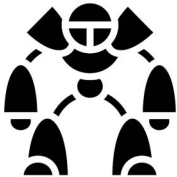
Deal 20 damage to each Lane




Golem

Type: Scrapbot

8




80



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Deal 40 damage. Flip a coin: if heads, return a card from your discard pile to your hand



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Deal 40 damage. Take a card from the Market and put it on top of your deck

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Armor Plating

Type: Component

4



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Armor Plating Overdrive: Flip a coin, if heads, repair an additional 20 damage

Chainsaw

Type: Component

5



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Chainsaw Overdrive: Deal 30 damage. Deal 10 damage to each adjacent lane

Servomotor

Type: Component

6



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Servomotor Overdrive: Ready attached Scrapbot

Fusion Cannon

Type: Component

7



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Fusion Cannon Overdrive: Flip a coin 3 times. For each heads, deal 10 damage to every lane

Rocket Pod

Type: Component

8



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Rocket Pod Overdrive: Destroy an enemy Scrapbot

Supply Depot

Type: Tactic

4 



Play: Gain 2 Scrap and draw 2 cards

Repair Crew

Type: Tactic

5 



Play: Repair 20 damage from each of your Scrapbots

Smash & Grab

Type: Tactic

6 



Play: Choose a random card from your opponent's hand. Put that card on top of your deck

Power Surge

Type: Tactic

7 



Play: Choose one of your Scrapbots. Ready and attack with it. Flip a coin: if heads, repeat this card's effect with the chosen Scrapbot

Teleport

Type: Tactic

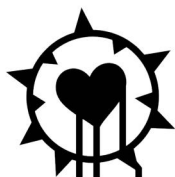
8 



Play: Ready each of your Scrapbots. You may move any of your Scrapbots into an empty Lane

Head Trauma

Type: Wound



During your draw phase: Discard all Wound cards and draw 2 cards for each Wound discarded this way