Spare Parts
Type: Component

2⚙

Spare Parts
Type: Component

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Type: Component

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Spare Parts
Type: Component

2⚙

Spare Parts
Type: Component

2⚙

Drone
Type: Scrapbot

4⚙

40 💙

🔋🔋
Attack: 10 damage

🔋🔋🔋🔋
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot

4⚙

40 💙

🔋🔋
Attack: 10 damage

🔋🔋🔋🔋
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot   4 ⚙

40 💙

⬛⬛
Attack: 10 damage

⬛⬛⬛⬛
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot   4 ⚙

40 💙

⬛⬛
Attack: 10 damage

⬛⬛⬛⬛
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot   4 ⚙

40 💙

⬛⬛
Attack: 10 damage

⬛⬛⬛⬛
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot   4 ⚙

40 💙

⬛⬛
Attack: 10 damage

⬛⬛⬛⬛
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot   4 ⚙

40 💙

⬛⬛
Attack: 10 damage

⬛⬛⬛⬛
Attack: 10 damage. Draw 1

Drone
Type: Scrapbot   4 ⚙

40 💙

⬛⬛
Attack: 10 damage

⬛⬛⬛⬛
Attack: 10 damage. Draw 1

Scout
Type: Scrapbot   5 ⚙

50 💙

⬛⬛⬛
Attack: 20 damage

⬛⬛⬛⬛⬛
Attack: 20 damage. Flip a coin:
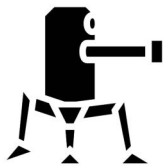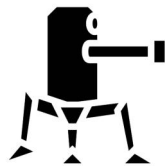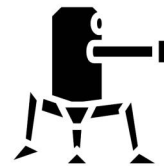if heads, 10 splash damage

Scout
Type: Scrapbot   5 ⚙

50 💙

⬛⬛⬛
Attack: 20 damage

⬛⬛⬛⬛⬛
Attack: 20 damage. Flip a coin:
if heads, 10 splash damage

Scout
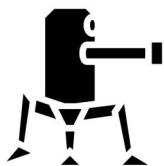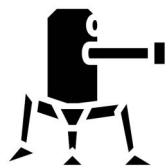Type: Scrapbot   5 ⚙

50 💙

⬛⬛⬛
Attack: 20 damage

⬛⬛⬛⬛⬛
Attack: 20 damage. Flip a coin:
if heads, 10 splash damage

Scout
Type: Scrapbot — 5 🔧

❏❏❏
Attack: 20 damage

❏❏❏❏❏
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

Scout
Type: Scrapbot — 5 🔧

❏❏❏
Attack: 20 damage

❏❏❏❏❏
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

Scout
Type: Scrapbot — 5 🔧

❏❏❏
Attack: 20 damage

❏❏❏❏❏
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

Scout
Type: Scrapbot — 5 🔧

❏❏❏
Attack: 20 damage

❏❏❏❏❏
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

Scout
Type: Scrapbot — 5 🔧

❏❏❏
Attack: 20 damage

❏❏❏❏❏
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

Sentinel
Type: Scrapbot — 6 🔧

60 💙

❏❏❏❏
Attack: Draw 1. Flip a coin: if heads, 30 damage

❏❏❏❏❏❏
Attack: 30 damage. Flip a coin: if heads, draw 2

Sentinel
Type: Scrapbot — 6 🔧

60 💙

❏❏❏❏
Attack: Draw 1. Flip a coin: if heads, 30 damage

❏❏❏❏❏❏
Attack: 30 damage. Flip a coin: if heads, draw 2

Sentinel
Type: Scrapbot — 6 🔧

60 💙

❏❏❏❏
Attack: Draw 1. Flip a coin: if heads, 30 damage

❏❏❏❏❏❏
Attack: 30 damage. Flip a coin: if heads, draw 2

Sentinel
Type: Scrapbot — 6 🔧

60 💙

❏❏❏❏
Attack: Draw 1. Flip a coin: if heads, 30 damage

❏❏❏❏❏❏
Attack: 30 damage. Flip a coin: if heads, draw 2

Note: The first four Scout cards show "50 💙" health.

Sentinel
Type: Scrapbot
6 🔧

60 💙

▢▢▢▢
Attack: Draw 1. Flip a coin: if heads, 30 damage

▢▢▢▢▢▢
Attack: 30 damage. Flip a coin: if heads, draw 2

Enforcer
Type: Scrapbot
7 🔧

70 💙

▢▢▢▢
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

▢▢▢▢▢▢▢
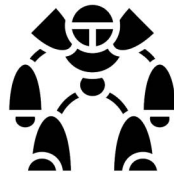Attack: 20 damage. 20 splash damage

Enforcer
Type: Scrapbot
7 🔧

70 💙

▢▢▢▢
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

▢▢▢▢▢▢▢
Attack: 20 damage. 20 splash damage

Enforcer
Type: Scrapbot
7 🔧

70 💙

▢▢▢▢
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

▢▢▢▢▢▢▢
Attack: 20 damage. 20 splash damage

Golem
Type: Scrapbot
8 🔧

80 💙

▢▢▢▢▢▢
Attack: 40 damage. Flip a coin: if heads, draw 2

▢▢▢▢▢▢▢▢
Attack: 40 damage. Draw 3

Golem
Type: Scrapbot
8 🔧

80 💙

▢▢▢▢▢▢
Attack: 40 damage. Flip a coin: if heads, draw 2
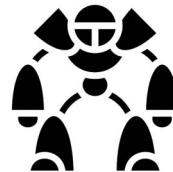
▢▢▢▢▢▢▢▢
Attack: 40 damage. Draw 3

Armor Plate
Type: Component
4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20
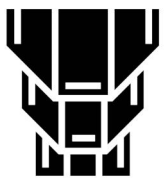
🔋🔋🔋🔋

Armor Plate
Type: Component
4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

🔋🔋🔋🔋

Armor Plate
Type: Component
4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

🔋🔋🔋🔋

Armor Plate
Type: Component — 4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

⚡⚡⚡⚡

Armor Plate
Type: Component — 4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

⚡⚡⚡⚡

Armor Plate
Type: Component — 4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

⚡⚡⚡⚡

Armor Plate
Type: Component — 4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

⚡⚡⚡⚡

Armor Plate
Type: Component — 4 🔧

Activate: Repair 10. Flip a coin: if heads, repair 20

⚡⚡⚡⚡

Chainsaw
Type: Component — 5 🔧

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw
Type: Component — 5 🔧

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw
Type: Component — 5 🔧

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw
Type: Component — 5 🔧

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw	5
Type: Component	

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw	5
Type: Component	

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw	5
Type: Component	

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Chainsaw	5
Type: Component	

Activate: 10 damage. 10 splash damage

⚡⚡⚡⚡⚡

Servomotor	6
Type: Component	

Activate: Ready this Scrapbot after its next attack

⚡⚡⚡⚡⚡⚡

Servomotor	6
Type: Component	

Activate: Ready this Scrapbot after its next attack

⚡⚡⚡⚡⚡⚡

Servomotor	6
Type: Component	

Activate: Ready this Scrapbot after its next attack

⚡⚡⚡⚡⚡⚡

Servomotor	6
Type: Component	

Activate: Ready this Scrapbot after its next attack

⚡⚡⚡⚡⚡⚡

Servomotor	6
Type: Component	

Activate: Ready this Scrapbot after its next attack

⚡⚡⚡⚡⚡⚡

Laser Cannon 7⚙
Type: Component

Activate: 30 damage. Flip a coin: if heads, 30 splash damage

⚡⚡⚡⚡⚡⚡

Laser Cannon 7⚙
Type: Component

Activate: 30 damage. Flip a coin: if heads, 30 splash damage

⚡⚡⚡⚡⚡⚡

Laser Cannon 7⚙
Type: Component

Activate: 30 damage. Flip a coin: if heads, 30 splash damage

⚡⚡⚡⚡⚡⚡

Rocket Pod 8⚙
Type: Component

Activate: Destroy the enemy Scrapbot in this Lane

⚡⚡⚡⚡⚡⚡⚡

Rocket Pod 8⚙
Type: Component

Activate: Destroy the enemy Scrapbot in this Lane

⚡⚡⚡⚡⚡⚡⚡

Supply Crate 4⚙
Type: Resource
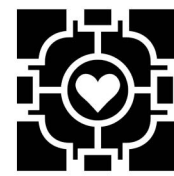
Energy: Draw 2

⚡⚡

Supply Crate 4⚙
Type: Resource

Energy: Draw 2

⚡⚡

Supply Crate 4⚙
Type: Resource

Energy: Draw 2

⚡⚡

Supply Crate 4⚙
Type: Resource

Energy: Draw 2

⚡⚡
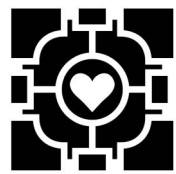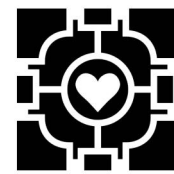
Supply Crate
Type: Resource 4 🔧
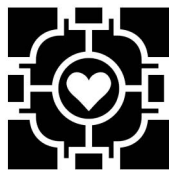
Energy: Draw 2

⚡⚡

Repair Kit
Type: Resource 5 🔧

Energy: Repair 20

⚡⚡⚡

Repair Kit
Type: Resource 5 🔧

Energy: Repair 20

⚡⚡⚡

Repair Kit
Type: Resource 5 🔧

Energy: Repair 20

⚡⚡⚡

Magnet Trap
Type: Resource 6 🔧

Energy: Exhaust an enemy Scrapbot

⚡⚡

Magnet Trap
Type: Resource 6 🔧

Energy: Exhaust an enemy Scrapbot

⚡⚡

Logic Bomb
Type: Resource 7 🔧

Energy: Draw 3. Discard all Wounds, gain 1 Energy for each

⚡⚡⚡

Fusion Cell
Type: Resource 8 🔧

Energy: Ready a friendly Scrapbot

⚡⚡⚡⚡

Brain Damage
Type: Wound

Draw phase: Discard all Wounds and draw 2 cards for each. This effect may only occur once per turn

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