Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

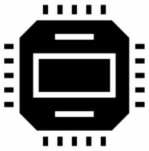
Spare Parts
Type: Component
2

Spare Parts Overdrive: Repair 1@ damage

Spare Parts
Type: Component
2

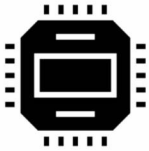
Spare Parts Overdrive: Repair 1@ damage

Circuitry
Type: Component
3



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

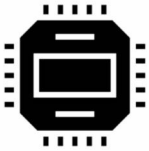
Circuitry
Type: Component
3



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

3

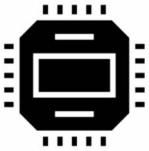
Circuitry
Type: Component
3



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

3

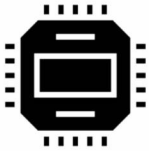
Circuitry
Type: Component
3



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

3

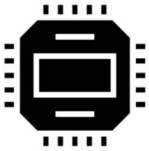
Circuitry
Type: Component
3



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

3

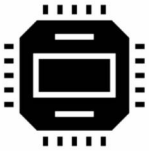
Circuitry
Type: Component
3



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

3

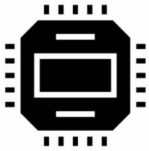
Circuitry
Type: Component
3



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

3

Circuitry
Type: Component
3



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

3

Drone
Type: Scrapbot
4

40

Deal 10 damage

Deal 20 damage and draw a card

4

Drone
Type: Scrapbot
4

40

Deal 10 damage

Deal 20 damage and draw a card

4

Drone
Type: Scrapbot

4

40

Deal 10 damage

Deal 20 damage and draw a card

Drone
Type: Scrapbot

4

40

Deal 10 damage

Deal 20 damage and draw a card

Drone
Type: Scrapbot

4

40

Deal 10 damage

Deal 20 damage and draw a card

Drone
Type: Scrapbot

4

40

Deal 10 damage

Deal 20 damage and draw a card

Drone
Type: Scrapbot

4

40

Deal 10 damage

Deal 20 damage and draw a card

Drone
Type: Scrapbot

4

40

Deal 10 damage

Deal 20 damage and draw a card

Scout
Type: Scrapbot

5

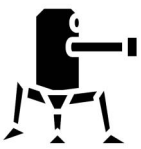
50

Deal 20 damage

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

Scout
Type: Scrapbot

5



50

Deal 20 damage

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

Scout
Type: Scrapbot

5

50

Deal 20 damage

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

Scout
Type: Scrapbot

5

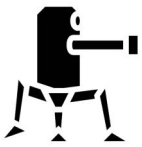
50

Deal 20 damage

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

Scout
Type: Scrapbot

5



50

Deal 20 damage

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

Scout
Type: Scrapbot

5

50

Deal 20 damage

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

Scout
Type: Scrapbot

5

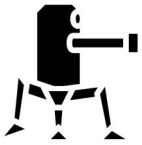
50

Deal 20 damage

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

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

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

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

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

Sentinel
Type: Scrapbot

6

60

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

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

6

Enforcer
Type: Scrapbot

7

70

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

6 — Deal 20 damage to each Lane

6

Enforcer
Type: Scrapbot

7

70

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

6 — Deal 20 damage to each Lane

6

Enforcer
Type: Scrapbot

7

70

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

6 — Deal 20 damage to each Lane

6

Golem
Type: Scrapbot

8

80

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

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

7

Golem
Type: Scrapbot

8

80

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

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

7

Armor Plating
Type: Component

4

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

4

Armor Plating
Type: Component

4

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

4

Armor Plating
Type: Component

4

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

4

Armor Plating 4

Type: Component

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

Armor Plating 4

Type: Component

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

Armor Plating 4

Type: Component

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

Armor Plating 4

Type: Component

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

Armor Plating 4

Type: Component

Armor Plating Overdrive: Repair 20 damage from attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage

Chainsaw 5

Type: Component

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

Chainsaw 5

Type: Component

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

Chainsaw 5

Type: Component

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

Chainsaw
Type: Component
5

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

Chainsaw
Type: Component
5

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

Chainsaw
Type: Component
5

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

Chainsaw
Type: Component
5

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

Servomotor
Type: Component
6

Servomotor Overdrive: Ready attached Scrapbot

Servomotor
Type: Component
6

Servomotor Overdrive: Ready attached Scrapbot

Servomotor
Type: Component
6

Servomotor Overdrive: Ready attached Scrapbot

Servomotor
Type: Component
6

Servomotor Overdrive: Ready attached Scrapbot

Servomotor
Type: Component
6

Servomotor Overdrive: Ready attached Scrapbot

Fusion Cannon 7
Type: Component

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

Fusion Cannon 7
Type: Component

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

Fusion Cannon 7
Type: Component

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

Rocket Pod 8
Type: Component

Rocket Pod Overdrive: Destroy an enemy Scrapbot

Rocket Pod 8
Type: Component

Rocket Pod Overdrive: Destroy an enemy Scrapbot

Supply Depot 4
Type: Tactic

Play: Gain 2 Scrap and draw 2 cards

Supply Depot 4
Type: Tactic

Play: Gain 2 Scrap and draw 2 cards

Supply Depot 4
Type: Tactic

Play: Gain 2 Scrap and draw 2 cards

Supply Depot 4
Type: Tactic

Play: Gain 2 Scrap and draw 2 cards

Supply Depot 4
Type: Tactic

Play: Gain 2 Scrap and draw 2 cards

Repair Crew 5
Type: Tactic

Play: Repair 20 damage from each of your Scrapbots

Repair Crew 5
Type: Tactic

Play: Repair 20 damage from each of your Scrapbots

Repair Crew 5
Type: Tactic

Play: Repair 20 damage from each of your Scrapbots

Smash & Grab 6
Type: Tactic

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

Smash & Grab 6
Type: Tactic

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

Power Surge 7
Type: Tactic

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 8
Type: Tactic

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma
Type: Wound

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

Head Trauma

Type: Wound

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