

Spare Parts  
Type: Component



Spare Parts  
Type: Component



Spare Parts  
Type: Component



Spare Parts  
Type: Component



Spare Parts  
Type: Component



Spare Parts  
Type: Component



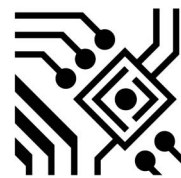
Spare Parts  
Type: Component



Spare Parts  
Type: Component





Circuitry  
Type: Component




Circuitry  
Type: Component

2










Circuitry  
Type: Component

2










Circuitry  
Type: Component

2










Circuitry  
Type: Component

2










Circuitry  
Type: Component

2










Circuitry  
Type: Component

2










Circuitry  
Type: Component

2










Drone  
Type: Scrapbot

4





40




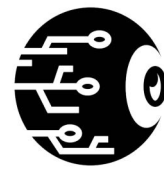
Attack: 10 damage

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

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

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

Sentinel  
Type: Scrapbot

8

60

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

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

Sentinel  
Type: Scrapbot

8

60

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

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

Sentinel  
Type: Scrapbot

8

60

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

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

Sentinel  
Type: Scrapbot

8

60

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

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

Sentinel  
Type: Scrapbot

8 



60 

■■■■■

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

■■■■■■■■

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

Enforcer  
Type: Scrapbot

10 



70 

■■■■■

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

■■■■■■■■■

Attack: 20 damage. 20 splash damage

Enforcer  
Type: Scrapbot

10 



70 

■■■■■

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

■■■■■■■■■

Attack: 20 damage. 20 splash damage

Enforcer  
Type: Scrapbot

10 



70 

■■■■■

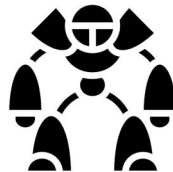
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

■■■■■■■■■

Attack: 20 damage. 20 splash damage

Golem  
Type: Scrapbot

12 



80 

■■■■■■■■

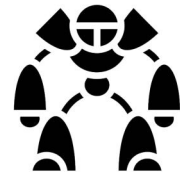
Attack: 40 damage. Flip a coin: if heads, draw 2

■■■■■■■■■■

Attack: 40 damage. Draw 3

Golem  
Type: Scrapbot

12 



80 

■■■■■■■■

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

■■■■■■■■■■

Attack: 40 damage. Draw 3

Omni-tool  
Type: Component

4 



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



Omni-tool  
Type: Component

4 



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



Omni-tool  
Type: Component

4 




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




Omni-tool

Type: Component

4



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




Omni-tool

Type: Component

4




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



Omni-tool

Type: Component

4




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




Omni-tool

Type: Component

4



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




Omni-tool

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

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



## Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack



## Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack



## Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack



## Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack



## Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack





Laser Cannon 9 

Type: Component



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



Laser Cannon 9 

Type: Component



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



Laser Cannon 9 

Type: Component



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



Rocket Pod 10 

Type: Component



Activate: Destroy the enemy Scrapbot in this Lane



Rocket Pod 10 

Type: Component

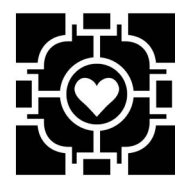


Activate: Destroy the enemy Scrapbot in this Lane



Supply Crate 4 

Type: Resource

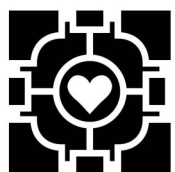


Energy: Draw 2



Supply Crate 4 

Type: Resource

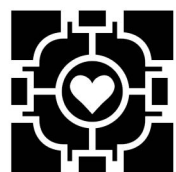


Energy: Draw 2



Supply Crate 4 

Type: Resource

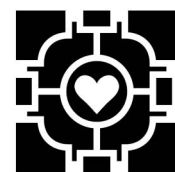


Energy: Draw 2



Supply Crate 4 

Type: Resource



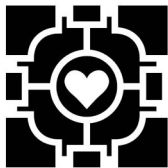
Energy: Draw 2





Supply Crate 4 

Type: Resource



Energy: Draw 2



Repair Kit 5 

Type: Resource



Energy: Repair 20



Repair Kit 5 

Type: Resource



Energy: Repair 20



Repair Kit 5 

Type: Resource



Energy: Repair 20



Magnet Trap 6 

Type: Resource



Energy: Exhaust an enemy Scrapbot



Magnet Trap 6 

Type: Resource

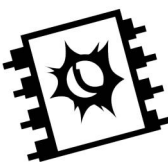


Energy: Exhaust an enemy Scrapbot



Logic Bomb 7 

Type: Resource



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



Fusion Cell 8 

Type: Resource



Energy: Ready a friendly Scrapbot



Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

## Brain Damage

Type: Wound



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

# Brain Damage

Type: Wound



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