







Spare Parts
Type: Component

2 






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Spare Parts

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2










Spare Parts

Type: Component

2







Drone

Type: Scrapbot

4





40




Attack: 10 damage


Attack: 10 damage. Draw 1

Drone


Type: Scrapbot

4



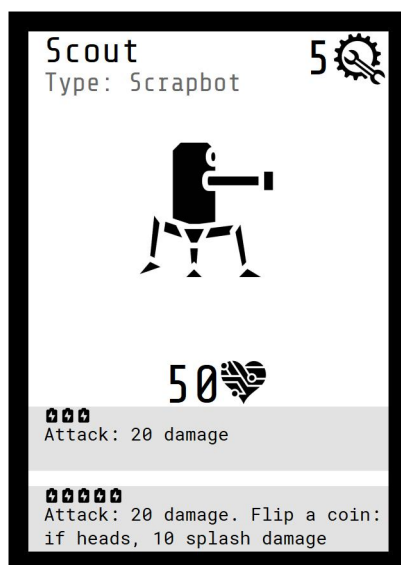
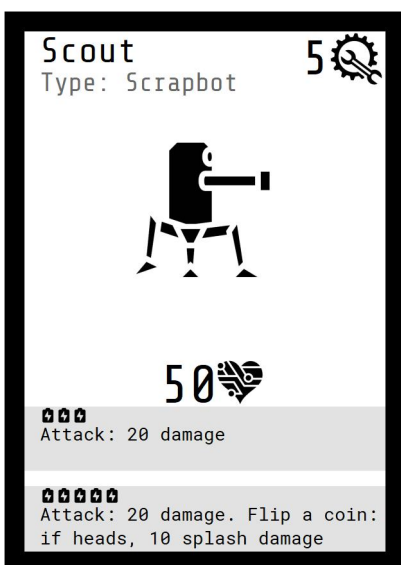
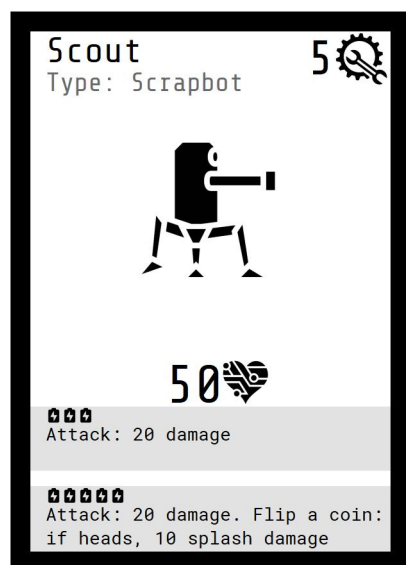
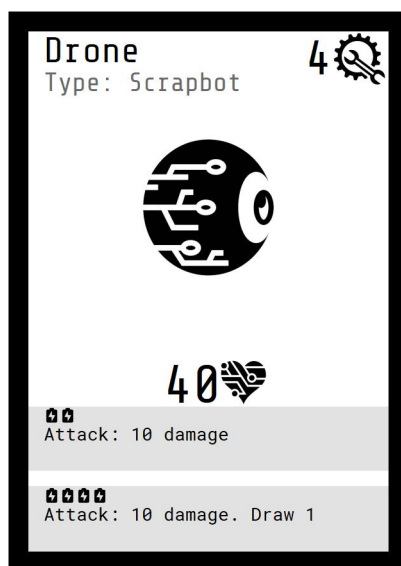
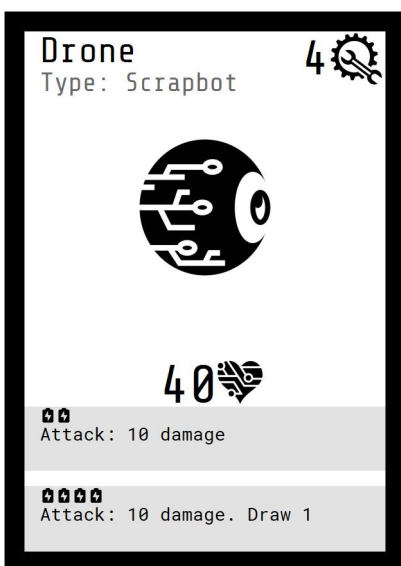
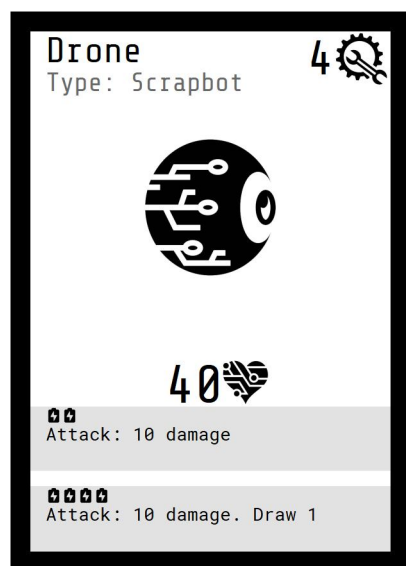
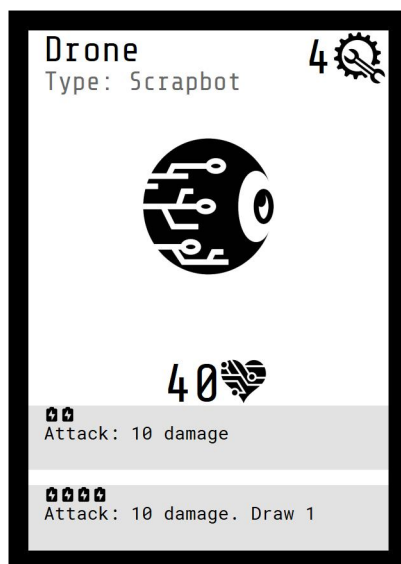
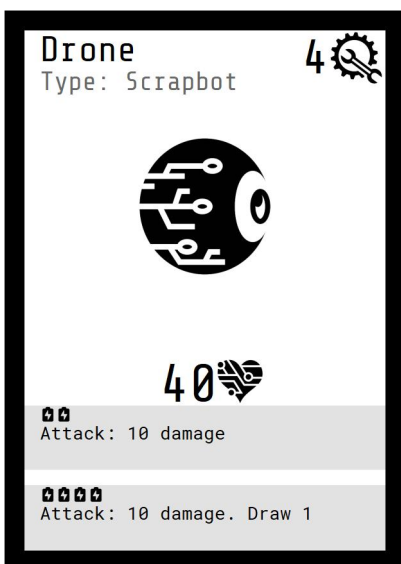
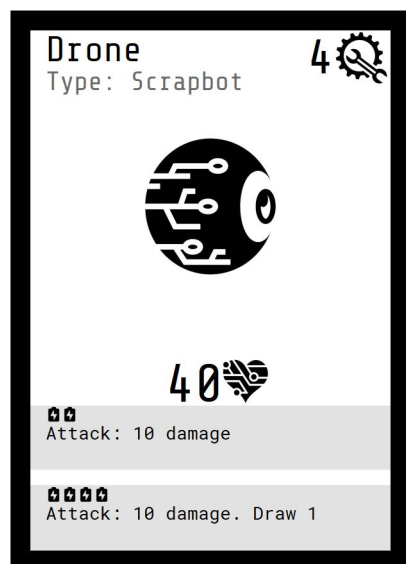


40





Attack: 10 damage

Attack: 10 damage. Draw 1



Scout
Type: Scrapbot
5

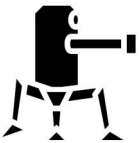



50


Attack: 20 damage

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

Scout
Type: Scrapbot
5





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Type: Scrapbot
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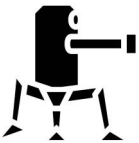



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Attack: 20 damage

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
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





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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


Armor Plate
Type: Component
4




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




Armor Plate
Type: Component
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Activate: Repair 10. Flip a coin: if heads, repair 20




Armor Plate
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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

Type: Component

5



Activate: 10 damage. 10 splash damage



Chainsaw

Type: Component

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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








Type: Component

7






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










Laser Cannon








Type: Component

7






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










Laser Cannon








Type: Component

7





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

Rocket Pod


Type: Component

8







Activate: Destroy the enemy Scrapbot in this Lane












Rocket Pod









Type: Component

8






Activate: Destroy the enemy Scrapbot in this Lane

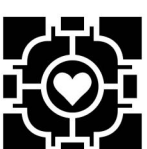









Supply Crate



Type: Resource

4






Energy: Draw 2

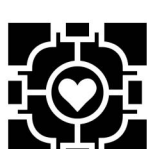



Supply Crate



Type: Resource

4






Energy: Draw 2





Supply Crate



Type: Resource

4






Energy: Draw 2





Supply Crate



Type: Resource


4






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



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

Brain Damage

Type: Wound



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