

Spare Parts
Type: Component

1 



Activate: Remove this card from the game, Gain 3 Scrap

Spare Parts
Type: Component

1 



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Spare Parts
Type: Component

1 



Activate: Remove this card from the game, Gain 3 Scrap

Spare Parts
Type: Component

1 



Activate: Remove this card from the game, Gain 3 Scrap

Circuitry
Type: Component

2 



Activate: Remove this card from the game, Gain 4 Energy




Circuitry

Type: Component

2






Activate: Remove this card from the game, Gain 4 Energy




Circuitry


Type: Component

2






Activate: Remove this card from the game, Gain 4 Energy




Circuitry


Type: Component

2





Activate: Remove this card from the game, Gain 4 Energy



Circuitry

Type: Component

2






Activate: Remove this card from the game, Gain 4 Energy




Circuitry


Type: Component

2






Activate: Remove this card from the game, Gain 4 Energy




Circuitry

Type: Component

2





Activate: Remove this card from the game, Gain 4 Energy



Circuitry

Type: Component

2






Activate: Remove this card from the game, Gain 4 Energy




Drone


Type: Scrapbot



4









40





Attack: 10 damage




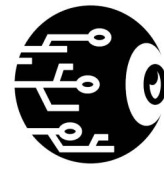
Attack: 10 damage. Draw 1

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

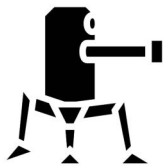
Attack: 20 damage

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

Scout

Type: Scrapbot

5 



50 

000

Attack: 20 damage

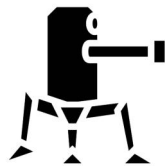
00000

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

Scout

Type: Scrapbot

5 



50 

000

Attack: 20 damage

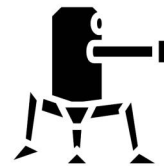
00000

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

Scout

Type: Scrapbot

5 



50 

000

Attack: 20 damage

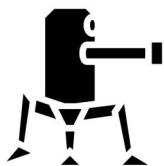
00000

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

Scout

Type: Scrapbot

5 



50 

000

Attack: 20 damage

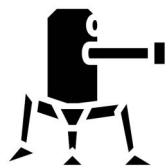
00000

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

Scout

Type: Scrapbot

5 



50 

000

Attack: 20 damage

00000

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

Sentinel

Type: Scrapbot

6 



60 

0000

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

000000

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

Sentinel

Type: Scrapbot

6 



60 

0000

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

000000

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

Sentinel

Type: Scrapbot

6 



60 

0000

Attack: Draw 1. Flip a coin: if
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000000

Attack: 30 damage. Flip a coin:
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Type: Scrapbot

6 



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0000

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

000000

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

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 

■■■■■

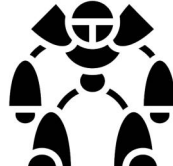
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

■■■■■■■■■

Attack: 20 damage. 20 splash damage

Golem
Type: Scrapbot

8 



80 

■■■■■■■

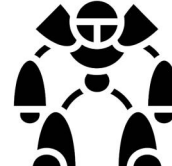
Attack: 40 damage. Flip a coin: if heads, draw 2

■■■■■■■■■■

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

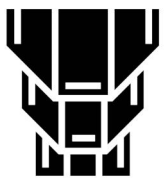


Armor Plate





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

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 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



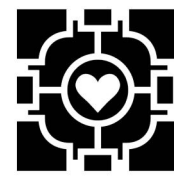
Rocket Pod 8 
Type: Component



Activate: Destroy the enemy Scrapbot in this Lane



Supply Crate 4 
Type: Resource



Energy: Draw 2



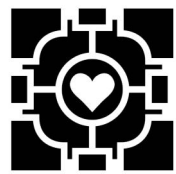
Supply Crate 4 
Type: Resource



Energy: Draw 2



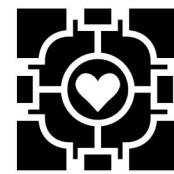
Supply Crate 4 
Type: Resource



Energy: Draw 2



Supply Crate 4 
Type: Resource

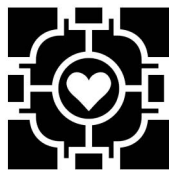


Energy: Draw 2



Supply Crate 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



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

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Type: Wound



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