




Spare Parts
Type: Component

1










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Type: Component

1










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Type: Component

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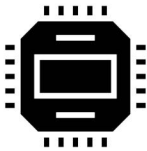






Circuitry
Type: Component

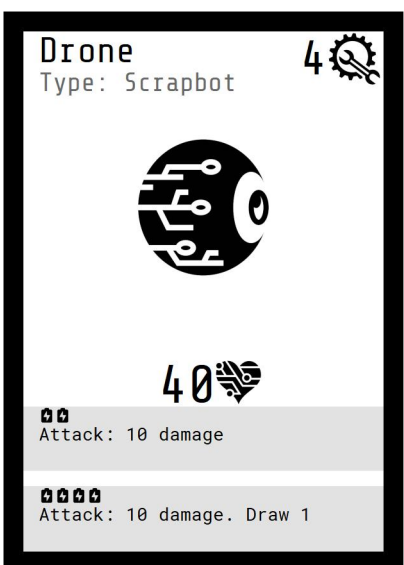
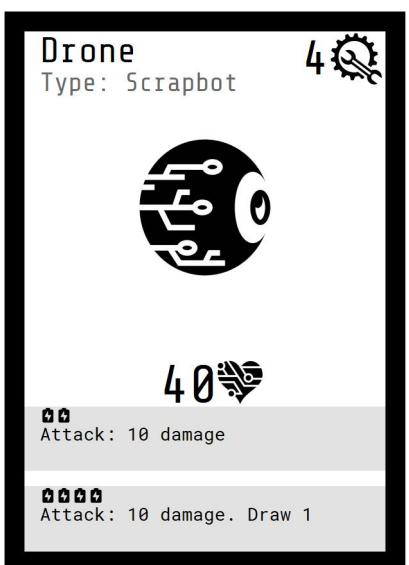
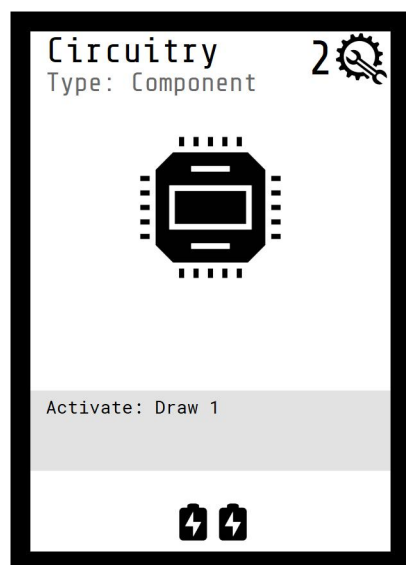
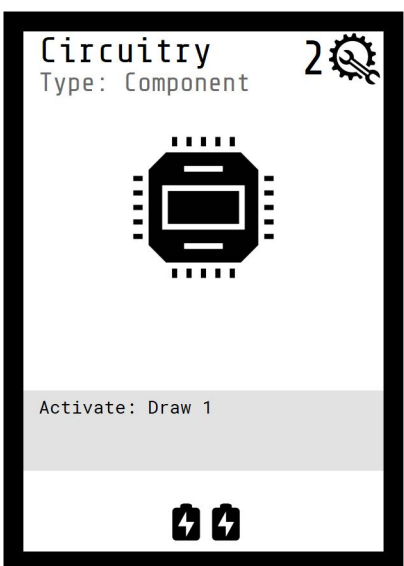
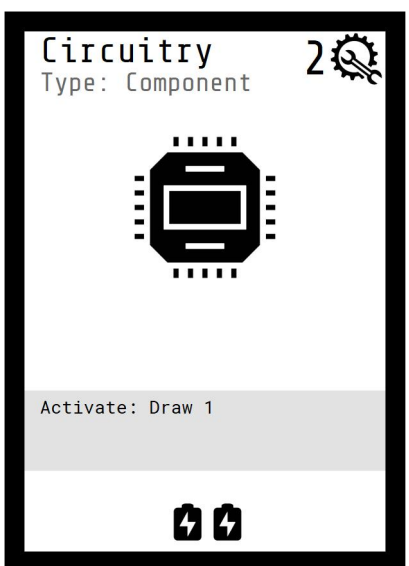
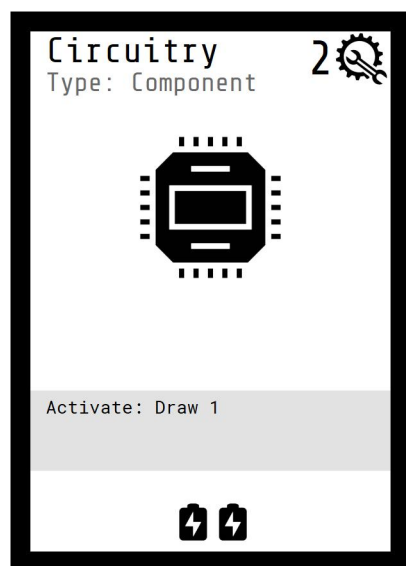
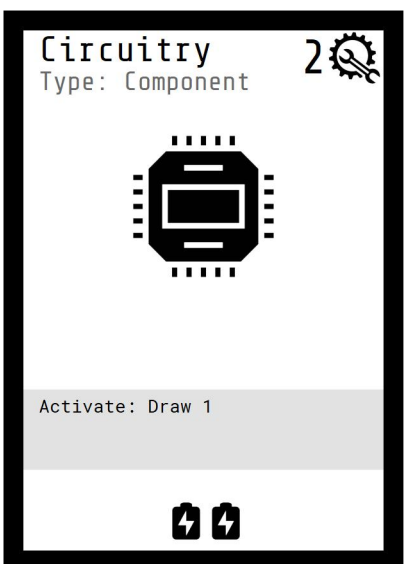
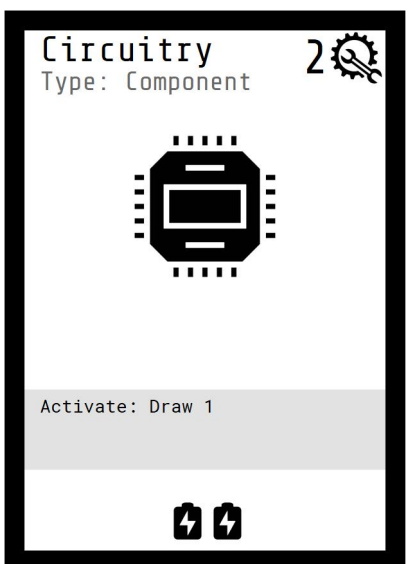
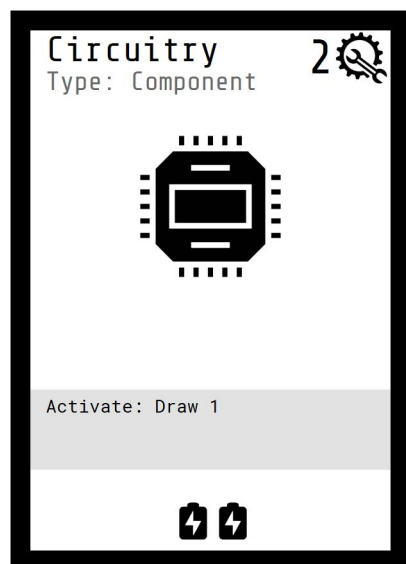
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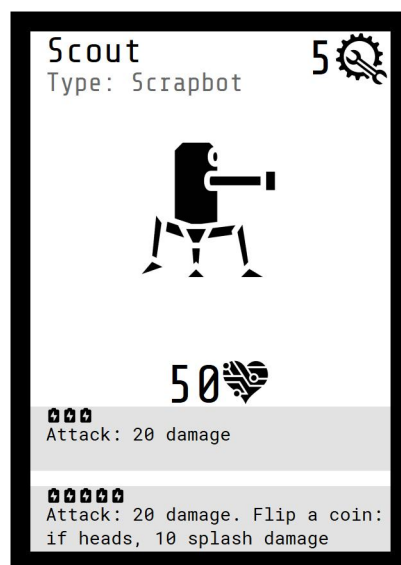
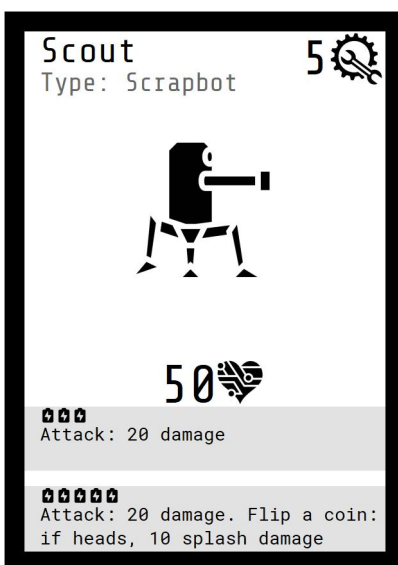
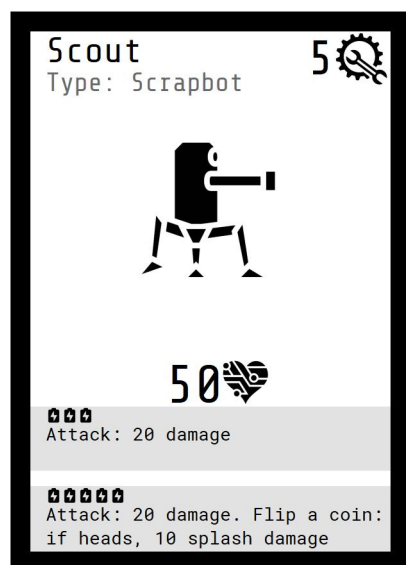
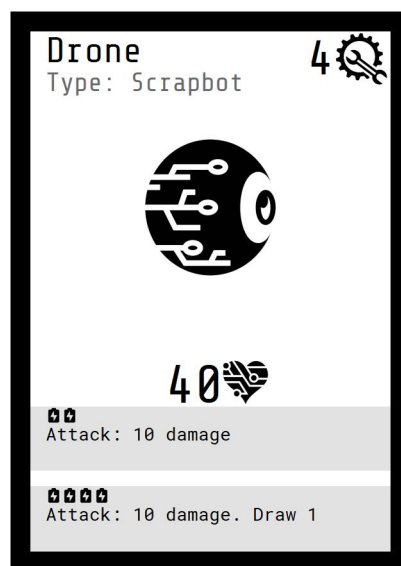
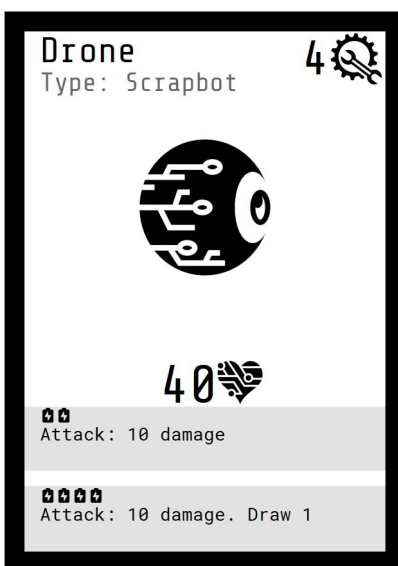
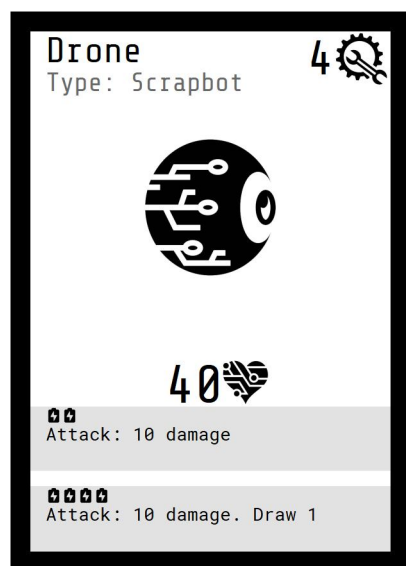
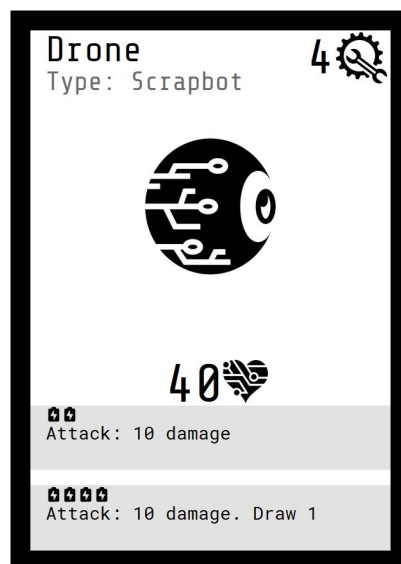
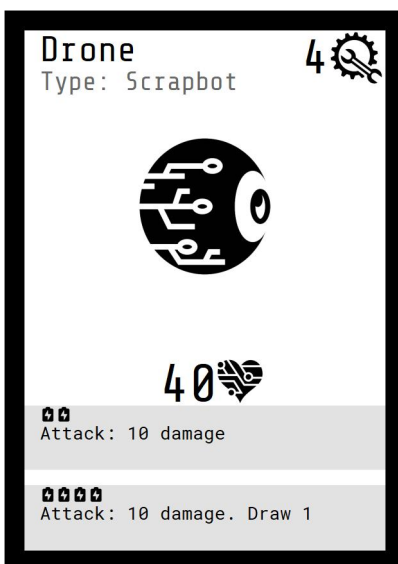
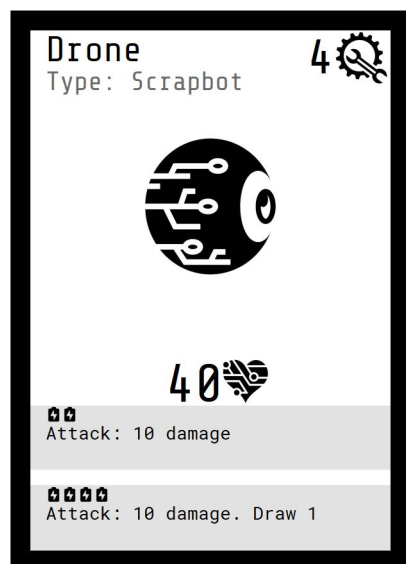


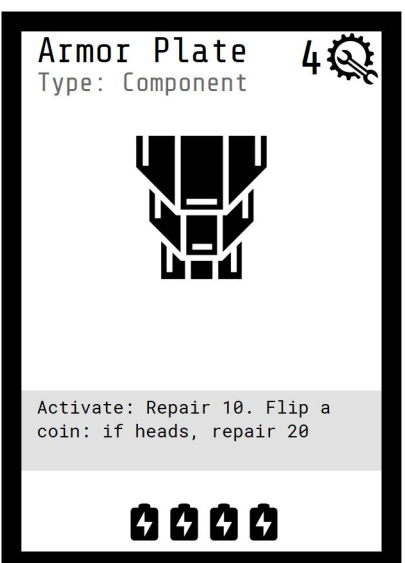
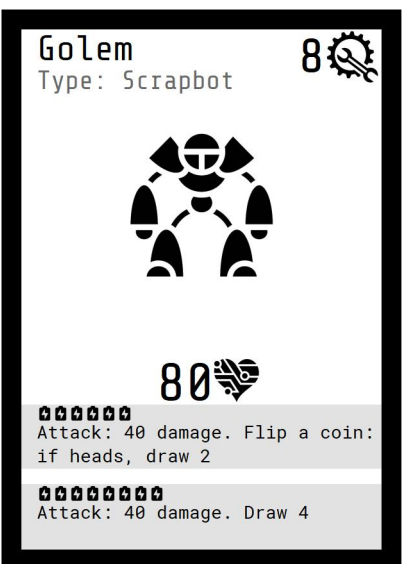
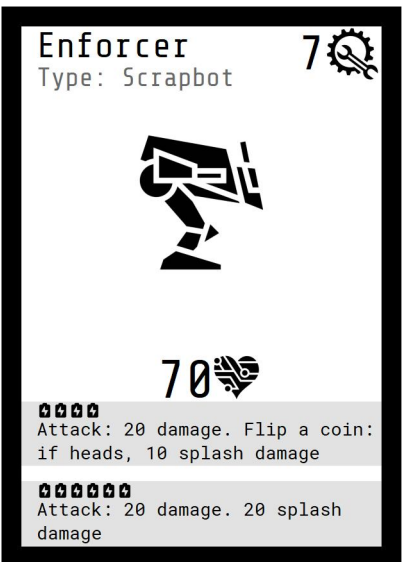


Activate: Draw 1











Armor Plate





Type: Component

4






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







Armor Plate





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Armor Plate





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







Chainsaw






Type: Component

5






Activate: 20 damage. 10 splash damage








Chainsaw






Type: Component

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Chainsaw
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Type: Component



Activate: 20 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
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Activate: Ready this Scrapbot after its next attack














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Servomotor
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Type: Component



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








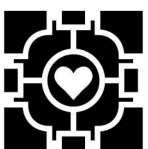


Supply Crate

Type: Resource

4






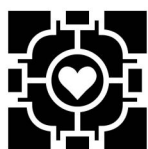
Play: Gain 2 Energy. Draw 2

Supply Crate

Type: Resource

4







Play: Gain 2 Energy. Draw 2

Supply Crate

Type: Resource

4






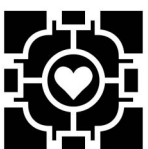
Play: Gain 2 Energy. Draw 2

Supply Crate


Type: Resource

4







Play: Gain 2 Energy. Draw 2

Supply Crate 4 


Type: Resource




Play: Gain 2 Energy. Draw 2

Repair Kit 5 


Type: Resource




Play: Repair 50 from your Scrapbots

Repair Kit 5 


Type: Resource




Play: Repair 50 from your Scrapbots

Repair Kit 5 


Type: Resource




Play: Repair 50 from your Scrapbots

Magnet Trap 6 


Type: Resource




Play: Exhaust all enemy Scrapbots

Magnet Trap 6 


Type: Resource



Play: Exhaust all enemy Scrapbots

Logic Bomb 7 

Type: Resource



Play: Draw 3. 30 damage to the center Lane and 10 splash damage

Fusion Cell 8 


Type: Resource



Play: Ready each of your Scrapbots. You may move any of your Scrapbots into an empty Lane

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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