





Spare Parts

Type: Component

1











Spare Parts

Type: Component

1











Spare Parts

Type: Component

1











Spare Parts

Type: Component

1











Spare Parts

Type: Component

1










Spare Parts

Type: Component

1











Spare Parts

Type: Component

1











Spare Parts

Type: Component

1






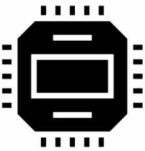


Circuitry




Type: Component

2





Circuitry Override: Draw a card



Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Circuitry

Type: Component

2

Circuitry Overdrive: Draw a card

4

Drone

Type: Scrapbot

4

40

Deal 10 damage

40

Deal 10 damage. Draw a card

4

Drone

Type: Scrapbot

4

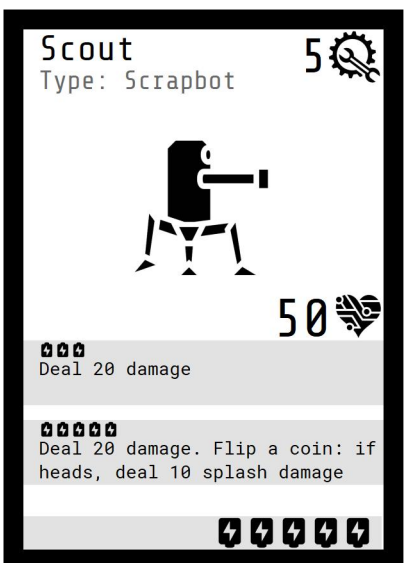
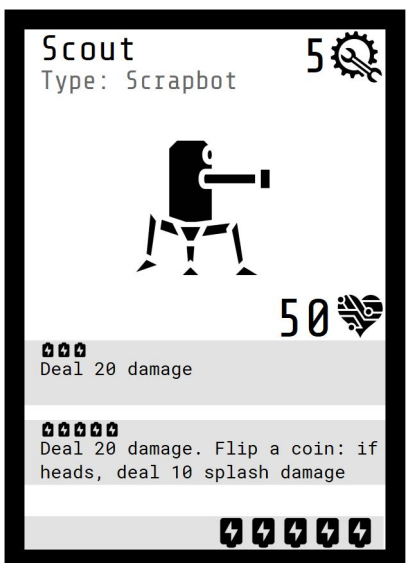
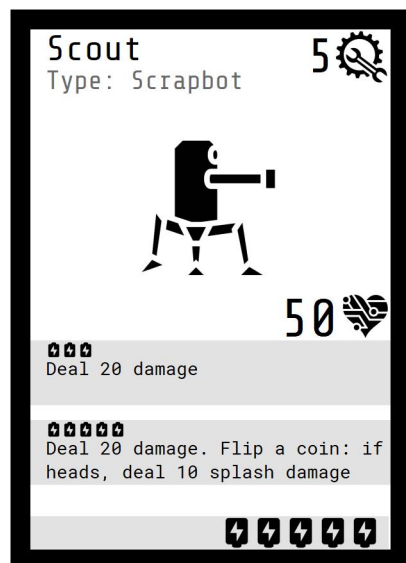
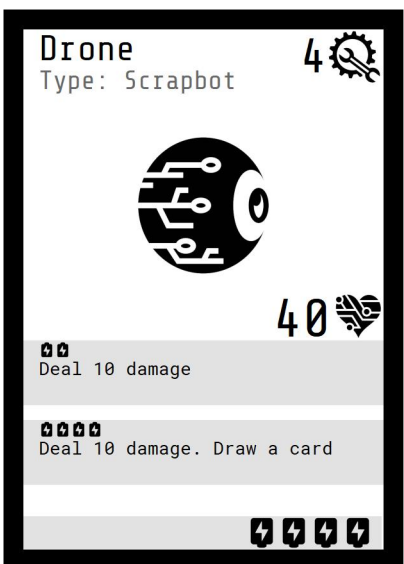
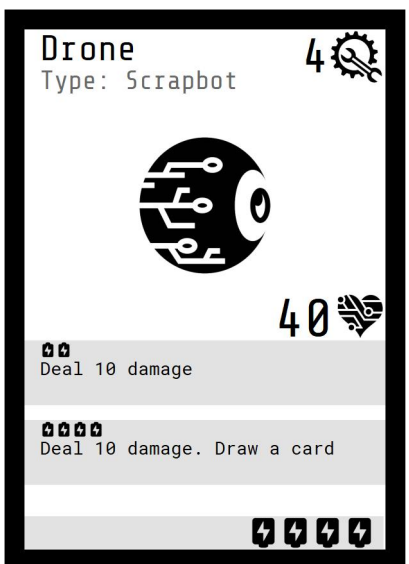
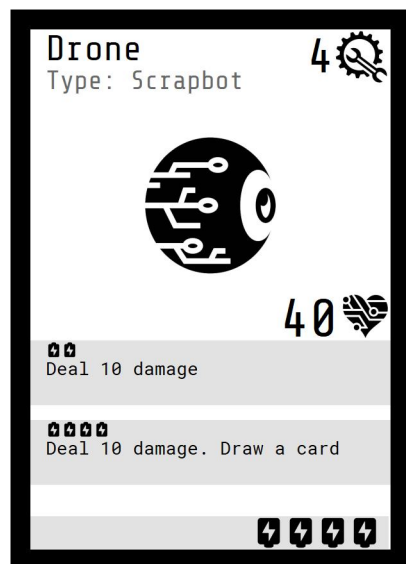
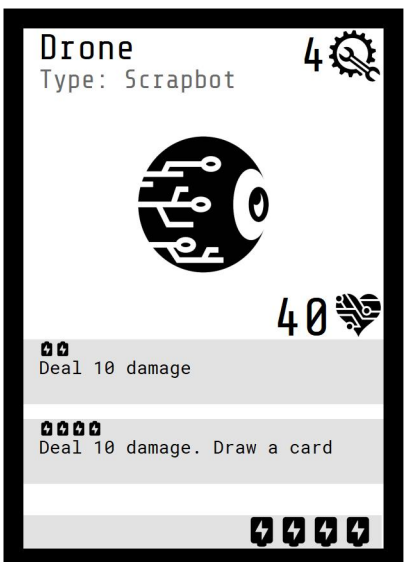
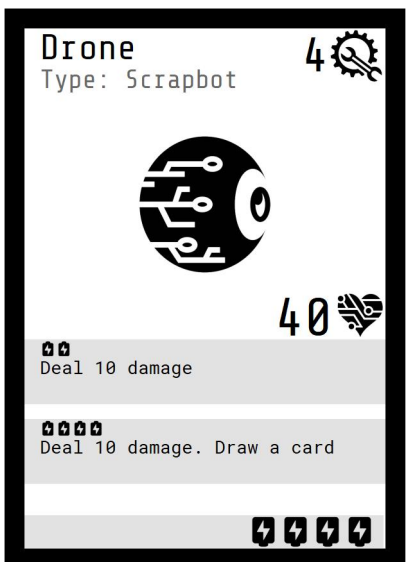
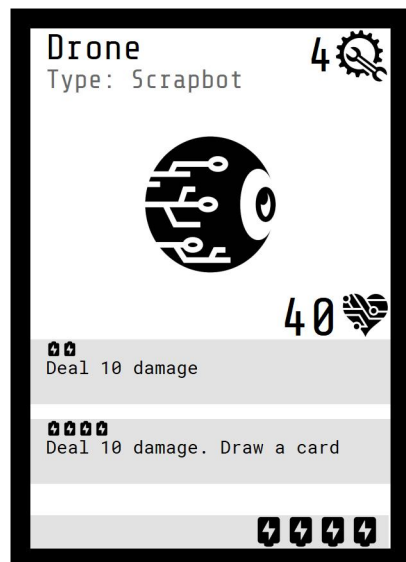
40

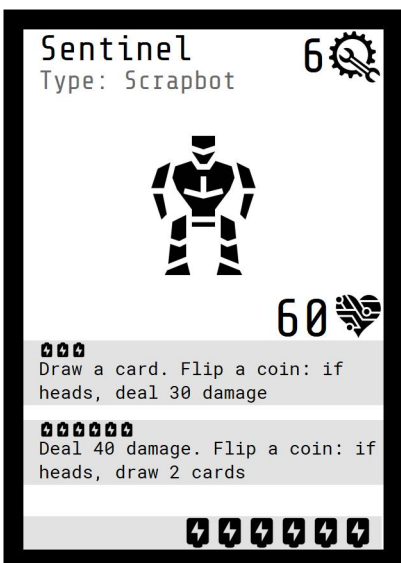
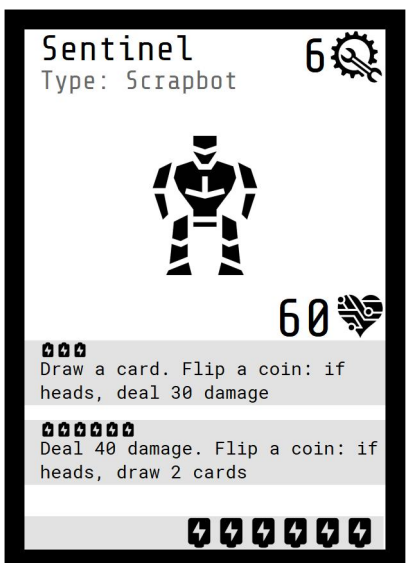
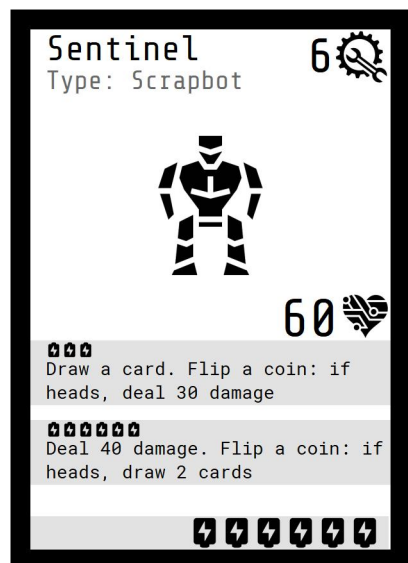
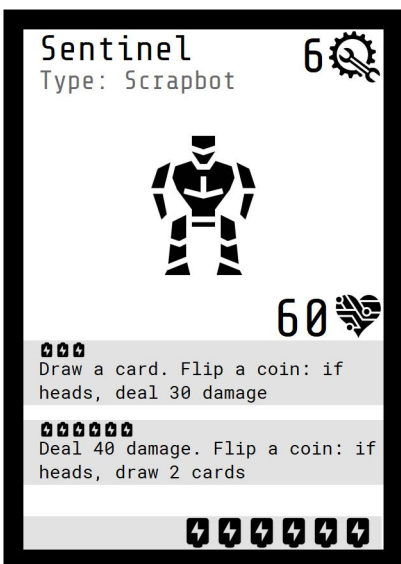
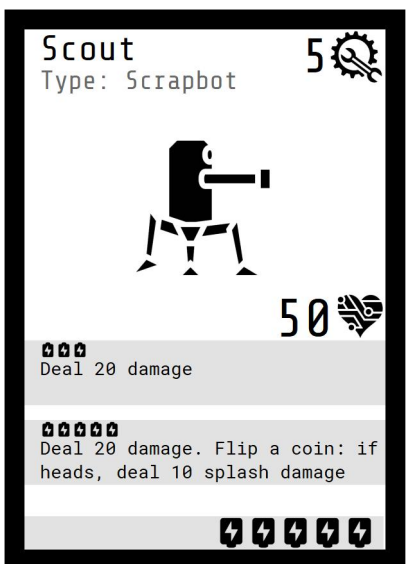
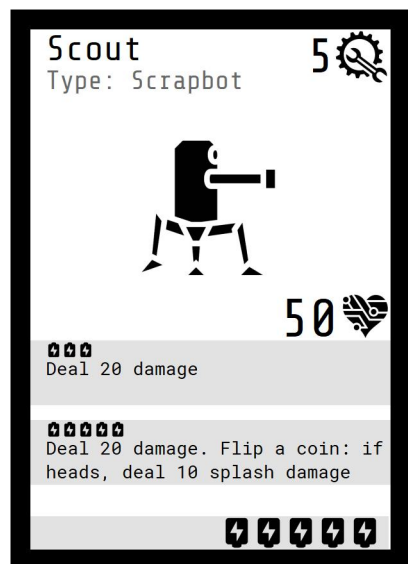
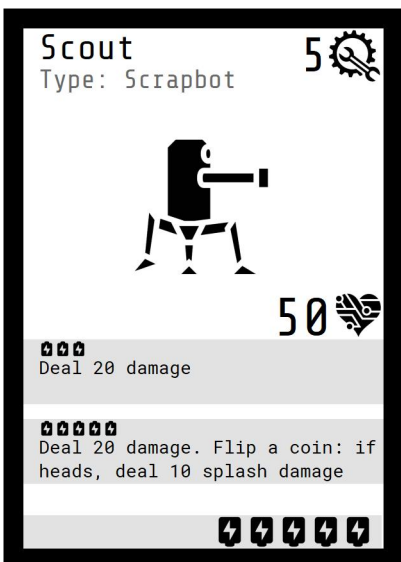
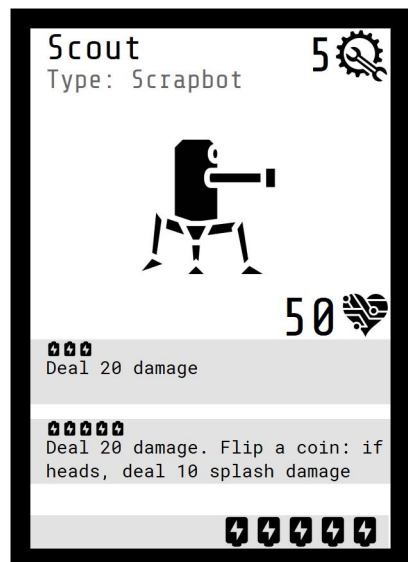
Deal 10 damage

40

Deal 10 damage. Draw a card

4






Sentinel

Type: Scrapbot

6

⚙️



60

👤

🔢🔢🔢

Draw a card. Flip a coin: if heads, deal 30 damage

🔢🔢🔢🔢🔢🔢

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

⚡⚡⚡⚡⚡⚡

Enforcer

Type: Scrapbot

7

⚙️



70

👤

🔢🔢🔢🔢

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

🔢🔢🔢🔢🔢

Deal 20 damage. Deal 20 splash damage

⚡⚡⚡⚡⚡⚡⚡

Enforcer

Type: Scrapbot

7

⚙️



70

👤

🔢🔢🔢🔢

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

🔢🔢🔢🔢🔢

Deal 20 damage. Deal 20 splash damage

⚡⚡⚡⚡⚡⚡⚡

Enforcer

Type: Scrapbot

7

⚙️



70

👤

🔢🔢🔢🔢

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

🔢🔢🔢🔢🔢

Deal 20 damage. Deal 20 splash damage

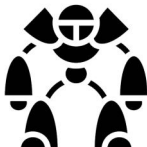
⚡⚡⚡⚡⚡⚡⚡

Golem

Type: Scrapbot

8

⚙️



80

👤

🔢🔢🔢🔢🔢

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

🔢🔢🔢🔢🔢🔢🔢

Deal 40 damage. Draw 4 cards


⚡⚡⚡⚡⚡⚡⚡⚡

Golem

Type: Scrapbot

8

⚙️



80

👤

🔢🔢🔢🔢🔢

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

🔢🔢🔢🔢🔢🔢🔢

Deal 40 damage. Draw 4 cards


⚡⚡⚡⚡⚡⚡⚡⚡

Armor

Type: Component

4

⚙️



🔢🔢🔢🔢


Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage

Armor

Type: Component

4

⚙️



🔢🔢🔢🔢


Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage

Armor

Type: Component

4

⚙️



🔢🔢🔢🔢

Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage

Armor

Type: Component

4





Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage



Armor

Type: Component

4





Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage



Armor


Type: Component

4





Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage



Armor

Type: Component

4





Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage



Armor

Type: Component

4






Armor Overdrive: Repair 10 damage. Flip a coin, if heads, repair 20 damage




Chainsaw







Type: Component

5






Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage




Chainsaw







Type: Component

5





Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage



Chainsaw

Type: Component

5





Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage



Chainsaw

Type: Component

5






Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage




Chainsaw

Type: Component

5



Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage



Chainsaw

Type: Component

5



Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage



Chainsaw

Type: Component

5




Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage



Chainsaw

Type: Component

5



Chainsaw Overdrive: Deal 20 damage. Deal 10 splash damage



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 Override: Deal 30 damage. Flip a coin: if heads, deal 30 splash damage




Fusion Cannon 7

Type: Component




Fusion Cannon Override: Deal 30 damage. Flip a coin: if heads, deal 30 splash damage




Fusion Cannon 7

Type: Component



Fusion Cannon Override: Deal 30 damage. Flip a coin: if heads, deal 30 splash damage



Rocket Pod 8

Type: Component



Rocket Pod Override: Destroy an enemy Scrapbot



Rocket Pod 8

Type: Component





Rocket Pod Override: 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 up to 50 damage from your Scrapbots

Repair Crew 5 


Type: Tactic





 Play: Repair up to 50 damage from your Scrapbots

Repair Crew 5 


Type: Tactic





 Play: Repair up to 50 damage from your Scrapbots

Power Surge 6 


Type: Tactic





 Play: Exhaust all enemy Scrapbots

Power Surge 6 


Type: Tactic





 Play: Exhaust all enemy Scrapbots

Logic Bomb 7 


Type: Tactic




 Play: Draw 3 cards. Deal 20 damage to the center Lane and 10 splash damage

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