

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 



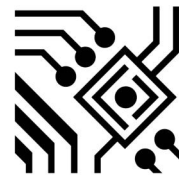
Spare Parts
Type: Component

1 



Circuitry
Type: Component

2 



1 

Circuitry
Type: Component

2

1

Circuitry
Type: Component

2

1

Circuitry
Type: Component

2

1

Circuitry
Type: Component

2

1

Circuitry
Type: Component

2

1

Circuitry
Type: Component

2

1

Circuitry
Type: Component

2

1

Sentry Gun
Type: Scrapbot

3

20

Attack: 10 damage

(2 Energy)

Sentry Gun
Type: Scrapbot

3

20

Attack: 10 damage

(2 Energy)

Sentry Gun
Type: Scrapbot

3

20

Attack: 10 damage

(2 Energy)

Sentry Gun
Type: Scrapbot

3

20

Attack: 10 damage

(2 Energy)

Sentry Gun
Type: Scrapbot

3

20

Attack: 10 damage

(2 Energy)

Sentry Gun
Type: Scrapbot

3

20

Attack: 10 damage

(2 Energy)

Drone
Type: Scrapbot

4

40

Attack: 10 damage

(2 Energy)

Attack: 10 damage. Draw 1

(4 Energy)

Drone
Type: Scrapbot

4

40

Attack: 10 damage

(2 Energy)

Attack: 10 damage. Draw 1

(4 Energy)

Drone
Type: Scrapbot

4

40

Attack: 10 damage

(2 Energy)

Attack: 10 damage. Draw 1

(4 Energy)

Drone
Type: Scrapbot

4

40

Attack: 10 damage

(2 Energy)

Attack: 10 damage. Draw 1

(4 Energy)

Drone
Type: Scrapbot

4

40

Attack: 10 damage

(2 Energy)

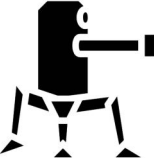
Attack: 10 damage. Draw 1

(4 Energy)

Scout

Type: Scrapbot

5



50

3

Attack: 20 damage

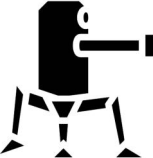
5

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

Scout

Type: Scrapbot

5



50

3

Attack: 20 damage

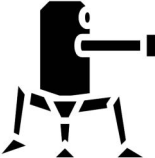
5

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

Scout

Type: Scrapbot

5



50

3

Attack: 20 damage

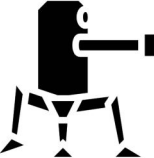
5

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

Scout

Type: Scrapbot

5



50

3

Attack: 20 damage

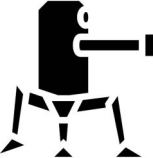
5

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

Scout

Type: Scrapbot

5



50

3

Attack: 20 damage

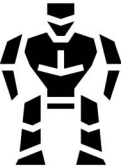
5

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

Sentinel

Type: Scrapbot

8



60

4

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


6

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

Sentinel

Type: Scrapbot

8



60

4

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


6

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

Sentinel

Type: Scrapbot

8



60

4

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

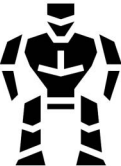
6

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

Sentinel

Type: Scrapbot

8



60

4

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

6

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

Sentinel
Type: Scrapbot

8 



60 

⚔️⚔️⚔️⚔️ (4 Energy)
Attack: Draw 1. Flip a coin: if heads, 30 damage

⚔️⚔️⚔️⚔️⚔️⚔️ (6 Energy)
Attack: 30 damage. Flip a coin: if heads, draw 2

Enforcer
Type: Scrapbot

10 



70 

⚔️⚔️⚔️⚔️ (4 Energy)
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

⚔️⚔️⚔️⚔️⚔️⚔️ (7 Energy)
Attack: 20 damage. 20 splash damage

Enforcer
Type: Scrapbot

10 



70 

⚔️⚔️⚔️⚔️ (4 Energy)
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

⚔️⚔️⚔️⚔️⚔️⚔️ (7 Energy)
Attack: 20 damage. 20 splash damage

Enforcer
Type: Scrapbot

10 



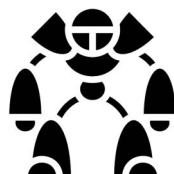
70 

⚔️⚔️⚔️⚔️ (4 Energy)
Attack: 20 damage. Flip a coin: if heads, 10 splash damage

⚔️⚔️⚔️⚔️⚔️⚔️ (7 Energy)
Attack: 20 damage. 20 splash damage

Golem
Type: Scrapbot

12 



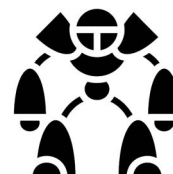
80 

⚔️⚔️⚔️⚔️⚔️⚔️ (6 Energy)
Attack: 40 damage. Flip a coin: if heads, draw 2

⚔️⚔️⚔️⚔️⚔️⚔️⚔️ (8 Energy)
Attack: 40 damage. Draw 3

Golem
Type: Scrapbot

12 



80 

⚔️⚔️⚔️⚔️⚔️⚔️ (6 Energy)
Attack: 40 damage. Flip a coin: if heads, draw 2

⚔️⚔️⚔️⚔️⚔️⚔️⚔️ (8 Energy)
Attack: 40 damage. Draw 3

Plasma Dart
Type: Component

3 



Activate: 10 damage

3 

Plasma Dart
Type: Component

3 



Activate: 10 damage

3 

Plasma Dart
Type: Component

3 



Activate: 10 damage

3 

Plasma Dart
Type: Component



Activate: 10 damage

3

Plasma Dart
Type: Component



Activate: 10 damage

3

Plasma Dart
Type: Component



Activate: 10 damage

3

Blaster
Type: Component



Activate: 10 damage. Flip a coin: if heads, deal an additional 20 damage

4

Blaster
Type: Component



Activate: 10 damage. Flip a coin: if heads, deal an additional 20 damage

4

Blaster
Type: Component



Activate: 10 damage. Flip a coin: if heads, deal an additional 20 damage

4

Blaster
Type: Component



Activate: 10 damage. Flip a coin: if heads, deal an additional 20 damage

4

Blaster
Type: Component



Activate: 10 damage. Flip a coin: if heads, deal an additional 20 damage

4

Chainsaw
Type: Component



Activate: 10 damage. 10 splash damage

5

Chainsaw

Type: Component

5 



Activate: 10 damage. 10 splash damage

5 

Chainsaw

Type: Component

5 



Activate: 10 damage. 10 splash damage

5 

Chainsaw

Type: Component

5 



Activate: 10 damage. 10 splash damage

5 

Chainsaw

Type: Component

5 



Activate: 10 damage. 10 splash damage

5 

Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack

6 

Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack

6 

Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack

6 

Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack

6 

Servomotor

Type: Component

6 



Activate: Ready this Scrapbot after its next attack

6 

Laser Cannon 9 
Type: Component



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

7 

Laser Cannon 9 
Type: Component



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

7 

Laser Cannon 9 
Type: Component



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

7 

Rocket Pod 10 
Type: Component



Activate: Destroy the enemy Scrapbot in this Lane

8 

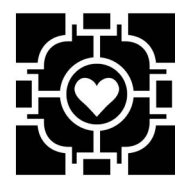
Rocket Pod 10 
Type: Component



Activate: Destroy the enemy Scrapbot in this Lane

8 

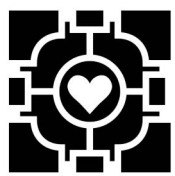
Supply Crate 4 
Type: Resource



Draw 2

2 

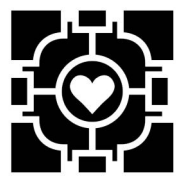
Supply Crate 4 
Type: Resource



Draw 2

2 

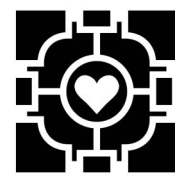
Supply Crate 4 
Type: Resource



Draw 2

2 

Supply Crate 4 
Type: Resource



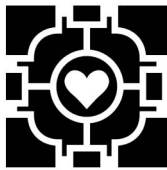
Draw 2

2 

Supply Crate

Type: Resource

4 



Draw 2

2 

Med Pack

Type: Resource

5 



Remove a Wound card from your hand or discard pile. Return it to the Wound stack

2 

Med Pack

Type: Resource

5 



Remove a Wound card from your hand or discard pile. Return it to the Wound stack

2 

Med Pack

Type: Resource

5 



Remove a Wound card from your hand or discard pile. Return it to the Wound stack

2 

Magnet Trap

Type: Resource

6 



Exhaust an enemy Scrapbot

3 

Magnet Trap

Type: Resource

6 



Exhaust an enemy Scrapbot

3 

Logic Bomb

Type: Resource

7 



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

3 

Fusion Cell

Type: Resource

8 



Ready a friendly Scrapbot

4 

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