


Spare Parts


Type: Component

1





Spare Parts Overdrive: Repair 10 damage




Spare Parts


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Spare Parts



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Spare Parts Overdrive: Repair 10 damage

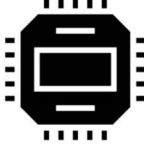


Circuitry




Type: Component

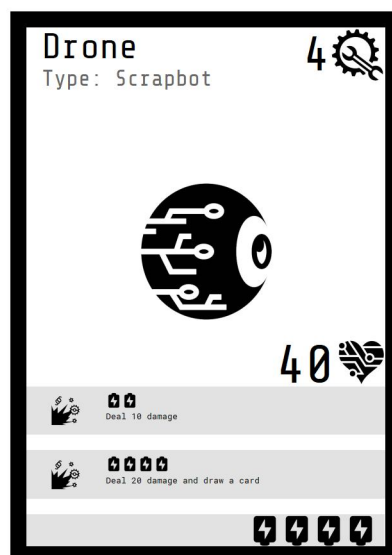
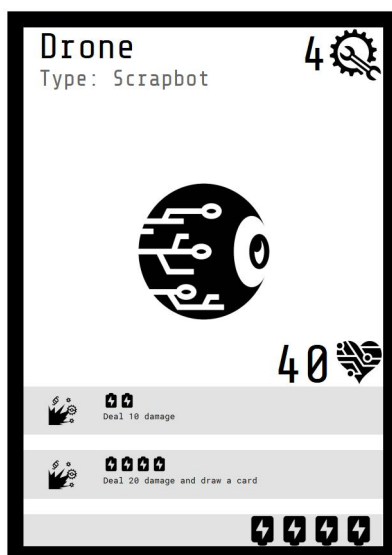
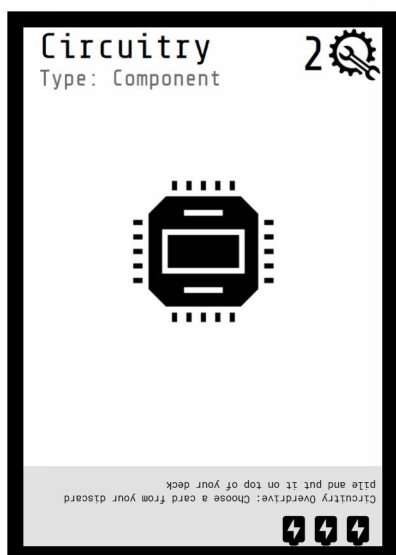
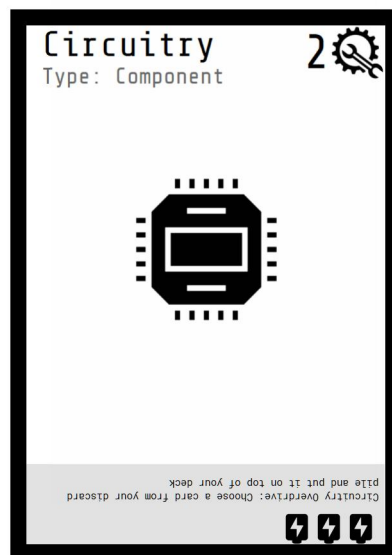
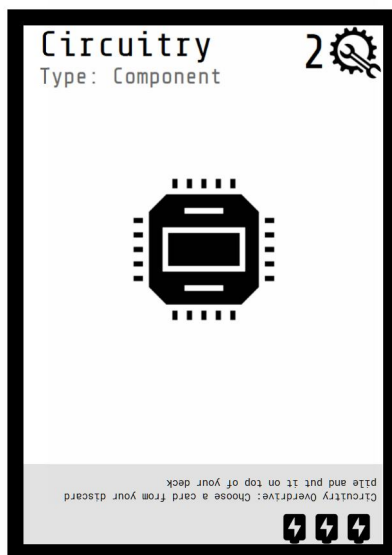
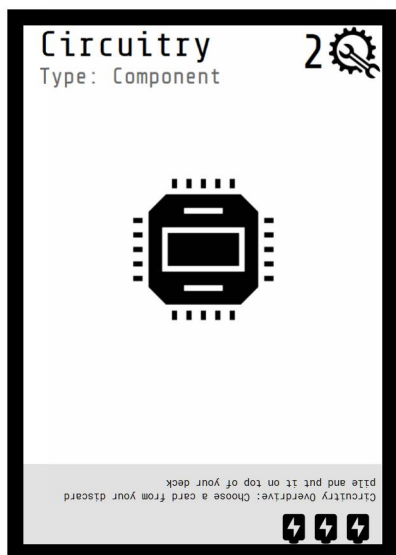
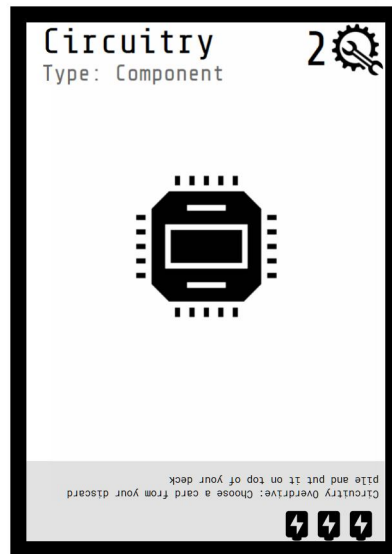
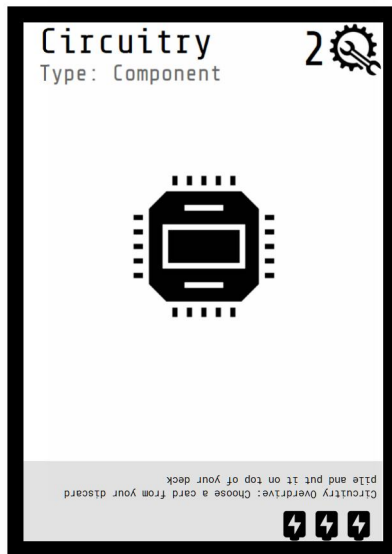
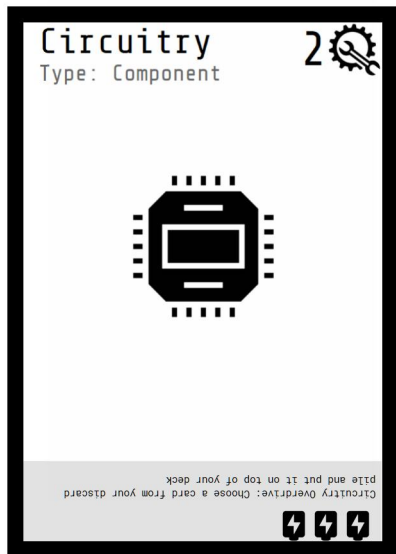
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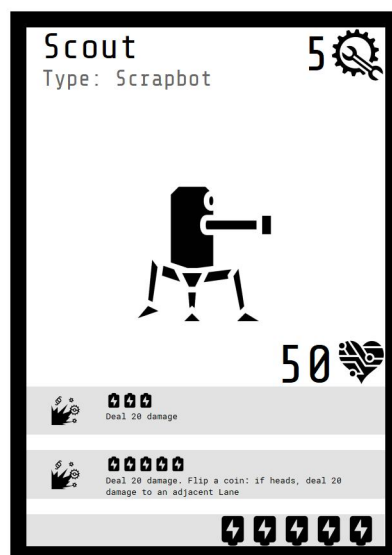
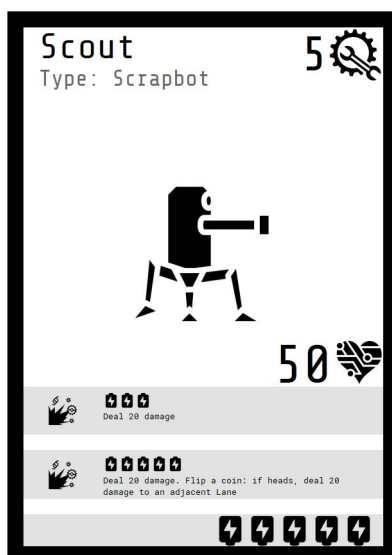
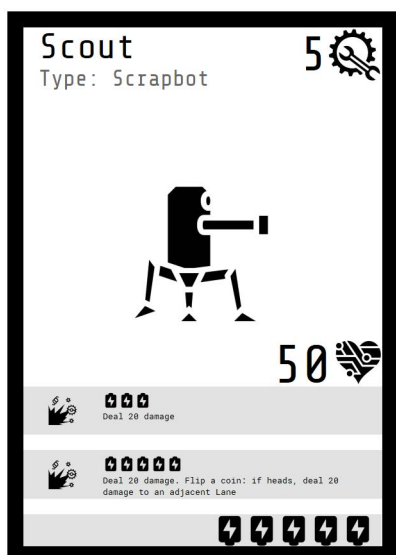
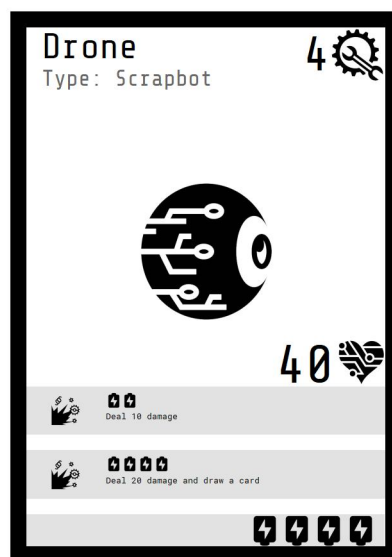
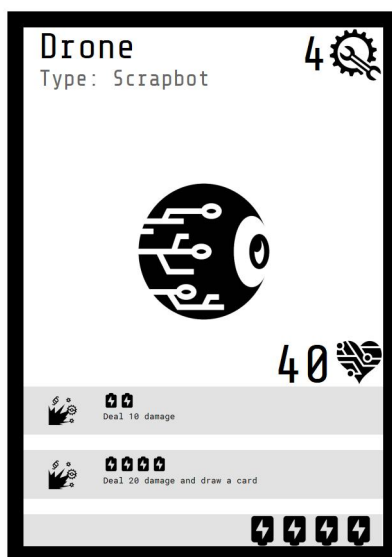
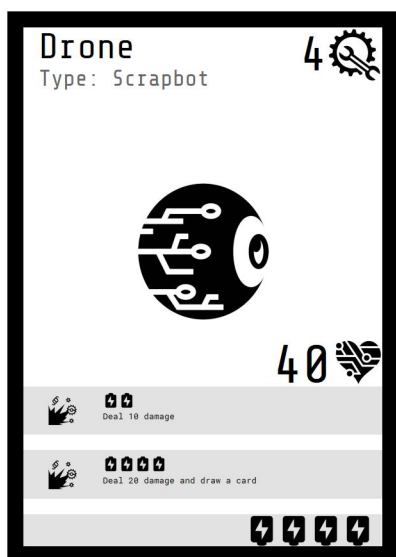
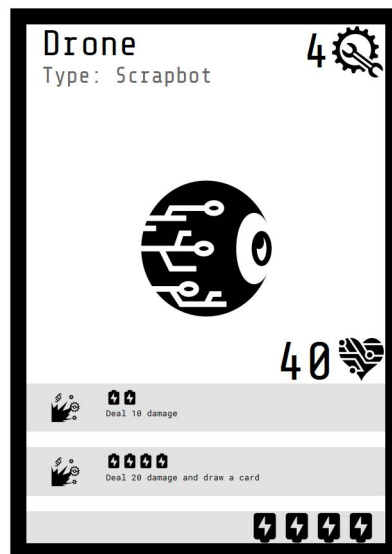
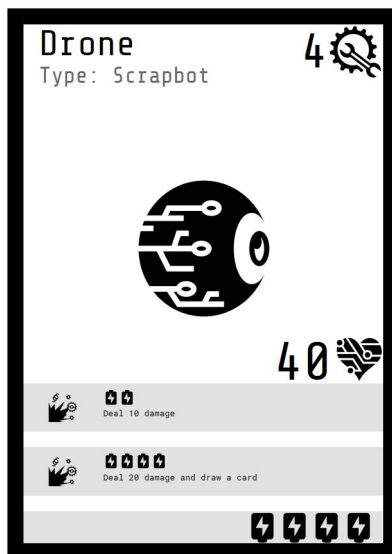
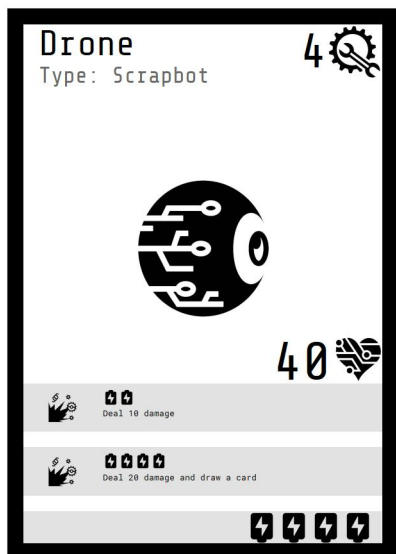


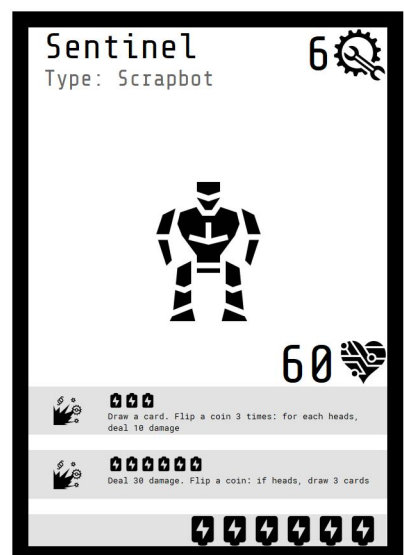
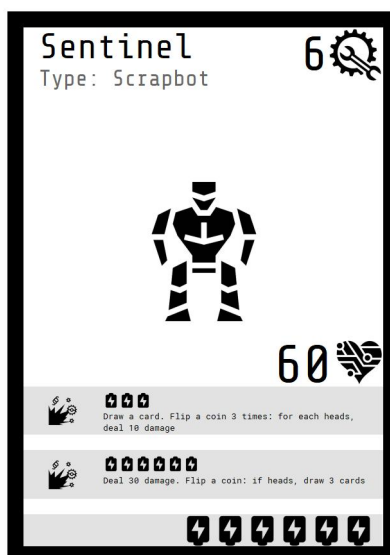
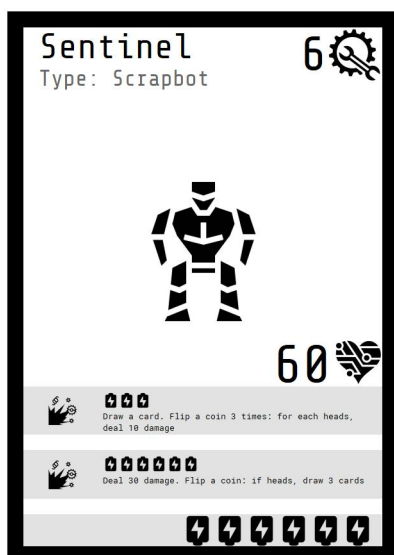
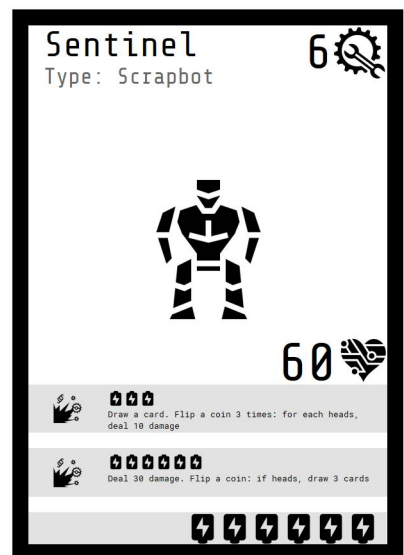
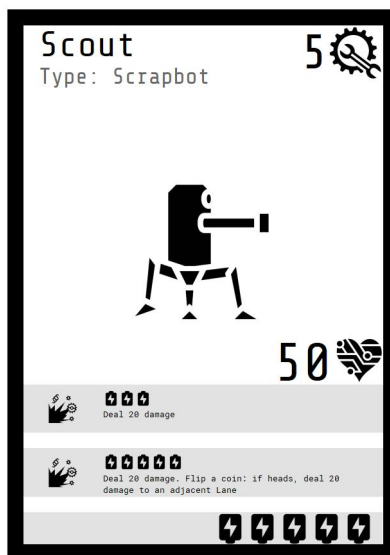
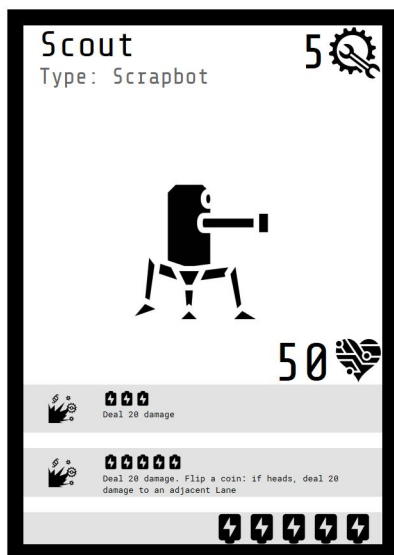
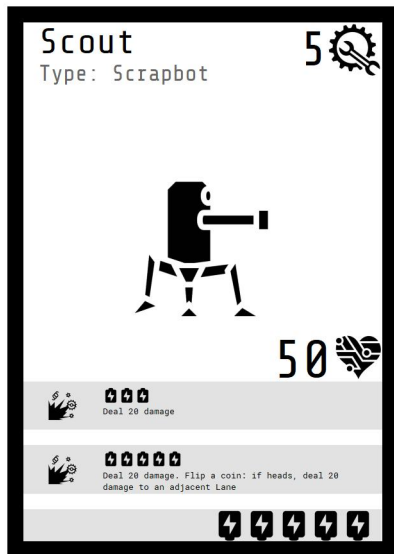


Circuitry Overdrive: Choose a card from your discard pile and put it on top of your deck











Armor Plating 4

Type: Component




Additional 20 damage
attached Scrapbot. Flip a coin, if heads, repair an
Armor Plating Overdrive: Repair 20 damage from







Armor Plating 4

Type: Component




Armor Plating Overdrive: Repair 20 damage from an attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage







Armor Plating 4

Type: Component




Armor Plating Overdrive: Repair 20 damage from an attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage







Armor Plating 4

Type: Component




Armor Plating Overdrive: Repair 20 damage from an attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage







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Type: Component




Armor Plating Overdrive: Repair 20 damage from an attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage







Armor Plating 4

Type: Component



Armor Plating Overdrive: Repair 20 damage from an attached Scrapbot. Flip a coin, if heads, repair an additional 20 damage



Chainsaw 5

Type: Component



Chainsaw Overdrive: Deal 30 damage. Deal 10 damage to each adjacent lane



Chainsaw 5

Type: Component



Chainsaw Overdrive: Deal 30 damage. Deal 10 damage to each adjacent lane



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Type: Component



Chainsaw Overdrive: Deal 30 damage. Deal 10 damage to each adjacent lane



Chainsaw

Type: Component

5



Chainsaw Overdrive: Deal 38 damage to each adjacent lane. Deal 18 damage to



Chainsaw

Type: Component

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Chainsaw Overdrive: Deal 38 damage to each adjacent lane. Deal 18 damage to







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


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Servomotor Overdrive: Ready attached Scrapbot




Fusion Cannon 7
Type: Component




Fusion Cannon Overdrive: Flip a coin 3 times. For each heads, deal 10 damage to every Lane.




Fusion Cannon 7
Type: Component




Fusion Cannon Overdrive: Flip a coin 3 times. For each heads, deal 10 damage to every Lane.




Fusion Cannon 7
Type: Component




Fusion Cannon Overdrive: Flip a coin 3 times. For each heads, deal 10 damage to every Lane.




Rocket Pod 8
Type: Component




Rocket Pod Overdrive: Destroy an enemy Scrapbot.




Rocket Pod 8
Type: Component




Rocket Pod Overdrive: Destroy an enemy Scrapbot.




Supply Depot 4
Type: Tactic




Play: Gain 2 Scrap and draw 2 cards.




Supply Depot 4
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Play: Gain 2 Scrap and draw 2 cards.




Supply Depot 4
Type: Tactic




Play: Gain 2 Scrap and draw 2 cards.

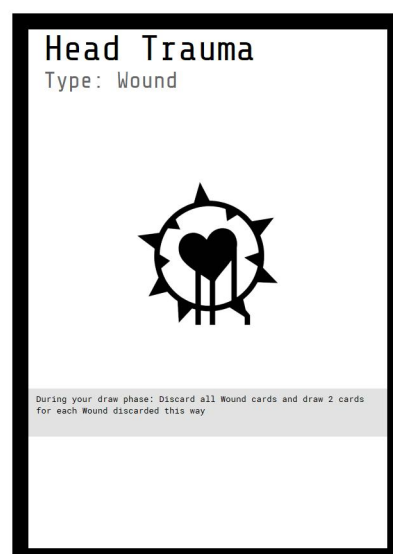
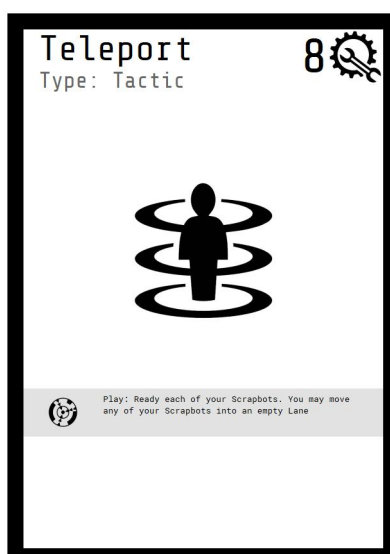
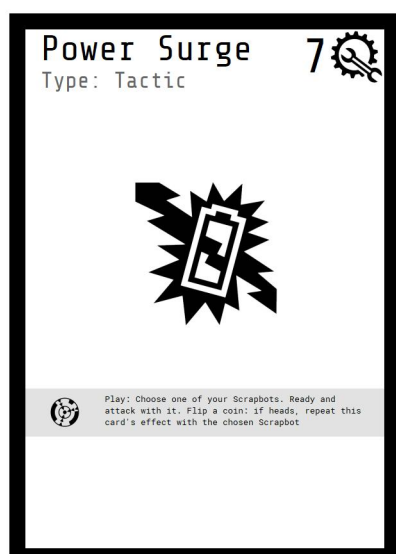
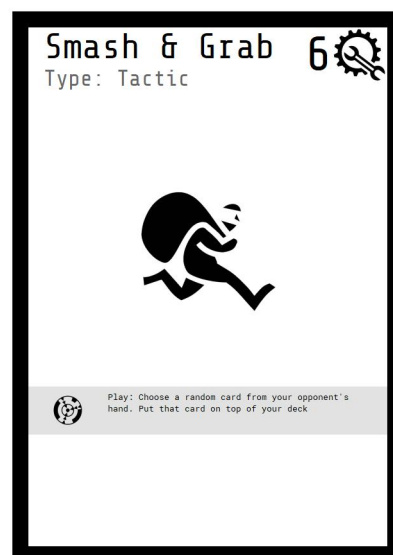
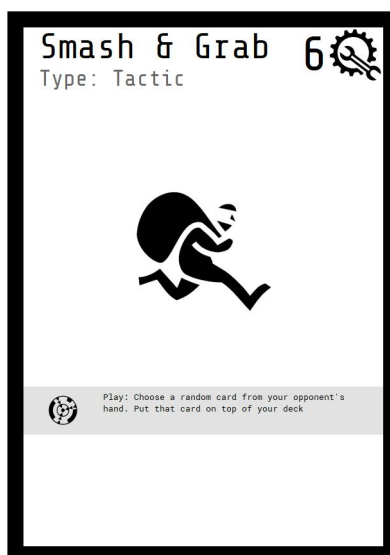
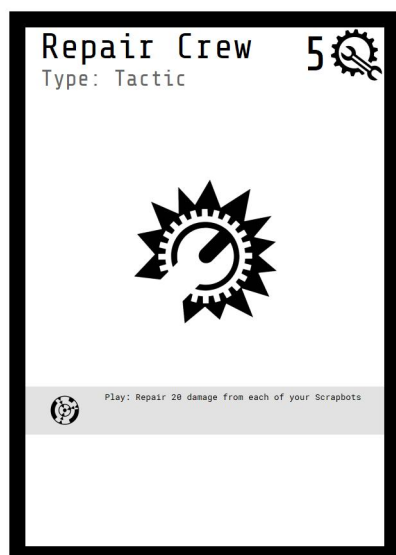
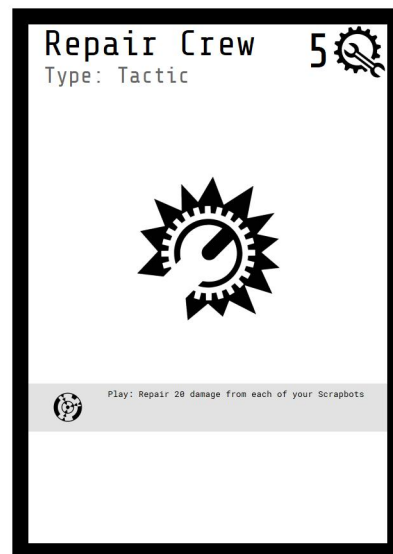
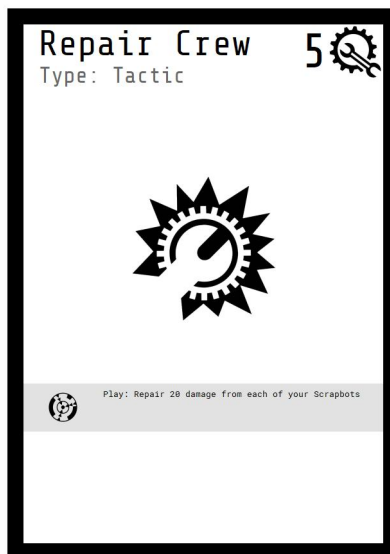
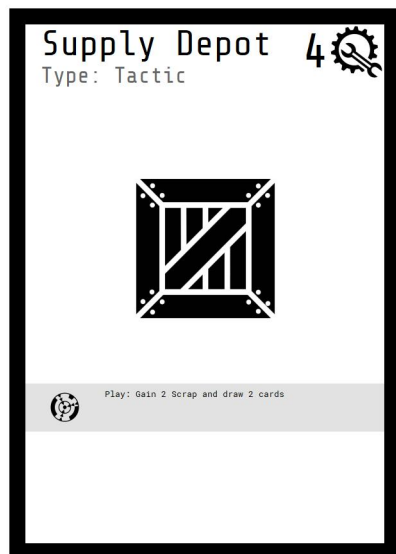


Supply Depot 4
Type: Tactic



Play: Gain 2 Scrap and draw 2 cards.





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



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