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Strategic Card Game
for 1-4 Players, Ages 12 and up

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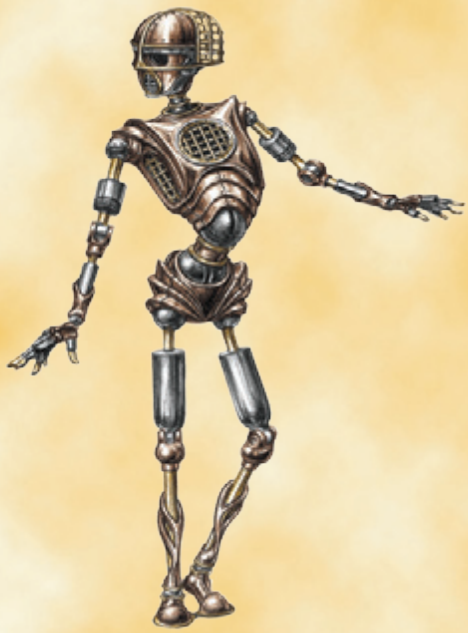
Mecha Skeleton

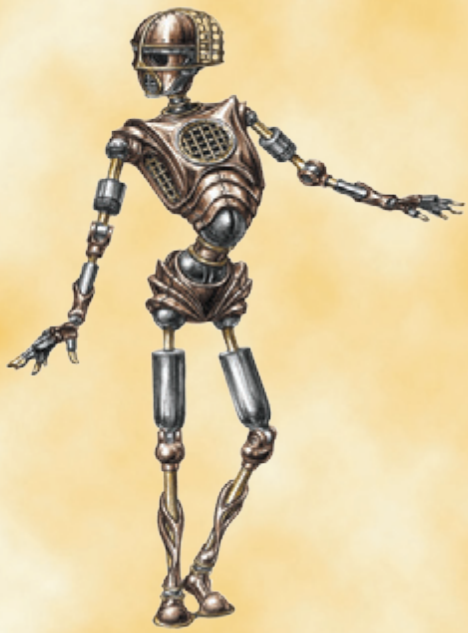


Use an opponent's character ability for yourself once, even if it is a one-time ability they already used.

Crank Piston

Steel Cage

Mecha Skeleton



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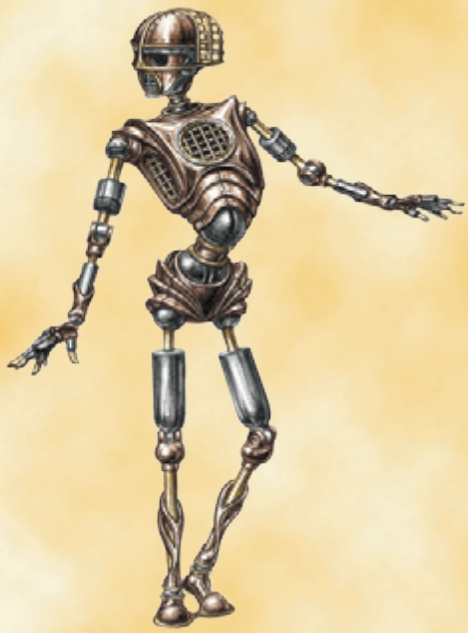

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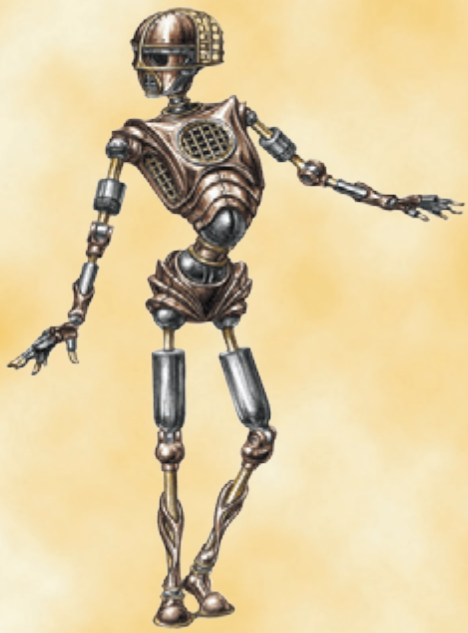

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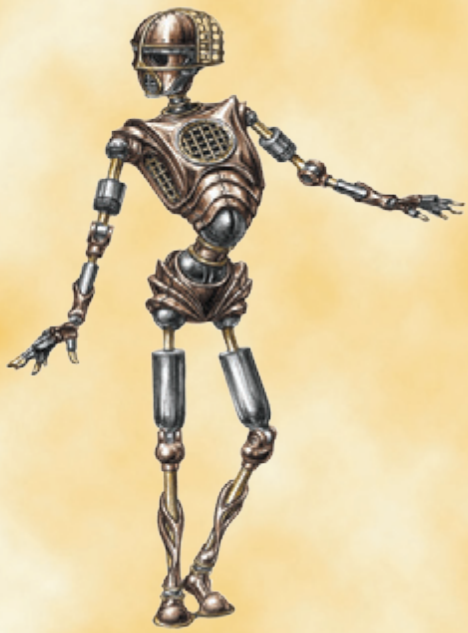
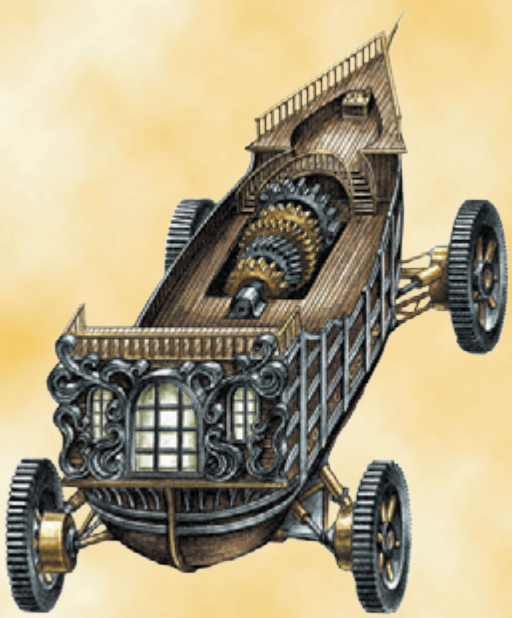


Use an opponent's character ability for yourself once, even if it is a one-time ability they already used.

Crank Piston

Steel Cage

Transport Vessel

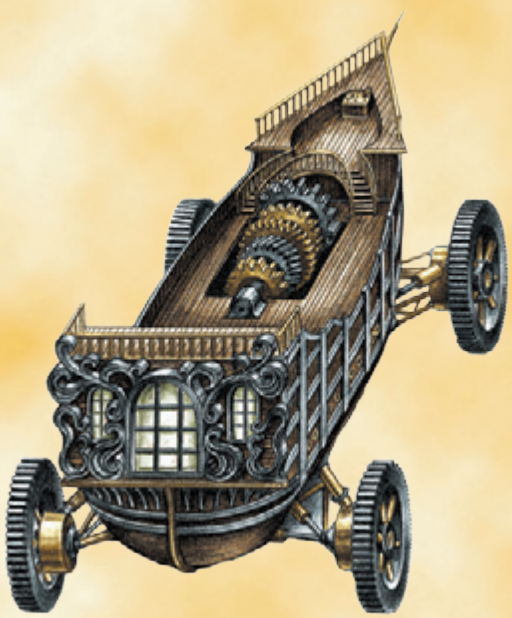


Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox Hull

Control Panel

Transport Vessel



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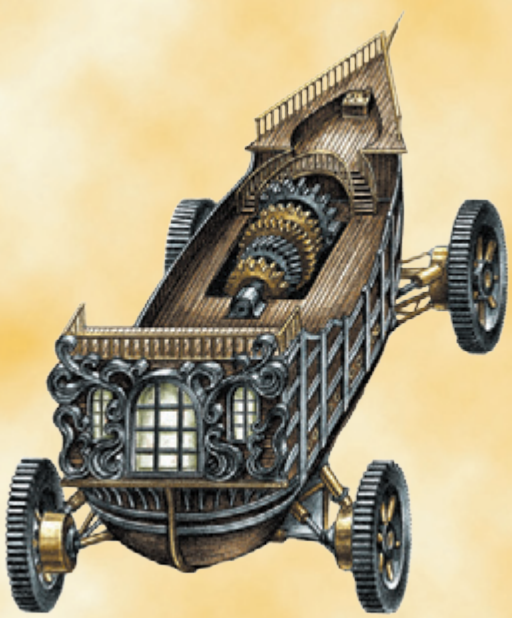
Transport Vessel



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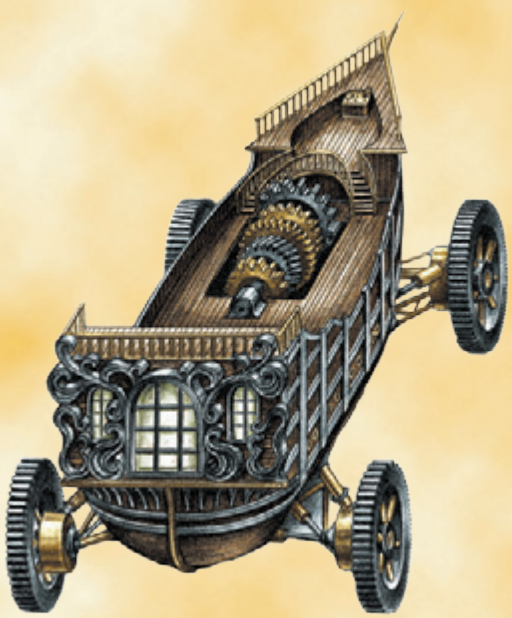

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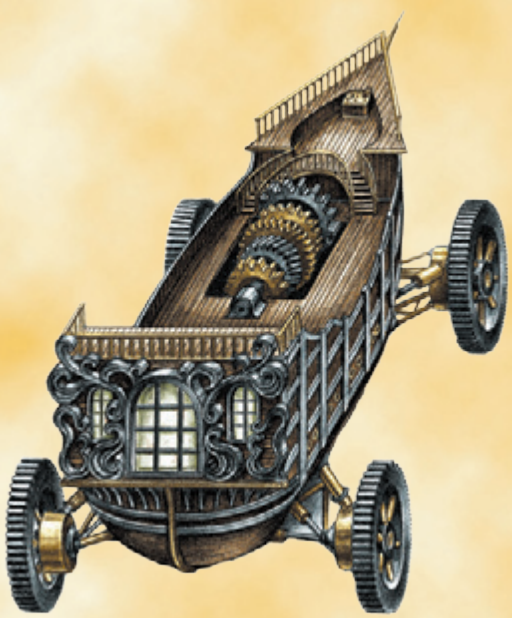

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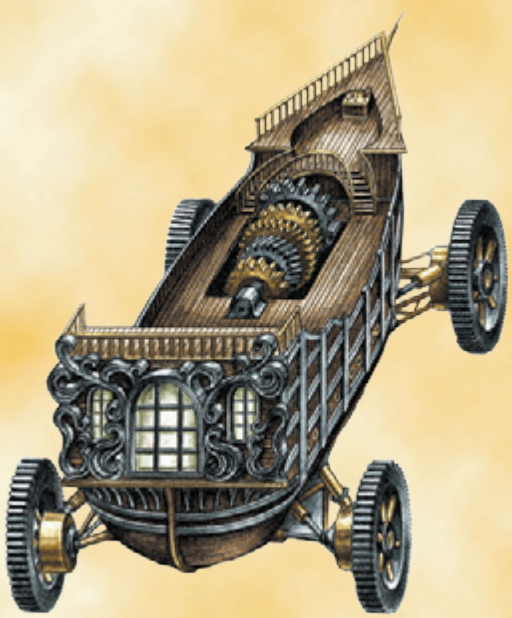
Gearbox Hull

Control Panel

Transport Vessel

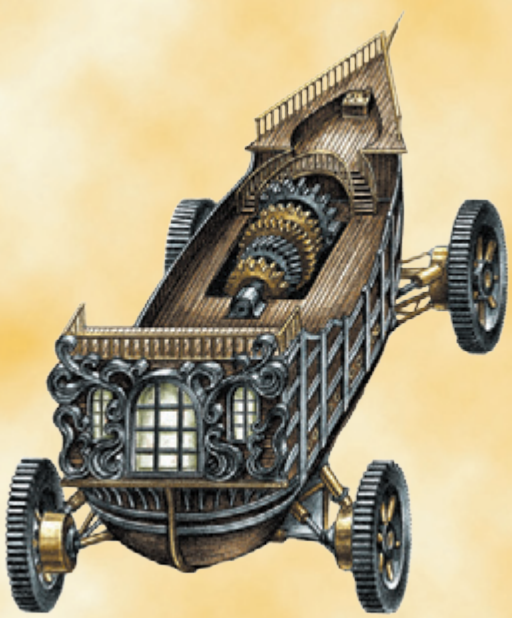


Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox Hull

Control Panel

Transport Vessel



Choose a Part you control and a Part an opponent controls. Trade these cards.

Gearbox Hull

Control Panel

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank Bulbs

Gearbox

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank Bulbs

Gearbox

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

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Crank Bulbs

Gearbox

Navigatrix



Roll a die. View that many cards from either the Part or Small Machine deck and take 1, but leave the others.

Crank Bulbs

Gearbox

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum Gearbox

Clockwork

Clockwork Brain



You can play through 1 additional turn with draw, action, discard, and build phases.

Pendulum Gearbox

Clockwork

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank Bulbs

Metal Casing

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank Bulbs

Metal Casing

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank Bulbs

Metal Casing

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank Bulbs

Metal Casing

Plasma Generator



You can draw 4 new cards, either from the Part or the Small Machine deck.

Crank Bulbs

Metal Casing

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness Tripod

Control Panel

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness Tripod

Control Panel

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness Tripod

Control Panel

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness Tripod

Control Panel

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness Tripod

Control Panel

Bio-Monitor



Directly after a player's successful Steal or Dig, you may take control of the card they won.

Harness Tripod

Control Panel

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage

Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage

Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage

Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage

Tripod

Weaponry System



Choose a Part card from each opponent. They must immediately scrap those cards.

Guns & Ammo Steel Cage

Tripod

Jet Propulsion



Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Petrol

Metal Casing

Jet Propulsion



Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Petrol

Metal Casing

Jet Propulsion



Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Petrol

Metal Casing

Jet Propulsion



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Propeller

Petrol

Metal Casing

Jet Propulsion



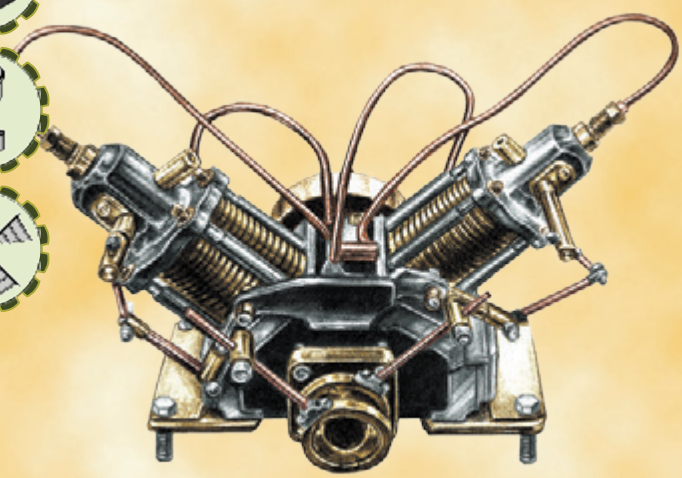
Use an opponent's unused Small Machine ability. They keep the card, but can no longer use the ability.

Propeller

Petrol

Metal Casing

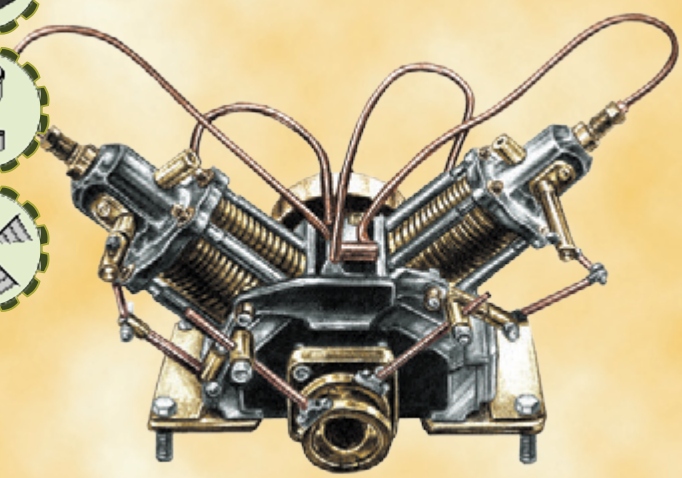
Petrol Engine



For the rest of your turn, any Parts scrapped by you or others are put under your control, not discarded.

Petrol Piston Propeller

Petrol Engine



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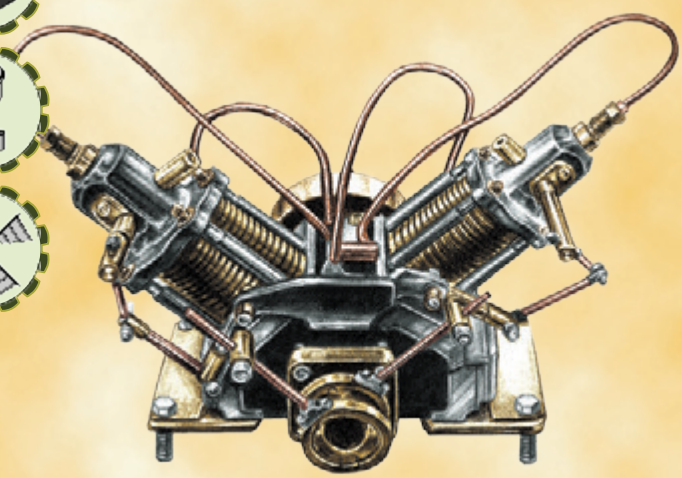
Petrol Piston Propeller

Petrol Engine



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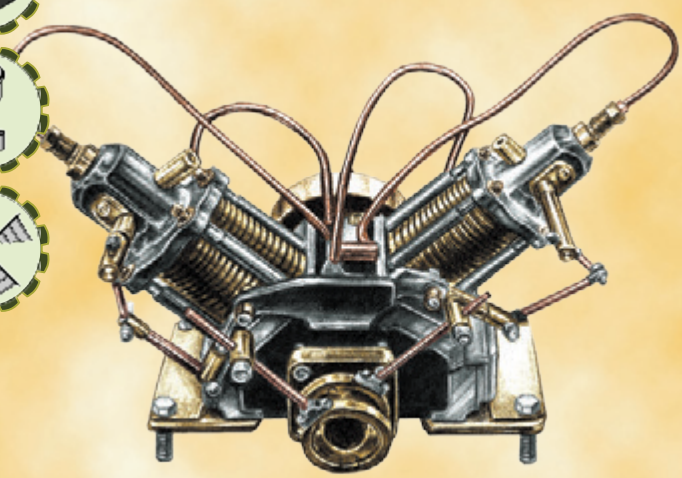
Petrol Engine



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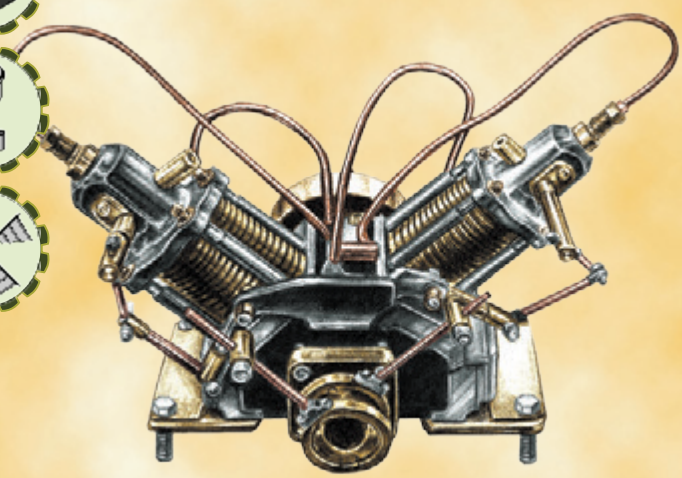
Petrol Engine



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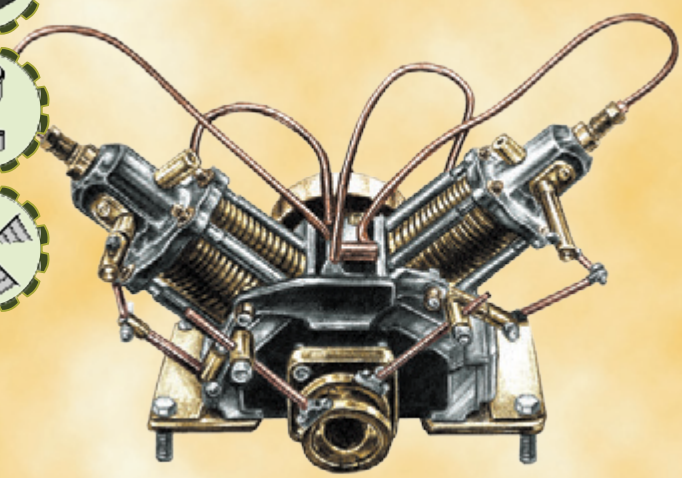

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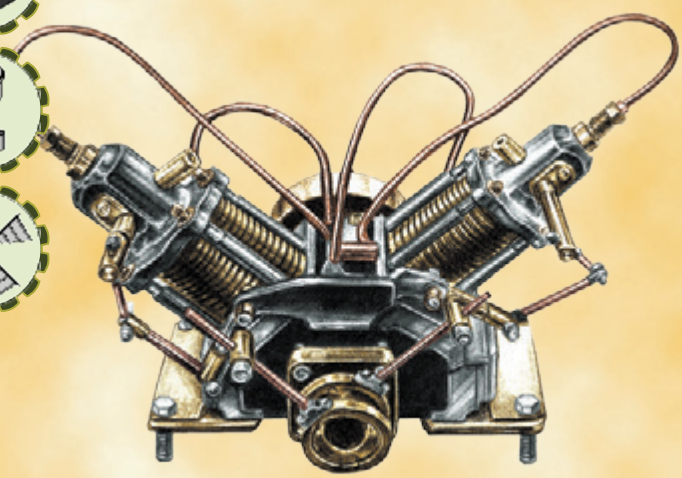

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Petrol Piston Propeller

Card Counts

Small Machines = 52

Thank you for playing Scrapyard Empire! To find out about the designers and creative inspirations for this game, check out the links below.

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