

Circuit

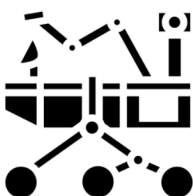
1
Action



Players with a Power Level of zero pay one more Action Token whenever they spend Action Tokens.

Active - play on your turn only

2
Actions



A player of your choice must turn their hidden coin to match your revealed coin.

Immediate - play on your turn only

Collective

1
Action

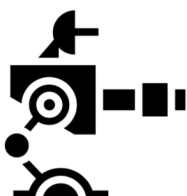


If players agree on a distribution of Influence Tokens instead of taking one each, you gain two Influence.

Reveal - on your turn or in Reveal Phase

Block

0
Actions



You may play this card on another player's turn. Reveal this card to ignore any part of a card's abilities that affects you. It may still affect others.

Reveal - on your turn or in Reveal Phase

Bot

1
Action

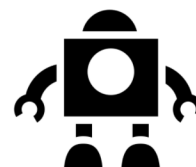


If the Good team wins the round you gain one additional Influence, whether or not you are on this team.

Reveal - on your turn or in Reveal Phase

Brigade

1
Action



The Neutral team can win this round if it has the highest total Power Level.

Active - play on your turn only

.Net

2
Actions



Choose one: all other players with OR all players without a revealed card must turn over their hidden coin.

Immediate - play on your turn only

2
Actions



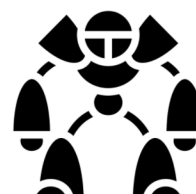
Give any player without a Power Card your original revealed coin. They gain an Action Token now and are Neutral unless all of their coins show the same face.

Immediate - play on your turn only

3PO

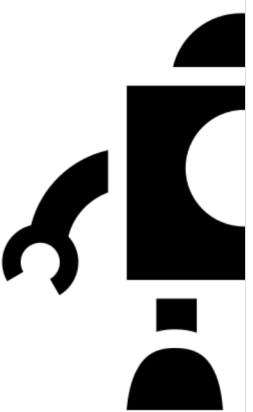
Assembly

1
Action

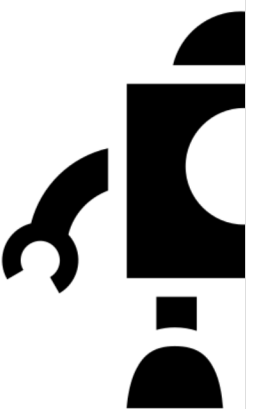


Look at another player's hidden coin, then gain an Action Token.

Immediate - play on your turn only



Evil



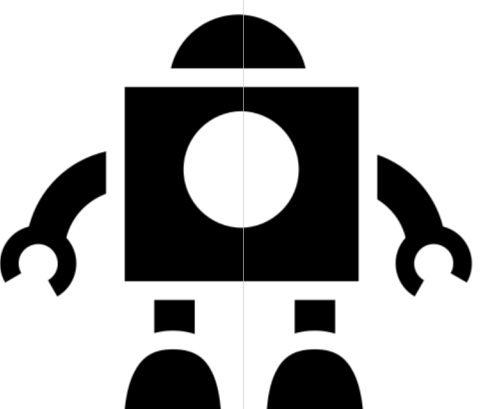
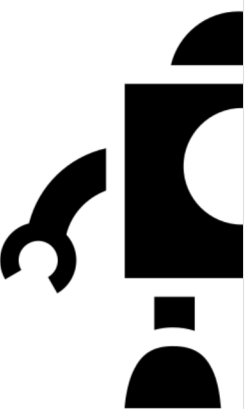
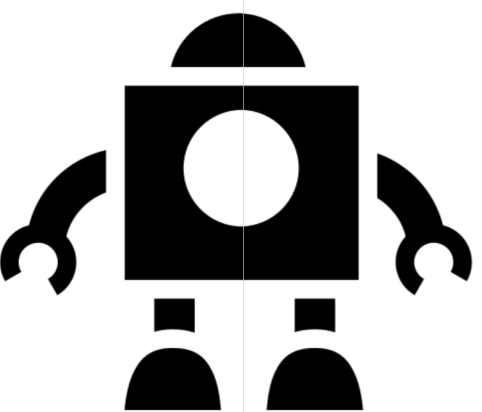
Evil



Evil

Robots

Robots



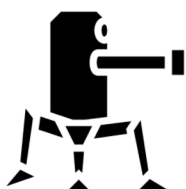
Evil

Evil

Evil

2 Lockdown

Actions



You may turn over any one of your coins now. Your coins cannot be changed again this round.

Immediate - play on your turn only

Machine

1 Action

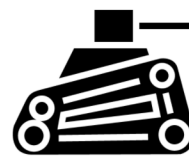


Pick another player. They take the Dealer token, gain the Dealer position and start the next round as Dealer too.

Immediate - play on your turn only

Matrix

1 Action



No player may gain Influence this round from any source other than the Influence points on the centre card.

Active - play on your turn only

Droid

1 Action

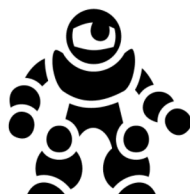


Your Power Level is three more than your Power Card shows.

Reveal - on your turn or in Reveal Phase

1 Action

Flipper



Choose any revealed Robot Card and turn it face-down. You cancel its Permanent or Reveal effect (if any).

Immediate - play on your turn only

Gadget

1 Action

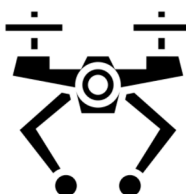


The team with the lowest total Power Level and at least two team members wins this round instead of any other team.

Active - play on your turn only

Copter

1 Action



If you are not on the winning team at the end of the round, and not Neutral, you gain two Influence.

Reveal - on your turn or in Reveal Phase

2 Actions

Copy



This card becomes a copy of any face-up Robot Card and acts if it was just revealed.

Reveal - on your turn or in Reveal Phase

Drive

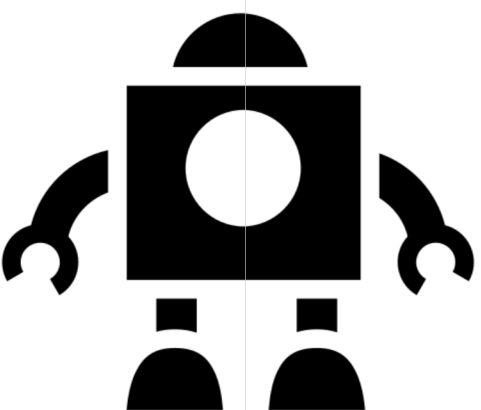
0 Actions



If you hold this card at the end of the game, and did not draw it this round, you gain two Influence. When you draw this card you may discard it and draw another.

Endgame - optionally play at end of game

Robots



Evil

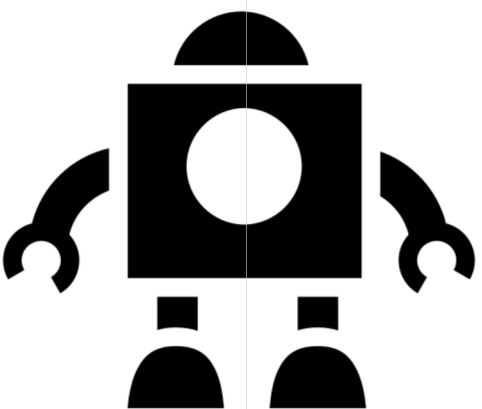


Evil

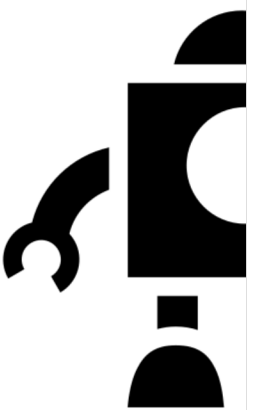


Evil

Robots

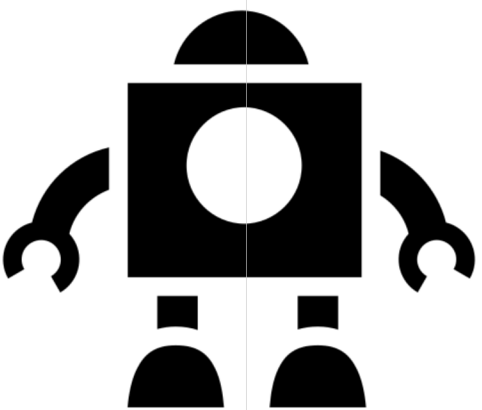


Evil



Evil

Robots



Evil

1 Showdown

Action



If you have two face-up cards at the end of this round, you gain an additional Influence.

Active - play on your turn only

1 Sneaker

Action



Hide your revealed coin under this card then turn it to any face. This coin may still be turned over by other players.

Immediate - play on your turn only

2 Spyder

Actions



A player of your choice must turn their hidden coin to match their revealed coin.

Immediate - play on your turn only

Module 0

Actions



If you hold this card at the end of the game, you win ties.

Endgame - optionally play at end of game

1 Open

Action



Reveal your hidden coin now. This coin still cannot be turned over. If you are on the winning team this round, you gain an additional two Influence.

Active - play on your turn only

0 Over

Actions

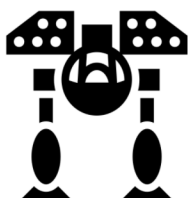


If you hold this card at the end of the game, you gain one Influence.

Endgame - optionally play at end of game

Mech 1

Action



Bet up to 2 of your Influence on the team you think will win this round. After the usual scoring, if correct you gain that many more Influence, but if incorrect you lose them.

Immediate - play on your turn only

1 Meta

Action

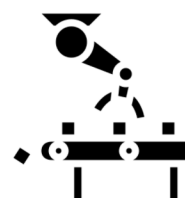


Swap your Power Card with the Power Card that allocates Influence points in this round. (Leave the Influence points as they are.)

Immediate - play on your turn only

1 Minus

Action



Pick any player. Their Power Level is reduced by three (to a minimum of zero).

Reveal - on your turn or in Reveal Phase

Robots



Robots



Robots



Evil

Robots



Robots



Evil

Robots



Robots



1
Action

Zero

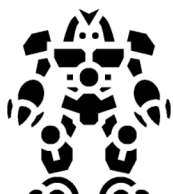


Turn over all remaining Power Cards held by the Dealer and move them to the Zero Power Cards pile.

Immediate - play on your turn only

Tron

1
Action



If the Evil team wins the round you gain one additional Influence, whether or not you are on this team.

Reveal - on your turn or in Reveal Phase

1
Action

Wheeler



Take the Dealer token. You now have the Dealer position and start the next round as Dealer too.

Immediate - play on your turn only

1
Action

Yoink



Take any face-up Robot Card from another player, cancel its Permanent or Reveal effect (if any), then place it face-down as another of your Robot Cards. You may use it for 1 fewer Action Token than its normal cost.

Immediate - play on your turn only

1
Action

Swapper



Swap Power Cards with another player.

Immediate - play on your turn only

Swarm

1
Action

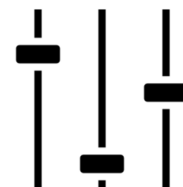


Add Influence equal to the number of players to the score card for this round.

Reveal - on your turn or in Reveal Phase

0
Actions

Tactics



If you hold this card at the end of the game, reveal and discard it and then play one additional round before determining the winner.

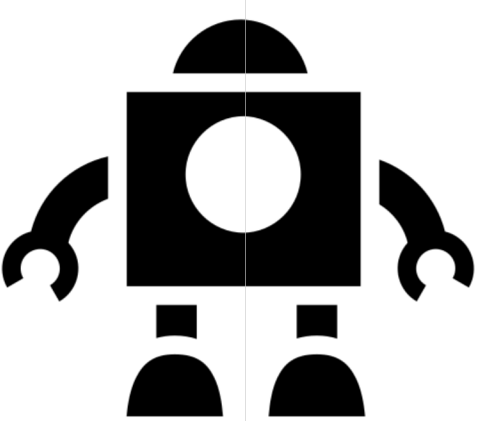
Endgame - optionally play at end of game

Robots



Evil

Robots



Evil

Robots



Robots



Robots

