

4TP

JUMP JETS



Move up or down one level of terrain or cross one hex of rough terrain this order. Once revealed, you may play a second same card or Mech class Jump card from your hand.

50



ITEM

2U

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EJECTION MODULE



If your mech is destroyed this round, draw a card and add its cost to your income as a bonus at the end of the game. If the card has no cost gain 50

20



ITEM

1U

0TP

EJECTION MODULE



If your mech is destroyed this round, draw a card and add its cost to your income as a bonus at the end of the game. If the card has no cost gain 50

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