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| Shoot the Thing 4 Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the cardinal direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 6 damage per enemy. | Shoot the Thing 4 Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the cardinal direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 6 damage per enemy. | Shoot the Thing 4 Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the cardinal direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 6 damage per enemy. |
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| <p>Shoot the Thing</p> <p>4</p> <p>Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the cardinal direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 6 damage per enemy.</p> | <p>Shoot the Thing</p> <p>4</p> <p>Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the cardinal direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 6 damage per enemy.</p> | <p>Shoot the Thing</p> <p>4</p> <p>Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the cardinal direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 6 damage per enemy.</p> |
| <p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice.</p> | <p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice.</p> | <p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice.</p> |
| <p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice.</p> | <p>Enhance!</p> <p>10</p> <p>Ongoing. Steve places a scope on his gun, increasing the range of 'Shoot the Thing' by 1. This card stacks; Steve can look into a scope through a scope.</p> | <p>Enhance!</p> <p>10</p> <p>Ongoing. Steve places a scope on his gun, increasing the range of 'Shoot the Thing' by 1. This card stacks; Steve can look into a scope through a scope.</p> |
| <p>Eureka</p> <p>10</p> <p>Ongoing. Steve realizes that 'Shoot the Thing' can be used in diagonal directions as well.</p> | <p>Business Time</p> <p>10</p> <p>Ongoing. Steve plays an extra card each turn.</p> | <p>Strap-On</p> <p>10</p> <p>Ongoing. Steve straps a bayonet onto his gun. When Steve uses 'Reposition' or 'Scout', all enemies adjacent to any move-space Steve passes through are swiped for 4 damage each.</p> |
| <p>Band-aid the Boo-Boo</p> <p>10</p> <p>Ongoing. Steve needs help putting on his Band-aids. Steve heals for 2 health each turn he is adjacent to an ally. This effect stacks.</p> | <p>Band-aid the Boo-Boo</p> <p>10</p> <p>Ongoing. Steve needs help putting on his Band-aids. Steve heals for 2 health each turn he is adjacent to an ally. This effect stacks.</p> | <p>Pity</p> <p>10</p> <p>Ongoing. Nearby enemies take pity upon Steve. When Steve uses 'Reposition' or 'Scout', all enemies adjacent to any move-space Steve passes through discard their Ongoing actions.</p> |

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