Move forward exactly 3 spaces in a traight line until contacting an enemy or border. If contacting an enemy, stop there and push the enemy back 1 space. Deal 6 damage, ake 1 damage if an enemy is contacted.	Move forward exactly 3 spaces in a straight line until contacting an enemy or border. If contacting an enemy, stop there and push the enemy back 1 space. Deal 6 damage, take 1 damage if an enemy is contacted.
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5	Jetpack 5
traight line until contacting an enemy or border. If contacting an enemy, stop there and push the enemy back 1 space. Deal 6 damage, ake 1 damage if an enemy is contacted.	Move forward exactly 3 spaces in a straight line until contacting an enemy or border. If contacting an enemy, stop there and push the enemy back 1 space. Deal 6 damage, take 1 damage if an enemy is contacted.
etpack	Jetpack
Move forward exactly 3 spaces in a traight line until contacting an enemy or border. If contacting an enemy, stop there and push the enemy back 1 space. Deal 6 damage, ake 1 damage if an enemy is ontacted.	Move forward exactly 3 spaces in a straight line until contacting an enemy or border. If contacting an enemy, stop there and push the enemy back 1 space. Deal 6 damage, take 1 damage if an enemy is contacted.
extra Charges	Extra Charges
Play another card. Double its values.	Play another card. Double its values.
A Nice Surprise	A Nice Surprise
Place a mine anywhere within 4 paces. Deals 6 damage when tepped on by an enemy. Remove Ongoing effects when triggered.	Place a mine anywhere within 4 spaces. Deals 6 damage when stepped on by an enemy. Remove Ongoing effects when triggered.
trennendo et Altrenendo Ex	ove forward exactly 3 spaces in a raight line until contacting an emy or border. If contacting an emy, stop there and push the emy back 1 space. Deal 6 damage, ke 1 damage if an enemy is ntacted. Spack Spove forward exactly 3 spaces in a raight line until contacting an emy or border. If contacting an emy, stop there and push the emy back 1 space. Deal 6 damage, ke 1 damage if an enemy is ntacted. Stra Charges 1 ay another card. Double its values. Nice Surprise 10 ace a mine anywhere within 4 aces. Deals 6 damage when exped on by an enemy. Remove

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Afterburners	Afterburners	Let's Have a Blast
Ongoing. For each 'Afterburner' in play, you may move one additional space every turn in any direction. Enemies that occupy this space are knocked back 1 space and take 2 damage.	Ongoing. For each 'Afterburner' in play, you may move one additional space every turn in any direction. Enemies that occupy this space are knocked back 1 space and take 2 damage.	Place a bomb up to two spaces away. It explodes. Everyone within 1 tile of the bomb travels 2 spaces directly away. Enemies in the blast take 6 damage, you take 2, allies take 0.
Let's Have a Blast	Don't Drink That!	Don't Drink That!
Place a bomb up to two spaces away. It explodes. Everyone within 1 tile of the bomb travels 2 spaces directly away. Enemies in the blast take 6 damage, you take 2, allies take 0.	7 Heal for 5 damage, draw 1 card.	Heal for 5 damage, draw 1 card.
Don't Drink That!	Don't Drink That!	Flashbang
7 Heal for 5 damage, draw 1 card.	7 Heal for 5 damage, draw 1 card.	Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card.
Flashbang 2	Flashbang 2	Flashbang 2
Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card.	Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card.	Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card.
Pet Bomb	Pet Bomb	Pet Bomb
Give an ally within 3 spaces a "pet". They may use the "pet" at any time to travel 2 spaces in a straight line. The "pet" is good for one use only.	Give an ally within 3 spaces a "pet". They may use the "pet" at any time to travel 2 spaces in a straight line. The "pet" is good for one use only.	Give an ally within 3 spaces a "pet". They may use the "pet" at any time to travel 2 spaces in a straight line. The "pet" is good for one use only.

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