Charge	Charge	Charge
Bob charges up to 2 squares in any direction.	Bob charges up to 2 squares in any direction.	Bob charges up to 2 squares in any direction.
Charge	Charge	Charge
Bob charges up to 2 squares in any direction.	Bob charges up to 2 squares in any direction.	Bob charges up to 2 squares in any direction.
Charge 4 Bob charges up to 2 squares in any direction.	Charge 4 Bob charges up to 2 squares in any direction.	Charge 4 Bob charges up to 2 squares in any direction.
Charge 4 Bob charges up to 2 squares in any	Deploy Turret 5 Bob deploys a turret up to 3 squares	Deploy Turret 5 Bob deploys a turret up to 3 squares
direction.	from bob. Turret targets closest enemy within 3 squares of the turret and does 1 Attack dmg. Turret has 3 hit points. All dmg done to turrets is reduced to 1. *Turret does not occupy the location it was deployed to.*	from bob. Turret targets closest enemy within 3 squares of the turret and does 1 Attack dmg. Turret has 3 hit points. All dmg done to turrets is reduced to 1. *Turret does not occupy the location it was deployed to.*
Deploy Turret 5 Bob deploys a turret up to 3 squares from bob. Turret targets closest enemy within 3 squares of the turret and does 1 Attack dmg. Turret has 3 hit points. All dmg done to turrets is reduced to 1. *Turret does not occupy the location it was deployed to.*	Deploy Turret 5 Bob deploys a turret up to 3 squares from bob. Turret targets closest enemy within 3 squares of the turret and does 1 Attack dmg. Turret has 3 hit points. All dmg done to turrets is reduced to 1. *Turret does not occupy the location it was deployed to.*	Hammer Time 3 Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob.

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Builder	Builder	Builder
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Hammer Time	Hammer Time	Hammer Time
3	3	3
Bob swings his hammer doing 5	Bob swings his hammer doing 5	Bob swings his hammer doing 5
damage to all enemies in adjacent	damage to all enemies in adjacent	damage to all enemies in adjacent
squares from Bob.	squares from Bob.	squares from Bob.
Lunch Nap	EMP	Lunch Nap
8	9	8
Bob eats his lunch and falls asleep.	Bob send out Electromagnetic pulse removing	Bob eats his lunch and falls asleep.
Bob heals for + 3 HP but loses his	1 ongoing from everyone on the field. A random ongoing is chosen.	Bob heals for + 3 HP but loses his
next turn. while Bob is asleep he may	If the Iron Man Suit ongoing is still active, bob	next turn. while Bob is asleep he may
draw up to two cards. Upon waking	sends out a second pulse removing a second	draw up to two cards. Upon waking
up Bob gains +2 Actions.	ongoing to enemies with in 3 adjacent squares of bob. +1 Action +1 draw.	up Bob gains +2 Actions.
	*If bob or allies lose an ongoing bob gains	
	another +1 action +1 draw*	
Lunch Nap	Lunch Nap	EMP
8	8	9
Bob eats his lunch and falls asleep.	Bob eats his lunch and falls asleep.	Bob send out Electromagnetic pulse removing 1 ongoing from everyone on the field. A
Bob heals for + 3 HP but loses his	Bob heals for + 3 HP but loses his	random ongoing is chosen.
next turn. while Bob is asleep he may	next turn. while Bob is asleep he may	If the Iron Man Suit ongoing is still active, bob
draw up to two cards. Upon waking up Bob gains +2 Actions.	draw up to two cards. Upon waking up Bob gains +2 Actions.	sends out a second pulse removing a second ongoing to enemies with in 3 adjacent
up bob gams 12 Actions.	ap bob gains 12 Actions.	squares of bob. +1 Action +1 draw.
		*If bob or allies lose an ongoing bob gains
		another +1 action +1 draw*
50.40	To and the condense of the land	Land Mark C. II
EMP 9	Turret Upgrade: Switch	Iron Man Suit
Bob send out Electromagnetic pulse removing	Ongoing. Turrets can now be	Ongoing. Bob creates an iron suit
1 ongoing from everyone on the field. A	switched between support mode and	increasing his movement, and
random ongoing is chosen.	tower defense mode. while in	defense (+1 movement to charge, +1
If the Iron Man Suit ongoing is still active, bob sends out a second pulse removing a second	support mode turrets heal friendlies	Damage reduction). *Bob is now
ongoing to enemies with in 3 adjacent	+1 (effect stacks).	Immune to EMP*
squares of bob. +1 Action +1 draw.	While turrets are in support mode	
If bob or allies lose an ongoing bob gains another +1 action +1 draw	allies within in the turret range are	
	immune to EMP.	
Turret Upgrade: Drone	Turret Upgrade: Wifi	Hard Hats
10	10	10
Ongoing. At speed 1 bob can relocate	Ongoing. Bob and Allies gain insight	Ongoing. Bob and Allies within 2
all turrets within 3 squares of bob. If	in to enemies weak points(+1 to all	square of bob get a hard hat reducing
bob has less than 2 turrets out +1	attacks) while in the range of any	damage by 1.
draw and playing turrets does not consume actions.	turret (does not stack) Bob can now command turrets to	Bob now does 3 damage to enemies he goes through when he charges.
consume actions.	attack a specific target within range.	ne soes unough when he charges.

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