

<p>Steam Locomotive</p> <p>9</p> <p>You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map.</p>	<p>Steam Locomotive</p> <p>9</p> <p>You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map.</p>	<p>Steam Locomotive</p> <p>9</p> <p>You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map.</p>
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<p>Mortar Launch</p> <p>8</p> <p>You fire a barrage of mortars into the air directed at each enemy player. Keep this card out to replay next turn. Upon replaying at Speed 8 the next turn, all enemies that have not moved since the mortars fired take 3 damage.</p>	<p>Rail Gun</p> <p>6</p> <p>You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage.</p>	<p>Rail Gun</p> <p>6</p> <p>You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage.</p>
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<p>Explosive Charge</p> <p>2</p> <p>Detonate an explosive charge to damage all enemies within 2 spaces. 4 damage.</p>	<p>Explosive Charge</p> <p>2</p> <p>Detonate an explosive charge to damage all enemies within 2 spaces. 4 damage.</p>	<p>Explosive Charge</p> <p>2</p> <p>Detonate an explosive charge to damage all enemies within 2 spaces. 4 damage.</p>
<p>Divert Track</p> <p>2</p> <p>You may move to an adjacent square.</p>	<p>Divert Track</p> <p>2</p> <p>You may move to an adjacent square.</p>	<p>Divert Track</p> <p>2</p> <p>You may move to an adjacent square.</p>
<p>Machine Shop</p> <p>10</p> <p>Declare that you will be in the machine shop for X turns. Lose your next X turns, but gain 3 health for each turn spent in the shop.</p>	<p>Machine Shop</p> <p>10</p> <p>Declare that you will be in the machine shop for X turns. Lose your next X turns, but gain 3 health for each turn spent in the shop.</p>	<p>Penetrating Rounds</p> <p>10</p> <p>Ongoing. 'Rail Gun' attacks now cause the enemy to discard all Ongoing powers.</p>
<p>Crazy Train</p> <p>10</p> <p>Ongoing. You're going off the rails, and 'Rail Gun' and 'Steam Locomotive' can now also be cast in a cardinal direction.</p>	<p>Mortar Launch</p> <p>8</p> <p>You fire a barrage of mortars into the air directed at each enemy player. Keep this card out to replay next turn. Upon replaying at Speed 8 the next turn, all enemies that have not moved since the mortars fired take 3 damage.</p>	<p>No Brakes</p> <p>1</p> <p>Ongoing. When using power 'Steam Locomotive' you can now move through enemies. Enemies contacted this way take 5 damage.</p>
<p>Pain Train</p> <p>9</p> <p>You may perform a 'Steam Locomotive' move action in a diagonal direction. For each square moved this way, fire a 'Rail Gun' in both orthogonal directions to your direction of movement.</p>	<p>Pain Train</p> <p>9</p> <p>You may perform a 'Steam Locomotive' move action in a diagonal direction. For each square moved this way, fire a 'Rail Gun' in both orthogonal directions to your direction of movement.</p>	<p>Magazine</p> <p>10</p> <p>Ongoing. Damaging an enemy this turn allows you to play an additional card. You are not allowed to play the same ability twice.</p>

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