

<p>Fight or Flight Program</p> <p>4</p> <p>If K1773R has < 20 health: (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.) Else: (Blast the nearest enemy for 6 damage.)</p>	<p>Fight or Flight Program</p> <p>4</p> <p>If K1773R has < 20 health: (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.) Else: (Blast the nearest enemy for 6 damage.)</p>	<p>Fight or Flight Program</p> <p>4</p> <p>If K1773R has < 20 health: (Move 2 spaces away from the nearest enemy. Enemies in the move path are pushed backwards and take 7 damage.) Else: (Blast the nearest enemy for 6 damage.)</p>
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<p>Hotfix</p> <p>5</p> <p>Heal 8 Damage.</p>	<p>Heat Vent</p> <p>6</p> <p>Deal 5 damage to each enemy within 2 tiles.</p>	<p>Heat Vent</p> <p>6</p> <p>Deal 5 damage to each enemy within 2 tiles.</p>
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<p>Heat Vent</p> <p>6</p> <p>Deal 5 damage to each enemy within 2 tiles.</p>	<p>Multithreading</p> <p>10</p> <p>Ongoing. K1773R plays 2 cards per turn.</p>	<p>Remote Sensors</p> <p>10</p> <p>Ongoing. K1773R has a 1/3 chance to dodge incoming damage.</p>
<p>Tower Casing</p> <p>10</p> <p>Ongoing. K1773R reduces incoming damage by 2.</p>	<p>Heat Sink</p> <p>10</p> <p>Ongoing. 'Heat Vent' targets have their ongoing effects burned away.</p>	<p>8-bit</p> <p>10</p> <p>Ongoing. 'Integer Overflow' now moves twice randomly.</p>

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