

<p>Charge 4</p> <p>Bob charges up to 2 squares in any direction.</p>	<p>Charge 4</p> <p>Bob charges up to 2 squares in any direction.</p>	<p>Charge 4</p> <p>Bob charges up to 2 squares in any direction.</p>
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<p>Hammer Time</p> <p>3</p> <p>Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob.</p>	<p>Hammer Time</p> <p>3</p> <p>Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob.</p>	<p>Hammer Time</p> <p>3</p> <p>Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob.</p>
<p>Lunch Nap</p> <p>8</p> <p>Bob eats his lunch and falls asleep. Bob heals for + 3 HP but loses his next turn. while Bob is asleep he may draw up to two cards. Upon waking up Bob gains +2 Actions.</p>	<p>EMP</p> <p>9</p> <p>Bob send out Electromagnetic pulse removing 1 random ongoing from everyone on the field. If the Iron Man Suit ongoing is still active, bob sends out a second pulse removing a second ongoing to enemies with in 3 adjacent squares of Bob.</p>	<p>Lunch Nap</p> <p>8</p> <p>Bob eats his lunch and falls asleep. Bob heals for + 3 HP but loses his next turn. while Bob is asleep he may draw up to two cards. Upon waking up Bob gains +2 Actions.</p>
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<p>Turret Upgrade: Drone</p> <p>10</p> <p>Ongoing. Turrets deployment range increased by 1 and turret defense/support range increased by 1.</p>	<p>Turret Upgrade: Wifi</p> <p>10</p> <p>Ongoing. Bob and Allies gain insight in to enemies weak points(+1 to all attacks) while in the range of any turret (does not stack) Bob can now command turrets to attack a specific target within range.</p>	<p>Hard Hats</p> <p>10</p> <p>Ongoing. Bob and Allies within 1 adjacent square of bob get a hard hat reducing damage by 1 Bob now does 2 damage to enemies he goes through when he charges.</p>

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