

Jetpack 5 Move forward 3 spaces. If one of these spaces is occupied by an enemy, stop there and push the enemy back 1 space. Deal 6 damage, take 1 damage if an enemy is contacted.	Jetpack 5 Move forward 3 spaces. If one of these spaces is occupied by an enemy, stop there and push the enemy back 1 space. Deal 6 damage, take 1 damage if an enemy is contacted.	Jetpack 5 Move forward 3 spaces. If one of these spaces is occupied by 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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A Nice Surprise 10 Place a mine anywhere within 4 spaces. Deals 6 damage when stepped on by an enemy. Remove Ongoing effects when triggered.	A Nice Surprise 10 Place a mine anywhere within 4 spaces. Deals 6 damage when stepped on by an enemy. Remove Ongoing effects when triggered.	A Nice Surprise 10 Place a mine anywhere within 4 spaces. Deals 6 damage when stepped on by an enemy. Remove Ongoing effects when triggered.

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<p>Afterburners</p> <p>10</p> <p>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.</p>	<p>Afterburners</p> <p>10</p> <p>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.</p>	<p>Let's Have a Blast</p> <p>6</p> <p>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.</p>
<p>Let's Have a Blast</p> <p>6</p> <p>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.</p>	<p>Don't Drink That!</p> <p>7</p> <p>Heal for 5 damage, draw 1 card.</p>	<p>Don't Drink That!</p> <p>7</p> <p>Heal for 5 damage, draw 1 card.</p>
<p>Don't Drink That!</p> <p>7</p> <p>Heal for 5 damage, draw 1 card.</p>	<p>Don't Drink That!</p> <p>7</p> <p>Heal for 5 damage, draw 1 card.</p>	<p>Flashbang</p> <p>2</p> <p>Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card.</p>
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<p>Pet Bomb</p> <p>1</p> <p>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.</p>	<p>Pet Bomb</p> <p>1</p> <p>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.</p>	<p>Pet Bomb</p> <p>1</p> <p>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.</p>

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