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Shoot the Thing 4 Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 5 damage per enemy.	Shoot the Thing 4 Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 5 damage per enemy.	Shoot the Thing 4 Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 5 damage per enemy.
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<p>Shoot the Thing</p> <p>4</p> <p>Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 5 damage per enemy.</p>	<p>Shoot the Thing</p> <p>4</p> <p>Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 5 damage per enemy.</p>	<p>Shoot the Thing</p> <p>4</p> <p>Steve can shoot all enemies in a straight line up to 3 spaces away. Steve chooses the direction that hits the most enemies; if a tie, then he shoots at the lowest health enemy. 5 damage per enemy.</p>
<p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice. Play another card.</p>	<p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice. Play another card.</p>	<p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice. Play another card.</p>
<p>Scout</p> <p>2</p> <p>Move to a random adjacent space, twice. Play another card.</p>	<p>Enhance!</p> <p>10</p> <p>Ongoing. Steve places a scope on his gun, increasing both the range and damage of 'Shoot the Thing' by 1. This card stacks; Steve can look into a scope through a scope.</p>	<p>Enhance!</p> <p>10</p> <p>Ongoing. Steve places a scope on his gun, increasing both the range and damage of 'Shoot the Thing' by 1. This card stacks; Steve can look into a scope through a scope.</p>
<p>Eureka</p> <p>10</p> <p>Ongoing. Steve remembers he has a second gun. 'Shoot the Thing' will now fire in 2 different directions.</p>	<p>Business Time</p> <p>10</p> <p>Ongoing. Steve plays an extra card each turn.</p>	<p>Strap-On</p> <p>10</p> <p>Ongoing. Steve straps a bayonet onto his gun. When Steve uses 'Reposition' or 'Scout', all enemies adjacent to any move-space Steve passes through are swiped for 5 damage each.</p>
<p>Band-aid the Boo-Boo</p> <p>10</p> <p>Ongoing. Steve needs help putting on his Band-aids. Steve heals for 3 health each turn he is adjacent to an ally. This effect stacks.</p>	<p>Band-aid the Boo-Boo</p> <p>10</p> <p>Ongoing. Steve needs help putting on his Band-aids. Steve heals for 3 health each turn he is adjacent to an ally. This effect stacks.</p>	<p>Pity</p> <p>10</p> <p>Ongoing. Nearby enemies take pity upon Steve. When Steve uses 'Reposition' or 'Scout', all enemies adjacent to any move-space Steve passes through discard all their Ongoing actions.</p>

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