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| Reposition  3  If Steve has at least 15 health or has no allies, Steve moves two spaces towards the nearest enemy/objective item. Otherwise, Steve dashes all the way to be adjacent to the nearest ally using the shortest path. All enemies adjacent to Steve's ending tile take 4 damage. | Reposition  3  If Steve has at least 15 health or has no allies, Steve moves two spaces towards the nearest enemy/objective item. Otherwise, Steve dashes all the way to be adjacent to the nearest ally using the shortest path. All enemies adjacent to Steve's ending tile take 4 damage. | Reposition  3  If Steve has at least 15 health or has no allies, Steve moves two spaces towards the nearest enemy/objective item. Otherwise, Steve dashes all the way to be adjacent to the nearest ally using the shortest path. All enemies adjacent to Steve's ending tile take 4 damage. |
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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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| Scout  2  Move to a random adjacent space, twice. Play another card. | Scout  2  Move to a random adjacent space, twice. Play another card. | Scout  2  Move to a random adjacent space, twice. Play another card. |
| Scout  2  Move to a random adjacent space, twice. Play another card. | Enhance!  10  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. | Enhance!  10  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. |
| Eureka  10  Ongoing. Steve remembers he has a second gun. 'Shoot the Thing' will now fire in 2 different directions. | Business Time  10  Ongoing. Steve plays an extra card each turn. | Strap-On  10  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. |
| Band-aid the Boo-Boo  10  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. | Band-aid the Boo-Boo  10  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. | Pity  10  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. |
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