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| 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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| 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. | Extra Charges  1  Play another card. Double its values. | Extra Charges  1  Play another card. Double its values. |
| 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. |
| BOOM  Bardier | BOOM  Bardier | BOOM  Bardier |
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| Afterburners  10  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. | Afterburners  10  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. | Let's Have a Blast  6  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. |
| Let's Have a Blast  6  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. | Don't Drink That!  7  Heal for 5 damage, draw 1 card. | Don't Drink That!  7  Heal for 5 damage, draw 1 card. |
| Don't Drink That!  7  Heal for 5 damage, draw 1 card. | Don't Drink That!  7  Heal for 5 damage, draw 1 card. | Flashbang  2  Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card. |
| Flashbang  2  Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card. | Flashbang  2  Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card. | Flashbang  2  Blind enemies within 3 spaces, affected enemies must roll higher than 2 when attacking to deal damage this turn. You may play another card. |
| Pet Bomb  1  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. | Pet Bomb  1  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. | Pet Bomb  1  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. |
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