|  |  |  |
| --- | --- | --- |
| Steam Locomotive  9  You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map. | Steam Locomotive  9  You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map. | Steam Locomotive  9  You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map. |
| Steam Locomotive  9  You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map. | Steam Locomotive  9  You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map. | Steam Locomotive  9  You may move in a diagonal direction as far as you want until contacting either an enemy or the edge of the map. |
| Mortar Launch  8  You fire a barrage of mortars into the air directed at each enemy player. Keep this card out to replay next turn. Upon replaying at Speed 8 the next turn, all enemies that have not moved since the mortars fired take 3 damage. | Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. | Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. |
| Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. | Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. | Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. |
| Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. | Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. | Rail Gun  6  You may fire a projectile in a diagonal direction that travels until contacting the first enemy square. 8 damage. |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| Explosive Charge  2  Detonate an explosive charge to damage all enemies within 2 spaces. 4 damage. | Explosive Charge  2  Detonate an explosive charge to damage all enemies within 2 spaces. 4 damage. | Explosive Charge  2  Detonate an explosive charge to damage all enemies within 2 spaces. 4 damage. |
| Divert Track  2  You may move to an adjacent square. | Divert Track  2  You may move to an adjacent square. | Divert Track  2  You may move to an adjacent square. |
| Machine Shop  10  Declare that you will be in the machine shop for X turns. Lose your next X turns, but gain 3 health for each turn spent in the shop. | Machine Shop  10  Declare that you will be in the machine shop for X turns. Lose your next X turns, but gain 3 health for each turn spent in the shop. | Penetrating Rounds  10  Ongoing. 'Rail Gun' attacks now cause the enemy to discard all Ongoing powers. |
| Crazy Train  10  Ongoing. You're going off the rails, and 'Rail Gun' and 'Steam Locomotive' can now also be cast in a cardinal direction. | Mortar Launch  8  You fire a barrage of mortars into the air directed at each enemy player. Keep this card out to replay next turn. Upon replaying at Speed 8 the next turn, all enemies that have not moved since the mortars fired take 3 damage. | No Brakes  1  Ongoing. When using power 'Steam Locomotive' you can now move through enemies. Enemies contacted this way take 5 damage. |
| Pain Train  9  You may perform a 'Steam Locomotive' move action in a diagonal direction. For each square moved this way, fire a 'Rail Gun' in both orthogonal directions to your direction of movement. | Pain Train  9  You may perform a 'Steam Locomotive' move action in a diagonal direction. For each square moved this way, fire a 'Rail Gun' in both orthogonal directions to your direction of movement. | Magazine  10  Ongoing. Damaging an enemy this turn allows you to play an additional card. You are not allowed to play the same ability twice. |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |
| BIG  BERTHA | BIG  BERTHA | BIG  BERTHA |