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| Charge  4  Bob charges up to 2 squares in any direction. | Charge  4  Bob charges up to 2 squares in any direction. | Charge  4  Bob charges up to 2 squares in any direction. |
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| Charge  4  Bob charges up to 2 squares in any direction. | Deploy Turret  5  Bob deploys a turret up to two adjacent squares from bob. Turret last 3 turns and targets closet enemy within 2 adjacent squares doing 1 dmg per turn. | Deploy Turret  5  Bob deploys a turret up to two adjacent squares from bob. Turret last 3 turns and targets closet enemy within 2 adjacent squares doing 1 dmg per turn. |
| Deploy Turret  5  Bob deploys a turret up to two adjacent squares from bob. Turret last 3 turns and targets closet enemy within 2 adjacent squares doing 1 dmg per turn. | Deploy Turret  5  Bob deploys a turret up to two adjacent squares from bob. Turret last 3 turns and targets closet enemy within 2 adjacent squares doing 1 dmg per turn. | Hammer Time  3  Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob. |
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| Hammer Time  3  Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob. | Hammer Time  3  Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob. | Hammer Time  3  Bob swings his hammer doing 5 damage to all enemies in adjacent squares from Bob. |
| Lunch Nap  8  Bob eats his lunch and falls asleep. Bob heals for + 3 HP but loses his next turn. while Bob is asleep he may draw up to two cards. Upon waking up Bob gains +2 Actions. | EMP  9  Bob send out Electromagnetic pulse removing 1 random ongoing from everyone on the field. If the Iron Man Suit ongoing is still active, bob sends out a second pulse removing a second ongoing to enemies with in 3 adjacent squares of Bob. | Lunch Nap  8  Bob eats his lunch and falls asleep. Bob heals for + 3 HP but loses his next turn. while Bob is asleep he may draw up to two cards. Upon waking up Bob gains +2 Actions. |
| Lunch Nap  8  Bob eats his lunch and falls asleep. Bob heals for + 3 HP but loses his next turn. while Bob is asleep he may draw up to two cards. Upon waking up Bob gains +2 Actions. | Lunch Nap  8  Bob eats his lunch and falls asleep. Bob heals for + 3 HP but loses his next turn. while Bob is asleep he may draw up to two cards. Upon waking up Bob gains +2 Actions. | EMP  9  Bob send out Electromagnetic pulse removing 1 random ongoing from everyone on the field. If the Iron Man Suit ongoing is still active, bob sends out a second pulse removing a second ongoing to enemies with in 3 adjacent squares of Bob. |
| EMP  9  Bob send out Electromagnetic pulse removing 1 random ongoing from everyone on the field. If the Iron Man Suit ongoing is still active, bob sends out a second pulse removing a second ongoing to enemies with in 3 adjacent squares of Bob. | Turret Upgrade: Switch  10  Ongoing. Turrets can now be switched between support mode and tower defense mode. while in support mode turrets heal friendlies +1 (effect stacks).  While turrets are in support mode allies within in the turret range are immune to EMP. | Iron Man Suit  10  Ongoing. Bob creates an iron suit increasing his movement, defense, and Reaction time. (+1 movement to charge, +1 Damage reduction, +1 Actions). |
| Turret Upgrade: Drone  10  Ongoing. Turrets deployment range increased by 1 and turret defense/support range increased by 1. | Turret Upgrade: Wifi  10  Ongoing. Bob and Allies gain insight in to enemies weak points(+1 to all attacks) while in the range of any turret (does not stack)  Bob can now command turrets to attack a specific target within range. | Hard Hats  10  Ongoing. Bob and Allies within 1 adjacent square of bob get a hard hat reducing damage by 1  Bob now does 2 damage to enemies he goes through when he charges. |
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