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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 3 squares from bob. Turret targets closest enemy within 3 squares of the turret and does 1 Attack dmg. Turret has 3 hit points. All dmg done to turrets is reduced to 1. \*Turret does not occupy the location it was deployed to.\* | Deploy Turret  5  Bob deploys a turret up to 3 squares from bob. Turret targets closest enemy within 3 squares of the turret and does 1 Attack dmg. Turret has 3 hit points. All dmg done to turrets is reduced to 1. \*Turret does not occupy the location it was deployed to.\* |
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| 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 ongoing from everyone on the field. A random ongoing is chosen.  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. +1 Action +1 draw.  \*If bob or allies lose an ongoing bob gains another +1 action +1 draw\* | 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. |
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| Turret Upgrade: Drone  10  Ongoing. At speed 1 bob can relocate all turrets within 3 squares of bob. If bob has less than 2 turrets out +1 draw and playing turrets does not consume actions. | 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 2 square of bob get a hard hat reducing damage by 1.  Bob now does 3 damage to enemies he goes through when he charges. |
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