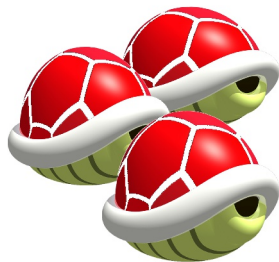


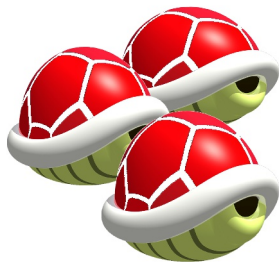
3x RED SHELL



DOUBLE RANGE, 360 DEGREES, SHIELD.

Use in your Attack step. Must have unobstructed path to target. Roll 5 Attack dice. Target rolls Evade. Target gains +1 Hazard token for each uncanceled Hit. 1 shell use per Gear phase. To activate Shield ability, reveal this card. Each shell will block 1 incoming attack.

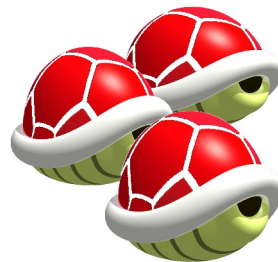
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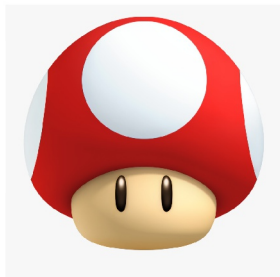
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MUSHROOM



POWER UP.

Use in your Movement step. Immediately shift up or down a gear without gaining a Hazard token.

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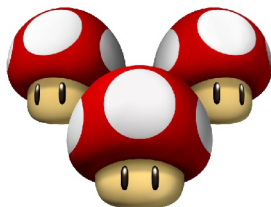
MUSHROOM



POWER UP.

Use in your Movement step. Immediately shift up or down a gear without gaining a Hazard token.

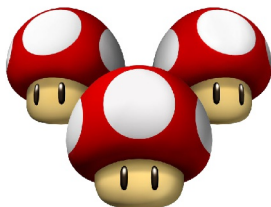
3x MUSHROOM



POWER UP.

Use in your Movement step. Immediately shift up or down up to 3 gears (1 gear per mushroom) without gaining Hazard tokens. Any unused mushrooms may be used on another Gear phase.

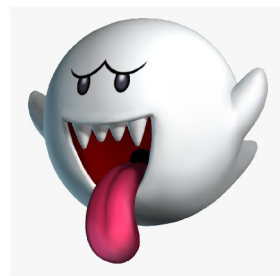
3x MUSHROOM



POWER UP.

Use in your Movement step. Immediately shift up or down up to 3 gears (1 gear per mushroom) without gaining Hazard tokens. Any unused mushrooms may be used on another Gear phase.

BOO



POWER UP.

Use immediately before your Movement step. Discard this card and take an Item card from another player. If the other player's card is not revealed, you take it blindly. You may also take revealed Item cards, like 3x Mushrooms.