

<p>Sniper Scope Adjustment</p> <ul style="list-style-type: none"> • +1 to your Sniper Shot range, to 4 spaces 	<p>Sniper Scope Adjustment</p> <ul style="list-style-type: none"> • +1 to your Sniper Shot range, to 4 spaces 	<p>Sniper Scope Adjustment</p> <ul style="list-style-type: none"> • +1 to your Sniper Shot range, to 4 spaces 	<p>Sniper Scope Adjustment</p> <ul style="list-style-type: none"> • +1 to your Sniper Shot range, to 4 spaces
<p>Got the Drop</p> <ul style="list-style-type: none"> • Get the drop on any player you run into - they take a hit, but you take no damage. <p>Exception card - this ability applies to both your Sniper and your Assassin for as long as it's in play.</p>	<p>Got the Drop</p> <ul style="list-style-type: none"> • Get the drop on any player you run into - they take a hit, but you take no damage. <p>Exception card - this ability applies to both your Sniper and your Assassin for as long as it's in play.</p>	<p>Got the Drop</p> <ul style="list-style-type: none"> • Get the drop on any player you run into - they take a hit, but you take no damage. <p>Exception card - this ability applies to both your Sniper and your Assassin for as long as it's in play.</p>	<p>Got the Drop</p> <ul style="list-style-type: none"> • Get the drop on any player you run into - they take a hit, but you take no damage. <p>Exception card - this ability applies to both your Sniper and your Assassin for as long as it's in play.</p>

Steel Coiled Spring

- Complete a double jump in one turn instead of 2

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Body Armor

- Deflect bullets the next 3 times you're shot

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