

HOP, HOP

(+ HEALTH)

  to 1 square occupied by an enemy up to  3,  and moves the target 1 square away. If it caused   to 1 square occupied by another enemy up to  2,  with -2  and moves the target 1 square away. If it caused   adjacent to 1 square occupied by another enemy,  with -4  and moves the target 1 square away.

 **2 ELEVATED.**