

Mirage

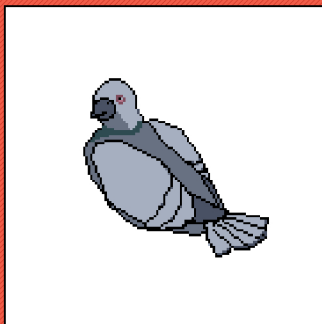


Swap the position of both pigeons.

PLAY BEFORE MOVEMENT SELECTION

POWER-UP

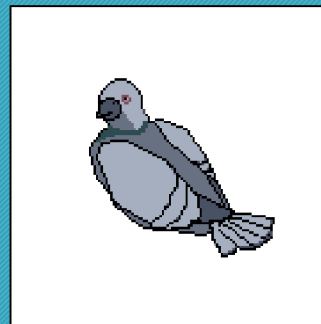
Roost



Do not move this turn.

MOVEMENT

Roost



Do not move this turn.

MOVEMENT

Stray Prey



Return up to three played movement cards to your hand.

PLAY BEFORE MOVEMENT SELECTION

POWER-UP

Confusion

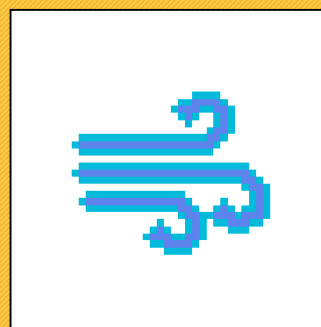


Select a pigeon and force it to choose a different movement card this turn.

PLAY AFTER MOVEMENT REVEAL

POWER-UP

Valley Breeze



Roll 2d4. The first time (x,y) is entered by the eagle, it can move in the same direction again. (x is the first result, and y is the second result.)

EQUALISER

Eagle Nest

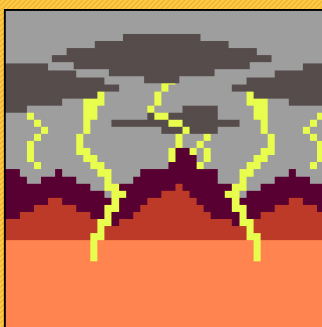


Select a non-city tile that is unoccupied by a pigeon. If a pigeon lands on that tile this turn, it is eaten.

PLAY BEFORE MOVEMENT SELECTION

POWER-UP

Localised Lightning Storm



Roll 2d4. If (x,y) is entered by a pigeon, it is considered eaten. This lasts until a successful delivery is made or a pigeon is eaten. (x is the first result, and y is the second result.)

EQUALISER

Eagle Eye



Select a pigeon. The first time they reset their movement cards, they must reveal the next movement card they are playing.

EQUALISER