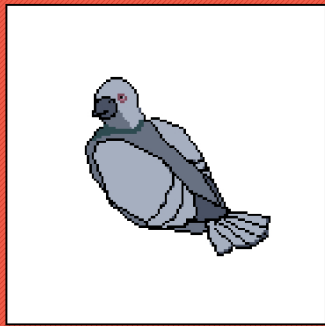


### Roost



Do not move this turn.

TWO-PLAYER VARIANT ONLY

MOVEMENT

### Ambush



Move the eagle to any empty tile.

PLAY BEFORE MOVEMENT SELECTION

POWER-UP

### Ride the Tailwind

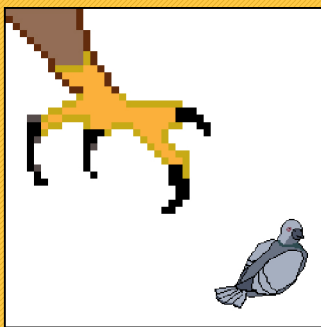


Move in the selected direction twice. Eat pigeons that land on either tile.

PLAY AFTER MOVEMENT REVEAL

POWER-UP

### Swooping Strike



When selecting movement cards, select two cards (in order). When moving, move the eagle in the same order. Eat pigeons that land on either tile.

PLAY BEFORE MOVEMENT SELECTION

POWER-UP

### Intimidation



Select a pigeon and look at a random card from their hand, then put it face-down in front of them. That card cannot be played until it is reset and does not count as a card played.

EQUALISER