BUDDY
AKA "THE CANNON"
Remove two **ACTIVE** birds which are adjacent to each other.
(this bird may be one of them)

ACTIVE

A   0

SAM
AKA "THE BACKSTABBER"
Remove an adjacent *exhausted* bird.

ACTIVE

B   1

ALEX
AKA "THE SWORDSMAN"
Remove an adjacent **ACTIVE** bird.

ACTIVE

C   4

KOOKY
AKA "THE MAD BOMBER"
Remove this bird and <u>any</u> birds adjacent to it.

ACTIVE

D   3

BUDDY
AKA "THE CANNON"
Remove two **ACTIVE** birds which are adjacent to each other.
(this bird may be one of them)

POOPED

EXHAUSTED

a

SAM
AKA "THE BACKSTABBER"
Remove an adjacent *exhausted* bird.

BUSHED

EXHAUSTED

b

ALEX
AKA "THE SWORDSMAN"
Remove an adjacent **ACTIVE** bird.

SPENT

EXHAUSTED

c

KOOKY
AKA "THE MAD BOMBER"
Remove this bird and <u>any</u> birds adjacent to it.

BEAT

EXHAUSTED

d

SPOCK
AKA "THE STRATEGIST"

Swap <u>any</u> two birds

ACTIVE

E   2

ANGEL
AKA "THE PHARMACIST"

Make any *exhausted* bird active again.

ACTIVE

F   4

MAC
AKA "THE GRENADIER"

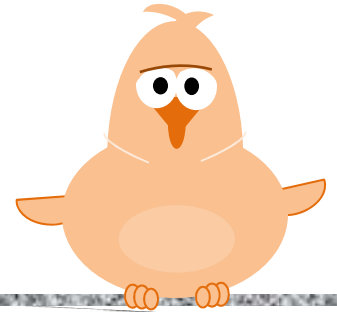Remove two *exhausted* birds which are adjacent to each other.

ACTIVE

G   1

CHARLIE
AKA "THE POISONER"

Remove the next bird to act after its effect resolves.

ACTIVE

H   2

SPOCK
AKA "THE STRATEGIST"

Swap <u>any</u> two birds

FATIGUED

EXHAUSTED

e

ANGEL
AKA "THE PHARMACIST"

Make any *exhausted* bird active again.

WEARIED

EXHAUSTED

f

MAC
AKA "THE GRENADIER"

Remove two *exhausted* birds which are adjacent to each other.

BOMBED

EXHAUSTED

g

CHARLIE
AKA "THE POISONER"

Remove the next bird to act after its effect resolves.

DRAINED

EXHAUSTED

h

SPIKE
AKA "THE ASSASSIN"

Move this bird adjacent to any *exhausted* bird then remove that bird.

ACTIVE

I   3

HARLEY
AKA "THE TANK"

Remove an *exhausted* bird which is exactly 2 spaces away & remove the bird in-between.

ACTIVE

J   2

REX
AKA "THE KNIGHT"

Move this bird adjacent to any **ACTIVE** bird then remove that bird.

ACTIVE

K   4

TANGO
AKA "SENTRY GUN"

Remove an **ACTIVE** bird which is exactly 2 spaces away & remove the bird in-between.

ACTIVE

L   1

Frankie
aka "The Arsonist"
Select a random bird. If it is *exhausted* then remove it & any *exhausted* birds adjacent to it.

ACTIVE

M   0

Tweety
aka "The Booby Trap"

Remove a random bird.

ACTIVE

N   5

Pete
aka "Air Strike"
Remove a random bird and one of the birds adjacent to it.

ACTIVE

O   5

Moe
aka "The Doppelganger"
Perform the power of an adjacent **ACTIVE** bird.

ACTIVE

P   2

Frankie
aka "The Arsonist"
Select a random bird. If it is *exhausted* then remove it & any *exhausted* birds adjacent to it.

Burned out

EXHAUSTED

m

Tweety
aka "The Booby Trap"

Remove a random bird.

Over-wrun

EXHAUSTED

n

Pete
aka "Air Strike"
Remove a random bird and one of the birds adjacent to it.

I can't

EXHAUSTED

o

Moe
aka "The Doppelganger"
Perform the power of an adjacent ACTIVE bird.

No Help

EXHAUSTED

p

VANCE
AKA "THE SNIPER"
Remove one bird
which is 4 or more
positions away

ACTIVE

Q   3

BILLY
AKA "THE BUGLER"
Make 2 adjacent
exhausted birds
ACTIVE again

ACTIVE

R   3

LIGHTS OUT

EXHAUSTED

q

PARTY OVER

EXHAUSTED

r