Buddy

AKA "The Cannon"

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

(this bird may be one of them)





A 0

Sam

AKA "The Backstabber"

Remove an adjacent *exhausted* bird.





B 1

Alex

AKA "The Swordsman"

Remove an adjacent **ACTIVE** bird.





C 4

Kooky

AKA "The Mad Bomber"

Remove this bird and <u>any</u> birds adjacent to it.





D 3

Buddy

AKA "The Cannon"

Remove two ACTIVE birds which are adjacent to each other.

(this bird may be one of them)



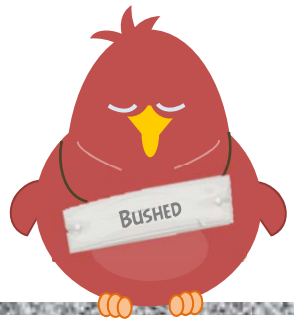


a

Sam

AKA "The Backstabber"

Remove an adjacent *exhausted* bird.





b

Alex

AKA "The Swordsman"

Remove an adjacent ACTIVE bird.





c

Kooky

AKA "The Mad Bomber"

Remove this bird and <u>any</u> birds adjacent to it.





d

Spock
AKA "The Strategist"

Swap any two birds



E 2

Angel
AKA "The Pharmacist"

Make any *exhausted* bird active again.



F 4

Mac
AKA "The Grenadier"

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



G 1

Charlie
AKA "The Poisoner"

Remove the next bird to act after its effect resolves.



H 2

Spock
AKA "The Strategist"

Swap any two birds



e

Angel
AKA "The Pharmacist"

Make any *exhausted* bird active again.



f

Mac
AKA "The Grenadier"

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



g

Charlie
AKA "The Poisoner"

Remove the next bird to act after its effect resolves.



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

Spike

AKA "The Assassin"

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



Exhausted

i

Harley

AKA "The Tank"

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



Exhausted

j

Rex

AKA "The Knight"

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



Exhausted

k

Tango

AKA "Sentry Gun"

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



Exhausted

l

Frankie

aka "the Arsonist"

Select a random bird. If it is *exhausted* then remove it & any *exhausted* birds adjacent to it.



M 0

Tweety

aka "the Booby Trap"

Remove a random bird.



N 5

Pete

aka "Air Strike"

Remove a random bird and one of the birds adjacent to it.



O 5

Moe

aka "the Doppelganger"

Perform the power of an adjacent **ACTIVE** bird.



P 2

Frankie

aka "the Arsonist"

Select a random bird. If it is *exhausted* then remove it & any *exhausted* birds adjacent to it.



m

Tweety

aka "the Booby Trap"

Remove a random bird.



n

Pete

aka "Air Strike"

Remove a random bird and one of the birds adjacent to it.

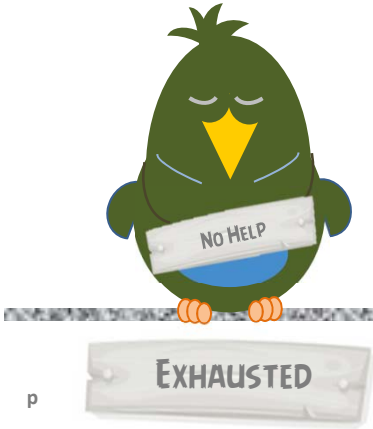


o

Moe

aka "the Doppelganger"

Perform the power of an adjacent ACTIVE bird.



p

Vance

AKA "The Sniper"

Remove one bird which is 4 or more positions away



Q 3

Billy

AKA "The Bugler"

Make 2 adjacent *exhausted* birds **ACTIVE** again



R 3

Vance

AKA "The Sniper"

Remove one bird which is 4 or more positions away



q

Billy

AKA "The Bugler"

Make 2 adjacent *exhausted* birds **ACTIVE** again



r