

## EMPTY



Nothing.



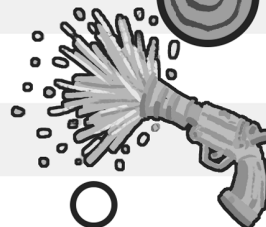
## GOBSMACKER



All other jockeys are  
**PUSHED**  
back 2 squares.



## HAND CANNON



All other jockeys are  
**STUNNED**  
until the end  
of their next turn.



## ROLLER BAG



Target jockey is  
**SLOWED**  
until the end  
of their next turn.



## ROLLER BAG



Target jockey is  
**SLOWED**  
until the end  
of their next turn.



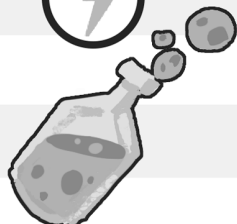
## HASTY TONIC



Regain all available  
**VIGOR** points.



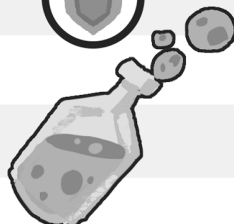
## HASTY TONIC



Regain all available  
**VIGOR** points.



## STOUT TONIC



Regain all available  
**GAURD** points.

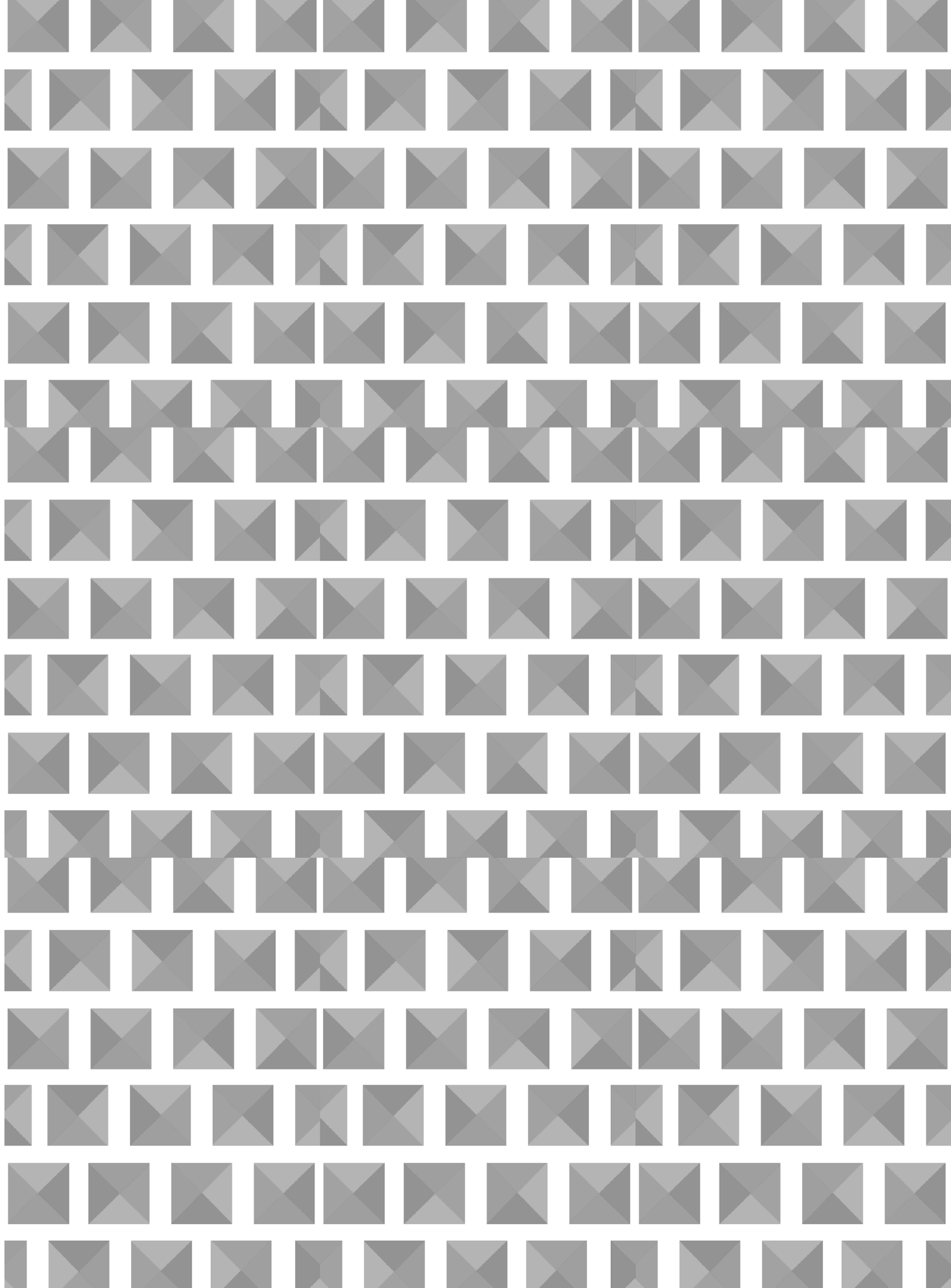


## STOUT TONIC



Regain all available  
**GAURD** points.





## TOXIC TONIC



Target jockey is  
**POISONED**  
until the end  
of their next turn.



## TOXIC TONIC



Target jockey is  
**POISONED**  
until the end  
of their next turn.



## SKULL CRACKER



Target jockey is  
**PUSHED**  
back 3 squares.



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**PUSHED**  
back 3 squares.



## SKULL CRACKER



Target jockey is  
**PUSHED**  
back 3 squares.



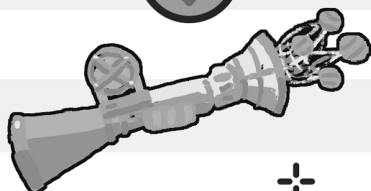
## SKULL CRACKER



Target jockey is  
**PUSHED**  
back 3 squares.



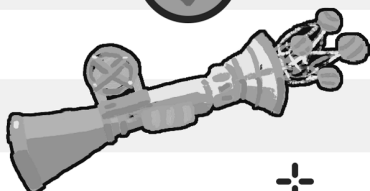
## SNATCHER



Target jockey is  
**PULLED**  
back 4 squares.



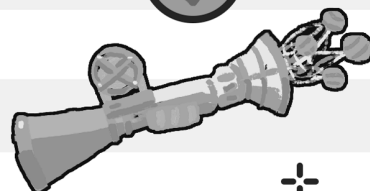
## SNATCHER



Target jockey is  
**PULLED**  
back 4 squares.



## SNATCHER



Target jockey is  
**PULLED**  
back 4 squares.

