

## 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.

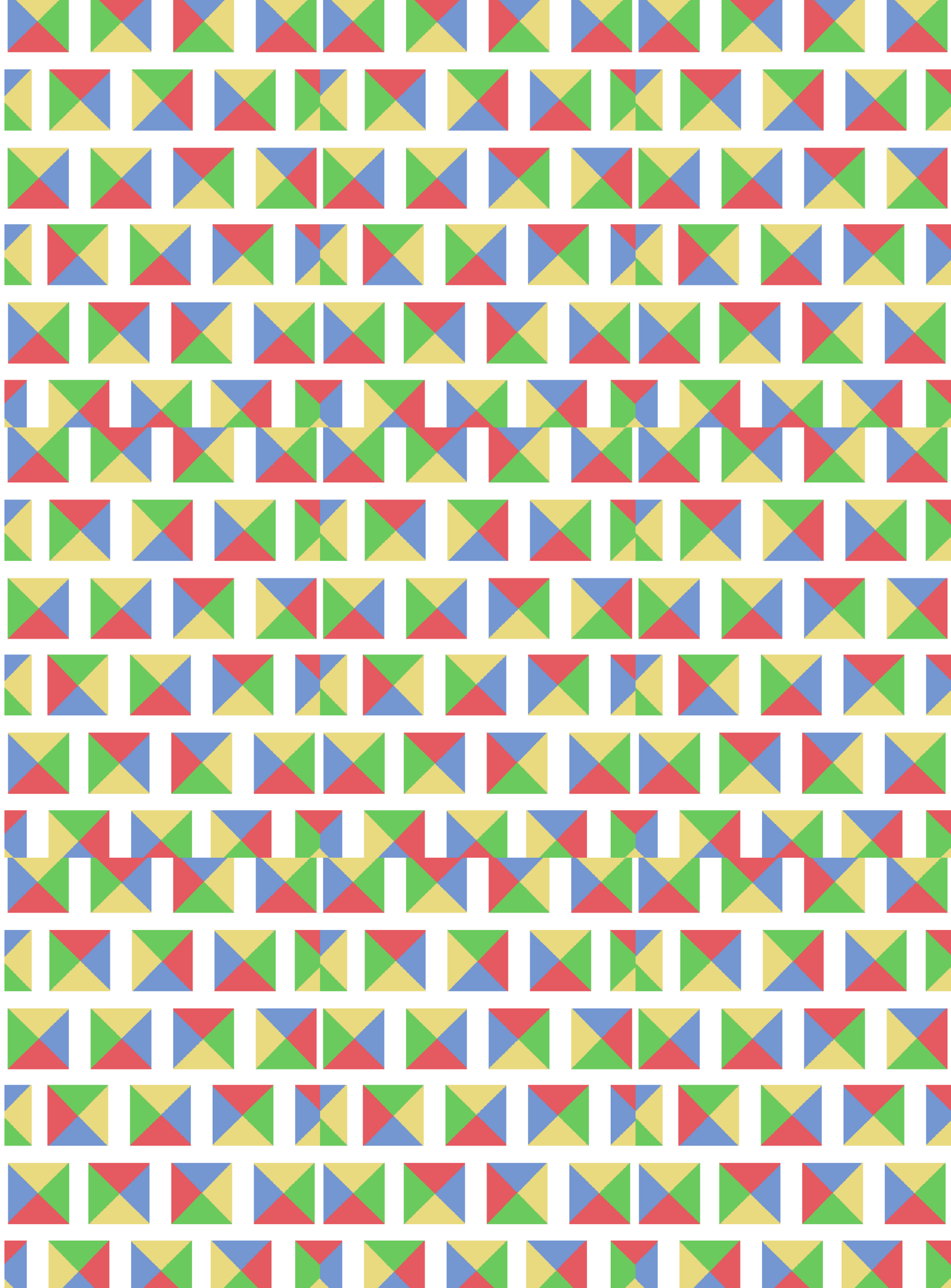


## STOUT TONIC



Regain all available  
**GAURD** points.





## TOXIC TONIC



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

7

3

## TOXIC TONIC



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

7

3

## SKULL CRACKER



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

3

5

## SKULL CRACKER



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

3

5

## SKULL CRACKER



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

3

5

## SKULL CRACKER



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

3

5

## SNATCHER



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

9

3

## SNATCHER



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

9

3

## SNATCHER



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

9

3