



## TELEPORT

POWER-UP

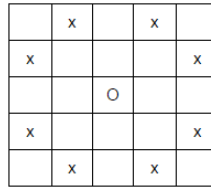


Occurs at the start of move phase. Move to any non-occupied square.



## HAWK DIVE

POWER-UP

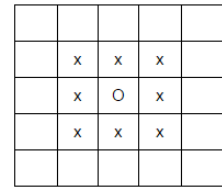


Occurs during move phase. Move to one of the marked locations. Kill any stationary enemies at that location.



## SWIPE

CORE

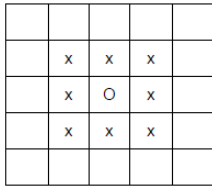


Attack as shown.



## SWIPE

CORE

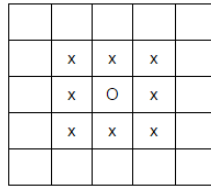


Attack as shown.



## SWIPE

CORE

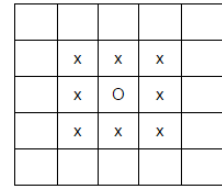


Attack as shown.



## SWIPE

CORE



Attack as shown.



## FLAIL

CORE



You may replace your next card.  
Wolf Form: In addition, you may replace your next Form.



## FLAIL

CORE



You may replace your next card.  
Wolf Form: In addition, you may replace your next Form.



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## FLAIL

CORE



You may replace your next card.  
Wolf Form: In addition, you may replace your next Form.



## WEAPON

MODIFIER


JELLYFISH  
THROW

Modifies a move.  
Instead of moving, attack as shown in the direction of that movement. Occurs during the other phase.



## WHATEVER

POWER-UP



When revealed, replace this card with any card in hand.  
Wolf Form: In addition, you may replace your Form.



## RPG

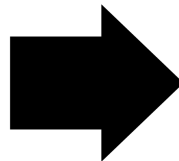
WEAPON


Attack as shown.



## DASH

CORE

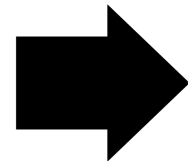


Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## DASH

CORE

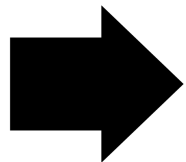


Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## DASH

CORE

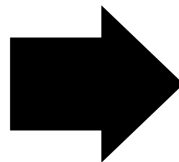


Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## DASH

CORE




Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## RAILGUN

WEAPON


Attack as shown.




**POWER-UP**

**MODIFIER**

**WOLF FORM**

**Snake Strike**

Executes at start of turn. Modifies a movement: Move in indicated direction and immediately Swipe.




**CORE**

**MODIFIER**

**WOLF FORM**

Played as a Form. Increases the priority of the modified card. May also change its function.




**CORE**

**MODIFIER**

**WOLF FORM**

Played as a Form. Increases the priority of the modified card. May also change its function.



**CORE**

**MODIFIER**

**WOLF FORM**

Played as a Form. Increases the priority of the modified card. May also change its function.




**CORE**

**MODIFIER**

**WOLF FORM**


Played as a Form. Increases the priority of the modified card. May also change its function.



**POWER-UP**

**UMBRELLA**


If you are attacked this turn, instead your attacker dies.  
Wolf Form: In addition, return this card to your hand instead of placing it in the discard pile.



**POWER-UP**

**HYPNOSIS**


At end of turn, move an enemy in your Line of Sight 1 square in any direction.  
Wolf Form: At end of turn, move an enemy in your Line of Sight 2 squares in any direction.



**CORE**

**DASH**

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



**CORE**

**DASH**

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

DASH

CORE

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

DASH

CORE

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

POWER-UP

MODIFIER

JETPACK FORM

Modifies a move.  
Occurs during move phase. Move 3 in the indicated direction. Kill any stationary players you pass over or land on.

RAGE SPASM

POWER-UP

		x	x	x	
x	x	x	x	x	x
x	x		x	x	x
x	x	x	x	x	x
	x	x	x		

If this is not used with Wolf Form, discard it and no effect occurs.  
Wolf Form: Attack as shown.

POWER-UP

MODIFIER

	x	x	x		
	x	⊗	x		
	x	x	x		
	x	x			

WASP NEST

Modifies a move.  
Occurs during other phase. Bee Hive moves in the indicated direction until it hits a block, wall or player and then attacks as shown.

DASH

CORE

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

DASH

CORE

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

DASH

CORE

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

DASH

CORE

Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction

**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**DUCK FORM**

Played as a Form.

**CORE**



 **MODIFIER**



**RING OF FIRE**

x	x	x	x	x
x				x
x		○		x
x				x
x	x	x	x	x

Attack as shown. Line of Sight is not required for this weapon.

**WEAPON**





## WEAPON

MODIFIER



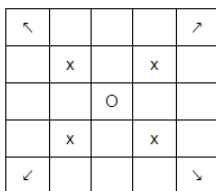
RHINO BLITZ

Modifies a move.  
Occurs during move phase. Move in the indicated direction until you hit a wall or a block. If you pass through a stationary player, you kill them.



## BOOMERANG

WEAPON

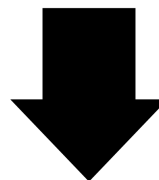


Attack as shown.



## DASH

CORE

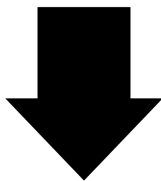


Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## DASH

CORE

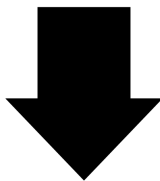


Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## DASH

CORE

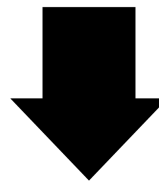


Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## DASH

CORE



Move 1 in the indicated direction.  
Wolf Form: Move 2 in the indicated direction



## BE ADORABLE

POWER-UP



Cannot be played. Discard this from hand to prevent your death.