

## Metal Detector

event  
price  
\$50



When you make your next bomb roll, make two rolls and take your favorite.

## History Repeats

event  
price  
\$50



Take any card from the discard pile and put it in your hand.

## History Repeats

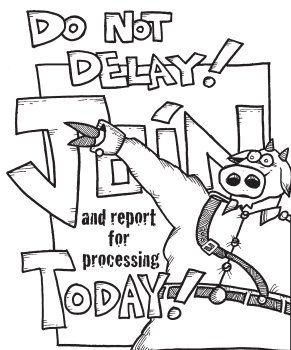
event  
price  
\$50



Take any card from the discard pile and put it in your hand.

## Recruiting

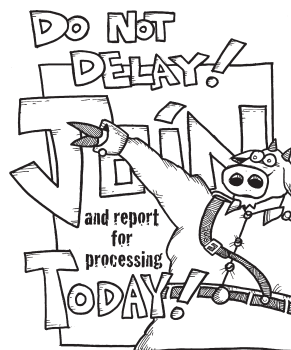
event  
price  
\$50



Reveal cards from the top of the deck until you find a cow. Put that cow in your field at no extra cost. Discard any events you reveal.

## Recruiting

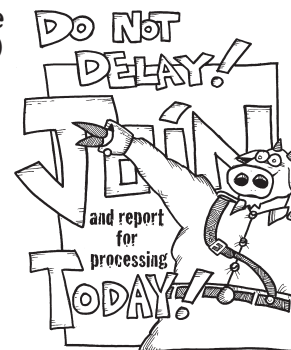
event  
price  
\$50



Reveal cards from the top of the deck until you find a cow. Put that cow in your field at no extra cost. Discard any events you reveal.

## Recruiting

event  
price  
\$50



Reveal cards from the top of the deck until you find a cow. Put that cow in your field at no extra cost. Discard any events you reveal.

## Relocation

event  
price  
\$0



Take a cow from any player's field into yours. Pay that player \$50.

## Relocation

event  
price  
\$0



Take a cow from any player's field into yours. Pay that player \$50.

## Relocation

event  
price  
\$0



Take a cow from any player's field into yours. Pay that player \$50.

## Night Shift

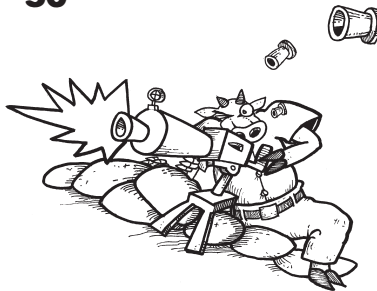
event  
price  
\$50



Make an extra bomb roll right now, then continue with your turn.

## Natural Causes

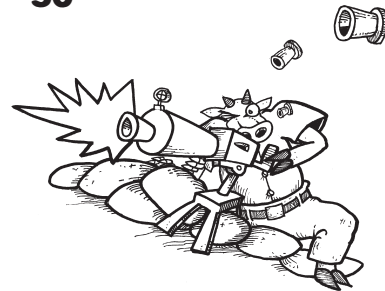
event  
price  
\$50



Put any cow on the table into the discard pile.

## Natural Causes

event  
price  
\$50



Put any cow on the table into the discard pile.

## Mrr?

event  
price  
\$50



Put any cow from the discard pile into your field at no extra cost.

## Mrr?

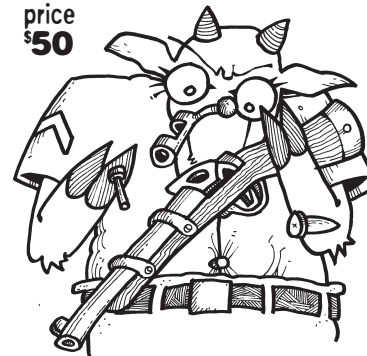
event  
price  
\$50



Put any cow from the discard pile into your field at no extra cost.

## Mrr?

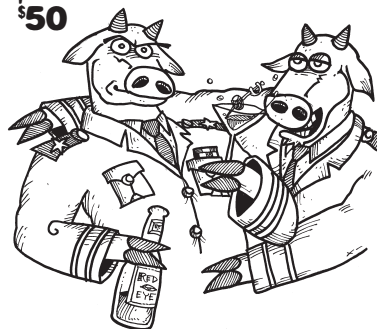
event  
price  
\$50



Put any cow from the discard pile into your field at no extra cost.

## Mixer

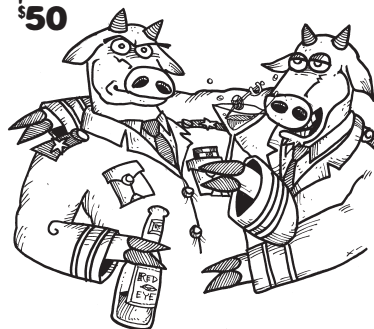
event  
price  
\$50



Swap any number of cows in your field with cows in another player's field, cow for cow.

## Mixer

event  
price  
\$50



Swap any number of cows in your field with cows in another player's field, cow for cow.

## Metal Detector

event  
price  
\$50

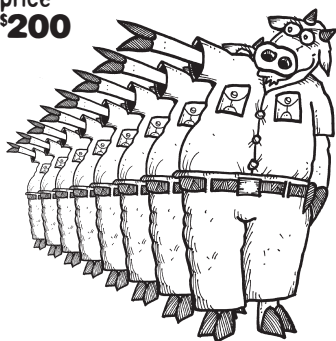


When you make your next bomb roll, make two rolls and take your favorite.

## Mission Creep

event

price  
\$200

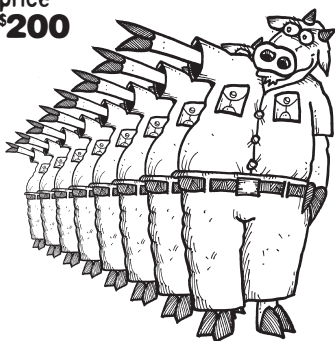


All players pass their fields to the left. Playing this card ends your turn. You do not rearrange or roll for bombs.

## Mission Creep

event

price  
\$200



All players pass their fields to the left. Playing this card ends your turn. You do not rearrange or roll for bombs.

## Windfall

event

price  
\$100



Draw two cards.

## Windfall

event

price  
\$100

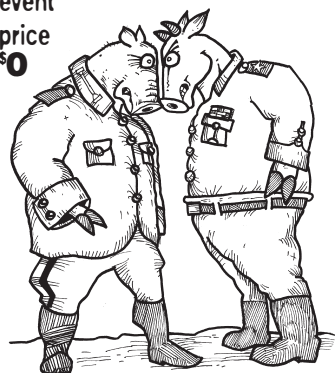


Draw two cards.

## Standoff

event

price  
\$0

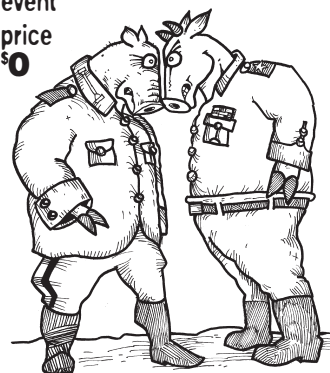


Take \$50 from the Pot. You will skip your normal bomb roll on this turn.

## Standoff

event

price  
\$0

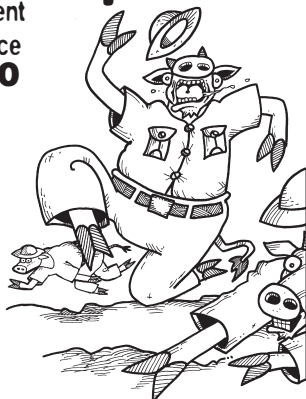


Take \$50 from the Pot. You will skip your normal bomb roll on this turn.

## Stampede!

event

price  
\$50

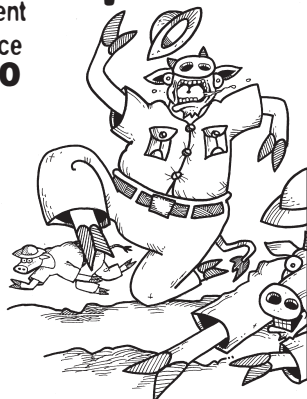


Send any number of cows from your field to other fields. The owners of those fields must pay you the price of those cows.

## Stampede!

event

price  
\$50



Send any number of cows from your field to other fields. The owners of those fields must pay you the price of those cows.

## Night Shift

event

price  
\$50

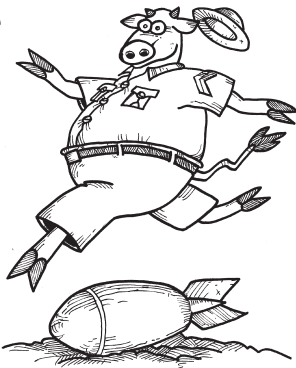


Make an extra bomb roll right now, then continue with your turn.

**\$100 Leslie**

nimble cow

price  
\$50



**\$100**

**\$100 Grover**

decent cow

price  
\$50



**\$100**

**\$100 Oscar**

strong cow

price  
\$50



**\$100**

**\$-100 Jack**

rebel cow

price  
\$100



**\$-100**

**\$-100 Valentine**

skinny cow

price  
\$100

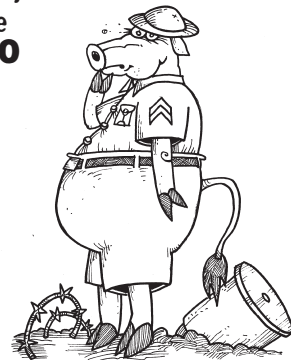


**\$-100**

**\$-150 Cecil**

ornery cow

price  
\$100

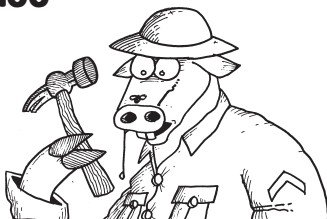


**\$-150**

**\$-150 Neville**

troubled cow

price  
\$100



**\$-150**

**\$-200 Murdoch**

greedy cow

price  
\$100



**\$-200**

**\$-200 Horatio**

sloppy cow

price  
\$100



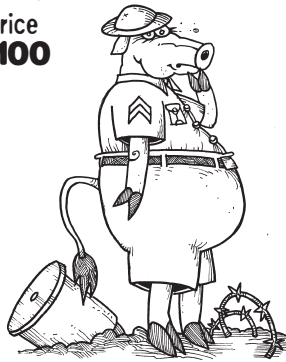
**\$-200**

**\$350 Augustus**  
solid cow  
price  
\$100



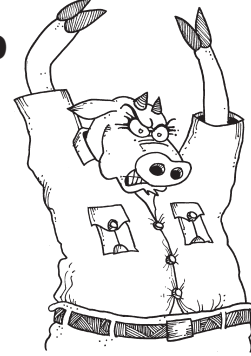
**\$350**

**\$350 Percy**  
fat cow  
price  
\$100



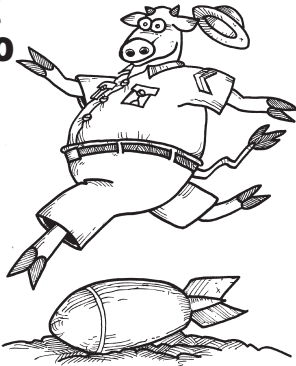
**\$350**

**\$300 Reginald**  
working cow  
price  
\$100



**\$300**

**\$300 Roland**  
frisky cow  
price  
\$100



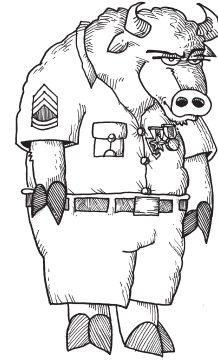
**\$300**

**\$200 Fauntleroy**  
juggling cow  
price  
\$100



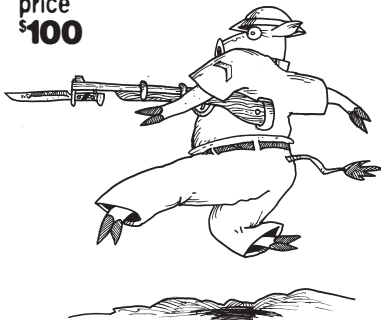
**\$200**

**\$200 Archibald**  
sturdy cow  
price  
\$100



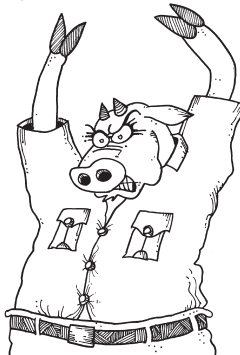
**\$200**

**\$200 Mycroft**  
brave cow  
price  
\$100



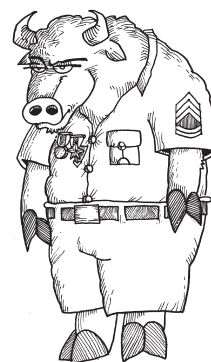
**\$200**

**\$200 Valerie**  
vicious cow  
price  
\$100



**\$200**

**\$100 Hector**  
willing cow  
price  
\$50

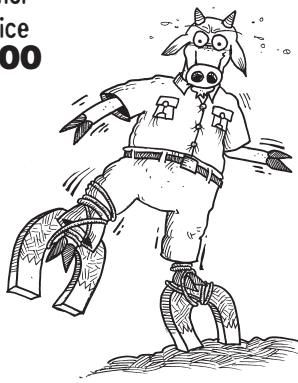


**\$100**



**\$200 Sparky**

p.f.c.  
price  
\$100



This cow can steal a bomb from another cow in the same field.

**\$50 Homer**

mad bomber  
price  
\$100



When this cow explodes, every other cow in the same field gets a bomb.

**\$50 Bernard**

mad bomber  
price  
\$100



When this cow explodes, every other cow in the same field gets a bomb.

**\$50 Edmund**

mad bomber  
price  
\$100



When this cow explodes, every other cow in the same field gets a bomb.

**\$50 Hilary**

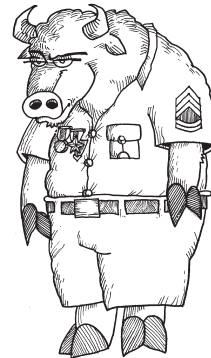
mad bomber  
price  
\$100



When this cow explodes, every other cow in the same field gets a bomb.

**\$400 Wallace**

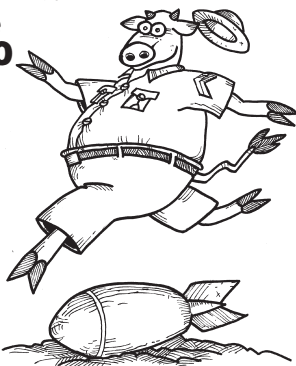
proud cow  
price  
\$150



**\$400**

**\$400 Barton**

delicate cow  
price  
\$150



**\$400**

**\$400 Winston**

eager cow  
price  
\$150



**\$400**

**\$350 Winslow**

agile cow  
price  
\$100



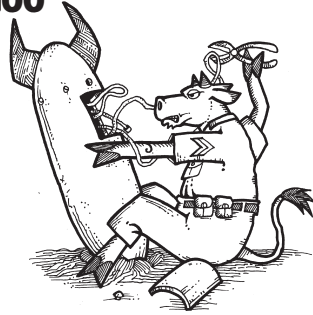
**\$350**

**\$250 Jordan**  
mechanic  
price  
\$100



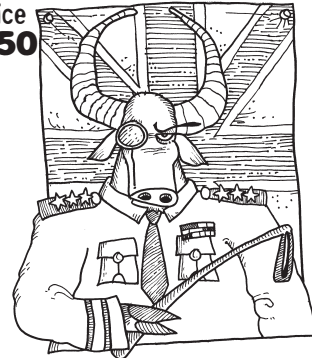
This cow can defuse  
a bomb instead of  
exploding.

**\$250 Marcus**  
mechanic  
price  
\$100



This cow can defuse  
a bomb instead of  
exploding.

**\$350 Shelley**  
general  
price  
\$150



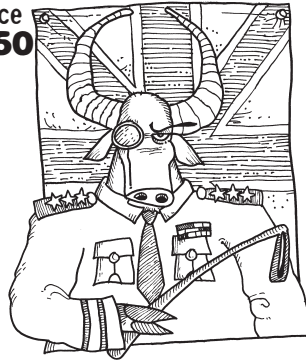
This cow can hand a  
bomb to another cow in  
the same field.

**\$350 Uriah**  
general  
price  
\$150



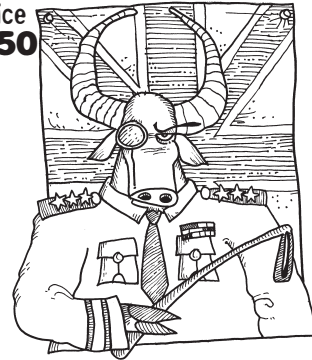
This cow can hand a  
bomb to another cow in  
the same field.

**\$350 Dane**  
general  
price  
\$150



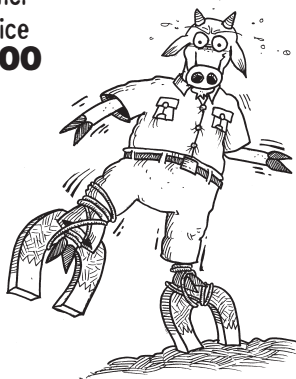
This cow can hand a  
bomb to another cow in  
the same field.

**\$350 Lucius**  
general  
price  
\$150



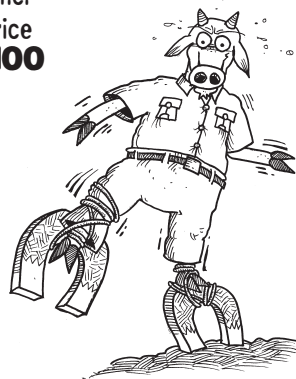
This cow can hand a  
bomb to another cow in  
the same field.

**\$200 Lefty**  
p.f.c.  
price  
\$100



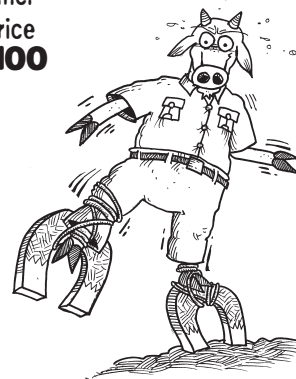
This cow can steal a  
bomb from another cow  
in the same field.

**\$200 Lucky**  
p.f.c.  
price  
\$100



This cow can steal a  
bomb from another cow  
in the same field.

**\$200 Red**  
p.f.c.  
price  
\$100



This cow can steal a  
bomb from another cow  
in the same field.

**\$200 Luther**

spy  
price  
**\$100**



Wherever this cow goes,  
it still belongs to the  
player who played it.

**\$200 Wyatt**

spy  
price  
**\$100**



Wherever this cow goes,  
it still belongs to the  
player who played it.

**\$200 Daisy**

spy  
price  
**\$100**



Wherever this cow goes,  
it still belongs to the  
player who played it.

**\$200 Falko**

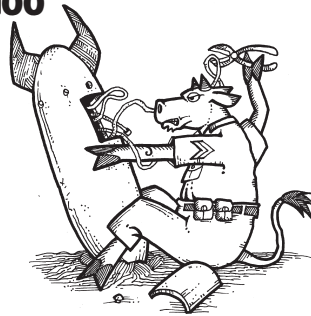
spy  
price  
**\$100**



Wherever this cow goes,  
it still belongs to the  
player who played it.

**\$250 Martin**

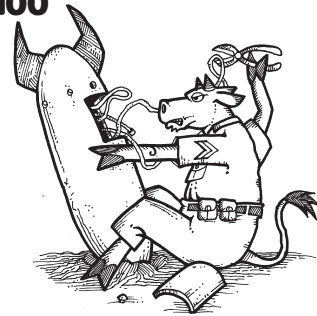
mechanic  
price  
**\$100**



This cow can defuse  
a bomb instead of  
exploding.

**\$250 Buck**

mechanic  
price  
**\$100**



This cow can defuse  
a bomb instead of  
exploding.