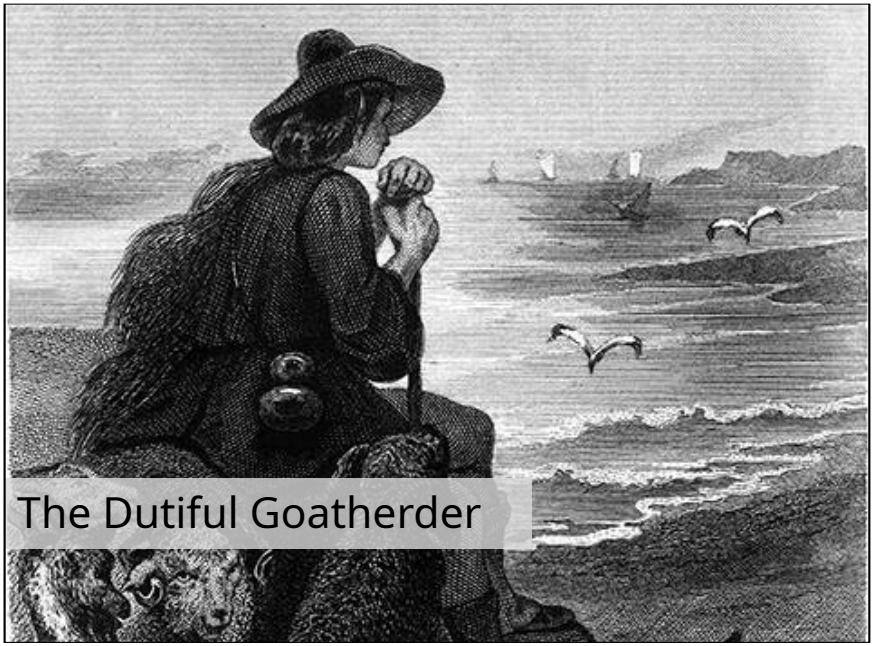

The Dutiful Goatherder

Shepherds Bell

Move all Goats 1 space closer to the Goatherder.

Buckshot

Select this tile or a connected adjacent tile. Scare (2) all oppposing pieces there, they cannot enter your tile during this Scare.

Axe

Place a Passage between this tile and an adjacent tile currently separated from it by a Thicket. You may move to that hex. (Tiles with a passage between them are always connected.)

Bring them Home: *Claim any Goat that enters one of your starting tiles*

Goatherder:

- Move 2

Lead: *May Lead any number of Goats along*
Protect the Herd: *Any Goats in the same tile as the Goatherder cannot be claimed or lead by other factions*

Faithful Dog:

- Move 2, then the Dog may move a Goat on its tile 1 space.