



2



2



say anything





1







execute a talk boosted event, Super: super the event



2



1



ocean gaze



3









1

refresh 2 schemes



5



3



secret tree house



4





6





4



1



gather support



2









3

recruit a neutral pirate for free



1



1



adapt to eat





4







Execute a food boosted event, Super: super the event



1



coconut shade



3





1







3


**4**



**3**




trapping


**2**







**4**


PASSIVE: food scheme played gain +2food



**2**


**1**




cashing favours


**2x**




**2**


spend x maneuvers



**2**


**1**




group hunt


**3x**




**4**


x is the number boosted food cards



**2**


**2**




improvise








**!**

execute a boosted event, Super: super the event



**3**



**1**


**2**




embrace chaos










execute 2 boosted events


**2**


**1**



**1**




master builder

**2**

**3**





execute the boosted scheme



1



1



1



scavenge






2









execute a wood event
Super: super the event




4




3





construction crew (III)




5









4




4




2





dam






1









3


PASSIVE: wood
schemes gain +1wood




2




1





cashing favours



2x









x


spend x maneuvers




2




1




group harvest



2x









3


x is the number boosted
wood cards (max 3)




3




1




raid wood cache




x









x is the number wood
schemes showing,
SUPER: steal half
wood gained




5




2




watch tower




2




2




steal half wood gained




5




2




1




raid food cache



2x



x is the total number of food scheme showing, SUPER: steal half food gained



5



5



3



hunting shelter



2




1




steal half food gained




5




5




3




upgrade shelter




3



steal half of the boosted resource gained



6



2



2



1



flexible gank




2




steal half of the boosted resource gained





5




0




1




pull strings




2






super: recruit the promoted for free



5



2
 1

leftovers

3x

4

x is the number food schemes shown

3
 2

empty promises

1

PASSIVE:, talk scheme gain +1maneuver

0
 2

spread influence

super: recruit for free a neutral pirate

1

refresh ideas

2x

x is the number of boosted (max 4)

2
 2
 1


spread rumors

demote 1 OR pushout twice


1
 1
 1

rum talk


3




2




2





bully







x









pushout x candidates
where x is boosted talk
schemes (max 4)




3




1





raiding woods







2









steal 2x wood where x
is boosted




2





1








spread fear














opponents lose 1
maneuver




3





2





inspirational walks














PASSIVE:, draw 1 every
food or wood scheme
played




2




1





1







hard raid







3









1







1





1







short him down






1







2x

x is the number of
boosted



1



2





take advantage







2




steal 4 food




0




1





1








taking credit











2



1



1





inside job





steal 3 wood



0



1





wood deal




x




2




x is the boosted schemes number





Small Hunt



2x



4



x is the boosted schemes





Small Hunt



2x



4



x is the boosted schemes



Small Hunt Ambush







steal half of the food gained



Small Hunt Ambush







steal half of the food gained





Small Hunt Ambush












steal half of the food gained






Gather Berry



















Gather Berry



















Gather Berry

















Gather Wood

 3


 x






 2 x is the number of boosted






Gather Wood

 3


 x





 2 x is the number of boosted






Small Wood Ambush

 1


 1






 steal half wood gained






Small Wood Ambush

 1


 1






 steal half wood gained






Small Wood Ambush

 1


 1






 steal half wood gained






Gather help

 2


 1













Gather help

 2


 1













Gather help

 2


 1













Small hunt (III)

 2x


 4






 2 x is the boosted schemes






Small hunt (III)

 2x


 4






 2 x is the boosted schemes






Small hunt (III)

 2x


 4






 2 x is the boosted schemes






Gather Wood (III)

 3


 x






 2 x is the number of boosted






Gather Wood (III)

 3


 x






 2 x is the number of boosted





Gather Wood (III)

 3

 x



 2 x is the number of boosted


 2




Planned Hunt

 5





 x x is the boosted card number (max 4)



 2x


 3 1



Group fishing

 5









 5


 2 1

Cutting together

 2

 3



 x x is the boosted schemes (max 4)

 3

respect wood

 2

 4



 2 x the number of boosted schemes opponent placed

 x

2
 1

3x

4
 x is the number boosted food cards

group hunt (III)

2
 1

2x

3
 x is the number boosted wood cards (max 3)

group harvest (III)

2

Hire to kill

2

1

1

Influence

0


1
 2

secret woods


1
 1
 1

4



neutralise




0





1




Swindle




2




pay opponent (food_2)
and steal (wood_4)
from him




1






Sneaky steal




1




2




steal (food_3) from the
opponent




1





Planned Harvest




1




2







3




2





Great Speech





1




1







3




2





Just do it




2




2







3





1




fishing trip




5






2



1




1







Target Propaganda


















Big Harvest




3







1



2



1





Sneaky steal



1



1









steal (wood_2) from the opponent



2





Cause a fight









2





Counter Ambush





2









0





Ambush woods




3







steal half of the wood gained




2




Big Hunt





5




3









0







Steal the moment




2




2





copy the (talk) scheme






0







Merry Berries




3







2




1




2




Counter Ambush




3





3



1