




Hawk

Remove a dove by choice from the game. Take the topmost new one instead.

event

0.3n



Wound

When giving a wound, take two wounds and hand one to the victim. Shuffle the wounds afterward

event

actioncard

0.3n



More Trash

Place 1 extra trash next turn

event

0.3n

CONFIDENCE

Confidence


+2

+3 to next duel roll

event

0.3n

1




Hidden crumb

Free bread!

event

0.3n

1



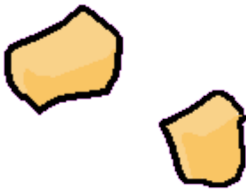
Hidden crumb

Free bread!

event

0.3n

2




Hidden crumbs

More free bread!

event

0.3n



Plastic

-2

-2 to duel rolls

start of turn roll 6+ to remove
can't be removed

event

0.3n



Human

doves fly away

event

0.3n



event

doves fly away

0.3n



event

doves fly away

0.3n



event

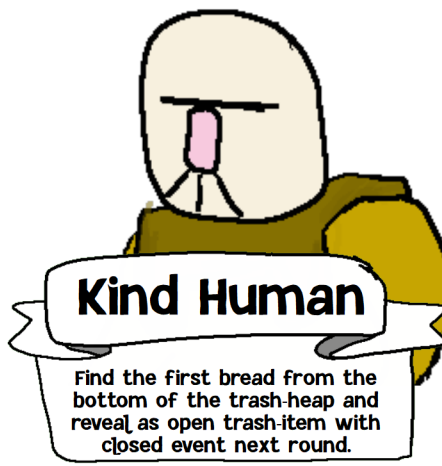
0.3n



event

doves fly away

0.3n



event

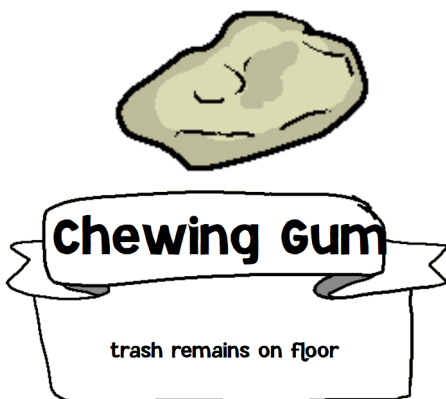
doves fly away

0.3n



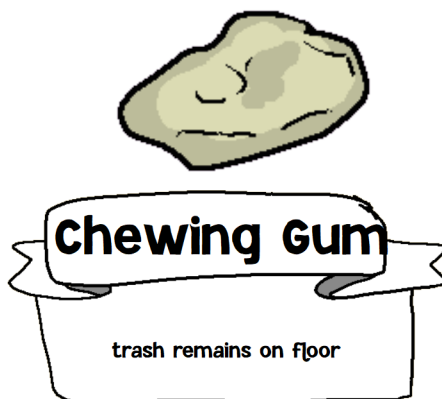
event

0.3n



event

0.3n



event

0.3n



event

doves fly away

0.3n



Evil Human

Fearless must roll 9+ or receive a wound

doves fly away

0.3n

event



Cracker

All items remain on the floor

actioncard

0.3n

event



Open spot

Reveal all trash open next turn

0.3n

event



Coach

Trash is destroyed

0.3n

event

DISTRACTION

Distraction

All dove-effects are null'd next turn

actioncard

0.3n

event



Mirror


Swap the dice's results

0.3n

event

1

trash




crumb

0.3n

1

trash




crumb

0.3n

1

trash



crumb

0.3n



crumb



crumb



crumb



crumbs



crumbs



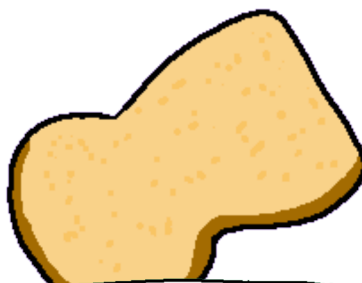
crumbs



old crust



old crust



Bread

trash



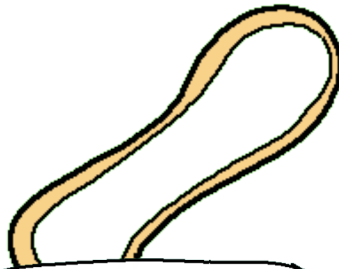
Wrapper

Reveal 1 closed trash card

actioncard

0.3n

trash



Rubberband

Pull any pidgeon into a duel one or more of your doves are in

actioncard

0.3n

trash



True Trash

0.3n

trash



Aluminiumfoil

+2 to a roll

actioncard

0.3n

trash



Shiny Rock

+1 to a roll

actioncard

0.3n

trash



Shiny Rock

+1 to a roll

actioncard

0.3n

trash



Whistle

Force a flock to another spot during placement phase

actioncard

0.3n

trash

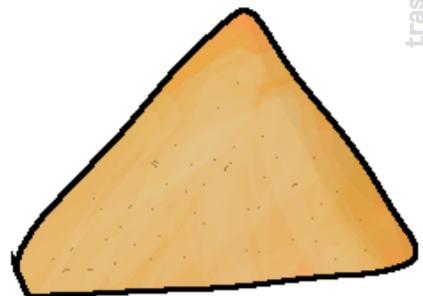


cottonswab

Switch two trash in the duel phase

0.3n

trash



Dorito™

When you lose a duel, lose this to the victor

actioncard

0.3n

1



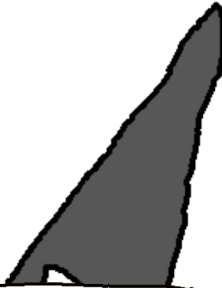
trash

Trashcan

Look at two closed trash items at the start of a round

actioncard

0.3n



trash

Shank

Defeat Swift or Bulky

actioncard

0.3n



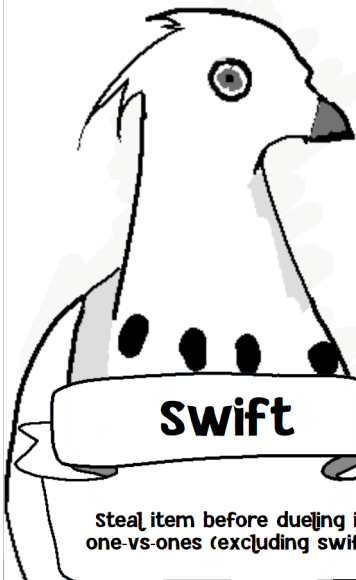
trash

Experiment

Place a dove out-of-order

actioncard

0.3n



goon

Swift

Steal item before dueling in one-vs-ones (excluding swift)

0.3n



goon

Swift

Steal item before dueling in one-vs-ones (excluding swift)

0.3n



goon

Resilient

6(delta) threshold for wounds.
11(delta) threshold for defeat

0.3n



goon

Resilient

6(delta) threshold for wounds.
11(delta) threshold for defeat

0.3n



goon

Keen

View one trash item at round start

0.3n



goon

Keen

View one trash item at round start

0.3n



goon

0.3n



goon

0.3n



goon

0.3n



goon

0.3n



goon

0.3n



goon

0.3n



goon

0.3n



goon

0.3n



goon

0.3n




goon

Vigilant

May play after all others


0.3n



wond

Daze

0.3n



wond

Daze

0.3n



wond

stub

0.3n



wond

stub

0.3n



wond

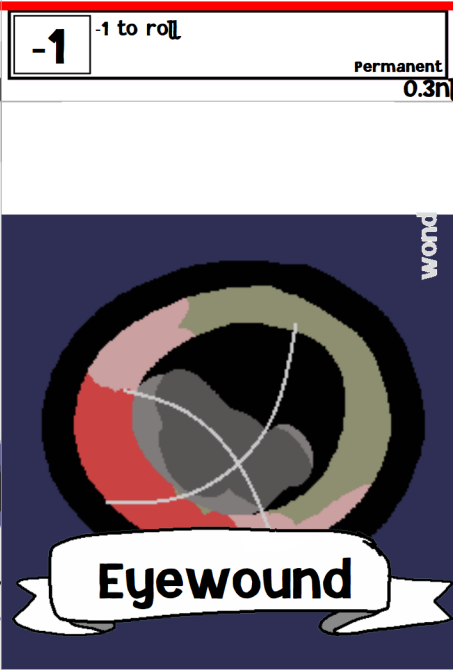
Broken beak

0.3n



wond

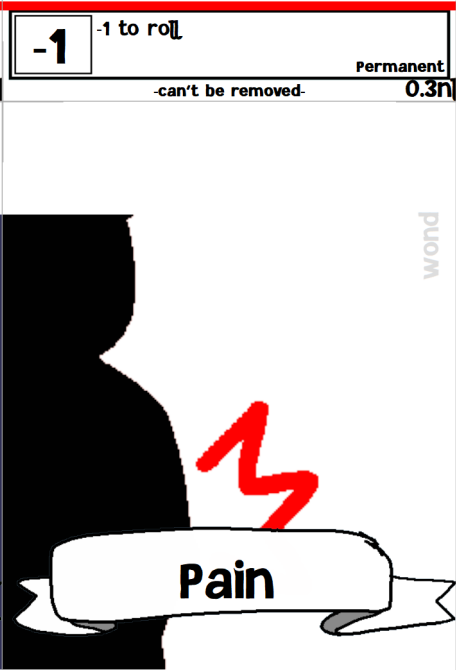
wond



wond

Eyewound

wond



wond

Pain

wond

Lose special effect

Remove after victorious duel

-can't be removed-

0.3n

-1

-1 to roll

Permanent

-can't be removed-

0.3n

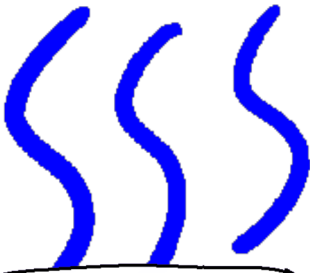
-2

-2 to roll

After duel: Roll 6+ to remove

0.3n

wond



Sadness

☐ Skip 1 turn

-can't be removed-

0.3n

wond



Defeathered

☐ Lose special effect

Permanent

-can't be removed-

0.3n

wond



Defeathered

☐ Lose special effect

Permanent

-can't be removed-

0.3n

wond



shit on

☐ Confidence lost - can not duel solo

Remove after victorious duel

0.3n

leader



Visé

Look at up to 2 closed trash cards this round

- once per game -

0.3n

leader



Carter

cancel one event where one of your doves is at

- once per game -

0.3n

leader



Flock

swap one dove for a new one

- once per game -

0.3n

leader



Hyla

start with 2 bread

- once per game -

0.3n

leader



Mara

steal 1 item from a defeated enemy with at least 3 (delta)

- once per game -

0.3n



leader

Crowley

Remove 1 removable wound

- once per game -

0.3n



leader

Zatox

Force all doves to move to another spot

- once per game -

0.3n



leader

Edris

Instead of rolling your next roll, result is 9

- once per game -

0.3n



leader

Arab

Win a duel where you roll 10+ automatically

- once per game -

0.3n



leader

Mauri

+2 to one roll to choice

- once per game -

0.3n

