

Cursed Pirate playing aid

		<div> <div></div> <div>Action Card played at Dusk</div> <div></div> </div>					
<div> <div></div> <div>When a Cursed Pirate plays this → Action card with.. ↓</div> </div>		Jax	Poppet	Tok	#oodoo	Tix	Take
Resources	No Poppets					Take a Poppet from the supply. Do not conjure the Action card	Take a Poppet from the supply (in addition to the 2 coins below)
	No Souls			Take a Soul from the bag and call that colour and keep the soul	Take a soul from the bag to use in the ritual	Take a Soul from the bag to give to the victim	Take a Soul from the bag (in addition to the 2 coins below)
	Max Souls (No space)	Turn over the next Action card At Dusk					Do not take a Soul
	Max Poppets (No space)		Turn over the next Action card at Dusk				Do not take a Poppet
	No Colour Match			Take a Soul from the bag. Do not call a colour			
Default If none of the above applies. *(See 'Take' for an exception)		Take souls equal to the number of colonial ships	Take the GriGri and a poppet from the supply	Call a colour the CP owns that will deliver the most souls	Always conjure or join as a 'Caller' and prioritise colour matches	Choose a victim whose ship is on the highest value sea space	Take two coins. *(in addition to any items from higher up in this column)

What to do when matching a Cursed Pirate's **Action card** with their **resources**