

0) Start of Round

Freeform tormenting or releasing of hostages. Dead characters can't be tormented, but they can be released.

-*Releasing*: Released cards go to the owner's hand and the player who releases, draws a card. Cards released via card effects/leader abilities does not confer this benefit.

-*Tormenting*: Tormented cards goes to the owner's discard. The result is based on card type:

- Hostility/Truce: Tormenter makes them move a power from any of their characters to the leader.
- Leader Character: Remove 4 power from their leader out of the game.
- Non-Leader Character: Remove 4 power from the character to the leader. If 0 power, death.

1) Preparation

-Challenger determines defender.

-Each active player draws a card from their deck.

-Each active player moves 1 power from their leader to a character.

-Challenger chooses a character to participate. Then, the defender chooses a character to participate.

2) Support

-Clockwise from the challenger, non-active players may offer support to the defender or challenger with one of their characters. Support is accepted or rejected at the time of offering.

3) Encounter

-Select cards.

-Determine results based on these three possibilities:

- *Hostility*: Add participating power + hostility card value. Compare values. Characters count as a Hostility 0. Winners receive rewards and losers receive penalties. Ties are penalties for all participants.
 - *Truce*: Exchange of one or more of the following, max of once/player:
 - Spread influence. Max once/player.
 - Taking up to 2 hostages. Max once/player.
 - Move 3 power from leader to opposing leader. Max once/player.
 - Taking an opponent's ally. Player's can show each other their allies, if they want^.
- ***No exchange means penalties for all participating players***
- *Betrayal*: Hostile player receives rewards. Loser suffers penalties. The active player on the losing side receives 1 hostage from each winner when they receive rewards in the Resolution phase.

Hostages come from choice of:

- A card from the top of that player's house deck.
- A card randomly chosen from that player's hand of cards.
- A hostage belonging to that player. If it's a hostage from your house, return it to your hand.

4) Resolution

- *Challenger Rewards*: Spread influence. Active player, additionally, takes a hostage if it was a hostility.
- *Defender Rewards*: Draw 2 cards and move 2 power from the leader to any character(s). Active player takes a hostage.
- *Alternative Rewards*: Instead of taking challenger or defender rewards, a player may draw an ally card^.
- *Penalties*: Move half of the power (round up) from your character to your leader

5) **End of turn** - Anyone with less than five cards, draws up to five.

Game End

-A single house has spread all its influence or has all their characters killed.

Finer Points

Character Cards

- Character cards can be used when that player's character is participating.
- Leader cards for a player can be used when that player has a character participating.
- When using a character card as a Hostility 0, any character may be chosen.
- Killed character cards can't be used for their text effect, but can be played as a Hostility 0.

Timing Conflicts

-Leader abilities resolve before other text effects. Otherwise, clockwise from the leader. If they can't be resolved this way, the challenger chooses the resolution order.

Other

- Leader abilities are optional.
- Reshuffle after deck depletion.
- If a player is protected from penalties, hostages can't be taken from them.
- If a player has no cards but needs one for an encounter, play the top card of deck facedown (the owner may look at it).
- Participating players who control characters who die during an encounter are still involved (can receive rewards and penalties).

^Allies (Expansion)

- As the last step in set-up, each player begins the game with one ally, if you're playing with allies.
- Allies are not considered to be part of a player's hand of cards (even if the player chooses to add them to their hand instead of having them face-down in their player area as instructed by the rules). Therefore, they can't be taken as hostages.
- Discard ally cards after they have been used.
- There is no limit to the number of allies any player may play during a turn.
- When the last ally card is drawn from the ally deck, shuffle the ally discard pile to become a new ally deck.
- A player can have multiple participating characters, due to ally cards. If a player, then uses an ability/card that affects the player with multiple participating characters, the user of the ability/card chooses which character among the multiple participating characters is being affected by said ability/card.

Deck composition:

11 Hostility: 1-8, 10, 12, and 20

10 Characters: 2/type

04 Truces