



Take 1 honor token from your opponent or gains 2 honor.



Draws 1 card from his or her conflict deck and discard 1 card at random from his or her opponent's hand



Choose a character in play and honor or dishonor that character



You may choose a character and remove 1 fate from it.



Choose a character and ready it OR choose a character with no fate on it and bow it



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First Player  
Token

**Dishonored**

Subtract this character's Glory from  
its MIL and POL skill.

**Forced Interrupt:** When this character  
leaves play - lose 1 honor.

**Dishonored**

Subtract this character's Glory from  
its MIL and POL skill.

**Forced Interrupt:** When this character  
leaves play - lose 1 honor.

**Honored**

Add this character's Glory to  
its MIL and POL skill.

**Forced Interrupt:** When this character  
leaves play - gain 1 honor.

**Honored**

Add this character's Glory to  
its MIL and POL skill.

**Forced Interrupt:** When this character  
leaves play - gain 1 honor.

**Dishonored**

Subtract this character's Glory from  
its MIL and POL skill.

**Forced Interrupt:** When this character  
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