Battle experimental

WHO ATTACKS

The player whose turn it is, in their **Main** phase. Each attacking Habitual picks **1** of the opponent's Habituals.

Evil may attack with a Habitual played this turn; Righteous may not.

EACH CARD'S NUMBERS

Green = **attack**. **Red** = **defense** (−1 per Weaken, +1 per Strengthen counter).

Buildings can't Rally or Attack and deal no damage while Defending — but they can be attacked, and defend with their **Red**.

1 · RALLY YOUR TROOPS

Rotate cards (or pay) for rally points:

pay 1	a token	face-up Cost Zone card	Habitual in play
1	1	2	its green + Strengthen − Weaken

Righteous rallies first, Evil last. Put each point on your battling Habituals — on **Green** or **Red**.

Rotated Habituals can't attack or rally.

2 · REINFORCEMENTS

Before the battle ends, play a Habitual (in your Main) and **rotate it at once** to add its green to one of your battling Habituals — even after the rally. A token that arrives during the battle can do the same (1). Tokens already in play can only rally.

Cards played into it: once a battle is declared, any card you play that is **not resisted** may add its green as rally points to one of your battling Habituals.

3 · DAMAGE

Each **Green** hits the other card's **Red**, dealing up to that Red. The card hit takes **half, rounded down, as Weaken counters**. Both cards take theirs.

A card whose Red falls to **0 or below** is **destroyed**.

4 · WHO WINS

Excess = Green − the other's Red. Each side with excess above 0 gets **half, rounded down (at least 1)**, as reward points.

The bigger excess wins the battle: +1 more point. No excess on either side: nobody wins.

5 · SPEND YOUR REWARD POINTS

Split them as you like:

- **Draw** that many.
- **H+** — Righteous gains that much Humility; Evil instead makes the Righteous player **lose** it.
- **Heal** that many Weaken counters, or **add** that many Strengthen.
- **To the Cost Zone**: half the chunk (rounded down) drawn into your Cost Zone.

EXAMPLE

After the rally, **G4 R5** attacks **G2 R3**.

- Attacker: 4 − 3 = **1** excess. Defender: 2 − 5 = −3, none.
- The 4 deals 3 → **1 Weaken**. The 2 deals 2 → **1 Weaken**.
- Attacker wins: 1 ÷ 2 → at least **1**, +1 for winning = **2 points**.