

If your opponent plays...

And you follow with...

	Concede	Counter	Block	Escalate
Initiative	They score the round, and the duel ends. Determine Consequences.	Turn goes back to them, you are in the lead for this stage.	Flip both cards over, turn goes back to them, you are in the lead this stage with your previous card.	Flip current-stage cards and push aside, escalate to next stage. Turn goes back to them, they scored, but you lead.
Concede	N/A	N/A	N/A	Flip current-stage cards and push aside, escalate to next stage. You get automatic Stains = new stage. Turn goes back to them, they scored, but you lead.
Counter	They score the round, and the duel ends. Determine Consequences.	Turn goes back to them, you are in the lead for this stage.	Flip both cards over, turn goes back to them, you are in the lead this stage with your previous card.	Flip current-stage cards and push aside, escalate to next stage. Turn goes back to them, they scored, but you lead.
Block	They score the round, and the duel ends. Determine Consequences.	Must be played against their <i>previous</i> card. Turn goes back to them, you are in the lead for this stage.	N/A	Flip current-stage cards and push aside, escalate to next stage. Turn goes back to them, they score, but you lead.
Escalate	They score the round, and the duel ends. Determine Consequences.	Turn goes back to them, you are in the lead for this stage.	Flip both cards over, turn goes back to them, duel remains in previous stage, you are in the lead this stage with your previous card.	Flip current-stage cards and push aside, escalate to next stage. Turn goes back to them, they scored, but you lead.