Playing a Leader

The diagram presents the scenario where the current player (the client) decides to perform a LeaderAction(PlayLeader or DiscardLeader).

After the player chooses the Leader to play or discard, its power is activated if and only if the player satisfies its requirements or discarded if the card index is correct. The check (Check Requirements for play, checkLeader Card index for discard) is performed by the server, and the client can only proceed if the result is positive.