

Among the possible actions there are the ACTIVE\_LEADER\_CARD and the REMOVE\_LEADER\_CARD actions.

When ACTIVE\_LEADER\_CARD gets chosen the server informs the client which LeaderCard are inactive and activatable. If there are, client chooses one of them and then the Model calls the activeCard method of the LeaderCard chosen.

When REMOVE\_LEADER\_CARD gets chosen there's the same process, simply the LeaderCard chosen, instead of activating it, it is removed from the Player, whom increase his FaithMarker by one, checking weather the game is over.

