

Run the Gauntlet

Build. Advance. Contend.
Capture.

The operating guide for Conviction, Purges, Inquisition Leaders, and doctrinal control of the Gauntlet.

GAUNTLET.RUN



Gauntlet v0.7.2 · Inquisition Guide

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A field guide to institutional power

Gauntlet

Inquisition Guide

Modular Rules Publication

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TACTICAL CARD-AND-TERRITORY GAME

GAUNTLET.RUN



At the table

Rules and Reference

Keep the **Inquisition Doctrine Reference Card**, **Purge Reference Card**, and **Conviction Tracker** visible. Together they show the information you need most often: the normal Conviction trigger, Condemnation, Blasphemy, Purification, the four Purge costs, and Purge's Action limits.

Use the **Player's Guide** for the shared turn, Actions, battle, Graveyard and Discard destinations, movement, Occupation, Capture, and victory rules. When unusual Graveyard replacements, copied Arcane effects, direct Purges, or timing interactions come up, ask the **Rules Arbiter**. Use the **Comprehensive Gauntlet Rules** when you want the exact technical procedure behind the ruling.

You do not need every attrition edge case before your first game. Track Conviction carefully, remember where the opponent's battle cards go, and spend Purges where they most reduce the opponent's ability to rebuild.

Begin here

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Reading guide. Start with the opening sections, then use chapter headings to find the procedure you need. Exact edge cases belong in the Complete Rules.

Inquisition

Condemn what cannot endure.

The Inquisition turns the opponent's spent cards into lasting attrition. **Condemnation** sends opposing Tactics to the Graveyard instead of letting them recycle through the Discard Pile. Those losses build **Conviction**, which you spend on **Purge** to remove more of the opponent's recoverable resources.

If that pressure eventually leaves the opponent unable to make their normal start-of-turn draw because both their Draw Pile and Discard Pile are empty, **Purification** wins the game.

The basic Inquisition rhythm is:

Make battles costly → gain Conviction → spend it on Purge → shrink the opponent's recoverable cards → threaten Purification.

The Inquisition still plays the normal territorial game. Attrition can make a direct Run the Gauntlet easier even when Purification never happens.

8 Your First Game

For your first Inquisition game, keep five ideas in mind:

1. **Conviction normally comes from the first qualifying Aftermath each turn, not from each card.** Exactly one opposing card entering the Graveyard gives 1 normal Conviction; two or more give 2 total.
2. **Condemnation changes Tactic cleanup.** Opposing Tactics go to the Graveyard during the Aftermath; remaining Reserve cards still discard normally.
3. **Blasphemy is a separate Conviction source.** Opposing Arcane Actions and revealed Arcane Gambits or Tactics can gain Conviction outside the normal Aftermath limit.
4. **An Action Purge can give you two Actions that turn, but only across the two different Action phases.** Never take two Actions in one phase because of Purge.
5. **Purification checks one specific draw.** Both opposing piles must be empty when the opponent fails their normal start-of-turn draw; other failed draws do not win the game.

Choosing your first Leader

Choose the **Grand Inquisitor** if you want the clearest version of the faction loop. Winning battles feeds directly into discounted Purges through Final Judgment.

Choose the **Witch Hunter** if you want to hold Conviction as a threat and turn successful defense into movement and a possible follow-up attack through Relentless Pursuit.

Common mistakes

Do not gain one normal Conviction for every opposing card that enters the Graveyard in an Aftermath. The first qualifying Aftermath each turn gives **1** for exactly one opposing card or **2 total** for two or more.

Do not send the opponent's unused Reserve cards to the Graveyard because of Condemnation. Condemnation changes opposing **Tactics**, not the rest of Reserve.

Do not treat a Purge as a card play. It is a Faction Feature with its own Action profile and Conviction cost.

Do not use the Action-Purge permission twice in one turn. A directly permitted Purge such as Final Judgment is separate, but you may spend an Action on Purge only once per turn.

Do not claim Purification as soon as both opposing piles become empty. The victory occurs only after the opponent then fails the specified normal start-of-turn draw because both piles are empty.

7 Putting It Together

Suppose you are the **Grand Inquisitor** and have **1 Conviction** when the opponent attacks you.

The opponent sets a Gambit and chooses an **Arcane Tactic**. When that Arcane Tactic is revealed, **Blasphemy** gives you 1 Conviction. Move the tracker from 1 to 2.

You win the battle. During the Aftermath, the opponent's Gambit goes to their Graveyard normally. **Condemnation** sends their Tactic to the Graveyard instead of the Discard Pile. This is the first qualifying Aftermath of the turn, and two opposing cards entered the Graveyard, so the normal Conviction feature gives you **2 Conviction total**. Move the tracker from 2 to the maximum of 4.

After the battle cards are cleared, **Final Judgment** can immediately Purge. You choose the normal 4-Conviction Purge that reveals the opponent's Hand and lets you put one chosen card there in the Graveyard. Final Judgment reduces that cost from 4 to **3 Conviction**, so you spend 3 and move the tracker from 4 to 1.

That one battle therefore did three different things:

- Blasphemy rewarded the opposing Arcane reveal;
- the Aftermath produced the normal once-per-turn **2 Conviction** gain for two opposing cards entering the Graveyard; and
- Final Judgment converted the victory and newly available Conviction into immediate removal from Hand.

Because Final Judgment's Purge was directly permitted rather than taken as an Action, it did not spend an Action or activate Purge's two-phase Action permission.

1 How the Inquisition Changes Gauntlet

The Inquisition adds five linked systems to the shared game:

- **Conviction** is a public resource from 0 to 4;
- **Condemnation** sends opposing Tactics to the Graveyard during the Aftermath;
- **Blasphemy** gains additional Conviction when the opponent uses revealed Arcane cards in specific ways;
- **Purge** spends Conviction to move cards or Assets into the opponent's Graveyard; and
- **Purification** gives you an alternate victory if the opponent's normal start-of-turn draw fails with both Draw Pile and Discard Pile empty.

Against most factions, the ordinary Conviction engine comes from battle cards entering the Graveyard during the Aftermath. Against Arcane-heavy play, Blasphemy can accelerate that engine independently.

Purge also changes your Action economy. A Purge taken as an Action may be your Opening Action or your Denouement Action; if one Action that turn is Purge, you may also take one Action in the other Action phase that turn. You still cannot take two Actions in the same phase.

2 Your Faction Components

You need:

- one Inquisition Leader: the **Grand Inquisitor** or the **Witch Hunter**;
- one **Inquisition Doctrine Reference Card**;
- one **Purge Reference Card**;
- one **Conviction Tracker**; and
- the Inquisition cards included in your Deck.

Begin with **0 Conviction**. You can normally have no more than **4 Conviction**.

Place the Conviction Tracker beneath your Leader, fully covered, to show 0. As Conviction changes, slide the Leader so its bottom edge lines up with the current value from 1 through 4.

Keep both reference cards visible. The Doctrine Reference summarizes Conviction, Condemnation, Blasphemy, and Purification. The Purge Reference carries the Purge menu and its Action limits.

WITCH HUNTER • CONTINUED

The pursuit Advance is therefore a separate movement sequence between turns. It is not leftover movement from the battle you just won, and it does not replace your normal Movement later in your own turn.

Terms can still end a pursuit battle during Onset when applicable. If the pursuit battle ends or resolves without ending the game, continue into your normal turn at Capture.

Withdrawal has no loser, so it cannot trigger Relentless Pursuit.

Witch Hunter

You ran. I followed.



Playstyle: defense, retaliation, and pursuit.

- **Relentless Pursuit** — 2 Conviction • No Action • Once per turn • After defeating an attacking opponent. End their turn, then Advance one Position toward their end. If that movement initiates a battle, you are the attacker.

Relentless Pursuit bridges the opponent's turn into yours. The battle that triggered it still finishes its **Aftermath normally**. Then:

1. end the defeated attacker's turn;
2. resolve that turn's **Cleanup**;
3. before your normal turn begins, Advance one Position toward the opponent's end;
4. if that Advance initiates a battle, resolve that battle completely with you as the attacker; and
5. after the pursuit movement and any resulting battle are finished, begin your normal turn with **Capture**.

3 Conviction

Conviction is the resource you spend on Purge and, as the Witch Hunter, on Relentless Pursuit.

Normal Conviction gain

Conviction — **Automatic** • **First qualifying Aftermath each turn**. The first time each turn one or more opposing cards enter the Graveyard during an Aftermath, gain **1 Conviction** if exactly one opposing card entered, or **2 Conviction** if two or more entered, up to the maximum of 4.

Important details:

- this can happen during **either player's turn**;
- you do not need to win the battle;
- exactly one opposing card entering the Graveyard in that Aftermath gives **1 Conviction**; two or more give **2 Conviction total**, no matter how many additional cards entered; and
- once the normal gain has happened during that turn, another qualifying battle that same turn does not give another normal Conviction.

Opposing Gambits already go to the Graveyard under the shared battle rules. Condemnation makes opposing Tactics go there too, so an opponent who commits battle cards against you is often feeding the Conviction engine.

Blasphemy

Blasphemy — **Automatic** • **Opposing Arcane Action or reveal**. Gain **1 Conviction** whenever the opponent:

- plays an **Arcane** card for its Action effect; or
- reveals an Arcane Gambit or Tactic they control.

Blasphemy is separate from the normal once-per-turn Aftermath gain. It can therefore give Conviction even after your normal Conviction gain has already happened that turn, subject to the maximum of 4.

Arcane is a **trait**, not a faction. Most obviously, Mystics cards are Arcane, but any card carrying the Arcane mark qualifies regardless of faction.

4 Doctrine, Purge, and Inquisition Features

Condemnation

Condemnation — **Automatic** · **Aftermath**. During the Aftermath, opposing **Tactics go to their owner's Graveyard instead of their Discard Pile**.

This changes the normal destination of opposing Tactics. It does not change the normal destination of cards remaining in Reserve; those still go to the Discard Pile unless another effect says otherwise.

Because opposing Gambits already go to the Graveyard, Condemnation can make both kinds of committed battle card unavailable to normal recycling.

Purge

Purge — **1 Action** · **Opening or Denouement** · **Once per turn**. Spend the listed Conviction to perform one of the following:

CONVICTION	PURGE EFFECT
1	Choose one: put the top card of the opponent's Discard Pile in their Graveyard; or choose up to two cards there with combined value 3 or less and put them in their Graveyard.
2	Choose one opposing Asset and put it in its owner's Graveyard.
3	The opponent chooses one card from their Hand and puts it in their Graveyard.
4	Reveal the opponent's Hand; choose one card and put it in their Graveyard.

A Purge is a **Faction Feature**, not a card play.

For the 1-Conviction Purge, the top of the Discard Pile is its most recently placed card. If you choose cards by combined value instead, add their printed values; their total must be 3 or less. Choosing cards from the Discard Pile does not reorder the cards that remain.

Purge and your two Action phases

Purge has a special relationship with the normal one-Action-per-turn rule.

If **one Action that turn is Purge**, you may also take **one Action in the other Action phase** that turn.

That means either of these patterns is legal:

- **Opening:** Purge → **Denouement:** another Action; or
- **Opening:** another Action → **Denouement:** Purge.

GRAND INQUISITOR · CONTINUED

The Grand Inquisitor is the most direct first Leader: win battles, collect Conviction from the cards those battles send to the Graveyard, then turn the victory into immediate discounted removal.

Grand Inquisitor

We judge. We purge.



Playstyle: judgment, Purge, and permanent removal.

- **Final Judgment — No Action · Once per turn ·**
After winning a battle. After battle cards are cleared, immediately Purge. Reduce that Purge's Conviction cost by **1**, to a minimum of 1.

The normal Conviction gain caused by that battle's Aftermath can occur before Final Judgment, so newly gained Conviction may help pay for the discounted Purge.

For example, Final Judgment makes the normal 2-Conviction Asset Purge cost only **1 Conviction**, the 3-Conviction Hand Purge cost 2, and the 4-Conviction targeted Hand Purge cost 3. The 1-Conviction Purge still costs at least 1.

Final Judgment is a directly permitted Purge. It does **not** spend an Action, does not consume your once-per-turn permission to spend an Action on Purge, and does not by itself unlock the second phase Action.

It never permits two Actions during Opening or two Actions during Denouement. You may spend an Action on Purge only **once per turn**.

A rule or Leader Ability may directly tell you to Purge without spending an Action. A directly permitted Purge is separate: it does not use the once-per-turn permission to spend an Action on Purge, and it does not activate the two-phase Action permission by itself.

Purification

Purification — Automatic · Opponent's normal start-of-turn Draw. After the opponent's normal start-of-turn draw attempt, if they draw no cards because **both their Draw Pile and Discard Pile are empty**, you win immediately.

The Discard Pile matters because it normally becomes a new Draw Pile when needed. An empty Draw Pile alone is therefore not enough while cards remain available to recycle.

Purification checks the opponent's **normal start-of-turn draw**. A failed Reserve draw or a failed draw created by another effect does not trigger Purification.

5 Your Path to Victory

The Inquisition can win in either of two ways.

Run the Gauntlet

You can always win through the shared battlefield victory: control the entire Gauntlet, or force the opponent to make a Last Stand and win the resulting battle.

Condemnation and Purge can support this route by reducing the cards and Assets the opponent has available to contest future battles.

Purification

Your faction victory is **Purification**.

The practical path is:

1. use battles and Condemnation to move opposing battle cards out of normal circulation;
2. gain Conviction from those Aftermath losses and from Blasphemy when applicable;
3. spend Conviction on Purges that strip the opponent's Discard Pile, Assets, or Hand; and
4. leave both the opponent's Draw Pile and Discard Pile empty when their normal start-of-turn draw is attempted.

Purification is not checked continuously. Emptying both piles during your turn does not itself win the game; the opponent must reach the specified normal draw attempt and fail for that reason.

