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1.Game Setup

Personal Deck and Starting Army

Each player has a personal deck of 30 unit cards (15 different units, 2 copies each).

At the start of the game, each player draws 10 cards from their deck and uses them to build their starting army worth up to 20 points (each unit card shows its point cost). Choose any combination of units whose total does not exceed 20 points. These cards form your hidden starting army (don't reveal them yet). Any cards you drew but didn't include in your army are returned to your deck.
If a player starts with an army worth less than 20 points, they begin the game with the difference in points converted into Elemental Energy (see later for details on how this resource works and what it's used for).

After this step, your personal deck won't be used anymore, unless a special ability allows you to search it. From now on, the game will be played only with your deployed units, their evolutions, and any relics obtained from the shop.

Evolution Pile Setup

Each player also builds a separate Evolution Pile after deploying their army (see later). This pile includes only the Evolution cards that match the units in your army.

There are up to 8 possible Evolution cards (4 types, 2 copies each). Take only the ones that correspond to your deployed units. Your personal Evolution Pile will be used later during the Shop Phase to gain evolutionary upgrades.

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2.Game Objective

Defeat the enemy army before the end of the 5th combat round. If both players still have units after Round 5, the winner is decided by points.

- **Annihilation:**

Win immediately if you destroy all enemy units at any time before the end of Round 5. (If a player has no units left at the end of a round, they lose instantly.)

- **Attrition (Points Victory):**

If both players still have units after Round 5, each adds up the point value of their remaining units. The player with the highest total wins.

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3.Components & Play Areas

Battlefield:
The central area where both players deploy their units and place relics, such as equipment relics attached to units or emblems in play. All combat happens here.

Elemental Energy Pool:
Each player has their own pool to track Elemental Energy points.
You gain energy mainly when one of your units is destroyed (you earn energy equal to that unit's point cost), or through card effects and abilities. Track this with tokens or a D20 die, increasing or decreasing the value as you gain or spend energy.

Graveyard:
The discard pile, where destroyed or used cards go during the game.
Units that reach 0 HP, used consumable relics, and equipment relics attached to destroyed units all go here (some special cards may remove cards instead.)

Relic Shop:
Each player has their own Relic Deck of 10 cards.
At the end of each combat round, during the Shop Phase, draw cards from your Relic Deck to obtain new relics to use in future turns.
The relic shop is not shared, each player draws only from their own deck.
Shuffle it before the game starts and keep it nearby.

Evolution Pile:
As explained in setup, each player builds a personal Evolution Deck after the initial deployment. It contains only evolution cards for the units you currently have in play. These cards can be drawn during the Shop Phase to upgrade your units into stronger evolved versions. Like the shop, the evolution pile is separate for each player.

4.Initial Deployment

Before combat rounds begin, both players deploy their starting units onto the battlefield. Starting with one player (decide randomly), players take turns placing one unit at a time face up, from left to right, forming their front line. Once both players have placed all their starting units (up to 20 points total), the battle setup is complete.

Positioning Matters
The placement of units is key, since some abilities depend on relative position, for example:

- Aura: Some units have Aura abilities that affect adjacent allies (the units directly to their left and/or right). Placing Aura units in the center can benefit multiple allies at once. The Aura also applies to the unit that generates it.
- Sweep: Units with Sweep can divide their attacks among enemy units next to the main target, allowing them to hit multiple foes in one action.

Position them carefully to maximize this effect.

Deployment Abilities
Certain units have Deployment effects that trigger as soon as they enter the battlefield. These are marked on the card (usually with the keyword Deployment in parentheses). Resolve the effect immediately when the unit is placed, before the opponent places their next card. Deployment abilities only occur during the initial setup phase.
If a unit with such an ability later leaves and re-enters the field (for example, by resurrection), its Deployment effect does not trigger again.

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5.Battle Rounds

The game is played over 5 combat rounds. Each round represents a full cycle where both players take actions. Every Battle Round is divided into the following phases:

Start of Round

- **Determining Initiative**: At the beginning of each round, determine which player will act first (who has the Initiative). Compare the Priority value of the units currently on the battlefield for both players. The player whose unit has the highest Priority gains Initiative for that round. If both sides have a unit with the same highest Priority, roll a dice, the higher result wins the Initiative.

- **Start-of-Round Effects**: Some cards and abilities activate "at the start of the round." After determining Initiative, trigger all effects that occur during this phase. For example, certain equipment relics or evolved units may have abilities that activate at this moment.

If multiple start-of-round effects happen at once:
- First, resolve the effects of the player with Initiative.
- Then resolve the other player's effects. (Unless a card specifically states it resolves with maximum priority.)

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6.Unit activation and Combat

After resolving all start-of-round effects, the core of the game begins: unit activations. During this phase, both players take turns activating their units in descending order of Priority.

Activation Order (by Priority)
The unit with the highest Priority on the battlefield (from either side) activates first, regardless of ownership. Then the next highest Priority activates, and so on.
If two or more units from opposite sides share the same Priority value, those units alternate activations between players.
 In a tie, the player who did not act last activates next.
(Example: if Player A just activated a Priority 6 unit, and both sides have Priority 5 units, Player B activates one of their Priority 5 units next, ensuring turn alternation.)

One Activation per Round
Each unit can only activate once per round.
 If a unit is destroyed and later revived in the same round, it cannot activate again that round if it already has, unless a card explicitly says otherwise.

When a Unit Activates: Attack or Activate Abilities

Attack!
To attack, the unit commits (turns sideways) to show it's attacking a chosen enemy target. Each unit card lists its combat attributes: Attacks (At), Dexterity (De), Attack Damage (Da), Armor (Ar), Armor Perforation (AP), and Health Points (HP).
Combat is resolved as follows:

Attack Roll (Dexterity Test)
The attacker rolls a number of dice equal to their Attacks (At) value.
 Each die result equal to or higher than the unit's Dexterity (De) counts as a successful hit.
(Example: if De is 4, every roll of 4, 5, or 6 is a hit.)

Defense Roll (Armor Test)

The defender now rolls a number of dice equal to the number of successful hits. Each die result equal to or higher than the defender's Armor (Ar) cancels one hit.
(Example: if Ar = 5 and the attacker scored 3 hits, the defender rolls 3 dice, each 5 or 6 cancels one hit.)

Damage Resolution

For every hit not canceled, the defender takes damage equal to the attacker's Attack Damage (Da).
 Add up all uncanceled hits and subtract that total from the defender's HP.
(Example: 2 uncanceled hits, Da = 2 → total of 4 damage. The defender loses 4 HP.) Track remaining HP with dice or counters on the unit card.
If a unit's HP is reduced to 0 or less, it is destroyed.
Remove it from the battlefield and place it in its owner's Graveyard.
 The owner of the destroyed unit gains Elemental Energy equal to that unit's point cost. Any attached equipment relics are discarded with it to the Graveyard.

Armor Perforation (AP):

Before defense rolls, apply the attacker's Armor Perforation (AP) value.
AP worsens the defender's Armor for that attack by increasing the Defense Roll required to cancel a hit.
As an example: An attacker with AP 2 attacking a Defender with Ar 3 would modify the roll required to cancel the hit to a 5 or greater (2+3 = 5).

Active Abilities

On activation, units may use their Active Abilities.
Active abilities that require the unit to commit ↻ replace its normal attack; it cannot both attack and use that ability in the same activation.
Abilities without the commit symbol can be used in addition to attacking.
Some activation abilities are optional, while others trigger automatically whenever the unit activates, depending on the card text.

Once all units from both players have activated once, the Activation Phase ends.

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7.End of Round

When all units have finished their activations, the combat phase ends and the round concludes. Before starting the next round, keep in mind the following:

Persistent Damage
Units do not recover Health Points (HP) automatically between rounds. Any damage they have taken carries over into the next round, unless a card or ability specifically heals them. In other words, HP totals remain as they are at the end of the round. Evolving does not remove the accumulated damage.

Resurrection and Removal
If an effect revived (resurrected) a destroyed unit during the round, apply this special rule: the next time that unit is destroyed, it is removed from the game instead of being sent to the Graveyard.
Additionally, when that unit is removed, it does not grant Elemental Energy to the player. This prevents repeated resurrections from generating endless energy. Tokens, when destroyed, are also removed.

Shop Phase
After the combat round ends, the game enters the Shop Phase, where players can spend accumulated Elemental Energy to acquire Relics and Evolutions, preparing for the next round.

After the Shop Phase is complete, begin the next round, repeating the same cycle:

Start of Round → Activations → End of Round → Shop Phase.

The game lasts a maximum of 5 rounds, unless a player wins earlier through Annihilation.

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8.Shop Phase

At the end of each battle round, both players simultaneously enter the Shop Phase. During this phase, each player may use their Elemental Energy to gain strategic advantages in two ways: by drawing Relics and drawing Evolutions. Alternatively, a player may choose to save their energy for future rounds.

Obtaining Relics
Each player draws 3 cards from their personal Relic Deck.
From those 3 cards, choose 1 to keep and place it into your hand. Place the remaining 2 cards on the bottom of your Relic Deck in random order. Do not shuffle your Relic Deck after this.

Drawing the chosen relic does not cost energy, it's a free reward at the end of the round. Relics remain in your hand until you decide to play them. To play a relic card, pay its Elemental Energy cost at the moment indicated on the card (for example, some relics can be played during combat, others at the start of a round, etc., as specified on each card).

A player may accumulate several relics in hand throughout the game and may play multiple relics in the same round, as long as they have enough energy and respect the proper timing for each card.

Drawing Evolutions
In addition to relics, each player may draw 1 Evolution card per round from their personal Evolution Pile, as long as they currently have at least one unit on the battlefield that can evolve, and the corresponding Evolution card is available in their pile. This draw also costs no energy, you simply add the card to your hand. To actually use an Evolution, you must wait until the Start of the next Round: Before any activations begin, you may evolve one of your units by playing the Evolution card from your hand and paying its energy cost.

9.Types of Relics

There are three categories of relics, each functioning differently.
All relics are obtained from the Relic Shop and are played by spending Elemental Energy points during the phase indicated on each card.
The three types are:

Consumable Relics
These are single-use relics.
When you play a Consumable Relic from your hand (during the game phase stated on its card, for example, some can be used during Combat, others at the Start of the Round, etc.), its effect is applied immediately.
After resolving the effect, the relic is sent to the Graveyard.
Consumable Relics represent items or quick spells that are expended after use.

Equipment Relics
These relics are attached to a unit on the battlefield.
They are usually played at the Start of the Round; by placing the relic card beneath the unit it will equip.
While equipped, the relic grants that unit a continuous or passive effect — such as increased stats, special abilities, or other bonuses described on the card. If the equipped unit is destroyed, the attached Equipment Relic is also sent to the Graveyard along with it.

Emblems
Emblems are special relics that are placed directly onto the battlefield but are not attached to any unit.
Instead, they remain linked to the player who controls them.
An Emblem provides a permanent effect while it remains in play, usually benefiting the player or their entire army.
Emblems stay active even if the player has no units left on the field, they can only be removed by effects that specifically destroy or banish relics.
In short, Emblems act as persistent upgrades for the player or their team.

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10.Abilities

Unit cards may include various abilities or keywords that grant special effects. Below are some of the most common ones you'll encounter:

Active Ability
A special ability a unit can use during its activation phase in a round (as described in the Combat section). Usually, activating this ability requires the unit to spend its attack action, committing (⟳) the card to produce an effect instead of attacking.
Once activated, the unit is committed and cannot attack that turn.
 Some active abilities are optional, while others trigger automatically whenever the unit activates. This will be specified on the card.

Passive Ability
A permanent ability that requires no activation or cost.
 It is always active while the card remains in play.
 Passive abilities are innate traits that modify how the unit behaves or how it interacts with others.

 Timed Abilities
Some abilities may activate during specific phases such as the Start or End of Round. Each card specifies exactly when its effect occurs.

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11.Common Abilities

Aura (X)
Indicates that the unit projects an aura that affects adjacent allies (unless stated otherwise). The number X shows how many adjacent units are affected.
- Aura 1 means it affects the units immediately to the left and right.
- If the Aura unit is on the edge of the field, only the unit beside it is affected.
- Unless otherwise specified, the Aura also applies to the unit itself.
- Multiple Auras stack if they provide similar bonuses.

Sweep (X)
Allows a unit to split its attacks among multiple nearby enemies.
The value X indicates how many additional targets can be hit besides the main one. Before rolling Dexterity dice, the attacker declares how attacks will be distributed: Then, roll normally and apply results to the declared targets.

Range (X)
Similar to Sweep, but not limited by adjacency.
Range X allows a unit to divide its attacks among up to X different enemies anywhere on the battlefield. For example, with Range 2, a unit may attack up to two separate enemies. As with Sweep, declare all targets and attack allocations before rolling dice.

Guardian
A unit with Guardian protects its allies by forcing the opponent to target it first. As long as you control at least one Guardian unit, your opponent cannot target your other units for attacks. The enemy must destroy all Guardian units before freely choosing other targets.
 This makes Guardian units ideal for protecting weaker or high-value allies positioned behind them.

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Invulnerable X+
This ability sets a minimum Armor value that cannot be reduced below X, regardless of Armor Piercing (AP) or other effects.

Example:
A unit with Invulnerable 3+ always counts as having at least 3 Armor. Even if an attacker has AP, the defender's Armor cannot drop below 3. The unit still takes normal damage, but retains at least that minimum level of protection.

Undead
 The Undead keyword itself has no inherent rule, but it enables interactions with other cards or effects.

For instance:
"Destroy target Undead unit."
 or
 "Allied Undead units gain +1 Attack."

This keyword defines faction-specific synergies and vulnerabilities but otherwise follows normal unit rules.

Element [X]
Elemental units are associated with a specific Element: such as Fire, Water, Earth, Air, etc. The Element keyword alone does not change a unit's core rules but creates synergies or weaknesses with other cards.

Note: In addition to these, the game may include unique abilities and keywords tied to specific factions or cards.
 Always read the full text of a card to understand how its special abilities work and when they apply.

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2 vs 2 Game - Team Rules

In addition to classic one-on-one battles, Pariah: Rise of the Elements allows for epic 2 vs 2 team battles, where two-player teams face off against each other. The core rules remain the same, but a few specific adjustments apply to ensure balance and teamwork dynamics.

Team Army Formation
In 2v2 mode, each team is treated as a single "player" for victory conditions and turn coordination.

However, each individual player still builds and controls their own army.
- Army Points.
- Each player builds an army worth up to 20 points (just like in 1v1).
- Together, the team will field up to 40 points in total (20 per player).
- Teammates can coordinate their army compositions for synergy, but each keeps their own deck and hand. Cards are not shared between teammates, only strategies and battlefield actions.

Team Deployment
Unit deployment alternates by team, not by individual player.
Team A starts by placing one unit (either teammate may choose which of their units to deploy first), then Team B places one, and so on, alternating between teams until all units are deployed.
The battlefield will end up with two rows of allied units per side, forming a combined front line for each team.

Allied Units
Within a team, abilities that affect "allied units" apply to both players' units.
For example, if one player has a unit with Aura, that aura also affects adjacent units belonging to their teammate, as long as they are positioned next to each other on the shared front line.
Similarly, any effect that benefits "your units" applies to all friendly units on your team.

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2 vs 2 Game – Team Rules

Team Round Structure

Initiative is determined the same way as in 1v1, by comparing the highest Priority value among all units on Team A versus Team B. The team with the highest overall Priority gains Initiative for that round. If there's a tie, roll a die to break it.

Activations then alternate by team, in descending order of Priority. When a team has multiple units with the same Priority, the teammates decide which player's unit activates first.

Shared Elemental Energy Pool
Teammates share a single Elemental Energy pool.
Any energy gained by either player, from destroyed enemy units or card effects, is added to this shared pool.
Similarly, when playing Relics or Evolutions, their costs are paid from the same shared pool.
This means the team will have more energy overall, but must coordinate carefully to avoid overspending.

Team Shop Phase
At the end of each round, perform their Shop Phase individually, as normal:
- Each draws 3 cards from their personal Relic Deck, chooses 1 to keep, and places the others on the bottom of the deck.
- Each may also draw 1 Evolution card from their own Evolution Pile if they have a valid target unit.

These cards are added to each player's own hand (not shared), but the energy cost for playing them will come from the team's shared pool.

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2 vs 2 Game - Team Rules

Evolution Limit per Team
Although both players may draw Evolution cards, the team as a whole can only evolve one unit per round at the start of the next round.
If both teammates have evolutions ready, they must decide which one to play. Choosing which unit to evolve first can be a key strategic decision for the team.

Relic Usage
Teammates may play their own relics independently during the game, but all relics consume energy from the shared pool.
There is no limit to how many relics the team can play in a round, as long as they can afford the total energy cost. Both teammates can use their relics on any allied unit belonging to their team, not just on their own units.

Clear communication and coordination are essential; careless spending could leave the team without enough energy for key relics or evolutions later.

Victory Conditions
Victory conditions are the same as in standard play:

- **Annihilation**:
The team that destroys all enemy units wins immediately.
If a team has no remaining units in play (and no means to revive them), they lose instantly.

- **Attrition:**
If both teams still have units on the battlefield after Round 5, each team adds up the point values of their surviving units.
The team with the highest total wins the match.