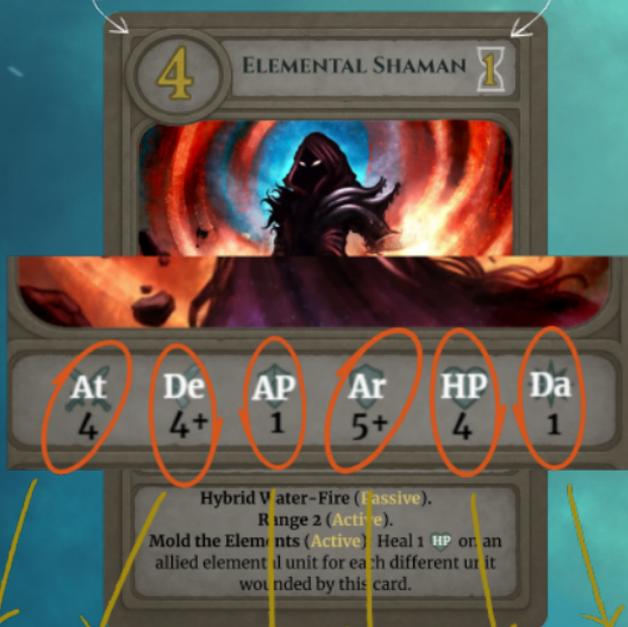


PARIAH

○ UNIT NAME AND ARMY POINTS

⌚ PRIORITY DECIDES WHO STRIKES FIRST



ATTACKS

DEXTERITY

AMOR
PERFORATION

ARMOR

HIT POINTS

DAMAGE



EVOLUTION



RELIC



TOKEN

Welcome to the world of Pariah. This manual is designed to teach you the mechanics of the game step-by-step.

1. Goal of the Game

A standard match lasts up to 5 battle rounds. You can achieve victory in two ways:

Annihilation: If you destroy all enemy units at any time, you win at the end of that round. If a player has no units remaining when a round ends, they lose instantly.

Attrition: If both sides still have units at the end of Round 5, players calculate the total point value of their remaining units. The player with the highest total wins.

2. Game Setup

Before the first round begins, follow these preparation steps:

Each player brings a 30-card unit deck.

Draw 10 cards. From these, choose a starting army worth up to 20 points in total.

Your chosen army remains hidden initially; return all unused cards to your deck.

If your starting army is worth less than 20 points, you gain Elemental Energy (☉) equal to the missing points.

Side Decks: Once your army is chosen, build a separate Evolution Pile containing only evolution cards that match your deployed units. Additionally, separate the Relic Deck and shuffle it.

3. Initial Deployment

Determine randomly who starts deploying.

Placement: Players alternate placing one unit at a time, face up, from left to right.

Positioning: Where you place a unit matters!

Deployment Effects: Some units have effects that trigger the moment they are placed. Resolve these immediately before the opponent places their next unit.

Deployment effects only happen during the initial setup. If a unit returns later (e.g., via resurrection), the effect does not trigger again.

4. Start of Round

Every round begins with two steps:

Determine Initiative: Compare the highest Priority value among all units on each side:

The player with the single highest Priority unit earns Initiative. In the event of a tie, roll a die; the higher result takes Initiative.

Resolve "Start of Round" Effects: The player with Initiative resolves their "Start of Round" effects first, followed by the other player. From Round 2 onwards, this is also the phase where you play some Relics and Evolve your units.

5. Activations

Units activate in descending Priority order, regardless of who controls them (X).

Tied Priority: If units have the same Priority, players alternate activations. In a tie, the player who did not act last goes next.

The "Once Per Round" Rule: Each unit activates only once per round.

If a unit is destroyed and revived in the same round, it cannot activate again if it has already done so. When a unit activates, it can usually Attack and/or use Active Abilities.



6. Abilities

There are three main types of abilities you will encounter:

- 1. Active Abilities:** Used during a unit's activation. If the ability shows the Commit symbol (⤴), it replaces the normal attack (you cannot do both). Abilities without the symbol can be used in addition to attacking, if the card allows.
- 2. Passive Abilities:** These are always "on" as long as the unit is in play.
- 3. Timed Abilities:** These trigger at specific phases (Start of Round, End of Round, etc.) as written on the card.

Common Keywords to Learn:

Aura (X): Affects neighbors and itself. Aura 1 affects units to the immediate left and right. Similar Auras stack.

Sweep (X): Hits the main target plus up to X adjacent enemies. Declare how you distribute hits before rolling.

Range (X): Like Sweep, but targets can be anywhere on the enemy line. Declare distribution before rolling.

Guardian: While a Guardian is in play, the opponent must target it first.

Invulnerable X+: Sets a minimum Armor roll value that cannot be increased above X.

Undead / Element [X]: These keywords have no inherent rules but enable synergies or weaknesses with other cards.

7. Combat: How Attacks Work

Check your unit's combat stats: Attacks (At ⚔), Dexterity (De 🏹), Attack Damage (Da ✨), Armor (Ar 🛡), Armor Perforation (AP 🛡), and Health Points (HP ❤).

1. Declare: Commit (turn sideways ⤴) your attacker and choose a target.

2. Attack Roll: Roll a number of dice equal to the attacker's ⚔. Each result \geq the attacker's 🏹 is a hit.

3. Apply Armor Perforation: Attacker's 🛡 increases the target's Armor roll.

Example: 🛡 2 vs. 🛡 3 = Defender needs a 🛡 5+ to block

4. Defense Roll: The defender rolls one die for each hit. Each result \geq the modified 🛡 cancels a hit roll.

5. Deal Damage: For each uncanceled hit, the defender takes damage equal to the attacker's ✨.

8. Destruction and Elemental Energy

If a unit's ❤ drops to 0 or less, it is destroyed:

Move it to the owner's Graveyard. Discard any attached equipment relic.

Gaining Energy: The owner of the destroyed unit gains Elemental Energy (🌀) equal to that unit's point cost. This energy is used for Relics and Evolutions.

Pro Tip: Use a D20 die to track your current Energy pool.

9. End of Round Rules

Units do not heal automatically; damage carries over. Evolving a unit does not remove damage.

If a unit was resurrected during the round, the next time it is destroyed, it is removed from the game instead of going to the Graveyard. It grants no Energy Points (🌀). Tokens are also removed from the game when destroyed. Tokens are removed from the game at the End of Round.

10. Shop Phase

This phase occurs between rounds:

1. Gain a Relic: Draw 3 cards from your Relic Deck. Choose 1 to keep and put the other 2 on the bottom in a random order. Drawing is free; you pay the  cost only when the card is played.

2. Select an Evolution: You may take 1 Evolution card from your pile if you have a matching unit in play. You can play this at the start of the next rounds by paying its  cost.

11. Relic Types

Consumable: Single-use. Resolve and send to the Graveyard.

Equipment: Attached to a unit (usually at Start of Round). Provides ongoing bonuses but is discarded if the unit dies.

Emblems: Persistent battlefield upgrades. They stay in play even if you have no units and only leave if specifically destroyed. Some units can also create emblems as an effect of an ability.

12. 2v2 Mode (Team Rules)

Each player controls a 20-point army (40 per team).

Teams form combined armies into one shared front line.

"Allied" effects (like Auras) apply to your teammate's units.

Teams act as an individual player during the deployment.

Initiative/Activation: Based on the highest Priority unit across the whole team. Teams alternate activations in descending Priority.

Shared Pool: Teammates share one Elemental Energy pool.

Shop Phase: Players draw relics individually, but energy is paid from the shared pool.

Only one Evolution can be played per team, per round.

Check on www.pariahcardgame.com an extensive version of the rules and a how to play video.

