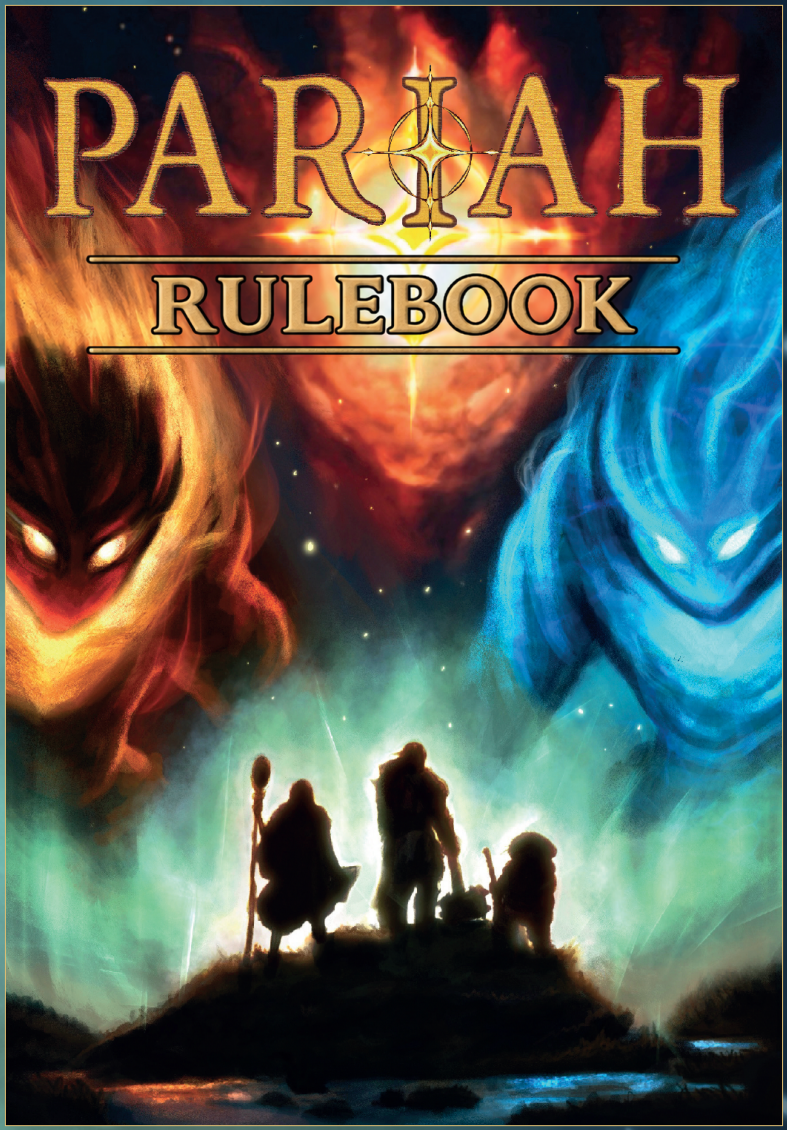

PARIAH
RULEBOOK

Core Rules and Game Reference

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See **www.pariahcardgame.com** for extended rules, a how to play video, and free official PARIAH counters.

Card Anatomy



See the following page for card types, resources, and the Commit and Recall symbols.

Symbols and Resources



Evolution
An upgraded form of a matching unit.



Relic
Consumable, Equipment, or Emblem cards.



Token
Removed from the game when destroyed or at End of Round.



Elemental Energy
Gained through abilities or when your units are destroyed. Spend it to play Relics, Evolve units, or pay for certain abilities.



Commit
Turn a unit sideways to attack or use an ability marked with this symbol.



Recall
Return a committed card to its upright position.

Getting Started

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.

The Battle Round

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 ( ).

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. Priority & Activation

Activate units in descending Priority, regardless of controller.



Tie at Priority 2: Player B goes first because Player A activated last.

Abilities and Keywords

7. 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

Aura (X): Affects adjacent units 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.

Revive: A revived unit returns to the battlefield adjacent to the unit that revived it, on its left or right. Whenever the revived unit is destroyed, remove it from the game. It never grants Elemental Energy when destroyed, regardless of when it was revived.

8. Ability Timing

Active ability

During this unit's activation



Battle Cleric: Prayer to Pariah

Commit to use its ability instead of attacking.

Heal D3 HP to an allied unit. If you do, gain 1 Elemental Energy.

Passive ability

While in play: Aura 1 affects the bearer and adjacent allies.

Left unit



+1 Priority

Bearer



+1 Priority

Right unit



+1 Priority

War Musician: Leadership (Passive, Aura 1)

Timed ability



Mounted Archer: Quick Charge

Start of Round - first Round only.

4 → 6 Priority

Combat and End of Round

9. Combat: How Attacks Work

Combat stats: **Attacks (At), Dexterity (De), Attack Damage (Da), Armor (Ar), Armor Perforation (AP), and Hit Points (HP).**

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

2. Attack Roll: Roll a number of dice equal to the attacker's At . Each result equal to or higher than its De is a hit.

3. Apply Armor Perforation: Add the attacker's AP to the target's Ar . Example: AP 2 against Ar 3+ requires 5+ to block.

4. Defense Roll: The target's controller rolls 1 die per hit. Each result equal to or higher than the modified Ar cancels 1 hit.

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

10. Destruction and Elemental Energy

If a unit's HP drops to **0 or less**, it is destroyed. Move it to its owner's Graveyard. Any attached Equipment also goes to the Graveyard.

Unless the unit was revived, its owner gains **Elemental Energy equal to its point cost**. Spend it on Relics and Evolutions. You can use a **D20** to track your Energy pool.

11. End of Round Rules

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

Revived units are removed from the game when destroyed and never grant Elemental Energy when destroyed, regardless of the round in which they were revived. Tokens are also removed when destroyed and at End of Round.

At End of Round, Recall all your committed cards: return them to their upright position.

12. Combat Sequence

1 Declare & Commit

Cimerian Paladin — **Skeleton Warrior**



Attack →



Committed attacker — Chosen target

2 Attack roll

Attacker's At ⚔ 3: roll 3 D6. Its De 🗡 4+: each 4+ is a hit.



miss — hit — hit

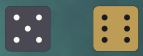
2 hits

3 Apply Armor Perforation

Attacker's AP 🛡 1 raises target's Ar 🛡 5+ to 6+.

4 Defense roll

The target's controller rolls 1 D6 per hit: 2 dice.



fails — blocks

1 hit remains

5 Deal damage

1 uncanceled hit x attacker's Da ✴ 2 = 2 damage.

Skeleton Warrior: **3 HP** ❤ → **1 HP** ❤

Shop & Evolution

13. Shop Phase

Between Rounds, draw 3 cards from your Relic Deck. Keep 1 and place the other 2 on the bottom in a random order. Drawing is free; pay the Elemental Energy cost only when playing the card.

You may also take 1 Evolution card from your Evolution Pile if you have a matching unit in play. Play it at Start of Round from Round 2 onwards by paying its Energy cost.

14. Evolving a Unit

Example: pay 6 Elemental Energy to Evolve Cimerian Paladin.

Cimerian Paladin



6 HP - 2 damage = 4 HP

Evolve

Elite Paladin



7 HP - 2 damage = 5 HP

Retain all modifiers.

The Evolution retains all damage, Equipment, counters, and every other modifier affecting its previous form. Evolving does not reset or remove them.

15. Relic Types



Equipment

Attach it to a unit, usually at Start of Round. It provides ongoing bonuses. If its bearer is destroyed and sent to the Graveyard, its Equipment also goes to the Graveyard.

See 16. Equipping a Relic - page 13.



Emblem

Remains on the battlefield without being attached to a unit. It can only be destroyed if a card specifically allows it. Some unit abilities also create Emblems.

See 17. Emblems - page 14.



Consumable

Single-use. Resolve its effect, then send it to the Graveyard.

See 18. Consumables - page 15.

16. Equipping a Relic

1 Play at the printed timing

Captain's Sword: Start of Round, from Round 2 (inclusive).

Pay 5 Elemental Energy .

2 Attach it to its bearer

Captain's Sword → Equip → **Cimerian Archer**



Attacks (At)	Damage (Da)
4 → 5	1 → 2

Captain's Sword grants +1 At and +1 Da to its bearer.

If the bearer is destroyed and sent to the Graveyard, its equipped Relic also goes to the Graveyard.

17. Emblems

1 Play at the printed timing

Banner of the Fallen: Start of Round, from Round 2 (inclusive).

Pay 5 Elemental Energy.



Banner of the Fallen

2 Apply its battlefield effect

All units with Undead (Passive) gain +1 At.



Skeleton Warrior

At 2 → 3



Skeleton Archer

At 3 → 4

The Emblem remains on the battlefield.

It is not attached to a unit and can only be destroyed if a card specifically allows it.

18. Consumables

1 Play at the printed timing

Exhumation Shovel: Start of Round, from Round 2 (inclusive).

Pay 2 Elemental Energy .

2 Resolve its effect once

Create an Unstable Zombie unit token under your control.

Exhumation Shovel



Create

Unstable Zombie token



3 Send the Consumable to the Graveyard



Graveyard

The Relic is spent after its effect resolves.

19. 2v2 Mode

Armies & Deployment

Each player controls a 20-point army: 40 points per team. Teammates combine their armies into one shared front line.

Each team acts as a single player during deployment. Allied effects, including Auras, apply to your teammate's units.

20 points + **20 points**

One team. One shared front line.

Initiative & Activation

Determine Initiative using the highest Priority unit across the whole team. Teams alternate activations in descending Priority.

Shared Elemental Energy

Teammates share one Elemental Energy pool. During the Shop Phase, players draw Relics individually, but pay Energy costs from the shared pool.

Evolution limit

Only one Evolution may be played per team, per Round.