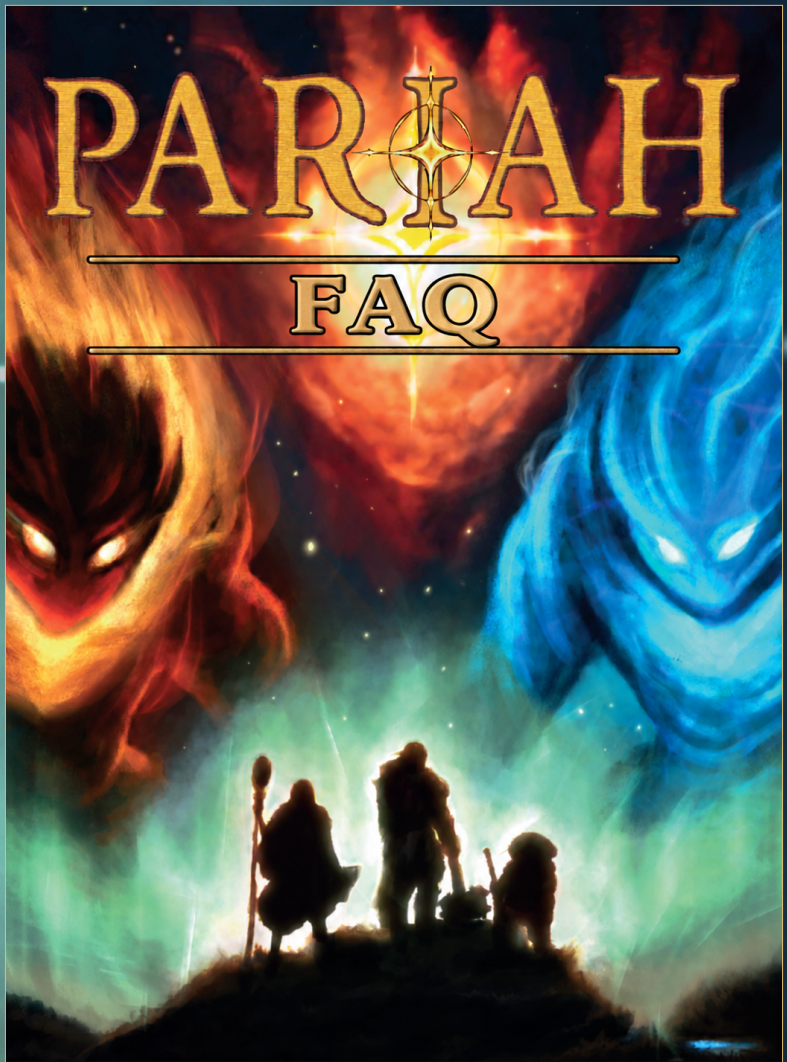
PARIAH

FAQ



ENGLISH · v1.0

Frequently Asked Questions

Version 1.0

Answers to the most common questions that arise during play. For the complete rules, see the Rulebook.

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Setup and Deployment

What if my 10 cards cannot make up a 20-point army?

That is fine. Gain Elemental Energy equal to the missing points, with no limit. There is no minimum army size, and you cannot reshuffle.

Can I look at my opponent's army before Deployment?

No. Armies remain hidden until Deployment, when units are placed face up, one at a time.

Who deploys first?

Determine this randomly.

Do Deployment effects trigger if a unit returns to the battlefield later?

No. There is only one Deployment phase per game, at the beginning.

Can I change my Evolution Pile during the game?

No. Build it immediately after Deployment, using the Evolutions of the units you deployed. It is then fixed for the rest of the game.

Order of Play

When do I Recall my committed units?

At Start of Round, before doing anything else.

Two units have the same Priority. Who acts first?

Alternate activations: the player who did not activate last acts next.

Can I skip a unit's turn without doing anything?

No. Every unit must activate when it is its turn.

My unit was destroyed and I revived it in the same round. Can it attack?

Only if it had not activated before it was destroyed. Each unit activates only once per round.

An effect makes an allied unit attack outside its turn. Can it attack again when its Priority comes up?

No. That attack **uses up its activation** for the round and the unit becomes committed, so it cannot attack again later. See Platoon Sergeant - Attack! under Card Clarifications.

Combat

How exactly is damage calculated?

Uncanceled hits × the attacker's Da. With 2 hits and Da 2, the target loses 4 HP, not 2.

Does Armor Perforation raise or lower Armor?

It raises the required value, which is worse for the defender. AP 2 against Ar 3+ means the defender needs 5+.

Can AP raise the required Armor value above 6+?

Yes. For example, a defender with Ar 5+ facing an attack with AP 2 needs 7+ to block. Since the dice are D6s, that hit cannot be blocked with an unmodified roll. **A natural 6 is not an automatic success.**

Combat

What is the difference between gaining 1 Ar and adding +1 to Ar rolls?

They are two different effects, although they often produce the same result:

- **Gaining 1 Ar** (such as Cimerian Shieldbearer's Deployment ability, which grants +1 Ar to an allied unit) changes the **Ar value printed on the card**. Since a lower value is better, Ar 4+ becomes Ar 3+.
- **Adding 1 to Ar rolls** (as Earth Avatar does) does not change the stat: it changes the **result of each defense die**.

Against AP, both work the same way. With Shieldbearer, apply AP to a base value that is 1 point better. With Earth Avatar, add 1 to the die result, then compare it with the value modified by AP. In both cases, you need the **same number** on the die. Example: Ar 4+ against AP 1. With Shieldbearer: 3+ → 4+, so you need a 4. With Earth Avatar: 4+ → 5+, but you add 1, so a 4 is also enough.

Against Invulnerable, they are different. Earth Avatar's bonus also applies to rolls made using Invulnerable, because it modifies the die. Shieldbearer's bonus does not, because it only changes the base Armor stat.

Combat

Can I reroll a die that I have already rerolled?

No. **A rerolled die cannot be rerolled again.** If an effect lets you reroll a die, the new result is final, even if another effect would also allow you to reroll it.

Do Sweep and Range give me extra attacks?

No. They only let you **divide** the At dice you already have among multiple targets. Declare how you will distribute them **before rolling**.

What is the difference between Sweep and Range?

Range X is an **Active ability** that replaces your normal attack. Divide your attacks among **up to X enemy units**, regardless of their position on the battlefield. **Range 2:** the main target + 1 additional unit.

Sweep X lets you divide your attacks among the main target and **up to X consecutive enemies on each side**. **Sweep 1:** up to 3 targets (the main target + 1 on each side). **Sweep 2:** up to 5 targets (the main target + 2 on each side).

There is an enemy Guardian. Can I use Sweep to hit another unit as well?

No. While a Guardian is in play, **all your attacks** must target it.

What if there are several Guardians?

You choose which one to attack.

Can I attack my own units?

No. There is no friendly fire.

Combat

My unit has two Active abilities. Can I use both?

If an ability has the ⟳ symbol, it replaces your attack. Abilities **without** that symbol can be used in addition to attacking. Remember that attacking itself commits the unit.

Destruction And Energy

Who gains Energy when a unit is destroyed?

Its owner, not the player who destroyed it. The amount is equal to the unit's point cost.

An effect removes a unit from the game instead of destroying it. Does its owner gain Energy?

No. Some abilities, such as Lesser Entropy Elemental's Split the Elements, remove an enemy unit from the game instead of destroying it. Removal from the game and destruction are different: Elemental Energy is **only gained when a unit is destroyed**, so a removed unit grants no Energy unless the card says otherwise. This is especially relevant to unit **Tokens** and **revived units**: when they are removed from the game, they grant no Energy.

Is there a maximum amount of Energy I can store?

No. The D20 is simply a convenient counter.

I revived a unit. What happens if it is destroyed again?

It is removed from the game instead of going to the Graveyard and **grants no Energy**. That status lasts for the whole game, not just the round.

Destruction and Energy

Some cards, such as Rebirth Stone or Ring of Tides, say Return instead of Revive. Are these different mechanics?

No. **Return and Revive work in exactly the same way.** A unit brought back to the battlefield with Return that is destroyed again is **removed from the game** instead of going to the Graveyard and **grants no Elemental Energy**, just like a revived unit. The wording is purely thematic: Undead units revive, but Elementals never truly die. Since they were never truly born, they simply return after being defeated.

Where is a revived or returned unit placed?

The general rule is to place it **adjacent to the unit that brought it back**, either to its left or to its right (your choice). The line opens up to make room, so there is always space. If no unit is bringing it back, place it **at the far right of its battle line**. This happens, for example, when the effect comes from a Relic, or when the unit that created the effect is no longer on the battlefield when it resolves. See Life Elemental, Rebirth Stone, and Ring of Tides under Card Clarifications. In all cases, the unit returns with the HP specified by the effect.

Does a gap remain in the line when a unit is destroyed or removed?

No. When a unit is destroyed or removed from the game, **close the gap immediately**, keeping the remaining units in the **same order**. There are no permanent gaps. Example: with the line A - B - C, if B is destroyed, the line becomes A - C. A and C are now adjacent, so an Aura 1 from A now reaches C.

Does damage heal between rounds?

No. Damage remains until the end of the game unless something heals it.

Shop, Relics, and Evolutions

Does drawing Relics cost Energy?

No. Draw 3, keep 1, and return 2 to the bottom of the deck. You only pay when you play the card.

How many Relics can I play per round?

As many as you can afford, as long as you follow the timing printed on each card.

How many Equipment Relics can a unit carry?

There is no limit.

Can I move an Equipment Relic from one unit to another?

No. Once attached, it stays where it is until the unit is destroyed.

Is there a hand size limit?

No.

How many Evolutions can I play per round?

Only one (one per team in 2v2). You can keep Evolution cards in your hand for later rounds.

Does my unit heal when it Evolves?

No. It keeps **all accumulated damage**. It also keeps its equipped Relics, and it can activate in that same round.

What happens to the original unit when it Evolves?

It counts as **removed from the game**: it **does not go to the Graveyard** or grant Elemental Energy or anything else. It simply leaves the game. Since it is not in the Graveyard, Revive or Return effects cannot bring it back to the battlefield either.

Shop, Relics, and Evolutions

Is there a Shop Phase after Round 5?

No. The game ends there.

Tokens

What is a Token?

A card brought into play by another card's effect. A **unit Token** has the same stats as a normal unit and occupies a position in the line for adjacency purposes. There can also be **Emblem Tokens**.

Do unit Tokens grant Energy or victory points?

No. Unit Tokens grant **no Elemental Energy** and **no victory points**.

When are Tokens removed from the game?

Unit Tokens are removed from the game at the end of the round in which they were created. If they are destroyed before then, they are also removed from the game. They **never go to the Graveyard or grant Elemental Energy**.

Emblem Tokens are not removed at End of Round: they remain in play and their effect continues.

End of the Game

When do we check whether a player has lost all their units?

At End of Round, **after resolving all effects**.

The last enemy unit falls during the round. Do I win immediately?

No. The game does not end as soon as the last unit falls. **Check at End of Round**, because things can still happen that change the battlefield:

- A pending revival scheduled for End of Round may bring a unit back and save that player.
- Removing unit Tokens at End of Round (such as those created by Martyrdom Portal) can also change which players still have units.

What if both of us have no units left at the same time?

It is a draw.

We end Round 5 with the same number of points. Who wins?

It is a draw. Count the point costs of surviving units; Evolved units are worth their **new cost**.

Card Clarifications

Mud Elemental - Mud counters

The ability states that a unit with a Mud counter ignores the first wound it suffers.

What exactly counts as a wound?

A wound is **an uncanceled hit**. A Mud counter cancels the damage from **a single hit** that gets through your Armor rolls, not the entire attack. Then remove the counter. Example: a unit with a Mud counter suffers an attack with 3 uncanceled hits, each dealing 2 Da (6 damage in total). Removing the counter cancels one hit, so the unit suffers the other 2 hits: **4 damage**.

Does a Mud counter remain between rounds?

Yes. The ability does not say until End of Round, so the counter **remains on the unit until it is used**. If the Armor rolls block **every hit**, no damage gets through and the counter is **not spent**: it stays on the unit for the next attack.

Can a unit have several Mud counters?

Yes. No limit is specified, so a unit can have several Mud counters. For example, if Mud Elemental uses its ability on the same allied unit in two different rounds, that unit will have two counters. Each counter works independently, but **only one is spent per attack**: even if the unit has several counters and suffers several hits in the same attack, only one hit is canceled. The other counters remain for later attacks.

Card Clarifications

Ignis Fragment - Pyromancy

"Fire Element (Passive) units gain 1 AP and deal 1 Da to the units adjacent to their target."

How is the additional damage resolved?

- First resolve the attack against the **main target**, including damage.
- Then **each unit that was adjacent to the original target** suffers **1 Da**.

Does it affect both adjacent units or only one?

Both: each unit adjacent to the original target suffers 1 Da.

What if the attack destroys the main target and the line closes up?

Determine adjacency **when the attack is declared**. The two units that were adjacent to the target when the attack was declared suffer 1 Da each, even if the target was destroyed and they are now adjacent to each other.

Does this happen even if the attack misses or all hits are blocked?

Yes. Pyromancy damage applies **even if the attack misses completely**.

Can the adjacent units make Armor rolls against that damage?

No. It is direct damage, with **no Armor roll**.

Card Clarifications

Ignis Fragment - Pyromancy (continued)

Does it apply once per hit?

No. It applies **only once per attack**, regardless of how many hits are scored.

How does it interact with Range?

Resolve Pyromancy **separately for each declared target**. Example: with the enemy line A - B - C - D, a Fire unit with Range 2 divides its attacks between A and C:

- Attacking A deals 1 Da to B.
- Attacking C deals 1 Da to B and D.
- **B suffers 2 Da in total** because it is adjacent to both declared targets.

This is the intended interaction: it is precisely why Pyromancy is so powerful on units with Range. Tremor works in the same way when combined with Dust Elemental's Cyclone.

Earth Avatar - Tremor

Tremor deals 1 additional Da to a target unit adjacent to a unit damaged by Earth Avatar.

How many adjacent units does it affect?

Only one adjacent unit, **chosen by the attacker**, not both.

Card Clarifications

Earth Avatar - Tremor (continued)

What if the damaged unit is destroyed and the line closes up?

As with Pyromancy, determine adjacency **when the attack is declared**. You can choose any unit that was adjacent to it at that moment, even if the damaged unit has been destroyed.

Can Tremor damage trigger another Tremor?

No. Tremor damage **does not trigger** further Tremor effects, so there are no chain reactions.

Can I make an Armor roll against Tremor?

No. Like Pyromancy, it is direct damage with **no Armor roll**.

Elemental Shaman - Transmute

Transmute heals 1 HP on an allied unit for each different unit wounded by Elemental Shaman.

If the Shaman benefits from Pyromancy, do enemies damaged by Pyromancy count?

Yes. Pyromancy states that the **unit itself** deals the additional damage, so enemies hit by Pyromancy **count as wounded by the Shaman**. Example: if the Shaman damages three different enemies with its normal attack and Pyromancy combined, it heals 3 HP.

Can I divide the healing among several units?

No. Transmute applies **all the healing to a single allied unit**.

Card Clarifications

Elemental Shaman - Transmute (continued)

Can the Shaman heal itself?

Yes. The allied unit receiving the healing can be the Shaman itself.

Platoon Sergeant - Attack!

When Platoon Sergeant attacks, it makes an adjacent allied unit attack immediately afterwards.

Does that additional attack use up the allied unit's normal activation?

Yes. The allied unit's attack **uses up its activation** for the round.

Does the allied unit become committed?

Yes. **Both units** become committed, so the allied unit cannot attack again later in that round when its Priority comes up. The purpose of Attack! is to let a slower unit strike **before its normal Priority**.

Card Clarifications

Life Elemental - Rebirth

Life Elemental destroys itself and is removed from the game; then, at End of Round, it returns an allied Elemental unit to the battlefield.

Where is the returned unit placed?

At the far right of your battle line. Life Elemental has been removed from the game, so when the effect resolves at End of Round, there is **no unit on the battlefield** bringing it back. It does not take Life Elemental's former position, and you cannot choose another position.

Rebirth Stone and Ring of Tides

These Relics return units without any unit bringing them back. Where are they placed?

At the far right of your battle line. These are Relic effects, so no unit is bringing them back.

Does the returned unit gain the same status as a revived unit?

Yes. Return and Revive are the same mechanic: if the unit is destroyed again, it is **removed from the game** and **grants no Elemental Energy**.

2v2 Mode

Are our units adjacent?

Yes. Both armies form a single line and are adjacent where they meet, with all the implications this has for Auras and Sweep.

Do my teammate's Auras affect my units?

Yes. All allied effects apply across teammates' armies.

Does my teammate's Guardian protect my units?

Yes. It still forces the opponent to attack it first.

Can I equip a Relic to one of my teammate's units or revive one of their units?

Yes to equipping a Relic; and yes to reviving a unit, as long as the card allows it.

Do we share Energy?

Yes, there is a single shared pool. Each player draws their Relics separately, but pays for them from the shared pool.

My teammate has no units left. Have we lost?

No. The team loses when the **entire team** has no units left.