Proelio

Rulebook

Content

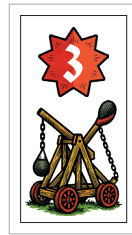## Base Deck = 84

4 Manure
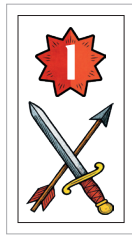
13 Soldiers

9 Knights

6 Trebuchets

5 Infiltration
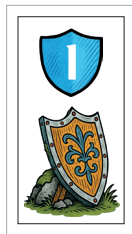
13 Shields

9 Palisades
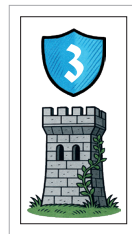
6 Towers

6 Patrol Round

3 Temporary Alliance

7 Resources

3 The Plague

Imperial Deck = 18

2 Imperial Manure

3 Hero

1 Black Powder

3 Fortress

3 Imperial Edict

3 Inquisition

3 Imperial Resources

Proelio v. 0.8.2

Siege, Deceive, Loot, Triumph.

Open War: First Conquest   3-6 Players

Objective
Resist attacks from the enemy house on your right, capitalize on their wars with bold strategies, and eliminate the enemy house on your left with swift attacks.

Setup
Take both Base deck (black back) and Imperial deck (golden back), shuffle separately, and place face-down in the center of the table next to each other.

Deal each player 5 cards face-down from the Base deck to form their hand. Players cannot hold more than 5 cards (also see Loot and Infiltration) nor more than ONE Fortification card.
Both decks (Base and Imperial) contain three card types: **Defense, Attack, Strategy.**

How to play
The game is played in turns, **counterclockwise.** Randomly determine the first player, then proceed counterclockwise.

On your turn, in this order:

1. **Discard excess cards** if you have more than 5 in your hand (see Loot and Infiltration)

2. **If you are under Attack, resolve it** before performing any action (see Defense Phase)

3. **Perform ONE action** from those available (see Action Phase)

Fortification
In Proelio, both attacking and defending actions are limited by your current Fortification value.
Fortification is a Defense card always placed face-up in front of you, separate from your hand. Initially, you have no Fortification and must build and upgrade it during the game.
The Fortification value determines which Attack and Defense cards you can play.
Attack and Defense cards have values from 0 to 4, and **you can play only cards up to one level higher than your Fortification.**
For example, if you have no Fortification (value 0), you may play cards with a maximum value of 1. If your Fortification is Shields (value 1), you may play cards up to value 2, and so forth.
**If you lose your Fortification, you can rebuild it starting again from the lowest level (Shields).**

As soon as possible, use an action to start building your Fortification by placing a Shields card from your Hand onto the table.

Attack
To attack, use your action to place an Attack card from your hand FACE-DOWN next to the Fortification area in front of the player TO YOUR LEFT, even if they have no Fortification at all.
An Attack card has its nominal value (shown on the card) but can only be placed if your Fortification permits it. If you make an error, the Attack fails, and you must give the targeted player one card from your hand as a penalty.
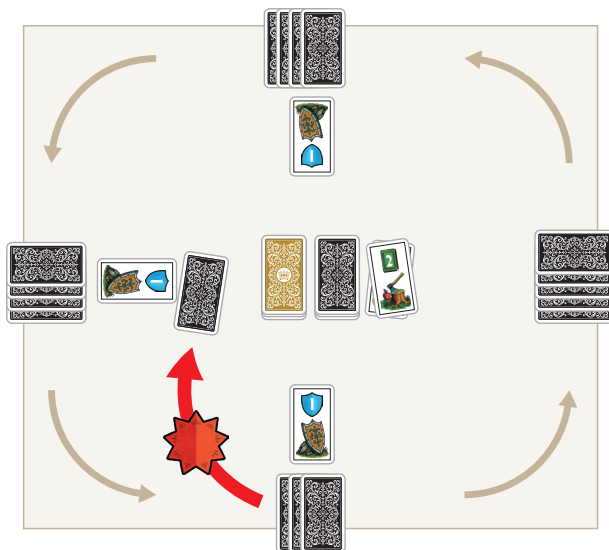
Attack: The player at the bottom places an Attack (face down) from their Hand against the player to their left.

Attack Cards
Defined by the symbols shown here on the left.

Manure - Value: 0, Min. Fortification: None (Used for bluffing)
Soldiers - Value: 1, Min. Fortification: None
Knights - Value: 2, Min. Fortification: Shields (1)
Trebuchets - Value: 3, Min. Fortification: Palisades (2)
Hero - Value: 4, Min. Fortification: Tower (3)

Infiltration
Special Attack card, Attack value 0. Steal one random card from your opponent's hand (Imperial cards cannot be stolen). Cannot be blocked by Fortification or Defense cards, except when the Patrol Round card is deployed. Has no effect if your opponent has no cards in hand.
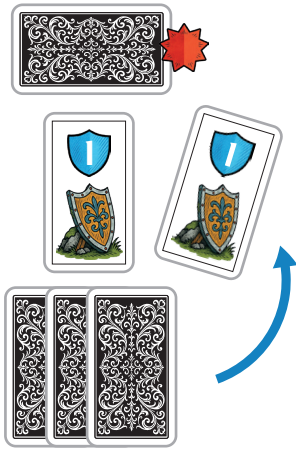

⚠ Attack Limits: Remember that the maximum value of the Attack you can play is equal to that of your Fortification +1.

Defense Phase: Deployment

If the player to your right has attacked, you must resolve it at the start of your turn. **Before revealing the Attack**, deploy Defense cards face-up beside your Fortification to match or exceed the expected Attack value. This means you have to **guess** which card the attacker played, and deploy your Defence accordingly.
If you don't (or can't) defend adequately, there will be consequences (see Attack Resolution).
All deployed Defense cards will be discarded afterward.

Deploy Defense: The player deploys 1 Shield next to their Fortification to defend against the Attack.

⚠️ **Defense Limits:** Remember that the maximum value of individual Defense cards you can play is equal to that of your Fortification +1.

Defense Cards

Defined by the symbols shown here on the left.

Shields - Value: 1 - Min. Fortification: None
Palisades - Value: 2 - Min. Fortification: Shields (1)
**Towers** - Value: 3 - Min. Fortification: Palisades (2)
Fortress - Value: 4 - Min. Fortification: Tower (3)

Fortification and Upgrades

You can also use your Fortification as part of your Defense against an Attack (see Attack Resolution later), but this should be your last resort: remember that the Fortification also determines the level of Attack cards you can use against your opponent.

Therefore, it's crucial to upgrade your Fortification as soon as possible. To apply an upgrade, use your Action to replace your current Fortification with the next higher-value Fortification card from your hand during your turn (if you have one).

Upgrades must follow this sequence: Shields, Palisades, Tower, and finally Fortress. **The replaced Fortification card is discarded and lost.**
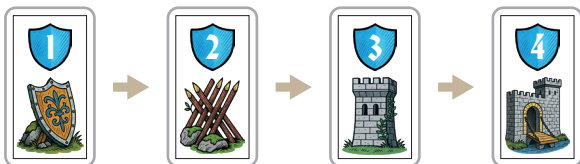
Patrol Round

Patrol Round is a Special Defense card. It has a Defense value of 1 and can be deployed during the Defense Phase, but **it cannot serve as a Fortification itself.** If your opponent has attacked you with an Infiltration card and you have deployed a Patrol Round card, this reverses the effect of the Infiltration: the enemy's Infiltratioin is nullified, and you immediately take one random card from your opponent's hand, if they have any.
Once resolved, both the Infiltration and Patrol Round cards are discarded.

Attack Resolution

Once your Defense is deployed, you must resolve the Attack by revealing the opponent's Attack card and comparing it to your total Defense value.
If the total of your Defense is equal to or greater than the value of the Attack, it is considered successfully repelled.
If your Defense is not sufficient, you may then choose to sacrifice your Fortification, adding its value to your total Defense, or to concede some **Loot** (see Loot). In any case, you will lose a number of cards from your hand equal to the difference between your total Defense and the opponent's Attack value; these become the attacker's **Loot** (see Loot). **If you don't have enough cards in your hand to pay the Loot, you will also lose your Fortification** (see also Defeat). At the end of the Attack, both the revealed Attack card and any Defense cards played are discarded (including your Fortification, if it was used in the Defense total).
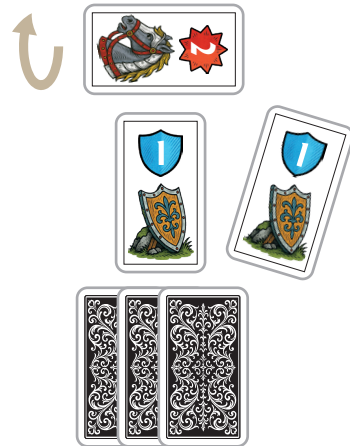
Resolution: Attack - 2, Defense - 1, Fortification - 1
The player must decide whether to sacrifice the Fortification to match the attack, or give up 1 card from their Hand as Loot.

Loot and Strategy

Loot is immediately handed over by the defeated player to the winner of the Attack. When you gain Loot, you might end up with more than 5 cards in your hand: immediately discard any excess cards of your choice.
Sometimes it's better to lose more Loot than to sacrifice your Fortification. On the other hand, keep in mind that any Attack card your opponent gains from the Loot can be used against you on their next turn!

Defeat

You are eliminated if, after an Attack:

- No cards in hand
- No Fortification
If at least one condition is unmet, continue playing.

Action Phase

Once the Defense phase is over, you may proceed with your Action. You can choose to perform ONE of the following actions:

- **Draw ONE Base card** (discard excess immediately if you have more than 5)
- **Place an Attack card FACE-DOWN against the player to your LEFT**
- **Place or Upgrade Fortification**
- **Play a Strategy card**
- **Discard 2 cards to draw ONE Imperial card from the Imperial Deck**

Strategy Cards

Resources
Discard to draw 2 Base cards (discard excess immediately if you have more than 5)

Temporary Alliance
Discard to allow a player of your choice to immediately draw one card from the Base deck. Sometimes it can be useful to help an opponent to prevent another one from winning before you!

The Plague
By playing it face-up next to your Fortification area, you may immediately draw one card from the Base deck, and no player may place an Attack or resolve any already placed Attack until your next turn. Other players may still perform any Action that does not involve placing an Attack. At the beginning of your next turn, discard The Plague card and proceed as normal.

Imperial Deck

Discard 2 cards from hand to draw 1 Imperial card.
Imperial cards have enhanced or uniquely useful effects, as listed below:

Hero
Attack 4, requires Towers (3) as minimum Fortification

Fortress
Defense 4, requires Towers (3) as minimum Fortification to be deployed as Defense, or to max out your Fortification

Imperial Manure
Did you know that Imperial Manure is absolutely identical to regular manure? Incredible. But you can use it for an Imperial bluff!

Imperial Resources
Discard to draw 3 Base cards (discard excess immediately if you have more than 5)

Imperial Edict
Absolute Defense: when deployed during the Defence Phase, negates any Attack including the Black Powder. The enemy Attack is discarded.

Black Powder
Absolute Attack: when revealed as an Attack, instantly wipes out any defense, including the Fortification. **It's defeated only by an Imperial Edict.**

Inquisition
View cards in hand of player to your immediate right OR left (choose one).

Deck Exhaustion

If a deck runs out, shuffle all its discard cards to form a new deck.

Victory

First player to eliminate the House on their left, wins.

Allied Houses   **4 Players in teams**

How to play
Resist enemy alliance, strategize, and defeat opponents.

Players form two opposing teams, seated across each other. (Remove Temporary Alliance cards from Base deck).

Rules and setup as per Open War mode, plus **optional action - Support:** pass one card to your ally (1 Action).

Victory
Game ends when a player is eliminated, causing automatic surrender of ally: Winning alliance rules the Realm.

**Animus plus valet
quam gladius
in proelio**