



Proelio



Rulebook



Proelio

v. 0.9.3

Components:
102 cards

First Conquest 3-6 Players

Objective

Win the War of the Houses: Defend against attacks from the House to your right and use siege tactics or bold lightning strikes to eliminate the House to your left and claim victory.

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. During the game, discarded cards should be placed next to their corresponding deck.

Deal 5 face-down cards from the Base deck to each player in counterclockwise order to form their Hand.

You can never have more than 5 cards in your Hand: if this happens (see Loot and Infiltration), immediately discard the excess cards of your choice.

Both decks contain 3 types of cards: **Defense** and **Attack** cards with values from 0 to 4, and **Strategy** cards with various effects.

How to play

The game is played in turns, **counterclockwise**. The game starts with the player to the right of the dealer. The dealer rotates counterclockwise each new game.

On your turn, in this order:

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



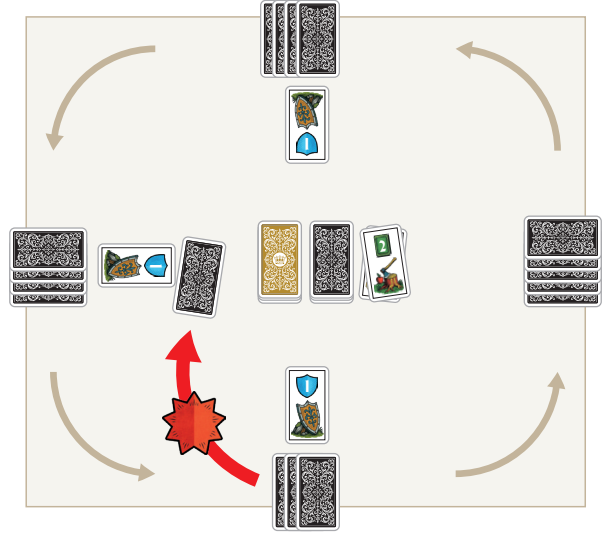
As soon as possible, use an action to start building your Fortification by placing a Shields card from your Hand onto the table.

Attack

To attack, on your turn use your Action to place an Attack card FACE DOWN from your Hand in front of the Fortification area of the opponent to your left (you can attack even if you don't have a Fortification).

An Attack card has a nominal value (the number shown on it), but you may only play it if your Fortification value allows it (see Fortification).

If you make a mistake, when your attack is revealed, you lose the Attack card and must give 1 card from your Hand to the opponent as a penalty. The opponent also recovers their Defense cards.



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, these are the values of the Attack cards and the minimum Fortification value required to play them:

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

A special Attack card with an Attack value of 0.

It lets you steal a random card from your opponent's Hand, excluding Imperial cards.

It cannot be blocked by regular Defense cards or Fortification, only by the Patrol card when played in defense (see Patrol).



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

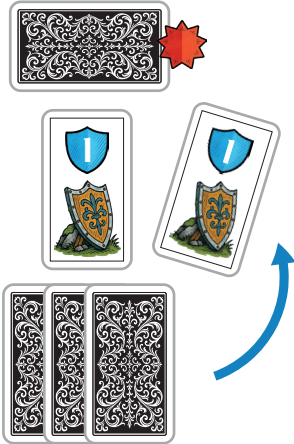
Defense Phase: Deployment

If the opponent to your right has placed an Attack against you, you must resolve it at the start of your turn.

Before revealing the opponent's Attack, play Defense cards face up next to your Fortification to **match or exceed** the expected Attack value. This means you'll have to **guess** what Attack card your opponent used.

You may play **as many Defense cards from your Hand as you like**, but remember: **all Defense cards used will be lost after the Attack, win or lose**. Deploy defenses at your own risk!

If you have no Defense cards to play, you must still resolve the Attack and face the consequences (see Attack Resolution).



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

A Defense card's value is the number shown on it. Below are the card values and the minimum Fortification needed to play each:

Shields - Value: 1 - Min. Fortification: None

Palisades - Value: 2 - Min. Fortification: Shields (1)

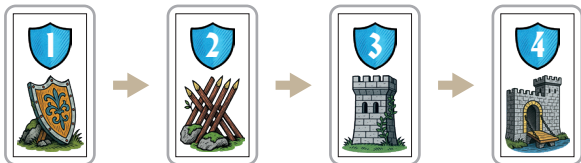
Tower - Value: 3 - Min. Fortification: Palisades (2)

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. 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.**



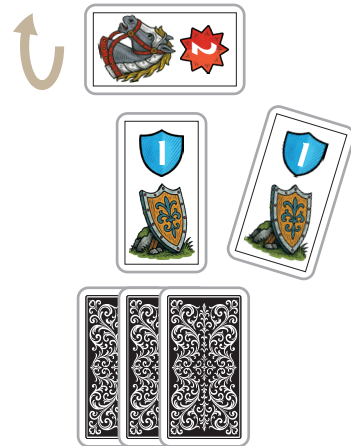
Patrol

Patrol 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 Infiltration 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 deployed Defense is equal to or greater than the value of the Attack, it is considered successfully repelled. If your deployed Defense is not sufficient, you may then choose to sacrifice your Fortification, adding its value to your Defense total, 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 Defense total 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

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)
- **Attack**
- **Place or Upgrade Fortification**
- **Play a Strategy card**
- **Discard 2 cards to draw ONE Imperial card from the Imperial Deck**

Invoke Equitas

If, in the early stages of the game, you find yourself as the only House without a Fortification, you may invoke **Equitas** on your turn to **immediately gain a Shield card**, under the following conditions:

- Equitas has not been invoked at any point during the game.
- All other Houses have a Fortification in play.
- No House (including yours) has lost a Fortification in any previous turns.

On your turn, use your Action and clearly declare aloud: "I call upon Equitas!" while **publicly revealing your Hand** to prove that you have no Shield cards. Then, search the Base deck for a Shield card and place it as your Fortification. Shuffle the Base deck again and place it back in the center.

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 Tower (3) as minimum Fortification



Fortress

Defense 4, requires Tower (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, but doesn't get you any Loot.

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.

Other rules and setup stay as per First Conquest mode.

Support Action

On your turn, in addition to the options available in the First Conquest mode, you have an extra Action: **Support**. This allows you to give one card from your Hand to your Ally. If your Ally already has 5 cards, they must immediately discard one after receiving the Support card.

Victory

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

