



Proelio



Rulebook



Proelio v. 0.9.6

Components:
111 cards



First Conquest

3-6

Objective

Defend against attacks from the House to your right and use siege tactics to defeat the House to your left and claim victory. Keep an eye on the seasons: when winter arrives, the war ends and the player with the highest score wins!

Setup

Place the Seasons card horizontally at the center of the table with the side 'Autumn – Tempus Fugit' facing up.

If this is your first game of Proelio, remove the Guilds deck and the Merchant card from the game (or see Guilds & Trades further on).

Take the Base deck (black back) and the Imperial deck (gold back). Shuffle both decks separately and place the Base deck vertically on top of the Seasons card, covering it halfway, and the Imperial deck on the opposite side of the Seasons card. During the game, discarded cards must be placed next to their respective 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, Infiltration, Strategy cards), immediately discard the excess cards of your choice before proceeding. 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 House to the right of the dealer.

On your turn, in this order:

1. **Resolve the enemy Attack**, if present or possible, before performing any Action (see Defense and Resolution Phases).
2. **Perform ONE action** from those available (see Action Phase)

Fortification

The Fortification is a SINGLE Defense card that you keep on the table in front of you, face up and visible to all players, in addition to your Hand. At the beginning of the game you will have no Fortification, and you have to build and upgrade it during the game, starting from the Shields card (value 1) and progressing with the Palisades (value 2), the Tower (value 3), and finally the Fortress (value 4).

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 can play cards with a maximum value of 1. If your Fortification is Shields (value 1), you can 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, face up, in front of you.

Attack

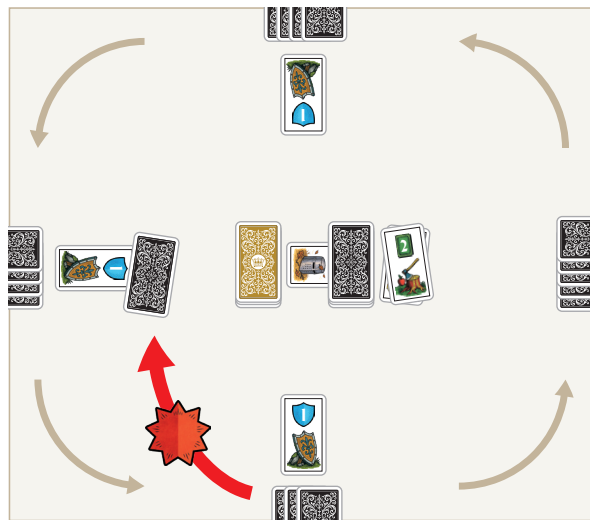
To attack, on your turn use your Action to **place ONE Attack card FACE DOWN from your Hand in front of the Fortification area of the opponent TO YOUR LEFT.**

Make sure to use a valid attack: If you make a mistake, when your Attack is revealed, you lose the Attack card and the opposing House recovers the cards deployed in Defense.

You can't attack on your first turn of the game.



Important: If you don't have a Fortification and you have only one card in your hand, you can't use it to attack.



Attack - example: 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 and add it to yours, excluding Imperial cards.

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

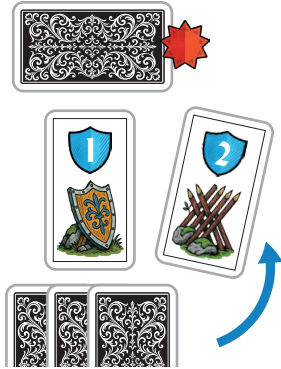


Attack Limits: Remember that the maximum value of the Attack you can play is equal to that of your Fortification + 1.

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, you can deploy Defense cards from your hand, 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 placed. You may deploy **as many Defense cards from your Hand as you like (or none)**, but remember: **all Defense cards deployed 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 - example: The player deploys the Palisades next to their Fortification to defend against the unknown Attack.

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

! **Number of defense cards deployed:** You may deploy as many Defense cards as you want, or none at all.

! **Remember:** You can always ask how many cards a House still has in Hand, and they must answer you!



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

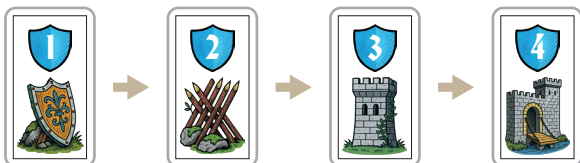
Palisades - Value: 2 - Min. Fortification: Shields (1)

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 to avoid defeat. 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, 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 (see later) and you have deployed a Patrol card, this reverses the effect of the Infiltration: the enemy's Infiltration fails, and you immediately take one random card from your opponent's hand, if they have any (**excluding Imperial Cards**).



Important: If you don't have a Fortification and you lose the last card in your hand as the result of an opponent's Patrol card, you are immediately defeated! (see Defeat)

Attack Resolution

Once your Defense is deployed, you can reveal the opponent's Attack card and compare 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 have to choose between **sacrificing your Fortification**, adding its value to your Defense total, **or to concede Loot** (see Loot further on).

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, losing the game (see also Defeat). At the end of the Attack, both the revealed Attack card and any Defense cards deployed are discarded (including your Fortification, if it was used in the Defense total).



Resolution: Attack: 3, Defense: 2, 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.



Important: When you deploy a Defense card, it is always discarded, even if it exceeds the Attack card value.

Example: a Towers card (value 3) deployed against a Soldiers Attack (value 1) is still discarded.

Loot

The Loot is immediately handed over by the defender to the attacker, **face down**. Choose carefully which loot to give up! When you gain loot, you may end up with more than 5 cards in your Hand: immediately discard the excess cards of your choice.

Defeat

Right after resolving an Attack, you are defeated (see Victory further on) if the following conditions occur at the same time:

- **No cards in hand**

- **No Fortification**

If at least one of the above conditions is NOT met, you can still perform your Action and try to win!

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**
- **Place or Upgrade your Fortification**
- **Play a Strategy card**
- **Discard any 2 cards from your hand** to draw ONE Imperial card from the Imperial Deck
- **Invoke Equitas** (see Invoke Equitas further on)
- **Trade with the Merchant** (if present - see Guilds & Trades further on)

Invoke Equitas

If, in the early stages of the game, you find yourself as the only House without a Fortification, you can use your Action to invoke **Equitas** and **immediately obtain 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 so far during the game.

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 (or the relevant discard pile) for a Shield card and place it as your Fortification. Shuffle the deck you used and place it back in place. **If no Shield cards are available, perform another Action.**

Strategy Cards



Resources

Discard to **draw 2 Base cards** (discard excess immediately if you end up having 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 the game!



The Plague

The Plague freezes Attacks. By playing it face-up next to your Fortification area, you 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 or resolving an Attack. Additionally, **you can't trade with the Merchant when the Plague is active** (see Guilds & Trades further on).

At the beginning of your next turn, discard The Plague card and proceed as normal.

Imperial Deck

On your turn, you can use your Action to discard 2 cards from your 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 to be played



Fortress

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



Imperial Resources

Discard to draw 3 Base cards



Imperial Edict

Absolute Defense: when deployed during the Defence Phase, negates any Attack including the Black Powder. Both the Imperial Edict and the enemy Attack are 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 a deployed Imperial Edict.



Inquisition

Discard it to **see the cards in hand of the player** to your immediate right OR left (choose one), **then perform your Action**.

Deck Exhaustion and Seasons

The game takes place over 2 Seasons, first Summer, then Autumn. **The Seasons card indicates the UPCOMING season**. When the **Base deck** is depleted, flip the Seasons card to the "Winter - Sic Transit" side, flip the Merchant card to the Winter side (see Guilds & Trades further on) and reshuffle its discards pile to form a new Base deck for the Autumn season.

If it is depleted a second time, Winter arrives: **the game ends immediately and scoring takes place** (see Victory). When the **Imperial deck** is depleted, reshuffle all its discards to form a new deck, with no additional effect.

Victory

By First Conquest: You win and end the game by defeating the House to your left (see Defeat in the previous pages).

By Scoring: The winner is the one with the **highest Score** (in case of a tie, victory is shared), **calculated by adding the following values:**

- The value of your current **Fortification**
- The values of the Base Defense cards in your current Hand that are **deployable** (i.e., with a value of at most Fortification +1)
- The **number of Imperial cards** in your current Hand
- If your **Guild card** is not exhausted, add 1 point (see Guilds & Trades further on).

Guilds & Trades

If this is not your first game of Proelio, you may use the Guilds deck and the Merchant card for a more tactical game.

Setup - addendum

At the beginning of the game, each player randomly draws a card from the face-down **Guilds deck** and places it horizontally in front of them, face up and visible to everyone, below their Fortification area. Remove the unused Guild cards from the game.

In addition, the dealer places the **Merchant card** next to their Guild card, with the Autumn side visible.

Then continue with the normal game setup.

The Guilds

Your Guild grants you a **unique Perk that you may use once per game AT NO ACTION COST**, at different moments depending on the Guild (see Guild Perks). There are 7 Guilds available.

When you have used your Guild's Perk, flip the Guild card face down to indicate that its contribution is exhausted for the remainder of the game.

Guild Perks



Bards Guild

On your turn, unleash war chants and **make the House to your right discard a card of their choice from their hand.**

If you choose to do so, flip your Guild card face down, marking it as exhausted.



Builders Guild

On your turn, when you reveal an attack from the opposing House against you, you can **add +1 Defense to your total defenses, provided this total is not zero** (so you must have a Fortification or have deployed at least one Defense card).

If you choose to do so, flip your Guild card face down, marking it as exhausted.



Thieves Guild

If you **attacked** with an Infiltration card and your opponent's House deployed a Patrol card, your Infiltration is nullified, **but you do not suffer the retaliation effect of the Patrol.**

If you **revealed an attack against you** and it is an Infiltration card, **you can ignore it.** You still lose any deployed defense.

If you use your Guild card in either of these cases, flip it face down, as it is now exhausted.



Artisans Guild

On your turn, **if you play a Resources or Imperial Resources card, you may draw one additional card from the Base deck.** If you choose to do so, flip your Guild card face down, as it is now exhausted.



Apothecaries Guild

As soon as a rival House plays a **Plague card**, you may **immediately nullify all its effects** (including drawing 1 card from the Base deck) by declaring the use of your Perk (even if it is not your turn).

If you decide to use it, flip your Guild card face down, as it is now exhausted.



Scribes Guild

On your turn, **if you decide to draw 1 card from the Imperial deck, draw 2 instead: keep the one you like and DISCARD the other.** If you choose to do so, flip your Guild card face down, as it is now exhausted.



Merchants Guild

On your turn, **instantly move the Merchant in your area.** If you choose to do so, flip your Guild card face down, as it is now exhausted.



The Merchant

You can use your Action to trade with the Merchant when he is present in your area.

The Merchant allows you to take one card of your choice from the Base deck discard pile, at a cost that depends on the current Season.



In Summer, the cost is any 2 cards from your Hand, while in Autumn it is 1 Base card + 1 Imperial card from your Hand. If you decide to trade, browse through the Base discard pile to find the card you want. If you find a card of interest, take it and discard the 2 required cards from your Hand. **If you do not find anything useful, you still lose your Action!**

The Merchant travels **clockwise** at the end of the turn of the player who currently has it.

If a Plague card is in play, you cannot trade with the Merchant.

While the Merchant is in your area, you cannot use your Guild's Perk.



At the end of your turn, pass the Merchant over to the House on your left.

Allied Houses

2 vs 2

Variations from First Conquest

Objective and rules stay as per First Conquest mode, with a variation in the setup. Players form two opposing teams of two, seated across each other. **Remove Temporary Alliance cards from Base deck, the Seasons card and the Merchant card. You can use Guilds if you wish.**

YOU CANNOT TALK TO YOUR ALLY DURING THE GAME, except for when you are giving/receiving a **Support**. Use that time wisely!

Support Action

You have an additional option for your Action: **Support**. This allows you to give one card from your Hand to your Ally. A Support can't be refused: If your Ally already has 5 cards, they must immediately discard one after receiving the Support card.

Victory

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

