

Rules

Welcome to Proelium!

So you've decided to begin a life of scientific discovery, where all of your brilliant creations are appreciated, and you can make the world a better place for man. Or perhaps not. Maybe no one understood you, they all laughed at you, and now you must seek revenge! This is your chance to prove your mettle in an all out battle of wit, power, and science!

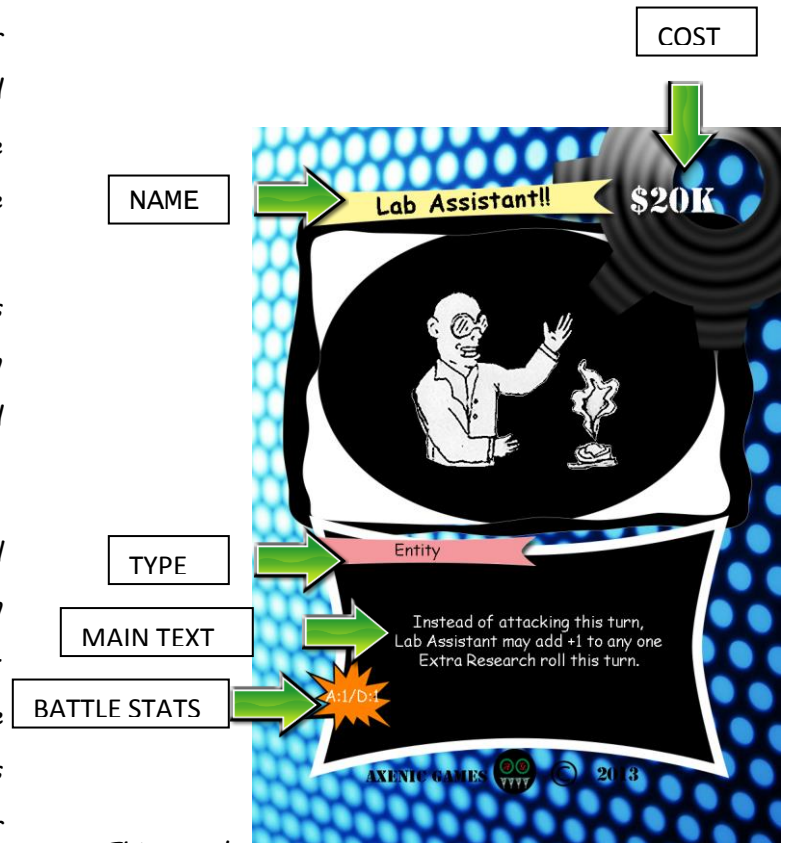
In the game of Proelium you will construct custom card decks (or you can start with one of the available pre-constructed theme decks) of collectible Proelium cards. Cards vary and so decks will vary in strategy, you decide for yourself how to science your opponents into defeat!

Now begins your battle to prove yourself in the Department of Super Science ultimate sanctioned showdown, Proelium!

We have allotted each party a generous starting fund for research as well as a state of the art facility to science! Now let's get started!

The Cards:

Every card has 5 distinct features:



This card is called Lab Assistant!! As seen in the **Name** section of the card in the diagram

The **Cost** tells you how many money tokens are needed to play Lab Assistant!!

The **Type** tells you whether this card is an **Entity** (permanent item or character), an **Action** (a card that is only used to cause a specific action like "draw a card"), An **Attack** (you know,

it does damage), or an **Enhancement** (a card that modifies another). You can see here *Lab Assistant!!* is an Entity.

In the **Main Text** area you will find any special abilities this card has to offer and their rules.

And lastly the **Battle Stats** section contains the attack power and defense of the character cards. Non-Character Entity cards will not have this feature.

Some cards have other actions in the **Main Text** section of the card such as **Extra Research**, or **Maintenance**, we'll explain these in further detail later.

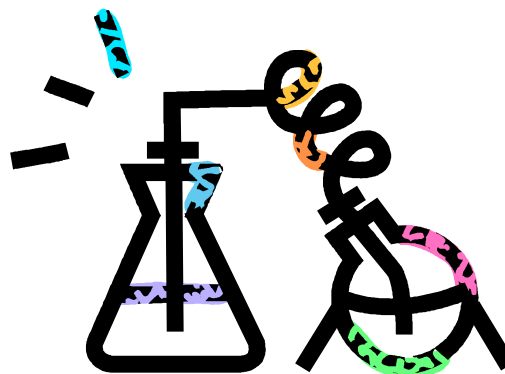
Setting up the game:

Each player first chooses a deck and receives 20 life and a starting fund of 250k (use some sort of tokens, each token is worth 10k) money is important as it is what funds your research and allows you to play your cards. It is important to note that *you may only spend up to 50k per player turn. (Yes that means you may play up to another 50k on your opponent's turn.)*

Shuffle your deck.

Each player then draws 5 cards.

Next, determine who goes first by whatever scientific method you prefer.



The turn:

First phase: Maintenance

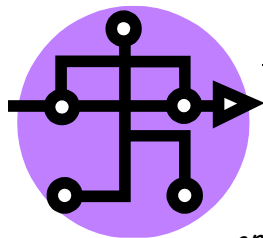
At the start of your turn, before drawing a card or making any other moves, do anything required to maintain any permanent objects in play (i.e. reloading a weapon), any good scientist knows maintaining such delicate and powerful creations takes great care! On the card this will be any action after the word *Maintenance*.

Draw a card.

Second phase: Fabrication

Permanents (cards that remain in play) must be played during the fabrication phase, (entity cards played during your first turn may not attack until turn two). You may also play any other non-

permanents you wish at this time (action, enhancement, attack).



Third phase: Attack!

You may attack your opponent with as many entities as you like. When attacking, the amount of damage done is equal to the attack value listed on the card, (A:) in the Battle Stats section. When you have declared which entities are attacking, if the defending player wishes, they may choose to block with any entities in they're control, to determine the results of this encounter compare the attack value listed on the attacking entity card to the defense value, (D:) in the Battle Stats section, of the blocking entity card. If the attacking cards' attack value exceeds the defense value of the blocker then the blocker is destroyed and discarded, otherwise the attack is blocked and nothing happens, likewise if the attacker's defense is lower than the blocker's attack then the attacking entity has been destroyed and is discarded.

The turn after an entity attacks it may only block at half its defense value (rounded down) until your next turn, if

the defense value would be zero or below the entity is unable to block.

Fourth phase: Return to the compound!

This is the last phase of your turn. During this phase you may play any remaining non-entity cards or Extra Research rolls you wish to play. When you are finished your turn is over and your opponents turn begins.

Victory:

You achieve victory when you have mortally wounded your opponent by reducing their life to or below zero. Alternatively you may achieve victory when your opponent's funds are reduced to zero or below. However if you drain your funds in a turn but are able to reduce your opponents life to or below zero before the end of the turn you may still be victorious.



Extra Research rolls:

Some cards have a second cost that allows you to research your work further for a stronger effect, just like when paying for new cards to come into play. Extra Research costs count toward your \$50k per turn spending limit! First you must pay the research cost on the card next to where it says "Extra Research", then roll 1d6 (six sided dice) and if you roll a 4+ (this means a 4 or higher) your research was successful and you gain the benefit listed on the card, if you fail this roll nothing happens and you blew valuable funds on wasted time! Make extra research rolls wisely. When there is no cost listed on the card, but "Extra Research" is present, you still must make the roll but no money is required.

Extra Research rolls may be taken anytime.

About cards:

Any card that remains in play is considered a "Permanent" and stays on the table in front of you; entities remain in play until their defense number has been reduced to zero or an action destroys it.

An entity may be used to block another entity, if the attack exceeds its defense then it is destroyed, all potential damage is blocked.

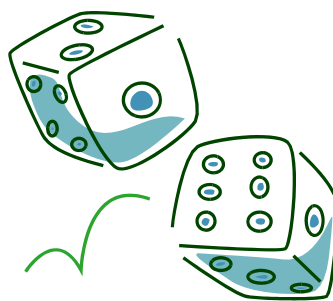
All non permanent cards may be played at any time during your turn or your opponents'.

When paying costs place all money in a stock pile where it will be drawn from as well should you have the fortune of receiving extra support.

If a card contradicts these rules go by the card, the card will take precedence always.

About Dice:

Throughout the game there will be references to dice rolls listed on the cards, here are some definitions:



1d6 = one six sided die.

1d3 = one three sided die, as three sided dice are rare,

use a six sided die and divide the result by 2 (rounded up).