



## FAQ version 2.0

In the document below you will find the most frequently asked questions regarding the Core Rules and individual units in Lumeria. If a question came up once or twice, you probably won't find it here, but if it came from many different sources, then we recognize that some mechanics or interactions are not entirely clear and it is worth mentioning them here. This document will be updated from time to time, and the changes in relation to the previous version are marked in red.

### CORE RULES

#### MANEUVERS

**Q:** Can a player perform more than one maneuver during the maneuver step?

**A:** Yes, as described in the maneuver step on page 13 of the rulebook, players perform them alternately until both of them pass. So you can perform more than one maneuver, however, after each of them, the opponent has the opportunity to respond.

#### ACTIVATION DICE

**Q:** Can a unit be entrenched and exhausted at the same time?

**A:** No. The activation die has 3 degrees of unit status: exhausted, neutral and entrenched. If a unit changes its state (due to performed actions or additional skills) this changes it by 1 step. So, the Unit that will perform the run action will be exhausted, but if for some reason it could become entrenched after the run (for example Hercules) it simply returns to a neutral state because of exhaustion and entrenching are countering each other.

**Q:** Can a unit be double exhausted or entrenched?

**A:** No, the unit status does not stack, since any unit can only have 1 activation dice on it.

#### ABILITY RANGE

**Q:** How to correctly calculate the range of an ability with "Located in X spaces"?

**A:** Throughout the game, ranges of this type are measured according to the same principles as unit movement, so you can "break" the line by changing direction, but we still do not

measure anything diagonally. If you have any doubts, the easiest way is to place a finger on the unit and, moving it around the board as if performing a Move action, count the specified number of spaces.

### **ATTACK RANGES**

**Q:** If a unit can attack diagonally, can its attack line be "broken" by changing direction?

**A:** No, a diagonal attack must still be a straight line (for attacks longer than one space).

### **FORTUNE**

**Q:** If the number of missed dice in a given roll would cause a token to go on space 4 of the recovery track, and there are "unused" misses, does another token start moving?

**A:** No, only one maneuver token on the track may be moved down when resolving a given roll. If it reaches space 4 on the track, the "unused" failures are lost and the next token only starts moving from the next roll.

## **SLAVS**

### **TROLL**

**Q:** The troll pushes back for 3 spaces. What if the unit can't be pushed back full 3 spaces?

**A:** The unit is pushed back as much as possible and is treated as trapped, using the normal rules.

**Q:** Can a Troll be pushed away by a Minotaur?

**A:** No, the Troll cannot be pushed in any case. Minotaurs ability says that it pushes back regardless of the number of hits generated, but the Troll can't be pushed, it just doesn't fall under the push back rules.

**Q:** Can a Troll be trapped?

**A:** No, because it does not follow the rules of pushing away, nor does it follow the rules of trapping.

### **BABA YAGA**

At first, more descriptively. Baba Yaga takes over the enemy unit. This means that this unit at that particular moment belongs to the player controlling Baba Yaga, with all its implications. If you can do something with your unit, then you can also do it this way. If any other rules/maneuvers/modifications.special abilities have a passive effect on your units, they also affect this unit while it is activated under the charm of Baba Yaga.

**Q:** Can a unit taken over by Baba Yaga attack its own units?

**A:** This is a two-step question. No, units in the game cannot attack units from the same army. However, because the unit on which Baba Yaga used the charm, temporarily belongs to the player controlling Baba Yaga, then yes, it can attack nearby units in the army of the player who originally placed it on the table.

**Q:** Can Baba Yaga take over another Baba Yaga and charm her?

**A:** Yes, but the captured Baba Yaga cannot Charm the "original" Baba Yaga thus creating an endless loop. Such play is prohibited under this document ;)

**Q:** If a unit that Baba Yaga has captured is attacking, can the player use Fortune?

**A:** Yes, theirs.

**Q:** Do dice missed in an attack made with a unit captured by Baba Yaga recover token on the Recovery Track?

**A:** Yes, owned by the player controlling Baba Yaga.

## **BEASTS OF LUMERIA(2020 Polish campaign)**

**Q:** Where should Targos start?

**A:** Players place Targos in a way that it occupies the center space of the board and three other full spaces. The side in which it will be "moved" relative to the center depends on the players and this decision is part of their fight against the beast.

## **MONGOLS**

**Q:** When two Mongol armies duel, do opposing units count towards the Riders rule?

**A:** No, if units have bonuses for the presence of units with a specific name from it's faction, only those from our own army count.

## **PERSIA**

**Q:** Does a "Charge" attack still end a unit's activation?

**A:** Yes, this attack is a forced cost of using an additional movement space, and is a normal action, which is also the last action in a given units activation.