

# Lumeria

## 2 vs 2 rules

In the following document, you will find the rules for playing with 4 players (two versus two players). In the first part, you will read about the general rules, the mutual influence of units, and the turn order, while in the second part, you will find a scenario that will allow you to use them. Let's go into battle!

### **I. GENERAL RULES**

#### 1. Elements

For a 2vs2 game, you will need 4 factions, one for each player, as well as a set of components typically needed for the game (activation dice, deity board, etc.). You can play with any chosen factions and deities, but there are some limitations, which you will read about in the further part of the text. Additionally, you will need two boards from the starter sets for Lumeria. You may have already noticed, but on board B, the graphic is shifted towards one edge, which allows the boards placed next to each other to create a coherent battlefield, as shown in the picture below. So spread out the sheets, sit on opposite sides of the table with your chosen teams, and get ready to fight!



## 2. Cooperation Rules

During the game, players can use any faction they choose. Factions can also fight against each other, just like in a normal game. However, there are 2 limitations:

- If players in the same team have decided to use the same faction, they must choose different deities. The opponent's choice of deities does not affect this (each team can have Mars, but there can only be one Mars in a particular team).
- At any given moment, there can only be one hero or mythical creature unit on the board for each team, such as Hercules, Cerberus, or Troll. Each player has two such units in their faction. If one player in the team recruits Hercules, the other cannot do so until the Hercules of their ally is alive. However, there is no obstacle for the opposing team to also have Hercules on the board at the same time (just like in a standard game).

Additionally:

- If a unit on the battlefield has abilities that affect its units, we treat all units of both players as such for the purposes of that ability. Of course, if the ability affects units with a specific name, that part of the rule still applies. Soldiers on the battlefield try to survive at all costs, and cooperation with other fighters on the same side will certainly help them.
- Deities look at the battle from a slightly different perspective. Despite the temporary alliance, even if they represent the same faction, they prioritize their own interests. Players can use a deity's special ability only in relation to units belonging to them. The situation is similar with maneuvers.
- A player's gold belongs only to them; they cannot transfer their gold to another player.

## 3. Round structure:

During four-player games, the structure of the round and the order of actions will be similar to that of two-player games, with the difference that players are treated as two teams. As follows:

- At the beginning of the game, each player rolls one die and adds the result to their ally's. The team with the higher result chooses who will be the First Team at the beginning of the game. As in two-player games, the First Team will alternate at the beginning of each round.
- In the recruitment phase, the teams alternate recruiting one unit each on their recruitment fields. It is up to the players in each team to decide who will recruit the unit at that moment (on the recruitment fields on the board directly in front of them).
- In the battle phase, the teams alternate activating one unit each. It is up to the players in each team to decide who will use their activation die at that moment and activate their unit.
- In the maneuver phase, the teams maneuver alternately, and the decision about the order belongs to the players in the respective team, as in the previous points.

## II. Field Battle (2vs2 version)



**Goal:** The goal of each team is to score 20 or 30 victory points. Choose 20 if you want a faster game.

**Victory Points:** A team receives 1 victory point for each unit controlled by its player that, at the end of the round in the cleanup phase, occupies one of the squares on the half of the board marked with palisades in the opposing team's territory. Players do not score points for units they control on their own half of the board. Use scenario tokens to mark points scored. Additionally, if a unit occupies one of the squares on the palisade-marked area on the other board (relative to the one it started on), it scores 2 points instead of 1.

**Tiebreaker:** If both teams score 20/30 or more victory points at the same time, the team that scored more points wins. If it's still a tie, the team that eliminated more of the enemy's units wins. If it's still a tie, each player rolls as many dice as the total attack value of all their units on the board. The team with the most hits on a 4+ wins. Repeat the last step until there is a winner.