

# Lucadian Chronicles FAQ / Addendum

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## Controls

### Left Mouse:

Attack nodes / drag cards / general UI operation

### Right Mouse:

Toggle cards to full screen size

### Mouse Wheel:

Zoom map in/out

### Escape Key:

Back out of screens

Cancel / no in dialog windows

Hold to speed up evolution animation

### Enter Key:

'Yes' in dialogs

Advance text

### Arrow Keys:

Page through cards in collection view

Page through almanac screens and tutorials

**‘+’ / ‘-’ :**

Increase / decrease row count in collection view

**Ctrl+Q:**

Quit

# Rules Clarifications / FAQ

## Enemy Targeting / Front and Back

"What is the deal with front and back row? Why is my character attacking this person instead of this other person?"

"This is baffling, why is Janika attacking the enemy in front of Rob instead of the enemy in the back row which is directly in front of her. She does extra damage to enemies in the back row so why is she going out of her way to attack the other guy?!"

- Heroes try to attack the enemy nearest to them. If someone is directly across from them that is the nearest enemy. Otherwise it is the enemy closest to being across from them.
- If a hero is in the back row and there is an adjacent hero in the front row the back row hero can't be targeted by attacks without special targeting rules. That hero in the front row next to them is "blocking" for them, in the same way a lineman in American Football blocks for the quarterback.
- Flying heroes ignore non-flying blockers. If you line up a flying hero across from an enemy they will always hit that enemy, unless the enemy has a flying blocker protecting them
- Attacks with special targeting rules, such as attacks that target the enemy with the lowest health, ignore blockers. Any attack, basic or special, that does not mention special targeting rules uses the default rules.

To deal with enemies in the back row you should consider the following:

- Use a flying hero
- Use a hero that has a special attack with its own targeting rules, like a Poison Mage
- Use a hero that does splash damage, such as a Ballista.

- Arrange your heroes to focus-fire the enemy in front to quickly get them out of the way
- Make sure powerful back-row enemy heroes are hitting heroes on your team with high health and defense.

## Turn Order / Hero Speed

Some hero cards have an icon in the top-right corner that is either a turtle or a rabbit. A card with a turtle icon is slow, a card with a rabbit icon is fast, and a card with no icon is average *Speed*.

All fast heroes take their turns before any average *Speed* heroes, which take their turns before any slow heroes.

Heroes of the same *Speed* take turns in randomized order.

*Speed* is deceptively important. Going before the enemies can allow you to defeat one before it gets a chance to attack that turn. For heroes with TP-based special abilities being slower is sometimes better, as they absorb hits and build TP as the enemies attack them and build up enough TP to use their special ability in that round.

Pay attention to the *Speed* of heroes and also watch out for cards that can alter *Speed*. Some cards even become faster when evolved.

## Colors / Elements / Rarity

Cards come in 5 colors, which correspond to 5 elements - Green (Earth), Red (Fire), Black (Void), Blue (Water) and White (Wind)

You can place cards next to each other based on this circle of elements - Fire cards can go next to Earth and Void, Wind can go next to Earth and Water. On the team creation / collection screen this is the order of the colored toggle buttons.

### Card Rarity

Cards also come in three variations - common, uncommon and rare. Common cards are plain, uncommon cards have a white / blueish coloring in the top-right, and rare cards have a gold coloring towards the top right. Janika is uncommon and Rob is rare, for example.

You are more likely to get common and uncommon cards in packs than rare cards.

### **Why Should I Care About Rarity?**

There are no restrictions on how many rare cards you can have on a team in any mode, so in basic gameplay the rarity of cards is only a cosmetic difference.

When you evolve cards you must combine cards of the same color, same evolution level and same rarity, so rarity is important there. You might also want to snap up rare cards you see in draft, since you are unlikely to see them again.

## Advanced Combat Targeting - Left Right Preferences, Tie Breaks, etc

If an enemy is not directly across from you but there is an enemy one space over to both the left and right who do you attack?

Heroes have a preference for attacking towards the center.

\_\_ H \_ H      (Enemy team)

vs

\_\_\_ H \_      (Your team)

In the above diagram we have two teams, with 'H' representing a hero. So the enemy team has two heroes and you have one. The bottom hero will attack the enemy hero in the middle, because they are closer to the center.

A way to think about the five slots for heroes is like this, with the wing slots spaced farther out:

\_   \_   \_   \_   \_

On the battle screen they are displayed with equal spacing, but you can think of the two wing positions as being farther away.

So taking the above diagram again with that in mind:

\_   \_   H   \_   H

vs

\_   \_   \_   H   \_

Thinking about it this way, you can see that the enemy center hero is closer than the far-right one.

**But what about this case?**

\_ H \_ H \_

vs

\_ \_ H \_ \_

The answer (you can try it out in the lab) is that you will attack the right hero. This is also true if the teams are reversed. All things being equal heroes will attack towards the right of the screen.

## A complicated case you probably don't need to worry about

\_ H <sup>H</sup> \_ H

vs

\_ \_ \_ H \_

In this example the enemy has a hero in the back row. (the small 'H')

Remembering that heroes try to attack towards the middle - that back row hero is the closest to your hero. But that hero is in the back and is protected by an adjacent hero the front! In this case your hero will attack the rightmost hero - they are the closest out of the two valid targets. (Excluding abilities like Flying and Ghostwalk)

## “I think I understand, but look at this case!”

If you see some targeting that looks odd keep in mind the following:

Some units have **Flying** and **Ghostwalk**. Ghostwalking heroes ignore blockers entirely, and Flying heroes ignore non-Flying blockers.

Abilities with their own targeting rules ignore blocking, distance, etc. For example there are heroes like **Sniper** that target an enemy with low health - this sort of targeting will ignore distance and blocking.

Some abilities, like **Ulthur's**, can redirect damage. So while you may target one enemy Ulthur may end up taking the damage instead.

## Nothing Happened When I Evolved My Card

A few cards get a boost of speed when they evolve. This can be hard to spot! So check the top-right corner.

## Drafting Duplicates in Draft Mode

If you draft a duplicate of a *Hero* card you already have in Draft mode those cards combine to give you an evolved version. You can repeat this process until the maximum evolution level is attained. This can be a powerful strategy in draft, especially for common cards with powerful first evolves.

Drafting a duplicate *Sorcery* card has no effect - don't do that!