



# Zaberias Chapter 1: The Origin

## *The Humans*



### Ninja: one of the soul collectors

Ninja (P) - The Ninja collects the souls of units he defeated, and rolls one extra die for each soul. If it has defeated two units, it will keep both units and have two dice. In a coordinated attack, it can keep all the defeated unit within his range. The Ninja holds all the defeated units under him until he dies in battle.

Q: Can the Ninja use the extra dice of the defeated unit in the same round as he got it?

A: Yes. Immediately after the Ninja collects a soul, he can roll an extra die. If he was attacked in the same round by another unit, he could roll the extra dice. (remember though, he will not be able to initiate an attack.)

Q: What is the maximum number of units the Ninja can keep under him?

A: The Ninja can keep a limitless number of units.

Q: if two Ninja attack one unit, does each Ninja get one extra die to roll, or only one Ninja gets it?

A: The Ninja gets an extra die only because he is holding in captive the soul of the defeated unit; therefore, only the Ninja who is holding the unit will get an extra die, not both of the Ninjas.

Q: What if the Ninja is part of a coordinated attack, and is attacking with the help of other units, will he be able to keep the defeated unit under him?

A: Yes. Even Though the Ninja wasn't the only attacker, he is eligible to keep the enemy unit.

## ZABERIAS Chapter One: The Origin

Q: What if the Ninja wasn't the perpetrator of the attack, but rather was attacked by other units, and still won the battle, can he keep the attacking units?

A: Yes. The Ninja keeps any unit he defeated regardless of if he was the attacker or the attacked. This is of course as long as the attacking unit is in the Ninja's range (see next question).

Q: What if the Ninja is using a coordinated attack to attack multiple units or is attacked by several enemy units, and still wins, can he keep the soul of all enemy units or only one soul?

A: The Ninja can collect the souls of all enemy units as long as they are in his range. Meaning, if the Ninja, let say, was attacked by (or attacked) an Orcish Flame Thrower and a Rhino Rider, and won, the Ninja will be able to keep the Rhino Rider because he is a melee unit, but he will not be able to keep the flame thrower if the flame thrower stood out of the Ninja's range.

Q: Am I allowed to attack with the Ninja my own units so I can strengthen the Ninja's power?

A: Yes. The Ninja can attack friendly units if he chooses to.

Q: If the Ninja holds an enemy unit, and the other player wants to train this type of unit but can't because he doesn't have any more cards, can the other player demand the return of his lost unit?

A: No, the Ninja keeps all the defeated units under him, until he loses and is taken off the playing board.

Q: What if the Ninja attacks another player's soul trapper who has kept souls under him, will the Ninja also collect the trapped souls of the enemy unit?

A: Yes. The Ninja will add to his soul collection the enemy's soul trapper and all the units he had under him. However, if part of the trapped souls belongs to the Ninja's team (humans), the Ninja will not be able to keep them.



The Teleporter – one of the unit enhancers

Teleporter (A) – the teleporter can move any unit from anywhere on the board to a location within its own range. This is extremely helpful if there is a need for re-enforcement and the unit which is needed is far away.

## ZABERIAS Chapter One: The Origin

Q: Can a Teleporter pick up a unit, then move, then drop the unit in his new range?

A: Yes. The Teleporter can split his teleportation to before and after the move.

Q: Can the teleporter teleport a unit that has already moved and attack?

A: Yes. The teleporter can teleport any unit he wants, whether that unit played its turn or didn't.

Q: can the teleporter teleport a unit to a square that has an enemy unit or it? Alternatively, to teleport a non-flying unit to a square with water?

A: No. the teleporter cannot teleport units to squares where those specific units cannot stand.

Q: can a Teleporter that teleported attack in the same turn?

A: No. Teleportation is an active skill and is used instead of an attack.

Q: Can the Teleporter teleport enemy units?

A: No. The Teleporter can only teleport friendly units.

Q: Can a Teleporter teleport a friendly unit to an enemy's fortress?

A: if that fortress has no units on it and is standing empty, then yes, the Teleporter can. However, if the fortress has an enemy unit in it, the Teleporter cannot.

Q: I found out, that with the right strategy on my first turn I can use the teleporter to teleport a unit into the enemy's fortress and eliminate the opponent before he had the chance to play. Can I do that?

A: No. Players are not allowed to attack before an opponent had the chance to play.



### Knight – one of the tank units

Knight (P) – the knight is immune to all the base strength of Wood and Iron units in this aspect, he is immune to the base damage effects of coordinated defence from the wood and Iron units involved however the dice damage can still harm him.

## ZABERIAS Chapter One: The Origin

Q: Can the Knight still attack if he uses his immunity?

A: Yes. This skill is passive and is not considered as an attack.

Q: what if a wood or Iron unit attacks the Knight from a border-lining square, will the Knight still be immune to the basic strength?

A: Yes, the Knight is immune to its basic strength.



Dragon – one of the great dragons airborner / flier/ aeronaut/ vulture

Dragon (P) – the dragon can fly and stand on water and cross squares with enemy units. Also, the dragon can carry a wood unit, and combine that unit's battle outcome score to his. This extra unit can get on and off the dragon, so if the dragon attacked a fortress, the unit can get off and take over the fortress.

Q: when a Dragon carries a unit and attack, does he get the basic strength and dice of that unit?

A: Yes. The Dragon gets both the basic strength and the dice of that unit.

Q: when a unit mounts the dragon is that considered an attack turn to the unit or the dragon?

A: No. this is considered a passive skill, and the dragon or the unit can attack again. However, if the unit moved to get on the dragon, the number of squares is considered a move.

Q: Can the Dragon move two steps, then let a friendly unit mount him, and then move two more steps?

A: No, the friendly unit can only mount the dragon before or after the Dragon moved. (against the following question)

Q: if there is a unit, which hasn't moved yet, and the dragon crosses that square, can the unit mount the dragon and then dismount the dragon after the dragon finished his move?

A: Yes

## **ZABERIAS Chapter One: The Origin**

Q: can friendly units cross a square that has a dragon on it?

A: all units can cross over friendly units. The difference is that units cannot end on top of other units unless in a iron or gold city, or the Human Dragon.

Q: If the Dragon is standing in a fortress, can I train a unit and put him directly on the dragon?

A: Yes, friendly units can mount the dragon in the fortress as well.

Q: If the Dragon has a unit on his back and they attacked an enemy unit or fortress together, can the unit then climb down and attack other units?

A: No. If the dragon and the rider attacked together, though, the rider can get off and move, he cannot attack again. Maybe change that the unit can attack.

Q: If a unit moves two steps, then mounts the dragon, and the dragon moves, can the unit then dismount and keep moving?

A: No. Once the unit has moved, even a little, and mounted, it cannot move again.

Q: Can the Dragon carry an enemy unit?

A: No. He can only carry friendly units

Q: if the Dragon has a rider on him and is attacked, will the basic strength and dice of the rider fuse with the Dragon's?

A: Yes. As long as the rider is on the dragon, their powers fuse.

Q: If there is a unit standing on a star of power (adding +2 basic strength to friendly units) will both the dragon and the rider get +2 strength?

A: Yes. Both will get +2, so together, the Dragon will have a total of +4.