

# Summoner Wars Official FAQ

Version 1.0

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## I. General Questions

**Q: Do I start the game with any cards in my hand?**

A: No.

**Q: Can I summon more than 1 unit at a time?**

A: You can summon as many units as you can afford to pay the summon cost for, so long as there are enough empty spaces adjacent to walls that you control to summon them to.

**Q: Do mercenaries count as a part of your faction? For example, when using Gang Up, does Khan Queso add a die to a goblin Fighter's attack if he is adjacent to the target?**

A: No, mercenaries do not become part of your Summoner's faction.

**Q: The rules are very clear that if you play multiple event cards that confer special abilities on Units, special abilities with the same name do not stack. However, what about cards that do not confer special abilities?**

A: Event cards that do not confer a special ability can stack unto a single unit. For example, you could play two Heroic Feat Events on one unit, giving that unit a +4 Attack Value for the turn (+2 for each of the two Heroic Feats).

**Q: What happens if two powers trigger at the same time, like 'at the end of your Attack Phase'?**

A: The player whose turn it is determines in which order the special abilities will resolve.

**Q: Some things say that you can choose to do them 'at any time'. Can I trigger these abilities in the middle of a roll, or do them before the effects of a played Event Card plays out?**

A: No. You can trigger anytime abilities at anytime during your turn, or in between any phase of your opponent's turn.

**Q: Does a wall go into my Magic Pile when I destroy it like a unit does?**

A: Yes.

**Q: Some special abilities say they affect units, does this include walls?**

A: No, walls are not units. Special abilities that effect both units and walls use the term 'cards' when referring to what they effect.

**Q: Can you place a wall at the top edge of your half of the battlefield and then summon units onto the**

**space adjacent to that wall that is on your opponent's side of the battlefield?**

A: Yes.

**Q: Can I choose not to use a Unit's special ability?**

A: No, special abilities are not optional, with the exception of special abilities that replace an attack, those are always optional, and special abilities that use the term 'may', as in: '...you *may* move up to two additional spaces...'

**Q: When using a special ability that effects cards '...within X spaces...' can I count diagonally to determine which cards are affected?**

A: No, in the terminology clarifications section of the rulebook it explains that when counting spaces for these types of powers you don't count diagonally, you count the spaces like you would count out movement, so area of effect powers have a sort of jagged diamond shaped area of effect.

## **II. Cave Goblins**

**Q: Does a Goblin Berserker have to attack all enemy adjacent figures? The card says "may attack all adjacent enemy figures," so does that mean it can either attack normally or attack all adjacent, or can it attack two, but not the third enemy (for example could it decide not to attack a unit so the Eater would be left something to eat)?**

A: A Berserker could choose to attack just 1 card or it may attack all enemy units that it is next to. But it cannot do something in between (like attack 2 of 3 units.)

**Q: The Goblin Fighter's special ability says that they do not attack during the normal attack phase, but two of them attack immediately after it. Does that mean I can only attack with two per turn?**

A: That is correct. Only up to two Goblin Fighters can attack each turn.

**Q: When attacking with a Goblin Berserker does that berserker continue to attack all units next to it over and over again until they are dead?**

A: No, a unit with the Assault ability can either choose to attack any 1 card or can choose to attack each enemy unit adjacent to it once, rolling to resolve each attack separately.

## **III. Guild Dwarves**

**Q: Can an enemy unit move past a unit with the Engage ability?**

A: No. As soon as the unit moves next to the unit with Engage, that unit is stuck there.

**Q: Does the Dwarven Defenders' Engage ability negate the Phoenix Elf Warriors' Blaze Step or Sneeks's Sly? In other words can these abilities be used if the Warrior or Sneeks is adjacent to one or more Defenders?**

A: Engage only prevents a unit from moving away. So powers like Sly, where two units are being swapped, and Blaze Step, where a unit is being placed elsewhere on the board, are not affected by Engage. However, when a unit is moving either normally or as the result of a power, Engage will keep the unit from moving away from a Defender.

**Q: Does Gror have to be attacking a card to trigger his Hammer Quake Ability, or can he choose to slam his hammer into the ground to trigger a Hammer Quake all around him?**

A: Gror has to be able to attack a card to have Hammer Quake trigger.

## IV. Phoenix Elves

**Q: If Kaeseall takes control of the Eater with Blazing Conscription can the Phoenix Elf player move the Eater away from all common units on his/her turn and discard the Eater in that turn, or can the Eater only be discarded for lack of food on a Goblin turn?**

A: What you have described is a valid play. Kaeseall could take control of The Eater and send him away from any tasty commons, thus causing him to be discarded.

**Q: Does the Fire Drake's Breath of Flame ability work through walls?**

A: Yes.

**Q: Can I use a Burn Event Card to wound a Summoner?**

A: No, the Burn card states that it can only be used on Common or Champion units.

**Q: Does Maelena have to do damage to a unit in order to inflict the automatic wound caused by her Burning Blade special ability?**

A: No. The unit Maelena is attacking always takes the auto wound from burning blade, even if Maelena doesn't inflict any wounds on her roll.

## V. Tundra Orcs

**Q: If a player's Summoner has a Freeze card on it, is that player still able to summon new units?**

A: Yes, the summoning of new units is not considered a movement, attack, or special ability, so a Freeze card cannot prevent a player from summoning.

**Q: Can I place ice walls anywhere or are they restricted to my side like regular walls?**

A: They act like regular walls in every way except for the fact that they have 3 Life Points instead of 9.

**Q: After attacking with a Tundra Orc Fighter, if I roll a 5 or higher and use Fury to move and attack with that Tundra Orc Fighter again, do I get to roll for Fury again?**

A: Yes, you can continue to Fury until you fail to roll a 5 or higher on your Fury roll.

## VI. Multiplayer Questions

**Q: Does the "first turn" penalty apply only to the first PLAYER in a 4-player game, or does it apply to both players of the TEAM that goes first?**

A: First PLAYER only.

**Q: In a 4-player game, can you summon units using your teammate's walls?**

A: No, you do not control your teammate's walls, only your own.

**Q: Can teammates freely show each other their hands?**

A: Yes.

**Q: If I use Kaeseall's Blazing Conscription Special Ability to gain control of an opponent's unit, then I**

**kill that opponent's Summoner on the same turn, what happens to the controlled unit? The rules say that the losing player must discard all of his cards in play, but at the time he loses, the controlled creature ISN'T his unit. It's mine.**

A: If control of a unit ever returns to a player that is no longer in play, discard that unit. So in this scenario you continue to control that unit until the end of the turn, at which time it is discarded.

**Q: In a team game the board wraps around so that when you cross over the right side of the board you come onto the left side of the board, so can I place a wall in the furthest column to the right of the board and then summon a unit to the right of that wall, with that unit ending up being summoned to a space on the furthest column to the left of the board.**

A: Yes, the board wraps around for all purposes.