

Summoner Wars Official FAQ

Version 1.3 Last Updated 6/24/11

- I. General Questions
- II. Benders
- III. Cave Goblins
- IV. Cloaks
- V. Deep Dwarves
- VI. Fallen Kingdom
- VII. Guild Dwarves
- VIII. Jungle Elves
- IX. Mercenaries
- X. Mountain Vargath
- XI. Phoenix Elves
- XII. Sand Goblins
- XIII. Shadow Elves
- XIV. Swamp Orcs
- XV. Tundra Orcs
- XVI. Vanguard
- XVII. Multiplayer Questions

I. General Questions

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

A: No.

Q: Is there a hand limit?

A: No. Normally during your draw phase, you draw up to 5 cards. If you somehow have 5 or more cards in your hand, you simply don't draw any.

Q: Which cards can a player look at?

A: Players may look at and count their own hands, and any face-up cards on the Battlefield and Discard piles. Players may also look at their own Magic Pile, but cannot change the order of the cards in it.

Q: Which piles can a player count?

A: The number of cards in each player's Magic Pile is public knowledge, as are the number of cards in each player's hand. The number of cards in a draw pile is not public knowledge.

Q: If a Champion or Summoner card mentions itself by name, do the effects of its Ability work for all cards with that same name, i.e. my opponent's copy of that same card?

A: When a Champion or Summoner card refers to itself by using its name, that ability only affects that card.

Q: I just got my new Reinforcements cards! How does this custom deck-building thing work? Is it like Dominion?

A: No. Turn to pages 13-14 of your Starter Set rulebook or page 16 of the Revised Master Set rulebook for all of the relevant deck building rules.

Q: Some cards do something "at the start of your turn." When is that exactly?

A: The start of your turn happens immediately before your Draw Phase (or your Movement Phase on the first turn of the starting player).

Q: What about "at the end of your turn?"

A: After your Build Magic Phase.

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: The rules state 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 onto a single Unit. For example, you could play 2 Heroic Feat Events on 1 Unit, giving that Unit a +4 Attack Value for the turn (+2 for each of the 2 Heroic Feats), or play 2 Burns or Freezes on the same target. There are some more current examples given in the Master Set's revised rulebook.

Q: But how do I know which Event Cards confer Abilities and which do not?

A: Whenever an Event Card* confers a Special Ability to a Unit, it will say so very explicitly, and will be followed by an ability name (all in caps) and a description of that ability. The only other way for a Unit to have a Special Ability is for it to be written on the left side of its card.**

*This is a complete list as of June 2011 of the Event Cards which grant Special Abilities:

Event Name - SPECIAL ABILITY - (Summoner)

Ambush - VINEMANCER AMBUSH -(Mugplug)
Duck and Cover - CAMOUFLAGE -(Krusk)
Goblin Rage - SWIFT STRIKE - (Sneeks)
Goblin Horde Attack - GANG-UP - (Sneeks)
Greater Command - GREATER COMMAND -(Sundered)
Legions of the Dead - GREATER RAISE - (Ret-Talus)
Shiny - STOLEN WEAPONS -(Krusk)
Spirit of the Phoenix - PRECISE -(Prince Elien)
Vine Guard -VINEMANCER GUARD - (Mugplug)

There are currently only three Events which refer to Special Abilities without granting them:

Chant of Negation (Abua Shi)
Freeze (Grogmack)
Wake the Father Gem (Tundle)

**Except of course Vlox, but the left side of his card explains how he temporarily acquires a new Special Ability.

Q: If a Special Ability grants a single Unit multiple attacks, such as FURY, SWIFT STRIKE, or ASSAULT, do those additional attacks count towards my limit of 3 Unit attacks per player turn?

A: No. The rule imposes a limit on the number of Units that may attack in 1 turn, not on the number of attacks they each make.

Q: What happens if 2 powers trigger at the same time?

A: The player whose turn it is determines in which order the Special Abilities will be resolved.

Q: Let's say that Violet, Gror, Fire Drake, Magic Torrent, or other Units or events with area of effect powers do damage to multiple cards at once. Which cards take damage first?

A: Again, it is the choice of the player whose turn it is. These choices can be especially relevant when Swamp Orc or Fallen Kingdom Units are involved.

Q: Can a player choose to attack an empty space or roll fewer dice than their Unit's Attack Value indicates?

A: No.

Q: Some Special Abilities or Events say that you can choose to trigger them "at any time". Can I trigger these powers in the middle of a roll, or trigger them before the effects of an Event Card are resolved?

A: No. You can trigger "at any time" powers 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 in the same way as a Unit?

A: Yes.

Q: Some Special Abilities say they affect Units; does this include Walls?

A: No, Walls are not Units. Special Abilities that affect both Units and Walls use the generic term "cards".

Q: Does a player have to roll to hit Walls when his Units attack one?

A: Yes. Roll dice as you normally would for any attack.

Q: If a player has a Wall adjacent to his opponent's half of the Battlefield, can he summon Units into his opponent's half?

A: Yes.

Q: Can I choose not to use a Unit's Special Ability?

A: Typically Special Abilities are not optional, with the exception of Special Abilities that take the place of an attack. Special Abilities that take the place of a standard attack are always optional, as are Special Abilities that use the term "may", as in, "you may move up to two additional spaces".

Q: When a Special Ability says "instead of attacking" and it is used, does that count towards the limit of 3 Unit attacks per player turn?

A: Yes. During your Attack Phase, you choose 3 Units to attack with. They can choose to use their attack as normal or to use an "instead of attacking" ability if they have one.

Q: There are two Special Abilities in the game that say "instead of attacking normally": Prince Elien's FIRE BLAST, and Fire Drake's BREATH OF FLAME. How do these Special Abilities differ from other "instead of attacking" Special Abilities and/or regular attacks?

A: Just like both of the other types of attack actions, they will take one of your three attack activations. Unlike normal attacks, they do not follow the same procedure for scoring hits - this is outlined on each card. Similarly to normal attacks, Special Abilities which will only trigger when being attacked, such as the Fallen Kingdom Cultist's DEATH CURSE, Sand Goblins' CAMOUFLAGE, and Guardian Knight's PROTECTOR will still trigger. "Instead of attacking normally" abilities follow the rules for an attack, except where explained differently in the

Special Ability's rule text.

Q: When using a Special Ability that affects 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. Benders

Q. If an enemy Common Unit starts my turn adjacent to one of my Deceivers, and I gain control of it later in that same turn, can I move or attack with it this turn?

A: No. The Deceiver's STUN ability is checked at the start of every turn and lasts for that whole turn. Even if the affected Unit is no longer an enemy later in the turn, it was still stunned at the start of the turn and will be unable to move or attack for the remainder of that turn.

Q. What about if an allied Phoenix Elf player starts a turn where Kaeseall is adjacent to an enemy Common which is adjacent to my Deceiver?

A: In that case, the PE player could elect to trigger her power first (since both BLAZING CONSCRIPTION and STUN occur at the same time and it is the PE' player's turn). The Blazing Conscripted common would no longer be an enemy and thus won't get stunned on that turn.

Q. Can an opposing Cloak player's Admiral use COVER to prevent Guldune's MIND CAPTURE?

A: Yes. Placing wound markers is always done before checking to see if a Unit would be destroyed by an attack. Since The Admiral's Special Ability takes place during this step of "receiving one or more wounds" he may save his comrades from Guldune, whose Special Ability is checked later.

III. Cave Goblins

Q: Does a Goblin Berserker have to attack all adjacent enemy Units? The card says "it may attack all enemy Units that are adjacent to it," so does that mean it can either attack normally against 1 card, or attack all adjacent Units, or can it simply pick and choose which adjacent Units it attacks?

A: A player can choose to have a Berserker attack just 1 adjacent card as normal, but should a player elect to use the Berserker's Special Ability he must attack all enemy Units the Berserker is adjacent to.

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, the Berserker only attacks each Unit once.

Q: The Goblin Fighter's Special Ability says that they do not attack during the normal Attack Phase, but 2 of them attack immediately after it. Does that mean I can only attack with 2 per turn?

A: That is correct. Up to 2 Goblin Fighters can attack each turn, and no more.

Q: What happens first? The Eater's Feed the Eater Ability or Relentless?

A: Relentless. It occurs immediately after your normal attack phase (think of it as an extended attack phase). Then the Eater eats.

Q: Does the Goblin Invincibility Event Card work for all Cave Goblin Units or just 1?

A: It works for all Cave Goblin Units you control until the start of your next turn.

IV. Cloaks

Q: Can Violet attack a Wall and hit any Units between her and said Wall at the same time?

A: Yes.

Q: Does Scam have to attack a card to ESCAPE?

A: Yes.

Q: Can Vlox use MASTER OF THE ART to gain the names and abilities of more than one unit in a turn?

A: No. Just one. Once he changes his name and ability, he can't use MASTER OF THE ART again that turn.

Q: What if my opponent has less than 5 cards in his Draw Pile when I use Spy?

A: Do what the card says in the order that it says it. [This means that it's not a particularly effective card when there are less than 5 cards remaining, because the Discarding happens with the 5th card manipulated].

V. Deep Dwarves

Q: Can a Miner adjacent to a Guild Dwarf Defender use Tunnel to escape? Will it have to roll to Tunnel off of a Vine Wall?

A: Yes it can leave a Defender; no it won't roll to leave a Vine Wall. Since the Miner card uses the word 'placed' it is no longer movement in the conventional sense.

Q: If a Deep Dwarf player uses Magic Stasis, can his opponent still summon Units that have a Summoning Cost of 0, such as the Shadow Elf Scout?

A: Yes. As long as the affected player doesn't have to spend Magic Points to summon the Unit, it is legal to summon it.

Q: Can a single Gem Mage make use of Wake the Father Gem twice in the same turn?

A: Yes! It can be used once to reduce the cost of the Attack Value boost, and once to do the end-of-attack phase placement for 'free' as well.

VI. Fallen Kingdom

Q: May I attack with a Unit that was placed onto the Battlefield during my current attack phase?

A: Yes. As long as you still have attacked with fewer than the 3 Units you are allowed to attack with on a turn, freshly infected Zombies and Units newly raised from the dead by Ret-Talus can attack right away.

Q: May I use Dark Sacrifice even if I don't have a wounded Champion on the Battlefield?

A: Yes. You would complete the first part of the Event (destroy Units of your choice), but would not have a target to remove Wound Markers from.

Q: May I use Forced Summon even if Ret-Talus has 3 or more Wound Markers on him?

A: Yes, but you would lose the game as soon as you finish resolving that Event Card.

Q: When I use Raise the Dead or Greater Raise, can the cards I just discarded from my Magic Pile to play for the Special Ability be included among the cards I can choose to Raise?

A: Yes.

Q: What happens when a Reaper destroys a Unit that had cards under it, such as Blarf or another Reaper?

A: The destroyed Unit would go under the Reaper, but any other cards underneath the destroyed Unit would go to the Magic Pile of the player who destroyed that Unit.

Q: Do I roll for Fear if I move Skhull adjacent to an enemy Common Unit or if my opponent summons a Common Unit adjacent to Skhull?

A: No. You only roll when an enemy Common Unit moves adjacent to Skhull.

Q: Do I roll for Fear before or after my opponent gets to roll for Plague with Vermin or Burst of Speed with a Charger?

A: Skhull's Fear happens first. It occurs when moving. Plague and Burst of Speed occur after moving.

VII. Guild Dwarves

Q: What happened to Thorkur?

A: After launch, some new play testers were added onto the team at Plaid Hat Games. While testing reinforcements, it became apparent that Thorkur was just too good and game-altering to leave as he was. For the long term health and balance of the game, the designer decided to fix the card and issue a new, more balanced version of Thorkur. It is available for free with any purchase made at the Plaid Hat Games website. If that is not a convenient option, the new official version of Thorkur has the same Attack, Range, Magic Cost, and Life as before, but his Special Ability has been changed to the following:

MAGIC BARRIER

Once per turn, whenever 1 or more Wound Markers would be placed on this card, you may spend 1 Magic Point to prevent 1 of those Wound Markers from being placed on this card.

We appreciate your support and patience and are working to prevent events like this from occurring in the future.

Q: Does Oldin's Stone Melding Special Ability work only with his own Walls?

A: Stone Melding works with all Walls on the Battlefield, including Ice Walls and Vine Walls.

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

A: No. As soon as a Unit moves next to a Unit with Engage, the moving 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 Special Abilities be used if the Warrior or Sneeks is adjacent to 1 or more Defenders?

A: Engage only prevents a Unit from moving away. So powers like Sly, where 2 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 Engage work against flying opponents, like Rahlee or Archangel?

A: Yes. If a flying Unit moves adjacent to a Defender, it must stop moving. If the Unit would stop moving somewhere that it can't end its movement, such as a Wall or another Unit, the flying Unit can't move there in the first place.

Q: Does Gror have to be attacking an adjacent card to trigger his Hammer Quake Ability, or can he choose to target an empty space or his own space to trigger a Hammer Quake all around him?

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

Q: If my opponent has Goblin Invincibility in play and I attack a wall with Gror's Hammer Quake, do all of the Units affected by the Hammer Quake take the same Damage as the Wall took, or do Goblin Units that are also affected by the attack only take damage from die results of 6 or higher?

A: When Goblin Invincibility is in play Goblin Units only take damage from die results of 6 or higher when they are attacked. So even if Gror isn't targeting a Goblin Unit when he attacks, any Goblin Unit in the attack's area of effect only receive damage from die results of 6 or higher during that attack.

Q: If Halvor's Rage ability places enough wounds on his card to destroy him, does he still get to attack? Who gets the Magic?

A: Since Rage happens before attacking, he would be immediately destroyed and go to the Magic pile of the player controlling Halvor.

VIII. Jungle Elves

Q: Does Chant of Negation stop ____?

A: Chant of Negation only removes the effects of Special Abilities. Recall from the start of the FAQ that Special Abilities come in two forms: the text on the bottom part of a Unit Card, and the Special Abilities granted by a small handful of Events. These Event Cards clearly state that they add an ability, and will have that Special Ability's name listed all in CAPS. When Chant of Negation is played, pretend that all of your chosen opponent's Unit Cards have no rules text on the bottom of their card, and can't have any added to them either.

Q: Can Makeinda Ru still use Power Shot if her position changed as a result of Chant of Deception?

A: Yes. She technically did not move.

Q: What if Makeinda Ru is moved by Chant of Haste?

A: No.

Q: Can Abua Shi use CHANT OF GROWTH on himself?

A: Technically, yes. But it'd be pretty silly to do since he used up his attack action to do it!

Q: Can Miti Mumway or Elephants end their TRAMPLE movement on a space containing a common with 1 life point remaining?

A: No. Moving through a card requires you to end on an unoccupied space before the damage is applied.

IX. Mercenaries

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: If Khan Queso starts his movement adjacent to a Dwarven Defender can he still use Plague?

A: No. Engage prevents movement. Plague triggers after moving Khan Queso.

Q: If Malevolence does enough damage to kill herself with Cursed Blade would she still attack? Who gets the Magic?

A: The Wound Marker is placed after attacking, so she can still attack when she has 6 Wound Markers on her card. If Cursed Blade destroys her, the controlling player gains the Magic.

Q: Can my opponent's Kaeseall steal my Sairook using Blazing Conscription and then use Shadow Summon to put Sairook into her hand?

A: Yes. The Phoenix Elf player will control Sairook until the end of their turn, and then they can choose to use Sairook's power. This would be an excellent time to point at your opponent and laugh.

Q: Can I build Sairook as Magic on the turn that I use Shadow Summon?

A: No. The Build Magic step happens before the end of your turn.

X. Mountain Vargath

Q: Can Torodin's Advance stack if I use Superior Planning to get it multiple times in the same turn?

A: Yes. It does not grant a Special Ability.

Q: Can Superior Planning be used to obtain Wall cards?

A: No. Only the Events listed on General Sunderved's Starting Setup card can be chosen by Superior Planning.

XI. 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: Kaeseall could take control of The Eater and send him away from any tasty Common Units, thus causing him to be discarded.

Q: Does moving or attacking with a Unit that has been Blazing Conscripted by Kaeseall count toward my limit of 3 for each of

those phases?

A: Yes.

Q: Does the Fire Drake's BREATH OF FLAME work through Walls?

A: Yes.

Q: Can I use a Burn Event Card to place a Wound Marker on 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 Card in order to inflict the automatic wound caused by her BURNING BLADE?

A: No. The Card Maelena is attacking always takes the automatic wound from Burning Blade, even if Maelena doesn't inflict any wounds on her roll.

Q: Does PRECISE work against Walls?

A: No. Precise only affects Units. A Precise Unit attacking a Wall must roll attack dice normally.

Q: Can a Fire Beast destroy itself with HELLFIRE if it already has 2 wound markers on its card? Will the Phoenix Elf player gain the magic?

A: Yes and yes.

Q: What happens when a Precise unit attacks a Tundra Orc Smasher?

A: First trigger Precise. Count the number of dice that would be rolled. Put that number of Wound Markers on the Smasher. Next, trigger the Smasher's ability. Since there are no dice being rolled, Sluggish does nothing!

XII. Sand Goblins

Q: How does CAMOUFLAGE work with attacks that affect multiple Units?

A: When a Special Ability such as Gror's HAMMER QUAKE or Violet's WHIRLING BLADE says that other units are "affected" by an attack, for all intents and purposes, those units are also being attacked. So, when Gror uses HAMMER QUAKE, all Units with the CAMOUFLAGE ability that are not adjacent to Gror will not be affected by that HAMMER QUAKE. Even "instead of attacking normally" abilities (which currently only include BREATH OF FLAME AND FIRE BLAST) function similarly. Units that have the CAMOUFLAGE ability cannot be hit by BREATH OF FLAME unless they are adjacent to Fire Drake when he uses it.

XIII. Shadow Elves

Q: Can the event Shadows still be played after a Fallen Kingdom player has used SPIRIT DRAIN, LIFE DRAIN, or INFECT on a Shadow Elf Unit?

A: Yes. The card went to the magic pile of an opponent, and it was destroyed. Both criteria were met.

Q: What about MIND CAPTURE, SOUL HARVEST, or SCAVENGE, all of which prevent cards from going to the Magic Pile?

A: No. The Shadow Elf unit never went to the magic pile in these cases.

Q: What about Shadows v. Blerg's ADAPT, which can either put a card under Blerg or function similarly to LIFE DRAIN?

A: When playing against a Shadow Elf player, the Swamp Orc player makes his decision first. Either he places the Shadow Elf Unit under his card (which would prevent the use of Shadows), or he places it on top of his Magic Pile and removes 1 Wound Marker from Blerg. He can't "take it back" once he sees someone use Shadows if he picked the latter.

Q: How does Summon the Night work with attacks that affect multiple units?

A: See the Sand Goblins' CAMOUFLAGE ruling above.

XIV. Swamp Orcs

Q: Can a Unit on a Vine Wall move zero spaces to trigger an "after moving" Special Ability such as GLIMPSE THE FUTURE or PLAGUE, and still not roll to move off the Vine Wall?

A: Yes. This is a legal play, but it does count as having moved 1 of the 3 Units you are allowed to move in a turn.

XV. 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 of the Battlefield 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.

Q: If I attack with Ragnor, do I need to get a 5 on one attack die or both to Fury?

A: Neither! The roll for Fury is a completely separate roll after your attack. You don't need to hit with the attack either, but you do need to have a target to attack to be able to roll for Fury afterward.

Q: If a Smasher is hit by an attack that affects multiple Units, like Krung's WILD SWING or Gror's HAMMER QUAKE does the attacker still have to roll attack dice? How much damage will the Smasher take?

A: Even if a Smasher is the first target of Gror's Hammer Quake, the attacking player will roll dice equal to his Unit's attack value. Because of Sluggish, the Smasher will take damage equal to the number of dice rolled, and any other cards affected by the attack will receive their wounds as usual.

Q: When a Shaman attacks, are die results of 3 or higher ALWAYS considered 'hits' even if some of the wounds are prevented?

A: Yes. For instance, if a Shaman rolls a 3 and a 6 when attacking a Tordok-boosted Common, an Invincible Goblin, a Tough Guardsman, a Wall-scaling Climber, or a Stone Melding Oldin, he will still score two "hits" and one wound will be prevented, so the units would take 1 wound in each of these cases. "Preventing a wound" prevents a wound, but does not turn hits into misses.

Q: If there are multiple Braggs in play, will the cost to remove the Freeze Event Card increase (stack) accordingly?

A: No. Bragg only affects the Ice Walls and Freeze events of the player who controls Bragg.

XVI. Vanguard

Q: May I use a Priest's Healing or Sera Eldwyn's Greater Healing Ability to heal her? Could a teammate's Summoner use those Abilities to heal her?

A: No. Neither of those Special Abilities work on Summoners.

Q: May I heal my opponent's Units?

A: Yes.

Q: May I use Healing more than once per turn with the same Priest?

A: No. Healing (and Sera's Greater Healing) replace that Unit's attack for the turn.

Q: When I play Summoning Surge can I discard that Summoning Surge Event card and use it as 1 of the 3 cards being pulled out of my Discard Pile and placed into my Magic Pile?

A: No. When you play an Event card, it is discarded at the conclusion of the Event.

Q: What happens when a Unit with ASSAULT (CG Berserker, Hydrake) attacks a Guardian Knight and other Units are adjacent to the Unit with ASSAULT?

A: ASSAULT trumps PROTECTOR. All adjacent enemy Units can be attacked, so long as a Unit with Protector is one of them.

XVII. 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: It only applies to the first player.

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 is not his Unit, but 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 in its owner's Discard Pile.

Q: In a team game the Battlefield wraps around so that when you cross over the right side of the Battlefield you come onto the left side. Can I place a Wall on the side of the Battlefield and then summon a Unit next to the Wall, but onto a space on the opposite side of the Battlefield?

A: Yes, the Battlefield wraps around for all purposes. Keep in mind that the Battlefield does not wrap around in 2-player games.