

Another game aid

THE

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Game: **SUMMONER WARS**

Publisher: **Plaid Hat Games (2009)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# Summoner Wars

## SETUP

Each player chooses a **card deck**. Each deck's **Reference card** details which **Starting Setup** cards go onto the battlefield, and where. Place your cards so they can be read from your side of the battlefield.

Shuffle your remaining cards and place them facedown on your **Draw Pile** space.

Each player rolls a die; highest roller chooses who will take the first turn (reroll ties).

The player taking the first turn must skip phases 1-3 of the **Turn Sequence**, and during their first Movement Phase they can only move with up to 2 units.

## TURN SEQUENCE

Each turn is divided into **6 phases** which must be played in order:

### 1. DRAW

**Draw cards** until you have 5 cards in your hand. If your Draw Pile is empty, you no longer draw cards.

### 2. SUMMON

You may **summon** units to the battlefield by paying their **Summon Cost** (left number below shield) in **Magic Points**.

To spend a Magic Point, remove 1 card from the top of your **Magic Pile** and place it faceup on your **Discard Pile**.

A summoned unit must be placed on an empty space orthogonally adjacent to a **Wall card** you control.

You may not summon a unit if you cannot pay its cost or you do not have an appropriate space.

### 3. PLAY EVENT CARDS

You may play any number of **Event cards**, including **Wall cards**. (Swamp Orc Vine Walls have special rules.)

Event cards are played one at a time, resolved immediately, then placed faceup on your Discard Pile.

Wall cards are placed on any empty space on your side of the battlefield.

### 4. MOVEMENT

You may **move** up to 3 of your units, up to 2 spaces each.

Cards cannot move diagonally or through occupied spaces. No unit may be moved more than once per turn unless an Event or Special Ability says otherwise.

### 5. ATTACK

You may **attack** with up to 3 different units that you control on the battlefield.

The units do not have to be the same ones you just moved. Resolve each attack in turn.

You may attack and destroy your own cards, but a card may not attack itself.

No unit may attack more than once per turn unless an Event or Special Ability says otherwise.

**Sword Symbol Attack** These cards can only attack orthogonally adjacent cards.

**Bow Symbol Attack** These cards can attack cards up to 3 spaces away in an orthogonal straight line unblocked by other cards.

#### Resolving an Attack

Roll dice equal to the attacking unit's **Attack Value** (large number in shield):

**3+ is a Hit, 2 or lower a Miss.**

For every Hit, add 1 **Wound marker** to the target card. If you add enough to destroy a unit or wall, place that enemy card facedown on top of *your* Magic Pile.

### 6. BUILD MAGIC

You may take any number of cards from your hand and put them facedown on top of your Magic Pile.

## SPECIAL ABILITIES

Special abilities take precedence over the regular rules. You may announce that a unit is moving 0 spaces in order to activate a special ability activated by movement, but this counts as moving one of your units.

## VICTORY

**You are victorious when you are the only player with a Summoner on the battlefield.**

# Summoner Wars

## WALL CARDS

A **Wall card** is a special type of Event Card; they do not have a card name or a game effect, just a number of Life Points.

Walls are not units, but can be attacked and destroyed like units. They are not affected by abilities or powers which only affect units.

Walls give your units something to hide behind and block your opponent's movement. They are also a **summoning point**: units summoned to the game must be placed adjacent to a Wall card you control.

If you control no walls you cannot summon more units to your aid.

### Vine Walls

The Swamp Orcs have a special kind of wall called a **Vine Wall**.

Vine Wall cards are not shuffled into your deck. If you have *Vine Walls* listed on your Summoner's Reference card, start the game with that many Vine Wall cards in a Vine Wall Pile off of the battlefield.

Whenever a card instructs you to place a Vine Wall, remove one from this pile and place it as directed.

Vine Walls are considered Wall cards for all purposes with the following exceptions:

- 1. Life:** Vine Walls have **2 Life Points**.
- 2. Placement:** Vine Walls can be placed on *any* space on the battlefield, even where a unit already exists (place the Vine Wall under the unit). However, you can never place a Vine Wall on a space where a Wall/Vine Wall already exists. A unit cannot be summoned onto a space containing a Vine Wall, but they can be summoned adjacent to one as normal.
- 3. Movement:** Units can move or be placed onto a space containing a Vine Wall. **When a unit moves off of a space containing a Vine Wall, roll a die.** On a 3 or less, the unit receives 1 Wound marker and cannot move off of the Vine Wall space. On a 4+, the unit moves normally. A unit can never use an Event or Special Ability to move through a unit on a Vine Wall.
- 4. Attacking:** A Vine Wall can be attacked even if there is a unit sharing its space. Declare whether you are attacking the unit or the Vine Wall before attacking. Units on a Vine Wall space are considered to be *adjacent* to that Vine Wall and can attack it. A Vine Wall blocks LOS like a normal Wall, even if there is a unit on top of it. However, it does not block LOS to or from that unit on top of it. Those units that share spaces with Vine Walls can attack and be attacked from any direction unless blocked by another card.
- 5. Destroying:** When a Vine Wall is destroyed, it is placed back onto the owner's Vine Wall Pile rather than a Magic Pile.

Some Special Abilities refer to cards that are placed underneath Vine Walls and impact them in some unique way. For the sake of interpreting these type of rules, Vine Walls are *not* considered to be a card under those units. Remember that a unit on a Vine Wall space is considered *adjacent* to that Vine Wall, even though they are sharing a space.