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Game: **SUMMONER WARS**
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Page 1: **Rules summary**

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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.