Summoner Wars Frequently Asked Questions

Version 2.2

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1.0.0.0 General Rulings

1.0.0.1: Do I start the game with any cards in my hand?
No.

1.0.0.2: Is there a hand limit?
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.

1.0.0.3: 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. Players cannot change the order of the cards in any pile.

1.0.0.4: Which piles can a player count?
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.

1.0.0.5: 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?
When a Champion or Summoner card refers to itself by using its name, that ability only affects that card.

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

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.

1.0.0.7: Some cards do something "at the start of your turn." Or "at the beginning of your turn". When is that exactly?
The start / beginning of your turn happens immediately before your Draw Phase (or your Movement Phase on the first turn of the starting player).

1.0.0.8: What about "at the end of your turn?"
After your Build Magic Phase.

1.0.0.9: 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.

1.0.0.10: 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 unto 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.

1.0.0.11: 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. An example of this is Duck and Cover from Krusk's deck.

1.0.0.12: 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?
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.

1.0.0.13: What happens if 2 powers trigger at the same time?
The player whose turn it is determines in which order the Special Abilities will be resolved. The only exception to this rule is if one power says "immediately", and the other does not. In that instance, the power with "immediately" takes place first.

1.0.0.14: Can a player choose to attack an empty space or roll fewer dice than their Unit's Attack Value indicates?
No.

1.0.0.15: 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?

No. You can trigger "at any time" powers anytime during your turn (including between movement spaces), or in between any phase of your opponent's turn.

1.0.0.16: Does a Wall go into my Magic Pile when I destroy it in the same way as a Unit?
Yes.

1.0.0.17: Some Special Abilities say they affect Units; does this include Walls?
No, Walls are not Units. Special Abilities that affect both Units and Walls use the generic term "cards".

1.0.0.18: Does a player have to roll to hit Walls when his Units attack one?
Yes. Roll dice as you normally would for any attack.

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

1.0.0.20: Can I choose not to use a Unit's Special Ability?
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."

1.0.0.21: 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?
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.

1.0.0.22: When using a Special Ability that affects cards "within X spaces" can I count diagonally to determine which cards are affected?
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.

1.0.0.23: Can you trigger the "may" ability of a Unit you do not control? For instance, if you were to move your opponent's Kalal, could you trigger the ability to look at the top of a draw pile?
No. Only a Unit's controller may trigger a "may" ability on their card.

1.0.0.24: After my opponent moves one of my Units, may I trigger one of their "after moving this Unit" abilities? For instance, if your opponent moved a Kalal that you controlled, could you trigger her ability to look at the top of a draw pile? If I can't, can my opponent trigger the ability?
No. You may only trigger an "after moving" ability if you were the Unit to move Kalal. If your own Unit—for instance a Controller—were to move Kalal outside the normal move phase, you could trigger her ability, as you were the player doing the movement. Furthermore, you may only trigger abilities of a Unit you control. Since your opponent does not control Kalal, they may not trigger her ability.

1.0.0.25: Can you create a Vine Wall if you are faction other than the Swamp Orcs?
No. You may only place a Vine Wall on the board if your Summoner reference card specifically states that you have a Vine Wall pile. If you, for instance, use Tacullu's Mimic event card to steal a Vine Growth

event card from Mugglug, you may not play Vine Growth to create two Vine Walls, as Tacullu does not have a Vine Wall pile.

1.0.0.26: When multiple cards go to the Magic Pile at the same time (e.g. Blarf with cards under him), can I get to choose the order they go in, or is there a set procedure?
Cards should go into your Magic Pile in the order that they are arranged in the stack of Units. For instance, Blarf will be the first Unit to go into your Magic Pile, then the first card under him, and so on until there are no more cards that are meant to go into your Magic Pile.

1.0.0.27: When an attack affects multiple cards, are they resolved simultaneously or sequentially?
The wounds are placed sequentially, but no cards are removed from play until all cards have received their wounds. For instance, if Gror attacks a Swamp Orc Shaman on a Vine Wall, he may deal first two wounds to the Vine Wall and then a wound to the Shaman, or the other way around, but neither card will be sent to his Magic pile until are wounds are dealt.

1.0.0.28: How does Summoning Surge work?
Summoning Surge removes the top three cards of your discard pile and places them face down on top of your Magic pile, if you have fewer Units on the board than an opponent.

1.0.0.29: Can you play an event card for no effect?
You can only play an event card if you can meet its conditions. For instance, you can play Summoning Surge if you have fewer Units on the board than an opponent, but no cards in your discard pile. Having fewer Units in play is the condition and must be met, but the effect does not have to be completely resolved.

1.0.0.30: Is an instead of attacking ability an attack?
No, it is an instead of attacking ability.

1.0.0.31: Is being affected by an attack the same thing as being attacked, and is attacking a Unit the same thing as affecting a unit with an attack?
Yes and No (confused yet? Wait for it). For the unit being attacked or affected by the attack, they are the same. A unit is considered to have been "attacked" if it is affected by an attack in any way. However, for the unit doing the attacking, powers that specify "attacking a Unit" or "when _____ attacks a Unit" refer only to the target of the attack. Merely affecting a Unit with an attack will not satisfy that condition.

For example, lets assume Violet is in a Sand Cloaks deck and has the BLITZ Event Ability, and is adjacent to a Fallen Kingdom Cultist and Reaper. If Violet uses WHIRLING BLADE to attack a Wall that is 3 spaces away through the Cultist, the Cultist is "affected by the attack". If the Cultist is destroyed by that attack, its DEATH CURSE ability will trigger. However, as Violet did not attack an adjacent card (the Cultist was only affected by the attack), she may not use her BLITZ ability to also attack the Reaper.

1.0.0.32: What happens to cards under a Unit if that Unit changes controllers?
Nothing – they remain under the Unit. If these were cards that confer a benefit, such as ICE ARMOR or an Event Ability, then that Unit's new controller may use them. It is also acceptable for the new controller to stick out his tongue.

1.0.0.33: If an Event card grants a bonus to all units you control until the end of the turn, does the bonus apply to just Units you controlled when the Event was played, or is the bonus also conferred to any Units that come under your control later in the turn?
Any unit that you control for any part of the turn is given the benefit from the Event card. For example, if Mad Sirian plays Forbidden Ritual, and then subsequently plays Reanimate to place a Vampire onto the Battlefield, that Vampire will gain both the attack boost and the ability granted by Forbidden Ritual. Other similar cards include Holy Judgment, Passion of the Phoenix, Channeled Summon, Throw Rocks, and any other event that grants a benefit or detriment to units you control until the end of the turn.

1.0.0.34: Is there a difference between moving a unit, and moving WITH a unit?
Yes. Moving a Unit can be done with a normal movement activation, or some special movement from an Event card or special ability from other cards. Moving WITH a unit can only be done with a normal movement activation or that Unit's own ability. See the movement section of the rulebook for more clarification.

1.0.0.35: What is the difference between a clear space, an empty space and an unoccupied space?
Clear and empty spaces are the same thing – they are spaces with no cards on them whatsoever. Unoccupied spaces are spaces that do not have a Unit card on them when they otherwise could. For example, a space with a Vine Wall on it only, with no Unit is unoccupied, but it is not clear or empty. A unit with a normal Wall on it is not clear, empty or unoccupied because a Unit cannot share a space with a normal Wall.

1.0.0.36: When is an attack considered to be resolved?
An attack is not completely resolved until Hits have been counted, Wounds have been applied, destroyed Units have been removed, and any abilities that happen during any of those things have happened.   So if an ability occurs when Wounds are received, or when a Unit is destroyed by an attack, the attack is not completely resolved until those abilities have taken place.

2.0.0.0 Unit Questions and Answers

2.1.0.0 Benders

2.1.1.0 Breakers

2.1.1.1: In which Discard pile does the card targeted by Memory Break go?
Cards discarded by a Breaker will go to the Discard Pile of the Breaker's controller. This is because the Discard is a specific action being made by the Breaker. Whenever a player discards a card, like a Freeze, it goes to that player's discard pile.

2.1.2.0 Controllers

2.1.2.1: Can a Controller use Telekinetic Blast on a Controller that is controlled by another player?
No. The Controller's power says that a Controller may not be the target of Telekinetic Blast, regardless of who controls that Unit.

2.1.3.0 Deceivers

2.1.3.1: 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?
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.

2.1.3.2: What about if an allied Phoenix Elf player starts a turn where Kaeseeall 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.

2.1.3.3: If a Deceiver is killed or moved away after the beginning of the turn, but before moving or attacking with a Stunned Unit, is that Unit able to move and attack? What if the controller of that Unit changes (for instance, due to the Mind Control event card)? What if the controller of the Deceiver changes?
No. The Unit adjacent to the Deceiver was affected by Stun at the beginning of their turn. Even if the Deceiver was removed (via, for instance, a Burn event card) the Unit has still been affected by Stun and will not be able to move or attack until the next turn. If the controller of the Unit affected by Stun changes, the Unit still cannot attack or move. If the controller of the Deceiver changes, the Unit affected by Stun still cannot attack or move.

2.1.3.4: Does Stun prevent a Unit from being placed (e.g. Muster) or exchanging places (e.g. Cunning)? If not, can the previously Stunned Unit then move after that?
Stun does not prevent a Unit from being placed or exchanging places. Stun only prevents a Unit from moving or attacking. If a Unit exchanges places or is placed in a space not adjacent to the Deceiver, the Unit cannot attack or move until your next turn.

2.1.4.0 Gulldune

2.1.4.1: Can an opposing Cloak player's Admiral use COVER to prevent Gulldune's MIND CAPTURE?
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 Gulldune, whose Special Ability is checked later.

2.1.5.0 Kalu and Talu

2.1.5.1: If one of Kalu or Talu is destroyed and the other is then destroyed by Mind Link, whose Magic Pile does he go to?
A Unit destroyed by Mind Link goes to its controller's Magic Pile.

2.1.5.2: If Kalu or Talu is destroyed by a Unit with an ability triggered from destroying a Unit (for instance, Splub's Vinemancer Sow), are both destroyed Units treated as though they were destroyed by the attack (for instance, would two Vine Walls be placed, one in Kalu's space and one in Talu's)?

A: No. The second twin is destroyed by Mind Link, not the attack, so they are unaffected by the Unit's ability.

2.1.6.0 Mind Witches

2.1.6.1: If you mimic Ret-Talus, can you bring back a FK Common? If so, which Discard Pile(s) can you bring FK Commons back from? Can you bring back a FK Common next to Ret-Talus?
Yes, you can. They would come from the Mind Witch's controller's discard pile. They can only come back adjacent to the Mind Witch, who has also taken the name of Ret-Talus.

2.1.6.2: If a Mind Witch copies Selundar, what happens? If she had no enemy Units next to her in the movement phase, can she use Selundar's ability?
The Mind Witch was not Selundar at the beginning of the turn, so the Mind Witch cannot trigger this ability, as it did not meet the conditions to do so.

2.1.6.3: What happens if Witches copy Reapers and gets cards under themselves? Do the cards stay there when the turn is over? Do they count for attacks in later turns? Do they count if mimicking other abilities that use such cards (e.g. Blarf)?
The cards remain under the Mind Witch. They do not count for attacks in later turns, unless the Mind Witch copies another Unit that has a benefit for having cards underneath them. If the Mind Witch is destroyed, all cards under her will go to the destroyer's Magic Pile, as normal.

2.1.6.4 Can I use Gwalark's LEVITATE to make a Mind Witch that copied a Unit with TRAMPLE to levitate over a Champion or Summoner and still damage them?
Yes.

2.1.7.0 Tacullu

2.1.7.1: Will Tacullu lose life from his own Demon Hand's Dark Pact if he uses Counter Summon on it?
No, as the Demon Hand is discarded, not destroyed.

2.2.0.0 Cave Goblins

2.2.1.0 Berserker

2.2.1.1: 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 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.

2.2.1.2: 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?
No, the Berserker only attacks each Unit once.

2.2.2.2: If the Throw Rocks Event card allows a Berserker to be ranged, can it attack a non-adjacent Unit, and then all other adjacent Units?

No, the Berserker can either attack the non-adjacent Unit or all adjacent Units, but not both.

2.2.2.0 Blarf

2.2.2.1: Do I have to reveal what card I take from my Magic Pile when using Blarf's Magic Augmentation?
No. The card is placed face down under Blarf and does not need to be revealed to any opponents.

2.2.3.0 Fighter

2.2.3.1: 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?
That is correct. Up to 2 Goblin Fighters can attack each turn, and no more.

2.2.4.0 Goblin Invincibility

2.2.4.1: Does the Goblin Invincibility Event Card work for all Cave Goblin Units or just 1?
It works for all Cave Goblin Units you control until the start of your next turn.

2.2.5.0 The Eater

2.2.5.1: What happens first? The Eater's Feed the Eater Ability or Relentless?
Relentless. It occurs immediately after your normal attack phase (think of it as an extended attack phase). Then the Eater eats.

2.3.0.0 Cloaks

2.3.1.0 Scam

2.3.1.1: Does Scam have to attack a card to ESCAPE?
Yes.

2.3.2.0 Sin-Sin

2.3.2.1: What happens if I use Sin-Sin's Charm on a Unit with an end-of-turn ability?
As the active player, you will decide the order in which the timing conflict resolves. That means you will be able to trigger an ability like Blaze Step if you choose to have it activate before losing control of the Unit.

2.3.2.2: When Sin-Sin uses CHARM on a Thief that had Raid played on it, can that Thief move up to 5 spaces?
Yes.

2.3.3.0 Sniper

2.3.3.1: Does a Sniper have to use a movement activation to use its Sniper Shot ability?
No. A Sniper does not require a movement activation to use its ability.

2.3.4.0 Spy

2.3.4.1: What happens when I play Spy and there is less than 5 cards in my opponent's deck?
Spy resolves as follows: put the first two cards on the bottom. Then put two on the top. Then discard one. If they have only four cards, no card would be discarded. Three cards, put two on the bottom and one on top. And so on.

2.3.5.0 The Admiral

2.3.5.1: If a Unit with two life points remaining receives three wound markers worth of damage, how much damage does the Admiral take?
The Unit received three wound markers, so the Admiral would take three wound markers. The check for whether or not a Unit is destroyed does not occur until after all wound markers from the attack are placed on a Unit.

2.3.6.0 Violet

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

2.3.7.0 Vlox

2.3.7.1: Can Vlox use MASTER OF THE ART to gain the names and abilities of more than one unit in a turn?
No. Just one. Once he changes his name and ability, he can't use MASTER OF THE ART again that turn.

2.3.7.2: Can I use Master of the Arts on the first turn of a game?
No. If you are the first player on the first turn of the game, you have an abbreviated turn which skips the Event Phase. However, if you are going second on the first turn of the game, you may use Master of the Arts during your Event Phase on that turn.

2.3.7.3: Can Vlox use Master of the Arts to take the name and ability of a Cloak Unit you do not control?
Yes. Master of the Arts does not specify the controller of the Cloak Unit that Vlox can copy, meaning he can copy any Cloak Unit on the board, regardless of its controller.

2.3.7.4: Is it possible to have Vlox take a wound if he copies The Admiral's Cover with Master of the Arts?
Yes.

2.3.7.5: If Vlox copies a Sand Cloak Hunter that has multiple abilities due to other Hunters sharing Event Abilities with it through PACK MENTALITY or even MASTER TEACHER, does Vlox gain all of the abilities?
Yes.

2.3.8.0 Clever Diversion

2.3.8.1: If a Unit ends a move adjacent to more than 1 Wall, can you choose which wall it is not allowed to be placed adjacent to?
Yes.

2.3.9.0 Gunner

2.3.9.1: Can Gunner use their GREATER SNEAK ability if a Renegade uses its VERSATILE ability to attack during the movement phase?
Yes, since no other unit has moved during the movement phase.

2.4.0.0 Deep Dwarves

2.4.1.0. Crossbowman

2.4.1.1: Does playing a Wall card trigger the Crossbowman's Rally ability?
Yes. A Wall is an event card played from your hand, so a Crossbowman would receive an extra attack die from the Rally ability.

2.4.2.0 Gem Mage

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

2.4.3.0 Gren

2.4.3.1: Is Gren within 2 spaces of himself?
No. Units are not considered to be within X spaces of themselves for the purposes of special abilities.

2.4.4.0 Kynder

2.4.4.1: If Kynder pushes a Unit and that Unit is for some reason destroyed, for instance if it failed to roll a 4+ to move off of a Vine Wall, which Magic Pile would the destroyed Unit go to?
The controller of the card with the ability or effect that destroyed the Unit would receive the Magic Pile. For instance, if the Unit failed to move off of a Vine Wall and received one wound marker and was subsequently destroyed, that Unit would go into the Magic Pile of the Vine Wall's controller.

2.4.4.2: Can Kynder move on space, Mage Push, and then move a second space?
Yes. Kynder's ability can be used at any point during your turn, which includes in the middle of a move.

2.4.5.0 Magic Stasis

2.4.5.1: 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?
Yes. As long as the affected player doesn't have to spend Magic Points to summon the Unit, it is legal to summon it.

2.4.6.0 Magic Torrent

2.4.6.1: What happens if you place one Wound Marker on a Unit and the Admiral receives the Wound Marker for that Unit? Can you place another Wound Marker on the Admiral?
The Admiral's power rules that he takes the wounds instead of the other Unit. In doing so, the Admiral has now received one wound marker for Magic Torrent. That means that the original Magic Torrent target can be chosen again, because it hasn't received a wound yet, but the Admiral cannot use Cover to take another wound and he can also not be chosen at the target for Magic Torrent.

2.4.7.0 Miner

2.4.7.1: 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?
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.

2.4.8.0 Tundle

2.4.8.1: Can Tundle attack on a turn he used Meditate?
Yes. Tundle does not use an attack to Meditate, he simply limits the number of total attacks to one.

2.4.8.2: Do I have to attack with Tundle on a turn he used Meditate?
No. Any one Unit may attack.

2.5.0.0 Fallen Kingdom

2.5.1.0 General

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

2.5.2.0 Dark Sacrifice

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

2.5.2.2: How does Dark Sacrifice work?
After playing Dark Sacrifice from your hand, choose X number of Units to destroy. Destroy those Units. Choose a Champion. Heal X wounds from that Champion.

2.5.3.0 Dragos

2.5.3.1: Does Dragos' Life Drain work when he attacks a Skeletal Archer that gets discarded due to Magic Lock?
Yes, because the Skeletal Archer was still destroyed, even if its final destination changes. Dragos' Life Drain triggers on that destruction.

2.5.4.0 Forced Summon

2.5.4.1: May I use Forced Summon even if Ret-Talus has 3 or more Wound Markers on him?
Yes, but you would lose the game as soon as you finish resolving that Event Card.

2.5.5.0 Reaper

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

2.5.6.0 Ret-Talus

2.5.6.1: 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?
Yes.

2.5.7.0 Skhull

2.5.7.1: 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?
No. You only roll when an enemy Common Unit moves adjacent to Skhull.

2.5.7.2: Do I roll for Fear before or after my opponent gets to roll for Plague with Vermin or Burst of Speed with a Charger?
Skhull's Fear happens first. It occurs when moving. Plague and Burst of Speed occur after moving.

2.5.7.3: If an Elephant with Trample moves into a space adjacent to Skhull that contains an enemy Common Unit, what happens?
When the Elephant moves onto the space adjacent to Skhull, the Elephant has to make a roll to check for Fear. The Elephant does not do a wound to the enemy Common Unit until the Elephant leaves the space with that Common. As such, if the Elephant is discarded for Fear, it does not have a chance to leave the space with the enemy Common Unit and the enemy Common Unit does not take a wound.

2.6.0.0 Filth

2.6.1.0 Mutations

2.6.1.1: Does Mutating a Unit make it a different Unit? For example: A) Do abilities or events with lingering effects continue to happen to a Unit if it Mutates? (Stun, Conceal; Grapple, Disruption Field) B) If Tark selects a Filth Unit (Mutated or not) to not attack him, but it mutates, can it then attack Tark?
Yes. If a Unit is mutated, it is no longer stunned. If a Unit is mutated, it can attack Tark, etc.

2.6.1.2: Can you summon a Mutation on a frozen mutant? If so, does it go over or under the Freeze card? Or does the Freeze card get discarded, or go to the Filth player's hand?
Yes. A Frozen Unit does not lose its name or faction, meaning it is still a valid target for the Mutation.

2.6.1.3: Are Mutated Units considered Common Units off the battlefield? E.g. can Illusionary Warrior be used to fetch a Mutation card from the Magic Pile?
Yes.

2.6.2.0 Abomination

2.6.2.1: Does yelling "ABOMINATIOOOOOONNNNNNNNNNNNNNNNNNNNNNNN!" make you roll higher when rolling for Writhing Spawn?
Of course.

2.6.3.0 Claw Mutant

2.6.3.1: What is the Claw's AV vs. a Mutation?
The value of the top Mutation's life points.

2.6.4.0 Heretic's Rebuke

2.6.4.1: Can I use Channel Corruption to play a Mutation with Heretic's Rebuke?
No. You cannot play another event card until one event has completely resolved. In this instance, Heretic's Rebuke will not have fully resolved because you will not have played a Mutation, so Channel Corruption may not be used.

2.6.4.2: What happens if you use Heretic's Rebuke to take control of a Mutated Unit controlled by the opponent? Are we still required to summon a new Mutation onto it? If so, do we still reduce the cost by the cost of the Mutation already there?
Yes, you still have to play a new Mutation from your hand. And yes, you would reduce the cost of that Mutation and put it into your hand.

2.6.5.0 Horror Mutant

2.6.5.1: If a Unit uses an "instead of moving" ability next to the Horror Mutant, can it attack the Horror mutant?
Yes. The Unit used its ability instead of moving, so did not end a move next to the Horror Mutant and may thus attack it.

2.6.5.2: If a Unit moves twice--for instance with Chant of Haste or Goblin Rush--can it ended its first move adjacent to the Horror, but then moved again after, may it attack that turn?

No. It ended a move on its turn next to the Horror Mutant is still quite terrified from the Demonic Visage and thus not able to attack this turn. Can you really blame them?

2.6.6.0 Possessed Wall

2.6.6.1: Can the cards be discarded from the hand (to discard Possessed Wall) in the middle of the Draw Phase, so we can continue drawing until we reach 5 cards?
No. The drawing up to five cards in the draw step is an entire action. You draw a number of cards such that you have five cards in your hand. Therefore, you may not discard cards during this draw cards action. You may, however, discard cards prior to the entire draw action to discard Possessed Wall.

2.6.7.0 Vomitus

2.6.7.1: Does Vomitus take up one of my attack slots if I roll a die for his range and the number I rolled determines that I can't attack anything?
No. You roll at the beginning of the phase, before any attackers are declared.

2.7.0.0 Guild Dwarves

2.7.1.0 Baldar

2.7.1.1: If Baldar is attacked by Maelena, does he receive a wound from Burning Blade?
Yes. Baldar blocks wounds dealt by an attack; Maelena's wouns are in addition to any wounds dealt by the attack. Baldar will take a wound.

2.7.2.0 Defender

2.7.2.1: Can an enemy Unit move past a Unit with the Engage ability?
No. As soon as a Unit moves next to a Unit with Engage, the moving Unit is stuck there.

2.7.2.2: 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?
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.

2.7.2.3: 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.

2.7.3.0 Gror

2.7.3.1: 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?

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

2.7.3.2: 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?
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.

2.7.4.0 Halvor

2.7.4.1: If Halvor's Rage ability places enough wounds on his card to destroy him, does he still get to attack? Who gets the Magic?
Since Rage happens before attacking, he would be immediately destroyed and go to the Magic pile of the player controlling Halvor.

2.7.4.2: If Halvor destroys himself with rage, does that count as one of your three attacks taken that turn?
Yes. In order for Halvor to trigger Rage, he must be declared as an attacker that turn.

2.7.5.0 Oldin

2.7.5.1: Does Oldin's Stone Melding Special Ability work only with his own Walls?
Stone Melding works with all Walls on the Battlefield, including Ice Walls and Vine Walls.

2.7.6.0 Thorkur

2.7.6.1: What happened to Thorkur?
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.

2.8.0.0 Jungle Elves

2.8.1.0 General

2.8.1.1: Can Miti Mumway or Elephants end their TRAMPLE movement on a space containing a common with 1 life point remaining?
No. Moving through a card requires you to end on an unoccupied space before the damage is applied.

2.8.2.0 Abua Shi

2.8.2.1: Can Abua Shi use CHANT OF GROWTH on himself?
Technically, yes. But it'd be pretty silly to do since he used up his attack action to do it!

2.8.3.0 Chant of Deception

2.8.3.1: Can I use Chant of Deception on a Unit that has a Freeze Card on it?
Yes. Units with a Freeze card on top of them can switch places with other Units. The Freeze card will remain on top of the Unit it was originally on.

2.8.4.0 Chant of Haste

2.8.4.1: If I use Chant of Haste twice in one turn, can I move a Unit 4 spaces at once?
No. You must resolve each Chant of Haste individually, moving the Unit two spaces, then moving the Unit two spaces again with the second event. These are separate moves and your Unit must end its move on an empty space.

2.8.5.0 Chant of Negation

2.8.5.1: Does Chant of Negation stop _____?
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.

2.8.5.2: Does Chant of Negation prevent a unit from being affected by Stun or Negation Field?
No. The Stun and Negation Field triggers are the beginning of your turn, after Chant of Negation's effect has ended.

2.8.5.3: When does Chant of Negation start and stop?
A: After your opponent's turn ends and before yours begins.

2.8.6.0 Lioness

2.8.6.1: Can you move all Lionesses on your first turn after having reached your two move first turn limit?
Yes. Lionesses may all move 2 spaces outside the normal move limitations, regardless of turn.

2.8.7.0 Makeinda Ru

2.8.7.1: 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.

2.8.7.2: What if Makeinda Ru is moved by Chant of Haste?
A: No.

2.8.7.3: Is Power Shot optional?
A: No. If Makeinda Ru does not move, her attack value is 4.

2.9.0.0 Mercenaries

2.9.1.0 General

2.9.1.1: 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, unless your faction IS the Mercenaries, like when your Summoner is Rallul.

2.9.2.0 Channeled Summon

2.9.2.1: While Channeled Summon is in effect, are Stone Golems considered both Units and Walls, or just Walls only?
Stone Golems are considered both Walls and Units.

2.9.3.0 Khan Queso

2.9.3.1: If Khan Queso starts his movement adjacent to a Dwarven Defender can he still use Plague?
No. Engage prevents movement. Plague triggers after moving Khan Queso.

2.9.4.0 Hulgorad

2.9.4.1: Can Gwalark Levitate Hulgorad so he Gores through other Units?
Hulgorad must move three, clear straight line spaces to activate his Gore ability. If Hulgorad moves through a Unit using Gwalark's Levitate ability, then Hulgorad has not moved through clear spaces. Gore will not trigger.

2.9.4.2: If Hulgorad switches places with Silts using Cunning, can Hulgorad still trigger Gore?
It depends. Hulgorad must move three, clear straight line spaces in order to activate Gore. If he switches with Silts prior to moving, then he may Gore. If he switches with Silts after moving, he may Gore. Otherwise, Hulgorad would not move three, clear straight line spaces.

2.9.4.3: If Urick uses Knock Around to hit Hulgorad three spaces, does Hulgorad's Gore trigger?
No. GORE will not trigger unless Hulgorad moves himself.

2.9.5.0 Kogar

2.9.5.1: If I destroy Kogar, can I then attack with the Unit Kogar was Grappling?
No. Kogar has grappled that Unit and it will need until your next turn to recover from being bent out of shape.

2.9.6.0 Malevolence

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

2.9.7.0 Rallul

2.9.7.1: Can Rallul wound a Wall with Draw Power even if there are no cards in your Draw Pile?
Yes. Rallul specifically states he can draw up to 1 card for Draw Power, meaning you can draw 0 cards.

2.9.8.0 Rune Mage

2.9.8.1: Can Rune Mages take one card per Wall they are adjacent to?
No. It is one card per Rune Mage.

2.9.9.0 Sairook

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

2.9.9.2: Can I build Sairook as Magic on the turn that I use Shadow Summon?
No. The Build Magic step happens before the end of your turn.

2.9.9.3: What happens if you have 5 cards in your hand at the end of your turn and want to put Sairook back in your hand?
There is no maximum hand size. You simply will not draw any cards at the start of your next turn if you still have six or more cards, as though you had five.

2.9.10.0 Stonecloaks

2.9.10.1: If I use Reinforcements to summon a Stonecloak, do I still put wounds on my wall?
Yes. You are still summoning the unit when you play Reinforcements. Its cost is just 0.

2.10.0.0 Mountain Vargath

2.10.1.0 Muster

2.10.1.1: How does Muster work?

Pick up a Unit off the board and place it on an empty space adjacent to Sunderved. You may then pick up a second Unit and place it in an empty space adjacent to Sunderved. The second Unit may be placed in the space vacated by the first Unit.

2.10.2.0 Superior Planning

2.10.2.1: Can Superior Planning be used to obtain Wall cards?
No. Only the Events listed on General Sunderved's Starting Setup card can be chosen by Superior Planning.

2.10.3.0 Torodin

2.10.3.1: Can Torodin's Advance stack if I use Superior Planning to get it multiple times in the same turn?
Yes. It does not grant a Special Ability.

2.10.3.2: Can I Trample the same Unit more than once during a movement with Torodin and Torodin's Advance?
No. Torodin may move through a Unit multiple times, but each Unit moved through only receives one wound.

2.11.0.0 Phoenix Elves

2.11.1.0 Burn

2.11.1.1: Can I use a Burn Event Card to place a Wound Marker on a Summoner?
No, the Burn card states that it can only be used on Common or Champion Units.

2.11.2.0 Fire Beast

2.11.2.1: 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?
Yes and yes.

2.11.3.0 Fire Drake

2.11.3.1: Does the Fire Drake's BREATH OF FLAME work through Walls?
Yes.

2.11.3.2: If a Unit on a Vine Wall is the target of Breath of Flame, does the Vine Wall receive a wound?
Yes.

2.11.4.0 Guardian

2.11.4.1: Does PRECISE work against Walls?
No. Precise only affects Units. A Precise Unit attacking a Wall must roll attack dice normally.

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

2.11.5.0 Holleas

2.11.5.1: Do I have to shuffle if I didn't search my Draw Pile with Holleas' Summon Fire Beast?
No.

2.11.5.2: If you spend the 2 Magic and discover that you don't have any Fire Beasts in your draw pile, do you regain the Magic that you spent?
No. Paying the Magic is the cost to search for and play the Fire Beast. You pay the Magic even if you cannot resolve the entire effect.

2.11.6.0 Kaeseeall

2.11.6.1: If Kaeseeall 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?
Kaeseeall could take control of The Eater and send him away from any tasty Common Units, thus causing him to be discarded.

2.11.6.2: Does moving or attacking with a Unit that has been Blazing Conscripted by Kaeseeall count toward my limit of 3 for each of those phases?
Yes.

2.11.6.3: In a mirror match, can one Kaeseeall gain control of the opponent's Kaeseeall? If so, can that second one then gain control of another Unit?
Kaesseeall can gain control of an opponent's Kaesseeall. That Kaesseeall may not trigger Blazing Conscription because the opposing Kaesseall was not under your control at the beginning of your turn.

2.11.6.4: If Blazing Conscription is used on Kreep, what happens at the end of the PE turn?
The PE player decides if Kreep rolls for Cowardly or if he is returned to your opponent first. Whether Cowardly is rolled or not will depend on who Kreep's controller is; he will only roll for Cowardly if the Active player chooses to roll before returning control to his opponent.

2.11.7.0 Maelena

2.11.7.1: Does Maelena have to do damage to a Card in order to inflict the automatic wound caused by her BURNING BLADE?
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.

2.12.0.0 Sand Goblins

2.12.1.0 Krusk

2.12.1.1: Is Krusk considered to be within 3 spaces of himself?
No. Units are not considered to be within 3 spaces of themselves for the purposes of special abilities.

2.12.2.0 Javelineers

2.12.2.1: Can a Javelineer be affected by a non-adjacent attack if it was not the cards attacked?
No. Units that are affected by an attack are considered to have been attacked. Javelineers cannot be attacked by non-adjacent cards, so by extension they also cannot be affected by an attack from a non-adjacent card.

2.13.0.0 Shadow Elves

2.13.1.0 Malidala

2.13.1.1: Can Malidala block attacks with Precise and such, that don't roll dice?
No. No dice are rolled for Precise, so Malidala would take the wounds.

2.13.2.0 Scout

2.13.2.1: Does Scout, the Scout's power, stack?
Yes.

2.13.3.0 Shadows

2.13.3.1: 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?
Yes. The card went to the magic pile of an opponent, and it was destroyed. Both criteria were met.

2.13.3.2: What about MIND CAPTURE, SOUL HARVEST, or SCAVENGE, all of which prevent cards from going to the Magic Pile?
No. The Shadow Elf unit never went to the magic pile in these cases.

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

2.13.4.0 Summon the Night

2.13.4.1: Does Summon the Night's 1 movement penalty trump those cards that may move multiple spaces (such as a Lioneer)?
Yes. When Summon the Night is in play, cards may only move one space.

2.13.4.2: Can Units outside the normal Movement Phase, like Krag and Lionesses, move more than 1 space?
Yes. Summon the Night only limits movement during the Movement Phase.

2.13.4.3: Can Units whose abilities allow them to attack non-adjacent Units (such as Her, Spear Grounders or Jungle Guards) still attack those non-adjacent Units with Summon the Night in play?
No – Summon the Night will prevent any non-adjacent attacks, even those granted by special abilities or Event cards.

2.13.5.0 Xaserbane

2.13.5.1: If Xaserbane tries to move a third space off of a Vine Wall, can his controller move other Units that turn?
No. Xaserbane has initiated his additional movement ability, even though it has failed.

2.13.5.2: Can I use Xaserbane's Sneak if I moved someone else using Stalking Advance?
Yes. The Units who move due to Stalking Advance all move during the Event Phase.

2.14.0.0 Swamp Orcs

2.14.1.0 Conjurer

2.14.1.1: Can I choose to discard a Vine Wall using the Conjurer's Vinemancer Animate and not attack with it?
Yes.

2.14.2.0 Hunter

2.14.2.1: Can a Hunter get the bonus from Vinemancer Ambush more than once if he moves onto and off of multiple Vine Walls in one movement?
No. The Hunter increases its attack value by one if it has moved onto or off of a Vine Wall that turn.

2.14.2.2: Can a Hunter move 0 spaces to trigger Vinemancer Ambush?
No. A Hunter must move onto or off of a Vine Wall to trigger Vinemancer Ambush.

2.14.3.0 Vine Walls

2.14.3.1: 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?
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.

2.14.3.2: If a Unit is destroyed moving off a Vine Wall, who receives the Magic?
The Vine Wall's controller.

2.14.3.3: Does a Unit moving off a vine wall get just one chance to move off it per turn, or once per movement space it has left?
The Unit who fails that roll cannot move off of a Vine Wall that turn.

2.14.3.4: Is a space with only a Vine Wall occupied?
No – see 1.0.0.35.

2.14.4.0 Savager

2.14.4.1: Does a Common Unit that moves onto the same space as a Savager (due to an ability like FLIGHT or TRAMPLE) have to roll for FEAR?
Yes – see the entry on Skhull at 2.5.7.0

2.15.0.0 Tundra Orcs

2.15.1.0 Bragg

2.15.1.1: If there are multiple Braggs in play, will the cost to remove the Freeze Event Card increase (stack) accordingly?
No. Bragg only affects the Ice Walls and Freeze events of the player who controls Bragg.

2.15.2.0 Charger

2.15.2.1: If I roll a 5 or higher for BURST OF SPEED, must I move exactly 2 additional spaces?
No. You may move 0, 1 or 2 additional spaces. Likewise if you roll a 3 or 4, you may move 0 or 1 space.

2.15.3.0 Fighter

2.15.3.1: 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?
Yes, you can continue to Fury until you fail to roll a 5 or higher on your Fury roll. Yes, it is annoying sometimes. Please refrain from harming your opponent in the instances where a Fighter kills Prince Elien in one turn.

2.15.4.0 Freeze

2.15.4.1: If a player's Summoner has a Freeze card on it, is that player still able to summon new Units?
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.

2.15.5.0 Ice Wall

2.15.5.1: Can I place Ice Walls anywhere or are they restricted to my side of the Battlefield like regular Walls?
They act like regular Walls in every way except for the fact that they have 3 Life Points instead of 9.

2.15.6.0 Ragnor

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

2.15.7.0 Shaman

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

2.15.8.0 Smasher / Ugg

2.15.8.1: What happens when Rukar or a Slasher attacks a Smasher? Do they roll to see if they get extra hits, or do they just get the normal amount?
As no dice are rolled, they simply do an amount of damage equal to the number of dice they would roll like any other Unit. No 5s or 6s are rolled.

2.15.8.2: 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?
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.

2.16.0.0 Vanguard

2.16.1.0 General

2.16.1.1: 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?
No. Neither of those Special Abilities work on Summoners.

2.16.1.2: May I heal my opponent's Units?
Yes.

2.16.2.0 Guardian Knight

2.16.2.1: How do Units with the Assault and Wild Swing ability factor in with the Guardian Knight's Protector ability?
For Assault, the Unit with Assault can attack all Units adjacent to it. The Guardian Knight will be attacked as part of the Assault attack, so Protect is satisfied. For Wild Swing, as the Guardian Knight is a target in the simultaneous attack, it is also satisfying Protector.

2.16.3.0 Priest

2.16.3.1: May I use Healing more than once per turn with the same Priest?
No. Healing (and Sera's Greater Healing) replace that Unit's attack for the turn.

2.16.4.0 Raechel Loveguard

2.16.4.1: If Raechel Loveguard attacks and destroys a Shadow Elf Unit, and Shadows is the last card in the Shadow Elf's player hand, which gets to happen first: Shadows, or Arrow of Light?
The active player would determine the order of the resolution. So Arrow of Light could resolve before Shadows.

2.16.5.0 Summoning Surge

2.16.5.1: 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?
No. When you play an Event card, it is discarded at the conclusion of the Event.

2.16.6.0 Divine Protection

2.16.6.1: If I play this card in response to a Unit being wounded, can the attacking Unit use special abilities that trigger upon wounding a Unit?
No. Both of these Event cards prevent the wounds from ever being inflicted. They time travel in a way, going back to before the wounds were inflicted to prevent them from ever happening, so powers like BLOOD DRAIN would not trigger. GREAT SCOTT!!!!

3.0.0.0 Alliance Factions

3.0.0.1 – Alliance Factions… what are these?
Alliance factions are only found in the Summoner Wars: Alliances Master Set and have special deckbuilding rules. See the Alliances rulebook for details.

3.1.0.0 Cave Filth

3.1.1.0 Barbed Mutant

3.1.1.1: I have "Assault" questions
See Cave Goblins – Berserker at 2.2.1.0.

3.1.2.0 Bone Mutant

3.1.2.1: If the fourth and final wound is placed on the Bone Mutant using BONE SHARD, can it still attack this turn?
No – its immediately destroyed.

3.1.3.0 Grotesque Mutant

3.1.3.1: If a unit moves on top of this card, do you roll for COWERNIG FEAR?
Yes.

3.1.4.0 Legion Mutant

3.1.4.1: Does the common under the Legion Mutant already count for its ability?
Yes.

3.2.0.0 Deep Benders

3.2.1.0 Gorgon

3.2.1.1: Are Commons hit by DEATH STARE destroyed?
No – just placed in the Gorgon player's Magic Pile.

3.2.2.0 Kendre

3.2.2.1: Can any unit be boosted using REDISTRIBUTE? I mean, can I move a boost marker to anyone?
No – only units that have a Boost Cost at the beginning of their ability can be boosted.

3.2.3.0 Owl Gryphon

3.2.3.1: Does this use up 2 of my attack activations?
Yes – this ability uses the attacks of Owl Gryphon AND your Summoner. Neither of those Units may attack this turn, and you may only attack with 1 other Unit during an Attack Phase where you use CONSERVE.

3.2.3.2: Can I use CONSERVE and MEDITATE on the same turn?
No. MEDITATE activates at the beginning of the Attack Phase and only allows you to attack with 1 Unit during that Attack Phase. CONSERVE requires that you use up 2 attack activations to use it, and you only have 1 after using MEDITATE.

3.2.4.0 Unlock

3.2.4.1: Can any unit be boosted?
No – See Kendre at 3.2.2.1

3.3.0.0 Fallen Phoenix

3.3.1.0 Burning Skeleton

3.3.1.1: If I don't use Harbingers, can I get these guys onto the Battlefield?
No.

3.3.2.0 Cultist

3.3.2.1: If a Cultist has 2 Wounds on it, can you place 2 wounds on it with CURSED SLASH?
No. Since the wounds are added one at a time, you add 1 wound to the attacked unit and then the Cultist dies immediately. You can place no more wound markers with CURSED SLASH.

3.3.3.0 Forced Conversion

3.3.3.1: Does this work with ANY unit named Cultist, even the Fallen Kingdom or the Filth Cultist?
Yes, as long as you control it.

3.3.4.0 From the Ashes

3.3.4.1: How does this card interact with Harbingers and Zombie Warriors?
With Harbingers, if you fail your BURNING CONJURATION roll, you may then play From the Ashes. If you succeed your BURNING CONJURATION roll, you may not play From the Ashes since that space now has a Conjuration on it. You may always roll for BURNING CONJURATION first. If you choose not to roll for it, you may play From the Ashes normally. Zombie Warriors work exactly the same way, except there is no die roll. Either choose a Zombie Warrior to be placed, or play From the Ashes.

3.3.5.0 Harbinger

3.3.5.1: How does this card interact with From the Ashes?
See 3.3.4.1

3.3.5.2: If I include Harbingers in Queen Maldaria's deck, can I use BURNING CONJURATION to place a Phoenix onto the board?
Yes.

3.3.6.0 Helkar

3.3.6.1: Does LEADER OF THE CULT with ANY unit named Cultist, even the Fallen Kingdom or the Filth Cultist?
Yes, as long as you control it.

3.4.0.0 Jungle Shadows

3.4.1.0 Shaman

3.4.1.1: Can I move a Shaman with Abua Shi's Chant of Haste Event?
No – Shamans may not be moved with either the Chant of Haste Event card or ability.

3.4.2.0 Track

3.4.2.1: How does this interact with Vine Walls?
It doesn't, because you can't use Track to move onto or off of any other card, so Units that start on a Vine Wall cannot be moved with Track, and you cannot use Track to move a Unit onto a Vine Wall.

3.5.0.0 Sand Cloaks

3.5.1.0 Blitz

3.5.1.1: How does this card interact with Violet?
See 1.0.0.31.

3.5.2.0 Camouflage

3.5.2.1: I have a zillion CAMOUFLAGE questions!
See Javelineer's at 2.12.2.0

3.6.0.0 Swamp Mercenaries

3.6.0.1: Can I put Swamp Mercenary Units into my (non-Swamp Orc / Mercenary Summoner) deck?
No – Swamp Mercenaries count as Mercenary Units for all card effects, but not for deckbuilding.

3.6.1.0 Turt

3.6.1.1: If I move Turt 1 space in my Movement Phase, can I then use an ability like KNOCK AROUND to move him further?
No – Turt can only move a maximum of 1 space per turn no matter what. This even applies to your opponent's turn, so an opponent could not move Turt more than 1 space during a turn with abilities like MAGE PUSH or TELEKINETIC BLAST.

3.7.0.0 Tundra Guild

3.7.1.0 Avalanche

3.7.1.1: What happens to cards under an Avalanched Unit?

Cards under the unit that follow the normal "cards under other cards" rules (like Blarf or a Reaper) are still under that Unit, and are not considered to be on the Battlefield since the Unit is not considered to be on the Battlefield. A Vine Wall under an Avalanched Unit though is unaffected by Avalanche - it is still considered to be on the Battlefield and counts for things like Swamp Rat's HIDE, Beseige the Walls, SIPHON, etc.

3.7.1.2: Can a Unit under Avalanche still attack or use its abilities?
No – since it is not on the Battlefield, it cannot move, attack, use an ability, or be attacked or affected by any card that could normally affect it when its on the Battlefield. You're gonna have to break him out of the Ice Wall.

3.7.2.0 Ice Golem

3.7.2.1: Can Ice Golems move?
Yes – Ice Golems are only considered to have the Built Special Ability – they don't actually have it. Therefore, they can be affected by cards like Strengthen Structures and Vognar, but they can move and cannot be summoned adjacent to Architects.

3.8.0.0 Vargath Vanguards

3.8.1.0 Change Form

3.8.1.1: Can I use multiple Change Form cards to give my Summoner a bunch of names and abilities?
Yes – Super Moyra FTW!

3.8.2.0 Crusader

3.8.2.1: Does SHINING AURA work with the words FLIGHT or LIGHTNING?
No – only the actual word LIGHT. Sorry – no Super Quen FTW.

3.8.3.0 Defender

3.8.3.1: Does HOLD THE LINE stack with Blinding Light or SHIELD OF LIGHT?
No – HOLD THE LINE increases the die result necessary to get a "Hit" – Blinding Light and SHIELD OF LIGHT increase the die result needed to inflict a Wound. The two are different things. When an attack is rolled, you first check to see if any of the dice rolled result in a "Hit". If they do, you then check to see if any Wounds are placed. So assume a Unit is adjacent to a Defender and within 2 spaces of Moyra Skylark when Blinding Light is in play, and a Unit attacks it and rolls a 4. HOLD THE LINE makes the roll required to be a Hit +1, as there is 1 unit adjacent, so a 4 is needed to "Hit". The roll is a hit, but no Wound is placed as Blinding Light says that only die results of 5 or higher will result in Wounds.

3.8.4.0 Divine Intervention

3.8.4.1: What happens if a Poison Wound is prevented by this card? Does my Summoner get poisoned?

No – a regular Wound Marker is placed on the Summoner.

3.8.4.2: If I play this card in response to a Unit being wounded, can the attacking Unit use special abilities that trigger upon wounding a Unit?
See Divine Protection at 2.16.6.1.

If you have any questions that aren't answered here, please contact us at faq@plaidhatgames.com…
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