What's New in Summoner Wars Second Edition?

The second edition of Summoner Wars brings with it a host of changes. Below is a (mostly) comprehensive list of what you can expect.

Rules Changes

- The order of phases is different from first edition. The new phases are:
  1. Summon Phase
  2. Move Phase
  3. Build Phase
  4. Attack Phase
  5. Magic Phase
  6. Draw Phase
- The first player takes a full turn and starts with 2 magic. The second player starts with 3 magic.
- Magic is now a track, rather than a pile of cards.
- Players no longer gain magic when destroying their own units.
- If a player fails to attack an enemy card during their Attack Phase, their summoner receives 1 damage (wounds are now called damage).
- Dice are now custom with 5/6 sides showing a sword, 4/6 sides showing a bow and 2/6 sides showing a special symbol. Attacking melee units do an amount of damage equal to the number of swords rolled. Ranged units do an amount of damage equal to the number of bows rolled. Card abilities sometimes cause special results to have a special effect.
- Event Cards no longer have their own phase, instead each event card specifies which phase it can be played on.
- Some event cards are 'Active' events and, once played, they remain in play until the beginning of your next turn.

- A new card type has been introduced: Structures. Walls are now structures called gates, and they are no longer played as events. There is instead a phase for building structures that happens between the Move and Attack Phases. Players may build their structures on the back 3 rows of their side of the battlefield, or adjacent to their summoner. This allows for the potential for structures (like gates) to be built deep in enemy territory.
- Players start with a 10-life gate on the battlefield as part of their starting setup and have 3 5-life gates in their deck.
- Deck building rules have changed significantly. See page 11 of the rulebook.

Those are a bunch of improvements! But there are other ways the game has changed as well.

Other Changes

- In general, cards have higher attack and life values leading to a variety of positive effects on gameplay.
- 'Champion-only' type play is no longer incentivized as commons have more value.
- There are no longer any 'catch up events' (events that can only be played when your opponent has less magic or fewer cards on the battlefield).
- Event cards now have art on them.
- Summoner abilities and event cards tend to encourage more summoner involvement.
- Faction decks have been built to consistently have a lot of synergy within each one.

So there you have it! We have taken great care to preserve the spirit, excitement, and game play that made Summoner Wars so special, all while crafting a more robust rules set. Summoner Wars Second Edition takes the many design lessons we've learned, and provides players with as finely crafted experience as possible. We can't wait for you to try it out yourself.



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