

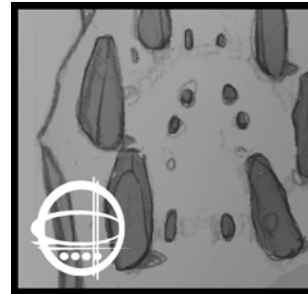
# Summonaria Rules Errata

The following are updates and clarifications to the rules found in the Summonaria rulebook.

**Page 3:** There are now 15 poison tokens available in the game components, these are found on the flip side of the wound tokens.

**Page 5:** There is information that describes each of the Shezarian Stones as “an enormous, flawless crystal that shimmers with a violet light that seems to come from deep within.” This information was incorrectly recorded by past visitors to the island and in truth, only one of the stones is a violet color. The other stones each glow with various hues, each a result of the different magical energies they focus.

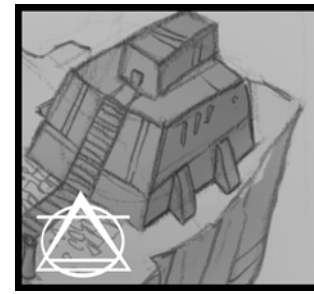
**Pages 8 and 9:** The depiction of the example squares on the board are no longer symbolic and thus no longer represent what you find on the game board, though their function is the same. Examples of the three types of special squares are shown below:



Portal Square Example



Tower Square Example



Temple Square Example

In the last paragraph of the battlefield description, it should say that “the gameboard is sectioned off into four equally proportioned *shaded* areas *bounded by yellow borders*.”

**Page 9:** In the ‘Game Play’ section, the following new setup rule is inserted:

“Determine which player is to go first. Deal 3 resource cards to each player.

**Advance Guard** – Fearing the loss of their advantage in the oncoming war, each Master Summoner sends a group of advance scouts to land on the island and set up defenses in preparation for their lord’s arrival. Each Master Summoner begins the game with two units already in play. The units each Master Summoner begins with are listed below:

*Defenders* – Barbarian Warchief & Dwarven Axeman

*Stewards* – Fire Elemental & Water Elemental

*Nightstalkers* – Winged Horror & Mummy

*Guardians* – Satyr & Wasp Swarm

*Tribes* – Troll & Goblin Warrior

One of each of these units must be placed on the tower square and the summoning square within the Master Summoner’s domain prior to the beginning of the game. The decision of placement of the two units upon the two squares is left to the discretion of the player. Normal action for the two units begins on the first turn of the game.

On each player’s turn, he or she proceeds through the following steps...”

**Page 12: *IMPORTANT!*** The rules regarding combat resolution should read, “For each 1 or 2 rolled on the attacking unit’s attack roll, the attacking unit has successfully landed a hit on the defending unit.” Every roll of a 1 or a 2 on an attack roll, whether the unit is the attacker or the defender, is considered a successful hit and added to the total number of hits tallied for that attack. Players wishing for a longer running, more strategic skirmish experience may wish to play with the existing rule that only allows for successful hits on a roll of a 1. More casual players or those wishing for a quicker, more action oriented game will find this rule adjustment more appealing.

**Page 13:** The section describing towers and how they can be in either a standing or crumbled status is not quite accurate. The standing towers are printed on the gameboard and units occupying the standing tower simply sit atop that square on the board. When the tower absorbs a hit and becomes crumbled, place the matching crumbled token underneath the occupying unit token to denote the tower is in a crumbled state. When returning the tower to standing status, the player then simply removes the crumbled tower token from under the occupying unit token

**Bestiary:** On the rules regarding special abilities, further clarification needs to be added.

1. Djinnia - *Alter Reality*, the special ability cannot be used against ranged attacks that are directed against it.
2. Reptilian - *Tailstrike*, the unit only is allowed the additional tailstrike attack if it is not destroyed during its opponent’s attack roll.

## Optional Rules of Play

The following optional rules allow players to further customize their gameplay experience by establishing ‘house rules’ that change the dynamics of the game. These discretionary rules came from player feedback and ideas that proved to be interesting in their effects on gameplay in various situations. Enjoy!

1. **Iron Hide** – The warriors being called to service are heavily armored and well protected for fierce combat. During the resolution of any attack roll or defense roll, only a roll of a 1 on the combat dice is considered a successful strike and is resolved using the normal rules for hit assessment. (Recommended for longer games and more strategic play styles)
2. **World without Faith** – The temples in each of the four corners of the gameboard have been long since abandoned by the gods for which they were built. The game is played as normal except that any unit visiting these empty halls does not receive a blessing as they normally would.
3. **Fleet Combatants** – Battling warriors rush headlong into combat with a speed that is frightening to behold. All units in play on the gameboard are especially quick and sure of foot and gain an extra point to their movement rating to be used as normal each turn during play.
4. **Thin Mortar** – The island does not readily provide the materials needed to repair fallen walls and cracked timbers. Once crumbled, the towers cannot be rebuilt for the remainder of the game.
5. **Bountiful Materials** – The supply of resources being funneled to the island is especially well managed and provisioned. Each Master Summoner may have a maximum of ten cards in their hand rather than the normal seven at any given time.
6. **Mystic Equinox** – The flow of magical forces surrounding the island is at its peak as the stars align in this rare mystic event. The Master Summoners find that their abilities are particularly effective, allowing them to summon through their portal as many warriors as their resources grant them hold over. On the summoning phase of each turn, each player may summon as many units as they care to, provided they have the appropriate resources available to do so. These newly summoned units all move onto the portal square at the end of the turn as they would normally, stacking until the beginning of their next turn where they must move out of the portal square or fall victim to the summoning disruption rule described previously.