
SUPER
DUNGEON
EXPLORE
CLASSIC
MODE
NINJA DIVISION

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WELCOME ADVENTURERS!

The book you hold in your hands is the rulebook for Super Dungeon Explore: Classic Mode. In Classic Mode, one player will assume the role of the Dark Consul. The Dark Consul is responsible for playing all of the monsters in the dungeon. The remaining players will assume the roles of the Heroes. It is their job to slay all of the monsters in the dungeon and defeat the dungeon boss!

Classic Mode is perfect for players who enjoy having a tougher dungeon that has all of the cunning and intelligence of a human opponent. Classic is also ideal if you want to have full control over the game experience. A human Consul can judiciously use the monsters to keep the dungeon at a difficulty that suits the skill-level and enhances the fun of all the players.

GAME OVERVIEW

The Dark Consul has created spawning points throughout the dungeon that will create hordes of monsters to ravage Crystalia. The Heroes must journey through the dungeon and destroy all of the spawning points in order to summon and defeat the dreaded dungeon boss. The Consul must destroy all of the Heroes before they succeed.

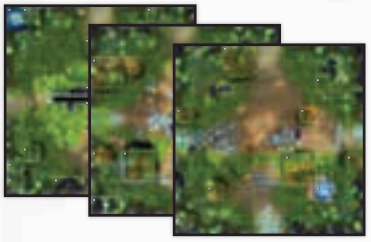
Over the course of a game the Heroes and Consul take turns activating models. As monsters are destroyed the Consul will spawn reinforcements from spawning points. This power is not to be used lightly. Each spawning point only has a finite amount of power and every spawn will drain its energy. The Heroes will attempt to hasten the spawning point's destruction with all their skill and strength.

When each spawning point is destroyed a powerful mini-boss will spawn. One by one the Heroes will seek to defeat these monsters to earn loot, treasure, and valuable princess coins. Once the last spawning point is destroyed the dungeon boss will spawn and an epic battle for the fate of Crystalia will commence.

WHAT YOU NEED TO PLAY



Classic Mode Rulebook



3-5 Dungeon Tiles with Tile Effect Cards



Trap Templates



Princess Coin Tokens



Wound Tokens



Skull Tokens



Potion Tokens



Super Dungeon Explore Dice



Start Marker

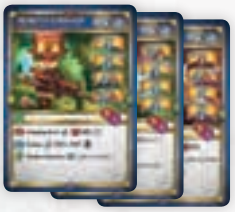


Game Effect Tokens



Dungeon Key Tokens

Models (with classic game cards):



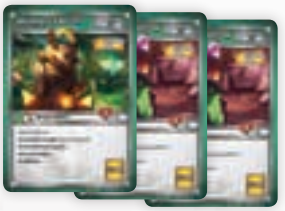
3-5 Heroes



1 Dungeon Boss



2-4 Mini-Bosses

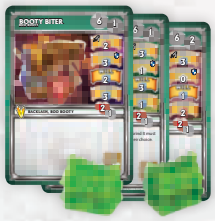


3-5 Spawning Points

All monsters listed under "Spawning Pool."



Status Effect Tokens



3+ Boo Booty



3-5 Treasure Chests



Explore Deck



Loot Deck



Treasure Deck



6+ Creeps

GAME SETUP

1. SELECT GAME SIZE

Classic Mode is designed for 2 - 6 players. One player plays the Consul and one or more players play 3 - 5 Heroes. The Consul will control all the monsters. The remaining players will each control one or more Heroes.

Heroes	**3**	**4**	**5**
Dungeon Tiles	**3**	**4**	**5**
Treasure Chests	**3**	**4**	**5**
Spawning Points	**3**	**4**	**5**
Mini-Bosses*	**2**	**2-3**	**2-4**
Dungeon Boss	**1**	**1**	**1**

*In larger games the Consul may select more than two mini-bosses if they have the models available in their collection.

Shannon, Evan, Greg, and Kelli are going to play a three Hero game. Kelli has decided to play the Consul. Shannon, Evan, and Greg will play the Heroes.

2. SELECT HEROES

The Hero players select which Heroes they want to play. The selected Heroes are referred to as a **party**. A party consists of 3 - 5 Heroes and their game cards. Players can each control a single Hero or multiple Heroes. Each player controls every aspect of their own Hero: deciding attacks, movement, and who may drink their powerful potion.

If duplicate Heroes are chosen, we recommend it is done in true arcade spirit and they are painted different colors.

When selecting your Heroes try to build a balanced party. A good mix of offense types, healing ability, and potion effects will help ensure success.



Shannon, Greg and Evan are playing the Heroes. Shannon chooses the Questing Knight, Greg chooses the Thundervale Huntress, and Evan chooses Princess Emerald.

3. SELECT MONSTERS

The Consul player uses monsters to bash, burninate, and destroy the Heroes. The monsters chosen are called the **spawning pool**.

The Consul selects one dungeon boss. Each dungeon boss comes with a game card, a boss fight card, six unique treasure cards, and twelve unique explore cards.

The Consul selects mini-bosses. A minimum of two mini-bosses must be chosen, but additionals may be selected (up to the maximum) if they are available in the Consul's collection. Each mini-boss comes with a game card. Many mini-bosses also include unique loot or treasure cards.

The unique cards that come with bosses can be used in any game that the boss is selected in.

The Consul selects spawning point models. Each spawning point's game card lists the type and number of monsters that are added to the spawning pool.

The Consul may choose one spawning point model for every Hero in the game.

Some spawning points only come in pairs of two. These are called **paired spawning points**. Paired spawning points count as two choices. When one is selected, the matching second spawning point listed on the card must be selected as well. The monsters added to the spawning pool listed on the paired spawning points' card is for both spawning points combined.



It's more fun to choose monsters that will provide a tough challenge without overwhelming the Heroes. This is especially true if you're playing with people new to the game.

For an easier game reduce the number of spawning points the Consul fields. To make it harder increase the number of spawning points—allowing more than one spawning point per tile. Keep the number of tiles and treasure chests the same as for a normal game.

This is also a great way to increase or decrease the time your game will take.

PLATFORM

All monsters have a platform: Start, 8-Bit, 16-Bit, or Super. A monster's platform can affect when it can be spawned or activated, as well as if it is affected by certain game effects.



FRIENDLY & ENEMY

Some abilities and effects refer to friendly or enemy models. When playing a Hero, any model controlled by the Consul is an enemy, while any model controlled by a fellow Hero is friendly. When playing the Consul, any model controlled by a Hero is an enemy, and any model controlled by the Consul is friendly.

Kelli is playing the Consul. She chooses The Forgotten King as her dungeon boss, then Bashful Boris and Trent as her two mini-bosses. Since three Heroes are in the party she may choose three spawning points.

First, she chooses the Bramble Knight, adding one Grobbit Executioner, two Frog Knights, and four Billmen to her spawning pool.

For her last two spawning points she chooses the Old-Growth Hollow. The Old-Growth Hollow is a paired spawning point and uses both of her remaining choices. One Sprout (including the King Sprout shapeshift), two Wisps, two Turnipheads, and six Mooks are added to the spawning pool.



4. BUILD DUNGEON

The dungeon map is built using one dungeon tile for every Hero in the party. The Consul always chooses and places the first dungeon tile. The Heroes and Consul then alternate placing dungeon tiles. When placing a tile, at least one of its doorways must align with another tile's doorway.

SQUARES

Every dungeon tile has a grid of squares on it. Squares are used for movement, range, and determining area effects.

A model may never move into or through a location on a dungeon tile that does not have a square. Likewise, no action or ability can affect a location that does not have a square.

WALLS

Walls are represented by a black line between squares. Models cannot move or draw line of sight through walls.

DOORWAYS

Doorways are the areas where tiles connect. Models cannot move through doorways that are not connected to another doorway.

TILE EFFECTS

Some squares have unique effects, called **tile effects**. Squares with tile effects have a grey hatched border and an icon that represents the effects of the square. Each tile effect is detailed on a card. See Tile Effects, page 32.

OPEN SQUARES

Squares that do not have a tile effect are called open squares.

Since Kelli is the Consul, she chooses the first tile. Shannon, a Hero player, chooses the next tile and aligns one doorway with the tile Kelli placed. Since this is a three Hero game Kelli gets to choose and place the last tile, aligning it with a doorway on either tile.



5. BUILD TREASURE DECK

The base treasure deck is made up of 24 treasure cards.

Some models are supplied with unique, **model treasure cards**. These cards are indicated by the model's portrait on the card. Only treasure cards supplied with models or wonders being used in the game may be chosen.

The Consul chooses three model treasure cards and six boo booty treasure cards. See **Boo Booty**, page 28.

The Heroes choose three model treasure cards and six wonder treasure cards. See **Wonders**, below.

Add these cards to the 24 base treasure cards to build a 42 card treasure deck.



WONDERS

Wonders are treasure cards that represent truly unique and rare artifacts that Heroes may gain during the game, such as becoming the master of a Pet. See **Pets**, page 30.



Seasoned players can customize their decks to suit how they want to play, by adjusting both the deck size and what cards are used. If you feel extra dwarfy, add every card you own to your decks!



There are eight unique treasure cards to choose from: six from The Forgotten King and one each from Trent and Boris. The Consul, Kelli, chooses the Lost Love Pendant, Posh Pajamas, and Bramble Bracers. The Hero players choose the Shadow Crown, Deeproot Acorn, and Boris's Bashful Bammer.



Kelli then chooses six boo booty cards. She selects two Booty Grinder, two Booty Biter, and two Bouncing Booty.



Finally, the Hero player choose six wonders. They select six pets: Mr. Chompers, Admiral Fuzzybottom, Lord Gruff, Madam Hilde, Mrs. G. Snorts, and The Colonel.



6. BUILD LOOT DECK

The base loot deck is made up of 48 loot cards.

If players possess unique loot cards from organized play events or special models, they may add these loot cards directly to the the deck, or swap them out on a one by one basis to customize the deck.



The players have no unique loot cards for this game, so use the standard deck.

7. BUILD EXPLORE DECK

The base explore deck is made up of 24 explore cards.

Each dungeon boss is supplied with twelve unique explore cards that are used only when that dungeon boss is being played.

Add these cards to the 24 base explore cards to build a 36 card explore deck.



Kelli adds the 12 unique explore cards that came with The Forgotten King dungeon boss to the deck.

8. POPULATE DUNGEON

The Consul places one spawning point and one treasure chest on each dungeon tile. There may not be more than one spawning point and one treasure chest on a single dungeon tile.

Next, every spawning point on the dungeon map spawns. The Consul places every 8-Bit monster listed on each spawning point's game card within two squares of their spawning point.

Monsters may only be spawned from a spawning point which lists them as part of its spawning pool.

After placing a spawning point and treasure chest on each tile, Kelli begins by spawning all of the 8-Bit monsters from the Bramble Knight spawning point. She places two Frog Knights and four Billmen each within two squares of the Bramble Knight.

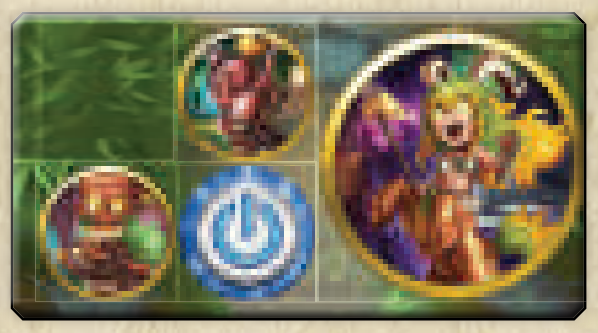


Next she spawns all of the 8-Bit monsters from the Old-Growth Hollow paired spawning points. She can place them within two squares of either of the paired spawning points. See Dungeon, page 8.

9. HEROES ENTER DUNGEON

Heroes place the start marker on any square that is within four squares of a doorway that is not connected to another dungeon tile, and that is not within two squares of a spawning point. Place all Heroes in a square on, or adjacent to, the start marker.

The Heroes choose one of the doorways and place the start marker within four squares. Shannon, Evan, and Greg each place their Hero adjacent to the start marker.



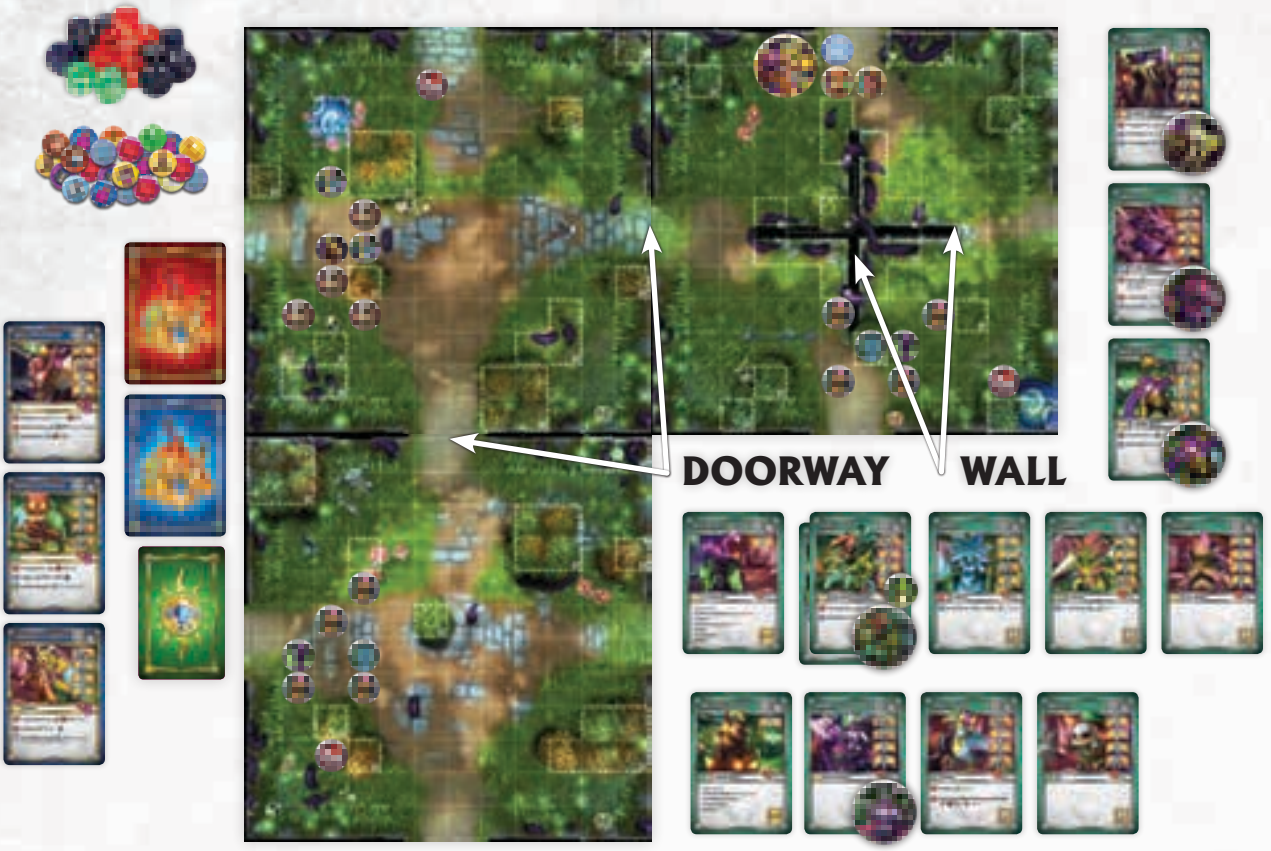
10. TIME TO EXPLORE!

Place one potion token on each Hero's game card. Shuffle each deck, then organize the tokens. Place them in easy reach of all players. Time to begin the game!





THE DUNGEON



THE CARDS



HERO CARD

1. Name
2. Type
3. Movement Points
4. Action Points
5. Strength Attribute
6. Armor Attribute
7. Willpower Attribute
8. Dexterity Attribute
9. Hearts
10. Potion Quantity
11. Crystal Affinity
12. Abilities
13. Unique Actions
14. Potions



MONSTER CARD

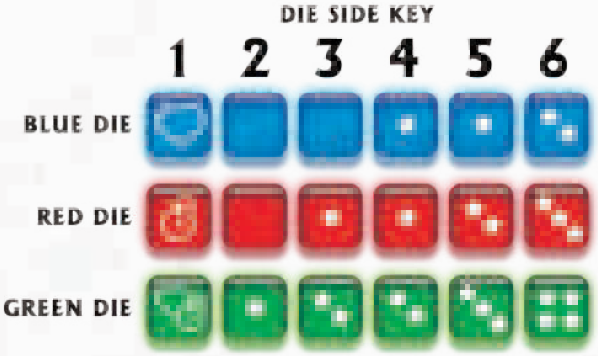
1. Name
2. Type
3. Movement Points
4. Action Points
5. Strength Attribute
6. Armor Attribute
7. Willpower Attribute
8. Dexterity Attribute
9. Hearts
10. Skull Points
11. Crystal Affinity
12. Abilities
13. Unique Actions
14. Monster Platform

ROLLING DICE

Models roll dice for almost everything they do. There are three different colors of dice: blue, red, and green. In general, green dice are better than red dice and red dice are better than blue dice.

A model's game card shows the number and color of dice a model rolls for each attribute. In addition, a model may gain bonus dice from equipment, potions, or other effects.







STARS

Whenever a dice roll is made count the total number of stars that were rolled. The more stars the better!

When a roll targets another model it is called an **offense roll**. When this happens the target gets to make a roll to stop the action, called a **defense roll**.

The offense roll wins if it has more stars than the defense roll. The defense roll wins if it has an equal number or more stars than the offense roll.

Any blank faces, hearts, or potions rolled do not count as stars.



HEARTS

Blue and green dice can roll hearts.

If an offense roll wins and any or were rolled a heart has popped out of the target!

A Hero may immediately remove one wound token or one status effect token from any Hero's game card for each heart rolled.

The Consul may only use hearts that are rolled to remove status effect tokens from any monsters on the dungeon map.



POTIONS

Red and green dice can roll potions.

If an offense roll wins and any or were rolled the target has dropped a potion!

A Hero may immediately place one potion token on any Hero's game card for each potion rolled.

The Consul ignores any potions that are rolled.



ATTRIBUTE STARS

In addition to dice, some models have stars listed in their attributes. If a model has stars in their attribute, add the number indicated to the final number of stars rolled on the dice.

Attributes that have only stars have a static value. No dice are rolled, the number of stars listed is considered the value of the "roll."

BONUS DICE & STARS

During the game models will earn bonus dice or stars from equipment, potions, and other effects. Whenever a model earns bonus dice or stars they add these to their rolls exactly as if they were printed on the model's card.

REROLLS

Some abilities cause a model to reroll one or more dice. A dice may only be rerolled once. If a dice is subject to multiple rerolls from opposing enemy and friendly effects, the effects cancel and no reroll is made.



Greg is making a roll for an action that uses his Thundervale Huntress's STR 2 1. The Huntress is equipped with a Dwarven Axe which gives her +1 STR.



Greg makes an offense roll using two blue dice and one red dice, resulting in 3 stars plus 1 star from his Dwarven Axe, for a total of 4 stars and 1 heart.



PLAYING THE GAME

Beginning with the Heroes, the Heroes and Consul alternate turns. During a turn models can be activated or monsters spawned. At the end of every turn is the Power-Up phase where both the Heroes and the Consul have a chance to increase the deadliness of the game. The Heroes and Consul continue alternating turns until one side wins the game.

HERO TURN

1. Activate a single Hero. See **Activation**, pages 15-19.
2. Resolve **Power-Up**, pages 13-14.
3. Play then moves to the **Consul Turn**, page 12.

Every Hero in the party must be activated before a Hero may be activated an additional time.

Once all Heroes have activated, they may be activated again in any order the party desires, and following the rule above.

> ***Questing Knight Turn → Power-Up → Consul Turn → Power-Up → Princess Emerald Turn → Power-Up → Consul Turn → Power-Up → Thundervale Huntress Turn → Power-Up → Consul Turn → Power-Up →***
>
> *All Heroes have activated, so may be activated again in any order.*

During the Hero Turn many different events can occur. The most common are detailed below.



EXPLORE CARDS

Anytime a Hero moves into a dungeon tile that the party has never entered before the Hero immediately stops its movement and draws a card from the top of the Explore Deck.

After the explore card is drawn immediately resolve the effects of the card. **The explore card only affects the tile for which it was drawn.** The Hero may then resume their activation.

Some explore cards spawn creeps or trigger traps. These are described in more detail in the Advanced Rules. See **Creeps**, page 30 and **Traps**, page 32.

In addition, there are abilities and actions that allow more explore cards to be drawn beyond the first for each tile.

An explore card is not drawn for the tile the Heroes start the game in.



BACKPACK

The backpack is where the party stores items gained during the game that can be used by the entire party, including: princess coins, dungeon keys, wonders, and unequipped treasure or loot cards. The party should keep all their backpack items on the backpack card, where all players have easy access.

PRINCESS COINS

At the end of any action where a spawning point was destroyed the Heroes place a princess coin token in any square the destroyed spawning point occupied. The party may use the Scavenge basic action to add the princess coin to their backpack. See **Basic Actions**, page 18 and **Princess Coins**, page 24.



DUNGEON KEYS

At the end of any action where a mini-boss was destroyed the Heroes place a dungeon key token in any square the destroyed mini-boss occupied. The party may use the Scavenge basic action to add the dungeon key to their backpack. Dungeon keys may be spent to use the Unlock Treasure Chest basic action, See **Basic Actions**, page 18. Some modes of Super Dungeon use dungeon keys for other unique actions.



WONDERS

Each time the party gains a wonder (such as a pet) it is placed in the backpack. Wonders may be used during Power-Up.

EQUIPMENT CARDS

Each time the party gains a treasure or loot card it is placed in the backpack. Treasure and loot cards can be equipped during Power-Up.

CONSUL TURN

During the Consul Turn, the Consul may either **Activate Monsters** or **Spawn Monsters**.

ACTIVATE MONSTERS

1. Activate one or more monsters. See **Activation**, pages 15-19.

The number of monsters that may be activated is determined by skull points. Each monster is worth a number of skull points indicated on their card. **The Consul may activate a total of four skull points worth of monsters during the Consul Turn.**

In addition, the Consul may activate **one** Super monster that is on the dungeon map for free. Note: The Consul may activate one Super monster worth four skull points and then also activate a second, different, Super monster for free.

Monsters may be activated in any order the Consul wishes. Monsters must complete their entire activation before activating another monster.

Monsters may be activated in consecutive Consul Turns, but may not be activated multiple times in the same turn.

2. Resolve **Power-Up**, pages 13 - 14.

3. Play then moves to the **Hero Turn**, page 11.



Skull Points

SPAWN MONSTERS

1. Choose one spawning point on the dungeon map. The spawning point's card lists the name and total number of monsters that it may spawn.

When using duplicate spawning points, it is not necessary to track which monsters belong to a specific spawning point.

2. Place all of the monsters listed on the spawning point's card within two squares of the spawning point model. If the spawning point is a paired spawning point, the Consul may place the monsters within two squares of either spawning point. Large based models must occupy at least one square within two squares of the spawning point.

Only monsters that are available in the spawning pool may spawn. If no monsters listed on the card are available in the spawning pool, the Consul may not perform Spawn Monsters.

If there is not enough space to place all of the listed monsters, the excess monsters may not be spawned and remain in the spawning pool.

3. Place one wound token on the spawning point model. If the spawning point is a paired spawning point, place one wound token on each model.

A paired spawning point may continue to spawn every monster listed on its card, even if one of the spawning points has been destroyed.

4. Resolve **Power-Up**, pages 13 - 14.

5. Play then moves to the **Hero Turn**, page 11.

The Consul may not perform Spawn Monsters if it was performed in the previous Consul Turn.

If you have difficulty remembering which models have activated, place a Game Effect token on each model's card after they have activated.



POWER-UP

Power-Up occurs after every turn, both Hero and Consul. There are four types of Power-Up: Equipment, Wonder, Mighty Monsters, and Boss Spawn. After a turn has concluded resolve each Power-Up that is applicable in the following order:



1. EQUIPMENT

Drawn loot and treasure cards are called equipment.

The party may draw one card from the Loot Deck for every elite or minion monster destroyed during the turn, up to a maximum of three cards.

The party may draw one card from the Treasure Deck for each mini-boss or boo booty destroyed. See **Boo Booty**, page 28.

The party may not draw loot cards for monsters that were destroyed during the Consul Turn (such as from Fire or Backlash) or that possess the Insignificant ability. Treasure for destroying mini-bosses may be drawn as normal, regardless of whose turn it was when they were destroyed.

Each Hero has four colored-crystal equipment slots along the edge of their card: Ruby, Citrine, Emerald, and Sapphire. Each equipment card has a corresponding crystal color indicating the slot to which they can be equipped.



Tuck the equipment card underneath the Hero card until the matching crystals touch and only the name and abilities of the equipment is showing. The Hero gains all the abilities and bonuses listed on the equipment exactly as though they were printed on the model's card.



Any Hero may be equipped during Power-up. Only one piece of equipment may be equipped per slot. A Hero may only have one treasure card equipped at a time.

Equipment that is not equipped during Power-up is discarded. For each **treasure card** that is discarded one Hero may remove a wound or status effect token, even if it was previously equipped.

If a Hero replaces a piece of equipment the old card must be discarded and may not be equipped by another Hero.

If the Loot Deck or Treasure Deck are drawn through, reshuffle the discarded cards to refresh the deck.



2. WONDER

Heroes may equip or use any wonders they have acquired. Each wonder has its own unique rules for how it functions.

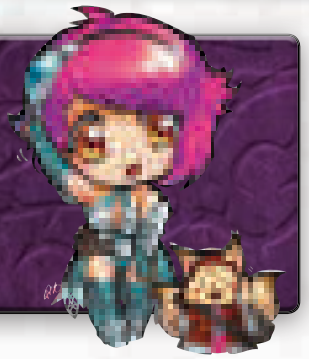
3. MIGHTY MONSTERS

At the end of any turn in which a mini-boss was destroyed, the Consul advances the the Mighty Monster chart one step. The bonuses gained by the monsters are cumulative based on the number of mini-bosses destroyed. Once the top of the chart has been reached—stop! The monsters are now extra mighty and will advance no further.

Only elite and minion monsters gain the benefits of the Mighty Monster chart shown below:

MINI-BOSSES DESTROYED	MONSTER BONUS
1	Defense Rolls gain +1
2	Offense Rolls gain +1
3	Defense Rolls gain +1
4	Offense Rolls gain +1
5	Consul may choose one status effect for all monsters to inflict when making successful offensive actions.

Want your dungeon to look extra awesome? Paint your monsters to be themed with your favorite status effect. Now those are some Mighty Monsters!

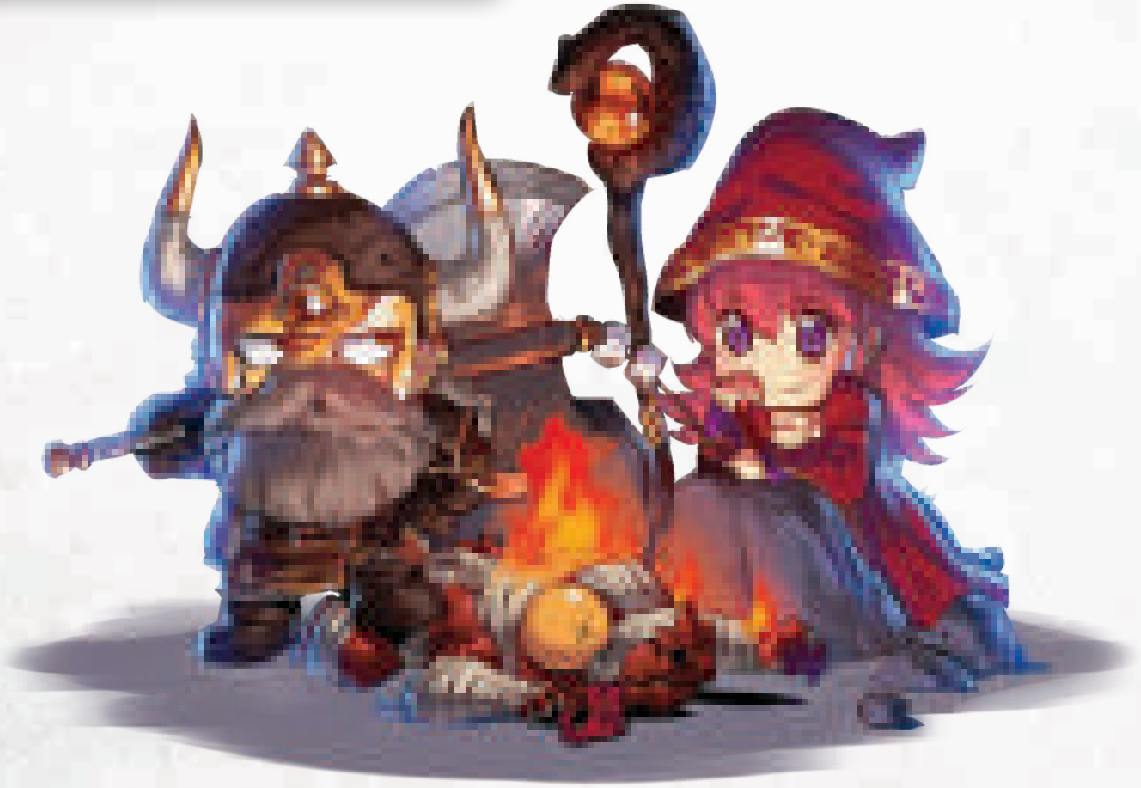


4. BOSS SPAWN

The Consul may place one mini-boss for each spawning point that was destroyed during the turn. Place each mini-boss anywhere on the destroyed spawning point's dungeon tile. The mini-boss may be activated in subsequent Consul turns.

If no mini-boss is available in the spawning pool, immediately advance the Mighty Monster chart one step instead.

If the spawning point destroyed was the last one on the dungeon map, a mini-boss is not spawned. Instead the dungeon boss is spawned, and the Boss Fight has begun! See **Boss Fight**, page 22.



ACTIVATION

A model's activation consists of multiple parts: upkeep, movement, actions, and potions. Upkeep is always resolved at the beginning of a model's activation. After its upkeep a model may spend movement points, action points, and drink potions in any order the player wishes.

A model may divide spending their points between movement and actions, so long as the total number of points spent of each type does not exceed the number they possess.

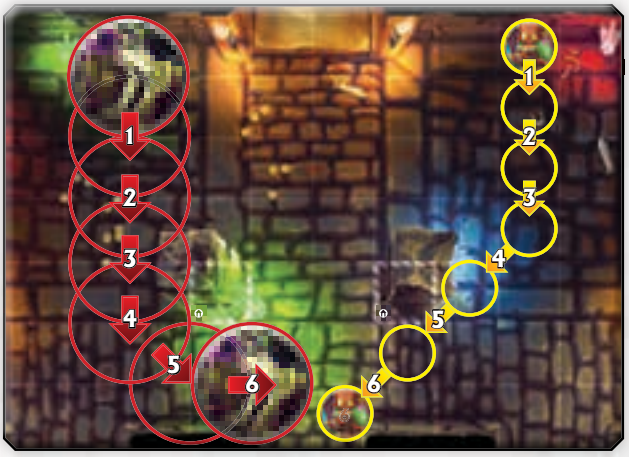
UPKEEP

A model performs upkeep at the beginning of their activation. Resolve each upkeep step in the following order:

1. End effects from the model's previous activation, such as potions or auras.
2. Spend Princess Coins, page 24.
3. Apply healing effects, such as Tough.
4. Apply status effects, such as Poison or Fire.
5. Apply all other game effects the model is subject to in the order of its player's choice.

MOVEMENT POINTS

During a model's activation it may move a number of squares up to its total number of movement points.



Each adjacent square the model moves into counts as one square and uses one movement point, including diagonals. Large based models also count this as one square even though the size of their base makes them occupy multiple new squares.

Models may freely move through tokens, templates, and friendly models, but may not move through enemy models or end their movement in a square occupied by another model.

ACTION POINTS

A model spends action points to perform actions. There are two types of action:

Red offensive actions inflict a single wound if successful.

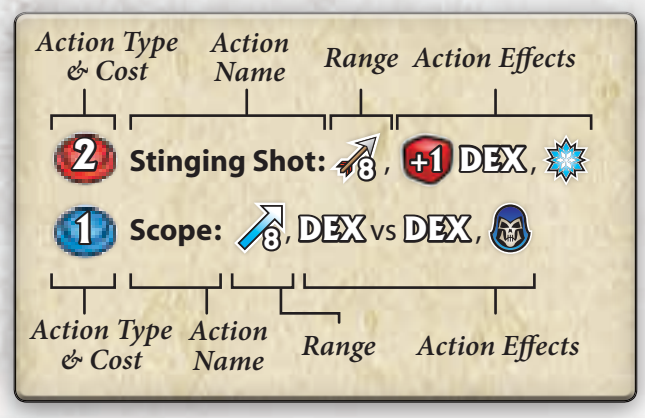
Blue support actions do not inflict wounds. Instead, they cause special effects to occur, such as inflicting status effects on enemies or helping friendly models.

Each action has a cost listed on its icon indicating how many action points the model must spend to perform the action.

During its activation, a model may spend any number of action points, up to the total listed on its card, to perform any actions available to it. A model may perform the same action multiple times.

All models have access to a variety of **basic actions**, which are detailed on page 18. In addition, many models have **unique actions** only they can perform. Unique actions are listed on a model's card or are gained from equipment, potions, and other game effects.

Both basic actions and unique actions follow the same rules to perform, which are detailed on the next two pages.

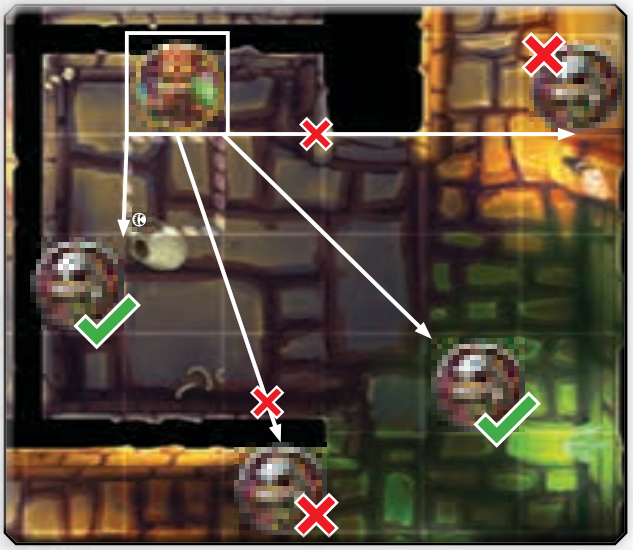


1. DETERMINE LINE OF SIGHT

Models require line of sight to target another model. A model has line of sight when it can draw at least one straight line from any point of its square to any point on the intended target's square. The line cannot contact walls or structures, including where walls or structures meet squares on a corner.

Models (friendly or enemy), tokens, and templates do not block line of sight.

Models always have line of sight to themselves.



AUGMENT & DANGEROUS

Offensive and support actions may only target or affect enemy models unless the action has Augment or Dangerous.

Actions with Augment are actions that may only target or affect friendly models.

Actions with Dangerous are actions that may target and will affect both friendly and enemy models.

2. CHECK RANGE

All actions have a maximum range. Only models that are within range of an action may be targeted by the action.

To see if a target is within range count the number of squares between the model performing the action and the target model, including the square the target occupies.

If the number is equal to or less than the action's range the model may be targeted by the action.

If the target is further than the action's range the model may not be targeted. A different target must be chosen.



RANGE ICONS

Range icons indicate the range of an action. If the action has an area effect it will not list a number range with the icon, the area effect is used instead. See **Area Effects**, page 26.

Support Range: Only support actions possess a . If the support action does not possess a or an area effect it may only target the model using the action.

1 **Scope:** 8, DEX vs DEX,

Melee Range: All actions that possess a use the model's STR when making an offense roll.

2 **Lightning Charge:** 2, +1 STR, Push 5

Magic Range: All actions that possess a use the model's WILL when making an offense roll.

1 **Stranglethorn:** 8, Burst 1,

Missile Range: All actions that possess a use the model's DEX when making an offense roll.

2 **Stinging Shot:** 8, +1 DEX,

3. MAKE OFFENSE ROLL

All offensive actions require an offense roll.

Support actions never require an offense roll unless the action indicates otherwise. If no offense roll is indicated, skip directly to **6. Resolve Effects**.

If the support action does require an offense and defense roll, the action will specify which attributes are used.

A model's attributes and offense roll can be increased or decreased by equipment, potions, and other game effects. A model must include all of these effects when making its offense roll.

4. TARGET MAKES DEFENSE ROLL

Once the number of stars made for the offense roll has been determined the target must make a defense roll.

Defense: The model may use any attribute with a of their choice when making a defense roll.

A model's attributes and defense roll can be increased or decreased by equipment, potions, and other game effects. A model must include all of these effects when making its defense roll.

5. COMPARE RESULTS

Compare the number of stars rolled for the offense roll and defense roll.

If the offense roll wins, and it was an offensive action, place a single wound token on the target model.

The defense roll wins if it has an equal number or more stars than the offense roll. The action has failed, no wound or other effects of the action occur.

6. RESOLVE EFFECTS

Some actions have special effects, such as inflicting status effects. If the offense roll wins the player then resolves the secondary effects of the action.

If the target model was not destroyed and has any secondary effects that trigger as a result of being targeted, those effects are then applied.

During Evan's turn he activates Princess Emerald. He decides to beat up the King Sprout a bit. He spends one action point to use Emerald's "Scope" support action.

Scope: , DEX vs DEX,

Then he checks that Emerald has line of sight, and counts to make sure the King Sprout is within the action's range . Unlike some support actions Scope requires an offense and defense roll of DEX vs DEX.

Evan makes the offense roll using Princess Emerald's DEX 2 1, resulting in for a total of 4 stars.

The Consul, Kelli, now makes the defense roll. Since the action specifies the roll is DEX vs DEX, Kelli must use the King Sprout's DEX 1 instead of its normal defense attribute ARM. She rolls . Since hearts don't count as stars and have no other effect on defense rolls her total is 0 stars. Oh no!

Evan has won! Since this is a support action it does not inflict a wound. The King Sprout suffers the Bane status effect. Kelli places a Bane token next to the King Sprout's model.

Next, Evan uses Emerald's Stinging Shot offensive action against the King Sprout.

Stinging Shot: , +1 DEX,

Stinging Shot costs two action points. He spends the points to activate the action. Emerald has not moved since her last action, so Evan already knows she has line of sight and is in range. He makes the offense roll. Stinging Shot has the range icon, so the roll is made using Emerald's DEX 2 1. In addition, Stinging Shot grants a bonus +1 DEX, making the total roll 2 2.

Evan rolls for a total of 3 stars.

Now the Consul, Kelli, gets to make a defense roll for the King Sprout. The King Sprout's is on its ARM 2. She rolls for a total of 2 stars.

The King Sprout is currently suffering Bane, so it must discard the highest resulted rolled whenever it makes a defense roll. Kelli must discard the die, making the total 0 stars! The King Sprout suffers one wound and the status effect Ice.

Finally, since Evan rolled a potion, he can give a single potion token to any Hero.

Good Job!

BASIC ACTIONS

OFFENSIVE

Magic Attack: A model may only use Magic Attack if it has  on its WILL attribute. The model may make an offensive action using its Willpower (WILL) attribute against any enemy model within the range indicated.

Melee Attack: A model may only use Melee Attack if it has  on its STR attribute. The model may make an offensive action using its Strength (STR) attribute against any enemy model within the range indicated.

Missile Attack: A model may only use Missile Attack if it has  on its DEX attribute. The model may make an offensive action using its Dexterity (DEX) attribute against any enemy model within the range indicated.

SUPPORT

Heroes may use all basic support actions. Monsters may only use the Run and Vigor basic actions.

Bandage: 

A model using Bandage makes a roll using its WILL attribute. If the model rolls more stars than the number of wound tokens on the target remove one wound token from the target.

Conjure Pet: 

Place the model's pet in target empty square. A model may only use Conjure Pet if it is the pet's master.

Disarm Trap: 

The model makes a roll using its DEX attribute. If the model rolls more stars than target trap's defense the trap is destroyed.

Explore:

Draw one explore card and apply its effects immediately. The party may only perform the Explore action one time in each tile per game.

Pick Lock: 

The model makes a roll using its DEX attribute. If the model rolls three or more stars draw two cards from the Treasure Deck and add them to the backpack. Remove target treasure chest from the dungeon map. If fewer than three stars are rolled the Consul may replace the chest with one boo booty of their choice.

Run:

Before spending any action points, a model may chose to spend all of their action points to run. A model that runs may spend a total of twice its total number of movement points during its activation.

Scavenge: 

A Hero can pick up an item that can be scavenged such as a skull token, princess coin, or dungeon key. Remove the token from the dungeon map and place the recovered item in the party's backpack.

Smash Chest: 

Draw one card from the Treasure Deck and add it to the backpack. Remove target treasure chest from the dungeon map.

Unlock Treasure Chest: 

Spend one dungeon key token. Draw two cards from the Treasure Deck and add them to the backpack. Remove target treasure chest from the dungeon map.

Vigor: 

A model using Vigor makes a roll using its ARM attribute. If the model rolls more stars than the number of status effect tokens on its card they may remove one status effect token.

Don't underestimate a basic action just because it's "basic." Clever use of basic actions can win the game!

POTIONS

The maximum number of potions a model can carry is indicated by the Potion Quantity on their card. When a model gains a potion through a dice roll or other effect, place a potion token on their card.

Potions grant the model a free, single-use action. Resolve the action exactly like a normal action that costs no action points.

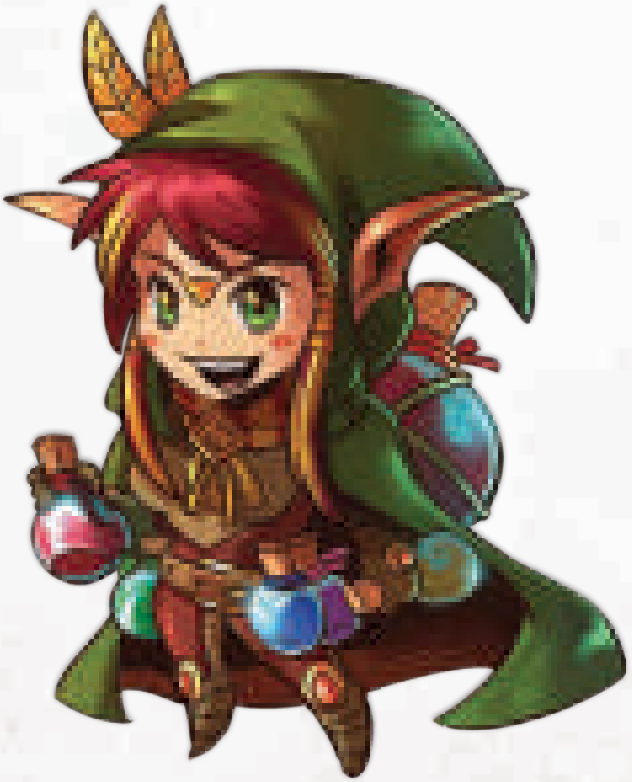
All potions have a cost listed on its icon indicating how many potion tokens the model must spend to drink the potion.

To drink a potion, remove the indicated number of potion tokens from the model's card, then resolve the effects of the potion.

A model may drink one potion during its activation. That potion can be of any type.

A model may drink a single emergency potion during the Consul Turn.

A model may never drink a potion to interrupt a dice roll or affect a dice roll that has already been made, unless the potion indicates otherwise.



There are three types of potion:

SUPPORT

A support potion grants the model that drank the potion a single-use support action.

OFFENSIVE

An offensive potion grants the model that drank the potion a single-use offensive action.

EMERGENCY

An emergency potion grants the model that drank the potion a single-use support action that may be used during the Consul Turn.

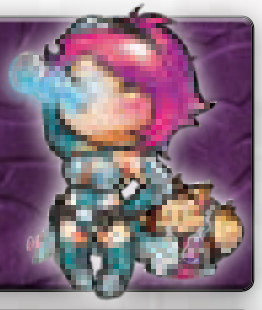
SHARING POTIONS

A Hero is not restricted to drinking only the potion(s) listed on their card. A Hero may share their potion with another Hero.

To drink another Hero's potion remove the potion tokens from the sharing Hero's card. The Hero drinking the potion then resolves the effects of the potion.

A Hero may drink another Hero's potion no matter where they are on the dungeon map.

Don't be stingy with your potions! Always share your potion with the Hero who needs it most. Also, always ask permission and say "thank you." No one likes an impolite soda stealer.



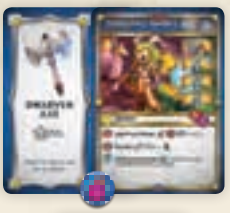
Princess Emerald is out of action points but she can still drink a potion. Evan is worried that the monsters might try to take revenge during their turn, so he asks Shannon if Emerald can drink the Questing Knight's Magic Armor potion.

Shannon agrees and removes the potion token from the Questing Knight's card. Now Princess Emerald gains the effects of the potion granting her +1 ARM until her next upkeep.

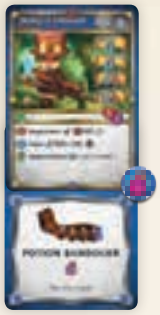
HERO TURN
Questing Knight Activation

The dungeon has been set up, and the Heroes get the first turn. Shannon activates the Questing Knight first and makes three Melee Attack basic actions destroying two Mooks and inflicting one wound on a Wisp.

POWER-UP



Shannon draws two loot cards for the Mooks he destroyed, drawing: Dwarven Axe and Potion Bandolier. The party equips the Thundervale Huntress with the Dwarven Axe and Princess Emerald with the Potion Bandolier.



No wonders were drawn, nor were any mini-bosses or spawning points destroyed. Play moves to the Consul Turn.

CONSUL TURN
Activate Monsters

The Consul, Kelli, decides to activate monsters. She may activate four skull points worth of monsters. First, she activates a Frog Knight which costs 2. The Frog Knight uses its unique offensive action, Frogger, to inflict one wound on the Thundervale Huntress. With its second action point the Frog Knight makes a Melee Attack basic action, but fails to win the roll. Next, she activates two Mooks, costing 1 each. They manage to inflict a second wound and the status effect, Poison on the Thundervale Huntress.

POWER-UP

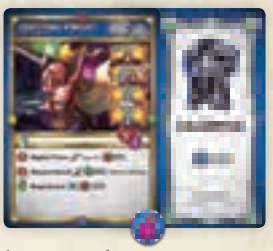
No additional equipment or wonders were earned during the Consul Turn, nor were any mini-bosses or spawning points destroyed. Play moves to the Hero Turn.



HERO TURN
Princess Emerald Activation

Princess Emerald is the next Hero to activate. Evan decides to attack an Old-Growth Hollow spawning point. Princess Emerald makes two Missile Attack basic actions against it, wounding both times. Evan then decides to try to get some loot and shoots a Turniphead, destroying it.

POWER-UP



During the turn, Princess Emerald destroyed one Turniphead. Evan draws one loot card, drawing: Chainmail. The party equips the Questing Knight with the Chainmail.

CONSUL TURN
Spawn Monsters

Kelli decides to spawn monsters using the Old-Growth Hollow paired spawning points. Two Mooks, one Turniphead, and one Sprout are available in the spawning pool. She places both Mooks within two squares of one Old-Growth Hollow, then places the Turniphead and the Sprout within two squares of the other.

Finally, she places one wound token next to each Old-Growth Hollow model.



POWER-UP

No additional equipment or wonders were earned during the Consul Turn, nor were any mini-bosses or spawning points destroyed. Play moves to the Hero Turn.

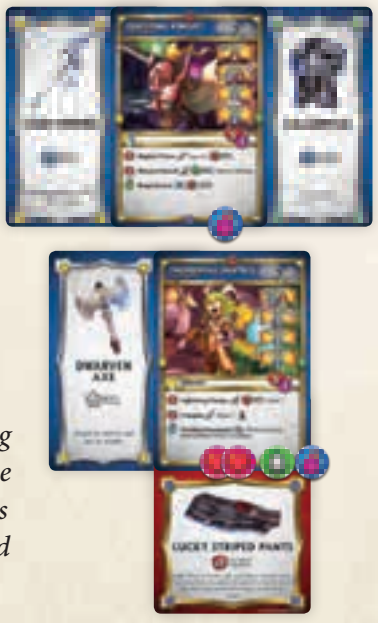
HERO TURN

Thundervale Huntress Activation

Greg's Thundervale Huntress is up next. Since she is suffering Poison she only has 2 this turn. She uses the Melee Attack basic action against the Old-Growth Hollow, inflicting one wound and destroying it. The Heroes place a Princess Coin token in an adjacent square. The Huntress moves adjacent to the token and uses the Scavenge basic action, which costs 0, to pick it up. Greg places the token in the party's backpack. The Huntress then moves to a treasure chest and uses the Smash Chest basic action to open it.

POWER-UP

The Thundervale Huntress destroyed one model and smashed open one treasure chest. Greg draws one loot card, drawing: Steel Sword. He then draws one treasure card, drawing: Lucky Striped Pants. The party equips the Steel Sword on the Questing Knight, and equips the Thundervale Huntress with the Lucky Striped Pants.



Once again no wonders were drawn, and no mini-bosses were destroyed. However, a spawning point was destroyed. Kelli places Bashful Boris on the destroyed spawning point's dungeon tile. Play moves to the Consul Turn.

CONSUL TURN

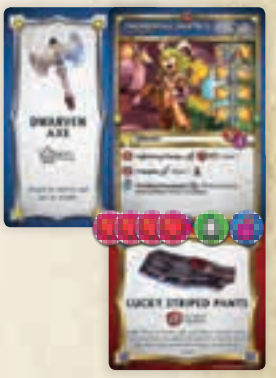
Activate Monsters

Kelli is looking for payback and decides to activate monsters. First, she activates two Mooks who each use a Melee Attack basic action on the Thundervale Huntress, inflicting two wounds.

Fearing for the Huntress, Evan shares his Hero's potion. Evan spends one potion token to let Greg's Thundervale Huntress drink Princess Emerald's potion, Hunter's Rations, healing two wounds.

Next, Kelli activates Bashful Boris. Bashful Boris is a SUPER monster and does not count towards her four skull points. Bashful Boris uses his unique offensive action Sweeping Mace, which hits both the Thundervale Huntress and the Questing Knight, inflicting one wound on both. Boris then makes two Melee Attack basic actions (spending an action point for one and using the Berserk ability for the other) against the Thundervale Huntress, inflicting another wound.

Finally, Kelli activates two more Mooks, costing 1 each. Both fail to wound the Thundervale Huntress.



POWER-UP

No additional equipment or wonders were earned during the Consul Turn, nor were any mini-bosses or spawning points destroyed. Play moves to the Hero Turn.

THE GAME CONTINUES

The party is up next and may choose to activate any of their Heroes. No matter whom they activate it will be a good idea to use their Princess Coin during upkeep to completely heal the poor Thundervale Huntress!

The Heroes and Consul continue alternating turns until one side is victorious.

BOSS FIGHT

The dungeon boss is a terrible and powerful foe. It can be the final decisive blow to end the game, or the surprising pendulum swing that turns the entire tide of the adventure in the opposite direction.

When the last spawning point on the dungeon map is destroyed, the Consul may place the dungeon boss anywhere on the same dungeon tile.

The dungeon boss is a Super monster and, when in play, may be activated during each Consul Turn in addition to the Consul's normal four skull points of monsters as described in **Activate Monsters**, page 12.



Boss Fight Card

BOSS FIGHT CARD

A dungeon boss spawning is a momentous event, and triggers events that can change the nature of the dungeon. Every dungeon boss includes a Boss Fight card, listing unique rules that affect the game once the dungeon boss has spawned.

BOSS SPAWN

Immediately after the boss spawns resolve any effects listed under Boss Spawn.



TIMEOUT

As the Boss Fight progresses the dungeon boss will take a timeout to regroup: it will remove status effects, summon more monsters, and then renew its attack from a new angle.

Immediately after the boss has a number of wound tokens equal to or greater than half of the number of hearts on their card, a timeout is triggered. Before any further actions are carried out, the Consul performs all the following steps:

1. Remove all status effect tokens from the dungeon boss card.
2. Heal the dungeon boss back to half of its remaining wounds (rounded up) if it went below.
3. Resolve any timeout effects listed on the Boss Fight card.
4. Spawn up to six skull points of 8-Bit or 16-Bit monsters from the spawning pool. Place the models anywhere within two squares of the dungeon boss.
5. The Consul may place the dungeon boss in any square within ten squares of its current location.

A timeout is only triggered once, even if the boss later heals and is subsequently reduced to half its hearts additional times.

Shannon's Questing Knight has just used his Massive Sword ability to inflict two wounds on The Forgotten King, giving him five wounds total and initiating a Timeout. The Questing Knight still has movement points remaining, but the Timeout resolves first.



The Forgotten King is suffering the status effect Ice *from Princess Emerald's, Stinging Shot. Kelli removes the status effect token.*

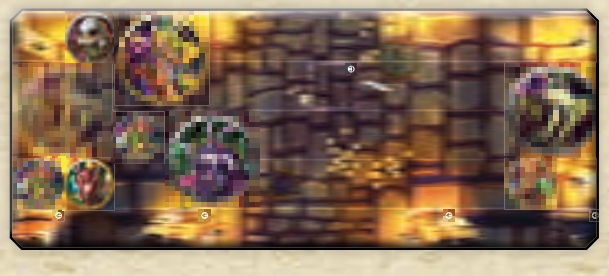
The Questing Knight brought The Forgotten King to fewer than half of his Hearts (four) so Kelli removes one wound token to Heal The Forgotten King back to four.

The Forgotten King's Timeout effect, Last Stand, grants The Forgotten King, elite, and minion models Immune: Status Effects. *Kelli removes all status effect tokens from any elite or minion model currently suffering from a status effect.*



Kelli then spawns six skull points of monsters. She chooses: two Turnipheads, one Billmen, and one Grobbit Executioner. She places them within two squares of The Forgotten King.

Finally, she places The Forgotten King ten squares away from his current position, well away from that pesky Questing Knight and right next to Princess Emerald.



Now that the Timeout has been completed Shannon may finish the Questing Knight's activation and the rest of the Hero Turn.

VICTORY

If the dungeon boss and his monsters destroy all of the Heroes the Consul wins and darkness tightens its grip upon Crystalia.

If the Heroes destroy the dungeon boss, the Heroes win and light has banished the darkness from this corner of Crystalia.



YOU HAVE DIED

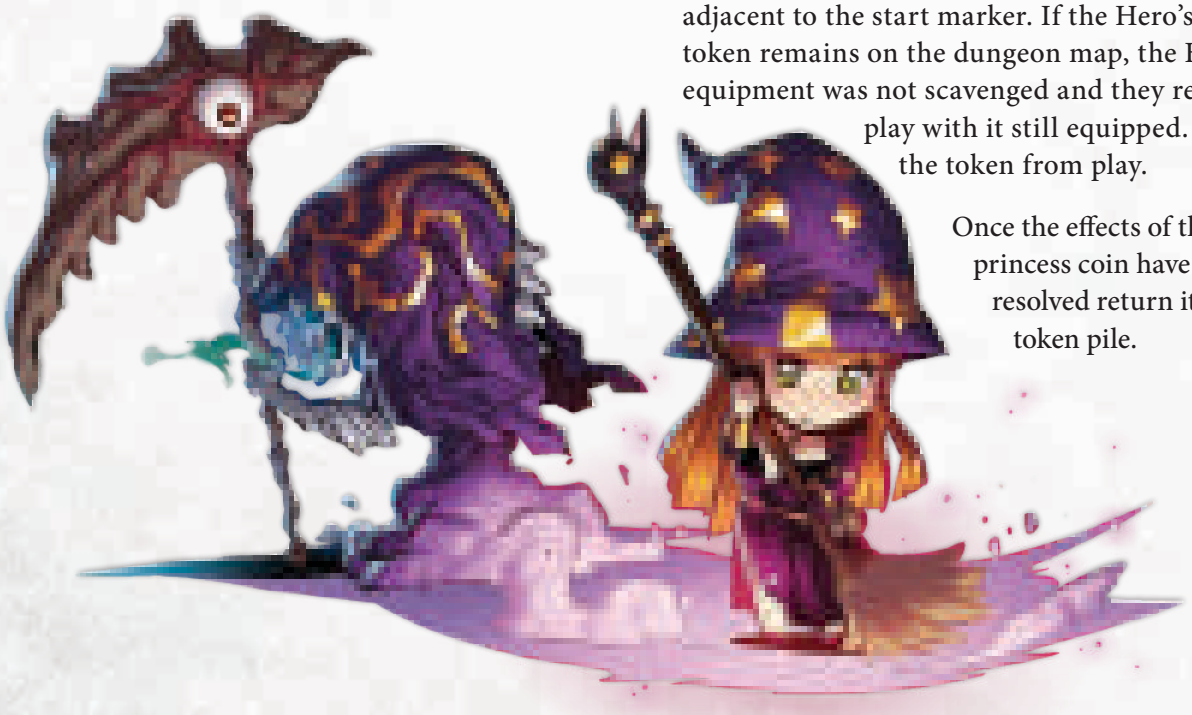
Over the course of a game, models will suffer wounds and be healed. Some may even be destroyed and then resurrected!

Every model has a number of Hearts indicated on their card. Whenever a model suffers a wound, place a wound token on their card. Whenever a model heals a wound, remove a wound token from their card.

For Heroes and boss monsters it is easiest to keep track of wounds and status effects on their game card. For smaller monsters it is often easier to place the wound tokens next to the model on the dungeon map.

Once a model has a number of wound tokens equal to its number of Hearts the model is destroyed. A destroyed model cannot be activated or otherwise be used in any way, including receiving new equipment or potion tokens.

If the destroyed model is a monster remove all wound and status effect tokens from its card or the dungeon map and return the model to the spawning pool.



If the destroyed model is a Hero remove the model from the dungeon map and place a skull token in the square it last occupied.



SKULL TOKENS

Skull tokens represent a destroyed Hero's equipment. Any Hero may retrieve a skull token by using the Scavenge basic action, page 18. After scavenging a skull token, remove it from play and place the destroyed Hero's equipment in the backpack. It may be equipped by other Heroes as normal during Power-Up.



PRINCESS COINS

During any Hero's upkeep they may choose to spend one or more princess coins.

For each princess coin spent, choose one Hero that is either on the dungeon map or that has been destroyed. Remove all wound and status effect tokens from the model's card.

If the princess coin was used on a destroyed model, return the model to the dungeon map adjacent to the start marker. If the Hero's skull token remains on the dungeon map, the Hero's equipment was not scavenged and they return to play with it still equipped. Remove the token from play.

Once the effects of the princess coin have been resolved return it to the token pile.

ABILITIES

Many models have a number of abilities listed on their card. These abilities are always active and require no action points to activate.

The most common abilities are listed below. If an ability is not listed here it will be on the model's game card.

BACKLASH: If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash.

BLESSING: A tile effect with Blessing bestows a positive effect, specified on the tile effect's card, to models within the tile. Blessings only affect Hero, elite and minion models.

BURROW: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

CURSED: Equipment with Cursed must be equipped during Power-Up if any Hero has an available slot, and cannot be removed or discarded unless the model is destroyed.

FLY: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

HEAL X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens equal to the value of X.

HOOKSHOT: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

IMMUNE: STATUS EFFECTS: A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects remove all status effect tokens immediately.

IMMUNE X: A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately. e.g. A model with is immune to Poison.

INSIGNIFICANT: If a Hero is on the same dungeon tile as a model with Insignificant it may be activated in addition to any other monsters that are activated during the Consul Turn. A model may not draw a loot card for destroying a model with Insignificant.

ONE USE ONLY: An action with One Use Only may only be used a single time during the game, once it has been used it may not be used again.

PET X: A model with Pet X is the master of the pet listed as X. A model with Pet X may never be a different pet's master. The listed pet begins the game within two squares of its master.

SHAPESHIFT X: The model may Shapeshift into the model listed. See **Shapeshift**, page 31.

SMALL: An enemy model may only target a Small model if it is within 3 squares of the model.

STATUS EFFECTS: If a model has a status effect listed as one of its abilities any successful offensive action it performs inflicts the status effect upon its target. See **Status Effects**, page 31.

STEALTH: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

SUREFOOT: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

TOUGH: During its upkeep, a model with Tough removes a single wound token.

AFFINITY

Every model has an affinity with one or more of the Goddess Crystals of Crystalia. A model may gain greater benefits from equipment or game effects if they share an affinity. Conversely, a model may suffer penalties if they do not share an affinity. Models with more than one affinity gain any bonuses or penalties if either one of the affinities match.



If a model has affinity with two colors they benefit or suffer the effects of the affinity if either of the colors match.

EQUIPMENT AFFINITY



If a piece of equipment has an affinity it will list both a standard bonus and an affinity bonus. Models whose own affinity matches the equipment's gain the affinity bonus instead of the standard bonus. All other models use the standard bonus.

AREA EFFECTS

Some actions can hit multiple models all at the same time. These actions are called area effects.

To use an area effect, first determine which models are in squares that will be affected. Squares that the user cannot draw line of sight to are not affected. All models that are within the area are considered to be affected simultaneously.



With the exception of Burst X, area effects replace the range of an action.

If the area effect action requires an offense roll the model using the action makes a single roll. Every model within the area is allowed to make a defense roll.

Friendly models, including the user, are not affected by area effects unless they are Augment or Dangerous actions.

If a model is affected by two area effects simultaneously the effects are cumulative as long as the actions' names are different, even if their effects are the same.

BURST X

Determine a Burst effect's target as normal using the action's range. After the target has been selected, it and every model within X squares of the target are affected. Squares that the **target** cannot draw line of sight to are not affected.

If a large based model is targeted by a Burst area effect choose one square occupied by its base as the square targeted and determine the area effect as normal.





CROSS X

A Cross effect is centered on the user's base and every square within X squares of the user, but does not affect any diagonal squares.







LANCE X

A Lance effect draws a straight line in any direction, directly away from the user's base along a distance of X. Every model along this line is hit. Lance effects may not be used along diagonals.





SWEEP X

A sweep effect hits every model within X squares of any single side of the user's base along a straight line. Sweep effects may not be used along diagonals.





WAVE X

A Wave effect is centered on the user's base and every square within X squares of the user.

AURA X

An Aura effect is centered on the user's base and every square within X squares of the user. Auras remain in play, centered on and moving with the user, until their next upkeep.





BOO BOOTY

Boo booty are a special type of monster and treasure card.

In addition to their game card, each boo booty has a treasure card that is shuffled into the Treasure Deck. At the beginning of each game the Consul may choose up to six boo booty cards to add to the Treasure Deck.

When Heroes draw a boo booty from the Treasure Deck replace the treasure chest model with the specified boo booty model and game card. Any additional treasure cards that were drawn are discarded.

During the Consul Turn a boo booty may be activated like a normal monster. When the boo booty is destroyed the Heroes may draw one card from the Treasure Deck during Power-Up.

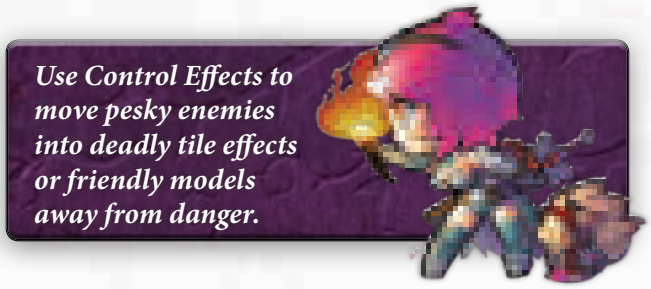
A boo booty is only spawned when treasure chests are opened. If another action or effect causes a boo booty card to be drawn, such as destroying a mini-boss, or if there is no available boo booty model in the spawning pool, shuffle it back into the treasure deck and draw again.



CONTROL EFFECTS

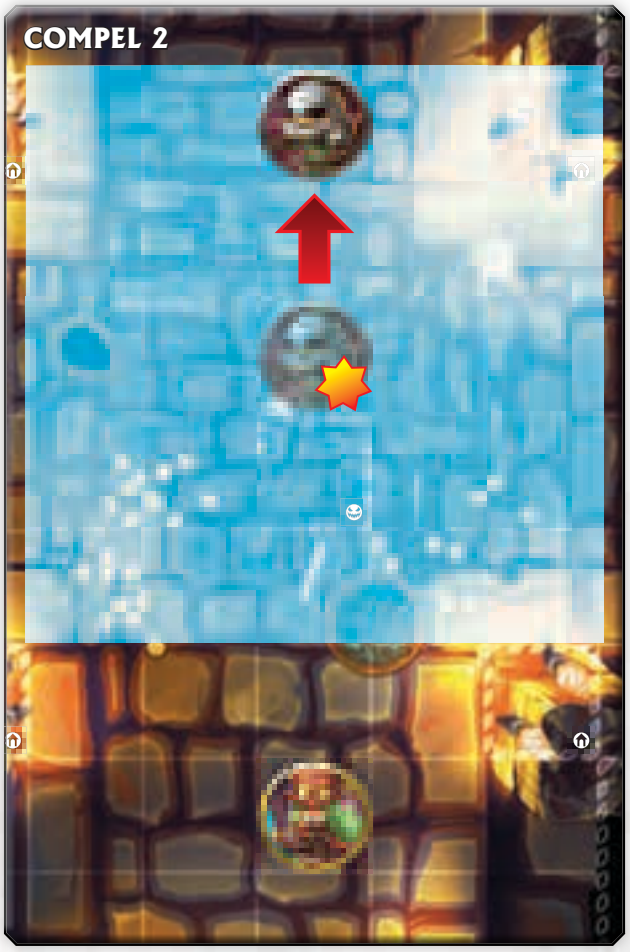
Control Effects allow one model to move another model. A model that is moved as a result of a control effect does not count as having been activated and may still activate and move as normal during their own turn.

A model may never be moved in a manner that would not be legal for them to move on their own. Difficult terrain and other tile effects are treated as normal.



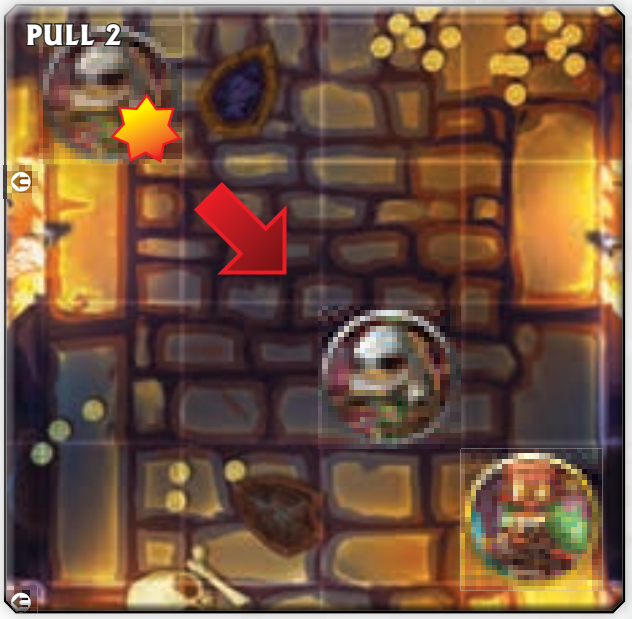
COMPEL X

A model targeted by Compel may be moved a number of squares up to the value of X in any direction.



PULL X

A model targeted by Pull may be moved a number of squares up to the value of X towards the model using Pull. Each square moved must decrease the distance between the two models. Once the two models are adjacent, the target model immediately stops.



PUSH X

A model targeted by Push may be moved a number of squares up to the value of X away from the model using Push. Each square moved must increase the distance between the two models. If the target model cannot be moved further away, such as from contact with a wall, the model immediately stops.



CREEPS



Many explore cards spawn a special type of monster known as creeps. Creeps are not part of the spawning pool and are spawned only by drawing explore cards. When an explore card is drawn it indicates the number of creeps that are spawned.

Creeps are spawned within two squares of the tile's spawning point as normal. The Consul may use any creep models they own, and may even spawn different types of creeps. There is no limit to the number of creeps that may be on the dungeon map—just the number of models you own!

All creeps have the Insignificant ability, and may be activated in addition to all other monsters that are activated during the Consul Turn if a Hero is on their tile.

PETS



Pets are wonders. At the beginning of each game the Heroes may choose up to six wonder cards, any of which may be pets, to add to the Treasure Deck.

Pets must be bound to another model called a **master**. A pet is represented by a single model and game card that explains its abilities in the game.

Heroes may start the game with a pet thanks to the **Pet X** ability, or they may **rescue** pets by drawing them from the Treasure Deck.

A model may only ever be a single pet's master at one time. If a model gains a new pet, the old pet's model and card is placed in the backpack, and may be given to another model during Power-Up.

If a master is destroyed their pet is immediately placed in the backpack.

Pets are considered part of the party and any game effect which affects the entire party affect any pets as well.

RESCUE



When the Heroes draw a pet card from the Treasure Deck, place the pet's game card and model in the backpack.

During Power-Up the party may choose one Hero to be the pet's master. Place the pet model within two squares of the master, then place the pet's game card in front of the player for easy reference.

PET ACTIVATION



All pets possess four attributes: movement points, action points, STR strength, and ARM armor.

Pets may spend movement points and action points in the same manner as other models. Pets may only use the Melee Attack and Run basic actions. The pet's STR is used for any offense roll the pet is required to make.

Pets are not required to remain within two squares of their master. The master gains any benefits granted by the pet as long as the pet is on the dungeon map.

TARGETING PETS

Pets may be targeted and affected by actions as normal. The pet's ARM is used for any defense roll the pet is required to make. If a pet suffers a wound it is immediately destroyed.

During the master's activation it may use Conjure Pet, page 18, to return the pet to play.



RULE PRIORITY

If a game card, game effect, or ability has a rule that is contrary to the rules in this rulebook, the card or ability always takes precedence.

SHAPESHIFT

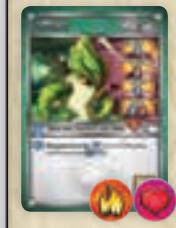
A model with the Shapeshift ability has two cards and two models, one representing their original form and one representing their shapeshift form. Models always begin the game or are spawned using their original form.

When the model is activated it may choose to shapeshift into its alternate form during its upkeep. Replace their card with the specified shapeshift card. Replace the model on the dungeon map with the new shapeshift model.

The model retains all tokens and equipment it possesses regardless of its form. The shapeshift form retains the same model type as the original form.

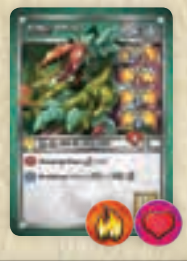
If there is no room to place the new model, it will push any models, friendly or enemy, out of the occupied squares, by the shortest path possible to make room for its model.

Monsters that shapeshift are considered in play, and may not spawn, as long as one of their forms are on the dungeon map.



Kelli has spawned the Sprout. It is currently suffering one wound and the status effect Fire. During the Consul Turn she activates the Sprout and decides to shapeshift it into King Sprout during upkeep.

Kelli replaces the Sprout's card with the King Sprout's. She moves both the wound token and the Fire token to the new card. Now the King Sprout continues its activation.



STATUS EFFECTS

Status effects are negative effects that cause a model to suffer a disadvantage in the adventure.

When a model suffers a status effect, place the appropriate status effect token on the model's card. The model suffers the effect until the token is removed.

Status effects are typically caused by actions that target a model. When this is the case, the model only suffers the status effect if the action was successful.

A model may suffer multiple status effects, but may only ever have one of the same type.

Remember, status effects last until removed by using a heart or other ability. Use those hearts wisely!



Bane: A model suffering Bane discards the highest result rolled anytime it makes a defense roll.

Fire: A model suffering Fire suffers one wound during its upkeep.

Hex: A model suffering Hex discards the highest result rolled anytime it makes an offense roll.

Ice: A model suffering Ice may not use unique actions.

Knockdown: A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token.

Poison: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

Slow: A model suffering Slow halves its movement points, rounding up.

TILE EFFECTS

CHASM

Models cannot move through chasms. Models can draw line of sight through chasms.

DIFFICULT TERRAIN

Each square of difficult terrain a model enters costs two movement points. If a model does not have enough movement points to move into a square with difficult terrain, it may not do so.

If any part of a large based model enters a square of difficult terrain, the move costs two movement points. Do not count squares a large model already occupies.

STRUCTURE

Models cannot draw line of sight across or move through structures.

TRAPS

When a trap explore card is drawn the Heroes have sprung a trap!



Each trap uses a trap template. After a trap has been sprung the Consul places the trap's template in the tile according to the rules below.

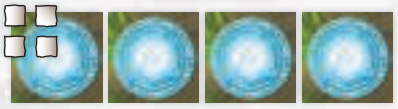
AREA



LINE



SCATTER



When a line or area is drawn place the appropriate template anywhere within the tile. When a scatter is drawn place four single square templates anywhere within the tile.

Trap templates may not be placed across walls, structures, or chasms. They may be placed in the same square as a friendly or enemy models.

TRIGGERING TRAPS

Whenever a model from the party moves onto a trap template or a square adjacent to the template the trap is triggered. Immediately resolve the effects of the trap. All models, friendly or enemy, that are on or adjacent to the trap template are affected.

If a trap requires an offense roll to resolve its effects it will have an STR attribute that affected models must make a defense roll against.

Traps may be triggered multiple times until they are disarmed. However, a model can only trigger a trap once during its activation.

Monsters never trigger traps. However, if a Hero triggers a trap, any monsters on, or adjacent to, the trap template are affected as well.

DISARMING TRAPS

All traps have a Defense attribute. In order to disarm a trap a model must use the Disarm Trap basic action, page 18, and exceed the trap's defense.

It is Greg's turn and the Thundervale Huntress has moved into a new tile. Greg draws an explore card, drawing: Wall of Fire!

The Consul, Kelli, places the line trap template so it is adjacent to the Thundervale Huntress triggering the trap immediately.

I'm Burning!: STR 3,

Greg must make a defense roll of 3 or higher. He uses the Thundervale Huntress's ARM 3 and only rolls 2 stars. Since I'm Burning is an offensive action the Thundervale Huntress suffers one wound and the status effect Fire if he fails the roll.

SELECT DIFFICULTY

Super Dungeon Explore is designed so that the challenge monsters bring to the table is varied. Some monsters are brutal engines of destruction, while others deal little damage but provide unique game effects to confound the Heroes' plans. This is also reflected in the Heroes. Some Heroes excel at destroying monsters, while others support the party with healing or augments.

One of the most enjoyable aspects of Super Dungeon Explore is trying out new combinations of Heroes, monsters, and game rules to see how players overcome the challenge and create a fun play experience for everyone involved. Below are a few of Soda Pop Miniatures' favorite ways to customize our games. Pick and choose your favorite ones to use in your game or create your own!

POWER-UP THE HEROES:

- Start with a Princess Coin in the backpack.
- Reduce the number of spawning points.
- Eliminate the free Super monster activation.
- Don't use the Mighty Monster chart.
- Heroes may discard loot to earn hearts.
- Heroes may equip more than one item of treasure.
- Loot and Treasure are never discarded from the backpack.

POWER-UP THE DARK CONSUL:

- Heroes start with one Princess Coin and can never earn more.
- Increase the number of spawning points.
- Increase the number of skull points that may activate.
- All monsters inflict a status effect. (We love Fire!)
- Only destroying Elite monsters allow Heroes to draw loot.
- Dungeon Boss and Mini-Bosses are Immune: Status Effects
- Consul may perform Spawn Monsters in consecutive turns.

EXPAND YOUR GAME

Forgotten King has already introduced you to **Classic Mode** and **Arcade Mode**, but there are more ways to play! The **PVP Arena** game mode allows you to recruit a warband consisting of a single Hero and two spawning points of monsters, to face a single opponent in head-to-head competition. Visit the Soda Pop Miniatures website to download PVP Arena rules. Coming soon, the new **Super Dungeon: Legends** game mode will allow you to advance your Heroes in epic campaigns as they battle their way across Crystalia.

There are more brave Heroes to recruit and even more monsters waiting to be unleashed by the Dark Consul! Populate your dungeon with new Heroes, Dungeon Bosses, Mini-Bosses, and hordes of monsters with Super Dungeon Explore Level Boxes, Warband Boxes, Dungeon Tiles Expansions, Hero Single Boxes, and Mini-Boss Single Boxes.



REFERENCE

HERO TURN

1. Activate a single Hero. See **Activation,** pages 15-19.
2. Resolve **Power-Up**, pages 13-14.
3. Play then moves to the **Consul Turn**, page 12.

*Every Hero in the party must be activated before a Hero may be activated an additional time.

CONSUL TURN

1. During the Consul Turn the Consul may either Activate Monsters (pg. 12, 15) or Spawn Monsters (pg. 12).
2. Resolve **Power-Up**, pages 13 - 14.
3. Play then moves to the **Hero Turn**, page 11.

ACTIONS (PG. 15)

1. Determine Line of Sight
2. Check Range
3. Make Offense Roll
4. Target Makes Defense Roll
5. Compare Results (Tie goes to defender)
6. Resolve Effects

ACTION ICONS

OFFENSIVE ACTION: Inflict a single wound if successful.

SUPPORT ACTION: Do not inflict wounds, only effects.

AUGMENT: May only target or affect friendly models.

DANGEROUS: May target and will affect friendly and enemy models.

DEFENSE: May use attribute for defense roll.

RANGE ICONS (PG. 16)

SUPPORT RANGE: Only used with support actions.

MELEE RANGE: Only use STR attribute.

MAGIC RANGE: Only use WILL attribute.

MISSILE RANGE: Only use DEX attribute.

POTIONS (PG. 19)

A model may drink one potion during its activation of any type. A model may drink a single emergency potion during the Consul Turn.

SUPPORT POTION: Grants the model a single-use support action.

OFFENSIVE POTION: Grants the model a single-use offensive action.

EMERGENCY POTION: Grants the model a single-use support action that may be used during the Consul Turn.

STATUS EFFECTS (PG. 31)

BANE: A model suffering Bane discards the highest result rolled anytime it makes a defense roll. (**Arcade:** A monster suffering Bane reduces its ARM by 1.)

FIRE: A model suffering Fire suffers one wound during its upkeep.

HEX: A model suffering Hex discards the highest result rolled anytime it makes an offense roll. (**Arcade:** A monster suffering Hex reduces its STR by 1.)

ICE: A model suffering Ice may not use unique actions.

KNOCKDOWN: A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token. (**Arcade**: A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.)

POISON: A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

SLOW: A model suffering Slow halves its movement points, rounding up.

IMMUNE: STATUS EFFECTS: A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects remove all status effect tokens immediately.

IMMUNE X: A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately. e.g. A model with is immune to Poison.