SUPER

DUNGEON

EXPLORE

CRYSTALIA

1 - CELESTIA
Created by the gods so their children, the winged Celestians, would have a realm closer to them than any other, Celestia has long been a place of knowledge and peace. As the Celestian race dwindled, they retreated from the Floating Gardens, which soon overgrew into a lush rain forest teeming with life. Descendants of pirates and adventurers who traveled to the gardens in search of Celestian riches, the Tolo Tribe now enjoys a life of rustic simplicity. It is said that to drink from the source of the Rainbow Falls is to drink the wisdom of the gods, and to bathe in its waters washes away the infirmities of age.

2 - DRAGONBACK PEAKS
Mountainous, volcanic, and dangerous, the Dragonback Peaks are no place to travel lightly. Starfire Mountain never sleeps, and its fiery eruptions paint the sky red and orange. Bright rivers of lava known as the Fire Flows course their way down its slopes, emptying into the Scalding Sea. Along its jagged coastline lies the Hall of Vulcanis. Outcasts from Celestia, his Legionnaires train endlessly for the day he will return as its conqueror.

3 - CONSUL'S TOWER
A dark spire that thrusts toward the sky from an island of jagged rock in the middle of the Scalding Sea, the Consul's Tower casts a shadow of despair across the land. The Nether Rifts spread like a disease, the sickly glowing chasms are whispered to be paths to the underworld where the Consul's victims suffer eternal torment. Circling this dark realm stand the Grim Heralds: foreboding, living statues, whose gaze can kill an erstwhile Hero where they stand.

4 - ARCADIAN DUNES
Lusting for power, Arcadia's rulers sought to elevate themselves to the peerage of hallowed Celestia. The cataclysmic results led to the destruction of their once proud realm. Now the Colossus of Arcadia watches over a landscape of ash and sand. Deep within the desert the Shamble Mound lurks, its mountainous back home for tribes of desert monsters. To the north, the Blasted Tombs' ancient walls crumble, an open invitation to any brave enough to risk their labyrinthine passages in search of treasure.

5 - GLAUERDOOM MOOR
A soggy lowland cursed by a plague of undead, Glauerdoom Moor is ruled from the decrepit VonDrak Manor, which has stood for time immemorial. Miserable peasants work its miserable soil for miserable crops. At night, they huddle behind locked doors as covens deep within the Witches' Weald weave dark magic, and howling creatures prowl the bogs. Even the sturdiness of stone provides no protection, as evidenced by the Sunken Tower, whose slow descent into the muck will soon seal away its arcane secrets for eternity.

6 - CLOCKWORK COVE
When rugged and pragmatic dwarven engineering was paired with gnomish curiosity and whimsy, true wonders were created. Now, the city of Areals is a rich and bustling port town.   Clockwork ships ply the waters while clanking monstrosities stomp around the docks. Above, whirlygigs and balloons launched from the Rookery bob and weave on the air currents, while pirates and brigands make port on the Drowned Isle where the authorities are loathe to pursue them.

7 - FAE WOOD
It is said the Deeproot Tree sprouted every seed of every plant upon Crystalia. Home of the elves and the faerie folk, wise travelers avoid the Fae Wood unless invited in or accompanied by one of the elvin kin. The Lordship Ruins stand as a somber reminder to any who would challenge that wisdom. Even the elves are wary when traveling the Mistmourn Coast, where the ocean's spray is trapped and the fog and mist are haunted by dire creatures.

8 - CRYSTALIA CASTLE
Ringed with high walls, reaching towers, and sky-piercing minarets, Crystalia Castle is the beating heart of the realm. Despite its name, Crystalia is not just a castle. It is also a sprawling and prosperous city, providing protection and security to those who call it home. So long as Crystalia Castle stands, the kingdom knows hope.

9 - FROSTBYTE REACH
As frigid and inhospitable as its dour residents, Dwarfholm Bastion stretches along the entire breadth of the Frostbyte Reach. The subterranean Torch Road provides the surest path into the realm of the dwarves, its magnificent halls providing ample protection from the harsh elements above. Sheltered within the Skull White Fastness, the barbaric race of Jotun view the entirety of Crystalia from their barren peak.

10 - WANDERING MONK MOUNTAINS
The longest mountain range in Crystalia, these mountains are home to Heaven's Mirror. The lake's surface is so clear and calm that one can see all of the heavens within its reflection. Taking the Path of the 1000 Shrines will ultimately lead travelers to Shima Village at the base of the Temple of Clouds. Many a warrior has found divine inspiration from meditating within its sacred walls. The path to enlightenment is often fraught with peril, as cackling oni and bakemono from the Tengu Aerie harass travelers and trick them out of their possessions.

Greetings brave explorers and welcome to Super Dungeon Explore! My name is Candy. The furry-tailed fellow at my side is Cola. Together we will be your guides throughout this book, helping you learn to play the game. Super Dungeon Explore is divided into four sections.

GAME SETUP will show you all the great game pieces and pretty models that came in the box. It will also walk you through how to build your very first dungeon, getting it ready to explore.

OVERVIEW will help you build your very first dungeon and take you through an overview of how to play the game.

EXPANDED RULES takes all of the basics you learned in the Game Setup and Quick Play rules and covers them in detail.

QUICK REFERENCE are the last pages of the book. It collects all of the most important rules that are likely to come up in a game, making it so you have one easy place to find everything you need.

Only the first two sections are required to begin playing. Once you've started a game you can use the Expanded Rules and Quick Reference to answer any questions as they come along.

Cola and I will also stop by to offer useful tips, tricks, and tactics to help out all you budding explorers.

Well what are you waiting for? There's loot to be found and monsters to slay. Get to that dungeon!

Special thanks to the Soda Pop Fizzheads.

GAME SETUP

COMPONENTS

1 Rulebook
18 Dice
- • 8 Blue Dice
- • 6 Red Dice
- • 2 Green Dice

5 Double-sided Dungeon Tiles
1 Hero Start Marker
1 Adventure Tracker
2 Double Sided Power Markers
1 Loot Marker
8 Skull Tokens
32 Wound Counters
12 Potion Counters
144 Status Effect Counters
10 Double-Sided Hero/Consul Effect Counters
9 Hero Cards
19 Monster Cards
48 Loot Cards
- • 16 Weapon Cards
- • 16 Armor Cards
- • 16 Item Cards

24 Treasure Cards
- • 16 Relic Cards
- • 6 Dragon Relic Cards
- • 2 Boo-Booty! Cards

2 Tile Effect Cards
9 Hero Models
31 Monster Models
- • 1 Dragon
- • 2 Kobold Ogre
- • 2 Wyrmlings
- • 2 Whelps
- • 4 Hatchlings (two models per base)
- • 22 Kobolds
- • 2 Boo Booty!

5 Treasure Chest Models
5 Spawning Point Models

RULEBOOK

The book you are holding in your hands! Its pages contain all the information you need to play the game.

DICE

The blue, red, and green dice are used to resolve actions and combat. Stars represent successes -- the more you roll the better. Blank faces are failures and do not assist you in any way. Potions allow your Heroes to gain powerful potions. Hearts are used to remove wound counters and status effects.

DUNGEON TILES

Dungeon tiles are used to create your game board and form the dungeon map that the Heroes are exploring and the Consul is defending. The Start Marker is the starting location for the Heroes.

ADVENTURE TRACKER

The adventure tracker is a dashboard that keeps track of the progress of the entire game. The Power Gauge levels up monsters and determines when the Dungeon Boss enters play. The Loot-O-Meter provides powerful loot cards for the Heroes as they destroy monsters. It also provides a location for the Loot Deck, Treasure Deck, and Adventure Effects cards.

WOUND COUNTERS

When models take damage, place wound counters on their cards to keep track of how badly they are hurt. If a model ever has as many wound counters as hearts on its card it is destroyed.

POTION COUNTERS

A model uses potion counters to keep track of the number of potions it has.

STATUS EFFECT COUNTERS

Status effects represent a whole range of debilitating injuries, diseases, and magical effects that can happen to models. Status effects do not disappear after a single round and often require special healing. Status effects have their own rules and are represented by their own counter that you place on a model's card when it is suffering from an effect.

HERO / CONSUL EFFECT COUNTERS

Many models in the game have abilities they can use that leave a lasting effect on the game. These counters can be used in any way you wish to remind you of abilities and effects that have been used. The large Hero and Consul counters are referred to as "Power Markers" and are used to track your progress on the Power Gauge.

LOOT DECK

The Loot Deck is made up of loot cards representing various weapons, armor and items that Heroes discover during their adventure in the dungeon.

TREASURE DECK

The Treasure Deck is made up of relic cards that represent powerful magical items that are discovered in treasure chests scattered throughout the dungeon.

HERO / MONSTER CARDS

Each Hero and Monster in the game has a card, called a stat card, that tells a player everything that it can do in a game.

GAME SIZE

Before playing a game you must decide on what size game you will play. There are three game sizes: Dungeon Delve, Dungeon Crawl, and Dungeon Siege. All game sizes require at least two players. One to play the Consul and one to play the Heroes. In games with more than two players, have the additional players each take control of one or more Heroes.

DUNGEON DELVE (30 - 45 MINUTES)

2 - 3 Players (Consul plus 1 to 2 Hero players)
Place two dungeon tiles.
Choose any two Heroes.
Consul may choose any two spawning points and one Mini-Boss.
The game ends when the Mini-Boss or all Heroes have been destroyed.

DUNGEON CRAWL (60 - 90 MINUTES)

2 - 4 Players (Consul plus 1 to 3 Hero players)
Place three dungeon tiles.
Choose any three Heroes.
Consul may choose any three spawning points, one Mini-Boss, and one Boss.
The game ends when the Boss or all Heroes have been destroyed.

DUNGEON SIEGE (2 - 6 PLAYERS)

2 - 6 Players (Consul plus 1 to 5 Hero players)
Place five dungeon tiles.
Choose any five Heroes.
Consul may choose any five spawning points, two Mini-Bosses, and one Boss.
The game ends when the Boss or all Heroes have been destroyed.

CHOOSING YOUR MODELS

HEROES

Players may choose from any Hero model available in their collection. You may only select duplicates of the same Hero if you are playing a multiplayer game, in which case each player may only control one Hero of each type. In the tradition of classic video games, we suggest that you paint duplicate Heroes different colors.

When choosing Heroes, it is important to consider how they will work as a party. A group of all melee fighters with no healing, distance, or area effect abilities is sure to have a harder time than one that is well balanced.

CONSUL

The Consul will choose a variety of different monsters based on the game size being played. A Consul may choose from any Bosses, Mini-Bosses, or spawning points available in their collection. Having a large variety of monsters to choose from ensures that the Heroes never have to face the same dungeon twice!

The first model a Consul should choose is the Boss. Each boss comes with their own unique adventure effects card, and six unique treasure cards that are added to the treasure deck during the game. In addition many bosses will list a number of monsters that they can summon on their adventure effects card. You will need to have access to these monsters' models and stat cards during the Boss Fight, though you are not required to choose their spawning points. Note that in a Dungeon Delve no Boss is used.

Next, choose your Mini-Boss. Dungeon Delve and Dungeon Crawl games use one Mini-Boss, while Dungeon Siege games use two. Mini-Bosses may only be spawned after the power gauge has reached 16-bit.

Finally, choose your spawning points. You may choose any spawning points you wish up to the maximum number allowed by your game size, regardless of what Boss or Mini-Boss(es) you have chosen. Each spawning point card has a list of specific monsters that come with it. Together with your Mini-Boss(es) these make up a pool of monsters that you can spawn onto the dungeon map over the course of the game. You may always spawn monsters from this pool even if their spawning point is destroyed during the game.

Some spawning points only come in pairs of two, if you select one, you have to select a second. When this is the case, the stat card will list the monsters you may field for both spawning points combined.

Example: The Consul is getting ready for a Dungeon Crawl. First she selects her Boss, the dragon Starfire. Next she chooses her single Mini Boss, Rex the Kobold Ogre. Now she has three spawning points to select. She chooses the Egg Clutch, which allows her to field 2 Wyrmlings, 2 Whelps, and 2 Hatchlings. Next she chooses the Kobold Warrens, which can only be fielded in pairs of two. The two Kobold Warrens allow her to field a total of 1 Dragon Priest, 2 Ironscales, 2 Flingers, 3 Knuckleheads, and 3 Gougers. She now has selected all the monsters she can field for this game.

If they decide to play a larger, Dungeon Siege, game she could choose 1 more Mini-Boss and 2 more spawning points. In this case, she chooses to field Rockgut the Troll as her second Mini Boss and two more Kobold Warrens for her spawning points, allowing her to field an additional 1 Dragon Priest, 2 Ironscales, 2 Flingers, 3 Knuckleheads, and 3 Gougers.

PREPARING THE ADVENTURE

CREATE THE DUNGEON MAP

First, you need to set up the dungeon map using the dungeon tiles. The Consul always selects and places the first tile. The Heroes then place the next tile adjoining any side of the first tile. Continue taking turns placing tiles until all the tiles have been placed for the game size being played.

ADVENTURE TRACKER

After the dungeon map has been created, place the Adventure Tracker where both players can easily access it and prepare it for the upcoming adventure:

• Place a Power Marker, gold "Hero" side up, on the matching location on the Power Gauge.

• Place the Loot marker on the Boo Booty image on the Loot-O-Meter.

• Place the Adventure Effects card for the chosen Dungeon Boss on the designated spot.

• Shuffle the Loot Deck including any additional loot cards provided by other models you are using.

• Shuffle the Treasure Deck including any additional relic cards provided by the Boss or other models you are using.

CONSUL PLACES SPAWNING POINTS

The Consul must place all their spawning points on the dungeon map. Spawning points are portals that more and more monsters will come out of every turn until the Heroes destroy them. Place one spawning point on each dungeon tile. There may not be more than one spawning point on a single dungeon tile. Spawning points may not be placed in a hallway.

HEROES ENTER THE DUNGEON

Place the Hero Start Marker in a square up to four squares from any Hallway that does not have an adjoining dungeon tile. Place all the Heroes in empty squares adjacent to the start marker. This represents the party entering the dungeon.

Since the Heroes came prepared, place one potion counter on each Hero's card.

CONSUL PLACES TREASURE CHESTS

The Consul places one treasure chest for every Hero being played. Treasure chests must be place one per dungeon tile. Treasure chests contain powerful items called Relics.

Legend:
- Treasure Chest
- Hero Start Marker
- Hero Models
- Monster Models
- Spawning Point
- Loot Marker
- Power Marker

OVERVIEW

OBJECT OF THE GAME

The villainous Consul has created spawning points throughout the dungeon that will create endless 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.

ROUND ONE
CONSUL SPAWNS MONSTERS

At the beginning of every round the Consul spawns monsters onto the dungeon map from every spawning point. This is called the *spawning phase*. **During the spawning phase the Consul may spawn up to four skull points worth of monsters out of each spawning point.** How many skull points a monster is worth is represented on its card by a skull icon with with a number indicating the number of skull points.

Since this is the first round, you may only spawn 8-Bit platform monsters. A monster's platform is represented on its card as either: 8-Bit, 16-Bit, Overcharge, or Super. Platforms are explained in more detail on page 15.

To spawn monsters, place them in any empty square adjacent to the spawning point. If there is no room for a monster to fit, or if the Consul is out of eligible monster models in their available pool of monsters, then they cannot spawn any more monsters from that spawning point.

Any monster may be spawned out of any spawning point, regardless of if it came with the spawning point or how the spawning point is named or themed.

ADJACENT SQUARES & CORNERS

Anytime an action or ability references adjacent squares, be sure to include squares touching corner to corner, exactly as if they were on a straight side of the square. Abilities that affect an area defined by a number of squares denoted by X also include corners when determining who is affected.

Being a monster is dangerous! Tougher monsters have a better chance of surviving all on their own. Spawning them closer to the Heroes and their weaker kin further back gives the weaker ones a chance to move together and form a powerful horde.
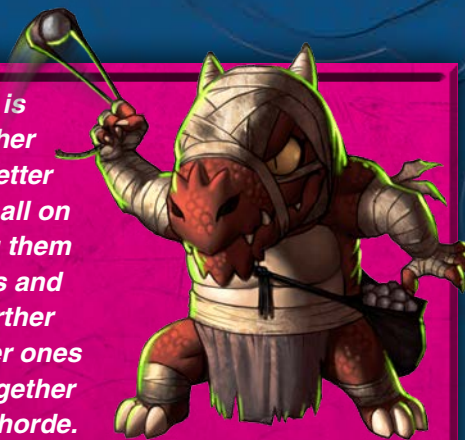
Some monsters, such as Bosses, can only spawn under specific conditions. These are explained later in Winning the Game, page 12 and The Boss Fight, page 28.

Example: A Kobold Knucklehead is worth one skull point and its platform is 8-Bit. A Kobold Ironscale is worth two skull points and its platform is also 8-Bit. Rex, the kobold ogre, is worth four skull points and his platform is 16-Bit. Therefore, you could spawn one Ironscale and two Knuckleheads out of a single spawning point this round. Poor Rex cannot spawn until the 16-Bit platform is reached on the power gauge.

ROLLING FOR INITIATIVE

The Heroes and Consul roll against each other to see who gets to activate their models first. Each side chooses one friendly model that is on the table and rolls for initiative using its WILL. Whichever side rolls the most stars may choose to activate their models first or second. Ties always go to the Heroes.

TURNS

Each round consists of multiple turns taken by each side, Heroes and Consul. Beginning with the side who won the initiative roll, the Heroes and Consul take turns activating their models until all models from both sides have activated once.

Heroes activate one Hero model per turn.

The Consul activates four skulls' worth of monsters per turn. Like spawning, you can determine how many skulls a monster is worth by the value on the card.

ACTIVATING MODELS

Models can move to one adjacent square for every point of Speed ⚫ on their stat card. Diagonal squares count as a single square for movement. The model can freely move through friendly models and squares adjacent to any enemy model.

Models may move between actions. For example: If a Hero has a Speed of 6 and 3 Action Points, they could move two squares, take an action, move two more squares, take another action, and then move two more squares before taking their final action.

Note that movement does not cost any action points to perform.

During their turn, a model may spend Action Points ⚪ to take one of the following actions: basic attack, special attack, or special action. A model does not have to spend all of their action points, but they cannot spend more than the number shown on their stat card, unless they have a special rule that states otherwise.

Attacks, special attacks, and special actions are explained in further detail in the Expanded Rules, pages 19 and 22.

When activating models, you must make any moves and use any action points with the current model before you can move on to the next. Once you have activated one model, you may not reactivate it until the next round, even if it did not use all of its speed or action points!

Once the first side has finished activating their model(s) for the turn it is the next side's turn.

Don't get bogged down! It's easy to get so focused on beating up monsters that the Heroes forget to destroy the spawning points. Spawning points are the true source of the Consul's power and should be destroyed as quickly as possible.

The Heroes and Consul continue alternating turns in this manner until all models have been activated.

If the Heroes have been crafty, there is a possibility that the Consul will be without 4 skulls' worth of unactivated monsters remaining to use. If that is the case, the Consul CANNOT activate monsters that have already been used.

The opposite is also true. Sometimes you will find that there are more than 4 skulls' worth of monsters left that still haven't activated after all the Heroes are done. In that instance, all the remaining monsters get to take their turns before the end of the round.

END OF THE ROUND

Once all Heroes and all the monsters on the board have activated, it is time for the Heroes to equip any loot or relics they have managed to find and not yet equipped. Equipping loot and relics is explained in detail in the Expanded Rules, page 21.

Once the Heroes have equipped their loot and relics, reset the loot marker to the start position on the Loot-O-Meter. Any excess wounds are lost.

ROUND TWO AND BEYOND

Now it is the beginning of a new round. Most of the action stays the same as it was in the first round for the second and all following rounds, so we'll just briefly touch upon a few key differences.

OPENING CHESTS

A Hero model adjacent to a treasure chest may spend ① to open it. Draw a relic card from the Treasure Deck. Any Hero may equip the relic immediately or you may put the relic to the side to equip at the end of the round. Once the relic card has been drawn, remove the treasure chest from the dungeon map.

CONSUL SPAWNS

In later rounds you will continue to spawn monsters. You may spawn 4 skull points worth of monsters out of each spawning point you have remaining in play. You may spawn any monsters that you have in your pool of monsters that are not already in play, even if the spawning point that they came with has been destroyed.

If you gained any skull tokens in the previous round you may spend them now to either spawn additional monsters or to remove status effects from monsters already in play. Gaining and spending skull tokens are explained in more detail in the Expanded Rules, page 15. Any spawning points you do not spend skull tokens on spawn four skull points worth of models as normal.

Example: The Consul is spawning and has two skull tokens gained from the previous round. Out of one spawning point she decides to spawn two Knuckleheads and one Dragon Priest. The total skull value of the three monsters is five, so she must spend one of her skull tokens to spawn all three monsters from a single spawning point. She decides to use her final token to remove a status effect counter from the Mini-Boss, Rex. Now that all of her skull tokens have been spent all remaining spawning points may spawn four skulls' worth of monsters as normal.

WINNING THE GAME

In a Dungeon Delve the Heroes' goal is to spawn a Mini-Boss and defeat it in combat. In a Dungeon Crawl or Dungeon Siege their goal is to spawn the Dungeon Boss and defeat it in combat. This can happen in a number of ways:

1. Regardless of game size, if the Heroes destroy all the spawning points in play, the mini-boss or boss is spawned during the next round's spawning phase.

2. In a Dungeon Delve when the power gauge reaches 16-Bit the mini-boss is spawned and a Boss Fight begins.

3. In a Dungeon Crawl when the power gauge reaches Super then the dungeon boss is spawned and a Boss Fight begins.

4. In a Dungeon Siege when the power gauge reaches Super for the second time (called Overcharge) then the dungeon boss is spawned and a Boss Fight begins.

The rules for Boss Fights are detailed on page 28.

Once the Heroes have achieved their goal, they have beat the dungeon and won the game. Any monsters remaining on the dungeon map flee in terror or fall to dust.

The Consul's goal, regardless of game size is to destroy all of the Heroes. Darkness has won and terror will reign throughout Crystalia.
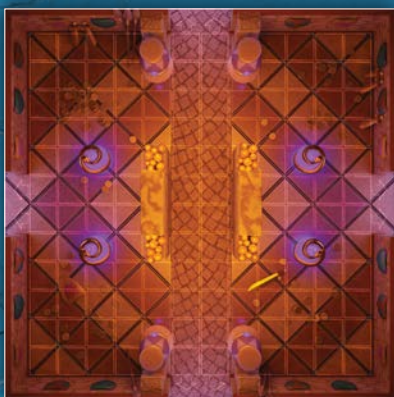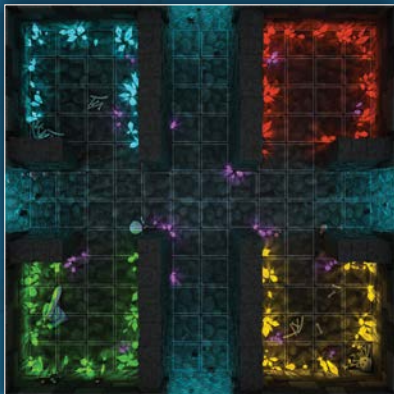
EXPANDED RULES

DUNGEON TILES

SQUARES

Every dungeon tile has a grid of squares on it. These squares are used for movement, counting distances, and determining area of effects. A model may never move into or through a location on a dungeon tile that does not have a square. Likewise, no ability or attack can affect a location that does not have a square.

HALLWAYS

Hallways are the area where the tiles connect. They are represented by an arrow. Squares touching a hallway are considered adjacent to the connected hallway's squares on the opposite tile. Hallways are not walls and do not block line of sight.

WALLS

Every area of the map that is not a square or hallway is a wall. This can also be represented on the tile by pillars, statues, walled pits, and other obstructions. Walls block line of sight.

DIFFICULT TERRAIN

Areas of difficult terrain are marked on dungeon tiles with a hatched warning band. Each square of difficult terrain a model enters costs two points of Speed. If a model does not have enough Speed remaining 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 points of Speed. Do not count squares a large model already occupies.

Some models, such as fliers, have special rules or abilities that allow them to ignore difficult terrain.

TILE EFFECTS

Some dungeon tiles will have squares on them that cause special effects. These vary from lava flows that cause Fire to restorative fonts that heal your Heroes. These tiles have a Tile Effects card with the rules for the special squares.

ADVENTURE TRACKER

ADVENTURE EFFECTS

Every Dungeon Boss comes with a card listing their Adventure Effects. Adventure Effects are unique rules that affect the game any time that a Dungeon Boss is used. Adventure Effects are broken up into three types:

DUNGEON EFFECTS

Dungeon Effects are always active and their rules are used for the entire game.

BOSS FIGHT EFFECTS

Boss Fight Effects only occur once the Dungeon Boss has spawned and is in play.

TIMEOUT EFFECTS

Timeout Effects occur once the Dungeon Boss has a number of wound counters equal to or greater than half the number of Hearts on its stat card.

LOOT DECK

The Loot Deck is made up of loot cards of three different types: Weapons, Armor, and Items. The 48 loot cards that come with this boxed set are considered the base Loot Deck. Some monsters may come with additional loot cards. When this occurs, those cards are added to the base Loot Deck for any game in which they are fielded.

LOOT-O-METER (LOO-TIM-I-TER)

The Loot-O-Meter keeps track of how many wounds the Heroes inflict in a single round. Advance the Loot Marker one circle every time a monster suffers a wound. Each time the marker reaches a circle marked "LOOT" the Heroes may drawn one loot card from the Loot Deck. Any Hero may equip the loot immediately or you may put the loot to the side to equip at the end of the round. Details on equipping loot can be found on page 21.

The Loot-O-Meter resets to the start position at the end of every round. Any wounds that were caused but did not reach a circle marked "LOOT", as well as any wound caused if the Loot-O-Meter was maxed out, are lost.

POWER GAUGE

The Power Gauge tracks the progress of the entire adventure. Advance the power gauge one space every time any model, Hero or monster, suffers a wound.

As the power gauge advances it goes through several platforms: 8-Bit, 16-Bit, Super!, and Overcharge. The higher the platform, the more powerful the monsters that can be spawned. Once the Power Gauge is fully charged, the Dungeon Boss will be summoned and the Boss Fight will take place.

I love hearts and potions! Don't be greedy though. Make sure you give them to whichever Hero needs them most. I'll even share my favorite, Super Slurpy Grape Soda!

8-BIT

Place the power marker, gold "Hero" side up, on the matching image on the power gauge. Only 8-Bit monsters may be spawned.

16-BIT

In a Dungeon Delve the Mini-Boss spawns at the beginning of the next round for free. No other monsters may spawn (though ones remaining in play may activate) for the remainder of the game. The Heroes and Mini-Boss must fight to determine the outcome of the game.

In a Dungeon Crawl or Dungeon Siege, 8-Bit and 16-Bit monsters may be spawned. The Consul may now spawn Mini-Bosses and have up to one in play at a time.

SUPER!

In a Dungeon Crawl the Boss Fight begins at the start of the next round. Refer to the Boss Fight rules on pg 28.

In a Dungeon Siege flip the power marker so the red "Consul" side is up and move it back to the gold start position. This is call Overcharge and the power gauge must be advanced through a second time.

After the power marker has been moved, the Consul immediately draws one loot card for every Hero still in play, chooses one of them, and shuffles the remainder into the deck. For the rest of the game all monsters (including Mini-Bosses) except the dungeon boss gain the effect of the chosen loot card.

OVERCHARGE

During Overcharge 8-Bit, 16-Bit, and Overcharge monsters may be spawned. The consul may continue to summon Mini-Bosses and have up to two in play at at time.

Passing 8-Bit and 16-Bit on the power gauge during Overcharge has no effect. Once Super has been reached during Overcharge the Boss Fight begins at the start of the next round. Refer to the Boss Fight rules on pg 28.

SKULL TOKENS

Whenever the power marker passes a 💀 on the Power Gauge, the Consul immediately gains a skull token. The Consul may use skull tokens in the next round's spawning phase to spawn additional monsters or to remove status effects.

Each skull token is worth one skull point. You may spend one skull token to increase the number of skull points of monsters you may spawn from a single spawning point by one. You may spend multiple skull tokens to continue to increase the number of skull points of monsters you may spawn from a single point. Any spawning point that you do not spend skull tokens on may only spawn four skull points of monsters as normal.

Skull tokens may also be used to remove status effects from monsters. Removing one effect per token spent.

Any skull tokens that are not used at the end of the Consul's spawning phase are lost.

TREASURE DECK

The Treasure Deck is made up of relic cards. The 16 relic cards and 2 Boo Booty cards that come with the boxed set are considered the base Treasure Deck. Dungeon Bosses and some other monsters may come with additional relic cards. These cards will have a picture of the Boss they come with printed on the card. When this occurs, those cards are added to the base Treasure Deck for any game in which they are fielded.

DICE

WHITE DICE

Some models will have white dice shown on their card instead of the normal blue, red, or green dice. White dice are static values that are always added to the number of stars rolled. If a model has ①②, they would roll two blue dice and then add **+1** to the number of stars rolled. If a model has only white dice, that means they just use the static value anytime they would normally roll for that attribute.

ROLLING HEARTS AND POTIONS

Sometimes a roll will result in the dice showing a heart, potion, or in the case of green dice, a heart and potion. Anytime an attack roll successfully inflicts a wound on a model and one of the dice also shows a heart or potion icon, the indicated item has popped out of the wounded model.

Any Hero can pick up the heart or potion regardless of where they are in the dungeon, even if they didn't cause the wound.

If you roll a heart, a Hero may remove a wound counter or a status effect counter from their card.

If you roll a potion, a Hero may add a potion counter (up to their maximum) to their card.
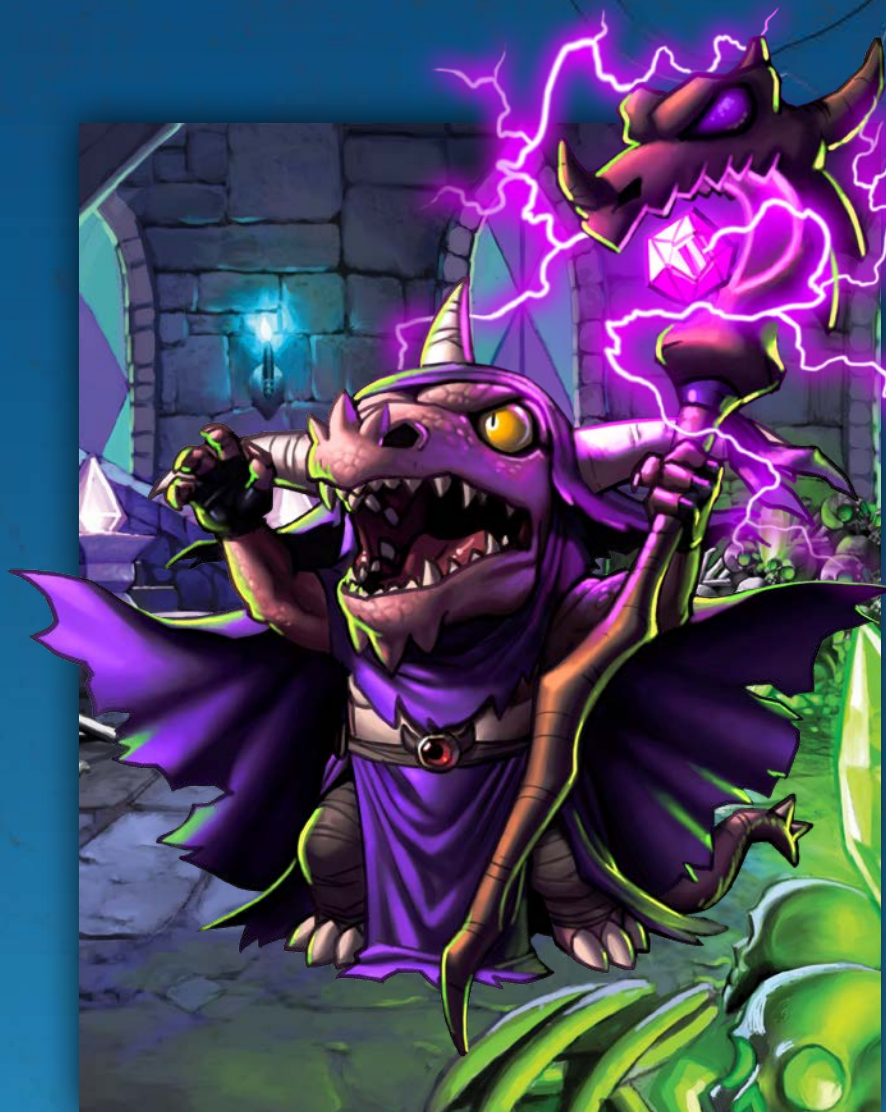
If you roll multiples, you get one of every item rolled. This means that if you rolled two hearts or two potions, you would get both. This also means that green dice can give you both a heart and potion.

If a Boss or Miniboss rolls a heart or potion and successfully inflicts a wound, they may remove a status effect counter from their card.

Remember, you only gain a heart or potion if the roll also successfully inflicted a wound. Also, you only gain a single heart or potion per heart or potion rolled, regardless of the number of wounds you dealt.

Hearts and potions rolled on defense rolls count as a blank face.

Minions and denizens always count hearts and potions as if they had rolled a blank face regardless of if it was an attack or defense roll.

DIE SIDE KEY

BLUE DIE	heart	blank	blank	star	star	2 stars
RED DIE	potion	blank	star	star	2 stars	3 stars
GREEN DIE	heart+potion	star	2 stars	3 stars	4 stars	5 stars

CARDS

1 - MODEL NAME
Every model has a unique name, which identifies it for the players. Some special actions, abilities, or effects may only affect models with a certain name. Unlike model types, an ability that affects a specific model name only affects that exact model.

2 - SPEED
This represents how fast a model is. A model may move one square for each point of Speed during a single turn. A model may break up their movement between action points in any way they wish, as long as they do not move more than their total Speed in the turn.

When activated a model may choose to Run. A model that runs may move double their total Speed in the turn. A model that runs may take no actions or make any attack whatsoever, regardless of their source. A model that runs may drink potions, but their effects remain bound to the limitations specified.

3 - ACTION POINTS
This is the number of actions a model may take in a single turn. A model may spend an action point to take one of the following actions: basic attack, special attack, or special action. Most actions only require a model to spend a single point, but some actions may require the model to spend two or more. In these cases all of the action points are spent immediately before any part of the action takes place. Actions can be taken before, during, and after movement.

ATTRIBUTES
A model's attributes are represented by a dice value. The number shows how many dice are thrown, while the color represents which dice type are used. Some models may also have a static value. This is added to any successes gained through a dice roll (if any).

4 - ATTACK (ATT)
This is a measure of how good a model is in combat.

5 - ARMOR (ARM)
This is a measure of how adept a model is at avoiding harm. This may be through conventional leather or metal armor, thick hides, or some other special defense mechanism.

6 - WILLPOWER (WILL)
Willpower represents a model's intelligence, cunning, common sense, or just plain stubbornness.

7 - DEXTERITY (DEX)
This represents a model's athleticism and nimbleness.

8 - HEARTS
The number of hearts a model possesses directly represents the number of times a model may be wounded before they are removed from play. The total number of Hearts a model possesses is referred to as their health.

1 - Model Name
2 - Speed
3 - Action Points
4 - Attack (ATT)
5 - Armor - (ARM)
6 - Willpower (WILL)
7 - Dexterity (DEX)
8 - Hearts
9 - Potion Quantity
10 - Model Type
11 - Special Abilities
12 - Special Actions
13 - Special Attacks
14 - Potion Type
15 - Relic Treasure Slot
16 - Weapon Loot Slot
17 - Armor Loot Slot
18 - Item Treasure Slot

1 - Model Name
2 - Speed
3 - Action Points
4 - Attack (ATT)
5 - Armor - (ARM)
6 - Willpower (WILL)
7 - Dexterity (DEX)
8 - Hearts
10 - Model Type
11 - Special Abilities
19 - Skull Value
20 - Platform

9 - POTION QUANTITY

This indicates how many potions a model can carry. To show that a Hero is carrying a potion, simply place a potion counter on their card. A Hero may never have more potion counters than they are allowed by their card.

10 - MODEL TYPE

Some special actions, abilities, or effects may only affect models with a certain type. Unless otherwise specified, if an ability affects any part of a model's type, it affects that model as well. Example: An Ironscale's model type is 'kobold minion' and would be affected by an ability which affected "all kobolds". Likewise it would also be affected by an ability which affected "all minions".

BOSS

Dungeon Bosses are the biggest, toughest monsters in a dungeon. A boss may only spawn when the Power Gauge reaches Super! or when the Heroes have successfully destroyed all the spawning points. Bosses are monsters and may only be fielded by the Consul.

DENIZEN

Denizens are monsters that usually roam in small packs. Oftentimes, they are more powerful than the average minion and are closely aligned with many Bosses. Denizens enter play from spawning points. Denizens are monsters and may only be fielded by the Consul.

MINI-BOSS

Mini-bosses are solitary and often powerful monsters. Mini-bosses enter play from spawning points. They may only be spawned when the Power Gauge has reached 16-Bit. The number of mini-bosses that can be in play at one time is limited based on the Power Gauge as explained above, but mini-bosses may otherwise spawn multiple times, just like minions or denizens. When a mini-boss is destroyed, the Hero player may immediately draw a card from the Treasure Deck. Mini-bosses are monsters and may only be fielded by the Consul.

MINION

Minions are the numberless hordes of the Consul. Often weak individually, they rely on strength in numbers and buffs from spells and abilities to harm the Heroes. Minions enter play from spawning points. Minions are monsters and may only be fielded by the Consul.

HERO

Heroes are the brave adventurers attempting to save the realm of Crystalia from the dark Consul. Heroes may not be fielded by the Consul.

SHAPESHIFT

Models with the type shapeshift may only enter play as a result of another model using an ability to transform to the shapeshift model during the game. This new model is called a shapeshift and will have its own card listing its new abilities. Models that can shapeshift will have that ability, as well as any activation cost, listed on their card.

Once the activation cost has been paid, replace the model on the dungeon map with the new shapeshift model. There must be enough room for the new model to be placed or the ability cannot be used. The model placed must occupy at least one of the original squares when determining placement. Then replace the model's current card with the shapeshift card. Any wound, potion, or status effect counters as well as any equipment the old card had are transferred to the new one. In addition the model still counts as having used any action or speed points that it already used this turn in its alternate form.

When a model wishes to revert back to its original form, it must pay the activation cost on its card and then replaces its model, cards, and counters in the same manner as befo re, ensuring that the replaced model occupies at least one of the squares occupied by the shapeshift.

Example: The Deeproot Druid may spend ① *to shapeshift into Angry Bear. When he does so, he will replace his model and stat card with that of Angry Bear. Any counters he has on his card are transferred to Angry Bear's as well as any equipment. His model type is now Shapeshift Half-elf Hero.*

SPAWNING POINT

Spawning points are portals that more and more monsters will come out of every round until the Heroes destroy them. Except in rare instances, noted on specific cards, spawning points may only enter play at the beginning of the game when setting up the dungeon.

11 - SPECIAL ABILITIES

Many models will have a number of special abilities listed on their card. Special abilities do not cost any action points and are considered "always on". This means that the ability works all the time, even when it is not the model's turn. This is important for abilities like Luck or Mob, that have effects that don't necessarily occur while your model is activated.

Several special abilities are listed in the Quick Reference, page 31. However, the number and variety of abilities in Super Dungeon Explore are too numerous to list them all in this book. Rules for any unique ability a model has will be listed on their stat card.

12 - SPECIAL ACTIONS

A special action is denoted by 🔵. The number is how many action points you must spend to use the action. You must spend all the action points indicated at once in order for the special action to work.

If a special action lists no distance or area of effect it may only target the model using the action. If a model possesses a distance effect as a special ability they may use it with any special action they take, unless the action specifies otherwise.

Special actions do not inflict wounds and, unless indicated otherwise, require no attack or defense roll. Their effects simply happen once the cost in action points has been paid.

Any dice the special action grants are in addition to the model's normal attribute.

Unless the action indicates otherwise, its effects always last until the beginning of the model's next activation. or if the model is removed from play.

Example: The Royal Paladin uses "Iron Halo". First he spends the required one action point to activate the ability. Since it is an Augment ability, it will affect all friendly models within the Aura 3 area of effect, granting them ⊕1 ARM. Also, since it is an aura, it, will move with him and remain in play until he is activated next round.

🔵1	**Iron Halo:** Augment, Aura 3, ⊕1 ARM

Example: The Hearthsworn Fighter has been equipped with the Wyrm Scale relic card. He decides to use its special action "Fire Storm". First he spends the required one action point to activate the ability. Fire Storm is a Dangerous ability, so it will affect both friendly and enemy models within the Wave 2 area of effect. Since it is a special action no attack or defense rolls are made and no models hit receive a wound counter. Each model hit just suffers the status effect, Fire.

| 🔵1	**Fire Storm:** Wave 2, Fire, Dangerous

13 - SPECIAL ATTACKS

A special attack is denoted by 🔴. The number is how many action points you must spend to make the special attack. You must spend all the action points indicated at once in order for the special attack to work.

If a special attack lists no distance or area of effect, it may only target enemy models in melee. If a model possesses a distance effect as a special ability they may use it with any special attack they take, unless the action specifies otherwise.

Any dice the special attack grants are in addition to the model's normal attribute.

If a model has a special ability that causes status effects (such as Fire), any special attack that model uses will also cause the status effect if they successfully deal damage.

Unless the attack indicates otherwise, its effects expire immediately following the resolution of the special attack.

Example: The Ember Mage wants to use her "Magma Strike". She has not used any action points yet this turn, so she spends the two action points. Magma Strike is listed as ⊕3 WILL. Since she has the Magic 8 ability, she will add the 3 to her WILL 2 . Her attack roll will be 3 2 and causes Fire to anything that takes a wound. She can also make her Magma Strike attack from 8 squares away. Once she's done she'll still have one action point left to make another basic magic attack.

🔴2	**Magma Strike:** ⊕3 WILL

- CAN be used to augment or improve a roll that has not been made.
- CAN be used before making an attack roll.
- CAN be used before making a defense roll.
- CAN be used after placing a wound or status effect counter.
- CANNOT be drank in response to rolling a potion or discarding a relic, to gain the new potion.
- CANNOT be drank to augment or replace a roll that has already been made.
- CANNOT be drank when a model is reduced to zero health or removed from play.

Example: The Hearthsworn Fighter has taken four wounds and is suffering from Fire and Immobile. During the Consul's activation Rex attacks him with a Massive Damage attack. After the attack roll has been made (and fearing death) he decides to drink the Royal Paladin's Elixir potion. The potion counter is removed from the Paladin's card and the Fighter drinks the potion gaining its effects. The Fighter immediately removes three wound counters thanks to the Heal 3 effect. Then he removes both the Fire and Immobile status effect counters thanks to Remedy. Now that the potion's effects have been resolved Rex's attack action proceeds as normal and the Fighter makes his defense roll.

14 - POTION TYPE

Every Hero's potions have different effects. Some may have a single potion type, while others may have multiple types.

To use a potion a Hero must drink it. Any Hero may drink any other Hero's potion, no matter where they are in the dungeon. To drink a potion first declare the Hero who is going to drink the potion. Then declare which Hero's potion they are going to drink. Finally remove the potion counter from the Hero whose potion they are drinking. The Hero who has drank the potion now gains any effects granted by the potion.

You may only drink a Hero's potion if they have a potion counter on their card. Some potions require multiple counters to drink. This will be indicated next to the potion's type.

Any dice the potion grants are in addition to the model's normal attribute.

Unless the potion indicates otherwise, its effects always last until the beginning of the Hero who drank the potion's next activation.

A Hero may drink a potion during their or another Hero's activation. A Hero may drink a potion during the Consul's activation.

Potions may be used to interrupt or prevent an effect but they may not be used to undo an effect once it has already occurred (e.g. once the dice have been rolled).

15 - 18
EQUIPMENT

Each Hero has four equipment slots: weapon, armor, item, and relic. A Hero can equip up to three pieces of loot plus one relic, for a total of four pieces of equipment.

Each type of equipment has a corresponding gem icon that you can use to easily see which slot they can be equipped in.

Tuck any equipped cards just underneath the Hero card until the matching gems touch and only the name and abilities of the loot or relic is showing.

15 - RELIC ICON   **16 - WEAPON ICON**   **17 - ARMOR ICON**   **18 - ITEM ICON**

Only one piece of equipment can be equipped per slot.

Bonuses gained from equipped items are cumulative with any other bonuses a model might have.

Many pieces of equipment will not only provide a bonus to the model's dice, but also provide them with a potent ability. In such cases, any abilities the equipment grants are treated exactly as though they were printed on the model's card.

Example: The Ember Mage from the example above is getting ready to cast another Magma Strike. This time, though, she has a weapon rune that gives her WILL +1 and a relic that gives her WILL +1. Now, when she rolls to attack with her Magma Strike, she will roll 4 2 1. Watch out!

Sometimes you will draw loot or a relic for a slot where you already have an item equipped or it just may not be very useful. If this happens, you have the following choices:

1. **You may replace the old loot or relic for the new one. The old one is destroyed.**

2. **You may sacrifice the new loot or relic to immediately remove a wound or status effect counter.**

3. **You may sacrifice the new relic to immediately gain one potion counter.**

Loot and relics may be equipped (or sacrificed) by any Hero immediately when drawn, or may be saved until the end of the round and equipped all at once. Equipping immediately allows Heroes to gain the benefits of the equipment right away. While holding them to the end of the round allows you to optimize how you share or sacrifice the new equipment.

If you are choosing to hold your equipment until the end of the round, place the card to the side. No Hero may benefit from the equipment until it is equipped or sacrificed at the end of the round. Remember: once a piece of equipment has been equipped it cannot be moved to another Hero, or sacrificed for hearts or potions.

19 - SKULL VALUE

Only the Consul's models have a skull value. The skull value of a model is used to determine how many models the Consul may spawn from each spawning point on every round. It is also used to determine how many models the Consul may activate each turn. In general, the higher the skull value of a model, the more powerful or useful it is.

20 - PLATFORM

Only the Consul's models have a platform. The platform indicates when a monster can be spawned: 8-Bit, 16-Bit, Super!, or Overcharge.

All equipment is shared by the Heroes. It doesn't matter who drew the card or where they are on the dungeon map. The Heroes are working together so be sure to share!

COMBAT

ATTACKING

Every model may spend (1) to attack a single model. This action is called a basic attack.

If a model possesses a distance effect special ability (see opposite page) and uses it to make the attack then this attack is called a distance attack.

If the model does not possess a distance effect special ability, or chooses not to use it, then a basic attack can only be made against a model in an adjacent square. This is called a melee attack. Any model in range of a melee attack is said to be in melee.

Some models have powerful special attacks. Special attacks are detailed on page 19.

To make a basic or a special attack a model must make an attack roll. Unless indicated otherwise, an attack roll always uses the model's Attack (ATT) attribute. Roll the number of dice indicated by the attribute on their card.

Once all the dice have been rolled, add up the total number of stars.

Next, the poor model that is being attacked must attempt to defend themselves. To defend, a model rolls the number of dice indicated by the Armor (ARM) attribute on their card. This is called a defense roll.

Once both the attack and defense roll have been made compare the total number of stars each model rolled. If the model making the attack rolled more stars, the defending model suffers one wound. Place a wound counter on the defender's card.
If the defender rolled more or the same number of stars then they have successfully defended themselves and suffer no wounds.

Unless a special rule says otherwise, a model never takes more than one wound, regardless of how many more stars an attacker rolled.

Example: The Hearthsworn Fighter has an ATT ②①. This means that he rolls two blue dice and one red dice anytime he makes an attack. He decides to attack the Dragon Priest and rolls: ▢ ▣ ▩ .

The Dragon Priest attempts to defend himself from the attack using his ARM ①①. This means he rolls one blue die and one red die, getting a result of ▣ ▩ .

Comparing the results of both rolls, the Fighter rolled a total of 3 stars while the Dragon Priest rolled only 1 star. The Fighter's attack roll beat the Dragon Priest's defense roll. his means the Dragon Priest takes one wound. Place a wound counter on the Dragon Priest's card. When the Dragon Priest has three wound counters on his card, he is destroyed and removed from play.

UNUSUAL ATTACKS

While most attacks use the Attack attribute vs. the Armor attribute, there are some attacks where this is not the case. If an attack or defense uses a different attribute, this will be listed in the model's special rules. For instance, in an attack listed as DEX vs. WILL, the attack roll would use the attacker's Dexterity while the defense roll would use the defender's Willpower.

DESTROYING MODELS

Once a model has a number of wound counters on their card equal to the number of hearts on their stat card, that model is considered destroyed and is removed from the dungeon map. Most monsters have only one heart, so you will remove them from play as soon as they get a wound counter. Destroyed monsters will be able to be put back into play when the Consul spawns at the beginning of each round. Destroyed Heroes have to wait until their friends can resurrect them.

DANGEROUS & AUGMENT

Actions only affect enemy models unless they are listed as Dangerous or Augment. Dangerous actions will affect both friendly and enemy models if they are hit. Augments may target and will only affect friendly models that are hit and don't affect enemy models at all.

RESURRECTION

The only way to bring some models back to life is to use the ability Resurrect. This powerful ability can be found on rare pieces of equipment called Resurrection Charms. There are even said to be legendary Heroes with the ability! Resurrect is explained in detail on the back cover Quick Reference.

DISTANCE EFFECTS

The abilities Magic X, Missile X, and Range X are called distance effects. A model with a distance effect may target another model up to X squares away with any of its actions. If a distance effect is part of an attack it will specify an attribute you must use when making your attack roll.

A model with a distance effect listed in its special abilities may use the listed distance effect in combination with any actions it makes, unless specified otherwise. For example: If a model has a distance effect listed on their card (e.g. Missile) and an action listed on their card uses a different distance effect (e.g. Magic), then "Magic" (i.e. WILL) would be used for that action instead of "Missile" (i.e. DEX).

A description of each distance effect is provided in the Quick Reference on page 31.

Example: The Glimmerdusk Ranger checks to make sure the Kobold Knucklehead is within 8 squares of her Missile 8 distance ability. The squares counted by the indicated numbers only represents one of many paths that could be counted.

LINE OF SIGHT

Models require line of sight to target a model with their actions and abilities. Models are considered to have line of sight to any squares they are adjacent to. A model has Line of Sight when it can draw a straight line from any point of its square to any point on the intended targets square. This line cannot contact walls. (This includes where walls meet squares on a corner. See line of sight diagram below). Models and counters do not block line of sight.

Example: The Glimmerdusk Ranger's line of sight is blocked to both Kobold Knuckleheads. She does, however, have line of sight to the Kobold Gouger.

HOOKSHOT

A Hookshot is a special type of ability that allows the user to target a model it does not have line of sight to.

AREA EFFECTS

Some abilities can hit multiple models all at the same time. These are called, area effects. Area effects have a special set of rules to govern how they function:

- First determine which models are in the squares that will be affected by the area effect. This will vary depending on the type of area effect being used.

- Burst X requires that you select a single model, in line of sight to the model using the effect, as the action's target. The area effect is centered on that target.

- Cross X, Wave X, and Aura X are centered on the user. In this case the user is considered the target but it is not affected by its own area effect unless the effect states otherwise (such as in the case of Augment).

- Lance X, Spray X, and Sweep X require that you choose one square that is adjacent (but not diagonal) to the model using the effect. Then determine the remaining squares affected from the initial square chosen, using the area effect's rules and diagrams as a guide. Unlike other effects the initial square chosen may be empty.

- If the area effect is part of an attack, make a single attack roll and apply it to every model affected. Each model affected makes their own defense roll, comparing their result to the attack roll separately.

- All models affects by an area effect are considered to be hit simultaneously.

- Friendly models, including the user, are not affected by area effects unless the area effect specifies otherwise (such as in the case of Augment).

- Area effects do not affect squares that the user cannot draw line of sight to unless the area effect specifies otherwise.

- Some area effects cover a different area if the model using them is on a large base. When this is the case, use the example diagram as a guide.

- If a model is affected by two area effects simultaneously the effects are cumaltive as long as the abilities are different -- even if their effects are the same.

- Some area effects replace the distance portion of a model's special ability ie Magic X, Missile X, or Range X. In this case ignore the 'X' portion of the ability that allows them to target distant models and replace it with the area effect. The model may still use the attribute specified by that ability when making an attack roll.

Example: An Ember Mage uses her Fire Wave: Wave 1 area effect. Since it is a wave the distance 8 portion of her Magic 8 ability is ignored. However she may still use her WILL to make the attack -- hitting every model within 1 square of her. Even though it is an attack, she does not affect herself or any friendly models in the area effect. The Ember Mage makes a single attack roll and each model in the area effect makes a separate defense roll.

BURST X

Determine a Burst effect's target as normal using the model's inherent distance ability (Magic X, Range X, Missile X) or the one listed in the area effect action. After the target has been selected it and every model within X squares of the target and in the target's line of sight are hit by the effect.

If a large model is targeted by a Burst effect choose one square occupied by its base as the square targeted and determine who is hit from it as normal.
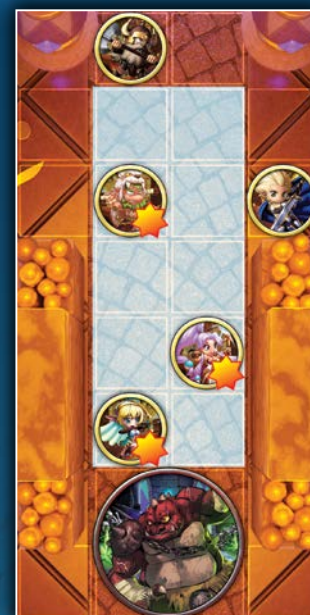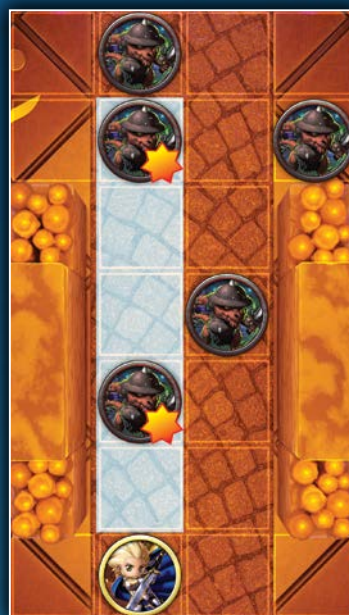
CROSS X

A Cross effect is centered on the user's square and hits the user and every model within X squares of the user, but does not affect any diagonal squares. Crosses replace the distance portion (X) of a distance effect, but do not replace any other aspect of the ability.
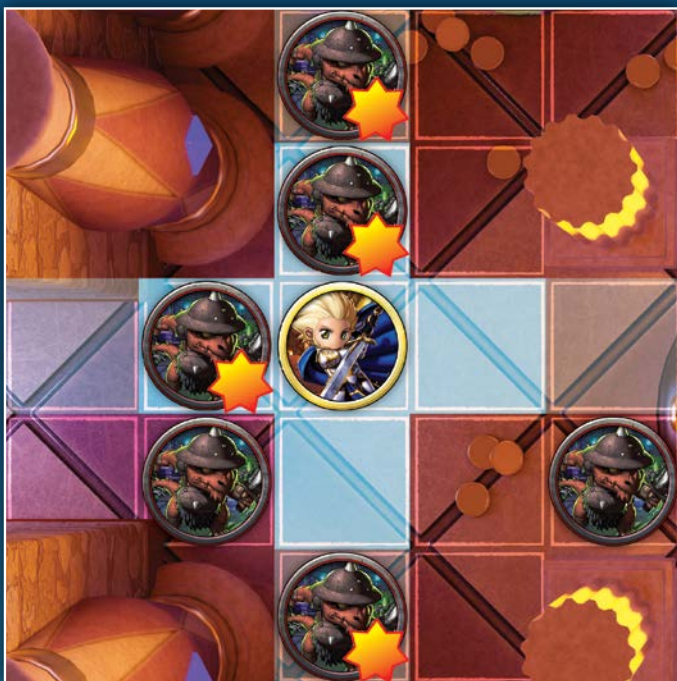
LANCE X

A Lance effect draws a straight line directly away from the user's square along a distance of X. Every model along this line is hit. Lance effects may not be used along diagonals and replace the distance portion (X) of a distance effect, but do not replace any other aspect of the ability.

SPRAY X

A Spray effect hits multiple models in a "V" pattern up to X squares away. Spray effects may not be used along diagonals and distance portion (X) of a distance effect, but do not replace any other aspect of the ability.

SWEEP X

A Sweep effect hits every model within X squares of a single side of the user's square, along a straight line. Sweep effects may not be used along diagonals and replace the distance portion (X) of a distance effect, but do not replace any other aspect of the ability.

WAVE X

A Wave effect is centered on the user's square and hits the user and every model within X squares of the user. Waves replace the distance portion (X) of a distance effect, but do not replace any other aspect of the ability.

AURA X

An Aura effect follows the same rules as Wave X with one important difference - Auras remain in play, centered on and moving with the user, until the beginning of their next activation.

CONTROL ATTACKS AND EFFECTS

Control effects allow a player to temporarily control an enemy model. A model who suffers from a control effect does not count as having been activated and may still act and move normally during their own turn.

Control attacks are carried out in the same way as any other attack. The attacking model makes an attack roll, which is compared to the target model's defense roll. The defender's result must equal or exceed the attacker's result in order to successfully defend. If the defender's result is lower, the attacking player may then carry out any actions described by the control effect used.

COMPEL X

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

Example: Range 6, Compel 3. The Kobold may be moved to any square within the indicated area.

PULL X

A model targeted by Pull may be moved a number of squares up to the value of X towards the attacker. A model moved by Pull must, after each square moved, be closer to the attacker than it began. Once the two models are adjacent, the target model may then be moved the remainder of X squares so to be still adjacent to the attacker.

Example: Range 3, Pull 3. The kobold may be moved to any square within the indicated area.

PUSH X

A model targeted by Push may be moved a number of squares up to the value of X away from the attacker. A model moved by Push must, after each square moved, be further away from the attacker than it began.
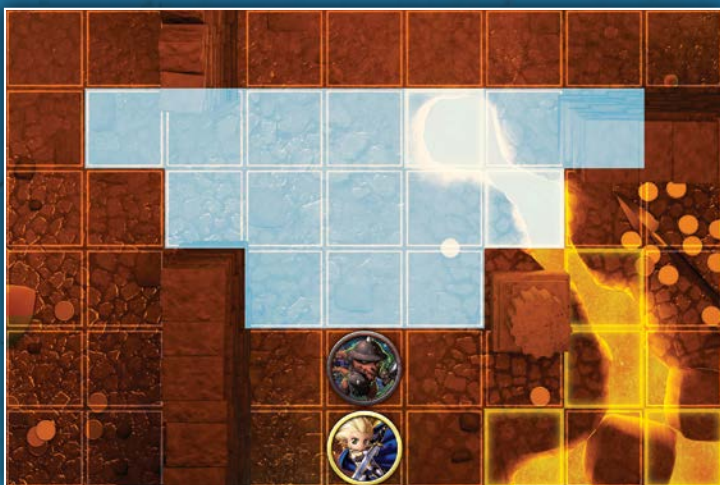
Example: Push 3. The kobold may be moved to any square within the indicated area.

Watch out little monsters! Any time you're facing Heroes with Area Effects make sure to watch where you end your movement and stay spread out, unless you want to get roasted.

Models, friendly or enemy, are ignored during control effects and may be moved through freely. Difficult terrain is ignored during control effects and do not cost extra squares of movement. A model may never end their move in a location that would not be legal for them to move to on their own. A model may be moved into a square that would provide a negative effect, such as an aura or a special effect dungeon square.

STATUS EFFECTS

Some attacks or abilities in the game will cause the models hit to suffer status effects if they successfully deal damage to a model. When a model suffers a status effect, place the appropriate counter on their card. A model with a status effect counter suffers its effects at all times until the counter is removed.

Sometimes a special action will cause a status effect. Since special actions do not typically deal damage, instead any model hit by the special action suffers the status effect listed. Note that, unlike a special attack, a special action must specifically say that it causes a status effect.

When a model gains a heart, they may choose to remove a status effect counter from their card instead of removing a wound counter.

Typically, a model may only have one status effect counter of each type on their card at once, but may have multiple status effect counters.

All twelve status effects are detailed in the Quick Reference.

BOSS FIGHT

The Boss Fight is the penultimate moment of the adventure. 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.

For most aspects of the game, a boss behaves just like a normal monster, albeit a very powerful one. They have attributes, abilities, and a skull value. Boss Fights are epic events and have several special rules to govern them, beyond those listed on their stat card.

If you are playing a Dungeon Delve you will summon a mini-boss instead of a dungeon boss. For the Boss Fight the mini-boss is treated exactly like a boss without an adventure effects card (so no timeout or dungeon effects); including spawning, extra activations, etc.

SPAWNING THE BOSS

The dungeon boss is spawned on the round after all the spawning points in the dungeon have been destroyed, or the Power Gauge has reached Super!

To spawn the dungeon boss, the Consul places the boss model in any square at least 10 squares away from any Hero. If no such place is available, place the boss as close to 10 squares away as possible.

After the boss has spawned, check the Adventure Effects card's Boss Fight rules for any special rules that are now activated.

These are not the sodas you're looking for. Use control effects to move models into harmful tile effects or to set up powerful combos with another Hero.

SPAWNING POINTS

On the round the dungeon boss comes into play as well as all subsequent rounds, spawning points no longer spawn monsters. Instead, their energies go into powering the dungeon boss.

The dungeon boss may be activated one additional time per round as long as there is a spawning point still in play.
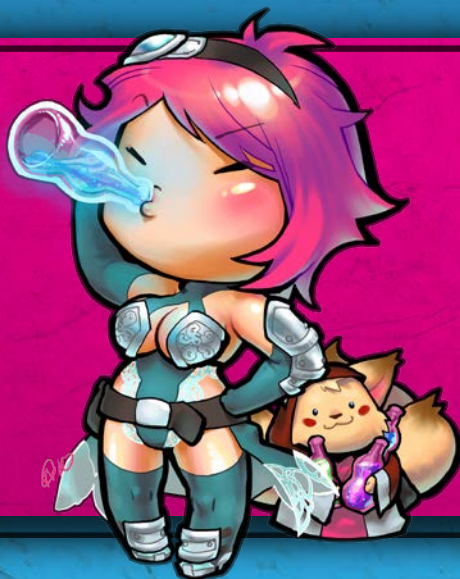
Example: The dragon, Starfire, has come into play with two spawning points remaining. This means that he can be activated two times this round. If the Heroes were to destroy both of the spawning points before his second activation, it would be lost and he would only activate once this round.

While spawning points no longer spawn additional monsters, it is important to note that any monsters that remain on the dungeon map may still be activated as normal.

TRACKING WOUNDS

During a boss fight continue to keep track of wounds inflicted using both the loot-o-meter and the power gauge. Heroes may continue to gain loot. The Consul may use any gained skull tokens to remove status effects (but not to spawn) at the beginning of each new round.

TIMEOUT

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

• Heal the boss to half of its starting health, rounded down. This occurs even if the the boss's health was reduced to zero.

• Remove all status effect counters from the boss's card.

• Resolve any timeout effects listed on the boss's adventure effects card.

• Summon all the models listed on the boss's adventure effects card, even if they are not being used in the current game.

• Starting with models not in play, place the models in any empty square adjacent to the boss. If the models cannot all be placed in adjacent squares place them in squares as close to the boss as possible.

• After using all of the available models that were not in play, move any additional required models that are in play to the new location to complete the summon. Remove any status effect or wound counters from their card(s).

• Move the boss to any square at least 10 squares away from any Hero. If no such place is available, place the boss as close to 10 squares away as possible.

Once all of the timeout actions have been performed, the game resumes immediately from where it left off. If a model was in the middle of its activation, it may now carry out any remaining movement or actions.

VICTORY OR DEFEAT

The outcome of the boss fight determines the winner of the game, regardless of any lesser monsters that are left alive after the dungeon boss has been destroyed.

Ouch! Dungeon Bosses are scary already, but they're deadly if there are spawning points giving them an extra activation. Destroying any remaining spawning points is often the best way to keep a Boss from taking out all your Heroes.

STATUS EFFECTS

BIND
A model or effect with Bind places a Bind counter on any model it damages. A model suffering Bind may not use any Special Actions.
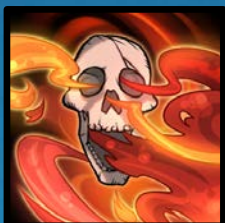
CHOKE
A model or effect with Choke places a Choke counter on any model it damages. A model suffering Choke may not drink potions.

COLD
A model or effect with Cold places a Cold counter on any model it damages. A model suffering Cold discards the highest result rolled anytime it makes a roll using its DEX attribute.

FIRE
A model or ability with Fire places a Fire counter on any model it damages. A model suffering Fire takes one wound at the beginning of its activation every round until the Fire counter is removed. Wounds caused by Fire do not advance the Power Gauge.

FRAGILE
A model or effect with Fragile places a Fragile counter on any model it damages. A model suffering Fragile discards the highest result rolled anytime it makes a roll using its ARM attribute.

IMMOBILE
A model or ability with Immobile places an Immobile counter on any model it damages. A model suffering Immobile may not move during its turn. If a model suffering from Immobile takes damage from any source (even one that normally causes Immobile), it gains Immune: Immobile until the beginning of it's next activation.

KNOCKDOWN
A model or ability with Knockdown places a Knockdown counter on any model it damages. A model suffering Knockdown may not move or perform any other action until it spends one action point to remove the counter and stand up.
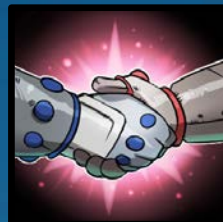
PACIFY
A model or effect with Pacify places a Pacify counter on any model it damages. A model suffering Pacify may not use any Special Attacks.
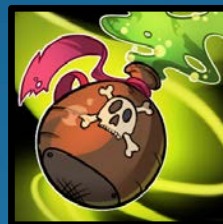
POISON
A model or ability with Poison places a Poison counter on any model it damages. A model suffering Poison loses one action point during its activation.

SLOW
A model or ability with Slow places a Slow counter on any model it damages. A model suffering Slow halves its Speed (rounding up) during its activation.

STUN
A model or effect with Stun places a Stun counter on any model it damages. A model suffering Stun discards the highest result rolled anytime it makes a roll using its WILL attribute.

WEAK
A model or effect with Weak places a Weak counter on any model it damages. A model suffering Weak discards the highest result rolled anytime it makes a roll using its ATT attribute.

Remember, status effects last until cured by using a heart or special ability, so use those hearts wisely!

GAMEPLAY SUMMARY

1. BEGINNING OF ROUND

   a. Consul may spawn 4 skull points worth of monsters from each spawning point. In addition, they may spend any skull tokens gained to spawn additional monsters. pg 10, 15.

2. ACTIVATION

Players alternate taking turns activating models until all models have been activated.

   a. Heroes

     i. Player may activate a single Hero per turn.

     ii. Continuous effects caused by the activated Hero last round such as Auras expire.

     iii. Status effects the activated Hero is suffering continue.

     iv. Hero may move and perform actions.

   b. Consul

     i. Player may activate up to 4 skulls worth of Monsters per turn.

     ii. Continuous effects caused by the activated monsters last round, such as Auras, expire.

     iii. Status effects the activated monsters are suffering continue.

     iv. Monsters must move and perform all of their actions before activating the next monster.

3. END OF THE ROUND

   a. Heroes equip loot and treasure. pg 21

   b. Reset Loot-O-Meter to the start position.

AREA EFFECTS.........pg 24	Sweep ....pg 26
Aura ....pg 26	Wave............................pg 26
Burst ....pg 24	**CONTROL EFFECTS**pg 26
Cross...........................pg 25	Compel ....pg 26
Lance ....pg 25	Pull ....pg 27
Spray...........................pg 25	Push ....pg 27

Don't forget to keep track of your wounds on the Power Gauge and Loot-O-Meter!

COMBAT - PG 22

Augment - Abilities with Augment may only target or affect friendly models that are hit, including the user.

Dangerous - Abilities with Dangerous damage both enemy and friendly models that are hit.

Dungeon Tiles - pg 13

Fly - A model with Fly may ignore and move through squares containing enemy models, difficult terrain, and tile effects.

Hookshot - Hookshot may be used in combination with any distance effect. Hookshot allows the user to target a model it does not have line of sight to.

Immune: X - A model with Immune ignores and immediately removes all counters or effects of the ability listed as X.

Reach X - This ability allows the model to target an enemy with a melee attack up to X squares away. A model may use any of its abilities or special actions using Reach X, unless specified otherwise.

Resurrect - Choose a model that has been destroyed. Roll ⬢ for every heart on its stat card. Remove one wound counter for every star rolled. After the roll, if the target model has more hearts than wound counters, return it to play adjacent to the start marker. The model retains any equipment and potions that it had when it was destroyed. All status effects that it may have been suffering are removed.

Surefoot - Each square of difficult terrain a model with Surefoot enters costs one point of Speed instead of two.

Vulnerable: X - Status Effect. If a model with Vulnerable X is targeted by the ability listed as X, it must discard the highest result rolled of any defense roll it makes against that ability.

DISTANCE EFFECTS - PG 23

Magic X - A model with Magic X may target a model up to X squares away. If a model is making an attack using Magic X they must use their WILL attribute when making their attack roll, unless specified otherwise.

Missile X - A model with Missile X may target a model up to X squares away. If a model is making an attack using Missile X they must use their DEX attribute when making their attack roll, unless specified otherwise.

Range X - A model with Range X may target a model up to X squares away. If a model is making an attack using Range X they must use their ATT attribute when making their attack roll, unless specified otherwise.