

SUPER DUNGEON EXPLORE

Rulebook Official Update Version 1.2

ERRATA

Errata in **green** has already been included in the second printing of the Super Dungeon Explore Rulebook.

Page 5 - Component List

- Replace “10 Blue Dice” with “8 Blue Dice”
- Replace “6 Double-sided Dungeon Tiles” with “5 Double-sided Dungeon Tiles”
- Remove “1 Power Marker”
- Replace “5 Skull Tokens” with “8 Skull Tokens”
- Replace “35 Wound Counters” with “32 Wound Counters”
- Replace “13 Potion Counters” with “12 Potion Counters”

Page 6 - Hero/Consul Effect Counters

Add:

The large Hero and Consul counters are referred to as “Power Markers” and are used to track your progress on the Power Gauge.

Page 8 - Adventure Tracker

Replace: Place the Power Marker, blue side up, on the matching “start” position of the Power Gauge.

With: Place a Power Marker, gold “Hero” side up, on the matching location on the Power Gauge.”

Replace: Place the Loot marker on the matching start position of the Loot-O-Meter.

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

Page 8 - Consul Places Spawning Points

Replace: Place one spawning point in a room on each dungeon tile.

With: Place one spawning point on each dungeon tile.

Page 8 - Consul Places Treasure Chests

Replace entire paragraph with:

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

Page 10 - Rolling For Initiative

Replace: Each side chooses one model that is on the table [...]

With: Each side chooses one friendly model that is on the table [...]

Page 13 - Hallways

Replace entire paragraph with:

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.

Page 14 - Loot-O-Meter

Replace: Loot may be equipped at the end of the model’s activation [...]

With: Loot may be equipped immediately [...]

Page 15 - Super!

Replace: [...] the Power Marker begins blue side up [...]

With: [...] begin by using the gold Hero Power Marker. The Dungeon Boss [...]

Page 16 - Rolling Hearts and Potions

After fifth paragraph add new paragraph:

If a Boss or Mini-Boss rolls a heart or potion, they may remove a status effect counter from their card.

Replace entire last paragraph with:

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.

Page 18 - Shapeshift

Replace: Once the activation cost has been paid, replace the model on the dungeon map with the new shapeshift model enough room for the new model or the ability cannot be used.

With: 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.

Page 22 - Combat

After “This is called a melee attack.” add “Any model in range of a melee attack is said to be “in melee.”

Page 22 - Dangerous & Augment

Replace: Augments only affect friendly models [...]

With: Augments may target and will only affect friendly models [...]

Page 24 - Area Attacks and Effects

Replace: Area effects are blocked by walls.

With: If a wall blocks line of sight to a square, that square is unaffected by the Area Effect.

Page 27 - Control Attacks and Effects

Replace: Difficult terrain and squeezing are ignored [...]

With: Difficult terrain is ignored [...]

Page 28 - Spawning the Boss

Replace: [...]places the boss model in any room on the dungeon map that does not have a Hero.

With: [...] places the boss model in any square at least 10 squares away from any Hero. If no such place is available, place the boss in any square not in melee with a Hero.

Page 29 - Timeout

Replace: Move the boss to any room on the dungeon map that does not contain a Hero.

With: Move the boss to any square at least 10 squares away from any Hero. If no such place is available, place the Dragon in any square not in melee with a Hero.

Cards - Action Point bonuses

The bonus action point granted by all current cards should be generic (grey) and can be used for any type of action.

FAQs

8-BIT

Q: What is the goal of an 8-bit game for the Heroes?

A: To kill the Mini-Boss.

ACTION POINTS

Q: Is an attack considered a failure and the action point spent if a character teleports away or otherwise makes an attack invalid?

A: Yes. The action point is spent immediately before making the attack roll.

ADVENTURE TRACKER

Q: Do Fire Damage, Backlash and other damage dealing effects advance the Loot Tracker or Power Gauge?

A: The rules for each effect state that the Power Gauge does not advance. The Loot-O-Meter advances as normal.

AREA OF EFFECTS

Q: If an AoE successfully hits an initial target, do additional targets that have stealth get to roll to see if they are hit?

A: No. They are unfortunate victims of being caught in the blast.

Q: If an AoE fails hitting an initial target does it completely fizzle or do other targets still get hit?

A: The other targets are still hit; each model in the AoE makes their own defense roll.

Q: Does a model with Stealth in the radius of an AoE get to make a Stealth roll if they are not the initial target?

A: No. Stealth only applies if you are the initial target.

Q: In what order do you handle models that are affected by AoEs?

A: They are all considered to be hit simultaneously.

Q: Do auras of models killed in an AoE attack stay active until the attack is resolved, or are they instantly disabled when the model is removed?

A: The aura is active until the attack has been resolved, regardless of the order that models are removed.

Q: When using an AoE that is "Dangerous" and the casting model is in the AoE, are they affected too?

A: Yes.

EQUIPMENT

Q: If an equipment card is chosen to be held until the end of the turn, is it still eligible for the same hearts/potions that the Heroes would have gotten if sacrificed immediately?

A: Yes it may be sacrificed as normal.

Q: Does equipment that improves the Attack attribute (ATT) also improve ranged attacks?

A: Loot and relics that improve ATT also improve attacks using the Range X ability. Just as equipment that improves WILL or DEX enhance attacks made with the Magic X or Missile X abilities (WILL for Magic X, DEX for Missile X).

Q: Can dead characters equip items?

A: Yes. Body bag!

INITIATIVE

Q: If Heroes win initiative, must the Hero player who rolled for initiative go first?

A: No. Any Hero may be activated.

MOVEMENT

Q: Can a character move diagonally around a corner?

A: Yes

Q: Can a character move diagonally through two models or two impassible objects?

A: Yes. It creates a little visual hitch, but since diagonals are treated exactly like a "straight" side you can move freely through them. This is to keep movement simple and fast. An adjacent square is an adjacent square regardless of if it is flush or diagonal.

Q: Can models end their movement in a square occupied by another model?

A: No models must end their movement in an empty square.

Q: How do large models move through halls between tiles?

A: They take up the squares on both sides.

POTIONS

Q: How does potion timing work?

A: 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).

- CANNOT be used in response to rolling a potion, to gain the rolled potion.
- CANNOT be used to augment or replace a roll that has already been made.

- CAN be used to augment or replace 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.

RANGED EFFECTS

Q: Is Missile X the only ranged effect that requires you to be at least one square away from an enemy?

A: Yes. Range X, Magic X, and Hookshot may all be used when adjacent to an enemy model.

RESURRECTION

Q: If a character with a status effect counter dies are they removed when a character is successfully resurrected?

A: Yes. Only equipment, potions, and unhealed wounds are retained by a successfully resurrected Hero.

Q: If a model dies from excess damage (e.g. a massive damage attack that deals two even though one will kill the model) is that additional damage still in effect when dealing with trying to resurrect a model?

A: No. A model may not have more wound counters than its total number of hearts. Any excess wounds are discounted.

SPAWNING

Q: When a spawning point is destroyed do you reduce the amount of monsters in your pool to match what's on your cards or do the monsters you start with stay eligible the whole game?

A: The pool of monsters you start the game with stay eligible to spawn the entire game from any remaining spawning point, regardless of type.

Q: When the Boo Booty card is drawn at a time other than when opening a treasure chest (e.g. reward for killing a Mini Boss), does it still spawn?

A: No. Shuffle it back into the treasure deck and draw again.

SPECIAL ABILITIES

Q: Does the Backlash ability only affect melee combat?

A: No. It loves zapping, shooting, and burninating ranged attackers too.

Q: During the Barbarian's special attack "Rage" can the Barbarian move back and forth between two spots and attack after each move or is the Barbarian restricted from moving into the same spot it just moved from?

A: She may move back and forth between the same two spaces and will get to make an attack each time. We like to call it "The Sawblade".

Q: If you don't attack after one of the moves does Rage stay active? Do you get to "bank" attacks if you don't use an attack immediately after a move?

A: Rage stays active but you cannot "bank" attacks. Any attacks gained from movement made into squares that did not have a valid target are lost.

Q: After using Rage does the Barbarian's base ARM drop to two blue or does the Barbarian's TOTAL ARM drop to two blue regardless of what auras or equipment she has on?

A: Just her base ARM drops. She retains the benefit of ARM enhancing equipment and effects as normal.

STATUS EFFECTS

Q: Is there a way to remove status effects on monsters?

A: Per the new errata Bosses and Mini-Bosses may remove a status effect when rolling a heart on the attack roll and successfully inflicting a wound. Minions and Denizens may not remove status effects unless they have a separate ability that allows them to do so.

Q: Do multiple status effects compound (e.g. a model with poison, slow and weak causes all three on attack).

A: Yes.

Q: Is this also the case when a special attack has one status effect on it while the model has a different innate one as well?

A: Yes.

Q: Does immunity to a status effect (e.g. Immune: Fire) allow a model to completely ignore an attack with the status effect?

A: No. On the specific status effect the model is Immune to is ignored. Any other effects including wounds are treated as normal.

TIMEOUT EFFECTS

Q: Timeout says you may have to pull minions to the boss that are already in play on the board. Do those minions reset when they get pulled to the boss like that?

A: No. They retain any wounds or status effects they may have.

Q: Do you have a choice between pulling minions from the board versus ones that are not in play?

A: Use models that are not in play first. Then, if needed, move any monsters on the dungeon to the correct location to complete the timeout effect.

Q: Are Timeout effects continuous?

A: No. All Timeout effects happen a single time at the moment of the timeout and then do not occur again unless otherwise stated.

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