

SUPER DUNGEON EXPLORE 1.5 ERRATA

This document is based on the 2nd printing Super Dungeon Explore (SDE) rulebook as reflected by the FAQ/Errata document v1.2. While this errata is very large, it does not constitute a second edition and the core of the gameplay and rules remains entirely unchanged. In addition, changes to the layout of the rules is beyond the scope of this revision. This errata will be reflected in the next printing of SDE. Once layout is complete a pdf reflecting these changes will be available for download.

If you discover errors within this document please post them in the Soda Pop Miniatures, SDE rules forum and we will attempt to make any necessary revisions before the next printing or reflect further clarifications that are needed in future FAQ/Errata documents.

A huge thanks is owed to our playtesters and forum members, both on the Soda Pop site and Board Game Geek. Your enthusiasm and love for the game have helped us immensely as we constantly strive to make Super Dungeon Explore the best it can be.

CARDS

Riftling Rogue

Change Bamf! to “**Bamf!**: Augment, Wave 2, Smoke”

Change Smoke to “**Smoke**: Models affected by Smoke gain Stealth.”

Kobold Flinger

Change Smoke Pot to “**Smoke Pot**: Augment, Range 6, Burst 1, Smoke”

Change Smoke to “**Smoke**: Models affected by Smoke gain Stealth.”

BOOK

pg 4 add following playtesters:

Chris Lawson, Keith McCoy, Danae McCoy, Shannon Bourke, Elissa Bourke, Gabriel Bourke, Serraphine Bourke, Matthew Bourke, Matthew Grills, Glenn Cole, Rodney Brice, Neville Mathews, James Garrad, Samuel Adams, Heidi Lovejoy, Andrew Lanouette, Tara Lanouette, David Sullivan, Ray Rappaport, Jacob Trapp, Thomas Deren, Robert Tucker, Glenn McClune, Crystal McClune, Matt VanEseltine, Alicia Rappaport, Jason Blackstock, Blake Bronson

pg 4 add after Playtesters:

Rules Version 1.5

pg 4 pink side bar, paragraph 3 change QUICK PLAY to:

OVERVIEW

pg 6 replace Game Size text with:

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 - 3 Hours)

2 - 5 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.

pg 7 Heroes delete both paragraphs replace with:

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.

pg 7 Consul replace non example text with:

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 adventure tracker has reached 16-bit.

Finally, choose your spawning points. 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.

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.

pg 7 Consul replace first sentence example text with:

Example: The Consul is getting ready for a Dungeon Crawl.

pg 7 Consul replace 2nd paragraph, first and second sentences example text with:

If they decide to play a larger, Dungeon Siege, game she could choose 1 more Mini-Boss and 2 more spawning points.

pg 8 Create the Dungeon Map replace last sentence with:

Continue taking turns placing tiles until all the tiles have been placed for the game size being played.

pg 8 Adventure Tracker last two bullet points change to:

- 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.

pg 8 Heroes enter the dungeon replace first paragraph with:

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.

pg 10 Change Quick Play to (keep formatting):

OVERVIEW

pg 10 - 11 heading formatting:

Rolling for initiative, turns, and activating models, and end of the round need their font size reduced to match the “consul spawns monsters” heading. They are all subheadings of “round one”

pg 10 Round One replace entire section with:

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.

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.

pg 10 Turns replace 1st paragraph with:

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

pg 10 Activating models, the first “paragraph” is three paragraphs without spacing

pg 10 Activating models 2nd and 3rd paragraph, change to:

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.

pg 10 Activating models 4th paragraph, 1st sentence change “perform a wide variety of basic and special attacks.” to:

take one of the following actions: *basic attack, special attack, or special action.*

pg 11 Activating models 2nd paragraph on page add to the end of the sentence:

pages 19 and 22.

pg 11 Activating models 4th paragraph on page change to:

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

pg 11 End of the round, 1st paragraph add to the last sentence:

page 21.

pg 12 Consul spawns, 3rd paragraph change to:

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 value worth of models as normal.

pg 12 change example to:

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.

pg 12 Boss Fight replace title and text with (reformat title text to match formatting of "consul spawns" right next to it):

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 during the next round's spawning phase.
3. In a Dungeon Crawl when the power gauge reaches Super then the dungeon boss is spawned and a Boss Fight begins. The rules for Boss Fights are detailed on page 28.
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.

pg 14 Adventure Effects last sentence change to:

Adventure Effects are broken up into three types:

pg 14 Dungeon Effects, Boss Fight Effects, and Timeout effects are all subheadings of Adventure effects. Reduce their heading font size and indent slightly.

pg 14 Loot-o-meter change second sentence to:

Advance the Loot Marker one space every time a monster suffers a wound.

pg 14 Power Gauge change second sentence to:

Advance the power gauge one space every time any model, Hero or monster, suffers a wound.

pg 14 Power Gauge 2nd paragraph, 1st sentence change to:

As the power gauge advances it goes through several platforms: 8-Bit, 16-Bit, Super!, and Overcharge.

pg 15 8-Bit replace paragraph

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

pg 15 16-Bit replace both paragraphs.

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.

pg 15 Super! replace text:

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.

pg 15 Overcharge, change text to:

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 a 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.

pg 15 Skull tokens delete last sentence add to the end of the first paragraph:

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.

pg 17 Speed second paragraph

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.

pg 17 Action points replace paragraph:

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.

pg 17 Hearts add to the end:

The total number of Hearts a model possesses is referred to as their *health*.

pg 19 Special Abilities change last paragraph to:

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.

pg 19 Special Actions add to the end of the 2nd paragraph:

If a model possesses a ranged effect as a special ability they may use it with any special action they take, unless the action specifies otherwise.

pg 19 Special Attacks add to the end of the 2nd paragraph:

If a model possesses a ranged effect as a special ability they may use it with any special attack they take, unless the action specifies otherwise.

pg 20 Potion type replace text:

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).

- 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 Hearthsword 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.

Delete the second example.

pg 22 Attacking, 1st sentence change the button to grey, change all text to:

Every model may spend GREY ICON to attack a single model. This action is called a *basic attack*.

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

If the model does not possess a ranged effect special ability or chooses not to use it, then they may only make a basic attack 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.

pg 23 Ranged Attacks and Effects change title and text to:

RANGED EFFECTS

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

A model with a ranged effect listed in its special abilities may use the listed ranged effect in combination with any actions it makes, unless specified otherwise. For example: If a separate ranged effect is listed as part of the action, the listed effect is used instead. Or if a separate attribute is listed, the listed attribute is used instead.

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

pg 23 Line of Sight change first sentence to:

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.

pg 24 Area Attacks and Effects replace all text with:

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.
- 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 cumulative as long as the abilities are different -- even if their effects are the same.
- Some area effects replace the range 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 2** area effect. Since it is a wave the range 8 portion of her Magic 8 ability is ignored. However she may still use her WILL to make the attack -- hitting every model within 2 squares 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.*

Leave the second example as is and delete the small paragraph after it.

pg 24 Burst X change text:

Determine a Burst effect's target as normal using the model's inherent ranged 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.

pg 25 Lance X add text to last sentence:

[...] and replace the range portion of an ability, but do not replace any other aspect of the ability.

pg 25 Spray X add text:

Spray effects may not be used along diagonals and replace the range portion of an ability, but do not replace any other aspect of the ability.

pg 26 Sweep X add text:

Sweep effects may not be used along diagonals and replace the range portion of an ability, but do not replace any other aspect of the ability.

pg 26 Wave X change last sentence to:

Waves replace the range portion of an ability, but do not replace any other aspect of the ability.

pg 27 change Pull text to:

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.

pg 27 change Push text to:

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.

pg 28 Boss Fight needs to be large centered and underlined like the other bigger section headings.

pg 28 Spawning the Boss, 2nd paragraph, last sentence change to:

If no such place is available, place the boss as close to 10 squares away as possible.

pg 28 or page 29 add small heading after spawning points before timeout

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 and the Consul may use any gained skull tokens to remove status effects (but not to spawn).

pg 29 Timeout change first paragraph and punchlist to:

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

- Heal the boss to half of its remaining 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.

pg 30 Choke change last sentence to:

A model suffering Choke may not drink potions.

pg 30 Immobile add to the end of text:

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 its next activation.

pg 31 change Vulnerable X to:

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.

pg 31 Activations, Beginning of Round, change a. to:

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

pg 31 Activations, End of the Round, delete b:

pg 31 - Hookshot change text to move up the combat section after Fly:

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

pg 31 Ranged Effects change Magic X to:

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.

pg 31 Ranged Effects, change Missile X to:

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.

pg 31 Ranged Effects, change Range X to:

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.