Super Dungeon Explore

Rundown by tumorous on BGG

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Special thanks to Chris Lawson (xris)

Gameplay Overview

Beginning of Round [10, 15]
   Consul
     Before boss fight:
      Spawn 4 skulls per spawning point. [10]
      Each skull token adds 1 skull to 1 spawn point.
      Discard all skull tokens, used or unused. [15]
     All spawning points removed: Begin boss fight. [28]
   Both
     Choose one model and roll WILL for initiative.

Take Turns [10, 11]
   Activation
     Hero: Activate one Hero.
     Consul*:* Activate 4 skulls of Monsters.
      Boss: Activates once per round.
       Twice with spawning point(s) remaining.
   Move and Act
   Potion and special ability effects expire.
   Cola, Tough, Berserk, Knockdown, Fire (No +Power)
   Move squares up to model speed.
     Immobile, Slow, Fly
   Take actions up to model action points.
     Bind, Poison, Pacify
   Change Sides
     Hero and Consul take turns.
     End when *all* models have activated exactly once.

End of Round [21, 15]
   Reset Loot-O-Meter.
   Hero
     Equip any held loot and treasure.

Power Gauge [15]

Power Gauge advances for each wound suffered by any model.
   Fire and *Backlash* wounds do *not* advance the Power Gauge.

When 16-Bit is reached, at the end of the round:
   Consul draws one loot card for each spawning point.
     Consul chooses one to apply to all consul models.
     (This may eventually happen twice in a 5-Hero game.)
When Super! is reached:
   First time in 5-Hero game:
     Overcharge! Flip and reset power marker.
     Consul is now able to spawn *two* Mini Bosses.
   First time in 3-Hero game, or second time in 5-Hero game:
     Begin boss fight. No more spawning. [28]

Combat [22]

Determine Targets.
   Melee: Adjacent squares only.
     Reach: Within X line-of-sight squares instead.
   Magic/Missile/Range: Within X line-of-sight squares.
     Hookshot: Ignore line-of-sight.
     Stealth: Defending, roll DEX and subtract from range.
   Area Effects: More than one enemy might be attacked.
     Dangerous: Friendly models might also be attacked.
   Vulnerable X: Suffer one wound when targeted.

Attacker Rolls.
   Melee/Reach/Range: Roll ATT dice.
     Weak: Discard highest die.
     Mob: +1B (max +3B) for other Mobs on target.
   Magic: Roll WILL dice.
     Stun: Discard highest WILL die.
   Missile: Roll DEX dice.
     Cold: Discard highest DEX die.
   Other: Roll STAT (vs. STAT).
   Holy vs. Demon/Undead: May reroll one die.

Defender Rolls.
   Each defender rolls ARM dice.
     Fragile: Discard highest ARM die.
     Dodge: May roll DEX instead.
      Cold: Discard highest DEX die.
   Other: Roll (STAT vs.) STAT.
     Stun: Discard highest die.

Compare (White Dice + Stars).
   1. If attacker has more stars than defender…
     One wound inflicted on defender.
      Massive Damage: Two wounds inflicted.
     +1 to Power Gauge (gain skull if reached).
     Defender suffers any status effects of attack.
     Hero Attacker:
      +1 to Loot-O-Meter (gain loot if LOOT).
      ō̄: For each, one potion counter to Hero(es).
      ♥: For each, one wound/status from Hero(es).
       Healer: Two wounds removed.
      Luck: ō̄ and ♥ are interchangeable.
     Boss/Mini-Boss Attacker:
      ♥: For each, one status removed from attacker.
   2. If defender has more stars than attacker, nothing happens.
     Backlash: Attacker receives one wound (No +Power).
   3. If stars are equal, nothing happens.

Conclude: Any model with more wounds equal to hearts dies.
   Mini-Boss Death: Hero attacker draws treasure. [18]
     In 2-Hero game, Heroes win once the mini-boss dies.

Loot-O-Meter [14, 21]

Loot-O-Meter advances for each wound suffered by monsters.
When LOOT is reached, Hero draws one loot card.
   Use loot immediately or hold until the end of the round.

When using loot, you may:
   1. Equip it to any hero, discarding equipment in that slot.
   2. Sacrifice it to remove any wound or status effect.
   3. If it is a relic (red), sacrifice it to gain a potion.

Area Effects [24]

Aura and Wave [26]

2	2	2	2	2	3	4
2	1	1	1	2	3	4
2	1	@	1	2	M	4
2	1	1	1	2	3	4
2	2	2	2	2	3	4

Burst [24]

4	3	2	2	2	2	2
4	3	2	1	1	1	2
4	@	2	1	M	1	2
4	3	2	1	1	1	2
4	3	2	2	2	2	2

Cross [25]

			2			
			1			
2	1	@	1	M	3	4
			1			
			2			

Lance [25]

		@	1	M	3	4

Spray [25]

					3	4
				2	3	4
		@	1	2	M	4
				2	3	4
					3	4

Sweep [26]

			1	2	3	4
			1	2	3	4
		@	1	2	M	4
			1	2	3	4
			1	2	3	4

Control Effects [26–27]

Pull (Toward) [27]

4	3	2	1	
@	3	2	1	M
4	3	2	1	

Push (Away) [27]

				3	4
			2	3	4
@	M	1	2	3	4
			2	3	4
				3	4

Compel (Anywhere) [26]

4	3	2	2	2	2	2
4	3	2	1	1	1	2
4	@	2	1	M	1	2
4	3	2	1	1	1	2
4	3	2	2	2	2	2

Other Keywords

Augment: Affects friends only.

Backlash: Defending, attacker is wounded if defender rolls more stars.

Berserk: Activating, take one free melee attack.

Cola: Activating, roll 1B. For every star, collect ō̄.

Dangerous: Affects friends as well as foes.

Dodge: Defending, may roll DEX (unless Knockdown, Stun, Immobile).

Fly: Moving, may ignore models and effects of squares.

Holy: Attacking undead or demon, may reroll one die.

Heal X: Remove X wounds or status counters.

Healer: With heart roll, heal two wounds instead of one.

Hookshot: Target around obstructions.

Immune X: Ignore and remove status effects of X.

Luck: Collect ♥ and ō̄ interchangeably. Opening a chest, choose from two.

Magic X: Target at range up to X with WILL. Applies to any ability/attack.

Massive Damage: Attacking, inflict two wounds instead of one.

Missile X: Target *non-adjacent* up to X with DEX. Applies to any ability/attack.

Mob: Attacking melee, +1B (max +3B) for other Mobs in melee with target.

Range X: Target at range up to X. Applies to any ability/attack.

Reach X: Target at range up to X. Applies to any ability/attack.

Remedy: Remove all status effects.

Resurrection: Roll 1B for each heart, remove a wound for each star.

Shapeshifter: Swap for listed model. Keep items and statuses.

Smoke: Affected area blocks line of sight and grants models stealth.

Stealth: Defending at range, roll DEX and subtract stars from attacker's range.

Sturdy: Suffer no wounds unless from melee attack.

Surefoot: Difficult terrain costs 1 Speed instead of 2.

Teleport: Fly model 10 squares in line of sight.

Tough: Activating, remove one wound.

Vulnerable X: Defending, suffer one wound when targeted with X.

Status Effects [30]

Bind: Cannot use special actions.

Choke: Cannot use potions.

Cold: Discard highest on DEX rolls.

Fire: Activating, suffer one wound. (Does not advance Power Gauge.)

Fragile: Discard highest on ARM rolls.

Immobile: Cannot move.

Knockdown: Cannot move or act. Spend one action to remove.

Pacify: Cannot use special attacks.

Poison: Lose action point every round.

Slow: Halve speed (round up).

Stun: Discard highest on WILL rolls.

Weak: Discard highest on ATT rolls.

Dice

		Faces				Mean
Blue	♥		1	1	2	⅔
Red	ō̄	1	1	2	3	1⅙
Green	ō̄♥	1 2	2	3	4	2

Expected Stars

#	1	2	3	4	5	6	7	8
Blue	⅔	1⅓	2	2⅔	3⅓	4	4⅔	5⅓
Red	1⅙	2⅓	3½	4⅔	5⅚	7		
Green	2	4						