

SUPER DUNGEON

EXPLORE



ARENA BATTLES

Pesky Paladin getting too big for his britches? Tired of that dastardly Rogue stealing all the best loot? Convinced that Angry Bear is unstoppable? Arena Battle is your chance to take your Heroes head to head. Each player takes control of a mighty Warband, of a single Hero and two spawning points worth of monsters to decide, once and for all, who is the mightiest Dungeon Explorer!

Player One vs. Player Two

Each player rolls a green dice. The player who rolls the most stars is "Player One".

The player who rolls the fewest stars is "Player Two".

Reroll the green dice in case of a tie.

Create Your Warband

A player's warband consist of one Hero and up to two spawning points.

Player One chooses a single Hero.

Player Two chooses a single Hero.

Player Two chooses two spawning points. If a spawning point is chosen that only comes in pairs (such as Kobold Warrens) then both must be selected.

Player One chooses two spawning points, following the rules above.

Build the Arena

Player One chooses a single dungeon tile. This is their starting tile.

Player Two then chooses a single dungeon tile. This is their starting tile.

Player One then chooses another dungeon tile. This tile is placed between the players' two starting tiles. This is the Battleground.

Player Two places two treasure chests anywhere on the Battleground. Then

Player One places one treasure chest. No chest may be placed closer than 5 squares to another chest.

Deploy Spawning Points

Player One places a spawning point anywhere on their starting tile, but no closer than 4 squares to the hallway connecting their starting tile to the battleground tile.

Player Two places a spawning point anywhere on their starting tile, following the rules above.

Player One places their second spawning point anywhere on the battleground, but no closer than 4 squares to any hallway connecting to a starting tile.

Player Two places their second spawning point anywhere on the battleground, following the rules above. In addition their spawning point may be no closer than 4 squares to their opponent's spawning point.

Deploy Warband

Player Two spawns up to 5 skull value worth of monsters out of any single spawning point.

Players then alternate spawning up to 5 skull value worth of monsters from each spawning point until all points have spawned.

Once all monsters have spawned the players alternate placing their Hero anywhere on their starting tile, but no closer than 4 squares to the hallway connecting their starting tile to the battleground tile.



Prepare for Battle!

Shuffle the Loot and Treasure decks.

Player One draws up to five loot cards to equip their Hero. Any unused cards are discarded.

Player Two draws up to five loot cards to equip their Hero. Any unused cards are discarded.

Both players may place a potion counter on their Hero's card.

To Arms!

Both players roll for initiative using their Hero's Willpower. The player who rolls the most stars gains the first turn.

During their turn a player may make one of the following actions:

Activate Hero. A Hero may not be activated if they were activated in the player's previous turn.

Activate monsters. Up to five skull value worth of monsters may be activated during a single turn. Monsters may be activated again even if they were activated in the player's previous turn.

Spawn monsters. Up to five skull value worth of monsters may be spawned from any spawning point. You may even spawn from both points as long as the total skull value does not exceed five total. Like a normal game of Super Dungeon Explore a player may only have in play as many monsters as is listed on their spawning point cards.

Crystal Elixir. A Hero may immediately remove all status effects. Note that they may make no other action or make any movement when using the Crystal Elixir. Potions may be used as normal.

Players then alternate turns until one player wins.



Loot and Treasure

Every time a Hero destroys a monster they may draw a Loot Card.

They may equip the card immediately, sacrifice it to remove a wound counter, or sacrifice it to remove a status effect.

If the card is not used immediately then it is discarded.

Only Heroes may open treasure chests. When a treasure chest is opened they may either draw a card from the treasure deck as normal OR they may draw a single card from the Loot Deck.

If a treasure card is drawn the hero may equip the card immediately or sacrifice it to gain a potion counter.

If a loot card is drawn all monsters in the Hero's warband gain the listed affect.

Potions and Hearts

Heroes may use their potion abilities on a monster as if the monster was a hero.

Hearts rolled by the hero may be used to heal monsters as if the monster was a hero.

Spawning points are not monsters and do not benefit from effects that affect monsters.

Victory

A player may achieve victory in one of two ways in an Arena Battle.

Destroy the opposing Hero.

Destroy both the opposing Spawning Points.

Bring Your Own

These rules assume that both players are using a single box set of Super Dungeon Explore. If you have access to more than one box set there are a few small changes:

Both players select their starting tile, Hero, and monsters from their own collection. This obviously means that both players may be using the same choices. Both players should draw from their own Loot and Treasure Deck.