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CREDITS

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WELCOME ADVENTURERS!

The book you hold in your hands is the rulebook for Super Dungeon: Arcade. In Arcade, all players assume control of a Hero. The Consul is automated through the use of challenge cards and commands on the Mighty Monster Chart. Arcade is a fully cooperative dungeon experience, and is perfect for players who love to work together to overcome challenges. Arcade can also create fun and unexpected moments as the Challenge Deck causes monsters to behave in new and unpredictable ways

COMPONENTS

Riftling Warrior

Tincan

Sanctioned Witch

Hexcast Sorceress

Moonspire Guardian

Cat Burglar

1x Daemonus

1x Knight of the Tower

2x Shadow Tower

2x Tower Stalkers

4x Tower Blackblades

6x Tower Arbalists

1x Midnight Queen

1x Spider Nest

3x Crawlers

3x Shadow Spinners

1x Spider Speaker

16x Super Dungeon Dice

34x Wound Tokens

8x Potion Tokens

2x Start Tokens

6x Activated Tokens

8x Princess Coin Tokens

14x Wrath Tokens

6x Treasure Chest / Boo-Booty Tokens

Double-Sided Mighty Monster Chart

Hero Backpack

4x Double-Sided Dungeon Tiles

Super Dungeon: Arcade Rulebook

56x Status Effect Tokens, 7 each of: Bane, Fire, Hex, Ice, Immobile, Knockdown, Poison, Slow

2x Crystal Tokens: Citrine, Amethyst, Emerald, Sapphire, Ruby

52x Loot Cards

47x Treasure Cards

6x Hero Cards

13x Arcade Monster Cards

6x Hero Reference Cards

3x Tile Effect Cards

2x Mighty Monster Reference Cards

56x Challenge Cards

10x Boss Fight Challenge Cards

10x Plot Cards

6x Easy Difficulty Cards

6x Hard Difficulty Cards

GAME OVERVIEW

Super Dungeon: Arcade is a tactical, cooperative game set in the dungeons of Crystalia.

The Dark Consul has created spawning points throughout the dungeon that will spawn hordes of monsters to ravage Crystalia. The Heroes must race through the dungeon and destroy all of the spawning points in order to summon and defeat the dreaded dungeon boss.

As monsters are destroyed, the Consul will spawn reinforcements from spawning points. The Heroes seek to defeat the growing horde of monsters, and the spawning points which create them, to earn loot and treasure. The Heroes cannot delay, the Consul's power will grow as the game continues, bringing new threats to stop the Heroes from achieving their goal.

Players must work together as a group to defeat the automated Consul before it is too late!

GAME TERMS

There are several game terms players must be familiar with before beginning the game.

DISCARD

When a player is required to discard a card, place the card face up on top of any previously discarded cards, next to the card's deck. When a player is required to discard a token, place the token in the token pile with the other tokens which are not currently in use.

DRAW

When a player is required to draw a card from a deck, the player takes the top card from the specified deck. When the last card of a deck is drawn, players immediately shuffle the deck's discard pile and place it face down to create a new deck.

FRIENDLY & ENEMY

Some abilities and effects refer to friendly or enemy models. When playing a Hero, any model controlled by the Consul is an enemy, while any model controlled by a fellow Hero is friendly. For the monsters, any model controlled by a Hero is an enemy, and any model controlled by the Consul is friendly.

An action may only target or affect enemy models, unless it is an Augment or Dangerous action, as explained in the Activation section.

GANGS

Gangs represent a group of monsters that rally together to increase their combat potential. All monsters in a gang are represented by a single card. Gangs are detailed on page 21.

MONSTER

All models, except spawning points, which are controlled by the Consul are collectively referred to as monsters.

PARTY

All models controlled by any Hero player, including the Heroes, are collectively referred to as the party.

PLACE

Some game effects will instruct players to place a model in a specific location in the dungeon. To place the model, pick it up and put it in the location specified by the effect. This does not count as moving and all dungeon elements, tile effects, and models are ignored, except for those which affect the square in which the model is placed.

SOLO

Solo monsters are unique or powerful monsters that function alone. A solo monster has a single card that lists all of its abilities and unique commands.

SPEND

Some game effects require a player to spend points, cards, or tokens in order to trigger the effect. When spending points, the player must keep track of how many points have been spent, and may not spend more than the total points the model has available. When spending cards or tokens, the required number and type specified must be discarded in order to trigger the game effect the player wishes to perform.

GAME CARDS

There are several types of game cards used in Super Dungeon: Arcade. Make sure every player clearly understands how to read their cards before beginning the game. The diagrams provide an overview of each card. When necessary, further details on the use of these cards and other cards are provided in relevant sections later in the rules.

Every model is represented by a game card. The model's card details all of the information necessary to play the model, including its movement, actions, abilities, attributes, and hearts.

MONSTER CARDS

Like Heroes, monsters are represented by game cards. Solo monsters, such as bosses, have a single card. Weaker monsters form groups of monsters called gangs, all monsters in a gang are represented by a combined profile on a single card. Monster cards are detailed further in Monster Gangs, page 21.

HERO CARD

NAME: The model's name.

TYPE: The model's type. Some game effects only affect specific model types.

EQUIPMENT SLOTS: Each Hero has four colored-crystal equipment slots. Heroes may equip one equipment card of the corresponding color on each side. (Heroes only.)

AFFINITY: The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

ABILITIES: Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

UNIQUE ACTIONS: Actions only the model may use. Spend the number of action points shown to use the action.

⬤ Red actions are **offensive actions** and cause a wound.

⬤ Blue actions are **support actions** and do not cause a wound.

POTION: Drinking a potion grants the model a free unique action of the same color as the potion. Spend the number of potion tokens shown to drink a potion. Green potions grant blue support actions, but may only be used during the Consul's Turn! (Heroes only.)

ATTRIBUTE DICE: Roll the color and number of dice shown when making combat or action rolls. If the attribute has a ☆ star, add the number in the star to any roll made using that attribute. If the attribute only has a star, the number is always considered the result of the model's roll for that attribute.

MOVEMENT POINTS: Spend one point to move one square.

ACTION POINTS: Spend action points to perform Basic Actions listed on the Hero Reference Card or Unique Actions listed on the model's card.

ATTACK ICONS: An attribute with an attack icon may be used to make a basic attack offensive action. The number is the range in squares.

🗡 **Melee Attacks** use STR
🔍 **Magic Attacks** use WILL
🏹 **Missile Attacks** use DEX

🛡 **DEFENSE ICON:** An attribute with a defense icon may be used when making a defense roll.

POTION QUANTITY: The maximum number of potion tokens a Hero may have.

HEARTS: When a model suffers a wound put a wound token on its card. Once the number of wound tokens equal the model's hearts, the model is destroyed.

Card details (CAT BURGLAR, FREYJAN HERO)

7 3

STR 3
ARM 3
WILL 2
DEX 2 / 1

9 LIVES, STEALTH, PROFICIENT

5 / 1

2 Throwing Knives: 🏹, Sweep 2, 💧
1 Gotcha!: 🗡, Pounce
1 Can't Catch Me: 🗡, Retreat
1 Yummy-Nom-Nom: 📗, Heal 2
1 Distracting Fuzzball: ☠, 🏹, Burst 1, Compel 2

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GAME SETUP

1. SELECT MONSTERS

Monsters bash, burninate, and attempt to destroy the Heroes. The monsters chosen are placed in the **spawning pool**.

All the players should decide together on which monsters they would like to play against. Every combination of monsters provides its own unique challenge, and players are encouraged to try different combinations from game to game.

Select one dungeon boss. Each dungeon boss comes with a game card.

Select one mini-boss. Each mini-boss comes with a game card.

Select a number of spawning points equal to the number of game tiles used (generally three). Each spawning point's game card lists the type and number of monsters that are added to the spawning pool.

Some spawning points only come in pairs of two. These are called **paired spawning points**. Paired spawning points count as two choices. When one is selected, the matching second spawning point listed on the card must be selected as well. The monsters added to the spawning pool listed on the paired spawning points' card is for both spawning points combined.

If you are playing with only the contents of this box, use the monsters shown to the right.

2. SELECT HEROES

The players play a **party** of Heroes. Choose three or four Hero models and their cards. Super Dungeon: Arcade plays equally well with a party of either three or four Heroes, so feel free to use whichever will work better for your group.

Each Hero player must control at least one Hero. Any additional Hero models beyond the number of Hero players can be controlled by a single player, or by all the players cooperatively.

RECOMMENDED PARTIES

BALANCED: Riftling Warrior, Moonspire Guardian, Sanctioned Witch

SKILLED: Tincan, Cat Burglar, Hexcast Sorceress

If this is your first game we recommend using the Balanced Party! You can also mix and match the Heroes to find your own ideal party!

Balanced Party

Skilled Party

3. BUILD DUNGEON

The dungeon map is built using three dungeon tiles. Stack the tiles, shuffle them, and then place the top tile on the table; this will be the first tile.

When placing each tile beyond the first, at least one of its doorways must align with another tile's doorway. Place the tile then roll a single green dice. Rotate the tile 90° clockwise for each ☆ rolled. If 💣 is rolled, flip the tile to the opposite side.

SPAWNING POINT

SPAWNING POINT

SPAWNING POINT

DUNGEON TILE

SQUARES: Every dungeon tile has a grid of squares on it. Squares are used for movement, range, and determining area effects.

A model may never move into or through a location on a dungeon tile that does not have a square. Likewise, no action or ability can affect a location that does not have a square.

FIRST, SECOND, AND THIRD TILE: The rules will sometimes reference the first, second, and third tiles. The first tile is the tile containing the Start Token. The second tile is the tile connected to the first tile, and the third tile is the last remaining tile.

SPAWNING POINT: Spawning points are placed on the square with the 👹 icon.
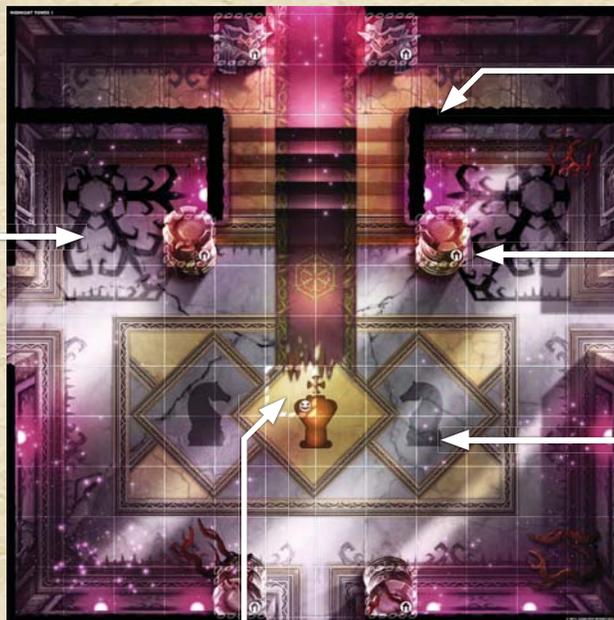
WALLS: Wall are represented by a black line between squares. Models cannot move or draw line of sight through walls.

TILE EFFECTS: Some squares have unique effects, called tile effects. Squares with tile effects have a grey hatched border and an icon that represents the effects of the square. Each tile effect is detailed on a card.

OPEN SQUARES: Squares that do not have a tile effect are called open squares.

DOORWAYS: Doorways are the area where tiles connect. Models cannot move through doorways that are not connected to another doorway. Doorways that are not connected to another doorway are called **dungeon exits**.

4. CARDS, DICE, AND TOKENS

Place the backpack dashboard within easy reach of the Hero players. Shuffle all of the decks. Place the challenge deck on its location on the backpack. Place the loot, treasure, and plot decks adjacent to the backpack. Put the boss challenge deck to the side, it will be used later in the game when the dungeon boss arrives.

Place all tokens and dice within easy reach of every player. Give each Hero player a Hero reference card. Place the arcade Mighty Monster Chart where all players can easily read it. Place the dungeon boss on the start space on the Mighty Monster Chart.

Place one potion token on each Hero's game card. Place a number of Princess Coin tokens on the backpack dashboard equal to the number of Heroes in the party plus one (three Heroes receive four Princess Coins, four Heroes receive five, etc.).

Finally, collect the wrath tokens the party will need for the game. The number of wrath tokens available to the party is double the number of Heroes in the party (so a three Hero party would have six wrath tokens, a four Hero party would have eight wrath tokens, etc).

BANE	HEX	SLOW	FIRE	POISON
KNOCKDOWN	ICE	IMMOBILE	POTION	WOUND
START	PRINCESS COIN	ACTIVATED	WRATH	TREASURE CHEST
CRYSTALS				CRYSTAL CHEST / BOO BOOTY

BLUE DIE — **RED DIE** — **GREEN DIE**

DOUBLE-SIDED MIGHTY MONSTER CHART

BACKPACK DASHBOARD

LOOT DECK

TREASURE DECK

CHALLENGE DECK

BOSS CHALLENGE DECK

HERO REFERENCE CARD

PLOT DECK

If you play Arcade's companion game, Super Dungeon: Explore, it is important to note that Princess Coins work slightly differently between the two games. In Explore, Princess Coins are added to a Hero's card when they are used. In Arcade, Princess Coins are simply discard when they are used.

BACKPACK DASHBOARD

The backpack has lots of helpful resources for players. Have a look over it to familiarize yourself!

Princess Coins: Place all Princess Coins available to the party here. As they are used, discard them.

Backpack: Excess loot and treasure that the party has, but is not currently using, is stored here.

Quick Reference: A handy-dandy reference for the Heroes to look at for reminders on how to use the backpack!

PRINCESS COINS

3 HEROES
4 HEROES
5 HEROES
6 HEROES

BACKPACK
Place extra loot and treasure here.

LOOT TRACKER
Place destroyed monsters here to remind you how much loot to draw at the end of the turn.

x3 = For every three MINION monsters destroyed: Draw 1 loot card.

= For each ELITE monster destroyed: Draw 1 loot card.

= For each MINI BOSS destroyed: Draw 1 treasure card.

#+1 = For each spawning point destroyed: Draw loot cards equal to the tile number it was on plus one. (e.g. two for the first tile, three for the second, four for the third).

 # = For each boss booty destroyed: Draw a number of treasure cards equal to the tile on which the boss booty was spawned (one for the first tile, two for the second tile, and three for the third tile). The Heroes select one treasure card and discard the rest.

USING THE BACKPACK
• Equip loot and treasure from the backpack during Hero power-up.
• Discard six Loot to draw one Treasure.

OPENING TREASURE CHESTS
Draw a number of treasure cards equal to the tile the chest had occupied. Choose one card and discard the rest.

CRITICAL SUCCESS
During a red offensive action, if the offense roll is five or more stars AND more than double the defender's roll, the defender suffers one additional wound. Spawning points and Heroes do not suffer additional wounds due to critical success.

Loot Tracker: During the Hero turn, as monsters are destroyed, place them on the loot tracker. This provides an easy way to determine how much loot to draw during power-up. Once loot is drawn, return the monsters to the spawning pool.

Challenge Deck: Place the Challenge Deck here so all players can reach it.

Challenge Discard: The top card in the discard pile is generally the current turn's challenge card.

CHALLENGE

CHALLENGE DISCARD

5. SELECT DIFFICULTY

This set comes with Hard Mode cards and Easy Mode cards. These cards are used to adjust the difficulty of the game to better suit your group. If you wish the game to be harder, randomly flip one, two, or three Hard Mode cards to use in your game. These cards list what they do and will have a permanent effect for the entire game. The more Hard Mode cards you choose to flip, the more difficult the game will be. Similarly, if you want the game to be easier, randomly flip one, two, or three Easy Mode cards. Just like Hard Mode cards, Easy Mode cards have a permanent effect on the game; the only difference is that they make the game easier. If you wish to add variety to your game while maintaining the standard difficulty level, you may even choose to flip one Hard Mode and one Easy Mode card.

If this is your first game, you should try playing the normal setting, without using either Hard or Easy Mode cards. Depending on how you do, you can adjust the difficulty for your next game.
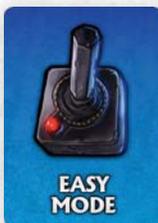
Easy Mode

Hard Mode

6. HEROES ENTER DUNGEON

The players place the Start Token on a square that is adjacent to a dungeon exit on the first tile (a doorway that is not connected to another dungeon tile), and as far as possible from that tile's square marked 😈. Place all Heroes in a square on or adjacent to the Start Token.

7. POPULATE THE DUNGEON

The players place one spawning point and one treasure chest on each dungeon tile. There may not be more than one spawning point and one treasure chest on a single dungeon tile.

Each tile has a square marked 👾 where the spawning point is to be placed. Players then place a 🎁 treasure chest anywhere within four squares of each spawning point.

Next, the spawning point on the first tile spawns. The players gather all elite monsters (see page 23) listed on the spawning point's card and place them within three squares and line of sight of the spawning point. Elites must be placed as close to a Hero as possible. However, elites may not be placed adjacent to other monsters. Then place all minions listed on the spawning point's card such that they are within two squares of an elite in their gang (this may result in them being placed farther from the spawning point than three squares). Monsters may not be placed adjacent to another monster, unless it cannot be placed otherwise.

Monsters may only be spawned from a spawning point which lists them as part of its spawning pool.

Remember, only the spawning point on the first tile spawns at the start of the game!

Spawning points only spawn the monsters listed on their card, in the numbers listed. For example, the Shadow Tower lists three Tower Arbalists on its card, so it only ever spawns three Tower Arbalists, even if there are six total Tower Arbalists in the spawning pool due to having two Shadow Towers as spawning points.

FULL GAME SETUP

Three Dungeon Tiles

Start Token & Hero Setup

Hero Game Cards

Treasure Chest Tokens

Treasure Chest Tokens

Consul Spawn Point

Consul Spawn Point

Mighty Monster Chart

Consul Spawn Point

Treasure Chest Tokens

Dungeon Boss

Backpack Dashboard

Princess Coin Tokens

Challenge Deck

Monster Game Cards

Dice & Tokens

Plot Deck

Treasure Deck

Loot Deck

8. TIME TO EXPLORE!

The game is all set up. Time to start slaying some monsters! The Heroes always take first turn.

Rules for playing games with more than four Heroes and different numbers of tiles are detailed in Expanding the Game, page 40.

PLAY OVERVIEW

Beginning with the Heroes, the Heroes and Consul alternate taking **turns**. Each turn consists of two phases: **activation** and **power-up**. After a side completes its turn, play then moves to the opposing side. The Heroes and Consul continue alternating turns until one side wins the game.

HERO TURN

During the Hero Turn, two Heroes are activated. A Hero must complete its entire activation before the next Hero activates. The same Hero may not be activated a second time during a single Hero Turn. Every Hero in the party must be activated before a Hero may be selected an additional time. When a Hero activates, place an activation token on its card. A Hero with an activation token on its card may not activate again. Once all Heroes in the party have an activation token on their cards, remove all activation tokens from all Heroes. (See **Hero Activation**, page 14.)

After two Heroes have activated, proceed to **Power-Up**. (See **Consul Activation**, page 24.)

Play then moves to the **Consul Turn**.

TURNS EXAMPLE

Moonspire Guardian & Riftling Warrior Turn →

Consul Turn →

Sanctioned Witch & Riftling Warrior Turn →

Consul Turn →

Moonspire Guardian & Sanctioned Witch Turn →

Consul Turn →

Riftling Warrior & Cat Burglar Turn

CONSUL TURN

The players collaboratively perform all steps of the Consul Turn.

The Mighty Monster Chart specifies what occurs during the Consul Activation. Players first advance the dungeon boss on the Mighty Monster Chart forward one space. Then, they perform all commands listed on the space, in order. See **Consul Activation**, page 24.

Once all commands listed on the current Mighty Monster Chart space have been completed, proceed to **Power-Up**, page 32.

Play moves to the **Hero Turn**.

VICTORY

If one or more Heroes are destroyed and there are not enough Princess Coins remaining to revive them, the Consul immediately wins.

If the Heroes destroy the dungeon boss, the Heroes win and light has banished the darkness from this corner of Crystalia.

HERO ACTIVATION

A Hero's activation consists of five parts: upkeep, movement, actions, remove status effects, and end activation. Upkeep is always resolved at the beginning of a Hero's activation. After its upkeep, a Hero may spend movement points, action points, and drink potions in any order the player wishes. Once the Hero has completed all of its chosen actions and movement, remove all status effect tokens from the Hero. After this is done, end the Hero's activation (if any effects are triggered by the Hero ending its activation, they happen now).

A Hero may alternate between spending movement and action points however its player wishes, so long as the total number of points spent of each type does not exceed the Hero's maximum.

UPKEEP

Resolve each upkeep step in the following order:

1. Add an activation token to the Hero's card.

2. End effects from the Hero's previous activation, such as potions or auras.

3. Apply healing effects, such as Tough.

4. Apply damaging effects, such as 🔥 Fire.

5. Apply all other game effects the model is subject to in the order of its player's choice.

🪨 MOVEMENT POINTS

A Hero may spend one movement point to move into one adjacent square, including diagonals. A model may freely move through tokens, templates, and friendly models. A model may not move through enemy models (either by moving over the square the enemy model is occupying, or moving diagonally between two squares occupied by enemy models), move into a square which it does not have line of sight to, or end its movement in a square occupied by another model. (See **Line of Sight**, page 15.)

The Tincan may not move through the two Crawlers diagonally and must go around.

Daemonus can move between the Heroess, by "squeezing."
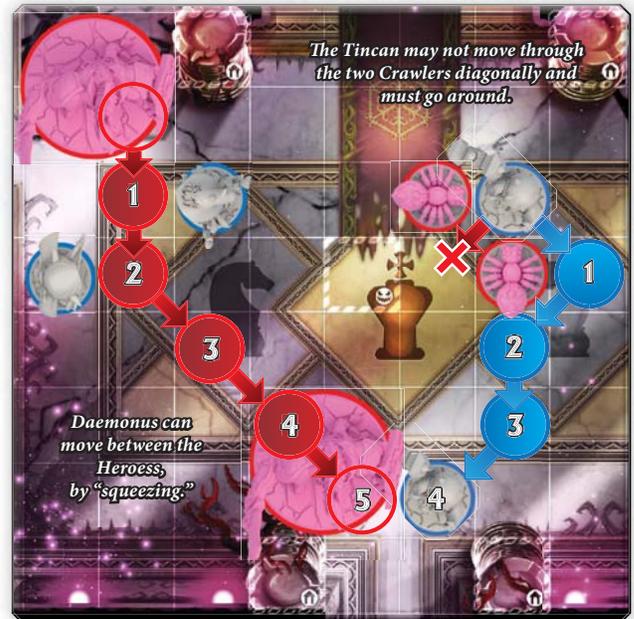
When moving a large model with a base that occupies more than one square, count movement exactly as though it were a small model. At the end of its move place the model so that at least part of its base occupies the last square counted. This may be used to "squeeze" through narrow single square areas. However, no part of its base may be placed in a square farther than the last square counted, so as to gain additional movement.

> *Heroes may use their action points and movement in any combination. A Hero may use movement points, take an action, and then use their remaining movement points if they wish.*

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ACTION POINTS

During a Hero's activation it may spend its action points to perform basic actions listed on the player's reference card or unique actions listed on the model's card or equipment. The number on the action's icon is how many action points the model must spend to perform the action. A model may never spend more action points than it possesses. A model may perform the same action multiple times.

There are two types of action:

Red offensive actions inflict a single wound if successful.

Blue support actions do not inflict wounds. Instead they cause special effects to occur, such as inflicting status effects on enemies or helping friendly models.

Augment actions may only target or affect friendly models. Augment actions that do not list a range affect the model using the action.

Dangerous actions may target, and will affect, both friendly and enemy models.

Regardless of the action being used, they all follow the same rules to perform:


1. DETERMINE LINE OF SIGHT

Models require **line of sight** to target another model. A model has line of sight when it can draw at least one straight line from any point of its square to any point on the intended target's square. The line cannot contact walls, structures, or enemy models, including where these elements meet on a corner.

A large-based model's line of sight is only blocked by an enemy model if the enemy model is also a large-based model. Likewise, small-based models may draw line of sight to a large-based model over enemy small-based models.

A model with the Fly ability ignores all models and structures when determining line of sight, regardless of the model's base size. Likewise, any models attempting to draw line of sight to a model with the Fly ability ignore intervening models and structures for the purposes of determining line of sight.

Tokens and templates do not block line of sight. A model always has line of sight to itself.
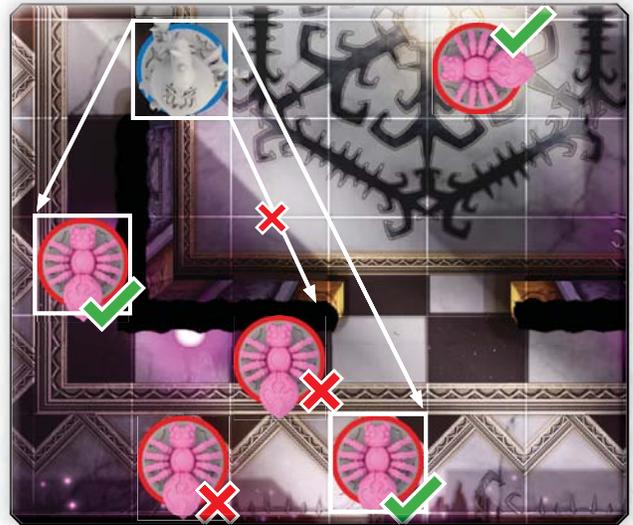
> *Remember, only enemy models block line of sight! You can draw line of sight through friendly models.*

2. CHECK RANGE

All actions have a maximum range indicated by a number on its attack icon: ⚔️ **Melee**, 🔍 **Magic**, or 🏹 **Missile**. Instead of an attack icon, support actions possess a 🗡️ **Support Range**. Only models that are within range of an action may be targeted by the action.

To see if a target is within range, count the number of squares between the model performing the action and the target model, including the square the target occupies. If the number is equal to or less than the action's range, the model may be targeted by the action. If the target is further than the action's range, the model may not be targeted. A different target must be chosen.

If the action has an area effect, it will not list a number range with the icon, the area effect is used instead. (See **Area Effects**, page 37.)

3. MAKE OFFENSE ROLL

All 🔴 offensive actions require an **offense roll**.

The attribute used to make the roll is indicated by the action's attack icon: ⚔️ STR, 🔍 WILL, 🏹 DEX. The number and color of the dice a model rolls are based on this attribute, in addition to any bonus dice it has from equipment, potions, or other effects. A model must include all of these effects when making its offense roll.

🔵 Support actions never require an offense roll, unless the action indicates otherwise. If no offense roll is indicated, skip directly to **5. RESOLVE EFFECTS**. If the support action does require an offense roll, the action will specify which attributes are used.

Count the total number of stars that were rolled, plus any bonus stars the model may have for the attribute. Any blank faces, hearts, or potions rolled **do not** count as stars.

> *Some actions may require models to defend with attributes other than* **ARM***, such as* **DEX** *or* **WILL***. All arcade monsters always use their* **ARM** *to defend, since they do not have the same attributes as Heroes.*

4. COMPARE RESULTS

Compare the number of stars rolled for the offense roll to the target monster's 🛡️ attribute. A monster's 🛡️ can be increased or decreased by status effects and other game effects. Include all of these effects when determining the result of the roll.

The offense roll wins if it rolled **more** stars than the monster's 🛡️ attribute.

If it was an offensive action, place a single wound token ❤️ on the target model. Then place one wrath token on the Hero that inflicted the wound. (See **Wrath**, page 19.)

If the offense roll did not win, the action has failed, no wound or other effects of the action occur.

5. RESOLVE EFFECTS

After the winner of the roll has been determined resolve all of the effects of the action according to the result of the roll.

OFFENSE ROLL WINS - 🔵 BLUE SUPPORT ACTION

1. Resolve game effects caused by the action.

2. Resolve game effects caused by the target when making defense rolls or suffering specific effects caused by the action.

OFFENSE ROLL WINS - 🔴 RED OFFENSIVE ACTION

1. Place a single 🟥 wound token on the target model.

2. Resolve any game effects caused by the action.

3. If any 🤍 Hearts, 🧴 Potions, or 🤍🧴 Heart/Potions were rolled, these items have popped out of the target!

4. Remove one wound token or one status effect token from any Hero's game card for each 🤍 or 🤍🧴 rolled.

5. Place one potion token on any Hero's game card for each 🧴 or 🤍🧴 rolled.

6. Place a number of wrath tokens equal to the number of wounds inflicted on the card of the Hero who took the action.

7. If the target model was not destroyed and causes any game effects when suffering wounds apply those effects.

OFFENSE ROLL LOSES

1. The action has failed. No wounds or other effects of the action occur.

2. If the target model causes any game effects when targeted, those effects are applied.

REROLLS

Some abilities cause a model to reroll one or more dice. A dice may only be rerolled once. If a dice is subject to multiple rerolls from opposing enemy and friendly effects, the effects cancel and no reroll is made

CRITICAL SUCCESS

During a red offensive action, if the offense roll is five or more stars and more than double the monster's **ARM**, the Hero has achieved a critical success. The action inflicts one extra wound in addition to any it would normally cause. Spawning points do not suffer additional wounds due to critical success.

The Sanctioned Witch activates. First, she decides to use three movement points to move three squares. Then, she decides to use the Curative action targeting the Cat Burglar who is suffering a wound.

① **Curative:** 🏳️, 🔍₆, Heal 1

Curative has augment, so it only affects friendly models, such as the Cat Burglar. It has a range of six, so the Cat Burglar must be within six squares and line of sight, which she is. No roll is needed, since Curative is a support action and it does not state it needs a roll. The effects of Curative are applied automatically. Curative causes Heal 1, allowing the Cat Burglar to remove either one wound or one status effect token; she removes a wound.

*Next, the Sanctioned Witch chooses to make a basic magic attack against a Crawler. She has a 🔍₈ symbol next to her **WILL**, meaning she can use her **WILL** to attack with a range of eight. She checks that the Crawler is in range and line of sight, which it is.*

*She rolls her **WILL** and gets 🔴, 💙, ⭐, for a total of two stars.*

*The Crawler only has **ARM** 🛡️1.*

The Sanctioned Witch rolled more stars, so the attack is a success and the Crawler suffers one wound; since it only has one heart it is destroyed and removed from the board. The Sanctioned Witch also rolled a heart, so she may remove one wound or status effect token from any member of her party. In addition, she rolled a potion, so she may add one potion token to any member of the party. Finally, the Sanctioned Witch must add one wrath token to her card because she inflicted one wound.

The Sanctioned Witch still has one more action and three more movement points, which she may use in any order.

BASIC ACTIONS

OFFENSIVE

① Magic Attack: A model may only use Magic Attack if it has 🔍 on its **WILL** attribute. The model may make an offensive action using its Willpower (WILL) attribute against any enemy model within the range indicated.

① Melee Attack: A model may only use Melee Attack if it has 🗡 on its **STR** attribute. The model may make an offensive action using its Strength (STR) attribute against any enemy model within the range indicated.

① Missile Attack: A model may only use Missile Attack if it has 🏹 on its **DEX** attribute. The model may make an offensive action using its Dexterity (DEX) attribute against any enemy model within the range indicated.

SUPPORT

① Dash: 🔵. A model that uses Dash may immediately move two squares using its normal movement rules. Dash is affected by ⏱ Slow and difficult terrain as normal.

① Open Chest: 🗝. Only Heroes may take this action. Target a treasure chest. Draw a number of cards from the Treasure Deck equal to the tile which the treasure chest is on (one for the first tile, two for the second tile, and three for the third tile). Choose one of the drawn cards and add it to the backpack, discard the rest. Remove the target treasure chest from the dungeon map. If one or more of the cards drawn is a boo booty, a boo booty must be chosen.

① Interact: 🔵. The model interacts with an element of the scenario as described in the scenario.

🟢 Loud Slurping: 🔵. The Hero gains two wrath tokens.

> *The Loud Slurping action is a green potion, so it may only be used during the Consul's turn. Use it to distract the monsters from your friends if they are in trouble!*

🧪 POTIONS

The maximum number of potions a model can carry is indicated by the 🧪 Potion Quantity on their card. When a model gains a potion through a dice roll or other effect, place a potion token on its card.

A model may drink one red or blue potion during its activation. A model may drink a single green potion during the Consul Turn. Green potions may only be used during the Consul Turn.

Drinking a potion grants the model a free unique action, that does not cost any action points, of the following type: 🔵 support action, 🔴 offensive action, 🟢 support action.

Spend the number of potion tokens shown on its icon to drink a potion, then resolve the effects of the potion as a normal action of the corresponding type.

A model may never drink a potion to interrupt a dice roll or affect a dice roll that has already been made, unless the potion indicates otherwise.

SHARING POTIONS

A Hero is not restricted to drinking only the potions listed on its card. During a Hero's activation another Hero may share its potion with the activated Hero, no matter where it is in the dungeon.

To drink another Hero's potion, the activated Hero selects another Hero and removes the potion token(s) from the selected Hero's card. The activated Hero then resolves the effects of the selected Hero's potion as normal.

> *The Sanctioned Witch activates and decides she wants a bonus to her offense rolls, and setting things on fire is always nice as well. She politely asks the Riftling Warrior if the Witch could drink the Warrior's potion and the Warrior agrees. The Sanctioned Witch removes the potion token from the Warrior's card, and declares she is using the Warrior's Firevine potion. The Sanctioned Witch gains the benefits of the potion, giving her ⊕1 to offense rolls and 🔥. This bonus will end at the start of the Witch's next activation.*

WRATH

As the Heroes defy the Consul, they incur his wrath. The more the Hero does, the greater the Consul's wrath towards the Hero. Wrath is represented by placing wrath tokens on the Hero's card. The amount of wrath a Hero has incurred increases the chance the Hero will be the target of the dungeon's monsters.

Each time a Hero does one of the following things, add the number of wrath tokens specified.

How The Hero Incurred Wrath	Wrath
For each wound the Hero inflicts.	+1
The Hero takes the Loud Slurping potion action.	+2

The total number of wrath tokens used in a game of Arcade is equal to twice the number of Heroes. So a party of three would have six tokens, and a party of four would have eight tokens.

Once all available wrath tokens have been accumulated by the party, Heroes that earn more wrath must remove tokens from any other Hero of their choice to add to their card. If a Hero is destroyed, any wrath tokens it had are removed and become available again.

EQUAL WRATH

Occasionally two or more Heroes will have an equal amount of wrath. When this is the case, always treat the Hero who activated most recently as the Hero with the higher amount of wrath.

The Hexcast Sorceress attacks and deals one wound to a Tower Blackblade, destroying it. There is one wrath token available (not on another Hero), so she must use that token, and places it on her card. She attacks the Tower Stalker next and gets a critical success! Criticals deal two wounds, so she must place two wrath tokens on her card. Since there are no available tokens, she must remove the necessary tokens from any other Heroes' cards.

The balanced party has three Heroes, so six wrath tokens are available. Right now, every wrath token is on a Hero so, when a Hero gains wrath, it must take the tokens from another Hero (or Heroes) of its choice. Right now the Riftling Warrior has the most wrath, so he will generally be targeted by the monsters.

YOU HAVE DIED

Over the course of a game, models will suffer wounds and be healed. Some may even be destroyed and then resurrected!

Every model has a number of ♥ **hearts** indicated on its card. Whenever a model suffers a wound place a 🩸 wound token on its card. Whenever a model heals a wound, remove a wound token from its card.

When a model has a number of wound tokens equal to its hearts, the model is **destroyed**. Immediately remove all wound, wrath, and status effect tokens from the model's card and remove the model from the dungeon.

DESTROYING HEROES

Hero models are returned to the Hero player. A destroyed Hero may not receive new equipment or potion tokens until it is returned to play, however it retains all tokens (other than wounds, wrath and status effects) and equipment that it had when it was destroyed. Wrath tokens on the destroyed Hero are simply removed, they are not allocated to another Hero until another Hero earns wrath in some way.

If a Hero is destroyed, and the party does not have enough remaining Princess Coins to revive the Hero, the Consul wins the game.

DESTROYING SPAWNING POINTS

When a spawning point is destroyed, place its model on the backpack's loot tracker, so that it is easy to remember and tally the rewards for the turn during the power-up phase. After the turn's rewards have been determined, the spawning point is returned to the game box. Destroying spawning points limits where in the dungeon the Consul may spawn monsters.

Destroying spawning points will also anger the Consul and potentially trigger some adverse effects for the Heroes! After the first time a spawning point is destroyed, the Heroes must draw a Plot card if they have not already drawn one due to the Mighty Monster Chart. After a second spawning point is destroyed, the mini-boss is spawned during that turn's power-up phase, if one was not already spawned due to the Mighty Monster Chart. After all spawning points are destroyed, the dungeon boss will spawn during that turn's power-up phase.

DESTROYING MONSTERS

Destroyed monsters determine what rewards the party earns during the power-up phase. When a monster is destroyed, place its model on the backpack's loot tracker, so that it is easy to remember and tally the rewards for the turn during the power-up phase. After the turn's rewards have been determined, monster models are returned to the spawning pool.

Place destroyed monsters and spawning points on the handy-dandy loot tracker on the party's backpack dashboard to more easily remember the Heroes' rewards during the power-up phase!

MONSTER GANGS

Monsters may either fight alone as a solo monster or in a group of monsters that rally together to increase their combat potential called a gang. All monsters on a gang card are **bonded**. This is represented by a combined profile on a single card.

ELITE

The core of a gang is the elite. **All actions or abilities used by the gang are performed by elites**. The strength of the elite's combat profile, as well as the abilities available to it, are increased by the bonded monsters in its gang.

MINION

Minions are weaker monsters that are always bonded to an elite listed on their gang card. **Minions cannot take actions or activate**. Instead they lend support to their elite, increasing its combat profile and granting it new abilities.

FORMING A GANG

A gang is not a static group. Whenever an elite performs a command (see page 25), is targeted by another model, or is otherwise affected by any game effect, players check to see if any bonded monsters from its gang are within two squares of it.

If there are bonded monsters within two squares of the elite, it uses its **gang attributes**. In addition, the elite gains all of the bonded monster's abilities and unique actions just as though it possessed them itself.

If there are no bonded monsters within two squares of the elite, it uses its **solo attributes**, and only benefits from its own abilities and unique actions.

When using multiple spawning points of the same type it is not required to keep track of which monsters came from each spawning point. They may form a gang with any elite listed on their gang card regardless of which spawning point it came from. In addition, an elite may benefit from the bonuses granted by a bonded monster even if another elite is as well.

ELITE GANGS

In some gangs, the same monster is both the elite and the bonded monster. These gangs work just like a normal gang, and every elite in the gang may perform actions.

EXPENDABLE

When an elite monster suffers one or more wounds, place the wound tokens on the closest bonded minions from the elite's gang that are within two squares instead. A minion may not be given more wound tokens than the number of hearts it has remaining. The bonded minion suffers both the wound and all effects caused by the action or game effect.

Only when no bonded minions are within two squares will the elite suffer wounds itself.

Expendable is not used when an elite is affected by an area effect. Nor is it used when the elite suffers a game effect that does not cause a wound.

Note that Expendable is never used to transfer wounds to bonded elites.

The Crawlers are within 2 squares of the elite Spider Speaker, meaning they are bonded.

When bonded, use the gang attributes (red) for the Crawler Cluster gang.

The Crawlers are farther than 2 squares from the elite Spider Speaker, meaning they are not bonded.

When not bonded, use the solo attributes (gold) for the Crawler Cluster gang.

MONSTER CARDS

Regardless of if a monster fights solo or as part of a gang, their game cards all share the same features. Below is the Midnight Queen, an example of a solo monster. On the following page is the Crawler Cluster, a gang. Solo monsters' game cards work in the exact same manner as gangs, but do not gain the benefits afforded by bonded monsters.

SOLO MONSTER CARD

NAME: The model's name.

TYPE: The model's type. Some game effects only affect specific model types.

ABILITIES: Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

AFFINITY: The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

UNIQUE ACTIONS: Any unique actions the solo takes when directed to do so are listed here.

🔴 Red actions are **offensive actions** and cause a wound.

🔵 Blue actions are **support actions** and do not cause a wound.

MOVEMENT POINTS: How far the solo moves when directed to do so.

ACTION POINTS: The number of attacks the solo may take when it is directed to do so.

STRENGTH ATTRIBUTE: When the solo attacks a Hero, the Hero must roll equal to or greater than the solo's STR in order to avoid suffering a wound.

🛡 **ARMOUR ATTRIBUTE:** When a Hero attacks a Monster, the Hero must roll higher than the monster's ARM in order to succeed.

RANGE ATTRIBUTE: This is the range of the solo's attacks, in squares.

HEARTS: When a model suffers a wound put a wound token on its card. Once the number of wound tokens equal the model's hearts, the model is destroyed.

ARCADE ICON: This is a reminder that this card is only used in Arcade, rather than Explore.

THE MIDNIGHT QUEEN
HUMAN WITCH DUNGEON BOSS

6 / 3

STR 6
ARM 4
RNG 6
7

MY PET

Maddening Maze: Wave 3,

My Champion: If Daemonus is not in play, spawn Daemonus adjacent to the Hero with the least wrath.

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Daemonus

Knight of the Tower

The Midnight Queen

GANG CARD

NAME: The name of the gang.

TYPE: The model's type. Some game effects only affect specific model types.

AFFINITY: The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

ELITE NAME AND TYPE: This model is the gang's elite. All range is always drawn from the gang's Elite.

ELITE ABILITIES: Any abilities the elite grants the gang are listed here.

ELITE UNIQUE ACTIONS: Any unique actions the elite takes when directed to do so are listed here.

🔴 Red actions are **offensive actions** and cause a wound.

🔵 Blue actions are **support actions** and do not cause a wound.

BONDED MONSTER NAME AND TYPE: Monsters bonded to the Elite are listed here.

SOLO ATTRIBUTES: If there is only one model remaining in the gang, use the solo attributes.

GANG ATTRIBUTES: Monsters are stronger when they work together! If there is more than one model in the gang, use the gang's gang attributes instead of its solo attributes.

ACTION POINTS: The number of attacks the gang may take when it is directed to do so.

STRENGTH ATTRIBUTE: When the gang attacks a Hero, the Hero must roll equal to or greater than the gang's STR in order to avoid suffering a wound.

RANGE ATTRIBUTE: This is the range of the gang's attacks, in squares.

ELITE ARMOR ATTRIBUTE: When a Hero attacks an Elite, the Hero must roll higher than the elite's ARM in order to succeed.

HEARTS: When a model suffers a wound put a wound token on its card. Once the number of wound tokens equal the model's hearts, the model is destroyed.

MOVEMENT POINTS: How far the elite moves when directed to do so.

BONDED MONSTER STATS: Bonded monsters have unique actions, abilities, hearts, movement, and armor just like Elites. A gang's elite benefits from a bonded monster's abilities and unique actions so long as the bonded monster is within two squares of the elite.

Card (Crawler Cluster)

CRAWLER CLUSTER
ARCADE GANG

	Solo	Gang
	2	3
STR	2	2
RNG	1	2

SPIDER SPEAKER
NETHER ELF WITCH ELITE
8 | ❤ 3 | ARM 2

💧 ☠, Mob
🔵 **Scuttling Swarm:** Spawn one crawler within 2 squares of this elite.

CRAWLER
SPIDER MINION
8 | ❤ 1 | ARM 1

☠

Shadow Guard

Crawler Cluster

Tower Marksmen

23

CONSUL ACTIVATION

During the Consul Turn, the players perform all aspects of the Consul's activation. The Consul's activation consists of three parts: upkeep, advance Mighty Monster Chart, and commands. Most elements of what occurs during the Consul's activation are determined by advancing the Mighty Monster Chart. Complete each command on the current turn's Mighty Monster Chart space in the order they are listed (from left to right and top to bottom). Once all commands have been performed, end the Consul's activation and move on to the Consul's power-up phase.

There may be game effects that monsters are subject to that are not controlled by the Mighty Monster Chart, such as auras or a Hero's abilities. When monsters are subject to these effects players resolve them according to the rules of the effect.

Players perform all steps of Consul Activation in the order to the right, and according to the order of activation. They may have one player perform the steps or, to speed things up, have every player contribute.

ORDER OF ACTIVATION

Monsters activate every step of Consul Activation in a set order (this same order is used for upkeep, movement, fight, etc):

1. Solo Monsters
2. Elite Monsters

Begin with the monster of the given type that is closest to the Hero with the most wrath. Then activate the next closest monster and continue outwards until all monsters of the given type have performed the step. Players complete the step for all monsters of the given type before moving to the monsters of the next type.

If monsters are equal distance away, the players choose which ones to activate first.

MIGHTY MONSTER CHART

Start: Place the dungeon boss here at the start of the game.

Mini-Boss: Spawn mini-boss this turn if it wasn't spawned already.

Dungeon Boss: Spawn the dungeon boss this turn if it wasn't spawned already.

Commands: Commands the monsters will follow that turn.

Plot: Draw the plot card for this game if it wasn't drawn already.

Bonus: A permanent bonus to all monsters' attributes (except the dungeon boss).

1. PERFORM UPKEEP

The players perform upkeep. Resolve each upkeep step for all monsters:

1. End effects from the previous Consul Turn, such as unique actions or auras.
2. Apply healing effects, such as Tough.
3. Apply status effects, such as 💧 Poison or 🔥 Fire.
4. Apply all other game effects the monster is subject to in the order of the players' choice.

2. ADVANCE THE MIGHTY MONSTER CHART

One player advances the dungeon boss on the Mighty Monster Chart one space to determine what the monsters will do this turn. Each Mighty Monster Chart space lists what the Consul does that turn. Follow all steps in the order they are listed, from left to right and top to bottom.

☆ STAR BONUSES

Some spaces on the Mighty Monster Chart have star bonuses. These bonuses are applied immediately, and affect monsters on the same turn in which they appear. Star bonuses are bonuses to the monster's attributes and they apply to all monsters except the dungeon boss. These bonuses are cumulative and permanent. These bonuses also apply to monsters spawned after the star bonus space is reached. When a space is reached that provides a bonus to the monsters in the dungeon, take the appropriate mighty monster reference card and place it next to the monsters' cards as a reminder to use the bonus. The party can also place a spare token on the space as a further reminder.

3. COMMAND PHASE

Each space on the Mighty Monster Chart lists one or more commands that the Consul will follow. Some of these commands, such as challenge, reinforce, or spawn, have an effect on the game as a whole. Other commands, such as move and fight, are carried out by all solo and elite monsters. Minion monsters never perform commands, they simply aid the elite that they are bonded to. Using the order of activation, monsters perform each command listed on the Mighty Monster Chart space in the order they are listed. All solo and elite monsters complete each command completely, before moving to the next command.

If a command possesses a multiplier, such as Move x2, the monster performs the command the number of times indicated by the multiplier before moving to the next monster.

Monsters performing commands determine line of sight and range in the same manner as Heroes. (See **Hero Activation**, page 14.)

The commands on the Mighty Monster Chart are: Move, Regroup, Unique, Fight, Epic Fight, Spawn, Reinforce, Plot, Challenge, Spawn Mini-Boss, and Spawn Dungeon Boss. Each is explained below.

MOVE

All solo and elite monsters in the dungeon move up to their full number of movement points, using the rules described for Hero movement (see page 14), and according to the rules below:

DETERMINE MONSTER'S TARGET

Solo and elite monsters always move towards the Hero with the most wrath on their tile. If there are no Heroes on their tile, they target the Hero with the most wrath in the dungeon.

MOVE MONSTER

Move each solo and elite monster one at a time.

Each monster will take the shortest path towards its target as possible, moving around structures, walls, and Hero-occupied squares where necessary. Monsters move through other monsters and spawning points. All monsters have **Surefoot** (see page 36), and they ignore all negative tile effects such as difficult terrain or lava.

Monsters that are already adjacent to or within range of a Hero that is not their target will disengage from that Hero, and move past other Heroes, to reach their target.

An elite that is part of an elite gang takes a path towards its target that will also bring it within two squares of the nearest elite in its gang that has already moved. If such a path is not possible the elite will move to be in range of the Hero.

After an elite monster has finished moving, all minion monsters that were bonded to it before the move (and are not bonded to it after the move) are placed within two squares of the elite. Minions that are still bonded to their elite after the elite has moved are not placed. Monsters may not be placed adjacent to another monster, unless it cannot be placed otherwise.

STOP MOVEMENT

Once a solo or elite is within attack range or adjacent to their target, and in line of sight (see page 15), the monster stops moving. Abilities that reduce the monster's range, such as Stealth, must be accounted for when determining if the monster stops moving. This means monsters may end up closer to a Hero if the Hero has Stealth.

The Tincan may not move through the two Crawlers diagonally and must go around.

Daemonus can move between the Heroess, by "squeezing."
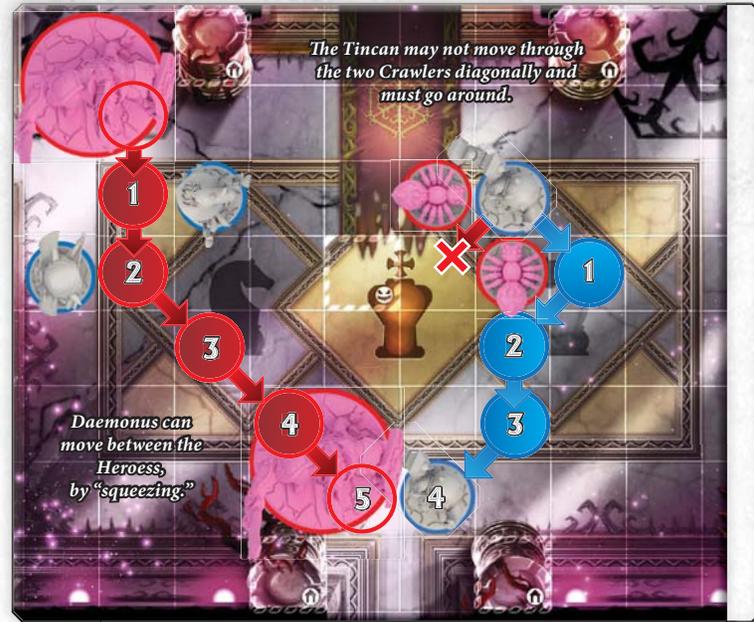
There are lots of possible paths you can take when moving monsters, so don't get bogged down trying to determine the "correct" one. Just choose the quickest path that is logical to you to get the monster where it needs to go.

REGROUP

The Regroup command is very similar to the Move command, except the monsters target a dungeon exit. When the monsters receive a Regroup command, move them exactly as if they had received a Move command, with the following exceptions:

- Each monster's target is the closest square that is adjacent to a dungeon exit.

- Instead of stopping when the monster is in attack range of the target square, it will stop movement when it is as close to occupying the target square as it is able.

If a Regroup command is given, all monsters in play receive 🛡+1 ARM until the end of the next Hero Turn (regardless of whether the monsters were able to move due to the Regroup command).

Remember that doorways are breaks in the wall that surround a tile, and dungeon exits are doorways that do not connect to another tile. This means that, during a Regroup command, monsters will be moving towards a doorway that does not connect to another tile.

UNIQUE

Monsters activate all unique actions on their cards, in the order they are listed. Unique actions are free and do not cost the monster any action points.

Only solo monsters and elites perform unique actions.

Unique actions always target the Hero with the most wrath that is both in range and in line of sight of the monster. The monster's range attribute is always used unless the unique action lists a different range or an area effect. (See **Area Effects**, page 37.)

Just like Hero actions, monster unique actions can be either 🔴 offensive or 🔵 support.

🔴 OFFENSIVE UNIQUE ACTIONS

Offensive unique actions use the monster's **STR** attribute. Some unique actions or game effects may modify the monster's **STR**. These bonuses or penalties are added to the total **STR**.

Any affected Heroes must make a defense roll using an attribute with a 🛡 against the monster's total **STR**. If the defense roll is less than the total **STR** the Hero suffers one wound and the effects of the unique action.

🔵 SUPPORT UNIQUE ACTIONS

Support unique actions do not inflict wounds. Instead they cause special effects to occur such as inflicting status effects on enemies or helping friendly models. No defense roll is made, simply resolve the effect of the action.

If the target model within range is already under the effects caused by the monster's support action it will instead target the next eligible model.

🚩 AUGMENT

If a support unique action is an Augment, the monster will target the closest eligible friendly model within range and line of sight that will benefit from the action. Note that this most often is the model using the unique action itself.

☀ OVERCHARGE

If a gang has a unique action that is an overcharge action it is used instead of, not in addition to, the original version. Overcharge actions are frequently on minions, allowing the gang's unique actions to become more powerful when its minions are present.

Below are two unique actions:

🔵 **Scuttling Swarm:** Spawn one crawler within 2 squares of this elite

Scuttling Swarm is a blue support action, so it requires no roll. Simply follow the instructions and spawn one Crawler near the elite.

🔴 **Weaken the Prey:** ➕2 **STR** , 👹

*Weaken the Prey is a red offensive action. It must target a Hero and uses the elite's **STR**, with the added bonus of ➕2. If the Hero fails its defense roll, it suffers Bane in addition to the wound.*

💀 SIGNATURE ACTION

Signature actions are actions that a monster always performs during the Command Phase. Signature Actions do not cost any action points. If the monster receives the Move command, it will perform its Signature Action immediately after completing its movement. If the monster did not receive the Move command, its Signature Action will be the first command it performs that Command Phase.

FIGHT

During the Fight command solo monsters and elites spend action points to perform **Basic Attack** offensive actions against the Heroes.

1. ORDER OF OPERATION

Monsters will perform the Fight command using the standard order of operation. **Minions do not perform the Fight command.**

2. DETERMINE MONSTER'S TARGET

Monsters will target the Hero with the most wrath that is in their range and LoS. Even if the Hero with the most total Wrath is out of range, monsters will attack the Hero with the most wrath which they are able to reach. If no Heroes are in range, the monsters do not attack.

3. CHECK FOR GANGS

Check and see if any bonded monsters are within two squares of the elite monster performing the Fight command.

If any bonded monsters are within two squares, a gang is formed and the elite will use its gang attributes. It will also gain any abilities the bonded monsters in its gang possess.

If there are no bonded monsters within two squares, no gang is formed and the elite will use its solo attributes and abilities.
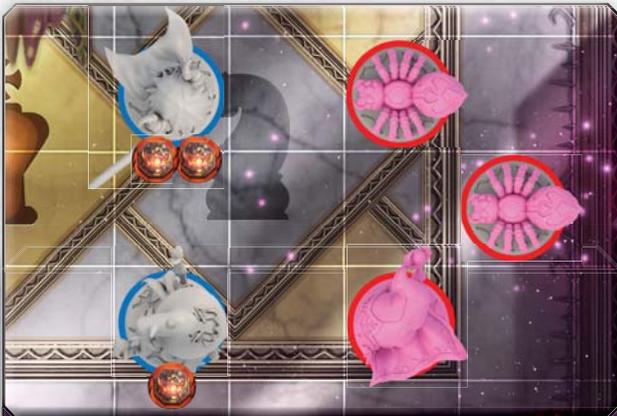
The Spider Speaker has just received the Fight command. It will attack the Riftling Warrior using all of its actions because the Riftling Warrior is the Hero in range with the most wrath (two wrath, compared to the Sanctioned Witch's one wrath). The Spider Speaker has Crawlers within range to be bonded, so it uses its gang stats instead of its solo stats when attacking.

4. PERFORM BASIC ATTACK

The monster makes one Basic Attack offensive action per action point on its card.

🔴 **Basic Attack:** A Basic Attack targets the Hero with the most wrath within the monster's range and line of sight. Basic Attacks use the monster's **STR** attribute.

Some unique actions or game effects may modify the monster's **STR** when making a Basic Attack. These bonuses or penalties are added to the monster's total **STR**.

5. PERFORM DEFENSE ROLL

When a Hero is targeted by a Basic Attack it must make a defense roll using any attribute with a 🛡 against the monster's total **STR**. If the defense roll is less than the total offense, the Hero suffers one wound and any effects caused by the monster, such as status effects.

Hearts and potions are ignored during a defense roll, even when winning.

Remember, minions never perform the Fight command, but every elite does! For example, the Shadow Guard gang only has one elite, the Tower Stalker, so only the Tower Stalker will attack during a Fight command. The minions, the Tower Blackblades, will not attack. However, every Tower Arbalist model in the Tower Marksman gang is an elite, so each Tower Arbalist model will attack during a Fight command.

EPIC FIGHT

Some Fight commands will be designated as "Epic Fights." When an Epic Fight command is given, any Hero that suffers any wounds due to an offensive action taken by a monster suffers one additional wound.

Arcade monsters never deal additional damage to Heroes for critical hits.

SPAWN

One spawning point, that is closest to the Hero with the most wrath, immediately spawns all monsters listed on its spawning card and that are available in the spawning pool. However, if none of a gang's elites are available to spawn, no monsters in the gang may spawn. A spawning point may not spawn more of a monster than it lists on its card. For example, the Shadow Tower lists one Tower Stalker on its card, so it may not spawn more than one Tower Stalker, even if there is more than one in the spawning pool.

The players gather all elite monsters that will be spawning and place them within three squares and line of sight of the spawning point. Elites must be placed as close to the Hero with the most wrath as possible. Then place all minions that are spawning such that they are within two squares of an elite in their gang which spawned this turn (this may end up placing them farther from the spawning point than three spaces). Monsters, both minions and elites, may not be placed adjacent to another monster, unless it cannot be placed otherwise.

Monsters may only be spawned from a spawning point which lists them as part of its spawning pool.

Any monsters listed on the spawning point that are already on the dungeon map may remove all wound and status effect tokens, regardless of the specific spawning point from which they were spawned.

> *Usually monsters spawn after Move and Fight commands have already happened, so they don't do much the turn they come into play. But, on some turns, monsters spawn before the Move and Fight commands! When this happens, they follow the commands the same as the monsters that began the turn on the board.*
>
> *Remember that a spawning point may not spawn more monsters than are listed on its card! So a Shadow Tower may never spawn more than three Arbalists, even if there are more available.*
>
> *Finally, remember that during a Reinforce command, a single gang may not spawn more monsters than are listed on the gang's spawning point. For example, a single Shadow Guard gang may not spawn more than two Tower Blackblades during a Reinforce command, because only two Tower Blackblades are listed on the Shadow Tower spawning point. However, additional Shadow Guard gangs could result in more Tower Blackblades spawning!*

REINFORCE

Starting with the elite monster closest to the Hero with the most wrath, spawn all monsters listed in the elite's gang, that are available in the spawning pool, within two squares of the elite. A single gang may not spawn more monsters in this way than are listed on the gang's spawning point. Monsters may not be placed adjacent to another monster, unless it cannot be placed otherwise. Continue reinforcing each elite until all elites have been Reinforced or until there are no monsters available in the spawning pool to Reinforce the remaining elites.

If there are no spawning points in play that list an elite's gang, that gang may still Reinforce as normal.

> *Remember that monsters ignore negative terrain effects!*

PLOT

Draw a plot card. Plot cards represent devious plots hatched by the Consul which the Heroes must work together to put an end to. When a plot card is drawn, flip the top card of the Plot Deck face up. It will remain in play and have a lasting effect on the game until the Heroes are able to meet any criteria it lists in order to discard it from play.

All plot cards list a way to discard them; once they are discarded, they have no more effect on the game. When the plot card is discarded, each Hero rolls a green die. The party draws one treasure for each 🎲 rolled.

After the first time a spawning point is destroyed during a game, the Heroes must immediately draw a plot card if they have not already drawn one due to the Mighty Monster Chart. If the Heroes draw a plot card in this manner, they will not draw one due to the Mighty Monster Chart. In other words, the Heroes will either draw a plot card when the first spawning point is destroyed or when the space on the Mighty Monster Chart is reached, whichever comes first.

> *Many Plot cards refer to the "last" tile. The last tile in a 3-4 Hero game is the third tile.*

CHALLENGE

Draw a challenge card. Challenge cards represent different dangers the Heroes will face in the dungeon. When a challenge card is drawn, flip the top card of the Challenge Deck face up. All challenge cards have an effect on the game as soon as they are drawn, and for as long as they remain in play.

A challenge card drawn at the end of the Consul Turn will generally affect the subsequent Hero Turn and then be discarded at the end of the following Consul Turn. Challenge cards are discarded after a new challenge card is drawn, or at the end of the next Consul Turn, whichever comes first.

TRAP

Some challenge cards have Trap effects listed. When a challenge card is drawn, immediately resolve its Trap effect if it has one.

BOSS FIGHT CHALLENGE DECK

The dungeon boss presents a unique threat to the Heroes. To represent this, when the dungeon boss spawns, replace the regular Challenge Deck with the Boss Fight Challenge Deck. Challenge cards are drawn in the same manner as before from the new deck.

SPAWN MINI-BOSS

When spawning the mini-boss, place the mini-boss adjacent to the dungeon exit which is closest to the Hero with the most wrath. If the mini-boss does not fit adjacent to that exit, it is placed adjacent to the next closest exit, and so on.

After a second spawning point is destroyed during the game, spawn the mini-boss during that turn's power-up phase. The mini-boss will not spawn in this way if it already spawned due to the Mighty Monster Chart. If a mini-boss is spawned in this manner, a mini-boss will not be spawned due to the Mighty Monster Chart. In other words, a mini-boss will either spawn the second time a spawning point is destroyed, or when the space on the Mighty Monster Chart is reached, whichever comes first.

Occasionally, the mini-boss may be spawned due to a plot or challenge card. If this happens, it spawns using the above rules and may spawn even if it was already destroyed that game. If a mini-boss would spawn while there is already a mini-boss in play, remove all wounds and status effects from the mini-boss rather than spawning another one.
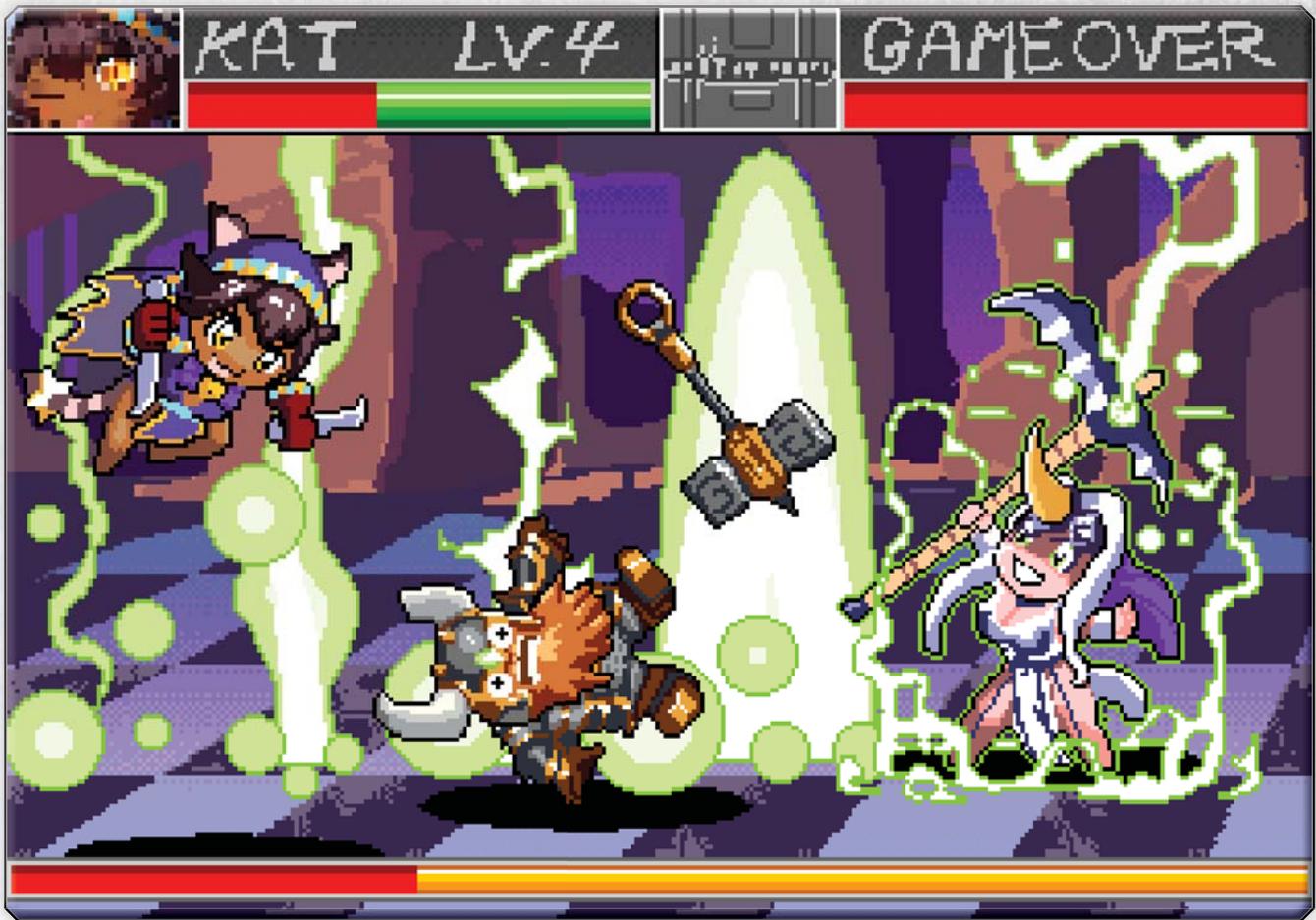
SPAWN DUNGEON BOSS

When the spawn dungeon boss space is reached, the dungeon boss spawns. Remove the dungeon boss from the Mighty Monster Chart and place it adjacent to the dungeon exit which is closest to the Hero with the most wrath. If the dungeon boss does not fit in that doorway, it is placed in the next closest doorway, and so on.

During the Heroes' power-up phase, if the last spawning point was destroyed that turn, spawn the dungeon boss following the above rules. The dungeon boss will not spawn in this way if it already spawned due to the Mighty Monster Chart.

When the dungeon boss spawns, replace the regular Challenge Deck with the Boss Fight Challenge Deck. (The regular Challenge Deck may be returned to the game box.) This has no effect on challenge cards that are currently in play, they will affect the game and be discarded at the end of the turn as normal. From this point on, challenge cards are drawn following all of the normal rules, except that they are drawn from the Boss Fight Challenge Deck instead of the regular Challenge Deck. If you run out of Boss Fight challenge cards, shuffle the discarded cards to form a new deck.

At the start of the Consul Turn, if the dungeon boss is in play, do not advance the Mighty Monster Chart. Instead, follow the Boss Fight Commands (see below). If the dungeon boss spawns during the Consul Turn, complete that turn as normal and then follow the Boss Fight Commands on the following turn.

BOSS FIGHT COMMANDS

During a boss fight, players no longer advance the Mighty Monster Chart. Instead, all monsters (including the dungeon boss) use the following commands during the Consul Turn:

1. Move

2. Fight

3. The dungeon boss removes three wound tokens for each spawning point in play.

4. Draw Challenge Card

POWER-UP

During the power-up phase the Heroes have an opportunity to gain powerful loot and treasure, and resurrect their fallen comrades. Resolve each step of power-up in the order indicated. Remember that there is a power-up phase at the end of the Hero Turn and a power-up phase at the end of the Consul Turn.

REWARDS CHART

For every three minion monsters destroyed, draw 1 loot card.

For every elite monster destroyed, draw 1 loot card.

For each spawning point destroyed draw loot cards equal to the tile number it was on plus one, (e.g. two for the first tile, three for the second, four for the third).

For each mini-boss destroyed draw 1 treasure card.

For each boo booty destroyed draw a number of treasure cards equal to the tile on which the boo booty was spawned (one for the first tile, two for the second tile, and three for the third tile). The Heroes select one treasure card and discard the rest.

1. REWARDS

The party earns rewards for its accomplishments during the activation phase. The party places earned rewards in the backpack. Rewards may be used by any Hero. Draw cards according to the Rewards Chart to the left.

There is no maximum on the amount of loot or treasure cards the Heroes may draw in a turn. Heroes draw one loot for every full three minion monsters destroyed in one turn; if the Heroes only destroy one or two minion monsters, they do not carry over to subsequent turns.

The party may not draw loot cards for monsters that were destroyed during the Consul Turn (such as from 🔥 Fire or Backlash) or that possess the Insignificant ability. Rewards for destroying spawning points or which result in treasure cards may be drawn as normal, regardless of the turn.

> *Some Heroes may have actions or abilities that allow them to draw additional treasure cards. These actions and abilities increase the number of treasure cards Heroes have to choose from when selecting a single treasure; they do not provide separate treasure draws. Only a single treasure may be chosen, as usual.*

2. EQUIPMENT

Drawn loot and treasure cards are called **equipment**. Any Hero may be equipped during the Heroes' power-up phase. Each Hero has four colored-crystal equipment slots along the edge of its card: citrine 🟡, ruby 🔴, emerald 🟢, and sapphire 🔵. Each equipment card has a corresponding crystal color indicating the slot to which it can be equipped.

Tuck the equipment card underneath the Hero's card until the matching crystals touch and only the name and abilities of the equipment is showing. The Hero gains all the abilities and bonuses listed on the equipment exactly as though they were printed on the model's card.

Only one piece of equipment may be equipped per slot. If a Hero replaces a piece of equipment, the old card must be discarded and may not be equipped by another Hero.
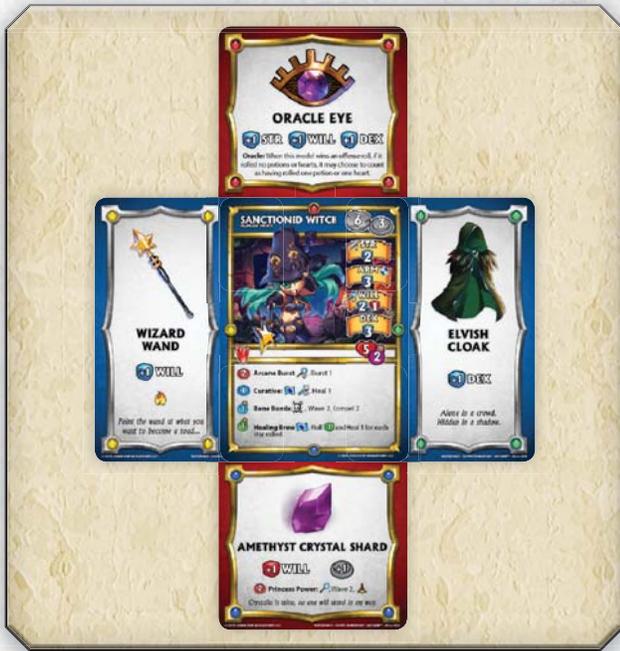
If you are using treasure from multiple Super Dungeon products you will find some cards, such as the Testy Tome, state that they are drawn (or given) to the Consul. These cards only function in Explore. If they are drawn, discard them and draw a new treasure.

BACKPACK

At the end of the Heroes' power-up phase, after all equipment has been drawn, Heroes may equip cards from the backpack. They may equip cards drawn on previous turns that had been stored in the backpack. This is also when Heroes may equip treasure cards drawn by opening treasure chests during the Hero Turn. At this time, once per turn, the party may choose to discard exactly six loot cards from the backpack to draw one treasure card and place it into the backpack; this treasure may be equipped immediately. Remember that boo booties only come into play when opening a treasure chest, so discard any boo booties drawn in this way and redraw.

If equipment is discarded from a Hero, including if it was discarded because the Hero replaced it with a new equipment card, the equipment is placed in the discard pile, not the backpack.

All equipment is shared by the Heroes and goes into the backpack. It doesn't matter who drew the card or where they are on the dungeon map.

3. SPAWN BOSSES

If the second spawning point to be destroyed was destroyed during the turn, and a mini-boss has not already spawned due to the Mighty Monster Chart, then spawn the mini-boss (see page 30). If the last spawning point on the dungeon was destroyed during the turn, and the dungeon boss has not already spawned due to the Mighty Monster Chart, then spawn the dungeon boss (see page 31).

4. CLEAN-UP
(CONSUL TURN ONLY)

During this step, the Consul checks for stragglers, moving up any minions that were left behind, then discards challenge cards from previous turns.

CHECK FOR STRAGGLERS

Check to see if there are any minions that are not bonded to an elite. If there are, place them within two squares of an elite listed on their gang card. Monsters may not be placed adjacent to another monster, unless it cannot be placed otherwise. If there are multiple elites the minions could be placed near, place them within two squares of the elite that is closest to the Hero with the most wrath. If there are no elites belonging to the minion's gang in play, remove the minions from play and place them back into the spawning pool.

DISCARD CHALLENGE CARDS FROM PREVIOUS TURNS

Discard any challenge cards that were not drawn during this Consul Turn.

5. PRINCESS COINS

Princess Coins are powerful artifacts which may be offered to the Goddess to resurrect Heroes. The party begins the game with a number of Princess Coins in its backpack equal to the number of Heroes in the party plus one.

SPENDING PRINCESS COINS

If a Hero was destroyed during the turn, the party must spend one Princess Coin to bring a new Hero into play. This is always the final action taken during the power-up phase.

Place one Hero model of the party's choice adjacent to the Start Token or adjacent to any other Hero. The selected Hero may be any Hero in the players' collection, it is not required to be the same model. If a different Hero is chosen to enter the game, the previous Hero's equipment and tokens are discarded.

Discard the spent Princess Coin, it may not be used again and has no further effect on the game.

EXAMPLE CONSUL TURN

The players have been playing for several turns now, and the Consul is about to take its sixth turn. The players have chosen the balanced party, so they are using the Sanctioned Witch, Riftling Warrior, and Moonspire Guardian. The amount of wrath available for a three Hero game is six and it is all distributed to the Heroes already: two on the Sanctioned Witch, one on the Moonspire Guardian, and three on the Riftling Warrior. The Sanctioned Witch has suffered two wounds.

The Consul has a Crawler Cluster gang and a Shadow Guard gang (with only the elite remaining) in play.

Upkeep
First, the players perform upkeep for the Consul, ending any effects from the previous turn. In this example, there are no such effects to end, so the players move on.

Advance The Mighty Monster Chart
Next, the players advance the dungeon boss one space on the Mighty Monster Chart, moving it from the fifth space to the sixth space. The sixth space grants the monsters ⚅ STR so from now on all monsters (except the dungeon boss itself) have ⚅ STR .

Command Phase
Next, the commands on the Mighty Monster Chart are carried out. The sixth turn space lists the following commands: move, unique, fight, challenge, reinforce. The players will perform these commands, in order, from left to right and top to bottom.

Move
The solos and elites move towards the Hero with the most wrath on their tile. In this example, the Riftling Warrior is the Hero with the most wrath, so he will be the target of the move command. The monsters stop moving when they are within attack range and LoS of the Riftling Warrior, or get as close to the Warrior as they can, if they cannot get in LoS and range to attack.

First, any solos move. There are no solos in play, so the players skip to moving elites.

The Spider Speaker (white base in the example) is the closest elite to the Riftling Warrior so it moves first, stopping when it is in range. Then, the Crawlers that were bonded to the Spider Speaker before it moved are placed so that they remain bonded to (within two squares of) the Spider Speaker after being placed.

Next, the Tower Stalker (yellow base in the example) moves. It gets as close as possible to the Riftling Warrior, but still can't get in range and LoS to attack. It has no bonded minions to place after the move.
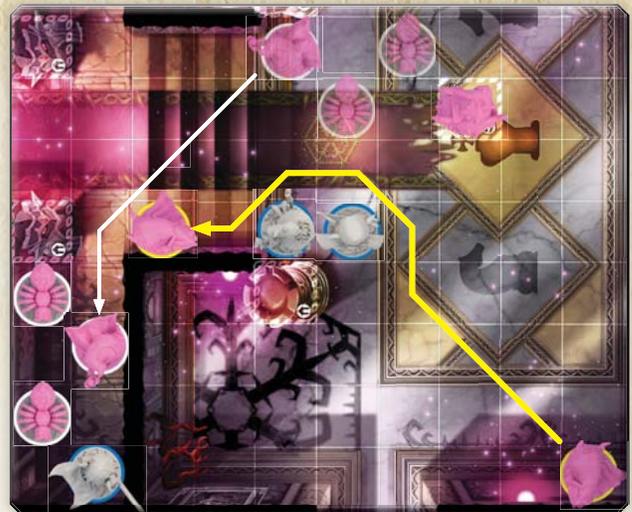
Unique
When the unique command is given, all solos and elites perform any unique actions available to them. The Spider Speaker performs its unique command first, since there are no solos, and it is the closest elite monster to the Hero with the most wrath:

🔵 **Scuttling Swarm:** Spawn one Crawler within two squares of this elite.

There is a Crawler available in the spawning pool, so it is spawned within two squares of the Spider Speaker. Next the Tower Stalker performs its unique action:

🔴 **Weaken the Prey:** ⚄ STR , 👹

It targets the Hero with the most wrath that is within range and LoS. Although the Riftling Warrior has the most wrath of any Hero, it is not within the Stalker's range and LoS. Therefore, the Stalker must attack the Hero with the highest wrath that is within its range and LoS, so the Stalker uses the action on the Sanctioned Witch instead.

The Tower Stalker has no bonded models, so it must use its solo attributes instead of its gang attributes, giving it a base STR ②. However, turn six grants all monsters a ⚅ STR bonus and the Weaken the Prey action grants an additional ⚄ STR for a total of STR ⑤. The Sanctioned Witch rolls her ARM and only achieves four stars, so she suffers one wound and the 👹 status effect.
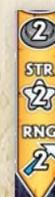
Fight

When the fight command is given, all solos and elites make one Basic Attack offensive action for each action point available to them. The Spider Speaker attacks first, because there are no solos in play, and it is the elite closest to the Hero with the most wrath. The Spider Speaker has bonded minions, so it uses its gang attributes.

The Spider Speaker has three action points, so it attacks the Riftling Warrior three times. The **STR** listed on its gang attributes is **2** and it receives a bonus of **+1 STR** due to the star bonus on the Mighty Monster Chart, for a total of **STR 3**. The Riftling Warrior makes three defense rolls using its **ARM 3**. On its first defense roll, the Warrior rolls three stars, it has successfully defended and does not suffer a wound. On its second roll, the Warrior only rolls two stars, failing and suffering a wound, and the Poison status effect due to the Spider Speaker's Poison ability. On its third roll, the Warrior rolls four stars, successfully defending once again.

Next, the Tower Stalker attacks. Once again, it must target the Sanctioned Witch. Because it has no bonded minions, it uses its solo attributes. The Stalker has two action points and base **STR 2**, which is boosted to **STR 3** due to the star bonus from the Mighty Monster Chart. The Sanctioned Witch must make two defense rolls using her **ARM 3** and roll at least three stars on each roll to avoid suffering a wound. Unfortunately, due to her Bane status effect, which forces her to ignore the result of her highest die roll while defending, she fails both rolls and suffers two wounds. Because she already had three wounds (she had two at the start of the turn and suffered another from Weaken the Prey), she is destroyed and removed from play.

The two wrath tokens on the Sanctioned Witch are discarded; they will be available the next time a Hero gains wrath. The Witch also discards all of her wound tokens and the Bane status effect token.

Challenge Card

The top card of the Challenge Deck is drawn. The challenge that was drawn is Terrible Burden.

This challenge card has a Trap effect that happens immediately. All Heroes with two or more equipped cards suffer 💀. Only the Riftling Warrior has two or more equipment, so he suffers 💀.

The challenge portion of the card forces all Heroes to make defense rolls using their **STR** attribute. This effect will last until the challenge card is discarded at the end of the next Consul Turn.

Reinforce

Starting with the elite closest to the Hero with the most wrath, elites are reinforced. There are no models in the Spider Speaker's gang available in the spawning pool, so it does not reinforce. (They're all already in play!) However, the Tower Stalker needs to be reinforced. Any Tower Blackblades (the minion listed on the Tower Stalker's gang card) available in the spawning pool are spawned within two squares of the Tower Stalker (up to a maximum of two Blackblades, as only two Blackblades are listed on the gang's spawning point.)

Power-Up

Since Heroes rarely kill monsters during the Consul Turn it is uncommon for them to collect rewards during the Consul's power-up. In this example, there are no equipment cards to equip and no bosses to spawn during this turn, so we can skip to steps 4 and 5.

Clean-Up

The players check for stragglers. All minions are bonded to an elite, so none need to be placed such that they are bonded. The current challenge card was drawn this Consul Turn, so it will not be discarded until the next Consul Turn.

Princess Coins

Next, the party must spend a Princess Coin in order to bring the Sanctioned Witch back into play. A Princess Coin is discarded, and the Sanctioned Witch may be placed adjacent to any Hero, or the Start Token.

Consul Turn six is complete! Next it is the Hero Turn, and two Heroes will activate.

ABILITIES

Abilities listed on a model's card are always active and require no action points to activate. The most common abilities are listed below. If an ability is not listed here it will be on the model's game card.

In Arcade, some abilities function differently if they target, or are used by, a Hero or a Monster. When these differences occur they are listed as (**Arcade:**) in the definition.

ARC: After resolving an action with Arc, choose another model within 2 squares of the last model targeted and which has not already been targeted. Resolve the action again, rolling 1 less dice of the player's choice against the new target. Continue choosing new targets in this manner until Arc fails to inflict a wound, or no dice remain, or there is no new target in range. (**Arcade:** monsters with Arc must choose the Hero with the most wrath available as the next target. Reduce the **STR** of the attack by ⚀ with each new attack.)

BACKLASH: If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash. (**Arcade:** A Hero may not inflict more than one wound to monsters in this way per Consul Turn.)

BLESSING: A tile effect with Blessing bestows a positive effect, specified on the tile effect's card, to models within the tile. Blessings only affect Hero, elite and minion models.

BURROW: A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

CURSED: Equipment with Cursed must be equipped during power-up if any Hero has an available slot, and cannot be removed or discarded unless the model is destroyed.

FLY: A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

HEAL X: A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

HOOKSHOT: Actions with Hookshot do not require line of sight to target a model. Range must still be counted around spaces that block line of sight, such as walls and structures.

⚠ IMMUNE: STATUS EFFECTS: A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects, remove all status effect tokens immediately.

❌ IMMUNE X: A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately.

INSIGNIFICANT: Models with Insignificant are not counted when determining loot.

MASSIVE DAMAGE: When an offensive action with Massive Damage inflicts a wound, it inflicts two wounds instead.

ONE USE ONLY: An action with One Use Only may only be used a single time during the game, once it has been used it may not be used again.

SHAPESHIFT X: The model may Shapeshift into the model listed. (See **Shapeshift**, page 41.)

SMALL: An enemy model may only target a Small model if it is within three squares of the Small model.

STATUS EFFECTS: If a model has a status effect listed as one of its abilities any successful offensive action it performs inflicts the status effect upon its target. (See **Status Effects**, page 41.)

STEALTH: Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

SUREFOOT: A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

TOUGH: During its upkeep, a model with Tough may remove a single wound token.

AFFINITY

Every model has an affinity with one or more of the Goddess Crystals of Crystalia. A model may gain benefits or suffer penalties based on its affinity. If a model has two affinities, it is affected by affinity based game effects if either affinity matches. If this results in a model gaining both a benefit and a penalty, only the penalty is applied.

BOO BOOTY

Boo booty are a special type of monster. In addition to its game card, each boo booty has a treasure card that is shuffled into the Treasure Deck.

When a boo booty is drawn, replace the treasure chest token with the boo booty token and game card. Any additional treasure cards that were drawn are discarded.

A boo booty token is treated exactly as if it were a monster model and follows monster commands as normal. When a boo booty is destroyed, the Heroes may draw a number of cards from the Treasure Deck during power-up equal to the tile on which the boo booty was spawned (one for the first tile, two for the second tile, and three for the third tile). The Heroes select one treasure card and discard the rest.

A boo booty is only spawned when treasure chests are opened. If another action or effect causes a boo booty card to be drawn, such as destroying a mini-boss (or even defeating another boo booty), discard the boo booty card and draw again.
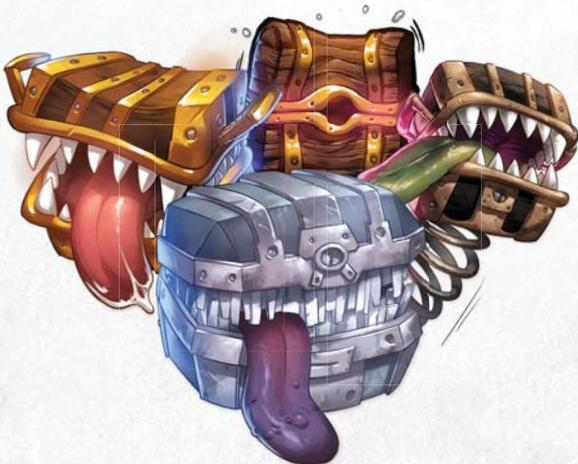
AREA EFFECTS

Some actions can hit multiple models all at the same time. These actions are called **area effects**.

To use an area effect, first determine which models are in squares that will be affected. Squares that the user cannot draw line of sight to are not affected. When determining the squares which will be affected by an area effect, models (friendly and enemy) are not considered to block line of sight. All models that are within the area are considered to be affected simultaneously.

With the exception of Burst X, area effects replace the range of an action.

If the area effect action requires an offense roll, the model using the action makes a single roll. Every model within the area is allowed to make a defense roll.

Friendly models, including the user, are not affected by area effects unless they are 🚩 Augment or 💀 Dangerous actions.

If a model is affected by two actions simultaneously the effects are cumulative as long as the actions' names are different, even if their effects are the same. If the actions' names are the same, the effects are not cumulative. For example, the Tincan may use the Indignant Defense action as many times as it likes, but only one dice bonus from Indignant Defense will ever apply. (The Tincan is just wasting action points by using Indignant Defense again.)

> *Remember, area effects ignore the Expendable rule and will affect elites with bonded minions.*

BURST X

Determine a Burst effect's target as normal using the action's range. After the target has been selected, it and every model within X squares of the target are affected. Squares that the **target** cannot draw line of sight to are not affected (models do not block line of sight when determining which squares are affected, as usual for area effects).

If a large-based model is targeted by a Burst area effect choose one square occupied by its base as the square targeted and determine the area effect as normal.

BURST 1

BURST 1
LARGE-BASED
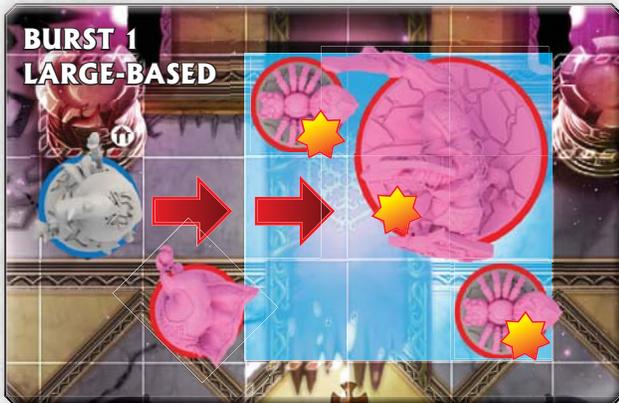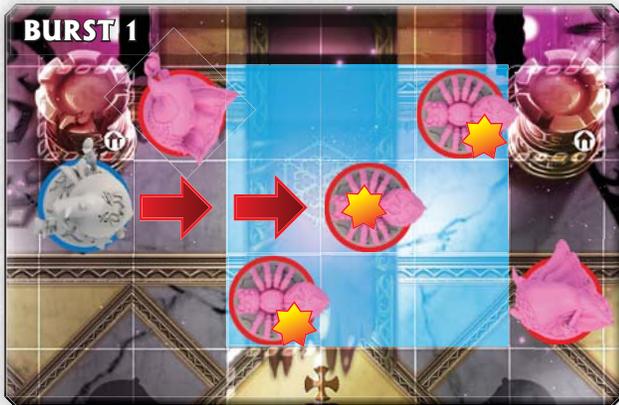
CROSS X

A Cross effect is centered on the user's square and affects every square within X squares of the user, including the user's square, but does not affect any diagonal squares.


CROSS 2

CROSS 2
LARGE-BASED
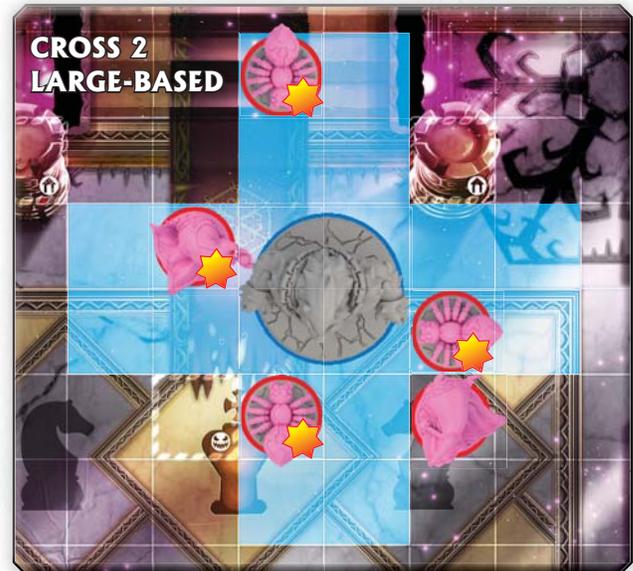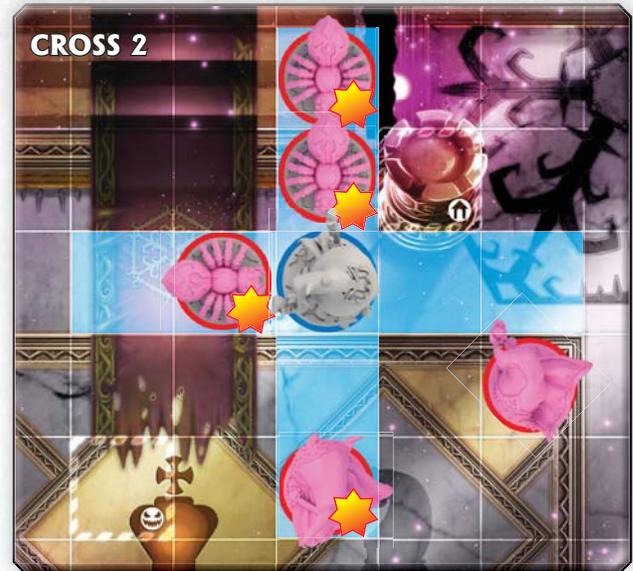
If you have movement effects like push or compel, you can try to use them to bunch the monsters together before using a mighty burst attack!

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 affected. Lance effects may not be used along diagonals.

LANCE 5

LANCE 5 LARGE-BASED
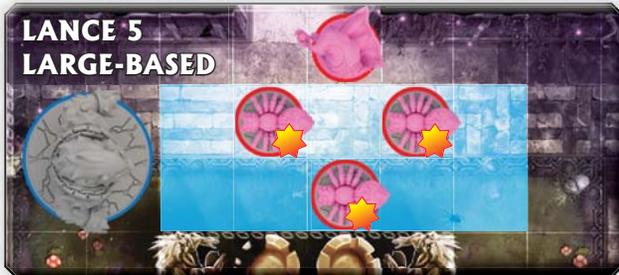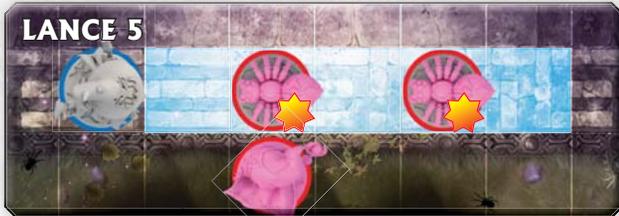
SWEEP X

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.


SWEEP 2

SWEEP 2 LARGE-BASED

WAVE X

A Wave effect is centered on the user's square and affects every square within X squares of the user, including the user's square.

AURA X

An Aura effect is centered on the user's square and affects every square within X squares of the user, including the user's square. Auras remain in play, centered on and moving with the user, until their next upkeep.

WAVE 1 | AURA 1

WAVE 1 | AURA 1 LARGE-BASED
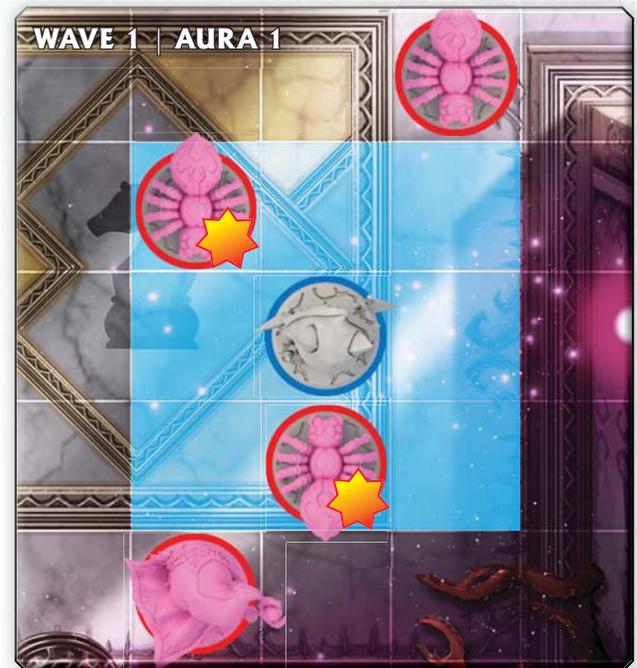
CONTROL EFFECTS

Control Effects allow one model to move another model. A model that is moved as a result of a control effect does not count as having been activated and may still activate and move as normal during their own turn.

A model may never be moved in a manner that would not be legal for it to move on its own. Difficult terrain and other tile effects are treated as normal.

COMPEL X

A model targeted by Compel may be moved a number of squares up to the value of X in any direction.
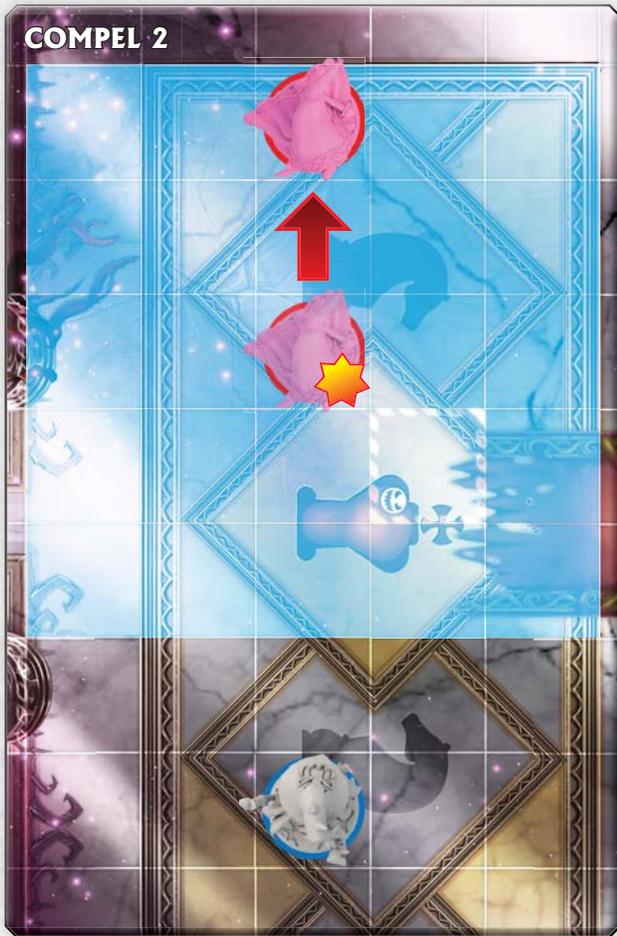
Use Control Effects to move pesky enemies out of attack range or friendly models away from danger.

PULL X

A model targeted by Pull may be moved a number of squares up to the value of X towards the model using Pull. Each square moved must decrease the distance between the two models. Once the two models are adjacent, the target model immediately stops.

PUSH X

A model targeted by Push may be moved a number of squares up to the value of X away from the model using Push. Each square moved must increase the distance between the two models. If the target model cannot be moved further away, such as from contact with a wall, the model immediately stops.
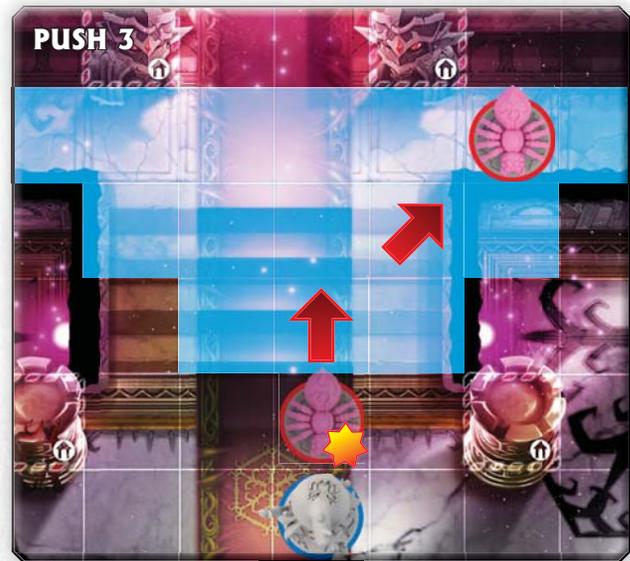
RULE PRIORITY

If a game card, game effect, or ability has a rule that is contrary to the rules in this rulebook, the card or ability always takes precedence.

SHAPESHIFT

A model with the Shapeshift ability has two cards and two models, one representing its original form and one representing its shapeshift form. A model always begins the game or is spawned using its original form.

When a model shapeshifts, replace its card with the specified shapeshift card. Replace the model on the dungeon map with the new shapeshift model. The new model must occupy at least one square that the previous model occupied.

The model retains all tokens and equipment it possesses regardless of its form. The shapeshift form retains the same model type as the original form.

HERO SHAPESHIFT

When the Hero is activated it may choose to shapeshift into its alternate form during its upkeep. If there is no room to place the new model it may not shapeshift.

MONSTER SHAPESHIFT

If a monster has the ability to shapeshift, it will be included on two arcade cards, one for each form. Use the appropriate arcade card for the form the monster is currently in.

A monster will shapeshift into its alternate form whenever a Unique command is issued. If there is no room to place the new model, it will push any models, friendly or enemy, out of the occupied squares, by the shortest path possible to make room for its model.

Monsters that shapeshift are considered in play, and may not spawn, as long as one of its forms is on the dungeon map.

STATUS EFFECTS

Status effects are negative effects that cause a model to suffer a disadvantage. Status effects are typically caused by actions. When this is the case, the model only suffers the status effect if the action was successful. When a model suffers a status effect, place the appropriate status effect token on the model's card. The model suffers the effect until the token is removed, at which point the effects immediately end. At the end of a model's activation remove all status effect tokens from it. A model may suffer multiple status effects but may only ever have one of the same type. Status effects are listed on the back cover for easy reference.

Note that a model with a status effect listed in its abilities causes the effect when completing a successful offensive action, it does not suffer the effect. (Unless caused by another game effect!)

Bane

Fire

Hex

Ice

Immobile

Knockdown

Poison

Slow

> *Remember, you may use hearts you roll to remove status effects as well as remove wounds. Use those hearts wisely!*

EXPANDING THE GAME

Super Dungeon is more than a single board game. It is a vast world ready for players to discover, complete with new Heroes, monsters, realms, challenges, and even different game modes tailored to the playstyle of your gaming group. This section explores the many ways you can expand your games of Super Dungeon using the contents of this box or exciting expansion products from Soda Pop Miniatures!

ALTERNATE SPAWNING POINTS

Players can add variety to the monsters they face by using different spawning points. Any spawning point may be swapped out for an alternate spawning point on a one by one basis.

Simply choose the new spawning point card and all associated monster models (and their cards) listed under the spawning point's spawning pool. If a paired spawning point is chosen, both spawning points must be taken.

Some spawning point cards provide alternate profiles for the same model as another spawning point card. For instance, the Shadow Tower and Sand Spire spawning points included in this box both spawn nether elf models, but the elves have different abilities depending on which point they spawn from. Any combination of spawning points may be used if the players have enough models to fill the spawning pool listed on all of the chosen spawning points' cards.

If you are still building your Super Dungeon collection, choose only one of the spawning points that spawns a particular model.

ADDITIONAL CARDS

Players may acquire new cards by purchasing expansions, participating in events, or other promotions. Model cards are used whenever their models are used in the game. Other cards, such as treasure or loot, may be added to their decks for all games, increasing the options for every game.

Alternatively, these treasure and loot cards may be added to the decks only when the models the cards came with are used in the game. This keeps the decks lightly themed to the monsters faced in the game. Cards that come with a specific model have that model's portrait on the card for easy identification when customizing the deck. Some players may not enjoy sifting through their treasure deck to take out all of the treasure that is linked to a specific monster or boss. If so, that's fine! Simply agree to either play with the basic treasure deck included in this box, or just keep adding treasure to your deck until you have a massive treasure collection.

The Crown Guard Warband is a great addition to your games of Super Dungeon: Arcade

GAME SIZE

Super Dungeon Arcade easily scales to larger games involving more players. When playing a 5 or 6 Hero game, use four game tiles instead of the usual three. The fourth tile is added during setup. It must be connected to the third tile, and may not be connected to the first tile. Draw one additional treasure card for treasure chests and boo booty encountered on the fourth tile than was drawn in the third tile. The Heroes draw five loot for destroying the spawning point on the fourth tile. When monsters are spawned before the start of the game, the spawning points on the first two tiles spawn their monsters (instead of just the spawning point on the first tile).

A 5 to 6 Hero game also uses one additional mini-boss, so choose a second mini-boss while setting up the game. The second mini-boss will either spawn when the third spawning point is destroyed, or when the second spawn mini-boss space on the Mighty Monster Chart is reached, whichever comes first. The second mini-boss will never spawn due to the first spawn mini-boss space on the Mighty Monster Chart being reached (even if the first mini-boss is already in play). Before the game, make sure you designate which mini-boss will spawn first and which mini-boss will spawn second.

During the Hero Turn, three Heroes activate instead of two before proceeding to power-up. This reduces wait time for players and helps to balance the Heroes against the difficulty of the 5-6 Hero Mighty Monster Chart.

Finally, simply use the Mighty Monster Chart for 5-6 Heroes and you're ready to go!

It is worth noting that this set only comes with three spawning points, so expanding to a game this large will require at least one expansion. **A game of this size will take significantly more time, so be prepared for an entire evening of Super Dungeon: Arcade!**

ALTERNATE TILES

Super Dungeon has a vast amount of customization available to players. Some of this customization comes in the form of alternate tile packs. If you own one or more tile packs, you can mix and match the tiles however you wish. However, not all tiles are created equal, and some may affect game play more than others. Some may increase the difficulty or length of the game and generally should only be used if all players agree. We have identified four such tiles from existing tile packs: Fae Woods 4, Fae Woods 5, Fae Woods 6, and Von Drakk Manor 11.

Fae Woods 4, 5, and 6 present a much greater challenge for the Heroes and can extend the length of the game. Von Drakk Manor 11 makes things a bit easier on the Heroes. If these are options your group is looking for, these tiles are perfect for you. In general, tiles which are more cluttered or maze-like will increase the difficulty for the Heroes; take this and the skill level of your group into account when building a dungeon.
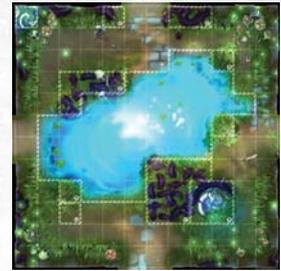
Forgotten King Tileset
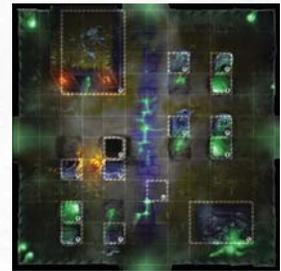
Von Drakk Ghost House Tileset

ALTERNATE BOSS FIGHT CHALLENGE DECKS

As Super Dungeon: Arcade continues to expand, new boss fight Challenge Decks will be released. If you wish to use a different boss fight Challenge Deck, simply agree to it with your group before the game and use it instead of the deck included in this set. Some decks may be specific to certain dungeon bosses or other game features, if so this will be noted in the deck.

ALTERNATE MIGHTY MONSTER CHARTS

As Super Dungeon: Arcade continues to expand, new Mighty Monster Charts will be released. If you wish to use a different Mighty Monster Chart, simply agree to it with your group before the game and use it instead of the chart included in this set. Some Mighty Monster Charts may be specific to certain dungeon bosses or other game features, if so this will be noted on the chart.

REFERENCE

HERO TURN SUMMARY

Perform the following:
- Complete one Hero activation.
- Complete a second Hero activation.
- Power-Up Phase.

CONSUL TURN SUMMARY

Move The dungeon boss one space on the Mighty Monster Chart and follow the commands listed there.

- **Move:** Move monsters towards the Hero with the most wrath on their tile. (See pg. 26)
- **Regroup:** Move monsters towards the closest dungeon exit; monsters gain ⊕ ARM on the following Hero Turn. (See pg. 26)
- **Unique:** Monsters perform any unique actions they have. (See pg. 27)
- **Fight:** Monsters attack the Hero with the most wrath that is within their range and LoS. (See pg. 28)
- **Epic Fight:** A fight command in which attacks deal an additional wound. (See pg. 28)
- **Spawn:** The spawning point closest to the Hero with the most wrath spawns available monsters. (See pg. 29)
- **Reinforce:** Spawn bonded monsters around their elites. (See pg. 29)
- **Plot:** Draw a plot card. (See pg. 29)
- **Challenge:** Draw a challenge card. (See pg. 30)
- **Spawn Mini-Boss:** Spawn the Mini-Boss. (See pg. 30)

BASIC ACTIONS (PAGE 18)

- ① **Magic Attack:** 🔮 Make an offensive action using WILL.
- ① **Melee Attack:** 🗡 Make an offensive action using STR.
- ① **Missile Attack:** 🏹 Make an offensive action using DEX.
- ① **Dash:** Move two squares.
- ① **Open Chest:** Open an adjacent Treasure Chest.
- ① **Loud Slurping:** 🚩, The Hero gains two wrath tokens.

POTIONS (PAGE 18)

Once per turn a Hero may spend a potion token to make a potion action without spending action points.

- 🧪 **Support Potion:** Make the listed 🔵 support action.
- 🧪 **Offensive Potion:** Make the listed 🔴 offensive action.
- 🧪 **Emergency Potion:** Make the listed 🔵 support action. Green potions may only be used during the Consul's turn.

STATUS EFFECTS (PAGE 41)

- 💀 **BANE:** A monster suffering Bane reduces its ARM by ①.
- 🔥 **FIRE:** A model suffering Fire suffers one wound during its upkeep.
- 🔮 **HEX:** A monster suffering Hex reduces its STR by ①.
- ❄️ **ICE:** A model suffering Ice may not use unique actions.
- 🔺 **IMMOBILE:** A model affected by Immobile may not move during its next activation.
- 🔻 **KNOCKDOWN:** A monster suffering Knockdown may not perform commands until the next Move command. Instead of moving it must remove the Knockdown token.
- 🧪 **POISON:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.
- 🧪 **SLOW:** A model suffering Slow halves its movement points, rounding up.
- 💥 **IMMUNE: STATUS EFFECTS:** A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects remove all status effect tokens immediately.
- ❌ **IMMUNE X:** A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately. e.g. A model with 🧪❌ is immune to 🧪 Poison.

ARCADE MONSTER ACTIONS

💀 **Signature:** Signature actions are actions the monster always takes when it activates (See Pg. 27).

💥 **Overcharge:** Overcharge actions are taken instead of the regular version of the action so long as the monster granting the overcharge action is bonded (See Pg. 27).