

SHADOWSCALE
KNOCKDOWN UNIT

Habits: When making a Melee Attack, a model with Mob adds **+1 SILENCE** for every equipment card equipped on its target.

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

Shadowscalers rise from the ranks of Dimittis by virtue of being bigger, stronger, and having acquired better loot than the others. Still prone to the same firefighting to assist their leaders but to grow how recommendations they truly are. However, such behavior typically leads to the collection of "protection" fees after the battle.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

SHADOWPRIEST
KNOCKDOWN UNIT

Habits: When making a Melee Attack, a model with Mob adds **+1 SILENCE** for every equipment card equipped on its target.

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

Shadow Priests are the most powerful of the other nobles. The Shadow Priests play to the Dark Realm's grant them a certain sense of magi superiority over other nobles, whom they feel have strayed too far from the nobles, whom they feel have strayed too far from the Dark. This war is heightened by the Lord of the cult, who is a true believer in the Dark Realm's teachings. The embrace of the Dark Realm as weak and insignificant.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

SHADOW WARRENS
PAID TRAINING POINT

Immune: Status Effects

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

Concealing with the midnight energies of the Dark Realm, the nobles of the Shadow Warrens are closely linked to the Dark Realm. The nobles of the Shadow Warrens are divided into two groups. The Cult of the Frost claims to be the original cult, tracing its lineage back to the Dark Council's first rise to power. The Cult of the Shadowed Night cares little for the other cults, relying in assassination and intrigue. However, it is the Cult of the Dark that has recently drawn the most worry from the Heroes of Crystallia. Led by the Shadow Lord known only as the Dark, this war is heightened by the Lord of the cult, who is a true believer in the Dark Realm's teachings. The embrace of the Dark Realm as weak and insignificant.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

SHADOW WARRENS
PAID TRAINING POINT

Immune: Status Effects

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

Concealing with the midnight energies of the Dark Realm, the nobles of the Shadow Warrens are closely linked to the Dark Realm. The nobles of the Shadow Warrens are divided into two groups. The Cult of the Frost claims to be the original cult, tracing its lineage back to the Dark Council's first rise to power. The Cult of the Shadowed Night cares little for the other cults, relying in assassination and intrigue. However, it is the Cult of the Dark that has recently drawn the most worry from the Heroes of Crystallia. Led by the Shadow Lord known only as the Dark, this war is heightened by the Lord of the cult, who is a true believer in the Dark Realm's teachings. The embrace of the Dark Realm as weak and insignificant.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

REX
KNOCKDOWN UNIT

Base: A model suffering from the highest result rolled anytime it makes a defense roll.

Hex: A model suffering from the highest result rolled anytime it makes a defense roll.

Knockdown: A model suffering from the highest result rolled anytime it makes a defense roll.

Massive Damage: When an offensive action with a result of 10 or higher inflicts a wound, it inflicts two wounds instead.

Mob: When making a **+1 SILENCE** offensive action, a model with Mob adds **+1 SILENCE** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 SILENCE**.

Rex has collected more than a few new friends since going to work in the Count's dungeons. Most are uneasy about the idea of a dark lord, but they are not going to get out of the reach of the Count's power.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

READ BEFORE OPENING!

This pack contains alternative profile game cards for the monster models included in the Super Dungeons: Explore board game. (This box!)

Once you have played games using the standard monster cards, use these cards to increase the variety of monsters you may choose from to play your games.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

NETHER WHEEL
KNOCKDOWN UNIT

Knockdown: A model suffering from Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

Pile-on: A model with Pile-on gains **+1 SILENCE** if its target is suffering from Knockdown.

Mighty: This monster doubles all bonuses gained from the Mighty Monster Chart.

Nether wheelers are the most powerful of the other nobles. The Nether wheelers play to the Dark Realm's grant them a certain sense of magi superiority over other nobles, whom they feel have strayed too far from the nobles, whom they feel have strayed too far from the Dark. This war is heightened by the Lord of the cult, who is a true believer in the Dark Realm's teachings. The embrace of the Dark Realm as weak and insignificant.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

NETHER WYRMLING
KNOCKDOWN UNIT

Base: A model suffering from the highest result rolled anytime it makes a defense roll.

Fly: A model with Fly treats difficult terrain, charm, and structure squares as open squares, and all non-structure squares do not block line of sight to or from models with Fly.

Knockdown: A model suffering from Knockdown may not move or perform any other action until it spends one action point or all of its movement points to remove the Knockdown token.

Mighty: This monster doubles all bonuses gained from the Mighty Monster Chart.

Pile-on: A model with Pile-on gains **+1 SILENCE** if its target is suffering from Knockdown.

Nether wyrmlings are the most powerful of the other nobles. The Nether wyrmlings play to the Dark Realm's grant them a certain sense of magi superiority over other nobles, whom they feel have strayed too far from the nobles, whom they feel have strayed too far from the Dark. This war is heightened by the Lord of the cult, who is a true believer in the Dark Realm's teachings. The embrace of the Dark Realm as weak and insignificant.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

NETHER CLUTCH
KNOCKDOWN UNIT

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

Immune: Status Effects

Proximity to the Dark Realm has seen the darker of the nobles rise from the ranks of the Dark Realm. The nobles of the Dark Realm are divided into two groups. The Cult of the Frost claims to be the original cult, tracing its lineage back to the Dark Council's first rise to power. The Cult of the Shadowed Night cares little for the other cults, relying in assassination and intrigue. However, it is the Cult of the Dark that has recently drawn the most worry from the Heroes of Crystallia. Led by the Shadow Lord known only as the Dark, this war is heightened by the Lord of the cult, who is a true believer in the Dark Realm's teachings. The embrace of the Dark Realm as weak and insignificant.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

SKEWER
KNOCKDOWN UNIT

Habits: When making a Melee Attack, a model with Mob adds **+1 SILENCE** for every equipment card equipped on its target.

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

Skewers are the noble of the Shadow Warrens. These unfortunate nobles have never been strong enough to hold onto the weapons and armor they manage to scavenge from the battlefield, and lack the necessary skill to use them. In order to get some use out of their weapons, they have been forced to use them to the head of the battle.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

DIMWIT
KNOCKDOWN UNIT

Habits: When making a Melee Attack, a model with Mob adds **+1 SILENCE** for every equipment card equipped on its target.

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

Dimittis are cowardly and greedy creatures, constantly engaging in displays of one-upmanship and bravado. They are often found in the company of other nobles, and are driven into fits of insane rage when confronted by Heroes whose gear gleams brighter than their own.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

DARK LOBBER
KNOCKDOWN UNIT

Fire: A model suffering from Fire suffers one wound during its upkeep.

Habits: When making a Melee Attack, a model with Mob adds **+1 SILENCE** for every equipment card equipped on its target.

Squirrelly: When a model with Squirrelly makes a defense roll, it may choose one of its dice and reroll it.

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

The nobles of the Nether Riffs plague the outskirts of the Fire Woods, and are a scourge upon the local wildlife. A particularly favored concoction is a stew simmered from rabbit squirrels. Fling from the burning stings, the stew ignites a range of damage upon anyone that touches it.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

SNOWBALL CHUCKER
KNOCKDOWN UNIT

Ice: A model suffering from Ice may not use unique actions.

Mob: When making a **+1 SILENCE** offensive action, a model with Mob adds **+1 SILENCE** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 SILENCE**.

Sidestep: When a model with Sidestep wins a defense roll, it may immediately move one square.

Snowball Chuckers are useless. They don't like to hunt. They don't like to fight. All they like to do is play in the snow, pulling forts, having funniest snow-throwing contests, and rolling all the snowballs they can manage. Sometimes they play a game of Dodge the Avalanche, which sees entire nobles hurled in layers of ice.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

FROSTSCALE
KNOCKDOWN UNIT

Ice: A model suffering from Ice may not use unique actions.

Mob: When making a **+1 SILENCE** offensive action, a model with Mob adds **+1 SILENCE** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 SILENCE**.

Frostscalers are tough, basic weather mages by the Frost Priests, to protect their lesser kin from the harsh elements of the Frosty Reach. In combat, these spells are turned against their enemies as sharp shards of ice that rend through armor and freeze their foes.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

FROZEN PRIEST
KNOCKDOWN UNIT

Ice: A model suffering from Ice may not use unique actions.

Mob: When making a **+1 SILENCE** offensive action, a model with Mob adds **+1 SILENCE** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 SILENCE**.

Frozen Priests serve their Lord Hordling as the leaders of the Cult of Frost. Cold, calculating, and ruthless, Frost Priests are cowardly and cunning. They are often found in the company of other nobles, and are driven into fits of insane rage when confronted by Heroes whose gear gleams brighter than their own.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

FROZEN WARRENS
PAID TRAINING POINT

Black Ice: Enemy models which end an activation within two squares of this model are moved two squares directly away from the model with Black Ice.

Immune: Status Effects

The frigid climate of the Frosty Reach is notorious for its ability to freeze the nobles of Crystallia. It is deadly so for the nobles of the Frosty Reach, as they are often found in the company of other nobles, and are driven into fits of insane rage when confronted by Heroes whose gear gleams brighter than their own.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

FROZEN WARRENS
PAID TRAINING POINT

Black Ice: Enemy models which end an activation within two squares of this model are moved two squares directly away from the model with Black Ice.

Immune: Status Effects

The frigid climate of the Frosty Reach is notorious for its ability to freeze the nobles of Crystallia. It is deadly so for the nobles of the Frosty Reach, as they are often found in the company of other nobles, and are driven into fits of insane rage when confronted by Heroes whose gear gleams brighter than their own.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm

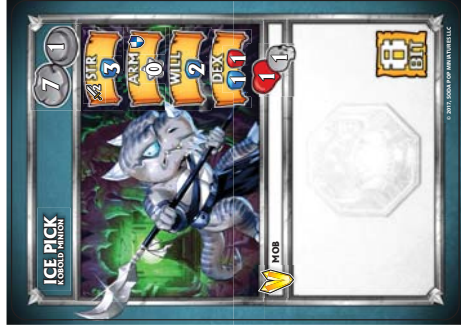
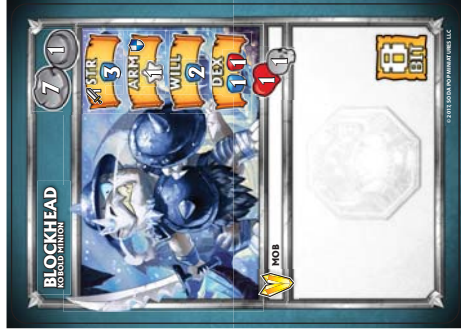
NETHER HATCHLINGS
KNOCKDOWN UNIT

Mighty: This monster doubles all bonuses gained from the Mighty Monster Chart.

Pile-on: A model with Pile-on gains **+1 SILENCE** if its target is suffering from Knockdown.

Particularly playful, the hatchling snakes of the Nether Riffs do not understand where play ends, combat begins, or cruelty begins. Many a demon has fallen prey to a small pack of hatchlings whose playful behavior turned to tragic end.

NU200001 - SUPER DIMITTIS - 150x50mm - 150x50mm - 150x50mm



FROSTBYTE HATCHLINGS
DRAKE MINION

Shatter: A model with Shatter gains **+1 STR** if its target is suffering .



hatchlings have a difficult time surviving in the barren landscape of the Frostbyte Reach. Most seek out a meager sustenance feeding upon the frozen remains of those felled by the more vicious monsters that stalk the reach.

FROSTBYTE WHELP
DRAKE MINION

 Ice: A model suffering Ice may not use unique actions.

Shatter: A model with Shatter gains STR if its target is suffering .

Whelps hunt in roving packs, savaging the wilderness of anything remotely edible. Remarkably intelligent, many whelps hover around the outskirts of dwarven and freylian civilizations, feeding off scraps, and occasionally allowing themselves to become partially domesticated in return for regular feedings.

FROSTBYTE WYRMING
DRAKE ELITE

Ice: A model suffering Ice may not use unique actions.

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

Shatter: A model with Shatter gains  STR if its target is suffering .

Wyrmlings swoop and soar upon the bitterly cold winds that sweep through the Frostbyte Reach. Their chirruping cries carry on the wind and are regarded by the orc tribes as signs of good favor and battles soon to come.

COLD EGGS
SPAWNING POINT

Black Ice: Enemy models which end an activation within two squares of this model are moved two squares directly away from the model with Black Ice.

Immune: Status Effects

The drakes of the Frostbyte Reach plague the frozen caverns, ruins, and forests of that frigid land. Utterly in the thrall of the Sapphire Dragon, Hoarfang, the drakes share his mercurial behavior. Many dwarven holds have even "turned" clutches of drakes to serve as companions and hunting beasts. However, they must always be on guard for it is not uncommon for a clutch of drakes to suddenly turn upon their allies should the mood strike them.

ICE PICK
KOROLD MINION

Mob: When making a  offensive action, a model with Mob adds  **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to  **+3 STR**.



Ice Picks enjoy a surprisingly high station within the Cult of Frozen Spines. Skilled hunters and trackers, Ice Picks roam far and wide through the Frostbyte Reach hunting game with their long spears and bringing it back to the warrens for the benefit of all.

BLOCKHEAD
XOBOLD MINION

Mob: When making a  offensive action, a model with Mob adds **+1 STR** to its offense roll for every additional model with Mob that is in range of its target, up to **+3 STR**.

Blockheads, as their name implies, are not particularly bright, as the cold dulls their already dull senses. Fortunately, not much sense is needed when attacking Heroes who have been frozen solid by their more skilled kin.