

*Before playing any game of Super Dungeon, read carefully the **GENERIC FAQ - ALL MODES** section, to fix and clear key elements of the game.*

*Then, if you want to play an specific mode, read its most up-to-date manual and then its section in this document.*

If any ambiguity persists or is not covered here, follow the Consul Rule: Always apply the worst result to the Heroes.

## **1.0 /// GENERIC FAQ - ALL MODES (FK and 2.0)**

This FAQ covers and clarifies things from all game modes based on the Forgotten King or 2.0 rulebooks.

### **1.1 AREA EFFECTS (AOE) AND ATTACKS:**

1.1 - A big unit (2\*2 or more) is selectable to be attacked by an area effect/attack by only being one square inside the area. However, you need to have LOS to that specific square to select the unit (you could have LOS to any other square of the unit, and not the tile being attacked).

1.2 - When an AOE action towards multiple units has no target, resolve the ATTACKS or the EFFECTS to the miniatures affected in the order you desire. (For example, in a blue support action with augment "Wave 5, Pull 4", choose to pull the affected miniatures in any order you wish).

### **1.2 ATTACK:**

- Empty squares are not valid attack targets. That means you can't, for example, exploit area (AOE) attacks to deal damage to more units.

### **1.3 MOVEMENT:**

1.3.1 - A model may not move diagonally in-between squares occupied by enemy units, but CAN MOVE between terrain effect squares or enemy models and terrain effect squares (ignoring its effects in both cases), as long as you have LOS to the square you want to move to and is a valid square to move into.

1.3.2 - Big units (2\*2 or more) move as 1\*1 units, thanks to their "squeeze" ability. They suffer terrain effects just like any 1\*1 unit does, when moving.

1.3.3 - A big (2\*2) unit also suffers terrain effects when it occupies one or more squares with the same effect EVERY TIME IT STOPS AND/OR WHEN IT TERMINATES ITS MOVEMENT ACTION.

1.3.4 - A big unit can never end up covering an inaccessible terrain square or top of a wall.

1.3.5 - To move units on the board with actions, you need to have valid and empty squares to move that unit into.

1.3.6 - Units moved by actions will not move other units in the way, unless otherwise stated.

### **1.4 POTION AND HEART DROPS:**

1.4.1 - When rolling a "Potion+Heart" result, you treat the result BOTH as a potion and as a heart.

1.4.2 - In area effect (AOE) offensive actions, or in offensive actions that cause damage to multiple targets, and when at least one of the attacks is successful, you can get the drops shown on your dice ONLY ONCE PER ACTION (And not per successful attack or killed unit).

1.4.3 - Attacks that only wound friendly models don't count as successful for the purposes of producing Hearts and Potions. In offensive actions that deal damage to both friendly and enemy units, FRIENDLY models won't count when producing Hearts and Potions.

### **1.5 HEAL:**

- Spawn points and active spawn points/Madoushi units cannot be healed in any way, except if the spawn point or active spawn point/Madoushi card says otherwise.

### **1.6 AUGMENT, STATUS EFFECTS:**

- (2.0 only, not FK) Augment actions (with or without aura) persist until the beginning of the casting model's next activation or the casting model is removed from the board. Thus, it is not possible for a model to receive an augment benefit from a model no longer on the board, unless otherwise stated. In the case of Active Spawning Points with Augment actions, spawning from them does not end the Augment action effects casted, as spawning does not count as an activation.

- Status effects persist until the end of that model's activation.

### **1.7 SPAWNING POINTS:**

- Spawning points are stationary units and cannot be moved by the effect of any action, unless otherwise stated on their cards. However, active spawning points/Madoushis can.

### **1.8 ABILITIES:**

- When Massive Damage triggers, it deals +1 wounds to a successful attack, being able to stack with a Critical or the ability Improved Critical if (So an attack with Massive Damage and a Critical will cause 3 wounds, and an attack with Massive Damage and Improved Critical would deal 4).

## **2.0 /// SUPER DUNGEON EXPLORE CLASSIC/DARK CONSUL FAQ**

### **2.1 PET PARADE COMPATIBILITY:**

- When checking boss sightings, count only heroes and not pets.

### **2.2 SPAWNING:**

2.2.1 - To spawn in a square that square must have line of sight with the spawn point. In the case of large 2\*2 units, the 4 squares of that unit must have LOS to the spawn point.

2.2.1 - 2\*2 miniatures must have at least 2 of their squares occupied within the spawn zone to spawn. Larger miniatures must have at least half of its squares occupying the spawn zone, rounding up, to spawn.

## **3.0 /// DEVIL ISLAND CAMPAIGN FAQ**

### **3.1 PET PARADE COMPATIBILITY:**

- Pet parade is not compatible with the Devil Island campaign.

### **4.0 /// PET PARADE FAQ**

- 4.1 - You can activate your pet the same turn it's summoned.
- 4.2 - You need to have LOS with the adjacent square you want to summon the pet in.