SUPER DUNGEON ARENA DX

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Take and learn the SDA core retail rulebook as a base. Then, read the following changes to play SDA DX. Have Fun!

● CREATING YOUR TEAM:

Warbands in SDA DX are called DX WARBANDS. A DX WARBAND consists
of: - One Hero.
- One Pet.
- 2 Spawning Points or Active Spawning Points worth of monsters. (You can choose between 2 Paired Spawning Points or 2 Standalone Spawning Points). - One Mini-Boss.
- One Boss.

● ABOUT PETS:

- You must play Arena DX with the Pet Parade cards and pets. Read the Pet Parade rules for how to summon the pets to the table.
- Pets start the match spawned on the board, following pet spawn rules and just after the hero from the corresponding DX Warband is placed.
- Pets are eligible when checking control zones in the power-up phase, as any other unit.
- Pets can use the INTERACT action.
- Pets can be equipped with loot and treasure cards, just like any other unit. - Pets always spawn with the Hero, even in the Spawning Phase. However, you can also use the SUMMON COST from that pet to bring it again to the table, if your Hero is on the board. As stated on the Pet Parade rules, Treasure Cards count as 3 loot cards for summoning Pets. You can use not only cards in your backpack, but also cards equipped on any unit or Spawning Point/Active Spawning Point.

● GAME PHASES

- In your turn, you can choose to do one of the following:
  - Spawning phase: See "THE SPAWNING PHASE".
  - Hero phase: Activate Hero (then Pet if on the board) + 2 skulls worth of monsters.
  - Warband phase: Activate 6 skulls worth of monsters.

● WHERE IS GO TO THE STORE?

- Go to the store is no longer a phase in SDA DX. If you're using a combined spawning point warband, you may discard 6 Loot Cards (equipped or in your backpack) to flip 3 random treasure cards and keep one of them in your Backpack at the end of your Power-up Phase, equipping it that same turn if you wish.
- If you're instead using a 2 different spawning points warband, you may discard 5 loot cards instead of 6.

● THE SPAWNING PHASE

- When choosing The Spawning Phase, you can spawn one friendly spawning point (even if you're using Paired ones, you choose only one and only that one gets damaged). From the spawn you choose, you can:
* Bring a dead Hero + Pet to the table, plus all your dead units from that spawn. *
Bring a Mini-boss if unlocked or if dead, plus all your dead units from that spawn. *
Bring a Boss if unlocked or if dead, plus all your dead units from that spawn. *
Bring only your dead units from that spawn.
- You cannot spawn any combination of Hero/Mini-boss/Boss together, in the same Spawning Phase.

● UNLOCKING THE BOSS
- The boss is unlocked once your Mini-Boss is removed from the board, and only if you still have a Spawning Point/Active Spawning Point from your DX Warband on tve board. From that point on, you can Summon the Boss in any Spawning Phase.

● ENEMY DROPS
- By getting hearts after a successful hit with any unit, you can remove one damage (monster, hero or mini-boss, not spawning point or active spawning point) or status effect from any other unit for each heart result.

● REWARDS AND BACKPACK
- You get one loot card for every 3 8-bit enemy monsters removed from the board, and per every 16-bit monster. Those 8-bit monsters will stay on your backpack until the amount to draw a card is reached. Then, return those monsters to your enemy's spawning pool and draw a loot card.
You get 2 loot cards if the enemy Hero is removed from the boads. Same with the Mini-boss. Finnally, you get 3 loot cards if the enemy Boss is removed from the board. - There's no limit to how many cards you can draw per turn.
- There's no limit to how many cards you can have, equipped and on your backpack.

● EQUIPMENT:
- Equipping a spawning point or an active spawning point with a treasure card discards every card equipped on the same slot of any monster from that spawning point, as if you put a new card on the same slot of the same monster. Discard also the equipment on the spawn point when an individual monster from that spawning point gains an equipment in the same slot. - Active spawning points can only be equipped with treasure cards, same as with any other spawning point.

• SPAWN RULING
- You can spawn monsters within 3 squares from the spawn point. You can place as many monsters as will fit in that area. You can't spawn miniatures completely outside those 3 squares.
- 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 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.
- Destroyed spawning points and/or active spawning points will never generate units.

● ABILITY FAQ: CURSED ITEMS
- Items with CURSED must be equipped during power-up, to your Hero, if it has an available slot. CURSED cards can only be removed when the Hero equipped is destroyed. When equipping CURSED items, discard equipment on that slot (if any).

● SCENARIOS

● 1. DEATHMATCH
- Destroying a Hero or Pet grants no kill points, only tactical advantage. - Every time you kill an enemy unit, if it has Skull Points in its card, get that quantity of Skull Points as Destruction Points.
- VICTORY CONDITIONS:
Earn 15 Destruction Points.
OR
The enemy team has no remaining spawning points.

● 2. KING OF THE HILL
- Follow "KING OF THE HILL" rules for setup.
- A model has to have at least one of its squares inside the Control Zone to count in the Power-up Phase.
- Active Spawning Points models also count in the Power-up Phase.
- You get a Control Point when you have more units counting on the Control Zone than your opponent in you enemy's Power-up Phase.
- However, if during your Power-up Phase your enemy gets a Control Point, you lose all of your points.
- VICTORY CONDITIONS:
Get 4 control points.
OR
The enemy team has no remaining spawning points.

● 3. CRAZY RING:
- Setup as a "DESTRUCTION" match.
- Grab a token to represent THE RING. Place it randomly on one of the 4 squares in the center of the board.
- A model can use the INTERACT action to grab the ring, when on the same tile as the item. - A model with THE RING can't spend action points, and will have its current movement points halved (rounding up).
- When a model with THE RING dies, the player that had it drops it on any valid square occupied by that model.
- If during your enemy's Power-up Phase any of your models has THE RING, you score a Corruption Point.
- VICTORY CONDITIONS:
Earn 15 Corruption Points.

OR

The enemy team has no remaining spawning points.

● 4. PAYLOAD

- Follow "KING OF THE HILL" rules for the setup.

- Both players decide then following initiative an edge of the board to be their base. - You get a Control Point when you have more units counting on the Control Zone than your opponent in you enemy's Power-up Phase.

- When a player gets 3 Control Points, wins the PAYLOAD. The next turn and from that point on, during the winner opponent's power-up phase, the control point will move 1 square orthogonally to the losers base. THEN, it will move an additional square if the winning team has more units in the Control Zone.

- The control zone ignores all terrain and walls WHEN MOVING.

- A model has to have at least one of its squares inside the Control Zone to count in the Power-up Phase.

- Spawning points and Active Spawning Points models also count in the Power-up Phase. - VICTORY CONDITIONS:

Bring the Payload to the Enemy Base (One of the control zone squares leaves the board from the enemy's edge of the board).

OR

The enemy team has no remaining spawning points.