SUPER DUNGEON ARENA DX

ARENA DX

RULEBOOK

This mod uses the Super Dungeon Arena core retail rulebook as a base.
You'll also need a copy of the Pet Parade rules.
Read and understand those original rulebooks first. ***This is a competitive 2 player game.***
Then, read and apply the following changes to play SDA DX. Have Fun!

·CREATING YOUR DX WARBAND
Warbands in SDA DX are called DX WARBANDS. A DX WARBAND consists of:
- One Hero.
- One Pet.
- One Potion Assistant (See "POTION ASSISTANTS")
- 2 Spawning Points or Active Spawning Points + listed 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 phases:
· ***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 DX Warband, you may discard 6 Loot Cards (equipped or in your Backpack, and except CURSED items) 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 DX 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/Active Spawning Point (even if you're using Paired ones, you choose only one and only that one gets damaged once). 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 the 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, Mini-boss or 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 (random) 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 board. 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.

·POTION ASSISTANTS 🧪
In ARENA DX you can't use Arena Potions (Page 19 of the Arena manual). Instead, you use Potion Assistants.
- A Potion Assistant is a loadout option for your DX WARBAND's Hero, and it's not considered a Unit.
When building a DX WARBAND, simply choose another Hero (from now on your Potion Assistant), and put their card (without model) adjacent to your Hero's card. Your Hero might now use every potion listed on your Potion Assistant card during the match. Once a Potion Assistant is selected, you cant change that card in any way during the match.

·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 Spawning 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 Spawning 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 Spawning 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 units 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.

·ABOUT INSIGNIFICANT MONSTERS
- Insignificant Monsters never count on any Power-up Phase (for example in the purpose of taking Control Points).
- Because of Insignificant Monsters not having Skull Points, they can be freely activated in any Hero or Warband Phase, even in both.
- Insignificant Monsters can be equipped with items.

·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. If the CURSED equipment cannot be equipped, it's discarded.

·STARTING GEAR DRAFT

- Once all the battlefield is setup and units are placed on the board, and before starting the match, in ARENA DX both players must do a Starting Gear Draft. Roll for Initiative again, then each player privately draw 5 Loot Cards. By order of Initiative, and starting with the player that has it, the players must select and equip back and forth Loot Cards to Units, one at a time, until both players have 3 loot cards equipped, and no more.
If you cant equip cards until you get 3 equipped, you must discard the rest of your cards.
When drawing cards, if you dont like your Loot Cards, you can Mulligan once and draw only 3 cards. (So, put your 5 cards in your deck again, shuffle the deck, and draw 3 cards.)

COMPETITIVE SCENARIOS

ARENA DX

1. DEATHMATCH - Be the one to kill the most.
"War… War never changes…"
- 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 Deathmach Points.
- VICTORY CONDITIONS:
Earn 15 Deathmatch Points.
OR
The enemy team has no remaining spawning points.

2. KING OF THE HILL - Conquer the hill before yor oponen does.
"Have you seen the views from there? We can't let they take our spot!"
- 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 Point 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. DOMINION - A race to conquest key zones of the scenario.
"This is our homeland. We can't let them take it."
- Follow "KING OF THE HILL" rules for the setup.
- Place then back and forth and by initiative order, and before placing Spawning Points, 2 more Control Zones, 4 squares min apart from each other.
- You can't place a Spawning Point inside a Control Zone.
- You can't spawn inside a Control Zone.
- You get Dominion of a Control Point when you have more units counting on that Control Zone than your opponent in you enemy's Power-up Phase.
- At your opponents Power-up Phase, check Dominion for all 3 Control Points. If you have more Dominion on more Control Points than your opponent, get 1 Dominion Point. Then, if you also have Dominion on all control points, get an additional Dominion Point.
- Spawning Points and Active Spawning Points don't count in the Power-up Phase for this mode.
- VICTORY CONDITIONS:
Earn 15 Dominion Points.
OR
The enemy team has no remaining spawning points.

4. PAYLOAD - Push the payload and make it explode on your opponent base.
"An unstable (and big) magical artifact has appeared near our village. It seems dangerous, better to let our enemies handle the situation… Was that an explosion I heard?"
- 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 must leave the board from the enemy's edge of the board).
OR
The enemy team has no remaining spawning points.

3.CTF - Classic Capture The Flag mode.
"Easy peasy. Just get into the enemy lines, grab the Intel, and get back. Wait, you're saying the intel is a 30kg rock?"
- Both players decide following initiative an edge of the board to be their base.
- Then, and again following initiative, each player places a Crystal Cluster on any valid and open square (without terrain effects in or adjacent to it) from their selected edge of the board.
- A model can use the INTERACT action to grab the opposite team Crystal, while adjacent to their Crystal Cluster and having LOS to it.
- A model with the enemy's Crystal can use the INTERACT action to deposit the Crystal on a friendly Crystal Cluster, and having LOS to it. When doing so, the team that deposited the Crystal scores a Capture Point.
- When a model with a Crystal is removed from the board, the player that had it drops it on any valid square occupied by that model. Define now a Control Zone with an Aura 2 from the Crystal. This is called a Crystal Aura. Crystal Auras can be Friendly if it's from your teams Crystal, or Evil if it's from your opponent.
- You cannot pick up a Friendly Crystal to return it. Instead, return it to your Cluster in the following way: If during your enemy's Power-up Phase you have more units than your opponent in a Friendly Crystal Aura, return the Friendly Crystal to your Crystal Cluster.
- You need to have LOS to the dropped Crystal to count in your enemys Power-up Phase.
- You can pick an enemy Crystal from the ground. Doing so, will remove its Evil Crystal Aura.
- VICTORY CONDITIONS:
Get 2 Capture Points
OR
The enemy team has no remaining spawning points.

5. CASTLE CLASH - Tower-defense style mode, in wich you defend your castle and attach your enemy's.
"This is our last resource. Our enemies are at our door. We must conquer that fortification at all cost. For Crystalia!"
- Both players decide before placing Spawning Points, and following initiative, an edge of the board to be their base.
- You can only place your Spawning Points in your base.
- The 2 exits from both edges are, from now on, Castle Entrances.
- Every time a model with Skull Points exits the board from any of the Enemys Castle Entrances, you deal the same amount of damage to the Enemy Castle.
- Heroes, Pets and Insignificant Monsters do not deal damage to the Castle, so it's a good idea to keep them as defenders.
- VICTORY CONDITIONS:
Destroy the Enemy Castle (15HP)
OR
The enemy team has no remaining spawning points.

1. CRAZY RING - Get the artifact and hold onto it to win points!

"An artifact of great power has appeared near our Village. Makes us feel weird when holding it. It has to be ours."

- 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 is removed from the board, 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.

2. CRYSTALIA BATTLE SIMULATOR - A "What if?" balanced scenario creator.

"Yes Candy, I know there is only ONE Forgotten King… But what if?"

- No spawning pools.
- Don't place Spawning Points for this scenario. Instead, divide the board in 2 and decide a side by initiative.
- Pick a point range for the match (20, 32 or 40). Both players will use the same point range.
- By initiative order, place any models you wish from your collection back and forth on your respective sides of the board, until that point range of skull points is reached, but not surpassed. No restrictions. Bosses however cost 8 Skull points to bring to the table for this mode.
- Then and by order, place one Hero and Pet per player.
- VICTORY CONDITIONS:
The enemy team has no remaining miniatures on the board.
OR
The enemy team surrenders.

3. ETHER WIND - Deathmatch scenario, with a shrinking zone twist.

"Once every 100 years, Ether Wind comes to Crysalia. Brings disease and death, and there is no escape…"

- Every round, after the last players Power Up Phase ends, Ether Wind will flow and cover the outside ring of the map which is not already affected by Ether Wind. Mark with 2 blips the limit of the Ether Wind.
- If Ether Wind reaches a square containing a unit, or if a unit touches the Ether Wind, that unit suffers Bane and Hex.
- Every time you kill an enemy unit, if it has Skull Points in its card, get that quantity of Skull Points as Deathmach Points.
- Destroying a Hero or Pet grants no kill points, only tactical advantage.
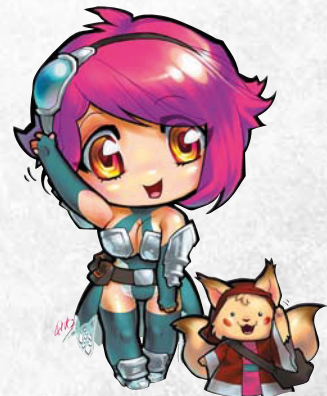- VICTORY CONDITIONS:
Earn 15 Deathmatch Points.
OR
The enemy team has no remaining spawning points.
- EXTRA CONDITION:
If the Ether Wind covers all the map, both players lose.

4. LABYRINTH - Seek the exit and bring more units there than your opponents.

"We woke up here, in the labyrinth. Trapped with our enemy. We needed to cooperate, but the tension was high…"

- At the start of the match, randomly choose in secret one Dungeon Entrance to the map (any of the 8 doors on the edges). That entrance is now the Exit from the Labyrinth.
- A model can use the INTERACT action while orthogonally adjacent to a Dungeon Entrance to check if it's the Exit from the Labyrinth.
- A model can leave the board by walking out of the Exit from the Labyrinth. That model will not be used again for the rest of the game.
- VICTORY CONDITIONS:
Bring your Hero, and 15 skull points worth of monsters out of the map via the Exit from the Labyrinth.
OR
The enemy team has no remaining spawning points.

5. THE THIRD FORCE - Move cautiously to avoid extra damage, and destroy the tower to win.

"You can hear magic projectiles fly, like bullets. People are screaming. In this war, it seems like there is a third force wanting to change history, from afar. We must play carefully, and take cover."

- Grab a Crystal Cluster to represent THE MAGIC TOWER. Place it randomly on one of the 4 squares in the center of the board.
- Every time you finish an activation with a unit while not adjacent to a wall or Obstructing terrain, draw a Blue Dice and add that number of stars as Wounds. This represents THE MAGIC TOWER shooting magic projectiles.
- You can target THE MAGIC TOWER with Actions. THE MAGIC TOWER has 15 health and 1 base star + 3 Green Dice defense. Inmune to status effects. Inmobile.
- VICTORY CONDITIONS:
Give the final blow to THE MAGIC TOWER.
OR
The enemy team has no remaining spawning points.

6. SMACKBALL - A sports-like scenario similar to soccer.

"SMACKBALL is one of greatests, more fun, and more violent sports of all Crystalia!"

- Both players decide following initiative an edge of the board to be their Goal Zone.
- The 2 exits from both edges are, from now on, Goals.
- Grab a Crystal to represent the SMACKBALL. Place it randomly on one of the 4 squares in the center of the board.
- You can target the SMACKBALL with Offensive Actions. the SMACKBALL has INFINITE health and 2 star base defense. Inmune to effects. Can't be moved by actions, except by the following rule:
- For every Wound you would deal to the SMACKBALL, instead move the SMACKBALL three spaces in any direction (even changing it) with LOS. Ignore terrain effects.
- If the SMACKBALL exits the board from any of the 2 Goals in your enemys Goal Zone, you score a Smackball Point. Place then another SMACKBALL in the center, randomly as stated.
- VICTORY CONDITIONS:
Get 3 Smackball Points.
OR
The enemy team has no remaining spawning points.

6. JUST ANOTHER ESCORT MISSION - Help a miniature reach its goal before it's too late.

"It was late at night. And we expected no unforeseen enemies in our path. Now Princess Candy must reach the Magic-safe zone, at all cost"

- Setup as a "DESTRUCTION" match.
- Roll for Initiative. The player that has it decides if they's going to be the ESCORT PLAYER, or the ATTACKER PLAYER. The ESCORT PLAYER chooses now a dungeon exit to be the MAP ENTRANCE, and the ATTACKER PLAYER then chooses another one to be the MAP EXIT. The ESCORT PLAYER must now grab a model to represent THE VIP and place it in the MAP ENTRANCE.
- THE VIP is an allied Unit for the ESCORT PLAYER, and uses no stat card.
- Every ESCORT PLAYER turn, THE VIP can be moved at any given moment up to 2 movement points (regular movement rules). THE VIP can't suffer damage or status effects. However, it can be moved by the effect of actions. It has 2 blue dice defense.
- VICTORY CONDITIONS:
If the ESCORT PLAYER moves out THE VIP out of the map via the MAP EXIT, the ESCORT PLAYER wins.
OR
If the enemy team has no remaining spawning points, you win.