Super Dungeon Kaiju v0.02

For those familiar with Super Dungeon Explore, this runs very similarly, but with some key differences.

This is based off of the Super Dungeon Pathfinder experimental ruleset.

The Kaiju is attacking some sort of populated area, so there will be NPCs to save/harass.

Kaiju:
Instead of a Boss, the Kaiju is the ultimate monster to kill for the Heroes.
It also acts as a Spawner for the rest of the monsters attacking in the scenario.

Setup:
Select a setting from those available to you, and arrange them in some sensible fashion.
These could be from the provided options or a custom setting.
Custom settings:
2x2 Short Game
2x3 Standard Game
3x3 Long Game

Deal 3 objectives from the deck alongside the board, call this the Objective Row.
These may have instructions to deploy NPCs to the board.

Deploy any buildings or NPCs to the board as appropriate.

Set the NPC deck to the side of the board.

Decide which player(s) are playing for the Heroes and which player(s) are for the Kaiju.

Select up to 1 Hero per tile, 1 Kaiju, 1 MiniBoss per tile, construct 1 Warband for each MiniBoss of 7-10 skulls of Lesser Monsters. Each MiniBoss and Kaiju is a Spawner.

(For added difficulty, Bosses may be used in place of MiniBosses, but do not use their Boss Spawn cards.)

Pick an edge of the board for the Kaiju, this is its entry edge. Deploy the Kaiju touching the entry edge. Avoid deploying on top of any buildings, if possible, and minimize the amount of overlap as much as possible.

Have a Loot and Treasure deck available for the Heroes.

Play:

Starting with the Heroes, turns will alternate between the Heroes and the Kaiju.

Heroes will activate 1 Hero, and any associated Pets, per turn.

The Consul will activate 1 Spawner per turn. The Kaiju player will also activate up to 7 skulls of Lesser Monsters, and any Creeps that are closer to the activated Spawner than a different Spawner (including ties).

If no Lesser Monsters are activated, then a second Spawner may be activated, including any Creeps that did not already activate.

Heroes must be played in rounds, each Hero must activate before a Hero may activate again.

Monsters do not play in rounds, they may activate each turn.

Activation

Upkeep:
1. A Hero adds an activation token to the Hero's card.
2. End effects from the model's previous activation, such as Potions or Auras.
3. Spend Princess Coins.
4. Apply healing effects, such as Tough.
5. Apply status effects, such as Poison or Fire.
6. Apply all other game effects the model is subject to in the order of its player's choice.

Spawn:
1. A Spawner(s) may sacrifice 1 Health to Spawn Lesser Monsters up to it or its Spawn Group's Spawn Limit.
2. All Spawners in a Spawn Group take damage when spawning and Lesser Monsters in a Spawn Group may spawn relative to any Spawner in the Spawn Group.
3. The spawning monsters may only spawn from their Spawners.
4. A Kaiju may either spawn a MiniBoss / Boss and its Warband, or 2 MiniBosses / Bosses without their Warbands.

Action: Spend movement and action points.

Power-Up:
1. If a Hero destroys at least 2 skulls of monsters on its turn, then it gains 1 Loot.
2. If those skulls were from a 16 bit monster, then the Hero gains 2 Loot.
3. If those skulls were from a Super monster or a Boo Booty, then the Hero gains a Treasure.
4. No rewards are gained from monsters destroyed on the Consul turn.
5. No rewards are gained from monsters with Insignificant.

Buildings

The setting will likely have buildings, and all those buildings won't leave any room for the Kaiju to wander about.

Buildings normally count as structures.

When a Kaiju moves, it can attempt to trample a building.

The Kaiju must spend 1 action point, and roll Strength above the building's Defense.

If successful, then the building is removed and the area where the building was should be considered Difficult Terrain.

Draw and place an Objective to the Objective row.

Draw an NPC from the NPC deck, and deploy it in, touching the destroyed building, or as close as possible, in that order.

NPCs

The setting will have some sort of population, this will be represented by NPC models. These models will run away from Monsters and run towards Heroes.

Some more aggressive NPCs will attempt to attack nearby monsters, but should still generally move away from Monsters as possible.

Each turn, each NPC moves 1 square towards the nearest visible (by Line of Sight) Hero, and 1 square away from the nearest visible monster.

If the NPC does not move on a given turn, then it gains a +1 Armor bonus.

If the NPC can stay adjacent to a Hero for a full round (beginning to end), it does not have to be the same Hero, then the NPC is considered "rescued" and can be removed from the board.

If this is the last NPC that qualifies for an Objective on the board, then discard that Objective cards, and the Heroes may draw a Treasure.

End of Round

Any Objectives that can not be fulfilled with the current state of the board are discarded.

Draw an Objective card.

If there are 10 Objectives in the Objective Row, then 1 may be discarded.

Play an Objective Card to the Objective Row.

Status Effects

Some actions will cause a model to suffer a Status Effect. That models gains the appropriate token on its card.

Unlike 2.0, Status Effects are not removed at end of Activation. Any model suffering a Status Effect may use the Forgotten King Basic Action, Vigor.

Vigor:
1 Action Point: Augment. A model using Vigor makes a roll using its Armor attribute. If the model rolls more stars than the number of status effect tokens on its card they may remove one status effect token.

Objective:

Kaiju Objective: Complete 10 objectives, then reach the entry edge of the setting.
Hero Objective: Kill the Kaiju threat.