

# Super Ocean Explore v0.02

This is an alternate rule set for Super Dungeon Explore, with the intent to allow for a game on the open seas, the Heroes following a map to buried treasure.

## Selection

Decide which players will be playing for the Consul, and which players will be playing for the Heroes. Divide the Heroes and Spawn Groups up appropriately.

Decide how many Heroes / Bosses will be used in the scenario, and select a ship for the Hero party. The size of the party determines the size of the ship:

1-2 Heroes: Small Ship

3-4 Heroes: Medium Ship

5-6 Heroes: Medium or Large Ship

7-8 Heroes: Large Ship

The size of the party determines the exploration zone and enemy forces:

1-2 Heroes: 9 Tiles, 3 Objectives, 2 Small Pirate Ships, 2 MiniBosses

3-4 Heroes: 21 Tiles, 7 Objectives, 3 Medium Pirate Ships, 3 MiniBosses

5-6 Heroes: 30 Tiles, 10 Objectives, 3 Large Pirate Ships, 3 MiniBosses

7-8 Heroes: 45 Tiles, 15 Objectives, 2 Large Pirate Ships, 4 Medium Pirate Ships, 5 MiniBosses

The size of the party determines the Boss strength:

1-2 Heroes: 1 Boss on a Large Ship

3-4 Heroes: 1 Boss and a MiniBoss on a Large Ship

5-6 Heroes: 1 Boss and a MiniBoss on a Large Ship

7-8 Heroes: 1 Boss and 2 MiniBosses on a Large Ship

## Difficulty Mode

For an easier experience, add one Princess Coin per Hero to the 2.0 Backpack.

Otherwise use one Princess Coin for every 2 Heroes.

For a harder experience, begin the game with no Princess Coins.

## Victory

Heroes Victory: Complete all objectives to find the treasure, and defeat the Boss.

Consul Victory: All Heroes have been destroyed.

Either the Hero player(s) or the Consul player(s) admit defeat.

## Setup

Build the exploration zone and keep the ship tiles and Hero and Enemy models available.

## Exploration Zone

Randomly select the number of objectives needed, shuffle them into enough water tiles to meet the necessary number of tiles. Place the tiles face down to create a map, and place the Hero ship on a tile on the outside of the map.

## **Objectives**

Use the cards that represent the land tiles in the map. Shuffle them, and place them face down in a row. Before moving the Hero ship for the first time, reveal the first card, left to right.

## **Play Overview**

### **Exploration Zone Movement**

The Hero player(s) decide to which tile their ship will be traveling towards and roll for movement, according to their ship size. The ship will travel that many stars up to the destination, alternating with other ships on the map, moving 1 tile at a time.

Rowboat: 1 Tile

Small Ship: 1B

Medium Ship: 1R

Large Ship: 1G

Each Pirate ship, if any, will also roll and will travel that many stars up to the destination, moving 1 tile at a time.

Each time a ship moves, it moves 1 tile at a time. If the tile has not been revealed, flip the tile over to see if it is land, and then draw a Weather card. Apply the Weather card effect to the next movement.

Clear Sky: No penalty.

Rain: -1 Movement.

Rough Seas: -2 Movement.

Lightning: Immediate stop. -1 Movement on next roll.

Hurricane: Immediate stop. Lose a roll.

Whirlpool: Immediate stop. Ship destroyed. Deploy rowboat.

If a revealed tile is a land tile, then compare it to the current Objective. If it does not match, ignore it, but if it does then the Heroes may attempt to scout the land tile. Move the ship back to the previous tile so that the Hero ship is adjacent to the land tile.

For each Land Tile revealed, check and see if it is time to deploy a Pirate Ship. The Pirate Ship deploys one from the previous Land Tile closest to the Hero Ship, if there is no previous Land Tile, then deploy the Pirate Ship to the starting Ocean Tile.

Every time, if there are any Small Pirate Ships left, deploy one of them.

If no Small Pirate Ships are left, then after 2 Land Tiles have been revealed since either the start of the game or the last Pirate Ship deployment, then deploy a Medium Pirate Ship.

If no Medium Pirate Ships are left, then after 3 Land Tiles have been revealed since either the start of the game or the last Pirate Ship deployment, then deploy a Large Pirate Ship.

When the last Land Tile is revealed, the Boss Pirate Ship deploys.

### **Scouting**

Instead of rolling to move, declare the Heroes are scouting the island for that round. Apply any weather penalties as if the Heroes rolled 1ST for scouting the land.

Afterwards, consider the clue for the next Objective found, flip over the next Objective card.

### **Boarding**

Any time two or more ships end their movement adjacent to one another, Pirates will always attempt to board the Hero ship(s).

### **Example**

The medium Hero ship declares it will move 3 tiles forward, rolls 1R, gains 3 stars, and moves 1 tile forward. The Hero ship flips the water tile to reveal a water tile and draws a weather card, Clear Sky, no penalty.

There are two small Pirate ships on the map, each rolls 1B, 1 gains 0 stars and does not move, the other gains 2 stars and moves 1 tile towards the Hero ship. The Pirate ship which moved does not flip the water tile as it was already revealed, but still draws a weather card, Clear Sky, no penalty.

The Hero ship does its second movement, reveals a water tile, and draws a weather card, Clear Sky, no penalty.

The Pirate ship does its second movement to an already revealed water tile, catching up to the Hero ship. If the Hero ship does not move away, then the Pirates could board their ship.

The Hero ship make their last movement, revealing a land tile, and drawing a weather card, Rain, -1 movement. Comparing the land tile to the current objective, they match. The Hero ship stays on the previous tile, but will have the opportunity to scout the objective for a clue to the next location.

The Pirate ship attacks the Hero ship before they can get to the island. Place the two ship boards next to each other. Alternate deploying models, Pirates first, beginning with a Boss, if applicable, then MiniBoss. The Hero player(s) should deploy Heroes first, then Pets.

After defeating the Pirates, the Heroes may now scout the land, while the remaining Pirate ship moves toward the Hero ship.

The Heroes find their clue and flip over the next Objective card.

Because the Hero's weather event for the land was Rain, the Heroes take an extra turn, allowing the Pirates to move adjacent to the Hero ship, resulting in another boarding attempt after the Heroes are done on the land.

Once the Pirates are defeated, the Hero ship is able to move again as normal.

### **Defeated**

In the event that the Heroes are defeated on the Hero Ship, then the Hero Ship is replaced with a Rowboat. If the party does not fit in the Rowboat, then the excess party members swim alongside the Rowboat.

### **We're Gonna Need a Bigger Boat**

If the Hero Party defeats an Enemy Party from a larger Ship, then the Hero Party may replace their ship with the larger Ship.