

SUPER DUNGEON EXPLORE : "Rude Supers"

Originally titled: **Sarutaru06 House Rules (Version 3.2: Rude Supers)**

Game Overview

In this game, a party of heroes seeks to empty a dungeon controlled by the Consul, who has placed spawn points and powerful monsters there. As the heroes, your goal is to vanquish the wicked fiends that inhabit the Consul's lair. As the Consul, your goal is to crush the puny fools who would dare to challenge your forces.

Goals of this concept:

The theory behind this variant is a much faster game that seeks to draw out the natural strengths of each model brought into play. For the heroes, this is accomplished by allowing them to move in combination with each other with minimal interruptions (especially early on in the game) all the while gaining loot and treasure that will make them stronger as the game progresses.

As for the Consul, his power is divided into 3 phases based on different models he has available. Each phase will see a reduction in the usefulness of the prior phase's monsters roughly equivalent to the loot/treasure gain that the heroes should have acquired during each of the individual phases. The phases are:

- Phase 1) 8-bit & 16-bit Monsters (Primarily round 1)
- Phase 2) Mini-Bosses
- Phase 3) Boss fight

The different difficulty levels are intended to increase the effectiveness of each phase without modifying anything on any model's card. These Phases are not clearly divided; they simply help to show the focus and progression of the Consul's strength.

Key Terms & Concepts

This section deals with specific terms that this document will use so that they do not need to be explained every time they're discussed. There are also minor changes to game concepts that need to be addressed which will be assumed through the remainder of the document:

Activation: A Model's activation consists of that model's individual movement and attack phase. It could rightly be called that Model's turn, but activation is used to prevent confusion between this concept and each side's turn each round (ie. Heroes' Turn and Consul's Turn, as opposed to Hero 1's activation).

For the Heroes, their activation always includes upkeep (meaning a hero will never have an activation without performing upkeep immediately prior to moving/acting).

Turn: Always used in reference to either the Heroes' Turn in its entirety or the Consul's Turn in its entirety.

Potions: Using a potion is, in effect, pausing the game and searching through the heroes' inventory to find the right item to use. Because of this, a potion may be used to interrupt anything so long as the use of that potion is legal in terms of all other rules related to potions (ie. it has to be an emergency potion on the Consul's turn, etc.).

Spawn Points: Every Spawn Point is reduced to 3 hearts regardless of what is stated on the card.

It should also be noted that the author hasn't used any Spawn Point's Auras since 1st Edition, so these rules assume they are not used (though that does not mean they cannot be).

Spawning Pool: In this variant, the Spawning Pool refers to the collective total of the Spawning Pool of all the Spawn Points in play (unless otherwise stated). This is because any monster may spawn from any spawn point, as long as they remain in the spawning pool. (See **Consul Phase 1: Spawn & Upkeep:**)

Supers/Mini-Bosses/Boss: Please note, wherever this document says "Supers" that rule applies to every Mini-Boss and the Boss. Wherever it says "Boss" or "Mini-Boss" specifically it is referring to just that class of Supers.

Movement Reset: In our house, we play that any model may reset their movement as long as no action has taken place. Once a model has acted in any way, their new movement reset point is in the square they ended the previous action they performed. Movement may be reset as many times as desired so long as no action has been performed and a model's activation has not ended.

Pre-Game Setup

There are a lot of pieces and tiles and dice and cards to get together in order to play this game. In order to reduce set-up time (as this variant is aimed at the fastest experience possible), this author has one standard Loot deck (which has been slightly reduced) and one standard Treasure deck. This treasure deck has been reduced to a total of 25 cards (with no pets) attempting to be divided between STR, DEX, WILL, & ARM as evenly as possible with a few Miscellaneous treasures-like "Gem of Greed"-and 4 total Boo Booties. I do not bother inserting Mini-Boss/Boss specific treasures prior to a game, though I do edit the deck from time to time.

I also recommend marking potion tokens with an X on one side. That way each Hero can have the total number of potions available on their model at all times and merely flips them over in order to gain or use one. I've also marked each heart with a 2 on one side to make keeping track of damage less cluttering, especially when placed next to a model on the board.

I've done a number of other things to reduce set-up time: each spawn point is kept in a separate sandwich bag, cards for each spawn point are in a card sleeve in a binder separated from one another so I just have to pull out the sleeve of the spawn points I'm using, tokens are kept in a foam cut-out; all this to say, I highly recommend organizing this game in a way that will reduce set-up time dramatically.

Part 1 & 2 Explanation:

This rulebook is divided into 2 parts: Part 1 is a big picture look at what each round will look like. Part 2 will dive into the smaller details and explain (hopefully) everything you'll need to know about the specifics of how to play this game. Feel free to read them in any order you choose: I arranged them this way because I find it easier to understand the details after I understand what the overriding goal is.

Color Code

Highlight = Concept explanation. If the title is highlighted, then all the text appearing under it is an explanation of the concept.

Highlight = Rules applied to the first round only.

Helpful Hint = Makes note of something the author feels needs mentioning.

Hero = Rules pertaining specifically to the heroes or the Hero level difficulty.

Consul = Rules pertaining specifically to the Consul or the Consul level difficulty.

Variant = This text is referencing a Variant; look for the special rules concerning the Variant referenced under **Variants**)*. Some elements that are a drastic change from the official rules are also highlighted this way.

{**EXP**} = Experimental: The rule this is attached to has not been fully tested.

{**EXPERIMENTAL:**}= This concept is one that was developed while working on this document.

Underlined Text = 1) Key concepts for easy reference or 2) heavy emphasis.

[**EN:**] = Editor's Note: Additional notes added by the editor to indicate significant alterations or clarifications not in the original document.

PART 1:

Game Set-up

1) Determine # of Heroes / Game-Size:

The game size will be determined by the number of Heroes being brought into play. The number of heroes allowed by these rules is 3-5. The heroes may be controlled by any number of players, allowing 1 player to control 3 heroes or 2 players to share 5 heroes.

The number of tiles and spawn points available to the Consul will equal the number of Heroes being used (unless **Casual Mode**^{**EXP**} is in effect). 3 Heroes = 3 Spawn Points = 3 Tiles; 4 Heroes^{**EXP**} = 4 Spawn Points = 4 Tiles; 5 Heroes^{**EXP**} = 5 Spawn Points = 5 Tiles.

2) Determine Difficulty:

“Rude Supers” allows for 2 different levels of difficulty:

Hero Mode	(Hard Mode)	Consul Mode
In this difficulty, the game is fairly well balanced between the Heroes and the Consul, though the right loot for the right heroes can cause the game to lean in the Heroes' favor.	This step between the two real difficulties grants the Consul more spawning skulls each round and more Mini-Bosses to summon.	In this difficulty, the Heroes are going to have a hard time with the boss no matter how well-equipped they are.

Hard Mode is functionally equivalent to **Consul Mode**, but with one less activation available to the boss. Generally, anything that applies to **Consul Mode** proper applies to **Hard Mode** as well.

*The recommended Game Size and Difficulty for a first play-through is a 3-hero game of **Hero Mode**.*

3) Determine # of Mini-Bosses:

Once the game size and difficulty has been determined, determine the maximum number of Mini-Bosses available to the Consul:

# of Heroes	# of available Mini-Bosses (Hero)	# of available Mini-Bosses (Consul)
3 Heroes	1	2
4 Heroes ^{EXP}	2	3
5 Heroes ^{EXP}	3	4

4) Select Models to be Used:

At any time after the game size and difficulty have been selected, all players may now select what Heroes, Spawn Points, and Mini-Bosses they want to bring to the fight. The Consul also selects one Boss to be used, which must be selected before the game begins and cannot be changed.

For the sake of simplicity, the Consul does not have to select his Mini-Bosses before the game begins and may choose to spawn whichever Mini-Boss he chooses from his collection whenever the option is available. He may not, however, remove a Mini-Boss from his spawning pool once it has entered the game.

In the event that the Consul is using the **Anti-Hero** variant^{EXP}, *that Anti-Hero must be selected and equipped before the game begins.*

5) Build Dungeon:

The Consul Player now selects and arranges the number of tiles determined by the size of the game (it is the Consul's Dungeon after all). They must be connected to at least one other by a doorway on one of their 4 cardinal directions.

Once this is done, the Consul Player proceeds to place 1 Spawn Point in each tile. He also places 1 treasure chest in each tile wherever he pleases.

6) Place Loot/Treasure Deck, Tokens, Dice on Table:

Make sure to shuffle the Loot Deck and Treasure Deck. It's a good idea place everything within easy reach of all players as much as possible.

7) Heroes Enter the Dungeon:

The heroes place a start marker on any open square within 3 spaces of any open doorway (ie. not connected to another tile), including the two spaces in the door. They then place the heroes on any space adjacent to the start marker, along with 1 available Potion on their Model's card and 1 Princess Coin in the backpack for each Hero.

Once the Heroes have entered the Dungeon the Consul is alerted of the attack and the battle begins.

VICTORY CONDITIONS

The Game ends in a victory for the Heroes when the Dungeon Boss has been slain.

The Consul is victorious when all remaining Heroes have been eliminated in a single round.

Round Progression

A round consists of the Consul's turn and the Heroes' turn. Each time the Consul's turn begins a new round has begun.

The Consul's Turn

The Consul will always go first. Each Hero may use 1 (and only 1) emergency potion (if available) on the Consul's turn (though they may use any Hero's emergency potion they choose). The Consul's turn has 2 Phases:

Consul Phase 1: Spawn/Upkeep

Before Spawning, all effects on any monsters still in play from the previous round will be resolved in this order:

- I) End effects from all Models' previous activations, primarily Auras.
- II) Apply healing effects such as Tough.
- III) Apply damaging effects, such as Fire.
- IV) Apply all other game effects any Model is subject to in the order of its Player's choice.

After Performing any necessary upkeep, the Consul spawns a certain number of skulls' worth of monsters adjacent to a spawn point each turn. The number is determined by game size and difficulty:

# of Heroes	# of skulls available (Hero)	# of skulls available (Consul)
3 Heroes	8	9
4 Heroes ^{EXP}	10	12
5 Heroes ^{EXP}	13	15

The Consul may spawn *any monster* in the Spawning Pool *from any spawn point*, provided the skulls are available; this includes Mini-Bosses (though Mini-Bosses have a limited spawn rate based on the size of the game).

For every previously destroyed Spawn Point, the number of skulls available for the Consul to spawn is reduced by 2. In a 3-Hero Game of **Consul Mode**, the number of skull points available to spawn would be 9 → 7 → 5 → 0 as each Spawn Point is destroyed.

Whenever a Spawn Point is destroyed, its associated monsters are removed from the Consul's Spawning Pool. For a Single Spawn Point, this means that the monsters listed on its card are no longer available. For a Paired Spawn Point, if its complement is still active, only half the monsters on its card remain in the Spawning Pool (rounded up). An unpaired Kobold Warrens, for example, would only be able to summon 1 Dragon Priest (stays the same), 1 Ironscale (reduced from 2), 1 Flinger (reduced from 2), 2 Knuckleheads (reduced from 3), and 2 Gougers (reduced from 3).

There are 3 reasons for this: 1) to keep the Consul's turns shorter by reducing the number of weaker monsters he has to move later on in the game (especially considering how many Supers this concept allows in play and how often minions accomplish nothing against well-equipped Heroes), 2) to reduce paired spawn points to a similar

number of skulls as a single spawn point when 1 remains and 3) to prevent any sort of farming, especially from large AoEs in the later part of the game.

Spawning Mini-Bosses

Mini-Bosses take on a new role in “Rude Supers”. While 8-/16-bit minions are the tenacious mob at the Consul’s beck-and-call, the Mini-Bosses are disposable enough to sacrifice but strong enough to make sure those pesky heroes die. They are the Hero-hunters of “Rude Supers”, but just as they walk a fine line between super-strength and vulnerability, the rules related to how they spawn are a little more particular.

Mini-Bosses cost 4 skulls to summon, follow the same rules as 8-/16-bit for placement, and use the same skulls available to the Consul for all of his monsters. Mini-Bosses may spawn at the following rate:

[Editor’s Note: this specific table does not tag 4 and 5 heroes as experimental.]

# of Heroes	Max # Available	Spawn Rate
3 Heroes	1 - 2	1 every other round
4 Heroes	2 - 3	1 per round
5 Heroes	3 - 4	1 per round per Spawn Point

In addition, the Consul must be sure that the following conditions are met every time they attempt to spawn a Mini-Boss:

Condition:	Question:	Answer:
#1:	Is it Round 2 or later?	Y / N
#2:	Is the Consul under his Mini-Boss limit?	Y / N
#3:	When the Consul has 1 Spawn Point remaining , are all Mini-Bosses currently in the Spawning Pool and not in play?	Y / N / NA
#4:	If selecting a Spawn Point on a tile with a Mini-Boss on it already , do all other tiles with a Spawn Point have 1 or more Mini-Bosses on them?	Y / N / NA
#5:	Is there only 1 (or less) Mini-Bosses active on this tile?	Y / N
#6:	UNLESS there are no tiles with a Spawn Point that meet this condition , are there no Heroes on this tile?	Y / N / NA

If the answer to Conditions 1-3 are no, then no Mini-Boss may be spawned that round. If the answer to Conditions 4-6 are no, then another Spawn Point is available to spawn a Mini-Boss. If every Condition is answered yes (or not applicable), then a Mini-Boss may be spawned at that Spawn Point.

What these conditions do is limit the Consul’s spawning ability for their Mini-Bosses while avoiding the loopholes that every other method has created. *This limits the Consul to effectively spawning no more than 2 Mini-Bosses per spawn point and never on top of the Heroes unless no other option is available.*

Spawning the Dungeon Boss:

The Dungeon Boss may spawn if one of 3 conditions are met:

1. The number of Spawn Points and Mini-Bosses destroyed^(Editor's Note: Currently? In total? Test this a few times to see if the distinction matters.) are equal to or more than the number of Heroes in play (ie. 3 in a 3-Hero Game).
2. The Heroes have exhausted their supply of Princess Coins.
3. When all Spawn Points have been destroyed, the Dungeon Boss automatically spawns.

When the Dungeon Boss enters play, it may spawn anywhere in the Dungeon that is at least 10 spaces away from any Hero.

Apart from special rules for Bosses concerning interrupting the Heroes' turn (see **Supers: Rude Interruptions**), play continues as normal after the Boss has spawned until a clear victory has been achieved by either side.

Consul Phase 2: Movement

The Consul activates every monster he has on the board in any order he chooses (this includes 8-bit, 16-bit, and Super monsters). Each monster may only be activated once and must complete its entire activation before another monster activates.

On the Consul's first turn, they are not allowed to kill any Hero. He may take them down to 1 heart and apply whatever status effects he chooses, but, *again, no Hero may be mortally wounded by any attack on the Consul's first turn.*

If any Hero is destroyed on the Consul's turn, remove them from the board and place their model on their card. All equipment remains equipped, including whatever potions they were carrying (though those potions are unavailable for use until that Hero is returned to play).

If, for whatever reason, a Mini-Boss or a Boo Booty is destroyed during the Consul's turn, the Heroes may immediately draw a treasure card without having to wait until their Power-up Phase (if a Boo Booty is drawn, it is placed at the bottom of the deck and the next treasure is taken instead), though they will be unable to equip that treasure until their next Power-up Phase.

Heroes' Turn

There are two variations to what will happen on the Heroes' turn. This is because the Consul's Supers will have the option to interrupt the Heroes' turn (See **Supers: Rude Interruptions**).

If the Consul has no Supers in range to interrupt the Heroes, the Heroes may all activate simultaneously (this option is intended ^[EN: original says "only available"] for multiple players on the Hero side). If there are 1 or more Supers available to interrupt the Heroes' turn, the Heroes must activate individually until all Supers have finished interrupting. *The Power-up Phase is not resolved until **all heroes** have finished their respective activations regardless of whether they move individually or simultaneously.*

The Heroes' turn consists of 2 phases: Activation and Power-up.

Hero Phase 1: (Upkeep &) Activation

On a turn where Supers are in range to interrupt the Heroes, the Heroes must resolve their upkeep and activation independently until all Supers have finished interrupting their turn.

Each Hero may use 1 (and only 1) potion of their choice (either theirs or any other Hero's) during the entire Heroes' turn. The same potion may be used multiple times (if available) by different Heroes.

A potion may be used at any time during the Heroes' turn. If a Hero player would like to use a healing potion immediately before performing upkeep to avoid death from Fire, for example, they may do so, but at the cost of the ability to use a potion later on during their turn.

Since the Consul's Supers have the ability to interrupt during the Heroes' turn that cost may be very high indeed. Also note: only emergency potions may be used during the activation of a Super interrupting the Heroes' turn, which will still count as that Hero's use of a potion for the turn. Use potions wisely.

Upkeep:

Each Hero activates in any order they choose (upkeep is now a part of the Heroes' activation). During a Hero's upkeep, all effects are resolved in this order:

- I) End effects from all Models' previous activations, primarily Auras.
- II) Apply healing effects such as Tough.
- III) Apply damaging effects, such as Fire.
- IV) Apply all other game effects the Model is subject to in the order of its player's choice.

The only exception to the rules is *during the Heroes' first turn: instead of applying damaging effects, remove any and all negative status effects from all Heroes.*

Upkeep must be performed by each Hero individually before proceeding to Activation. This is true whether the Heroes are activated individually (when Supers are going to interrupt their turn) or simultaneously (when no Supers are in range to do so).

If a Hero dies during Upkeep (from the effects of Fire, for example), that hero may not be revived until their next Power-up Phase.

The Heroes should do everything they can to avoid a death by Fire. Having a Hero sit out a round is extremely dangerous, especially if there are Supers on the board!

Activation

Rewards: During the Heroes' turn, have the Hero players remove any enemy models destroyed and set them in front of themselves in order to tally rewards during the Power-up Phase. (This is not included on the Consul's turn, thus no loot is given for monsters that die on the Consul's turn.)

If there are Supers in range to interrupt the Heroes, each Hero must finish their upkeep and activation individually.

If there are no Supers in play all Heroes may act simultaneously, performing their upkeep, movement, and actions at their own discretion.

If the Heroes' turn has already been interrupted by one or more Supers and there are no remaining Supers available to interrupt the Heroes, any remaining Heroes may act simultaneously (the details for the turn order are

explained under **Supers: Rude Interruptions**).

To state the rule concerning potions again: during the Heroes' turn, each Hero may use any Hero's potion of their choice that is available during their activation, but may not use more than 1 potion per turn. This is true whether every Hero moves simultaneously or individually.

If the Heroes are moving simultaneously, be sure to announce which Hero is using which potion to avoid confusion.

Regarding Simultaneous Hero Activation:

For most 8-bit monsters, no dice rolls are required for defense. This means the Heroes can roll to attack a monster with a static defense without needing the Consul player to act. As long as the Heroes are attacking monsters with static defense, there does not need to be any pause in the action except by the Heroes communicating or asking how much defense a model has. They must, however, declare which model they're attacking with what ability.

If a Hero attacks a monster that requires dice to be rolled for defense (ie. most 16-bit and Super monsters), all other movement must pause until the rolls are resolved. This is to ensure that the Consul can track what is taking place.

If two players are controlling the Consul (see **Double Trouble**), however, one may make defensive rolls and the other may monitor all other movement, thereby eliminating the need to pause the action if they so choose.

To receive beneficial effects from *Auras*, the Hero must use the beneficial effect while in that Aura. This does not prevent either Hero from moving once that action has been complete.

To put it simply, the Heroes' turn will not end until all Heroes have finished their entire activation. Anything that happens between the characters while they're active is legitimate. It might even be possible for two simultaneously-activated Heroes to attack the same target and waste an attack on a monster with 1 heart. So make sure to coordinate with your party members well: wasteful actions could cost the Heroes the game, and strategic use of moves could combine to make Heroes exceptionally effective.

Consul players: Any time a model activates on the Heroes' turn, it will follow the same pattern of activation: upkeep, then movement and actions. This includes any Super that interrupts the Heroes.

Hero Phase 2: Power-up

The Heroes' Power-up Phase is performed after every Hero has finished their activation. Remember how the Heroes set the models they destroyed during their turn in front of them? Have them hand those models back to the Consul. For every two 8-bit or one 16-bit monster they destroyed, the Heroes draw 2 loot cards. For every Mini-Boss and Boo Booty destroyed, the Heroes draw 1 treasure card (Boo Booties are sent to the bottom of the deck if drawn in this way, and the next treasure is taken instead). All loot and treasure cards drawn are added to the backpack.

Equipping from the Backpack

Once the turn's spoils are tallied, the Heroes may equip loot and treasure from the backpack. Each Hero may only have 1 piece of equipment in each of the 4 slots on their Model's card. While equipment may remain in the backpack from round to round, once equipped, loot and treasure cannot be returned to the backpack. If a Hero wishes to equip something else in the same slot, the previous item must be discarded.

Ordinarily, Heroes may only equip a single treasure card at a time, as the power within treasures make them too unwieldy to use multiple at once. If a Hero desires, they may equip a second treasure card, but must empty their other two equipment slots to do so: any cards in those slots are removed and discarded.

Equipment Limit: 1) 4 Loot; or 2) 1 Treasure and 3 Loot; or 3) 2 Treasures

Selling Loot: During the Power-up Phase, the Heroes may also discard equipment from the backpack to sell them for potions, at a rate of 2 loot or 1 treasure each.

Using Princess Coins

Destroyed Heroes may be revived during the Power-up phase through the use of a Princess Coin. Revived Heroes reappear either 1) within 4 spaces of another Hero or 2) anywhere between any active Hero and the start marker. A Hero also receives 1 potion after being revived (if they have room for it).

NEW PLAYER: During the Power-up Phase, the Heroes may choose to use a Princess Coin to exchange any Hero, destroyed or in-play, with another Hero in the players' collection. The previous Hero is replaced by the new one: the replaced Hero's card is set aside, with wounds and status effects removed as though it were destroyed, though its potions and equipment are retained in case New Player is used again to return the Hero to play.

If the replaced Hero was active, the New Hero is placed in the same position as the previous; if the Hero was destroyed, the New Hero is placed as though it were revived. The New Hero also receives 1 potion (if able) and may immediately equip loot and treasure from the backpack.

Note: Princess Coins may not enter the game after the initial set-up.

While the Heroes are equipping themselves, the Consul may proceed to the spawning phase. Play continues to cycle between the Heroes' turn and the Consul's turn until either side has achieved victory.

Supers: Rude Interruptions

Formerly titled "Double Activations"

This is the heart of "Rude Supers": all Supers will be able to activate at least once during the Heroes' turn (the Boss may be able to activate more than once).

To interrupt the Heroes' turn in this way, **a Super must be in a tile which has a Hero in it, or is adjacent to one that does**.**** When a Super is 2 or more tiles away from all the Heroes at the end of the Consul's turn, he is considered too far out of play to interrupt the Heroes. He must wait until the Consul's next turn to move, even if one or more Heroes move into an adjacent tile during their turn.

Each Mini-Boss has the ability to activate once and only once in the middle of each Heroes' turn.

It should be noted that any time a Super interrupts the Heroes in this way, **that Super must perform its upkeep** before moving and acting (in this instance, the Super's activation mirrors the Heroes' activation rather than having a separate Upkeep and Activation phase like it normally would on the Consul's turn).

Once it has been determined which Supers will interrupt, the order of movement must be determined. The first Super to activate during the Heroes' turn must do so after the first Hero has finished their activation. If more Supers are available (or if the Boss is taking multiple Double Activation slots as described below under **Special rules for the Boss**), the next Super may activate after the next Hero finishes their activation and so on. The Consul may choose to activate Supers in any order he wishes, though he may never activate the same Mini-Boss on the Heroes' turn more than once.

The Consul has a limited number of Double Activation slots depending on the game size. A 3-Hero game with the maximum available Supers, for example, would have an activation order like this on the Heroes' turn:

Hero 1	Super 1	Hero 2	Super 2	Hero 3
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This does not mean the Heroes' turn order will appear like this every round. For example, if only 1 Mini-Boss is available to interrupt during a round, the Heroes' activation order would look like this:

Hero 1	Super 1	Hero 2	Mini-Boss Unavailable	Hero 3
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In the above instance, **Heroes 2 & 3** would have the option to move simultaneously.

If a Hero has been destroyed, any **Mini-Boss** may still use the interruption slot that would have been in place for that Hero (*This is not true for bosses*).

For example: The Consul has managed to eliminate 2 heroes on their turn during a 3-Hero game (**Consul Mode**). They also have 2 active Mini-Bosses in play (because **Consul Mode** allows that). Those 2 Mini-Bosses would both be able to activate after the only remaining Hero moves and before the other Heroes are able to revive, because the Mini-Bosses are technically interrupting the activation order before the Heroes' Power-up phase. This situation would look like this:

Hero 1	Super 1	Hero Unavailable	Super 2	Hero Unavailable	Power-up Phase
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Game Over! Even if the Heroes have Princess coins to use, that would be difficult to come back from.

The Consul may choose not to activate Supers during the Heroes' turn. This must be decided before the Heroes begin their turn so that they will know if the option to move simultaneously is available or not. So, if this happens in a 3-Hero game where 2 Supers are in play, the play order would look like this:

Consul declares Super 1 will not activate	Hero 1	Super 2	Hero 2	Hero 3
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Again, note that **Heroes 2 & 3** may move simultaneously in the above instance.

An example for why this option would be chosen: a Mini-Boss is on Fire and only has 1 heart remaining. That would mean activating the Mini-Boss would only serve to kill it and give the Heroes a treasure to equip during their Power-up Phase. Instead, the Consul waits until their turn to activate that Mini-Boss — even though it still dies by Fire, the Heroes are unable to equip its treasure until their next Power-up phase. If they want that treasure, then the Heroes have to waste an action point to get it.

Special Rules for the Boss

The Boss doesn't function under the same Interruption rules as Mini-Bosses. Instead, the Boss is able to interrupt a certain number of times depending on game size and difficulty.

# of Heroes	# of Interruptions Available for the Boss (Hero Mode)	# of Interruptions Available for the Boss (Consul Mode)
3 Heroes	1	2
4 Heroes	2	3
5 Heroes	3	4

However, unlike Mini-Bosses, the Boss may only activate during the Heroes' turn if it is activating between 2 active Heroes.

So, for example, in a 3-Hero game (of **Consul Mode**) where no Mini-Boss is active on the board, the Boss manages to kill a Hero during its first move on the Heroes' turn. Now, the second slot he would have had (since it can Interrupt twice in **Consul Mode**) is gone:

Hero 1	Boss (kills Hero 2)	Hero 3	Boss may not move again	Power-up Phase
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Because of this, a Boss will rarely have more activations per round than the number of Heroes remaining in play. That means if only 1 Hero remains when the Heroes begin their turn, the Boss will not be able to Interrupt at all.

An exception would be a situation like this:

Hero 1	Boss	Hero 2	Boss (kills Hero 3)	Hero 3 is unavailable	Power-up Phase
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In this case, the Boss would activate once more than the number of Heroes currently active on the board (since they will also get an activation during the Consul Turn). If any Mini-Bosses are still active, they would still be able to perform Interruptions even though the Boss cannot.

Note: **Hard Mode** is identical to **Consul Mode** except that the Boss maintains the number of activations it would have in **Hero Mode**. This may not sound like much, but that extra activation in **Consul Mode** restores Bosses to the number of activations they would have had in 1st Edition if multiple Spawn Points remained in play! Only the strongest of Heroes will be able to survive an onslaught from a Boss at this difficulty.

[EN: I believe the following situation is also meant to be prevented:]

Hero 1	Boss (kills Hero 1)	Hero 2	Boss (kills Hero 2)	Hero 3	Power-up Phase
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[As the Boss may only activate between *active* Heroes, killing Heroes who already moved would still decrease its remaining number of available Interruptions for that turn. Never mind that this kind of situation is a big losing snowball, anyway...]

PART 2:

This portion of the rulebook is going to rely heavily on the fact that anyone playing this game will have some form of the official rulebook. I'll get more into specifics later; for now, where these house-rules agree with the official (*Forgotten King*) rules I will simply mark as "unchanged" in the table below. Otherwise I will note the difference or clarification that needs to be made as thoroughly as needed. If you can't find the rule anywhere else in this document, check here:

Movement:	Unchanged: up, down, left, right, and diagonal movement all = 1 MP
Action Points:	Unchanged
Offense/Defense Markers:	Unchanged: Sword=STR, Wand=WILL, Bow=DEX; Shield=Stat can be used for Defense roll
Tile Effects:	Unchanged
Explore Cards:	Not Used
Creeps:	Not Used. Might add a Variant that uses them later
Dungeon Keys:	Not Used
Pets:	Not Used. Might add a Variant that uses them later
Boss Timeout Effect:	Not Used
Augment & Dangerous:	Not Used
Support/Offense Actions:	Unchanged
Support/Offense/Emergency Potions:	Unchanged
Using/Sharing Potions:	Limit 1 per Hero per turn; Specifics in Part 1 under the Consul's and Heroes' turns
Affinity (+Equipment Affinity):	Unchanged
Area-of-Effect (AoE):	We allow diagonal AoEs where applicable, but it's never affected the game enough to really matter. Sweep becomes an arrow going away from the Model, and spray, lance, sweep, and cross all shrink when used by a Large Model diagonally; every other effect is easy to see diagonally (if applicable).
Control Effects:	Unchanged
Abilities (Shapeshift, Immunities, Berserk, etc.):	Since most of these are explained on the back of the cards that use them, they remain unchanged unless addressed under Miscellaneous Rules.

Rule Priority:	If anything has been clarified in this document, those rules take priority (such as Line of Sight or Teleport). Otherwise, the cards will have priority.
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Basic Combat Training

Available Actions

Basic Attacks:

Melee Attack: 1 AP: STR: Marked by a Sword next to the Model's STR, with a number that shows the attack's range.

Magic Attack: 1 AP: WILL: Marked by a Wand next to the Model's WILL, with a number that shows the attack's range.

Missile Attack: 1 AP: DEX: Marked by a Arrow next to the Model's DEX, with a number that shows the attack's range.

Support Actions:

Dash: 1 AP: Allows any Model to trade 1 AP for 3 Movement Points (I hold 3 MP to be about equal to 1 AP and have never liked Run because I've always felt it was too expensive for the effect).

Open Treasure Chest: 1 AP: Allows a Model in a space adjacent to a Treasure Chest to draw 1 treasure card and then remove the Treasure Chest from play...as long as the treasure card drawn isn't a Boo Booty (see Special Rules for [Boo Booties](#)).

Combat Rolls

Any time an Offensive Action is performed, this sequence must be followed:

1) Determine Line of Sight

"A model has line of sight when it can draw at least one straight line from any point on the intended target's square. Line of sight can be blocked by walls, enemy models, and corners where walls are on either side

"For larger models, line of sight cannot be blocked by enemy models except by enemy models that are also large-based.

"Characters with fly ignore other models when determining line of sight, as do all models targeting them. A model always has line of sight to itself."

The only exception to this is [Teleport](#), which does not consider enemy models to block line of sight.

2) Check Range

"To see if a target is within range, count the number of squares between the model performing the action and the target model including the square the target occupies. If the number is equal to or less than the action's range, the model may be targeted by the action. If the target is further than the action's range the model may not be targeted."

Think of the attack's range as the number of spaces a projectile can move. Range is counted just like movement.

Certain effects can affect range, so remember to take into account any auras or abilities that could shorten the offensive character's range (any model with Stealth reduces the range of any ranged attack performed against it by 3, for example).

3) Make an Offense Roll

After determining which dice will be used by the attacker for an attack, roll them. Count the total number of stars, attribute stars (the gray ones that are hard to remember), **hearts, and potions** (the heart+potion on the Green Die counts as 2); this is the total strength of the attack.

Critical Numbers (Hero/Super only): Anytime the total strength of an offensive roll is equal to 7, 12, or 15, the attack is critically effective **if** it hits (a critical attack may still be blocked, dodged, and even cause Backlash).

4) Target Makes a Defensive Roll

After determining which stat will be used (not necessarily ARM) and how many dice will be used by the defender, roll them. **Any hearts and potions rolled may be rerolled once.** Once that's been done, count any stars rolled and add any attribute stars to it: this is the total strength of the defensive roll.

5) Compare Results

Compare the total strength of the offensive roll against the total strength of the defensive roll. If the offensive roll is greater, the attack hits. If the defensive roll is equal to or greater than the offensive roll, the attack has been effectively negated and the sequence ends here (unless the defender had Backlash, in which case the attacker takes a wound).

6) Resolve Effects

If an attack hits, the defender takes a wound. If a Hero or Super rolled a **critical number** on an offensive attack that hits, the defender receives another wound.

If the offensive action was performed by a Hero and that Hero rolled a heart they may remove 1 wound or status effect from any Hero in the party. If the attack succeeded and they rolled a potion, the Heroes receive 1 potion that any hero in the party may receive. If they rolled more than one heart and/or potion, they may receive any 2 of their choice that are available but a monster will never drop more than two items (hearts and/or potions) per hit.

If any monster performs a successful offensive attack and rolls a heart^[EN: and/or potion?], the Consul may remove 1 status effect from any monster on the board. The Consul may only remove a status effect this way once per offensive roll.

Support Actions (Roll Required):

A support action that requires an offensive and defensive roll is performed the same way as an offensive action. The only difference will be in the results: no hearts or potions will be awarded even if the action is successful is successful and those symbols were rolled (though they still count toward the total strength).

{EXPERIMENTAL:} If a Hero or Super lands a **critical number** while using a support action that requires a defensive roll, that action hits regardless of what the defender rolls (Immunities still prevent whatever status effects the model is immune to from being applied).

Miscellaneous Rules

Boo Booties

Boo Booties are dangerous little monsters that entice treasure-hungry heroes by mimicking far more rewarding treasure chests. When the Heroes open a treasure chest and any type of Boo Booty is drawn from the treasure deck, that chest is replaced by a Boo Booty Model.

If the Hero that opened the chest has the ability *Luck*, however, that Hero may simply choose to shuffle the Boo Booty back into the deck. If that Hero draws 2 Boo Booties...well, they're out of luck and must choose which one they prefer to spawn.

Once the Boo Booty has been destroyed, the Heroes get to draw another treasure. Boo Booties can only spawn as a replacement for treasure chests and may never spawn when drawn after a Mini-Boss or Boo Booty is destroyed. If a Boo Booty is drawn this way, that Boo Booty card is sent to the bottom of the treasure deck and the next card is taken, which may be repeated until an actual treasure is drawn.

Backlash

Any model that uses an offensive action against a model with *Backlash* and fails receives 1 wound, regardless of the defender's attack range. Support actions that require a defensive roll do not trigger *Backlash*.

(I've decided to treat Backlash more like a "Reflect" ability than a true "Counter-Attack" ability. I wanted to keep it simple since this is the only ability like it in SDE, and I *think* this is what SPM intended.)

Shapeshift

A model with *Shapeshift* may choose to shapeshift during their Upkeep; a Hero may instead choose to shift during their Power-up Phase, but may not shapeshift twice in the same turn. If the new Model is a different size than its previous form, it must still be on a space it occupied before shapeshifting. To change into a larger form, there must be room for the new Model to be placed (ie. not inside a wall or obstruction); however, the shapeshifter may Push other models 1 space to make room for an otherwise legal shapeshift.

Status Effects

There are a few changes / clarifications to how status effects work in this document: those effects will be listed in **purple**. To state again, these rules take precedence over anything else printed when using this variant.

Bane: (Lowered Defence): "A model suffering Bane discards the highest result any time it makes a defense roll."

Fire: A model suffering Fire during its upkeep receives one wound.

Hex: (Lowered Offense): "A model suffering Hex discards the highest result rolled any time it makes an offense roll."

Ice: A model suffering Ice may not use unique actions. For a Hero suffering from Ice, this includes using potions, though this does not prevent that model from acquiring potions nor other heroes from using that model's potions if they are available to use.

(Why? 1) Frozen hands make it hard to open sodas; 2) Ice cold sodas taste the best.)

Immobile: "A model affected by Immobile may not move during its next activation."

Knockdown: "A model suffering Knockdown may not move or perform any other action until it spends 1 action point or all of its movement points to remove the Knockdown token."

Editor's Note: rules as written, Knockdown does not prevent Control Effects. When subject to a Control Effect, a model does not *move*, but rather *is moved* by the effect. Similarly, Immobile does not prevent movement points from being used to clear Knockdown: Immobile prevents *movement* but not the *usage of* movement points.

As using potions is a type of action, a model with Knockdown cannot drink emergency potions. Watch out!

Poison: If a model suffering Poison uses all of its Action Points during an activation, it receives 1 wound at the end of that activation.

Slow: A model suffering Slow cannot use the Dash action, and loses half its Movement Points (rounding up) when performing upkeep. If a model suffers Slow during its activation, it immediately loses half of its remaining Movement Points (rounded up) for the remainder of its activation. Movement Points lost to Slow are not recovered if the Slow status is removed mid-activation.

Variants

The majority of these options have never been tested but are designed as simply enjoyable alternatives, though some of them will adjust the difficulty level.

Editor's Note: a heading for Arcade Mode was written here, but it doesn't have any specifics and I have chosen to omit it; I might restore it based on the 2.0 Arcade rules but at that point I'm basically writing my own ruleset. That said, Arcade's "gang" system does seem like a good way to optimise Consul play in general...

Anti-Hero:^{EXP}

For the player who has plenty of Heroes but not enough Mini-Bosses to use the "Rude Supers" concept (or those who want even more to choose from), this variant lets a Hero fill the spot of a Mini-Boss. In order to do so, select a Hero to become the Anti-Hero and choose 1 piece of loot and 1 piece of treasure that raise different stats, and equip them on that Hero. That Hero now takes the place of a Mini-Boss, costing 4 skulls to summon.

Anti-Heroes cannot use potions. They also may only select equipment that raise STR, ARM, WILL, DEX, or their max hearts (treasures that provide extra moves are also allowable; I'm still considering abilities...). This variant is still in development.

Casual Mode:^{EXP}

Casual Mode allows the Hero to bring an extra Hero along with the party without adding an additional tile, spawn point, or Mini-Boss. So, for example, Casual Mode would allow for 4 Heroes to enter a dungeon set-up as if 3 Heroes were selected. The Heroes also receive an additional Princess Coin.

{I took this "Extra Hero" concept from GrauGeist's rebuild. I thought it was an interesting idea and wanted to try it out.}

Double Trouble:^{EXP}

Double Trouble allows the Consul to be controlled by 2 players instead of 1. To do this, simply allow one player to control all Supers (which will be in play as early as the second round) and the other player control all 8-/16-bit

minions. As the game progresses, the player controlling the Supers might exclusively control the Boss while the other player controls whatever other monsters are on the board. The responsibility could be split however the Consul players decide, just as the Heroes are splitting what could otherwise be a single player's role.

Also, there's far less book-keeping in this version than any official version, but it's still helpful to have multiple people tracking movements because of the simultaneous movement option available to the heroes. And this also allows a Consul more familiar with the game to teach another player unfamiliar with the Consul side of the game.

Pincer Assault:^{EXP}

In a 4- or 5-Hero Game, allow the Heroes to split up during the game setup and enter from 2 different doorways. This might be the recommended set-up for a 5-Hero Game, though I'm not sure when I'll ever be able to test it.

Unlimited Princess Coins: (↑ ↑ ↓ ↓ ⇐ ⇒ ⇐ ⇒ **B A START**)

The Heroes can revive and use the **New Player** option as often as they'd like without any penalties (please note: the Consul can still win if they eliminate all Heroes in a single round).

Known Issues that still need to be addressed:

"Shallow Grave" Spawn Points (and Von Drakk's revive):

The ability to revive monsters in the middle of the Consul's turn may create a problem, since a large number of monsters are able to spawn before movement each round. That could give rise to a situation where a whole Spawn Point is revived on top of other monsters entering play. For now, reduce any minion with Bone Pile to 1 AP for the remainder of the turn after being revived.