

WARS OF CRYSTALIA: A SUPER DUNGEON WARGAME



Aka. Super Land Arena DX
Current version: open beta 2.01 (02/26)
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What is Wars of Crystalia (WOC)?

WOC (lastly known as Super Land Arena DX) is a dedicated wargaming system designed for Super Dungeon Explore (SDE). It allows players to engage in competitive, narrative, or custom matches set within the vibrant world of Crystalia.

How many players can participate?

The core system is designed for 2 to 4 players, though it is easily expandable for custom scenarios and narrative campaigns.

What is the average game length?

You should plan for approximately one hour per player.

How does it differ from the original Super Dungeon Arena?

WOC uses the original Super Dungeon Arena ruleset as its foundation but elevates it significantly. I have:

Resolved all known errata and previously unanswered questions.

Rebalanced core mechanics to ensure fair competitive play.

Refined the experience by removing underdeveloped or "placeholder" rules.

What new features does WOC introduce?

Once the balanced foundation is established, WOC adds a deep layer of strategy and customization through new mechanics, including:

Unit Facing: Positioning now matters more than ever.

Factions: Synergies based on your chosen group.

Wrath Points: A new resource to swing the tide of battle.

Potion Assistants & More: Expanded tactical options for every encounter.

Do I need to print new components?

No. WOC is designed to be played using only the original game components. There is no need for "print and play" materials—just grab your collection, read the rules, and start playing.

- Before we start, you'll need:
 - *The SDE FK Classic Rulebook, the SD 2.0 rulebook and the SDA Rulebook. Also, it is imperative to play with the Community FAQ rules and fixes. Link to them here:*
<https://docs.google.com/document/d/1-p1VXieTRDnvwlfDGoMfxsYdHDET7qfsdzj7ddkZsYQ/edit?usp=drivesdk>
 - *Essential components to play Super Dungeon. The contents of a Core Box are enough.*
 - *Per player: 2 spawning points + Pool (If paired, take both), 1 Boss, 2 Leaders (1 Hero, 1 Mini-Boss), 1 Potion Assistant (1 Card from another hero not used)*
 - *A d10 for CHEST CHECKS.*

- **INTRODUCTION**

Wars Of Crystalia is a 2 player (expandable to 5) wargame system for Super Dungeon. Inspired in RTS games like Warcraft 3 and arena games like Dota.

It uses the Super Dungeon 2.0 components and rules, but has enough gameplay changes to call it a new experience.

¡Suit up, commander!

In WOC, you and your opponents will clash warbands in tactical push-and-pull battles over the vast realms of Crystalia.

Each warband acts in the name of a faction of Crystalia over the battlefield. Each of the factions has their own traits and weaknesses, and even their own public agenda they can fulfill to win.

Battles take place over different key spots of Crystalia called Warzones. While competitive matches will put you on mirrored Warzones, Narrative matches let you get creative with all the tiles on your collection.

¡Lead your Boss to victory and bring glory to your faction!

- THE FACTIONS OF CRYSTALIA



Deeproot Forestfolk:

Treefolks, Elves and talking animals always lived peacefully in the Deeproot forest. But to live peacefully is not to be weak.

The Deeproot Forestfolk Faction uses the power of the mother tree to slow enemies with vines and gather the amber over the air to refill potions quicker.

Sadly, no Deeprout Forestfolk is immune to fire. In fact, maybe the contrary.

Their goal is to end war by reuniting with the mother tree. It's just a simple ritual of holding hands, really.



Royal Army:

Always fighting to secure the reign and the prophecy of the five sisters, Crystalia's Royal Army is well-prepared and well-armed.

The Royal Army's tactics allow them to aim well and hit hard. Simple as that.

But all armor has weak spots... So, the Royal Army must always keep an eye on the enemy, being careful not to get stabbed in the back.

Their goal is to reunite the Crystal Fragments. They are more important than any war. Gathering them may mean a retreat for the army, but also a victory for Crystalia.



Realm of Dragonback Peaks:

The Great Dragon, Starfire, circles above a decaying wasteland that was once a peaceful, thriving home to many races. Now, nothing remains but twisted creatures and the dragonkin, all seeking chaos for its own sake.

To those sworn to the Peaks, Starfire grants a terrible gift: total immunity to flames and the power to emanate fire from their very souls, scorching the battlefield with every step.

However, this chaotic power demands a price—their ability to heal is stunted, sacrificed to fuel their eternal inner flame.

Their goal is simple: to watch the world burn. They seek to raze the warzone and expand their charred dominion.

Matches take place in Warzones, points of interest

between 2 players (in WARZONES of 4 mirrored tiles or an ARENA COMPETITIVE WARZONE) in COMPETITIVE PLAY matches.

- In NARRATIVE PLAY matches... You put the limit to both player and tile count! Just make sure to make an interesting scenario to battle on. It doesn't have to be balanced, just pretty and full of magic. (However, follow the 2 tiles per player recommended amount during your first NARRATIVE PLAY sessions)

- **OBJECTIVE OF THE GAME** 🎯

To win in WOC, you must be the last player with a BOSS in play or still to be released.

So, your main objective is to kill all enemy BOSSES!

In 3+ player matches, treachery, alliances and dirty talk is allowed and encouraged.

If your BOSS gets destroyed, you must remove the rest of your UNITS and SPAWNING POINTS from the Warzone. You're out of the game, but the game continues if 2 or more BOSSES are in play or still to be released.

If all of your UNITS and SPAWNING POINTS get removed from the WARZONE before spawning the BOSS, you still can spawn it (during your next turn) and try to balance the game to your favor.

- **HOW TO MOVE UNITS IN SLADX:**

UNITS in SLADX move square by square, ONLY ORTHOGONALLY. You can't move diagonally in this game.

You can move through ALLIED UNITS, but not end your movement in an occupied space. You CAN'T move through ENEMY UNITS.

2*2 and bigger UNITS follow the same rules as "squeeze" does, + fixes writed on the Community FAQ Rules about when and how they suffer terrain effects.

- **CREATING YOUR WARBAND** 👥

Armies in WOC are called WARBANDS.

Given all players use the same configuration when building a WARBAND, they should be more-or-less balanced with each other.

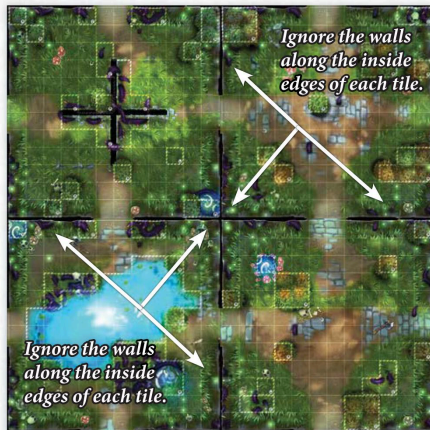
A DX WARBAND consists of:

- One (LEADER) HERO.
- One POTION ASSISTANT. (See Potion Assistant)
- One (LEADER) MINI-BOSS.
- 2 SPAWNING POINTS or ACTIVE SPAWNING POINTS + associated monster pools. (You can choose between 2 Paired Spawning Points or 2 Standalone Spawning Points, but never split paired spawning points).
- One BOSS.

- **WARZONE SETUP** 🌴

Each player rolls for initiative with a blue, a red and a green. The player with the most stars gets it. Do not count special icons on the die for this roll. Repeat ties if necessary.

1. PREPARE TRAP DECK: Take all TRAP card from your explore deck, and shuffle them. Discard rest. This is now the SLADX TRAP DECK.
2. CREATE WORLD: For a narrative and casual game: Each player starting with the initiative player and going clockwise places 2 tiles of their choosing (Remove ones that may result too awkward or unbalanced to battle on. Feel free to discuss.) in any way they want, but connected to tiles already placed, touching the highest number of tiles possible, and connected by at least 5 squares of other tiles. Dungeon Exist don't have to match between tiles, as interior walls crossing tiles in SLADX don't exist. You only have to match squares. Consider the outside of the tiles as a walls.



OR: For a more balanced and more competitive game or even league play, select one of the arena boards. For all Arena boards, consider the indicated red marks on the sides of the following pictures as DUNGEON EXITS. Divide the boards in 4 spaces, and treat them as individual dungeon tiles for trap check purposes.

THE FOREST:



Put one random TRAP Card from your SLADX TRAP DECK face down at the side of every tile used. Store the rest of unused TRAP cards. They will not be used for the rest of the game.

3. PLACE CHESTS: There must be one chest placed on every tile used. By initiative order, each player must place a Chest miniature or token on any available, free, and with no tile effect square of a Tile without a Chest, at least 10 squares away from any Dungeon Exit.
4. ESTABLISH ATTACKER: Roll again for initiative. Roll again ties. The winner chooses if they want to be the Attacker or one of the defenders. The attacker acts first, but

chooses Deployment last. The defender/s will deploy first, in clockwise order until reaching the Attacker, but will attack later.

5. **DEPLOY UNITS:** From last defender to Attacker and in clockwise order, place one of your 2 Spawning Points adjacent orthogonally a dungeon exit. The player on your left will do the same, until all Spawning Points are deployed. You must deploy your Spawning Point 2 Dungeon Exits away from any other Dungeon Exit with a Spawning Point placed. Then and following the same order, each player places their Hero 5 squares away from one of their Spawning Points, and with FULL LOS to it. Lastly, players take turns following the same order placing up to 4 units (following Spawning Rules) on each ONE of your Spawning Points, from each respective Spawning Pool. This does not damage any spawning point, as it's not a spawn but part of the deployment. Freely decide facing for every unit placed in the setup.
6. **DRAW STARTING EQUIP:** From last defender to Attacker and in clockwise order, each player draws 3 random treasure cards, keeps one in the Backpack and equips it to a unit at that moment if they wish. Non-selected Treasure cards go to the Treasure discard pile.
7. **GET INITIAL WRATH AND COIN:** Every player puts 1 WRATH POWER token and 1 PRINCESS COIN token on their hero card. (Plus the usual starting potion)
8. **ATTACKER STARS, AND WAR BEGINS!** Play in clockwise order.

Example WARZONE SETUP for 2 players, with a casual/narrative scenario:



- **GAME TURN 1**

- In your turn, first:

- Generate 1 WRATH POWER, if you have at least one LEADER alive and on the WARZONE, except during your first turn. Then, SCAVENGE (Draw 1 loot card to your backpack for free).

Then, you can choose to do one of the 4 following phases:

- Spawning phase: See "THE SPAWNING PHASE".
- Hero phase: Activate Hero + up to 3 skulls worth of monsters.
- Warband phase: Activate up to 6 skulls worth of monsters.
- Wait (Don't do anything.)

Proceed when you're done with the Power-Up phase. The PU Phase has 4 steps:

1. Remove ACTIVATION CRYSTALS.
2. Apply SCENARIO PU RULES if any. No scenarios at the moment, but feel free to create your own :)
3. Get REWARDS.
4. Buy TREASURE.
5. Equip ITEMS.
6. Manage EQUIPEMENT POPPING.

When you finish your PU phase, the turn of the player on your left starts.

Every time you finish the activation of a unit, place an ACTIVATION CRYSTAL (colored gem token) to indicate that the unit has acted. This way, you can count easily how many SKULLS and individual units you have used. Remove them during the "Remove ACTIVATION CRYSTALS." step of your PU phase.

- **BUY TREASURE** 

- You may discard 5 Loot and/or Treasure Cards (In your backpack, and except CURSED items) during the "Buy TREASURE." step of your PU phase to draw 3 random Treasure Cards and keep one of them in your Backpack. Discard the rest.

- **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, select one of the following options:

- * Bring a dead Hero to the table as if it was a unit from your spawning pool, plus all other units you wish from that spawn pool. (This costs a PRINCESS COIN. Discard a PRINCESS COIN token.)
- * Bring a Mini-boss if unlocked or if dead, plus all your dead units from that spawn. (Second time selecting this option costs a PRINCESS COIN. Discard a PRINCESS COIN token.)
- * Bring only your units from your spawning pool for that spawn. (This action does not require PRINCESS COINS.)

Also and ONLY WHEN TRIGGERED, in the SPAWNING PHASE, you must:

* Spawn BOSS: Select a DUNGEON EXIT with no SPAWNING POINT/ACTIVE SPAWNING POINT adjacent orthogonally to it.

The BOSS has to be able to spawn fully within squares without terrain effects, fully orthogonal to the DUNGEON EXIT open side. If none of these conditions apply, you have to select another DUNGEON EXIT to spawn the BOSS on.

Before you place your BOSS, you MUST do this attack if any UNITS are in the space of the DUNGEON EXIT, dont letting the required free spaces for the BOSS to appear:

BREAK IN EXPLOSION! (Offensive Action) (Deadly): 20STARS / SWEEP4 / PUSH7 (Count all the DUNGEON EXIT open side as a UNIT when making this action).

Once resolved, place your BOSS unit. Then, apply the "BOSS FIGHT" event for that boss. The BOSS and any other UNIT put in the table by the effect of the "BOSS FIGHT" card will gain IMMUNITY until that next player turn.

(This action does not require PRINCESS COINS.)

IMMUNITY: You can't aim actions to this UNIT. You can't damage, move or give status effects to this UNIT.

- You choose the facing of each unit, when spawning.
- You cannot spawn a combination of LEADERS together, in the same Spawning Phase.

PRINCESS COINS are the way the players have to revive their LEADERS, just like in an arcade game. You only have one princess coin, so think carefully. SPAWNING a LEADER to the WARZONE will usually take one PRINCESS COIN.

The Spawning Phase has a special rule that triggers when unlocking the Boss:

- **When the conditions to unlock your DX WARBAND Boss are reached, you MUST choose in your next turn to do a Spawning Phase, and choose the Deploy Boss option.**

- **UNLOCKING UNITS** 

- Your Mini-Boss is unlocked once one of your Spawning Points or Active Spawning Points gets destroyed. From that point on, you can Summon your Mini-Boss in any Spawning Phase.
- Your Boss is unlocked if your Mini-Boss is removed once from the board, or both of your spawning points get destroyed. From that point on, you must Summon the Boss in your next turn.
- The Boss comes through a dungeon entrance, following Boss Spawning rules (See "The Spawning Phase").

- **ENEMY DROPS** 

- By getting HEARTS on dice after a successful hit with any UNIT, you can remove one damage (MONSTER, LEADER or BOSS, not Spawning Point or Active Spawning Point) or Status Effect from any other FRIENDLY UNIT for each HEART result.

- **REWARDS AND BACKPACK**

- You get one (random) loot card for every 3 8-bit enemy UNITS removed from the board by the action of your dice, and per every 16-bit UNIT. Those 8-bit UNITS will stay on your Backpack until the amount to draw a card is reached in your PU phase. Then, return those Monsters to your enemy's Spawning Pool and draw a Loot Card.

You get 2 loot cards every time you kill an enemy LEADER and remove it from the board, by the action of your dice.

- There's no limit to how many LOOT/TREASURE cards you can draw per turn.
- There's no limit on the total of LOOT/TREASURE cards you can have, equipped or on your backpack. (But they have to follow Popping rules).

- **EQUIPMENT POPPING:** 

There are some instances in which items will be removed from your units when equipping other ones. This is called "Popping". Mastering the Popping will take your DX WARBOARD to another level. In the end, it's the way you have to evolve your units.

Popping is managed in the "Manage Equipment Popping" step of your PU Phase.

- 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.
- Equipping a Dual Spawning Point with a Treasure Card will give benefits to all its Spawn Pool, and both Spawn Points.
- Every unit can only benefit from the effects of 1 Treasure Card, and no more. If that unit has the effects of a Treasure Card given by its Spawning Point or other Spawning Point, it will not be able to equip any other Treasure Card until the one in the Spawning Point is removed: If you equip a Treasure Card on a unit with the effect of a Treasure Card given by a Spawning Point, the card on the Spawning Point will be destroyed.

REMEMBER THIS:

*You can only put equip cards to units already in the warzone (Except CURSED. Check CURSED ITEMS). (It makes no sense to get loot to equip someone that is not even there) so try to keep some good loot for when your Mini-Boss or Boss arrives!

*Spawning points and Active Spawning Points can only be equipped with Treasure Cards.

- **CHESTS** 

- While adjacent (orthogonally) and facing a chest, you can use an Interact Action (1AP) to try opening it. Roll a d10, and **add to that the number of stars rolled by the dexterity of the unit opening the chest**. Everytime you are instructed to roll the table again, you must reroll both the d10 and your dexterity. The maximum result is 10. Any result above 10 will be considered as being a 10.

1. ¡BOOM! A big explosion occurs.
Deal an Aura 2 attack of 5 stars to every unit within range. Lose all Cards won from this chest, if any.
2. A vapor emanates from the chest. It smells strange...
All units within Aura 2 gain a random status effect. Roll the status effect table and apply that status to all units inside. Discard the chest. Lose all Cards won from this chest, if any.
3. It's a Mimic!! Run!! Draw a random Mimic card and place that unit in the place of the chest. The player on your left takes that Mimic's card, and does a free turn with the Mimic, then your turn proceeds. From that point on, the mimic is in control of the player on your left as if it was a monster from their DX WARBOARD. The warband that destroys the mimic puts it on their backpack and will receive a Treasure Card on their Power Up phase, discarding the unit from the game. So, catch it!

4. Totally empty... Discard chest.
5. Tasty, a sandwich! You gain 1 heart, then roll on the status effect table for that unit. You might use on any of your units as if you got the heart from a die in a winning roll. Discard the Chest.
6. ¡A potion! But wait, there's something else here... Your Warband's hero gains a potion if on the battlefield. You can choose to roll the table again, or discard the Chest.
7. A trapdoor? Where does it lead?
The player on your right chooses another unopened chest. For the rest of the game, this 2 chests are Trapdoors that can be used by any unit no bigger than one square (and cannot be opened for treasure). While adjacent and with LOS to one of those Chests, you can use the Interact Action (1AP) to travel to any square adjacent and with LOS to the other Chest. Turn over the chests to indicate they are now trapdoors. If there are no unopened chests to be selected, roll the table again.
8. What were you doing here? Place an eligible unit (Except LEADERS) from one of your Spawning Pools that is not on the board, adjacent orthogonally to the chest. If there is no space to spawn the unit, no unit will be spawned. Discard the Chest.
9. Hey, something shiny! Draw a Loot Card. Discard the Chest.
10. WOW, A RELIC!! AND WHATS THAT OTHER THING?? Draw a random Treasure Card. You can choose to roll the table again, or discard the Chest. If this is your second time rolling this result, draw the card but discard the chest without rolling.

Each time you are instructed to roll the status effect table, roll just a d10.

Status effect table:

1. Unit/units get Fire
2. Unit/units get Fire
3. Unit/units get Poison
4. Unit/units get Poison
5. Unit/units get Slow
6. Unit/units get Ice
7. Unit/units get Knockdown
8. Unit/units get Hex
9. Unit/units get Bane
10. Unit/units get Immobile

Units can draw LOS through chests. Units cannot move through chests (this applies anyway if you use miniatures or tokens for chests).

A unit cannot open chests if adjacent and with LOS to an enemy unit.

- I got a FAMILIAR, PET card or a MIMIC. ¿What about it?

Pets are not used in SLADX. MIMICS will only appear in CHEST CHECKS.

You should prepare the SLADX ITEM and TREASURE decks beforehand just as described in the last Super Dungeon rulebook, but change all FAMILIAR, PET or MIMIC cards for regular ITEM or TREASURE cards.

- **GODESS PROTECTION** 👑

Everytime a UNIT with 0 STARS defense needs a defense check, you gain 1 free blue die to defend with. If that unit is granted defense of any kind (STARS OR DICE) by the effects of an

item card, the GODESS PROTECTION vanishes. *(Is a goddess's duty to take care of the unlucky.)*

Also, all Spawning Points gain +3 green die defense permanently.

- **BOSS TIMEOUT** ⏳

If the life of your boss reaches less than half, they timeout triggers! Stop for a moment the current turn, and proceed with the SLADX timeout:

1. Remove all status effects from the Boss if any.
2. Apply Timeout Effect listed on the card.

- **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 FULL LOS 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.

- Remember that Spawning Points and Active Spawning Points might NEVER remove wounds, in any case.

- **ABOUT INSIGNIFICANT MONSTERS** 🐣

- While Insignificant Monsters do have Skull Points, in SLADX they are considered to have 0 and can be freely activated in any Hero or Warband Phase, even in both, but not in the Spawning Phase.

- **POTION ASSISTANTS** ☕

In SLADX you can't use Arena Potions like in SDA. 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) under your Hero's card, showing only the potions it has. Your Hero might now use every potion listed on your Potion Assistant card during the match. Once a Potion Assistant is selected, you can't change that card in any way during the match

- **DX EMERGENCY POTIONS** 🆘

Emergency Potions listed on your Hero Card and on your Potion Assistants Card can be drunk by ANY unit on your DX WARBAND, and only during your OPPONENT'S TURN. Remember that, in doing so, you must always discard the number of potions needed to drink the potion from your Hero's Card, and you are still limited by the quantity of potions your Hero can take.

- **CURSED ITEMS** ☠️

- Items with CURSED **must** be equipped during Power-up, to any of your LEADERS alive and on the WARZONE, discarding the item it had there if any (even if CURSED).

CURSED cards can only (and must) be removed when the LEADER that wears it is destroyed. If at the moment you get a CURSED card there are no FRIENDLY LEADERS on the WARZONE, nominate a FRIENDLY LEADER, and put that CURSED card over that LEADER. You must equip the CURSED item to that LEADER in your next Equip Items step from your PU phase. Discard the card on that slot if needed, and apply POPPING regularly.

- **WRATH POWER** 🐼

WRATH POWER is the energy Crystalia LEADERS generate while engaged in the battlefield, by the sheer adrenaline of the fight. It allows them to boost the morale of their troops and/or give them quick guidelines for attacking, defending or doing a skill check of any kind better. Studies show it's somehow related to the Consul's dark magic.

Each player starts the match with 1WP, and can generate one more every start of turn (In the "Generate WRATH POWER". phase). To generate WP, you need to have at least one LEADER from your DX WARBAND, alive and on the WARZONE. Consider as LEADER units HEROES and MINI-BOSES. BOSES are not LEADERS. *(They're too bulky and dumb. Their terror is spread only by force)*. You can spend a WP at any given time to reroll one of your dice, and only one, in any kind of situation that requires a die rolling.

Indicate the number of Wrath Power with Wrath Tokens, at the left side of your Hero card. Having 2 leaders alive and on the WARZONE will not generate 2 WP. You can generate only 1 WP per turn.

Wrath Power allows you to reroll one of your die of any kind, and can be used anytime (even multiple WP could be used on one single die if not getting the desired result).

Max WRATH POWER a DX WARBAND can have at the same time is 5.

Additional uses for Wrath Points will be released as the game evolves.

- **SPECIAL SLADX ACTIONS ?**

1AP SLADX ACTIONS:

- **Dash** (1AP): You can only do this action once per unit activation. Add 2 more movement points to that unit.
- **Change facing** (1AP): Rotate your unit to face any of the 4 axes.
- **Trade** (1AP): You can only do this action once per unit activation. Give, receive, or change one or more item cards from the backpack of a player which one they units adjacent and with LOS to the unit you used this action with.

2AP SLADX ACTIONS:

- **Search traps** (2AP): While fully within a tile, make a willpower test with that unit. If it gets 5+ stars the unit detects the tile's trap. Flip the corresponding Trap card for that tile, and place the indicated trap tokens wherever you like, inside that tile, touching at least a tile with los, and fully within spaces with no terrain effect, nor crossing walls. You can place traps directly under enemy (or allied) units, so they will make effect next time they activate. (Remember that it only activates once you enter a Trap square or any square adjacent to the trap, and with los to it. And it can still be deactivated by a dexterity check vs the trap's defense, from 2 squares with los away.)

You can only detect one trap per tile. Once the card corresponding to that tile is flipped, this action is useless in that tile. A unit cannot do this action if adjacent and with LOS to an enemy unit.

- **Meditate** (2AP): You can only do this action once per unit activation. You can do this action only if you don't have LOS to any enemy unit. Restore 1 heart to this UNIT.

- **Retreat!** (2AP): If adjacent orthogonally to a dungeon exit, you can use this action to remove that unit from the board and put it on your spawning pool again. Remove all wounds and conditions. LEADERS and BOSSES must never retreat (They are too egoistic). A unit cannot do this action if adjacent and with LOS to an enemy unit.

- **Smokebomb** (2AP): You can do this action only if no enemy units see you (have LOS to you and face you). Place that ALLIED UNIT touching orthogonally to an allied Spawning Point, only if you still have and there is available space, on a space without terrain effects. The unit preserves wounds and effects.

● **COVER RULES**

When doing actions at range from a UNIT, that UNIT must have LOS to the objective unless otherwise specified. LOS is checked by drawing a line from one edge (of your choosing) of the square of that unit to any of the edges of the one you're targeting. If that line doesn't cross any kind of terrain that blocks LOS, walls, or enemy units, you have LOS to the target. If when checking LOS you can draw from the chosen edge a line to all 4 edges of the square/s your enemy unit is on, you have FULL LOS.

Instead, if you can only draw a line to 1, 2 or 3 edges, that model is considered to be just in LOS, and also in COVER.

Doing actions to a model in cover is a lot more difficult. When rolling actions targeted to a model in COVER, you must discard your lowest successful roll (being successful if showing any number of stars).

Note that:

- In Area Effects apply the same ruling, except that enemy units are not considered to block LOS in this case.
- In Burst attacks, check cover from the unit targeted (once hit) for the rest of the units in the affected area.
- Friendly UNITS never block LOS.

● **ABOUT FACING**

SLADX uses a 4 axis FACING SYSTEM, just like in classic video games like Zelda or Pokémon. A UNIT always faces the direction it's moving into. However, it can change facing for free everytime it uses an action, and just before doing it (even actions that do not require a target can be used to change facing). Units must FACE the ENEMY UNIT they are targeting the action to. Remember that a UNIT can also spend 1AP to Change Facing.

- Doing an action to a ENEMY UNIT from BEHIND grants 1 free red die in the check.
- Doing an action to a ENEMY UNIT from the SIDE grants 1 free blue die in the check.

To establish what is the Behind of a UNIT, draw an imaginary line from the back of the unit and vertical to the facing axis. All units fully crossing that line from the back of the UNIT are considered to be BEHIND it.

● **SLADX SPECIFIC CHANGES**

Given some abilities and wording on the cards is thought for SDE games and make no sense in PVP scenarios, this game needed to fix and change many of them. This list

includes all acknowledged card changes that pop up during gameplay. This list is incomplete, so if you find any more weird interactions, feel free to let me know.

ABILITIES:

>Backlash: If a FRIENDLY UNIT targeted by an offensive action possesses Backlash and wins the defense roll, the UNIT making the offense roll suffers one wound. A PLAYER may not draw TREASURE for destroying a UNIT due to Backlash, so don't put the destroyed UNIT on your Backpack to get treasure.

>Bob-omb!: If another UNIT activates after your LEADER, during the same turn, that FRIENDLY UNIT gains +1R to the first offense roll it makes that activation.

>Fixable: When removing wound tokens from a UNIT with Fixable as a result of a support action remove 1 additional wound token.

>Grabby: A ENEMY UNIT That is adjacent to a FRIENDLY UNIT with Grabby may not move.

>Territorial: A UNIT with territorial gains +1 blue die to offense rolls while fully within a tile that has at least ONE SPAWN POINT of its DX WARBAND.

- **ABOUT CARD WORDING** 

¿A card seems to still not make sense in SLADX? Refer to this quick wording guide to translate the effects of said card to the SLADX system. (Check first if the specific card or ability is referenced in the SLADX SPECIFIC CHANGES list, then if not listed refer to this list).

Switch the first words for the second ones when reading any card:

MODEL = UNIT

HERO = LEADER UNIT

In depth:

MONSTER AND SPAWN POINT CARDS:

*Monster or Spawn Point cards referencing other Monsters: When a Support Action of a Monster or Spawn Point Card specifies that it aims another Monster, it's only aimed at FRIENDLY MONSTER UNITS, not enemy monster units, and not friendly LEADERS, BOSS or STATIC SPAWNING POINTS.

HERO CARDS:

*Hero cards referencing other Heroes: When a Support Action, a Potion or an Ability of any kind from a Hero card specifies that it aims another Hero, you must instead aim another LEADER OR BOSS UNIT.

ABILITIES:

*ABILITIES referencing enemy HEROES: Instead, refer to enemy LEADER UNITS.

*ABILITIES referencing friendly HEROES:

Instead, refer to friendly LEADER UNITS.

TRAP CARDS:

*Trap cards referencing Heroes: When referencing Heroes, instead refer to ENEMY LEADER UNITS.

STEALING:

*When cards make you Steal loot or treasure cards, they can only be stolen from your opponent's BACKPACK.

- **TIPS AND TRICKS:**

- Too many Casters? SLADX could create some funky Augment scenarios. It's recommended to use some unused tokens (For example, Key Tokens from FK) when units that cast Area Effect Actions do so. That way, you can remember to end its effects when activating that unit again.

- As soon as you unlock the Mini-boss, spawn it fast. Remember that having no spawning points to spawn on will make you unable to release your Miniboss for free the next turn.
- Leaders are key, not only to get WRATH, but to destroy spawn points.

*INTERNAL NOTES, DO NOT READ: Add exploring dungeon exists for loot ruling, with his own d10 table. Add 2 on 2 modes (you can only do a trade action with your partner). It can be cool to also implement the "keep dashing" mechanics, like in bloodbowl. Like, you can keep advancing one square at a time at the direction you're facing, but for each square you advance you roll a blue. With a star, that unit falls and will end its activation. You'll have to get up that using using all its activation next turn, and while on the ground every offensive action to that unit gets a free red. (but still defends)
"army archtypes" will get, plus their ways of spending wrath points, an exclusive single use overpowered potion*