

# SUPERDUNGEON ARENA





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## WELCOME WARRIORS

Super Dungeon: Arena is an alternative game mode for players to use with their collection of Super Dungeon models. In Super Dungeon: Arena, two players each take control of a mighty warband consisting of one Hero, one mini-boss, two spawning points, and the spawning points' associated monsters. These warbands then do battle against one another in a challenge known as a scenario. Each scenario has its own unique rules and

victory conditions, which require a warband to use its abilities and strengths in new and clever ways.

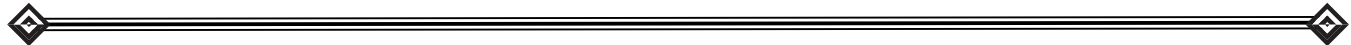
One of the most exciting aspects of Super Dungeon: Arena is it allows Heroes and monsters to team up, creating all new strategies and synergies which would never occur in normal games of Super Dungeon Explore or Super Dungeon Legends.



# WHAT YOU NEED TO PLAY

In addition to the contents of this box, players require enough models to build two warbands, each consisting of:

- 1x Hero
- 1x Mini-Boss
- 2x Spawning Points OR
- 1x Paired Spawning Point
- Classic Game Cards



Super Dungeon: Arena Rulebook



Double-sided Arena Game Board



3x of each crystal color  
Crystal Tokens



1x of each crystal color  
Crystal Cluster Tokens



42x Status Effect Tokens  
6 each of: Hex, Bane, Slow, Ice, Fire, Poison, Knockdown.



Arena Champion Model & Game Card



16x Super Dungeon Dice



4x Control Zone Tokens



31x Wound Tokens



6x Potion Tokens



12x General Effect Tokens



6x 5-Point Tokens



14x 1-Point Tokens



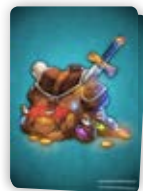
52x Loot Cards



42x Treasure Cards



7x Tile Effect Cards



2x Backpack Cards



4x Scenario Reference Cards



2x Player Turn Reference Cards



# GAME TERMS

There are several game terms players must be familiar with before beginning the game. Since Super Dungeon Arena is an alternate game mode for Super Dungeon Explore, a few modifications to some existing game terms which may appear on cards must also be made. When this is the case, they are addressed in the relevant rules.

## DISCARD

When a player is required to discard a card, place the card face up on top of any previously discarded cards, next to the card's deck. When a player is required to discard a token, place the token in the token pile with the other tokens which are not currently in use.

## DRAW

When a player is required to draw a card from a deck, the player takes the top card from the specified deck. When the last card of a deck is drawn, players immediately shuffle the deck's discard pile and place it face down to create a new deck.

## FRIENDLY & ENEMY

Some abilities and effects refer to friendly or enemy models. Any model in a player's warband is friendly. Any model in the opposing player's warband is an enemy.

## MONSTER

All models, except spawning points, pets, and Heroes, are collectively referred to as monsters.

## OPPOSING PLAYER

A player's opponent is referred to as the opposing player.

## PARTY

When a model has an ability or game effect which affects the party, it affects all models in the model's warband.

## SPAWNING POOL

All models in a player's warband which are not currently on the arena are called the spawning pool.

## SPEND

Some game effects require a player to spend points, cards, or tokens in order to trigger the effect. When spending points, the player must keep track of how many points have been spent, and may not spend more than the total points the model has available. When spending cards or tokens, the required number and type specified must be discarded in order to trigger the game effect the player wishes to perform.

## WARBAND

All models controlled by a single player are a warband. A warband consists of one Hero, one mini-boss, two spawning points, and the spawning points' associated monsters.





# GAME CARDS

Cards are used in Super Dungeon: Arena to show each model's capabilities in the game. Make sure each player clearly understands how to read their cards before beginning the game. The diagrams provide an overview of how to read a model's card. When necessary, further details on the use of these cards and other cards will be provided in relevant sections later in the rules.

Every model is represented by a game card. Most elements of Hero and monster cards are identical, any differences are called out specifically.

## HERO CARD

**NAME:** The model's name.

**TYPE:** The model's type. Some game effects only affect specific model types.

**EQUIPMENT SLOTS:** Each Hero has four colored-crystal equipment slots where they may equip loot and treasure cards. In SD: Arena mini-bosses and spawning points may also equip equipment.

**AFFINITY:** The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

**ABILITIES:** Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

**UNIQUE ACTIONS:** Actions only the model may use. Spend the number of action points shown to use the action.

- Red actions are **offensive actions** and cause a wound.
- Blue actions are **support actions** and do not cause a wound.

**MOVEMENT POINTS:** Spend one point to move one square.

**ACTION POINTS:** Spend action points to perform Basic Actions listed on the Player Turn Reference Card or Unique Actions listed on the model's own card.

**ATTACK ICONS:** An attribute with an attack icon may be used to make a basic attack combat action. The number is the range in squares.

- Melee Attacks** use **STR**
- Magic Attacks** use **WILL**
- Missile Attacks** use **DEX**

**DEFENSE ICON:** An attribute with a defense icon may be used when making a defense roll.

**POTION QUANTITY:** The maximum number of potion tokens a Hero may have. (Heroes only.)

**HEARTS:** When a model suffers a wound, put a wound token next to the model or on its card. Once the number of wound tokens acquired equal the model's hearts, the model is destroyed.

**POTION:** Drinking a potion grants the model a free unique action of the same color as the potion. Spend the number of potion tokens shown to drink a potion. Green potions grant blue support actions, but may be used during the opposing player's turn! (Heroes only.)

**ATTRIBUTE DICE:** Roll the color and number of dice shown when making action rolls. If the attribute has a ☆ star, add the number in the star to any roll made using that attribute. If the attribute only has a star, the number is always considered the result of the model's roll for that attribute.





The Backpack is where you place unequipped loot and treasure cards.



The Player Reference cards lists your basic actions, arena potions, turn summary, and scenario summaries.

# MONSTER CARD


**NAME:** The model's name.


**TYPE:** The model's type. Some game effects only affect specific model types.

**ABILITIES:** Special Abilities the model possesses. Abilities' rules are on the back of the model's card.

**AFFINITY:** The color of Goddess Crystals the model has affinity with. Some game effects only affect specific affinities.

**UNIQUE ACTIONS:** Actions only the model may use. Spend the number of action points shown to use the action.

 Red actions are **offensive actions** and cause a wound.

 Blue actions are **support actions** and do not cause a wound.






**ATTRIBUTE DICE:** Roll the color and number of dice shown when making action rolls. If the attribute has a ☆ star, add the number in the star to any roll made using that attribute. If the attribute only has a star, the number is always considered the result of the model's roll for that attribute.


**PLATFORM:** A monster's platform can affect when it can be spawned or activated, as well as if it is affected by certain game effects. (Monsters only.)

**MOVEMENT POINTS:** Spend one point to move one square.

**ACTION POINTS:** Spend action points to perform Basic Actions listed on the Player Turn Reference Card or Unique Actions listed on the model's own card.

**ATTACK ICONS:** An attribute with an attack icon may be used to make a basic attack combat action. The number is the range in squares.

-  Melee Attacks use **STR**
-  Magic Attacks use **WILL**
-  Missile Attacks use **DEX**

 **DEFENSE ICON:** An attribute with a defense icon may be used when making a defense roll.

**SKULL POINTS:** The number of skull points the model is worth. A player may only activate four skull points worth of monsters in a turn. (Monsters only.)

**HEARTS:** When a model suffers a wound, put a wound token next to the model or on its card. Once the number of wound tokens acquired equal the model's hearts, the model is destroyed.



# GAME SETUP

## 1. BUILD WARBANDS

Each player creates and controls their own warband. A warband consists of a Hero, a mini-boss, two spawning points and the spawning points' associated monsters. Either two spawning points or one set of paired spawning points may be selected. Each player controls every aspect of their own warband, deciding attacks, movement, and who may drink their powerful potion.

When selecting models, try to build a balanced warband. A good mix of offense types, healing ability, and unique actions will help ensure victory.

## SELECT HEROES

Each player selects one Hero to lead their warband.

## SELECT MONSTERS

First, each player selects a single mini-boss to join their warband. Next, each player selects two spawning points. Each spawning point's game card lists the type and number of monsters that are added to the spawning pool.

Some spawning points only come in pairs of two. These are called paired spawning points. Paired spawning points count as both of a player's two spawning point choices. When one is selected, the matching second spawning point listed on the card must be selected as well. The monsters added to the spawning pool listed on the paired spawning points' card is for both spawning points combined.





## 2. SELECT PLAYER ONE & PLAYER TWO

Each player rolls three blue dice. The player who rolls the most stars is player one. The player who rolls the fewest stars is player two. Reroll in the case of a tie.

## 3. CHOOSE THE ARENA

The arena is where your battles are fought. Players may choose either side of the arena gameboard to play.

Player's should both familiarize themselves of the following elements on the arena:

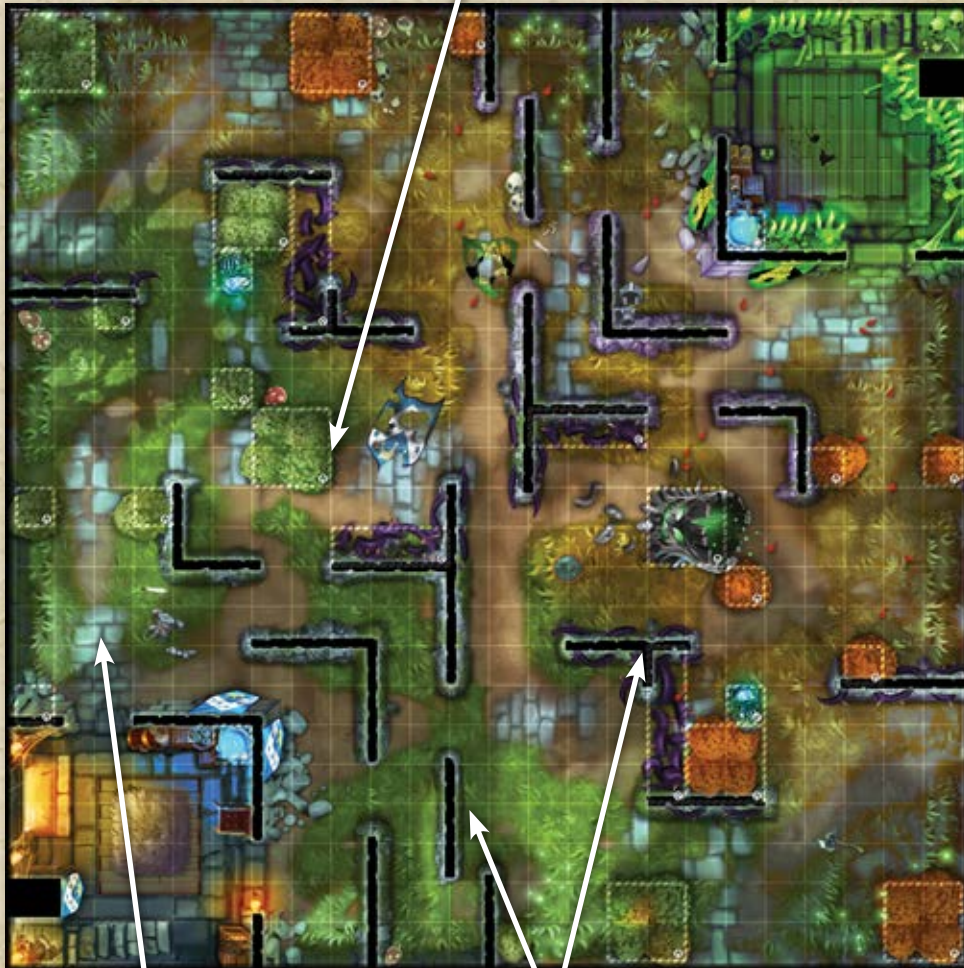
### SQUARES

The arena has a grid of squares on it. Squares are used for movement, range, and determining area effects.

A model may never move into or through a location on the arena that does not have a square. Likewise, no action or ability can affect a location that does not have a square.

### TILE EFFECTS

Some squares have unique effects, called tile effects. Squares with tile effects have a grey hatched border and an icon that represents the effects of the square. Each tile effect is detailed on a card.



### OPEN SQUARES

Squares that do not have a tile effect are called open squares.



### WALLS

Wall are represented by a black line between squares. Models cannot move or draw line of sight through walls.



## 4. ROLL FOR SCENARIO

There are several different types of events in which warbands compete. These different types of event are called scenarios. In order to determine which scenario your warbands are playing, player one rolls a single blue die and consults the chart below.

RESULT	SCENARIO
	<b>Destruction</b>
	<b>King of the Hill</b>
 	<b>Crystal Capture</b>

## 5. SET UP SCENARIO

Each scenario has its own unique rules for setting up and beginning the game. Follow the steps listed for the rolled scenario. Each scenario is explained in detail at the back of the book for easy reference during the game. *See Scenarios, page 24.*

## 6. CARDS, DICE, AND TOKENS



**LOOT DECK**



**TREASURE DECK**

Shuffle the Loot Deck and Treasure Deck. Place both decks, all tokens, and dice within easy reach of both players. Give each player a backpack card, scenario reference card, and a player turn reference card.



Place one potion token on each Hero's card.

## 7. TIME TO PLAY!

The game is all set up. Time to test your warband's mettle!





# PLAY OVERVIEW

Players alternate taking turns with their warbands. After the current player's power-up phase, play then moves to the opposing player's turn. Continue alternating turns until one player wins the game.

## TURN SUMMARY

1. During their turn, a player may choose to perform **one** of the following phases:
  - Activate Hero
  - Activate Monsters
  - Spawn
  - Go to the Store
2. After completing one of the above phases, play moves to the power-up phase. *See Power-Up, page 16.*
3. Play then moves to the opposing player's turn

## ACTIVATE HERO

Activate a single friendly Hero. *See Activation, page 12.*

## ACTIVATE MONSTERS

Activate up to four skull points worth of friendly monster models. Monsters may be activated in any order the player wishes. Monsters must complete their entire activation before activating another monster. A monster may not be activated multiple times in the same turn. *See Activation, page 12.*



## SPAWN

Only models that are available in the spawning pool may spawn. When using duplicate spawning points it is not necessary to track which models belong to a specific spawning point. If there is not enough space to place models, the excess models may not be spawned and remain in the spawning pool. Large-base models must occupy at least one square within two squares of the spawning point.

1. Choose one friendly spawning point on the arena.
2. Place one of the following combinations of models from the spawning pool within two squares of the spawning point model.
  - One Hero.
  - One Mini-Boss. A player may only spawn their mini-boss once it has been unlocked. *See Power-Up, page 16.*
  - All of the models listed on the spawning point's card. If the spawning point is a paired spawning point, the player may place the monsters within two squares of either spawning point, in any combination.
3. Place one wound token on the spawning point model. If the spawning point is a paired spawning point place one wound token on each model. A paired spawning point may continue to spawn every monster listed on its card even if one of the spawning points has been destroyed.

## GO TO THE STORE!

Flip three treasure cards face up from the top of the treasure deck. The player may exchange four loot cards, which they have equipped or saved in their backpack, to purchase one flipped treasure card. A player may buy as many treasure cards as they wish (and can afford) in one trip to the store.

Purchased treasure cards are placed in the backpack and may be equipped during power-up. *See Power-Up, page 16.*

Treasure cards which are not purchased are discarded.




# ACTIVATION

A model's activation consists of three parts: upkeep, movement, and actions. Upkeep is always resolved at the beginning of a model's activation. After its upkeep, a model may spend movement points, action points, and drink potions in any order the player wishes.

A model may alternate between spending movement and action points however its player wishes, so long as the total number of points spent of each type does not exceed the model's maximum.

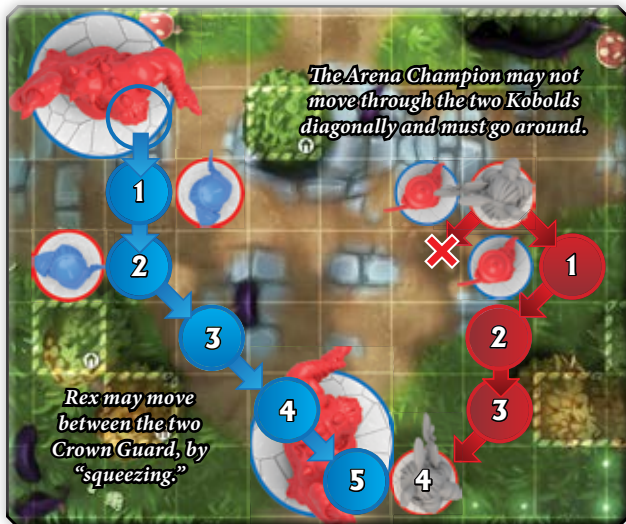
## UPKEEP

Resolve each upkeep step in the following order:

1. End effects from the model's previous activation, such as potions or auras.
2. Apply healing effects, such as Tough.
3. Apply damaging effects, such as  Fire.
4. Apply all other game effects the model is subject to in the order of its player's choice.

## MOVEMENT POINTS

A model may spend one movement point to move into one adjacent square, including diagonals. A model may freely move through tokens, templates, and friendly models. A model may not move through enemy models, move into a square which it does not have line of sight to, or end its movement in a square occupied by another model. *See Line of Sight, page 13.*



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When moving a large model with a base that occupies more than one square, count movement exactly as though it were a small model. At the end of its move place the model so that at least part of its base occupies the last square counted. This may be used to "squeeze" through narrow single square areas. However, no part of its base may be placed in a square further than the last square counted, so as to gain additional movement.

## ACTION POINTS


During a model's activation it may spend its action points to perform basic actions listed on the player's reference card, or unique actions listed on the model's card or equipment. The number on the action's icon is how many action points the model must spend to perform the action. A model may never spend more action points than it possesses. A model may perform the same action multiple times.


There are two types of action:

 **Offensive Action:** Red offensive actions inflict a single wound if successful.








 **Support Action:** Blue support actions do not inflict wounds. Instead they cause special effects to occur such as inflicting status effects on enemies or helping friendly models.

An action may only target or affect enemy models unless it is an Augment or Dangerous action.

 **Augment** actions may only target or affect friendly models.

 **Dangerous** actions may target, and will affect, both friendly and enemy models.

Regardless of the action being used, they all follow the same rules to perform.

Action Type & Cost	Action Name	Range	Action Effects
	<b>Stinging Shot:</b>	 8	 <b>+1 DEX</b> , 
	<b>Scope:</b>	 8	<b>DEX vs DEX</b> , 
Action Type & Cost	Action Name	Range	Action Effects

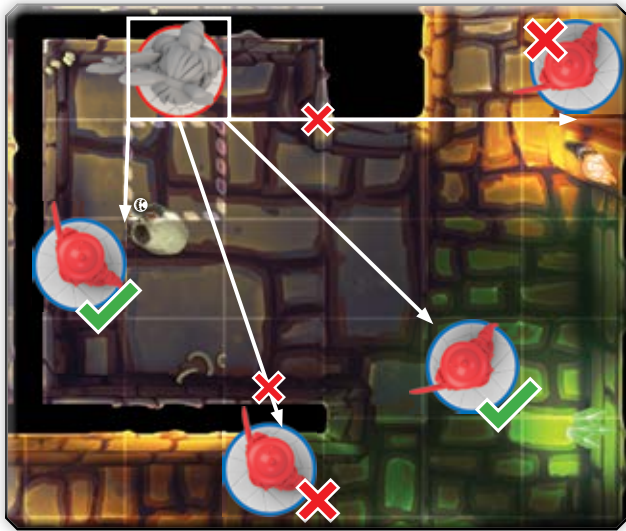
## 1. DETERMINE LINE OF SIGHT

Models require **line of sight** to target another model. A model has line of sight when it can draw at least one straight line from any point of its square to any point on the intended target's square. The line cannot contact walls, structures, or enemy models, including where these elements meet on a corner.

A large-based model's line of sight is only blocked by an enemy model if the enemy model is also a large-based model.

A model with the Fly ability ignores all models when determining line of sight, regardless of the model's base size. Likewise, models may always draw line of sight to a model with the Fly ability.

Tokens and templates do not block line of sight. A model always has line of sight to itself.



## 2. CHECK RANGE

All actions have a maximum range indicated by a number on its attack icon: **Melee**, **Magic**, or **Missile**. Instead of an attack icon, support actions possess a **Support Range**. Only models that are within range of an action may be targeted by the action.

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. A different target must be chosen.



If the action has an area effect, it will not list a number range with the icon, the area effect is used instead. *See Area Effects, page 19.*

## 3. MAKE OFFENSE ROLL

All offensive actions require an offense roll.

The attribute used to make the roll is indicated by the action's attack icon: **STR**, **WILL**, **DEX**. The number and color of the dice a model rolls are based on this attribute, in addition to any bonus dice it has from equipment, potions, or other effects. A model must include all of these effects when making its offense roll.

Support actions never require an offense roll, unless the action indicates otherwise. If no offense roll is indicated, skip directly to 6. Resolve Effects. If the support action does require an offense and defense roll, the action will specify which attributes are used.

Count the total number of stars that were rolled, plus any bonus stars the model may have for the attribute. Any blank faces, hearts, or potions rolled **do not** count as stars.

## 4. TARGET MAKES DEFENSE ROLL

The target of the action may attempt to stop the action by making a defense roll.

The model may use any single attribute on its card with a defense icon to make its defense roll. The number and color of the dice a model rolls are based on this attribute, in addition to any bonus dice it has from equipment, potions, or other effects. A model must include all of these effects when making its defense roll.

Count the total number of stars that were rolled, plus any bonus stars the model may have for the attribute. Any blank faces, hearts, or potions rolled do not count as stars.

## 5. COMPARE RESULTS

Compare the number of stars rolled for the offense roll and defense roll.

The offense roll wins if it has more stars than the defense roll. The defense roll wins if it has an equal number or more stars than the offense roll.

## 6. RESOLVE EFFECTS

After the winner of the roll has been determined, resolve all of the effects of the action according to the result of the roll.











## OFFENSE ROLL WINS -

### BLUE SUPPORT ACTION

1. Resolve game effects caused by the action.
2. Resolve game effects caused by the target when making defense rolls or suffering specific effects caused by the action.

## OFFENSE ROLL WINS -

### RED OFFENSIVE ACTION

1. Place a single  wound token on the target model.
2. Resolve any game effects caused by the action.
3. If any  Hearts,  Potions, or  Heart/Potions were rolled, these items have popped out of the target!
4. Remove one wound token or one status effect token from any Hero's game card for each  or  rolled.
5. Place one potion token on any Hero's game card for each  or  rolled.
6. If the target model was not destroyed and causes any game effects when making defense rolls or suffering wounds apply those effect.

## DEFENSE ROLL WINS

1. The action has failed. No wounds or other effects of the action occur.
2. If the target model causes any game effects when winning defense rolls, those effects are applied.

Hearts and potions are ignored even when winning a defense roll.

*For Heroes and mini-boss monsters, it is easiest to keep track of wounds and status effects on their game card. For smaller monsters, it is often easier to place the wound tokens next to the model on the dungeon map.*



## REROLLS



Some abilities cause a model to reroll one or more dice. A dice may only be rerolled once. If a dice is subject to multiple rerolls from opposing enemy and friendly effects, the effects cancel and no reroll is made.

## CRITICAL SUCCESS

During a red offensive action, if the offense roll is five or more stars and more than double the result of the defense roll, the model has achieved a critical success. The action inflicts one extra wound in addition to any it would normally cause.

## YOU HAVE DIED

Over the course of a game, models will suffer wounds and be healed. Some may even be destroyed and then resurrected!


Every model has a number of  hearts indicated on its card. Whenever a model suffers a wound place a  wound token on its card. Whenever a model heals a wound, remove a wound token from its card.

When a model has a number of wound tokens equal to its hearts, the model is destroyed. Immediately remove all wound and status effect tokens from the model's card and remove the model from the dungeon. Models are returned to their player's spawning pool.




All equipment or other cards in the model's possession are returned to its player's backpack. A destroyed model may not receive new equipment or potion tokens until it is returned to play.



## POTIONS

The maximum number of potions a model can carry is indicated by the  Potion Quantity on its card. When a model gains a potion through a dice roll or other effect, place a potion token on its card.

A model may drink one potion of any type during its activation. One model may drink a single emergency potion during the opposing player's turn.

Drinking a potion grants the model a free unique action, that does not cost any action points, of the following type:  support action,  offensive action,  support action.

Spend the number of potion tokens shown on its icon to drink a potion, then resolve the effects of the potion as a normal action of the corresponding type.

A model may never drink a potion to interrupt a dice roll or affect a dice roll that has already been made, unless the potion indicates otherwise.



## SHARING POTIONS

A Hero is not restricted to drinking only the potions listed on its card. During a Hero's activation another Hero may share its potion with the activated Hero, no matter where it is in the dungeon.

To drink another Hero's potion, the activated Hero selects another Hero and removes the potion token(s) from the selected Hero's card. The activated Hero then resolves the effects of the selected Hero's potion as normal.

*Don't be stingy with your potions. Always share your potion with the model which needs it most.*





# POWER-UP

During the power-up phase both players have an opportunity to escalate the power level of arena. Resolve each step of power-up in the order indicated. Each step of power-up begins with the player who is currently on their turn.

## 1. REWARDS

Warbands earn rewards for its accomplishments during the activation phase. The warband places earned rewards in the backpack.

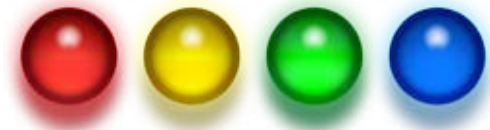
Draw one loot card for each 8-Bit or 16-Bit monster and two loot cards for each Hero or mini-boss destroyed by the player's warband during the turn, up to a maximum of five cards.

Warbands may not draw loot cards for destroying models that possess the Insignificant ability.

## 2. EQUIPMENT

Drawn loot and treasure cards are called **equipment**. Heroes, mini-bosses, and spawning points may be equipped during power-up.

Each Hero has four colored-crystal equipment slots along the edge of its card: citrine, ruby, emerald, and sapphire. Each equipment card has a corresponding crystal color indicating the slot to which it can be equipped.



Treat mini-bosses and spawning points as though they have four colored-crystal equipment slots along the edge of their cards, just like a Hero card.

Tuck the equipment card underneath the model's card until the matching crystals touch and only the name and abilities of the equipment is showing. The model gains all the abilities and bonuses listed on the equipment exactly as though they were printed on the model's card.

Only one piece of equipment may be equipped per slot. Heroes and mini-bosses may equip any number of loot cards or treasure cards, as long as they never exceed one per slot. If a model replaces a piece of equipment, the old card must be discarded and may not be equipped by another model.

A spawning point may never equip loot cards, and may only ever have one treasure card equipped. All monsters associated with that spawning point's card gain the benefit of the treasure card, just like a Hero or mini-boss. This includes paired spawning points or if a warband includes two duplicates of the same type of spawning point. Since all monsters gain the advantage of a single treasure card, paired spawning points and duplicate spawning points may only equip and benefit from a single treasure card.



*All equipment is shared by the warband and goes into the backpack. It doesn't matter which model drew the card or where it is on the arena.*

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The Questing Knight has equipped the Royal Cloak treasure in the ruby slot, a Dark Scimitar loot in the citrine slot, a Leather Jerkin loot in the emerald slot, and the Arena Champion Belt treasure in the sapphire slot.



The Kobold Warrens spawning point has the Dragon Lance treasure equipped in the citrine slot. Spawning points may only have one treasure equipped. Since it is a paired spawning point the other Kobold Warrens cannot be equipped with another treasure.



Gruesome George has equipped the Death Scythe treasure in the citrine slot, and Chainmail in the emerald slot.

### 3. UNLOCK MINI-BOSS

Once a warband's first spawning point is destroyed, either through enemy actions or spawning, the warband's mini-boss has been unlocked. Each time a warband's spawning point is destroyed, the mini-boss may spawn for free during the power-up phase. Place the mini-boss anywhere within two squares of the square which was occupied by the destroyed spawning point. The mini-boss may be activated or spawned in subsequent warband turns.

If the mini-boss is on the arena when its warband's second spawning point is destroyed, remove all wounds and status effects from the mini-boss.





# ADVANCED RULES

## ABILITIES

Abilities listed on a model's card are always active and require no action points to activate. The most common abilities are listed below. If an ability is not listed here it will be on the model's game card.

**BACKLASH:** If a model targeted by an offensive action possesses Backlash and wins the defense roll, the model making the offense roll suffers one wound. A model may not draw a loot card for destroying a model due to Backlash.

**BLESSING:** A tile effect with Blessing bestows a positive effect, specified on the tile effect's card, to models within the tile. Blessings only affect Hero, elite and minion models.

**BURROW:** A model with Burrow may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.

**CURSED:** Equipment with Cursed must be equipped during power-up if any Hero has an available slot, and cannot be removed or discarded unless the model is destroyed.

**FLY:** A model with Fly treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with Fly.

**HEAL X:** A model affected by Heal may remove a number of wound tokens or a number of status effect tokens, in any combination, equal to the value of X.

**HOOKSHOT:** Actions with Hookshot do not require line of sight to target a model. Range must still be counted around walls and structures.

**!x IMMUNE: STATUS EFFECTS:** A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects, remove all status effect tokens immediately.

**x IMMUNE X:** A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately.

**INSIGNIFICANT:** A model may not draw a loot card for destroying a model with Insignificant.

**ONE USE ONLY:** An action with One Use Only may only be used a single time during the game, once it has been used it may not be used again.

**SHAPESHIFT X:** The model may Shapeshift into the model listed. *See Shapeshift, page 23.*

**SMALL:** An enemy model may only target a Small model if it is within three squares of the Small model.

**STATUS EFFECTS:** If a model has a status effect listed as one of its abilities any successful offensive action it performs inflicts the status effect upon its target. *See Status Effects, page 23.*

**STEALTH:** Actions targeting a model with Stealth reduce their Range by 3, to a minimum of 1.

**SUREFOOT:** A model with Surefoot treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.

**TOUGH:** During its upkeep, a model with Tough may remove a single wound token.





## AFFINITY

Every model has an affinity with one or more of the Goddess Crystals of Crystalia. A model may gain benefits or suffer penalties based on its affinity. If a model has two affinities, it is affected by affinity based game effects if either affinity matches. If this results in a model gaining both a benefit and a penalty, only the penalty is applied.



## EQUIPMENT AFFINITY

Equipment with an affinity lists both a standard bonus and an affinity bonus. A model with the matching affinity gains the affinity bonus **instead** of the standard bonus. All other models use the standard bonus.



*The Super Dungeon Arena decks do not include any equipment with affinity. We have included this rule for players who wish to use cards from their collection of Super Dungeon expansions.*

## ARENA POTIONS

Many Heroes have potions that, while powerful when exploring a dungeon, may not be suited for combat in the arena. Not wishing to face unprepared challengers, the Arena Champion has provided Heroes with three options to replace their regular potion. Before beginning the game, a player may choose to replace one of their Hero's potions with one of the options below for the duration of the game:

**1 Goddess' Grace:** Heal 2

**1 Black Hands:** Aura 2, +1 to all offensive rolls.

**1 Astral Armor:** Aura 3, +1 to all adefensive rolls.

## AREA EFFECTS

Some actions can hit multiple models all at the same time. These actions are called **area effects**.

To use an area effect, first determine which models are in squares that will be affected. Squares that the user cannot draw line of sight to are not affected. All models that are within the area are considered to be affected simultaneously.

With the exception of Burst X, area effects replace the range of an action.

If the area effect action requires an offense roll, the model using the action makes a single roll. Every model within the area is allowed to make a defense roll.

Friendly models, including the user, are not affected by area effects unless they are a Augment or Dangerous actions.

If a model is affected by two area effects simultaneously the effects are cumulative as long as the actions' names are different, even if their effects are the same.

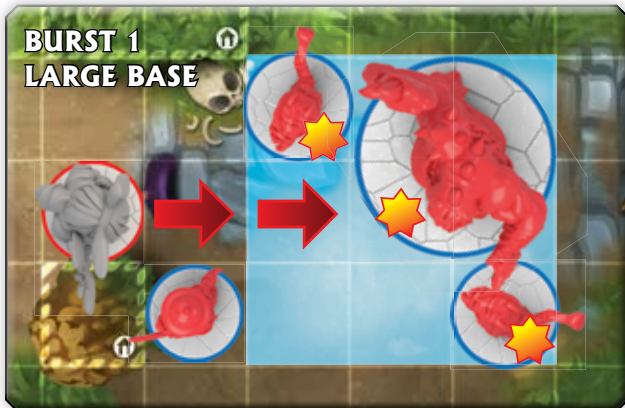
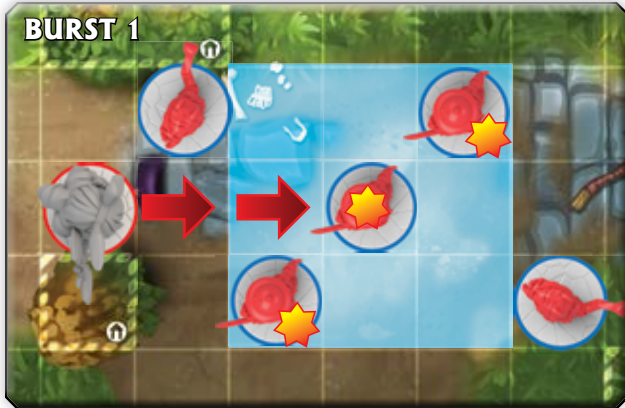
*Watch out little monsters. Make sure to stay spread out whenever a Hero with an area effect is around—unless you want to get roasted!*



## BURST X

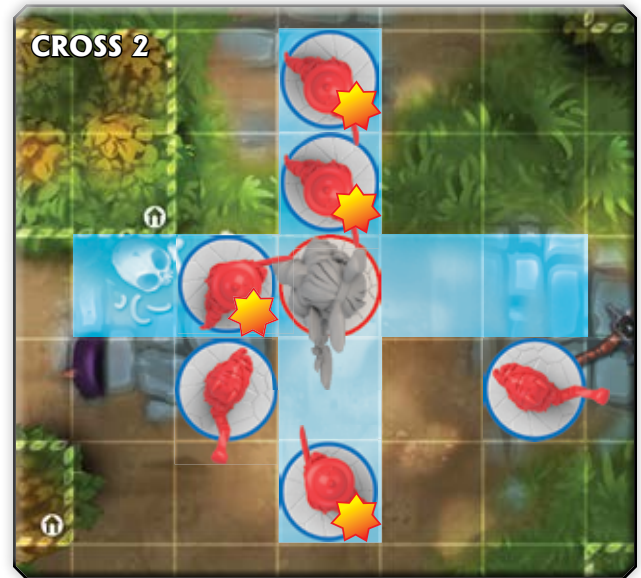
Determine a Burst effect's target as normal using the action's range. After the target has been selected, it and every model within X squares of the target are affected. Squares that the target cannot draw line of sight to are not affected.

If a large-base model is targeted by a Burst area effect choose one square occupied by its base as the square targeted and determine the area effect as normal.



## CROSS X

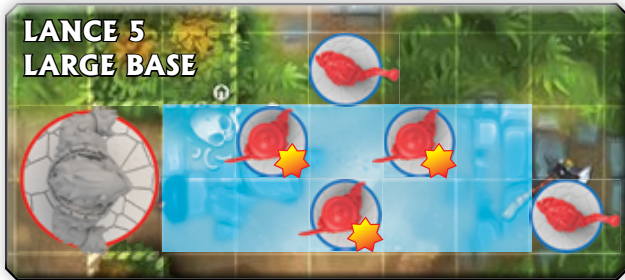
A Cross effect is centered on the user's square and affects every square within X squares of the user, including the user's square, but does not affect any diagonal squares.





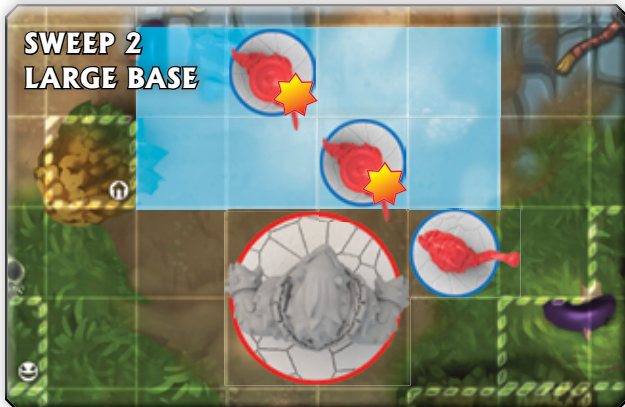
## LANCE X

A Lance effect draws a straight line directly away from the user's square along a distance of X. Every model along this line is affected. Lance effects may not be used along diagonals.



## SWEEP X

A sweep effect hits every model within X squares of a single side of the user's square along a straight line. Sweep effects may not be used along diagonals.

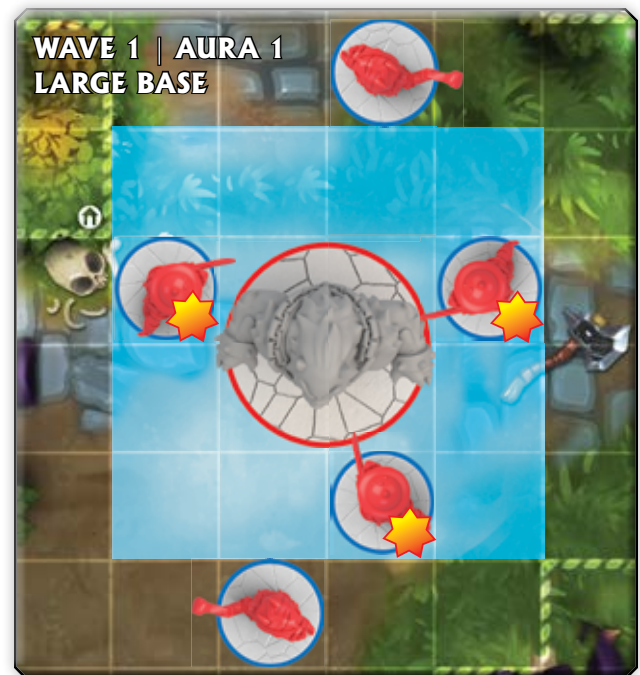


## WAVE X

A Wave effect is centered on the user's square and affects every square within X squares of the user, including the user's square.

## AURA X

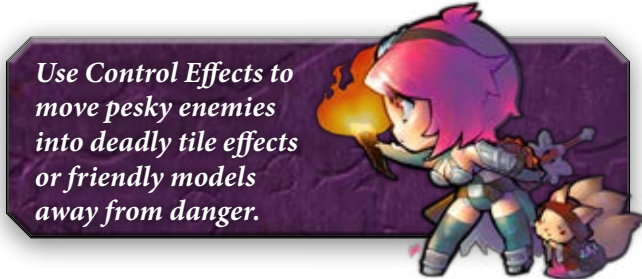
An Aura effect is centered on the user's square and affects every square within X squares of the user, including the user's square. Auras remain in play, centered on and moving with the user, until their next upkeep.



## CONTROL EFFECTS

Control Effects allow one model to move another model. A model that is moved as a result of a control effect does not count as having been activated and may still activate and move as normal during their own turn.

A model may never be moved in a manner that would not be legal for it to move on its own. Difficult terrain and other tile effects are treated as normal.



## COMPEL X

A model targeted by Compel may be moved a number of squares up to the value of X in any direction.



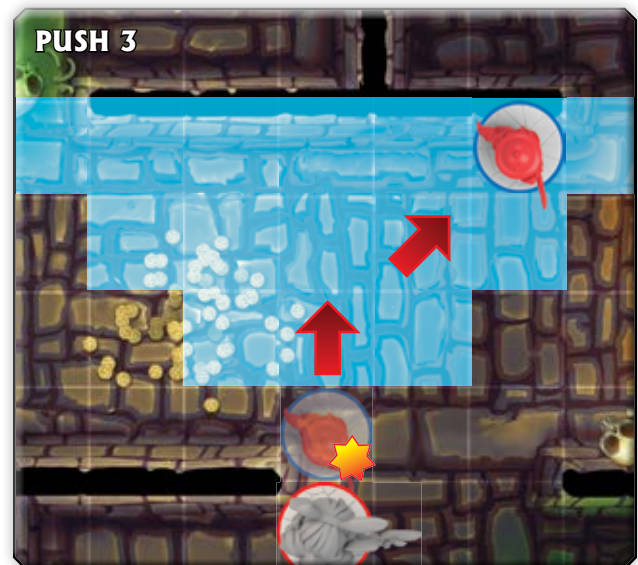
## PULL X

A model targeted by Pull may be moved a number of squares up to the value of X towards the model using Pull. Each square moved must decrease the distance between the two models. Once the two models are adjacent, the target model immediately stops.



## PUSH X

A model targeted by Push may be moved a number of squares up to the value of X away from the model using Push. Each square moved must increase the distance between the two models. If the target model cannot be moved further away, such as from contact with a wall, the model immediately stops.



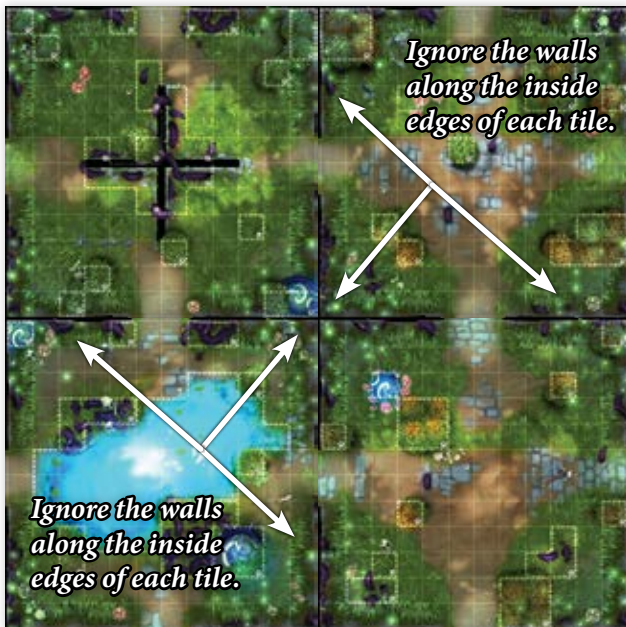


## DUNGEON TILES

Player who own Super Dungeon Explore may use dungeon tiles from that game to create their own unique arena using the following rules:

Starting with player one, alternate placing tiles until four tiles have been placed in a square to form the arena.

In order to create a more open Arena, disregard all black lines along the connecting edges which are touching another tile, as highlighted in the image below.



## RULE PRIORITY

If a game card, game effect, or ability has a rule that is contrary to the rules in this rulebook, the card or ability always takes precedence.

## SHAPESHIFT

A model with the Shapeshift ability has two cards and two models, one representing its original form and one representing its shapeshift form. A model always begins the game or is spawned using its original form.

When the model is activated, it may choose to shapeshift into its alternate form during its upkeep. Replace its card with the card of its new form. Replace the model on the dungeon map with the

new form's model. The new model must occupy at least one square that the previous model occupied. If there is no room to place the new model it may not shapeshift.

The model retains all tokens and equipment it possesses regardless of its form. The shapeshift form retains the same model type as the original form.

Monsters that shapeshift are considered in play, and may not spawn, as long as one of their forms are on the dungeon map.



## STATUS EFFECTS

Status effects are negative effects that cause a model to suffer a disadvantage. Status effects are typically caused by actions. When this is the case, the model only suffers the status effect if the action was successful.

When a model suffers a status effect, place the appropriate status effect token on the model's card. The model suffers the effect until the token is removed, at which point the effects immediately end. At the end of a model's activation, remove all status effect tokens from it. A model may suffer multiple status effects but may only ever have one of the same type. Status effects are listed on the back cover for easy reference.

Note that a model with a status effect listed in its abilities causes the effect when completing a successful offensive action, it does not suffer the effect. (Unless caused by another game effect!).

*Remember, you may use hearts you roll to remove status effects as well as remove wounds. Use those hearts wisely!*



# KING OF THE HILL

In King of the Hill, warbands attempt to control the center of the arena by having the most models. The first warband to control the center for five turns wins!

## SETUP

1. Place four control zone tokens in the center of the arena to designate a 4x4 square. The sixteen squares bounded by the tokens are the control zone.
2. Starting with player one, players alternate placing spawning points. Each spawning point must be at least eight squares from another spawning point, friendly or enemy, and at least six squares from the control zone.
3. Starting with player one, players alternate selecting spawning points to spawn monsters from. Place all monsters listed on the spawning point's card within two squares of the point. If the spawning point is a paired spawning point, the player may place the monsters within two squares of either spawning point, in any combination. Large-based models must have at least one square within two squares of the spawning point.



4. Starting with player two, players alternate placing Heroes. Heroes must be at least eight squares from the enemy spawning points and Hero, and six squares from the control zone.
5. Both players roll for initiative using their Hero's **WILL**. The player who rolls the most stars gains the first turn.

## SPECIAL RULES

Control zone tokens are ignored for all game purposes other than establishing the control zone.

If, during their opponent's power-up phase, a player has more models in the control zone than their opponent, their warband gains one point token.

## WINNING THE GAME

The first warband to earn five point tokens wins the game.





# CRYSTAL CAPTURE

In Crystal Capture, warbands must recover crystals from the opponent's crystal cluster and return them to their own.

## SETUP

1. Player one places a single crystal cluster token within five squares of any edge of the arena. The token may **NOT** be placed on a chasm or structure square.
2. Player two places a single crystal cluster token within five squares of the opposite edge of the arena. The token may **NOT** be placed on a chasm or structure square.
3. Starting with player one, players alternate placing spawning points. Each spawning point must be at least eight squares from another spawning point, friendly or enemy, and at least six squares from the opposing player's crystal cluster.
4. Starting with player one, players alternate selecting spawning points to spawn monsters from. Place all monsters listed on the spawning point's card within two squares of the point. If the spawning point is a paired spawning point, the player may place the monsters within two squares of either spawning point. Large-based models must have at least one square within two squares of the spawning point.
5. Starting with player two, players alternate placing Heroes. Heroes must be at least eight squares from the enemy spawning points and Hero, and six squares from the opposing player's crystal cluster.
6. Both players roll for initiative using their Hero's **WILL**. The player who rolls the most stars gains the first turn. Players alternate turns until one player wins.

## SPECIAL RULES

Crystal Clusters are treated as structure tile effects.

Any model may pick up a crystal token when adjacent to the opposing player's crystal cluster



using the Interact action. Place a crystal token next to the model. That model is now carrying the token. If the model is destroyed, place the crystal token in a square adjacent to the model before removing the model. A friendly model may use the Interact action to pick up the dropped crystal token. A warband may only have one crystal token in play at a time.

When a model carrying a crystal token moves into a square adjacent to a friendly crystal cluster, its warband captures one crystal token and earns one point token. Remove the crystal token from the arena.

## WINNING THE GAME

The first warband to earn three point tokens wins the game.



# DESTRUCTION

In Destruction, warbands must destroy the opposing warband. It's all-out warfare!

## SETUP

1. Starting with player one, players alternate placing spawning points. Each spawning point must be at least eight squares from another spawning point, friendly or enemy.
2. Starting with player one, players alternate selecting spawning points to spawn monsters from. Place all monsters listed on the spawning point's card within two squares of the point. If the spawning point is a paired spawning point, the player may place the monsters within two squares of either spawning point. Large-based models must have at least one square within two squares of the spawning point.
3. Starting with player two, players alternate placing Heroes. Heroes must be at least eight squares from enemy spawning points and Hero.
4. Both players roll for initiative using their Hero's **WILL**. The player who rolls the most stars gains the first turn. Players alternate turns until one player wins.

## SPECIAL RULES

Each time a model destroys an enemy model, its warband earns a number of point tokens equal to the skull value of the destroyed model.



## WINNING THE GAME

Players may win Destruction in one of two different ways:

Earn fifteen point tokens.

OR

Destroy both of the opponent's spawning points and both the Hero **and** mini-boss, at least once each.





# WARRIORS OF THE ARENA

Super Dungeon: Arena presents an opportunity for hobbyists and painters to build unique warbands for their Arena battles. The vast variety of Super Dungeon Heroes and monsters available to collectors, creates nearly unlimited potential for beautiful warbands of varying colors, themes, and composition. Exploring alternate looks to create color schemes based on one of the Realms of Crystalia, an element, or even a status effect, serve to distinguish a warband and impart character to it all your own!



## STARGUILD SAPPER

*The Starguild Sapper's resistance to status effects makes him a potent Hero to lead into the Arena*



## SISTER OF LIGHT

*The Sister of Light's powerful support abilities can keep her warband up and running throughout the battle.*



## JACK SCARECROW

*Jack Scarecrow can be selected as either a Hero or a mini-boss for your warband.*



## TRIBAL STONE SPAWNING POINT

*Trolls' brute strength, resistance to damage, and diverse mix of unique actions supplement any warband.*



## MISTMOURN SHAMAN

*The Mistmourn Shaman is a versatile Hero with powerful support and offensive abilities.*

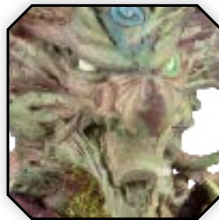






## DEEPROOT KODAMA

Mark Maxey heavily converted his Deeprout Wolf Rider and Glimmerwing models with barkskin, branches, and foliage to theme them with the plantlife of his Old Growth Hollow warband.



## FUNGUS FIGHTERS

*Drew Drescher used subtle conversions to create a warband themed entirely around two Fungal Growth spawning points. Small details such as the tiny kinoko mushroom “driving” his Trent mini-boss, patches of green flock on the mushroom caps, and bold patterns create a vibrant and lively warband.*







## THE BLACK SPOT

*Minx Studio themed their entire warband around Captain R and the undead pirates of the Drowned Isle. This fun warband features many entertaining conversions, making it a delight to play with in the arena.*



# REFERENCE

## TURN SUMMARY

During their turn, a player may choose to perform one of the following phases:


- Activate Hero. See Activation, pages 12-15.
- Activate four skull points worth of monsters. See Activation, pages 12-15.
- Spawn. See Spawn, page 11.
- Go to the Store. See Go to the Store, page 11.


After completing one of the above phases, play moves to the Power-Up Phase, pages 16-17.


Play then moves to the opposing player's turn


## CARD DIAGRAM (PAGES 6-7)


### ACTION ICONS (PAGE 12)

 **Offensive Action:** Inflict a single wound if successful.


 **Support Action:** Do not inflict wounds, only effects.

 **Augment:** May only target or affect friendly models.


 **Dangerous:** May target and will affect friendly and enemy models.


 **Defense:** May use attribute for defense roll.

### RANGE ICONS (PAGE 13)

 **Support Range:** Only used for support actions.



 **Melee Range:** Only use **STR** attribute.

 **Magic Range:** Only use **WILL** attribute.



 **Missile Range:** Only use **DEX** attribute.

## POTIONS (PAGE 15)


A model may drink one potion during its activation of any type. One model may drink a single emergency potion during the opposing player's turn.


 **Support Potion:** Grants the model a single-use  support action.


 **Offensive Potion:** Grants the model a single-use  offensive action.


 **Emergency Potion:** Grants the model a single-use  support action that may be used during the opposing player's turn.


## STATUS EFFECTS (PAGE 23)


 **BANE:** A model suffering Bane discards the highest result rolled anytime it makes a defense roll.


 **FIRE:** A model suffering Fire suffers one wound during its upkeep.


 **HEX:** A model suffering Hex discards the highest result rolled anytime it makes an offense roll.




 **ICE:** A model suffering Ice may not use unique actions.

 **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.

 **POISON:** A model suffering Poison reduces its total number of action points by 1, to a minimum of 1.

 **SLOW:** A model suffering Slow halves its movement points, rounding up.

 **IMMUNE: STATUS EFFECTS:** A model that is Immune: Status Effects can never suffer the negative effects of status effects. If a model that is suffering a status effect gains Immune: Status Effects remove all status effect tokens immediately.

 **IMMUNE X:** A model with Immune X is immune to the negative status effect shown by the icon. If a model that is suffering a status effect gains Immune X to that effect remove the status effect token immediately. e.g. A model with  is immune to  Poison.