

DYNAMOD ARENA

A quick competitive skirmish game

- Win: Be the last Hero standing.
- Lose: Your Hero loses all Health ♥.

SETUP

- Place the Tile.
- Choose Heroes
 - Each player takes 1 Hero.
 - Add tokens to match numbers on bottom of figure: Health ♥ Attack ✂ Movement 🐾 Defense 🛡
 - Attach the appropriate Hero head, recommended to face forward towards Health ♥ token slot.
- Place each Hero on any empty Cell.
- Place 1 Monster
 - The player who chose a Hero last picks a Monster.
 - Add tokens to match numbers on bottom of figure.
 - Attach the appropriate Monster head.
 - Place the Monster on any empty Cell.
- Prepare relics
 - Shuffle the 4 relics.
 - Deal 1 random relic to each Hero.
 - Clip each relic to its Hero, unused.
- Build walls
 - The player who chose a Hero first places the first wall, then players alternate placing 1 wall at a time.
 - Continue until all walls are placed.
 - Corners only allowed if both Wall ends are notched.
 - After placing a Wall, you have to be able to move to any Cell from any other Cell.

RELICS

- A Hero may carry at most 1 relic.
- A relic may be used once using RELIC EFFECTS, then removed and discarded.
- Monsters do not use relics.
- If a Hero is defeated while carrying a relic, discard it.

TURN FLOW

Repeat this loop:

- Hero Turn
- Monster Turn

Hero abilities are used in Arena (see HERO ABILITIES).
Hero and Monster Special ★ abilities are not used.

HERO TURN

- You may Move, Attack, and Move in any order.
- You may Attack at most once per Turn.
- Attack only adjacent Enemies (no diagonals).
- Move up, down, left, or right only (no diagonals).
- Walls block Movement.
- You cannot move through enemy Figures.

MONSTER TURN

Monsters make no choices, follow these rules in order:

- If adjacent to a Hero → Attack.
- If adjacent to multiple Heroes → After attacking, step 1 cell away if possible (they avoid being crowded).
- Otherwise → Move toward the nearest Hero. If multiple Heroes are equally close, players choose.

Monsters continue attacking the same Hero unless the Monster moved after the previous attack.

COMBAT

- Attack an adjacent enemy
 - Spin once per Attack ✂ token on figure.
 - Each ✂ result on spinner deals 1 damage.
 - ✂ and ★ result deals 2 damage.
 - Increase the damage tracker for each damage.
- Defend
 - Spin once per Defense 🛡 token on figure.
 - Each 🛡 result on spinner blocks 1 damage.
 - ✂ and ★ result blocks 1 damage.
 - Reduce the damage tracker for each block.
- After the fight, remove Health ♥ tokens for damage remaining on the tracker and reset the tracker to 0.

MOVEMENT

- Move up to Movement 🐾 token count on figure.
- Walls block movement.
- Figures cannot move through enemies.

DEFEAT

When a Hero loses all Health ♥ without a Heart relic:

- Remove it from the board.
- Discard its tokens and relic.

When a Monster loses all Health ♥:

- Remove it from the board.
- Discard its tokens.

OPTIONAL EXTENDED MODE (3-4 PLAYERS)

- Join 2 Arena Tiles along one full edge.
- 3-4 players, each takes 1 Hero.
- Use standard Setup with these changes:
 - Place Heroes on any empty Cell across both tiles
 - Place 2 Monsters total (1 per tile) with printed stats.
 - Last Hero chooser places the first Monster.
 - Second-to-last Hero chooser places the second Monster.
 - Build walls across both tiles.
- Objective: defeat all other Heroes (last surviving Hero wins).

HERO ABILITIES

Warrior — Berserk:

- If adjacent to 2 or more enemies, gain +1 attack spin.

Knight — Hold the Line:

- When an adjacent enemy moves away, it immediately takes 1 damage.

Rogue — Backstab:

- If attacking from the side or behind an enemy, double that attack's damage.

Paladin — Aura of Protection:

- When not moved this turn, 1 damage to Paladin or adjacent allies is redirected and damages the attacker instead.

RELIC EFFECTS

+ ❤️ relic:

You may use it at any time to gain +1 Health ❤️, including when your Hero reaches 0 Health ❤️.

+ ⚔️ relic:

At any time during combat, add +1 Attack ⚔️ spin.

+ 🛡️ relic:

At any time during combat, add +1 Defense 🛡️ spin.

+ 🏠 relic:

At any time, move your Hero 1 Cell, including during turns of others.

QUICK GLOSSARY

- Adjacent:
Directly next to another Cell (sharing a side).
- Cell:
One square on the board.
- Damage tracker:
Counter used during a fight to track damage, then reset to 0.
- Figure:
Any Hero or Monster piece.
- Relic:
One-time ability token carried by a Hero.
- Token:
Markers for Health ❤️, Attack ⚔️, Movement 🏠, and Defense 🛡️.
- Turn:
One figure's full sequence of actions before the other figure acts.