

# UNCANNY X-MEN

## DICE MASTERS™

**Mike Elliott • Eric M. Lang**

In **Marvel Dice Masters: Uncanny X-Men**, **two players** take the role of masterminds directing the actions of a team of powerful supers (represented by dice) to battle each other! Each turn, you'll roll your dice to see what resources you have available, buy dice, send your team members into the field, and then strike at the enemy mastermind. Reduce the opposing mastermind's life to zero, and save the day!

### COMPONENTS

Aside from these rules, this set should include:

- 44 custom dice
  - 12 basic action dice (3 each in 4 ink colors)
  - 16 named character dice (2 each of 8 types)
  - 16 sidekick character dice (white)
- 38 cards
  - 24 character cards (3 variants each for 8 characters; sidekicks have no cards)
  - 10 basic action cards
  - 4 color reminder cards
- Two dice bags

There are multiple cards available for each type of die; you get to choose which one you want to use. This lets you specialize your dice to suit your play style.

Additional cards and dice to expand your team can be found in expansion packs—ask your retailer! High-quality play mats are also available for purchase, or you can download one from [wizkidsgames.com](http://wizkidsgames.com) and print it out yourself.

## Cards

Each card details all the powers of one set of dice.

Cards and their associated dice come in two classes: **characters** and **actions**. Characters are named after people in the Marvel universe (Sidekicks are the exception, and represent the people who have no special powers, but are nonetheless helpful), and their dice have numbers around the faces with the custom symbol. Actions are named for events or activities, and have no numbers around the die's custom symbol.

At the top, center of the card is the card's **title** and **subtitle**. Most cards have several versions that are differentiated by their subtitle.

At the upper left of the card is the die's **cost** (a number) and **energy type** (a symbol of a bolt, fist, mask, or shield). Cards of a given energy type require that energy to be purchased, and provide that type of energy during play. Captain America (shown in the diagram below) is a shield character that costs 4. Sidekicks and basic action cards have no energy type.

Below the cost and energy type, some characters have a team logo to identify their **affiliation** (action dice have no affiliation). The affiliation is shown by the team's logo:



**Cost & Type**  
**Affiliation**



**Collector Number**  
(very small)

**Card Art**

**Rarity Stripe**  
(see "Customizing Your Team" on page 21)

**Text Box**

**Die Face Reference**

**Die Limit**

(energy faces) (character faces of increasing level)

The **text box** in the center of the card details the die's abilities.

Below that, the color of the **rarity stripe** provides information for collectors.

Right below the rarity stripe, "Max:" number shows the **die limit**; that's how many of these dice you are allowed to have in a team. (Basic cards have "Use:" because you always use a fixed number of them in every game.)

At the bottom, the **die face reference** shows the various faces of the die. Faces that provide energy are on the left, and character or action faces are on the right.

## DICE

Each die is engineered with a unique combination of colors and graphics.



All dice have faces that generate energy. Energy faces have one or two of the special energy symbols on them. We talk more about energy on page 5.



The special sides on **action dice** have a **custom icon**, and some have one or two burst symbols on them. Action dice never have numbers.

**Character dice** have a custom icon and may have burst symbols, but they always have several numbers that define the character's basic abilities.

The number in the top left is the **fielding cost** of the die. This is how much energy you must spend to send the die into the field where it can engage the forces of your opponent.

**Fielding Cost**



**Attack**

At the top right is the die's **attack**; this is how much hurt it dishes out. On card text, a die's **attack is abbreviated as A**.

**Burst(s)**  
(if any)

**Defense**

The bottom right shows the die's **defense**; how much damage it takes to knock the character out. On card text, **defense is abbreviated as D**.

**Custom Icon**

The bottom left may have one or two **burst** symbols. These activate special abilities on dice, if any are listed. If no burst abilities are listed on the card, the burst has no effect.

## Other Accessories

The game also comes with two dice bags, as well as color reminder cards to define which basic action card uses which color of die. This is all explained in the setup section, below.

## SETUP

How you set up depends on whether or not this is your first game. If you are an experienced player, see the **Customizing Your Team** rules on page 21 of this booklet. Otherwise, you'll want to set up for...

## Your First Game

For your first game, place the following Basic Action cards in the center of the table:

- **Ambush, Enrage, Reckless Melee**

Put a set of three basic action dice on each of those cards (it doesn't matter which color). Then place the matching color reminder card beneath each basic action card so that the label sticks out from the top or side of the card. This helps players remember which dice use which card when all the dice on a basic action card have been purchased.

**Important:** These basic action cards are community property. Either player can purchase these dice during the game... unless the other player buys all the dice first!

Then choose a first player and a second player. Each player gathers the cards listed below and the two character dice that match them. (Note that each character has three different variant cards supplied; be sure to take the right version.)

- First Player: **Kitty Pryde, Sprite and Cyclops, Optic Blast**
- Second Player: **Angel, Air Transport and Juggernaut, Cain Marko**

Place those cards, each with the two matching dice on it, near your side of the table. These dice can only be purchased by the player whose cards they are.

Finally, each player gathers 8 Sidekick dice and places them in one of the bags provided. Each player starts with 10 life for this learning game.

When you're set up, the table should look sort of like this:



## PLAY AREAS

You have several distinct areas where you place your dice to indicate whether the dice are available, can be available, or are used up for the turn. Dice move through these various areas as shown in the diagram on the center spread of this booklet.

**The Bag:** One of the two dice bags provided. Dice here are available for you to draw. If your bag is ever empty when you need to draw a die, move all dice from your used pile into your bag and shake it well to mix the dice thoroughly.

**Prep Area:** This area holds dice that you will roll on your next turn.

**Reserve Pool:** These are dice that you have rolled this turn but have not yet done anything with. You can spend these dice (if they show energy), use them for their effect (if they are actions), or move into the field (if they are characters).

**Field:** This area holds your characters who are ready to fight the forces of the opposing mastermind—either to smite the foe or to protect you.

**Attack Zone:** This area is considered a special part of the field. It's where your characters go when they are ready to pummel the enemy. Characters in the attack zone are still considered to be in the field.

**Used Pile:** Dice here have been used up for the turn. They'll return to your bag later.

## HOW TO PLAY

This side of the rules describes the basic structure of the game. The other side has detailed rules and can be referenced as questions arise.

Each player has a certain amount of life points at the start of the game (this is 10 points in your first game; other formats use different amounts). Record your life on a scrap of paper or by using the track in the center of this booklet (pages 12–13).

During the game, you purchase character dice and action dice. Character dice can be sent to the field to attack the other player, or they can block attacks against you. Unblocked characters (and certain action dice) damage the other player, reducing his or her life. When you reduce the opposing mastermind's life to zero, you win!

## Energy and Costs

All dice can produce energy, though the sidekick dice you start with produce the greatest variety. Energy is used to buy additional dice and to pay for **global abilities**.

There are five types of energy:

- Fist (representing melee)
- Bolt (representing blasts)
- Mask (representing wits)
- Shield (representing toughness)

Plus there are two other energy faces:

- Wildcard (“?” representing adaptability)
- Generic (“2” representing determination)



When you roll a generic energy side, it is worth **two** energy, but does **not match any** specific named energy type. The wildcard, represented by a question mark, is worth one, but **matches every** specific named energy type. It cannot become two generic energy.

When you pay a cost, move dice representing the proper amount of energy from your reserve pool to your used pile.

## Cards and Dice

Each set of dice is associated with a set of cards. You choose **one** of those cards to use with each type of die. The card gives a variety of details about the die, including its cost, the special abilities the die has, and a listing of each of its faces, presented in order.

Characters have levels (normally three levels, although the Sidekick has only one); these are the die faces that show the die's custom symbol and the character stats. The leftmost character dice face shown on the die's card is level 1, and the level increases by one for each face moving to the right. **Note: a die face's level is different from its fielding cost.**

Sidekick dice don't have cards. They mostly provide energy, but do have one character side. Sidekick characters have no powers, and only the one level.

## TURN ORDER

Players alternate taking turns. During a player's turn, that player goes through the following steps in order. Once a step is completed, you cannot go back to that step.

### Clear and Draw Step

Move all dice still in your reserve pool to your used pile.

Draw 4 dice from your bag. If your bag has less than 4 dice, draw all of them, then place all the dice from your used pile into the bag, shake the bag well, and continue drawing until you have drawn 4 dice total. Place all dice drawn into your prep area.

If, after refilling the bag from the used pile, you are still only able to draw 3 dice or fewer, lose 1 life and gain 1 generic energy for each die below four that you drew. For example, if you drew only two dice from the bag, you would gain 2 generic energy and lose 2 life.

### Roll and Reroll Step

Roll the four dice you drew as well as all of the dice that were already in your prep area (having been placed there during a previous turn).

After you have rolled your dice, you may choose to reroll any or all of them. When rerolling, you select all of the dice to reroll at once, and you reroll them as a group.

You do not get a second reroll opportunity, even with dice that you did not choose for your first reroll.

Once you've rolled (and possibly rerolled) all of your dice, place all of the dice you rolled into your reserve pool, keeping the same face up.

### ★ Burst Symbols

Many dice have a burst symbol (★) or two (★★) in the lower left-hand corner of one or more of their faces. These burst symbols indicate that the die might activate some sort of special effect. When you roll a face that has one or two burst symbols on it, you must apply the matching text on the card; you have no choice in the matter. If there is no matching text on the card, then the burst symbol has no effect.

### Main Step

During this step, you may purchase dice, activate global abilities, field characters, and use action dice. You can do these multiple times and in any order; for example, you could purchase a die, use an action, field a character, and then purchase another die.




### ★ Purchasing a Die

On your turn, you can purchase any combination of dice you like. You can purchase dice from the basic action cards in the center (no matter which player brought them), as well as from the cards you brought to the game.

To purchase a die, you must pay its cost in energy. If the card shows that it is a certain energy type, **one of the energy used to pay that cost must be that type of energy.**

*Example: Iceman, Cryokinetic has a cost of 4 and is a bolt character. You can buy an Iceman die with three fists and a bolt, four bolts, etc. Ambush does not show an energy type next to its cost; you can use any type of energy to pay for an Ambush die.*

To pay energy, immediately move dice showing that much energy from your reserve pool to your used pile, then take the die you purchased from the card and place it in your used pile as well. For generic energy, the number inside the circle shows how much energy it represents. For all other energy, each dice symbol counts as one energy.

If you have a die that produces two or more non-generic energy, you may partially spend the die's energy by spinning it down to a face that reflects the unused portion of the die's energy. For example, if a die face shows , you may use  and 1 other energy to purchase a fist die that costs two and change the face on the die to a face that shows . This only applies to symbol dice and not dice that produce generic energy. For generic-energy dice, any unused portion that is not immediately spent is lost. However, you can purchase multiple dice simultaneously to spend a generic die completely.

After you have finished purchasing all the dice you want, leave any unused energy dice in your reserve pool. You may be able to use these dice later to pay for global abilities.

## ★ Using a Global Ability

Some cards have global abilities printed on them. These effects are **always available**, whether or not a die from that card is in the field. Even though you cannot purchase an opponent's die, you can still use a global ability listed on an opponent's card.

During a player's main step, both players can use any or all global abilities available. To use a global ability, you must pay the energy cost, moving the die or dice used to pay that cost to your used pile. In many cases, these effects may be used more than once if the cost can be paid multiple times. As with purchasing dice, you can partially spend non-generic energy. If both players want to use a global ability at the same time, the player whose turn it is wins the tie.

## ★ Playing Actions

You may use the action faces on your action dice during the main step. To do so, apply the effect and then move the action die from your reserve pool to your used pile. It costs no extra energy to use an action die.

**Game Tip:** For dice that provide an ongoing bonus, you can move them into the field as a reminder. Just move them to the used pile at the end of your turn, or when moving your used pile into your bag.

## ★ Field Characters

It costs energy for you to send your character dice from your reserve pool to the field, though in some cases, that cost is zero.

When you field a character, you must pay energy equal to the character's fielding cost as shown in the upper left-hand corner of the die. This cost can be paid with any type of energy, even generic. As with purchasing dice, you can partially spend non-generic dice, and you can pay several costs at once to fully spend a generic-energy die. You cannot field a character if you cannot pay the energy cost.

Many characters have game effects that take place when they are fielded. Some of these effects target dice in your used pile. Such game effects cannot target or select a die that was used to pay for fielding the character; they can only affect dice that were in the used pile prior to the character being fielded.

You are not required to field a die if you do not wish to. Any characters that you cannot or do not field by the end of the main step go to your used pile.

## **Attack**

After you have completed all your activity in the main step and moved leftover characters from your reserve pool to your used pile, you are ready to attack. During the attack step, the attacking player can use any actions still in the reserve pool. In addition, both players can use global abilities whenever appropriate; that is, they can use global abilities that react to damage and the like when that happens, and they can use other global abilities after blockers are declared.

The attack goes through the following steps, in order:

### **★ Declare Attackers**

Any or all of your fielded characters can attack. Move these characters into the attack zone. It costs no energy to move a character into the attack zone; it is just a part of the field. You can send all, some, or none of your characters to attack. If you do not attack, your turn immediately ends (neither player can use global abilities in this case).

After you declare all attackers, apply any effects that happen due to characters attacking.

### **★ Declare Blockers**

Your opponent declares blocking characters, moving them into the attack zone and assigning each one to block a specific attacker. Your opponent can block with all, some, or none of his or her characters.

A single blocker can only block one attacking character; it can't block more than one. However, more than one blocker may be assigned to block a single attacker.

After all blockers are declared, apply any effects that take place due to blocking or being blocked. As is the case with all ties, the attacker resolves first, then the defender.

### **★ Use Actions and Global Abilities**

The attacking player can use action dice and global abilities; the defending player can use global abilities. If both players have such effects that they wish to use, the attacking player gets to go first. Once both players are finished, move on to assigning damage.

### **★ Assign Damage**

Both players assign damage. Damage occurs simultaneously. (In the rare case where it is relevant, the attacking player assigns first, although damage still resolves simultaneously.)

Each attacking character that was blocked assigns its attack value in damage to the character(s) blocking it. If more than one character is blocking an attacking character, the attacker can choose how to divide the damage between the blockers (and can even assign one full damage and the other zero). Likewise, each blocking character assigns damage equal to its attack value to the character it blocks (characters that can block more than one attacker must split their damage just like attackers do).

Damage dealt to a character in excess of that character's defense is wasted.

Once all damage has been assigned, knock out each character that took damage greater than or equal to its defense. When a character is knocked out, move it to that player's prep area. If game effects are generated by a character taking damage or being knocked out, the attacking player resolves all effects first, then the defender.

Attacking characters that were unblocked (or characters with certain special abilities) deal damage to the defending player. Deduct that damage from the player's life.



## CLEANUP

Characters that blocked (or were blocked) but were not knocked out return to the field.

Place unblocked attacking characters in the player's used pile (even if the defending player managed to prevent or redirect all the damage those characters dealt).

All damage to all dice is cleared. All effects end (exception: "while active" effects continue). Move any actions still in a player's reserve pool to the used pile. Only energy dice can remain in the reserve pool.

The turn ends.

## WINNING

As soon as your opponent's life reaches zero, the game ends and you win!

## EXAMPLE OF PLAY

Eric and Mike sit down to play a game using the First Game setup. Mike lets Eric go first as a belated (and inexpensive) wedding present. They both start with 10 life.

### Eric, Turn 1

Eric draws four dice (all sidekick dice of course) in his clear and draw step. He rolls them in his roll and reroll step, getting fist, shield, shield, and sidekick. Since his energy types do not match either of his characters, he cannot buy one with this roll (he could buy a basic action die). He opts to reroll all his



dice, and gets fist, wild, bolt, and bolt.

Now it's his main step. With three energy, one of which is a wildcard (which he uses as a mask), he buys a Kitty Pryde die (a mask character that costs 3). He places all three energy and the Kitty Pryde die in his used pile. He has no one in the field, so he skips his attack step and his turn ends. The last energy remains in his reserve.

### Mike, Turn 1

Mike draws four sidekick dice. He rolls bolt, fist, shield, and sidekick.

In his main step, Mike spends all three energy to buy Angel (a shield character). He places those four dice in his used pile. Then he fields his sidekick for free.

Now it's Mike's attack step. He assigns his sidekick to attack. Eric has nothing to block it with, so it damages Eric, reducing his life from 10 to 9. After the attack step, the sidekick goes to Mike's used pile.

### Eric, Turn 2

First Eric clears his leftover energy die from his reserve, placing it into his used pile. Then, after drawing, rolling and rerolling, Eric ends up with fist, fist, shield, and sidekick. He has no mask to buy Kitty Pryde, and not enough energy to buy Cyclops.



Instead, he buys a Reckless Melee die (it costs 3 and requires no particular energy) and sends his sidekick to the field.



Eric chooses not to attack (he wants to keep a blocker), so his turn immediately ends.

### Mike, Turn 2

Mike draws his four dice. After he rolls and rerolls, he ends up with a fist and three sidekick characters! He fields the sidekicks for free.



In his attack step, he chooses not to attack (to increase his chance of drawing Angel next turn). His turn immediately ends. He still has one fist in his reserve pool.

### Eric, Turn 3

Eric's bag is empty, so he moves the dice from his used pile (7 sidekicks, 1 Kitty Pryde and 1 Reckless Melee) into his bag. He draws three sidekick dice and a Reckless Melee die.



For his roll and reroll step, he ends up with a final result of mask, shield, wild, and a Reckless Melee action (with no bursts).

In his main step, Eric first uses the Reckless Melee. It does one damage to Eric's lone sidekick and one damage each to Mike's three sidekicks (all of which are in the field). Since each sidekick took one damage and has a defense of one, they are all knocked out and go to their owner's prep areas. Eric places the Reckless Melee die in his used pile.



Next he uses his energy to buy another Kitty Pryde, and places those dice in his used pile.

### Mike, Turn 3

During his clear and draw step, Mike first moves his lone fist die to his used pile. Then he draws four dice, getting three sidekicks and an Angel. He adds the three sidekicks from his prep area and rolls all seven dice. He ends up with six energy (including a fist) and a level 1 Angel. What luck!



In his main step, he pays six energy to buy a Juggernaut die. Then he fields his Angel die for free. Since he just fielded Angel, he takes one of the sidekick dice from his used pile (that he just used to buy Juggernaut), spins it to the sidekick side, and fields it for free.



In his attack step, he attacks with his Angel, leaving his sidekick behind. Eric has nothing to block with, so Angel inflicts 2 damage on Eric. Angel thus knocks Eric down from 9 to 7 life, then goes to Mike's used pile.

### Eric, Turn 4

Eric draws Kitty Pryde and three sidekicks, adds the sidekick from his prep area, and rolls and rerolls them. He gets a level-3 Kitty Pryde, two sidekicks, a mask, and a bolt.

He spends one energy fielding Kitty Pryde. Then he fields his two sidekicks.



He announces that Kitty Pryde and one sidekick (only) will attack.

Mike ponders the situation... four damage is coming at him. If he doesn't block, Eric can use the global ability on Enrage to pump up one of his characters, and Mike will lose half his life in one attack! On the other hand, if he blocks Eric's attacking sidekick, Eric might save the energy to use during Mike's turn to knock out a larger die. Furthermore, Mike loses a potential attacker. Eric drums his fingers expectantly...

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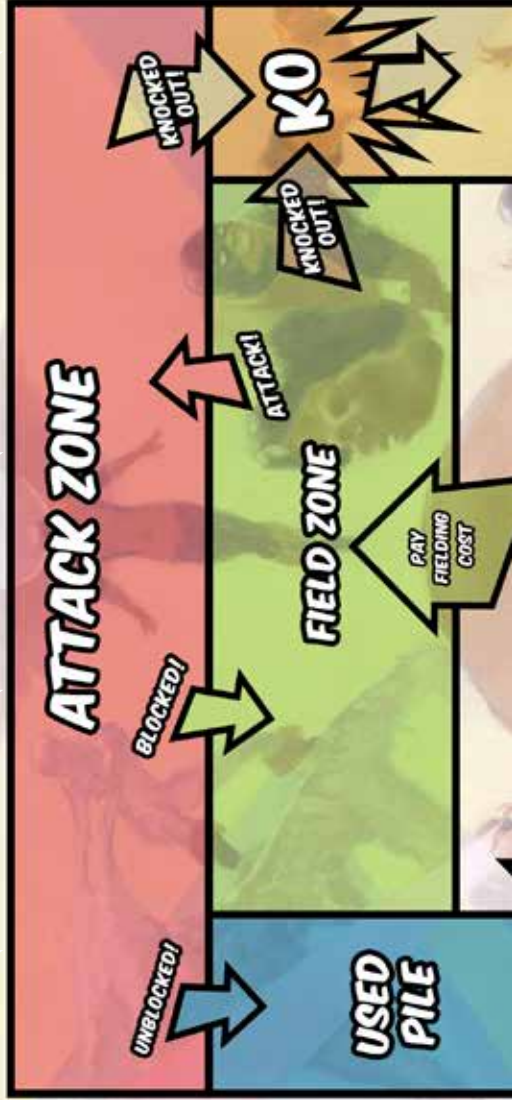
**MARVEL**

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**DICE BUILDING  
GAME**

# DICE MOVEMENT DIAGRAM / PLAY MAT

CLEAR AND DRAW • ROLL AND REROLL • MAIN STEP • ATTACK STEP • ATTACK STEP • CLEAN UP





**DICE MASTERS**

# RESERVE POOL

ROLL DICE HERE

## PREP AREA

START OF TURN:  
UNUSED ENERGY

AT ANY TIME:  
SPENT ENERGY

END OF MAIN STEP:  
UNFIELDED CHARACTERS

END OF TURN:  
UNUSED ACTIONS

MOVE DICE  
AT START OF  
ROLL PHASE

DRAW 4  
DICE AT  
START OF  
ROLL PHASE

MOVE ALL  
DICE WHEN BAG  
IS EMPTY

LIFE: 20 • 19 • 18 • 17 • 16 • 15 • 14 • 13 • 12 • 11 • 10 • 9 • 8 • 7 • 6 • 5 • 4 • 3 • 2 • 1

## DETAILED COMBAT EXAMPLE

Bryan has just started his attack step in his game against Kyle. We recommend that you pull out the cards and dice mentioned and follow along to get a better sense of the flow of the game as we walk you through this battle.

Bryan decides to attack with everybody, which includes **Angel, Inspiring; Juggernaut, Cain Marko; Quicksilver, Former Villain;** and two Sidekicks.

In addition Bryan has an Enrage action die ready to be used.

Bryan's cards are shown here:



Kyle blocks with both copies of **Iceman, Too Cool for Words;** his **Magneto, Archvillain;** and his two sidekicks. He also has one bolt energy left in his reserve pool. Kyle's cards, and the initial situation, are shown in the next column.

Bryan's attacking sidekicks each get a bonus from Angel, who is also attacking. One is blocked by Magneto (at no risk, because Kyle wants to ensure he survives). Quicksilver remains unblocked because Kyle needs his sidekicks alive to bring his plans to fruition.



### Bryan's attackers



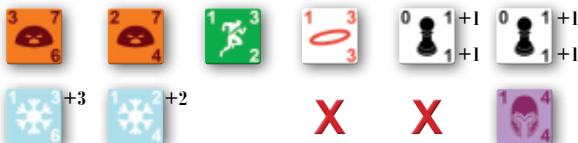
### Kyle's blockers

Now that blockers have been assigned and all effects for attacking, blocking, and being blocked have been resolved, it's time for global effects. Bryan has his Enrage die, but as it stands, Kyle is going to lose almost everyone. He wants to see what Kyle is up to before he commits to using it.

Kyle spends his bolt energy and spins both his sidekicks to their bolt side, moving them to his reserve pool. Note that Bryan's Angel and sidekick were already blocked, and their blocked status does not change (it's already been locked in). Kyle now has two bolts in his reserve pool.

Bryan sees what's coming, and lets Kyle take another action.

Kyle spends two bolts to double the attack value of each of his Iceman dice. Suddenly things are looking a lot worse for Bryan. Now the field looks like this:



Bryan picks up his Enrage die. He could use it to spin his level-2 Juggernaut up a level and save him from being knocked out, or he could use it to spin Quicksilver up a level and do an extra damage to Kyle.

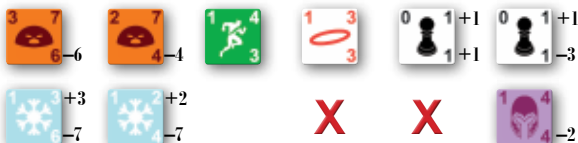
Since Juggernaut has another way to save himself, he opts to spin up Quicksilver—Kyle is running pretty low on life. As a result of using the Enrage die, Quicksilver must also attack, but he's already doing that, so that's fine.

Neither player has anything else that they can or want to do in the attack step, so each character assigns its attack value in damage to the character opposing it.

Now the field looks like this:



### Bryan's attackers

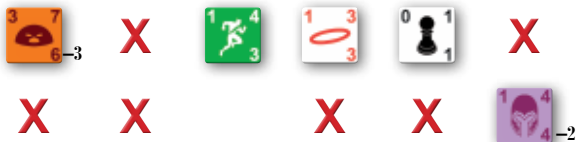


### Kyle's blockers

At the moment, Kyle knocks out both Juggernauts and one sidekick, while Bryan knocks out both Iceman dice and dishes 4 damage directly to Kyle.

Since damage has been assigned, Juggernaut's text kicks in. Bryan can sacrifice sidekicks to reduce the damage. He opts to sacrifice the sidekick that's already going to get knocked out, as that is no loss, to reduce the damage taken by his level-3 Juggernaut. He opts not to use his other sidekick die that way, as he doesn't want too many sidekicks to find their way back into his bag.

At the end of the turn, then, just before damage clears, the board looks like this. It may seem bleak for Kyle, but he gets to roll eight dice next turn...





## TOURNAMENT RULES

Once you've mastered the basics, this section provides details and additional rules. Two rules have been revised as of May 2014. (1) If you run out of dice, you do not take damage; instead you lose life. (2) If you partially spend a die with two energy, you cannot reroll it.

### Fundamental Rules

Card text always supersedes basic rule text.

**Unless otherwise specified, game effects can only target dice that are in the field.** The attack zone is considered part of the field.

If two cards directly conflict, the one that says you can't beats the one that says you can.

You cannot avoid paying costs. For example, if the cost of something is spinning a die down one level, and all you have are level 1 characters that can't be spun down, you cannot pay that cost.

A player cannot gain life beyond the game's starting amount. Excess gains are wasted.

### Card Text and Game States

Card text that names a character only considers your characters for its effects. Your card's text doesn't trigger because your opponent has the same character, nor do your dice get a bonus from your opponent's cards of the same name.

Card text and powers refer to individual dice separately (except "while active" effects). For example,  **Iceman, Too Cool for Words**  says, "Once per turn, you may pay ⚡ to double Iceman's attack." For each bolt you pay, you choose only one Iceman die you have fielded and double its attack, however you can do this for each Iceman die you have fielded.

Unless otherwise specified, card effects and bonuses end at the end of a turn.

### ★ Active and Fielded

When game text says, "While [whoever] is active," that means "When one or more of this card's dice are in the field." In other words, when dice of that character have been fielded, the effect on the card takes place. It takes place only once, no matter how many copies of that die are fielded.

*Example: Angel, Inspiring has the card effect "While Angel is active, your Sidekick characters get +1A and +1D." This effect takes place only while you have an Angel die in the field. If you have no dice of that type fielded, your Sidekicks get no benefit. By the same token, if you have four Angel dice in the field, your Sidekicks only get the +1A and +1D; they don't get the bonus for each separate Angel die.*

The term "when fielded" refers to the moment you send a character die from your reserve pool to the field. It does not refer to assigning the die to attack, since the attack zone is still considered part of the field. Likewise, "when fielded" does not refer to characters returning to the field from the attack zone, nor does it refer to moving a captured or controlled die from your opponent's field to yours.

### ★ Attacking and Blocking

Once blocked during an attack, a character remains blocked, even if the blocking character gets knocked out somehow. Likewise, once damage is assigned in the attack step, that damage remains, even if the die gets removed due to another effect.

When a character leaves the attack zone and goes back to the field, that means it goes

back to the part of the field that is not the attack zone.

If, after both players have decided not to do anything else in the main step (e.g., global effects), the active player opts not to attack, skip the attack step completely. The inactive player has no opportunity to use a global effect in an attack step that is skipped.

## ★ Bonuses and Damage

Damage dealt to a character remains on that character until the end of the turn (or the character is knocked out). In the cleanup step of each player's turn, all damage clears.

All damage that a character receives from powers and abilities is applied and resolved immediately. The only exception is during the assign damage portion of the attack step, when multiple characters are all applying damage simultaneously.

Once gained, bonuses last until the end of the turn.

Bonuses are listed as a modifier either to attack ("A") or defense ("D"), thus a bonus of +1D would add one to a character's defense. Add all bonuses together before applying the total modifier to the die's stats. Bonuses cannot reduce a number below zero.

If a die's defense is reduced to zero, it is knocked out (because it has taken damage greater than or equal to its defense of zero).

## ★ Bursts

Bursts are the stars that appear in the lower left-hand corner of the face.

If you roll a burst symbol, the first thing to do is check to see if the die's card has a matching burst symbol: one burst only matches one burst, two only matches two, and the **\*/\*\*** text matches both one burst and two bursts. If your card does not have the matching number of burst symbols on it, nothing happens as a result of the burst.

If your card does have the right symbol, then those special effects happen. Burst effects are mandatory, not optional.

## ★ Pairing Up

Many characters have the **Heroic** ability. When fielded, such dice can "pair up" with another die that has the **Heroic** ability. A die can only pair up with your dice, and cannot pair up with another copy of the same die (for example, two Angel dice cannot pair up with each other; however one Angel die could pair up with Wolverine and another Angel pair up with Cyclops). Place paired up dice side by side.

Pairing up can only be done the moment a hero is fielded, and the effects of pairing up last until the start of the player's next turn. If you pair up a die with another die that is already paired up, that die leaves the old partner and pairs with the new one instead.

When dice are paired up, they are called partners, and their pairing up effects happen. Each die gets the pairing-up benefit both of itself and of its partner.

Paired dice are still treated as two separate characters; they are operating in tandem, not fused to each other. They attack and block separately.

## ★ Preventing and Redirecting

Some powers prevent a game effect (damage, drawing a die, etc.). This includes cards that "take no damage." When an action is prevented, all of the effects of that ability are canceled, and that effect can no longer be reacted to. Costs paid are not refunded.

Other powers redirect a game effect (usually damage). When an effect is redirected, the

target of the effect changes from its original target to the new one chosen as described in the game text, even if that target was not a legal one for the original effect. The source of the effect remains unchanged from the original.

## ★ **Timing Conflicts**

If there is a conflict of timing (e.g., both players want to use an ability simultaneously), the person whose turn it is always resolves their effects first. If simultaneous effects are controlled by the same player, that player chooses the order of those effects.

This rule will avoid the situation where two people reach zero life simultaneously.

Once activated, an effect is always resolved entirely before the next effect begins. You cannot use an effect after your opponent starts an effect but before it resolves. The only exception to this is when an effect redirects or prevents damage, but those situations are clearly spelled out in the card text.

In cases where both players may wish to use global abilities at the same time (e.g., one player is trying to use a global ability to knock out a character, and the other wants to boost the character's defense), the active player always takes precedence. While it is fine to play fast and loose in casual play, tournament play requires a stricter procedure.

In tournament play, the active player takes as many sequential actions as desired (from zero to all possible actions) before pausing and indicating that the inactive player can take an action. The inactive player can then either perform an action or decline the opportunity. Then the active player can take more actions.

If the inactive player passes, and then the active player passes, no more actions can be taken that step (except for reactions to damage, as usual).

This structure is only used for initiating a game effect. Players are allowed to use global abilities that react to events at the appropriate time (for example, a global ability that allows you to redirect damage when one of your characters takes damage).

## **More About Dice**

Rolled dice in the field or in your reserve pool are considered to be whatever their face is. If you have a Sidekick die in the reserve pool showing energy, then it's an energy die. If you have a Sidekick showing the character face in your field, then it's a character die.

Dice in your used pile, prep area, and bag are not considered rolled dice. Their dice type is either character or action, based on what faces they have.

## ★ **Basic Etiquette**

Make sure that it is clear which dice are in which play area. The play mat helps with this immensely. You cannot change the face up side of any die without a card effect. You cannot use, roll, or spend other players' dice.

You are allowed to look inside your bag to count how many dice you have left, but you must ensure that the dice are thoroughly mixed before you draw any dice from your bag. If you ever pull too many dice out of your bag, return all the dice you drew to the bag, shake it well, and draw again.

When you roll a die, it must roll at least once all the way around. You are not allowed to drop dice off the edge of your hand so that it only rolls one or two sides. If a die falls off the table when you are rolling, or if a die lands on top of something so that it is crooked (or "cocked"), pick it up and roll them again.

## ★ Capturing, Controlling, and Copying

When you capture a die, move the captured die to your field and place your capturing die on top of it. The captured die no longer exists for game purposes. Once the capturing ends, place the die wherever it came from (typically the field, if not, the text on the capturing die's card will remind you where you captured it from). Unless otherwise noted, capturing ends at the end of the turn, or when the capturing die is knocked out.

When you take control of a die, it becomes yours for game purposes. Move it into your field and place it on top of the die controlling it. Your controlling die cannot attack, but can send the controlled die to attack (controlling another mind takes a lot of effort). If the controlled die is of a character that you also have (e.g., you take control of a **Hulk, Green Goliath** die when you have a **Hulk, Jade Giant** card on your side of the table), the controlled die still continues to reference your opponent's card. If the controlled die is sent to your prep area or used pile, it goes to your opponent's prep area instead. Otherwise, when your control of the die ends (typically at the end of the turn or when your controlling character is knocked out), return the controlled die to your opponent, placing it in whatever area you took it from. Your die (that was controlling the other die) remains where it was.

Copying means that your die takes on the stats and/or abilities of another die. If the text says, "copy the stats," then the die copies the numerals of the other die, including any benefits that die may have by virtue of a burst symbol. Your copying die also gets to retain its own burst symbol for extra game effects. If the text says, "copy the abilities," the die uses the opposing die's card as if it were its own. When a die copies another die, text that references the die's name applies to the copying die as well.

## ★ Levels and Spinning

Characters have levels (normally three levels, although the Sidekick die has only one); these are the die faces at the bottom of a card that show the die's custom symbol and the character stats. The leftmost character dice face shown is level 1, and the level increases by one for each face (thus the next die face on the card to the right of the level 1 die face would be level 2). **Note that a die face's level is different from its fielding cost.**

Some abilities have you take a die and spin it up or down a level. To do this, check the card and locate the face corresponding to your character to determine its level. Then set the die face up one level, or down one level using the character card as a guide. If an effect causes a character to spin up one level, move it to the next face to the right on the card. Characters that are already at their highest level cannot be spun up. If an effect causes a character to spin down one level, move it to the next character face to the left. Unless specified, a character cannot spin down from level 1 to a non-character face, nor can a die at level 3 spin up.

## ★ Rerolling Dice

When you reroll a die, it stays in the same area it was in unless (a) otherwise specified by the card text for the resulting face, or (b) it's in a location that the die face cannot be (for example, an energy result in the field). If the die face cannot be in the specified location and its fate is not specified in the card text, move the die to the reserve pool.

You cannot reroll a die if you have already partially spent its energy.

## Using Global Abilities

During the main step and attack step, both players can use global abilities. In many cases, global abilities may be used more than once if the cost can be paid multiple times. As with purchasing dice, you can partially spend non-generic energy. Global abilities that are paid for in a batch resolve as a single effect.

During the main step, the active player can use a global ability as one of the actions available during the main step. The inactive player can also initiate a global ability (that is, use one that is not a reaction to something else happening) after each action (purchase, field, etc.) that the active player uses during the main step.

However, in cases where both players may wish to use global abilities at the same time (e.g., one player is trying to use a global ability to knock out a character, and the other wants to boost the character's defense), the active player always takes precedence. While it is fine to play loose in casual play, tournament play requires a stricter procedure.

In tournament play, the active player takes as many sequential actions as desired (from zero to all possible actions) before pausing and indicating that the inactive player can take an action. The inactive player can then either perform an action or decline the opportunity. Then the active player can take more actions.

If the inactive player passes, and then the active player passes, no more actions can be taken that step (except for reactions to damage, as usual).

This structure is only used for initiating a game effect. Players are allowed to use global abilities that react to events at the appropriate time (for example, a global ability that allows you to redirect damage when one of your characters takes damage).

If a global ability prevents or redirects damage, then the damage inflicted on the original target no longer exists and cannot be reacted to.

## CUSTOMIZING YOUR TEAM

There are 126 different cards in this release of Marvel Dice Masters. Each card is marked with its collector number in the upper right hand corner of the card. You got 34 cards in this starter set. More cards and dice can be found in expansion packs!

## Rarity

Each expansion pack has cards of different rarities, each with a matching die. Common cards (including all the ones found in this set) have a gray border above the die index. Uncommon cards have a green border (Captain America on page 2 is an uncommon card). Rare cards have a yellow border, and the super-rare cards have a red border. Promotional cards with blue borders can be obtained through organized play; see page 23.

Once you've mastered the rules and expanded your collection, you'll want to try these variants. However, regardless of which variant you use, you always start each game with 8 sidekick dice. No more, no less. You cannot buy more, nor can you get rid of them.

## Draft Teams

This is a useful style of play when only one player has a set of dice.

Choose a number between 8 and 20, based on the size of the collection being used. Both players will select up to that number of dice, and start the game with that much life.

Shuffle the basic action cards and choose three or four of them at random to use. This makes for a different environment to consider when drafting.

Place all the dice, sorted by type, in the center of the table. Place all the available character and action cards in the center, stacking cards that share the same name together, even if they have different subtitles.

Determine the first and second players.

The second player picks first, choosing one card stack. If that player picks a stack with more than one card, that player must choose which card to use. The second player also takes all the dice for that character and decides how many (up to the max listed and the chosen team limit) to use.

The first player then chooses. The players alternate until all cards have been chosen.

Players use all cards for which they have dice. Cards that have no dice to them (e.g., the player drafted them after reaching the team limit) are not used in the game.

## **Basic Teams**

Use this variant when you want to explore new potentials and try new strategies. Each player starts with 15 life. Build your team to the following specifications.

Choose two different Basic Action cards. You cannot bring two of the same card.

Choose up to 6 cards. You can choose any mix of characters and actions (except Basic actions), and you can mix teams, etc. However, you cannot choose more than one card with the same title on it, even if the cards have different subtitles. For example, if you choose **Angel, Inspiring**, you cannot also choose **Angel, Air Transport**.

Choose up to 15 dice. Note that all cards have a limit on how many dice can be on the card. You cannot bring more dice than the card allows. You can bring less, of course, to make room for dice on other cards. However, each of your six cards you choose must have at least one die assigned to it.

Each player reveals the two Basic Action cards they want on the battlefield. It is possible that both players choose the same Basic Action card(s); in that case, there are two sets of those dice available. Assign colors to each of the Basic Action cards revealed, place them in the center of the table, and place the three matching dice on each one.

Then both players reveal their personal cards, and place their matching dice on them.

Choose a first player and start fighting!

## **Tournament Teams**

For tournament competition, each player starts with 20 life. Build your team to the following specifications.

Choose two different Basic Action cards.

Choose up to 8 cards. You can choose any mix of characters and actions (except Basic actions), and you can mix teams, heroes with villains, etc. However, you cannot choose more than one card with the same title on it, even if the cards have different subtitles.

Choose up to 20 dice. Note that all cards have a limit on how many dice can be on the card. You can bring less, of course, to make room for dice on other cards. However, each of your eight cards you choose must have at least one die assigned to it.

Reveal all the cards and dice you chose at the same time, and simultaneously with your designated opponent. If both players chose the same Basic Action card(s), there are two sets of those dice available. Assign colors to each of the Basic Action cards revealed, place them in the center of the table, and place the three matching dice on each one.

Choose a first player and start fighting!

**EXPAND YOUR COLLECTION EVEN FURTHER**  
with New Dice and Cards from



## Do You Have What It Takes?

Log on to [WizKidsEventSystem.com](http://WizKidsEventSystem.com)  
to find game stores in your area hosting Marvel Dice Masters organized play events!  
Meet new friends, get new cards, and discover new strategies!



## LEXICON

**Abilities:** The text on the die's associated card.

**Action:** A die that has no character faces or numbers. A face on such a die that shows the special graphic and can be used for a powerful effect.

**Active:** An effect that takes place when one or more of that card's dice are in the field.

**Assign:** To commit your characters to attack, or to block an attacking character. Also, to choose how a character's attack value is dealt as damage to targets in an attack step.

**Attack:** To send your characters to try to damage your opponent.

**Burst:** A star-shaped symbol that indicates extra abilities may be in effect for a die.

**Capture:** To place under your die and temporarily remove from the game.

**Engaged:** A character blocking or being blocked is engaged with the opposing character.

**Face:** One side of a die.

**Field:** The area where your characters go when you pay for them to fight your opponent.

**Global:** A type of game effect that is available for both players to use.

**Opposing:** Owned or controlled by the other player.

**Spin:** To turn or rotate a die so that it shows a different face.

**Stats:** The numbers on a character die face.

**When Fielded:** An effect that takes place when you pay a character's fielding cost.

## RECAP

A turn consists of the following:

### Clear and Draw Step

Move all energy dice from your reserve pool to your used pile.

Draw 4 dice from your bag; refill it from the used pile if necessary.

### Roll and Reroll Step

Roll the 4 dice you drew plus any in your prep area.

Reroll (all at once) any of those dice that you wish.

### Main Step

Field characters by paying energy equal to their fielding cost.

Use action dice. Place them in your used pile when finished.

Purchase dice by paying energy equal to the cost. Place them in your used pile.

**Both players can use global abilities.**

At the end of this step, move unfielded characters to the used pile.

### Attack Step

Select attackers. Resolve effects that occur due to attacking.

Assign blockers. Resolve effects that occur due to blocking.

Use action dice. Place them in your used pile when finished.

**Both players can use global abilities.**

Assign and resolve damage. Resolve effects that occur due to damage or knock out.

### Clean Up

Move unblocked attackers to the used pile. End all effects and clear all damage.

Only energy dice can remain in your reserve pool at the end of your turn.