



The logo features the word "MARVEL" in a red box at the top. Below it, "AVENGERS" is written in a large, red, stylized font with a white outline. Underneath "AVENGERS" is "VS." in a black, blocky font with a white outline. To the right of "VS." is "X-MEN" in a large, yellow, 3D blocky font with a blue shadow. At the bottom, "DICE MASTERS" is written in a yellow, blocky font with a black outline, all contained within a red and black border.

Mike Elliott • Eric M. Lang

In **Marvel Dice Masters: Avengers vs. 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 character dice (2 each of 8 types)
 - 16 sidekick 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! And you can download a full-sized play mat from wizkidsgames.com.

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 upper left of the card is the die's **cost** and **energy type**. Cards of a given energy type provide and require that type of energy. Cyclops (shown in the diagram below) is a bolt character.



Below that, some characters have a team logo to identify their **affiliation**:



Avengers



Fantastic Four



Villains



X-Men

At the top is the card's **title** and **subtitle**. Most cards have several versions.

The **text box** 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.

DICE

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



All dice have faces that generate energy. Energy faces all have one or two of the special energy symbols on them. We'll talk more about these later.



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.

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

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.

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 the reverse side of this sheet. 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:

- **Force Beam, Inner Rage, Thrown Car**

Put three matching 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 card uses which die 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 cards supplied; be sure to take the right version.)

- First Player: **Human Torch, Playing with Fire** and **Spider-Man, Webhead**
- Second Player: **Beast, Mutate #666** and **Captain America, American Hero**

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 reverse side of this sheet.

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 zone.

Used Pile: Dice here have been completely used up for the turn. They will return to your bag at a later time.

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). Track life on a scrap of paper.

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)
- Generic (representing determination)



When you roll a generic energy side, you get two energy, but it cannot pay a specific cost of the named energy types. There is also a wildcard, represented by a question mark; it can become any kind of energy you like. 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 your dice. 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 is level 1, and the level increases by one for each face. **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 draw 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, take 1 damage 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 take 2 damage.

Roll and Reroll Step

Roll the four dice you drew as well as all of the dice that were already in your prep area (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 your dice, place all of the dice you rolled into your reserve pool.

★ 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. 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 either purchase dice from the Basic Action cards in the center (no matter which player brought them), or 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: Spider-Man, "Tiger" has a cost of 4 and is a fist character. You can buy a Spider-Man die with three bolts and a fist, four fists, etc. Thrown Car does not show an energy type next to its cost; you can use any type of energy to pay for a Thrown Car 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 dice 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 those 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 character cards and action cards have global abilities printed on them. These effects are always available, whether or not there is a die from that card in the field. Even though you cannot purchase an opponent's die, you can still use an available 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 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. 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. 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). If two or more characters block a single character, add their attack values together.

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 being knocked out, or by taking damage, 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 done).

All damage to all dice is cleared.

Any actions still in a player's reserve pool are moved to the used pile.

All card effects end (exception: "while active" effects may continue). 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 since Eric's more Canadian than Mike is, and Wolverine is Canadian, so... whatever.

They both start with 10 life.

Eric, Turn 1

Eric goes first. He 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, fist, bolt, and sidekick. He could buy a basic action die, but since his energy types do not match either of his characters, he cannot buy them. He rerolls all his dice, and gets fist, shield, bolt, and bolt.



Now it's his main step. With four energy, one of which is a shield, he buys a Captain America die (a Shield character that costs 4). He places all four energy and the Captain America die in his used pile. He has no one in the field, so he skips his attack step and his turn ends.

Mike, Turn 1

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

In his main step, Mike spends a bolt and a fist to buy Human Torch (a bolt character). He places those three dice in his used pile. Then he fields both sidekicks for free.

Now it's Mike's attack step. He assigns both his sidekicks to attack. Eric has nothing to block them with, so they both damage Eric, reducing his life from 10 to 8. After the attack step, they both go to Mike's used pile.

Eric, Turn 2

After clearing, drawing, rolling and rerolling, Eric ends up with bolt, bolt, shield, and sidekick. He has no mask to buy a Beast, and not enough energy to buy Captain America. Instead, he buys a Force Beam (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 Human Torch 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 Force Beam and 1 Captain America) into his bag. He draws three sidekick dice and a Force Beam die.

For his roll and reroll step, he ends up with a final result of mask, shield, sidekick, and a Force Beam (with no bursts).

In his main step, Eric first uses the Force Beam. 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 Force Beam die in his used pile.

Next he uses his mask and shield to buy a Beast, and places those dice in his used pile.

Finally, he sends his sidekick to the field. He doesn't attack with it.

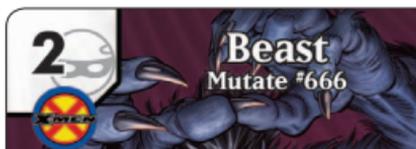
Mike, Turn 3

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 a Human Torch. He adds the three sidekicks from his prep area and rolls all seven dice. He gets five energy (including a fist), a sidekick, and a level 2 Human Torch.

In his main step, he pays an energy to field Human Torch, then also fields a sidekick (the sidekick was not the first character fielded, so Human Torch does not get a bonus). He pays his remaining four energy (including a fist) to buy a Spider-Man die.

In his attack step, he attacks with both his Human Torch and sidekick. Eric blocks the Human Torch with his own sidekick. The Human Torch inflicts 3 damage on Eric's blocking sidekick. The sidekick only does one damage back. Eric's sidekick is knocked out and goes to the prep area, while Mike's Human Torch remains in the field.

Mike's sidekick knocks Eric down to seven life, then goes to the used pile.



Eric, Turn 4

Eric draws Captain America and three sidekicks, adds the two sidekicks from his prep area, and rolls them. He gets a top-level Captain America, two sidekicks, and three energy.

He spends two energy fielding Captain America. When Cap is fielded, Eric gets to roll a sidekick from his used pile. He rolls one of them and gets a mask!

With his two energy, Eric buys the other Beast die. Then he fields his two sidekicks.

He announces that Captain America and one sidekick (only) will attack.

Mike ponders the situation... does he sacrifice Human Torch to block Captain America? Or does he block the sidekick and let Cap's devastating 5 damage slip by, hoping for a chance to counterattack? He moves his die to assign his blocker...



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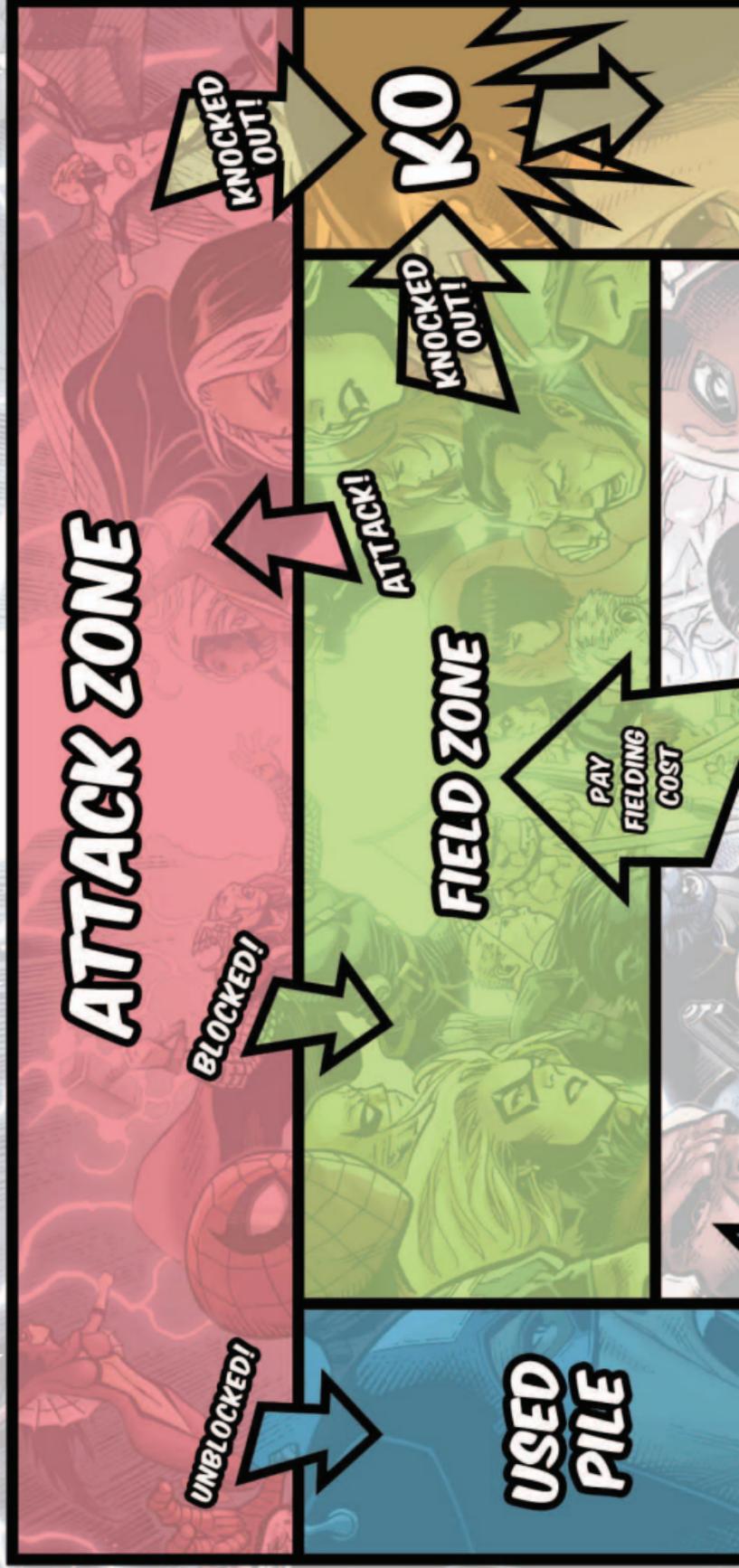


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CLEAR AND DRAW • ROLL AND REROLL • MAIN STEP • ATTACK STEP • ATTACK STEP • CLEAN UP



**START OF TURN:
UNUSED ENERGY**

**AT ANY TIME:
SPENT ENERGY**

**END OF MAIN STEP:
UNFIELDED CHARACTERS**

**END OF TURN:
UNUSED ACTIONS**

**RESERVE POOL
ROLL DICE HERE**

**MOVE DICE
AT START OF
ROLL PHASE**

**DRAW 4
DICE AT
START OF
ROLL PHASE**

**PREP
AREA**

DICE BAG

**MOVE ALL
DICE WHEN BAG
IS EMPTY**

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

DETAILED COMBAT EXAMPLE

Scott has just started his attack step in his game against Ryan. 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.

Scott has several big characters, and one small character—Storm—with a very annoying ability. He decides to attack with everybody, which includes **Thor, Lord of Asgard**; **Storm, 'Ro**; **Hulk, Jade Giant**; and **Captain America, Natural Leader**.

Scott's cards are shown here:

4 **Captain America**
Natural Leader



While Captain America is active, your Sidekick characters get +1A and +1D (no matter how many Captain America dice you have fielded).

Max: 4



2 **Storm**
'Ro



After blockers are assigned, reroll all characters engaged with Storm. Place each such die that does not show a character in your opponent's prep area.

Max: 4



6 **Hulk**
Jade Giant



While Hulk is active, when either you or Hulk takes damage, knock out one of your opponent's level 1 characters.

* Instead knock out one opposing character of any level.

Max: 4



6 **Thor**
Lord of Asgard



Thor can't be blocked by  characters.

Max: 4



Ryan blocks with **Iron Man**, **Playboy**; **Spider-Man**, “**Tiger**”; and **Beast**, **Big Boy Blue** as shown in the next column.

The comparatively weak Spider-Man is a sacrifice block against the massive Hulk. Ryan would rather use him against Thor, but Spider-Man is a fist character and cannot block Thor (thanks to Thor’s card text).

Beast is evenly matched against Captain America. Iron Man steps in to stop Thor (as a shield character, he can), and Ryan decides to let Storm slip past unblocked. He could have sent someone after her, but she has the lowest attack value of any attacker. In addition, Ryan does not want to risk any of his characters to her powerful reroll ability.



2 **Beast**
Big Boy Blue

Beast gets +1A and +1D (until the end of the turn) when he blocks.
★ He gets +2A and +2D instead.

Max: 4

Reserve pool: 3 Focus Power dice, 3 Force Beam dice, 1 Smash! die



4 **Iron Man**
Playboy

Each time Iron Man takes damage in the attack step, he deals 3 damage to one opposing character that is attacking or blocking.

Max: 4

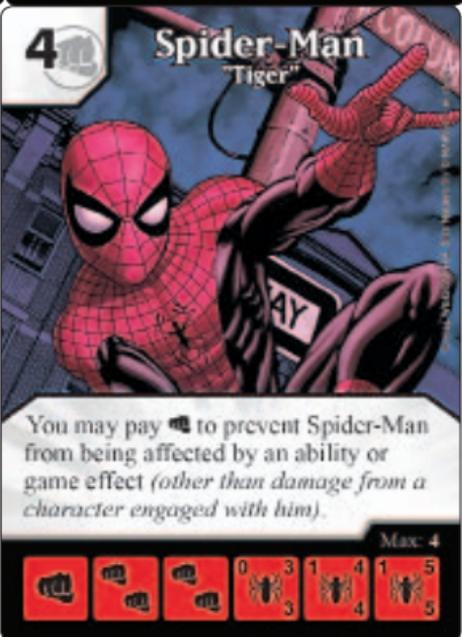
Reserve pool: 3 Focus Power dice, 3 Force Beam dice, 1 Smash! die

Ryan’s cards are shown here:

According to his card text, Beast gets a +1A / +1D bonus when blocking, and the players make a mental note of this.

In the center of the table are the basic action cards **Focus Power**, **Force Beam**, and **Smash!**. Scott has one each of Focus Power and Force Beam dice in his reserve pool, ready for use.

Finally, Ryan has two Spider-Man dice in his reserve pool. Those dice show a total of three fist energy. This energy is available to him for use.



4 **Spider-Man**
“Tiger”

You may pay 1 fist energy to prevent Spider-Man from being affected by an ability or game effect (other than damage from a character engaged with him).

Max: 4

Reserve pool: 3 Focus Power dice, 3 Force Beam dice, 1 Smash! die

After attackers and blockers have been assigned, the attack zone looks like this, with Beast’s bonus shown to the right:

Scott's attackers



No one is blocking Storm



Ryan's blockers

Scott, as the attacker, gets the first option to do things (use action dice, activate card effects, use global abilities, etc.). Remember that if two players want to do some sort of game action at the same time, the attacker always goes first.

Scott uses his Force Beam basic action die. It has no bursts, so it does 1 damage to each character, per the card's text. Scott places the die in his used pile, and each character takes one damage.

This damage causes two card abilities to kick in: Hulk's and Iron Man's. Both Hulk and Iron Man have special abilities that take place when they take damage.

Since the damage took place simultaneously—everyone took damage at the same time—we look to the timing conflicts rule to determine which effect happens first. As always, the attacker uses his first.

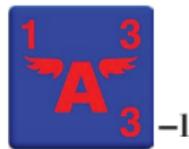
Thus Hulk gets to knock out a level 1 character in anger. Sadly, Ryan only has one level-1 character: the hapless Spider-Man.

Per Spider-Man's card text (see left), Ryan can spend a fist energy (he has one) to prevent Spider-man from being affected by Hulk's power, and he opts to do so. He spins the energy die in his reserve pool from two fist energy down to one.

Hulk's ability is now finished, but there is still Iron Man to consider. He took damage, so, per his card text, he deals three damage to another character. He dishes the pain on Hulk. Since Hulk took damage again, he once more tries to whomp Spider-man, and again Ryan spends a fist to prevent it.

Now the board as shown in the next column, with damage noted:

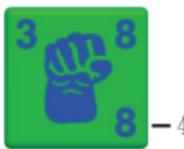
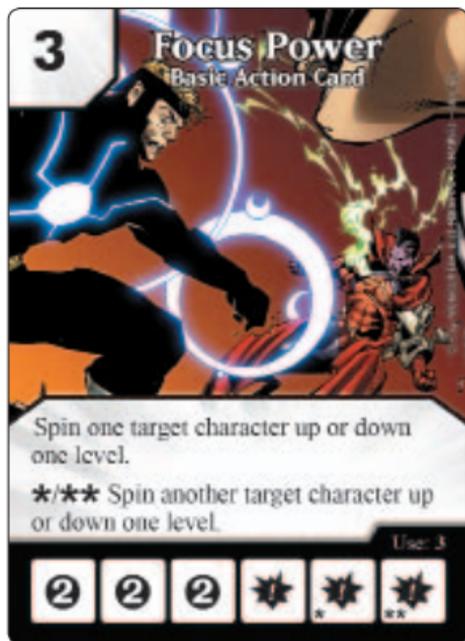




Scott sees that Hulk's days are numbered—Spider-Man and Iron Man (using his effect a second time) can work together to finish Hulk off during the attack step. But he has a plan: he uses his Focus Power basic action die (shown to the right) to spin Thor up a level. This will give Thor enough damage to knock out Iron Man before he can use his card text again.

The die also has a double burst on it, which means Scott can also spin a second character up or down a level. He could choose one of Ryan's characters for this effect, but instead he opts to spin the unblocked Storm up a level.

After using the Focus Power die, Scott declares that he has done all everything he wants to. The board looks like this:



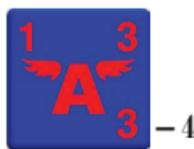
Now that Scott is done, Ryan has the chance to do things. His options are limited, because he has no action dice (the one that he didn't use last turn got moved to the used pile at the end of his turn), and he only has one fist energy left in his reserve pool.

However, one fist energy is enough to use the global ability on the basic action card

Smash!. Remember that any player can use the global ability on any card, even an opponent's card, and even if that player doesn't have any of that card's dice.

Ryan spends his last fist energy to use the global ability of Smash!. He declares that, while very muscular, Thor will deal no damage this attack.

Neither player has anything else they want to do, so they assign damage. Each character assigns its attack value in damage to the character engaged with it (there is no other choice). After damage is assigned, the board is as shown below, with all damage noted:



Captain America, Beast, and Spider-Man have each taken damage that equals or exceeds their defense. They are each knocked out and go to their respective prep areas.

Hulk took damage again, triggering his ability yet again, but there are no level-1 characters that Scott can crush.

Iron Man took no damage from Thor, so he cannot use his ability a second time. This means that Hulk survives the turn, but then again, so does Iron Man.

Finally, Storm deals three damage to Ryan and moves to the used pile. Thor, Hulk, and Iron Man each go back to their respective fields.

Yes, Ryan's team took a beating, but he has Iron Man and he gets to roll six dice next turn, and Scott only has two blockers left...

TOURNAMENT RULES

Once you've mastered the basics, this section provides details and additional rules.

Fundamental Rules

Card text always supersedes basic rule text.

Unless otherwise stated, game effects can only target character 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.

Powers, Abilities, and Card Text

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.

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

★ 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.

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. However, 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).

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

★ Bursts

Bursts are the stars that appear in the lower left-hand corner of the face. Note that a one-burst result is different from a two-burst result.

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.

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

★ Active and Fielded

When game text says, "While 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: Captain America, Natural Leader has the card effect "While active, your Sidekick characters get +1A and +1D." This effect takes place only when you have a

Captain America 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 Captain America dice in the field, your Sidekicks only get the +1A and +1B; they don't get the bonus for each die.

The term “when you field [name]” 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 you field [name]” 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.

★ 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 for that ability 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.

Dice that leave the table or end up cocked must be rolled again.

★ Rerolling Dice

Many powers allow you to “reroll” a die. 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.

★ 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 (the text on the capturing die’s card will tell 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 (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.

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 other 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. Thus, 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 132 different cards in the first 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, and rare cards have a yellow border (Cyclops on the front side of this sheet is a rare card). The super-rare cards have a red border.

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 player will field up to that number of dice, and start the game with that many 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 Basic Action card. However, when you play, it's possible that your opponent may have chosen the same card(s) as you did. That's fine; there are just twice as many of those dice as normal.

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 Iron Man, Philanthropist, you cannot also choose Iron Man, Inventor.

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.

At the tournament, reveal all the cards and dice you chose at the same time, and simultaneously with your designated opponent.

LEXICON

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

Action: A die that has no character faces. 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 monsters to attack, or to block an attacking monster. Also, to designate how a monster'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.

While Active: See Active.

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 player 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 player 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.