

Dice Masters Rules Update 9/22/2014

The way the Used Pile works is changing. The section of the rulebook that covers the Used Pile should now read:

Used Pile: Dice here have been used up and will return to your bag later. Dice you buy and dice used on your opponent's turn immediately enter the Used Pile.

Any dice from your Field or Reserve pool are in transit to the Used Pile until the end of your turn. You may indicate this by placing these dice outside of any zone. Once they are in transit there is no game effect that may alter them. At the end of your turn all dice in transit are placed in your Used Pile.

What does this mean?

Below are some examples of what happens in some game play scenarios that are different given the new rules. Many of the examples address Sidekicks in particular, but the new way the Used Pile works applies to ALL dice.

Buying Dice

Darrell is going first in a game of Dice Masters. After his roll, he has 4 energy. He uses 3 energy to purchase a Basic Action die. The Basic Action die goes to his Used Pile. He moves those dice paying for the energy out of play. They'll go to his Used Pile at the end of the turn. He keeps an energy in his Reserve Pool, unsure if he'll want to use any Global Abilities during his opponent's turn.

Paying for Global Abilities & Refilling Your Bag



It is Cecily's second turn. On her first turn, she spent 4 energy to buy a 4 cost ⚡ character. After her roll, she has 4 energy in her Reserve Pool and 5 dice in her Used Pile. During her Main Step, she decides to spend 3 energy to purchase a die from a 3 cost ⚡ character. Those 3 dice go out of play. The die she purchased goes to her Used Pile. She still has a 🛡️ left in her Reserve Pool. She spends that 🛡️ to activate Silver Surfer, Sky-Rider's Global Ability:

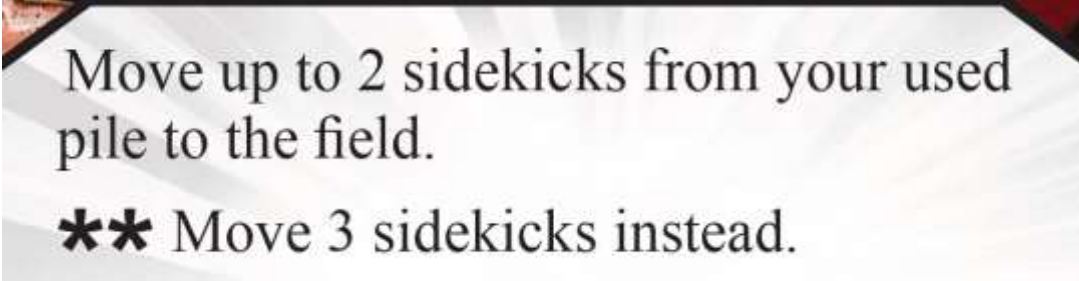
Global: Once during your turn, pay 🛡️ and take 2 damage to draw a die and place it in your prep area.

She moves the 🛡️ out of play. She then takes 2 damage, and goes to refill her bag. The 6 dice from her Used Pile return to her bag (the 5 that were there at the beginning of her turn, plus the die she


purchased this turn). She mixes her dice well before drawing one of them and putting it into her Prep Area. Her dice that are out of play will return to her Used Pile at the end of the turn.


Targeting Dice in the Used Pile


Kyle has no Sidekick dice in his Used Pile. After his roll, he has 3 energy from Sidekick dice and the  on his Rally die. Kyle chooses to reroll Rally since he knows he won't be able to get any Sidekick dice into his Used Pile to use Rally's effect this turn. Unfortunately, Kyle still gets a  and won't be able to use Rally this turn.







Move up to 2 sidekicks from your used pile to the field.
****** Move 3 sidekicks instead.

At the end of her last turn, Liz moved 3 Sidekick dice from out of play to her Used Pile. She kept two  in her Reserve Pool, hoping to use them during Kyle's turn. When she has an opportunity to pay for Globals during Kyle's Main Step, she chooses to use Professor Xavier, Trainer's Global Ability:

. Move up to 2 Sidekick dice from your used pile to your prep area.'" data-bbox="134 561 828 632"/>

Global: Pay . Move up to 2 Sidekick dice from your used pile to your prep area.

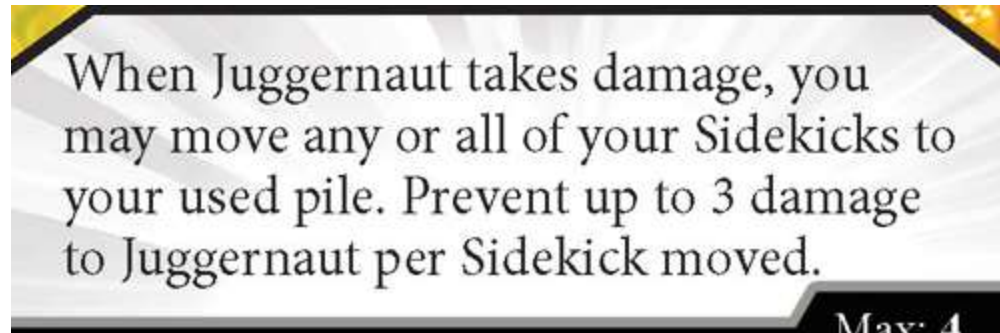
Liz spends a  for the cost of . It goes to her Used Pile because it isn't her turn. She then moves two Sidekick dice from her Used Pile to her Prep Area. She then chooses to use Professor Xavier, Trainer's Global Ability again. She again spends a  for the cost of . She can move another 2 Sidekicks from her Used Pile to her Prep Area. She can't move the die she spent for the Global Ability. It isn't available as a target in her Used Pile when she activates the Global Ability, it's in transition.

The Clear and Draw Step

Ben has some dice left in his Reserve Pool from his last turn. He had planned on spending them on Globals, but there weren't any good opportunities. During his Clear and Draw Step, he moves those dice to his Used Pile. They don't go out of play, because they weren't spent during his turn.

From Effects

Wali has just attacked with Juggernaut, Cain Marko. Juggernaut is blocked by a Sidekick who has +5 A from a variety of characters and Global Abilities. He moves 2 of his Sidekicks out of play for Juggernaut's ability:

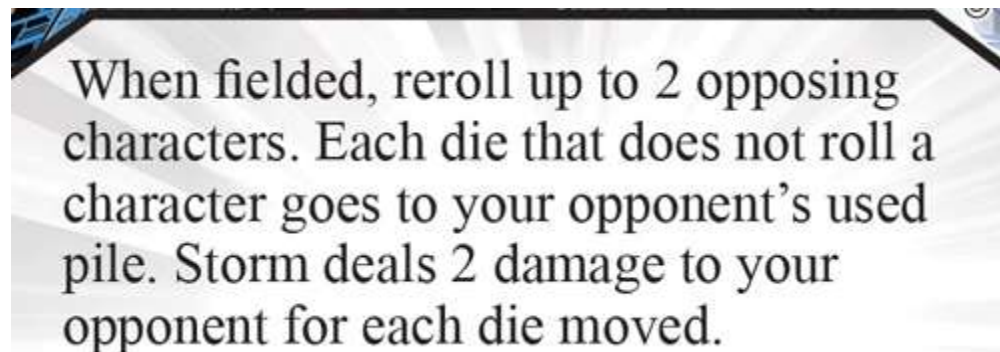


When Juggernaut takes damage, you may move any or all of your Sidekicks to your used pile. Prevent up to 3 damage to Juggernaut per Sidekick moved.

Max: 4

He prevents all 6 damage from the Sidekick. His Sidekicks will go to the Used Pile at the end of the turn.

On the following turn, Brian fields Storm, Wind-Rider and uses her "When fielded..." effect to reroll one of Wali's Sidekicks and Wali's Juggernaut die. Both roll energy faces, and are sent to the Used Pile. They are never put out of play because it isn't Wali's turn.



When fielded, reroll up to 2 opposing characters. Each die that does not roll a character goes to your opponent's used pile. Storm deals 2 damage to your opponent for each die moved.

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