

New Keywords and Symbols in Marvel Dice Masters: Guardians of the Galaxy

Team Affiliations:



Guardians of
the Galaxy



Spider-Friends



S.H.I.E.L.D.



Marvel Knights



Villains

Infiltrate – When a character die with Infiltrate attacks and is not blocked, you may choose to remove them from combat and not deal combat damage to your opponent. If you do, they deal 1 damage to your opponent, and return to your Field Zone.

Call Out – When a character die with Call Out attacks, you target an opposing character die. The targeted die can only legally block the attacking die that used Call Out on it, and no other die can legally block the die that used Call Out. If the die that used Call Out cannot legally be blocked for any reason (*an effect*

made it unblockable, two different dice chose the same target for their Call Out, the die targeted with Call Out was KO'd, etc.>) then the die may be blocked normally.

Intimidate – When you field a character die with Intimidate, remove target character die from the Field Zone until the end of turn. Place the removed die next to your character cards during the turn as a reminder to return the die.

Deadly – Character dice that are engaged with a character die that has Deadly are KO'd at the end of the turn (*even if the character with Deadly has been KO'd or leaves the Field Zone*).