Keywords and Symbols in DC Dice Masters: Superman Kryptonite Crisis



Team



Batman Family Mystics





character face.





Doom

Team Superman Energize: Whenever you roll this die on one of its double energy faces, you must use its Energize effect (this isn't optional). During the Roll and Reroll Step, only check at the end of the Step. The character with Energize does

not need to be active for the ability to trigger.

Range X: When one or more character dice with Range attack, each active character die with Range (on both sides) simultaneously deals damage equal to its Range value (X) to target opposing character die. Each character die with Range may choose a different target, and the defending player still resolves their Range damage even if the Range die was KO'd by the active player's Range damage. All Range damage is dealt simultaneously; the active player chooses their targets and resolves the damage, immediately followed by the inactive player choosing their targets and resolving the damage.

Recruit: When a character die with the Recruit keyword damages an opponent with combat damage, you may move a die that matches what is listed in the ability from your Used Pile, Reserve Pool, or Prep Area into the Field Zone on its level 1 character face. For example, it could match a character's name (exactly), affiliation, energy type, or Sidekick die type. A matching die in the Reserve

Pool may be spun from an energy face to its level 1

League

Stun Tokens: While a card has a Stun token on it, its dice cannot attack or block. The owner of a card with a Stun token on it may pay (2) at any time they could use a Global Ability to remove one Stun token from that card.

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