

Dice Masters Comprehensive Rule Book

Editor's Note: Throughout the years, several rule book variations have been printed and included in Starter Set or Campaign Box products. This set of rules is the most up-to-date and comprehensive and should be used to resolve any judgement questions or card clarifications.

Contents

Foreword

1 Basic Information and Components

- 1.1 General Rules and Terms
- 1.2 Cards
- 1.3 Dice
- 1.4 Energy
- 1.5 Play Areas
- 1.6 Rolled vs. Unrolled Dice
- 1.7 Tokens

2 How to Play

- 2.1 Set Up
- 2.2 Turn Order Sequence
- 2.3 Clear and Draw Step
- 2.4 Roll and Reroll Step
- 2.5 Rerolling Dice Outside of the Roll and Reroll Step
- 2.6 Main Step
 - 2.6.1 Spending Energy
 - 2.6.2 Purchase Dice
 - 2.6.3 Field Character Dice
 - 2.6.4 Use Action Dice Abilities
 - 2.6.5 Use Global Abilities
 - 2.6.6 Passing Priority
 - 2.6.7 Ending the Main Step
- 2.7 Attack Step
 - 2.7.1 Declare Attackers
 - 2.7.2 Declare Blockers
 - 2.7.3 Use Action Dice and Global Abilities
 - 2.7.4 Assign Combat Damage
 - 2.7.5 Apply “when damage” Abilities
 - 2.7.6 Resolve Damage and “when KO’d” Abilities
- 2.8 Clean Up Step
- 2.9 Winning the Game

3 Ability Application

- 3.1 Overview
- 3.2 Timing and Resolution
- 3.3 Targeting
- 3.4 Types of Abilities
 - 3.4.1 Non-global Abilities

- 3.4.2 Global Abilities
- 3.4.3 Applied Abilities
- 3.4.4 Persistent Abilities
- 3.4.5 Static Abilities
- 3.4.6 Burst Abilities
- 3.4.7 Keyword Abilities
- 3.4.8 Blanking Abilities
- 3.4.9 Preventing and Redirecting Abilities
- 3.5 Infinite Loops
- 3.6 Dice Modifiers
- 3.7 Spinning
- 3.8 Capturing
- 3.9 Controlling
- 3.10 Copying
- 3.11 Swapping

Appendix 1 - Keyword Index

Foreword

In Dice Masters, two players take on the role of masterminds directing the actions of a team of powerful Superheroes, Villains, fantastical beasts or any combination thereof (represented by dice) to battle each other!

Each turn, you roll your dice to see what resources you have available, acquire more 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!

Dice Masters is a unique game, in that it uses both cards and dice. Unlike most card games, you won't be manipulating the cards themselves. They are always laid out for players to see, and they give information about their corresponding dice: who they represent, what it will cost you to use them, and what abilities they have.

The objective in Dice Masters is to get your opponent to 0 Life first using the abilities from a team of cards and their associated dice you created.

[1] Basic Information and Components

1.1 General Rules and Terms

1.1.1 The following terms are used in this Rule Book to define game play. Here they are defined separately because, throughout the years of Dice Masters, these terms were used interchangeably.

1.1.1.1 **Game Action**: Usually comes from the steps and sub-steps within the Turn Order sequence. A game action can also initiate or trigger an ability. **Note**: A game action is different from an Action card or Action die, which are game components.

Examples: (1) A player purchases a die – the purchasing of the die is a game action; (2) a player declares attackers during the Attack Step – the declaring of attackers is a game action; (3) the passing of priority is a game action; (4) a blocker assigning combat damage is a game action.

1.1.1.2 **Ability**: The words contained in the text box on a die's associated card. When the word "ability" is used to explain a rule, it also applies to and includes game actions as applicable. An ability can be further defined by its unique applications. Refer to **Section 3 – Ability Application** for more information.

1.1.1.3 **Effect**: The application of a game action or the initiating of an ability and its applicable resolutions. Effect and ability are used interchangeably and have no differentiation in the application of the rules.

1.1.2 Card text always supersedes rule book text. In some cases, this is emphasized by stating "*unless otherwise stated*" in this rule book - meaning a card's text may have specific words, sometimes italicized in parenthesis, that apply an ability differently from a rule.

1.1.3 A player cannot gain Life beyond the game's starting amount. Excess gains are ignored.

1.1.4 The words *owner* and *controller* are not synonymous when applying certain abilities. Owner is the player who brought the card and associated dice. Controller is the player who has control of a die. Also, the player who initiates a Global ability, regardless of appearing on an opposing player's card, is the controller of that ability for other effects.

1.1.5 A player is considered the Controller of any dice that are in their play area, on their cards, or under their specific control based on an ability's effect (e.g. an ability lets you take control of a die, but that die is not physically placed in your play area or on your cards).

1.1.6 The word **active** has several meanings, based on the context it is being used:

(1) The player whose turn it is, e.g. the *Active* player.

(2) An ability referring to a Character die in the Field Zone, e.g. all *active* Character dice are spun up 1 level.

(3) An ability referring to a Character card attribute with at least one of its associated dice in the Field Zone, e.g. a Character die gains +1A for each *active* Villains character.

(4) A Static ability, e.g. while *active*.

1.1.7 The two main components of Dice Masters are cards and dice. Each has specific **attributes** that interact with abilities and game actions outlined in this Rule Book.

Attribute: Game interactive information that defines and describes a particular component.

Card Attributes: Name/Title, Subtitle, Purchase Cost, Energy Type, Affiliation, Alignment

Dice Attributes: Fielding Cost, Attack Value, Defense Value, Burst Symbol, Custom Icon, Energy Type, Level

1.2 Cards

1.2.1 Cards represent the Characters and Actions on your team.

1.2.2 Basic Action cards are a subset of Action cards.

1.2.3 Epic Basic Action cards are a special type of Basic Action card, following all of the rules applicable to Basic Action cards with these additional rules:

(1) Epic Basic Action abilities cannot be copied.



(2) After using an Epic Basic Action die, return the die used to its card.

(3) You can only use or obtain (either by purchasing directly or from another ability) one Epic Basic Action die per turn.






(4) You cannot purchase an Epic Basic Action die unless you have an active Character die with purchase cost 4 or greater.

1.2.4 All Character cards have a purchase cost and an energy type attribute. All Action cards have a purchase cost, and most have an energy type attribute. Character and Action cards may also have an affiliation attribute.

1.2.5 There is no limit to the number of unique affiliations a card may have.

1.2.6 The Villains affiliation has two different symbols ( / ), but they should be considered the same affiliation for all purposes.

1.2.7 Other symbols used in the top left of a card pertain to attributes or abilities that have their own unique application, usually stated in the card's text box. Such items are not affiliations. They are:

- Alignment  /  /  (Good / Neutral / Evil)
- Emotional Conduit  – a special type of action that other cards can refer to and recognize by this symbol
- Equipment  – used on cards in conjunction with the Equip keyword

1.2.8 Each card has a text box containing all associated Non-global and Global abilities that describe the applications and interactions of that card in game play. Note: some cards have a blank text box.

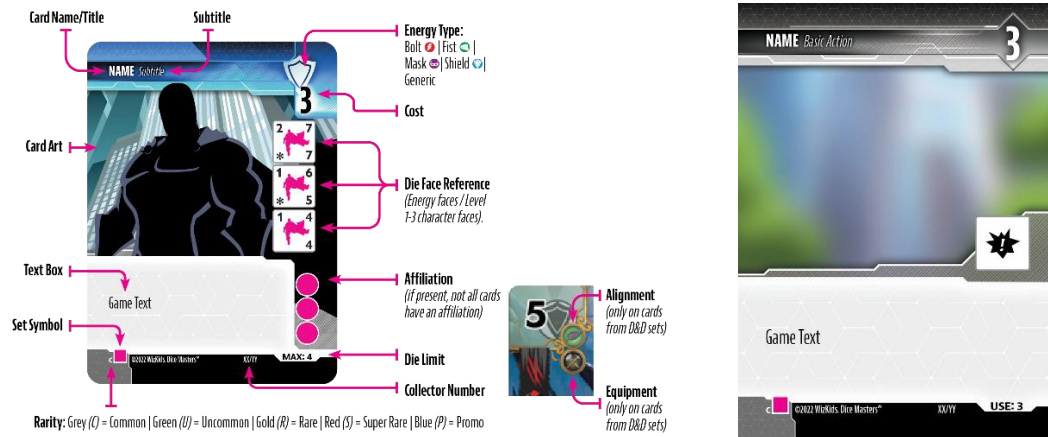
1.2.9 Some cards have words in parenthesis in their text box. Sometimes, but not always, these words are intended as a reminder regarding an applicable rule or an abbreviated Keyword definition and are not intended to supersede any language in the rule book or impact game play.

1.2.10 An Action or Character card's die limit (Max #) is noted on the card. You need at least 1 die to use a card. Most cards allow you to have up to 4 dice, but some of the more unique or powerful cards may only allow 2, or even 1, while some others may allow more than 4.

1.2.11 All Basic Action cards have a "Use 3" die limit. Each Basic Action card will always use this fixed number of Basic Action dice in every game.

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Each item from 1.2 is shown below.



1.2 Key A card contains the following attributes and information:

1. Card Name/Title
2. Subtitle
3. Purchase Cost
4. Energy Type: bolt ⚡, fist 🥊, mask 🎭, shield 🛡️
5. Affiliation (if present, not all cards have an affiliation)
6. Alignment (only on cards from D&D sets)
7. Equipment (only on cards from D&D sets)
8. Set Icon Symbol and Collector Number
9. Card Art
10. Text Box
11. Rarity Stripe: Brown = Common, Green = Uncommon, Yellow = Rare, Red = Super Rare, Blue = Promo, Purple = Chase Card
12. Die Limit
13. Die Face Reference (Energy faces / Level 1-3 character faces).

1.2.12 A card is considered a functional reprint if its ability has the exact same text, with the exact same name, and if applicable, uses the same die. Some cards have their wording changed to reflect clarity or updated templating for how abilities are described. So even though they're a reprint of an older card, they're not an identical reprint. Differently named cards are never considered functional reprints of one another.

1.3 Dice

1.3.1 There are three different types of dice: Action, Character, and Sidekick. All dice have custom icon and energy faces. Only Action and Character dice have corresponding cards.

1.3.2 All Character and Sidekick dice have a fielding cost, attack value and defense value attributes on their custom icon (or character) faces. Action dice do not have these attributes on their action faces. Some Character and Action dice may also have a burst symbol attribute - a star-shaped symbol (noted by a * or **). Refer to **Section 3.4.6 – Burst Abilities** for more information.

1.3.3 Action dice do not count as Character dice. Even if they are in the Field Zone, they may not attack or block.

1.3.4 Basic Action dice are a subset of Action dice. When an ability refers to Action dice it also includes Basic Action dice. However, if an ability refers specifically to a Basic Action die, it only applies to Basic Action dice.

1.3.5 Most Character dice have three levels. These are the die faces depicted on the card that show the die's custom icon symbol and **stats**.

Die Stats: The numbers on the custom icon faces of a Character die depicting the die's fielding cost, attack and defense values for each applicable level.

1.3.6 The leftmost (or lowest on newer cards) Character die face shown on a Character card is level 1, and the level increases by one for each face left to right, or down to up on newer cards. Thus the next die face on the card to the right (or up) of the level 1 die face would be level 2, and the next die face to the right (or up) would be level 3.

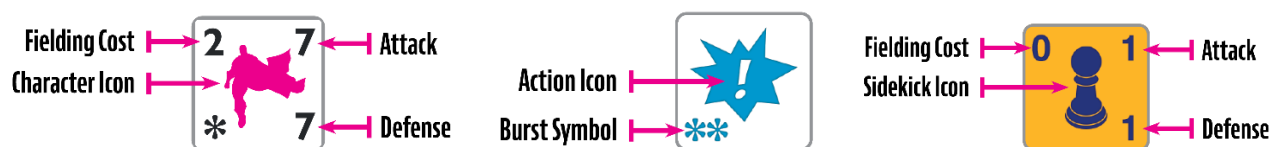
1.3.7 Action and Character dice always maintain the energy type, affiliation(s) and alignment attributes specified on their respective cards unless an ability specifically forces the loss or changes any of these attributes.

1.3.8 Sidekick dice are special dice that each player begins the game with. You can never gain more or remove these dice from the game.

1.3.9 Sidekick dice do not have a corresponding card and are considered to have a purchase cost of 0.

1.3.10 Sidekick and Basic Action dice have no energy type attribute. However, Sidekick dice provide any of the energy types and Wild (?) energy, and Basic Action dice provide generic energy.

Each item from 1.3 is shown below.



1.3 Key Each applicable die face has the following attributes and information:

[Character/Sidekick Die face]





1. Custom Character Icon
2. Burst Symbol (if any, not on all faces)
3. Fielding Cost
4. Attack Value (may be abbreviated in an ability as **A**)
5. Defense Value (may be abbreviated in an ability as **D**)

[Action/Basic Action Die face]

1. Custom Icon
2. Burst Symbol (if any, not on all faces)

1.4 Energy

1.4.1 Energy is the main resource in the game, used to pay costs, purchase dice, field character dice, or pay for abilities.

1.4.2 There are four types of energy, depicted by these symbols: fist , bolt , mask , and shield . All Character and most Action cards (with the exception of Basic Action cards) will have one, or sometimes more, of these types of energy, and generally their applicable dice will produce that same type of energy.

1.4.3 The following are other energy symbols in the game:

- Wildcard (?) – when spending energy, you may consider this to represent any of the four energy types.
- Generic Energy – represented with a ❶ or ❷ symbol on a die. The number in the circle is the amount of generic energy that can be spent on purchasing/fielding/abilities but is not considered to be any type of energy. Abilities stated in a card's text box containing this symbol will mean that amount of energy but is not required to be only generic energy.
- Doubles – some die faces will provide two energy by showing two symbols: e.g. two masks, two bolts, or even one mask and one shield.

1.4.4 Virtual generic energy is gained if less than 4 dice are drawn during the Clear and Draw Step or from partially spending one of the 2 generic energy on a ❷ die face. This energy is not represented on a die, so use some other component to indicate the amount available of this energy.

1.4.5 Virtual generic energy must be spent by the end of the Main Step, or it will be lost.

1.4.6 For abilities that call out or count a specific energy type after you roll dice, Wild (?) energy cannot be used in lieu of that energy type. These abilities will count the total amount of energy symbols produced, not the number of dice that show those symbols. For example, a die showing (⚡ ⚡) counts as two (⚡).

1.5 Play Areas



1.5.1 There are several distinct play areas where you place your dice to indicate what they can and can't do for you.

1.5.2 The Bag:

1.5.2.1 The bag is where your eight Sidekick dice start the game, and where dice are drawn from throughout the game.

1.5.2.2 You can look into your own bag, ask to look into your opponent's bag, or ask what dice they have in their bag at any time, since the number and type of dice in play and unpurchased can be easily determined.

1.5.3 Prep Area:

1.5.3.1 Dice that are in the Prep Area before your turn will be added to the 4 dice you draw at the beginning of your turn, and all those dice will be rolled during your Roll and Reroll Step.

1.5.3.2 Character dice that are KO'd immediately go to the Prep Area, unless otherwise stated.

1.5.3.3 Certain abilities will direct you to "Prep a die" - meaning move the specified die to your Prep Area.

1.5.3.4 When you "Prep a die", either randomly draw one die from your bag or take a die from the specific play area or card as stated in the ability, and move it to your Prep Area.

1.5.3.5 A KO'd die moving to the Prep Area is not considered prepping a die.

1.5.4 Reserve Pool:

1.5.4.1 After your Roll and Reroll Step, all the dice are placed in the Reserve Pool.

1.5.4.2 From the Reserve Pool, energy can be spent, Action dice can be used, and Character dice can be fielded.

1.5.4.3 During your opponent's turn, only dice on an energy face can be in the Reserve Pool.

1.5.5 Field Zone:

1.5.5.1 Character dice rolled onto a Character face can be placed – known as “*fielded*” – into the Field Zone from the Reserve Pool by paying their fielding cost. Certain abilities can also field dice from other play areas.

1.5.5.2 Character dice will remain in the Field Zone indefinitely until you attack with them, or an ability sends them elsewhere.

1.5.5.3 Action dice with the Continuous keyword may also be used by placing them in the Field Zone.

1.5.6 Attack Zone:

1.5.6.1 The Attack Zone is a special part of the Field Zone.

1.5.6.2 Character dice declared as attackers or blockers are moved into the Attack Zone to distinguish that these dice can engage in combat, but they always continue to be in the Field Zone.

1.5.7 Used Pile:

1.5.7.1 Dice that are purchased, spent as energy, unblocked Character dice or Action dice whose abilities have been resolved are placed in the Used Pile, along with unfielded Character or unused Action dice after your Main Step.

1.5.8 Out of Play:

1.5.8.1 This is a special area that is not represented on the playmat. When the Active player spends a die as energy or uses an Action Die during their turn, it goes Out of Play.

1.5.8.2 All dice that are Out of Play move to the Used Pile at the end of the Active player's turn.

1.5.8.3 Dice that are Out of Play cannot be interacted with or targeted by any game action or ability and cannot be used to refill the bag if it runs out mid-turn.

1.5.8.4 Unblocked characters will go Out of Play, as well as any dice sent from the Field Zone or Reserve Pool "to the Used Pile" during the Active player's turn.

1.5.8.5 The Out of Play area does not exist during the Inactive player's turn. Dice sent to the Used Pile or energy spent on an ability will go directly to that play area once the ability is resolved.

1.6 Rolled vs. Unrolled Dice

1.6.1 The play area where a die is located and the face showing on that die, in part, determines that die's **game state**.

Game State: A snapshot in the Turn Sequence depicting: the current location of all dice, what faces they are showing (if applicable), what conditions exist (e.g. abilities that have been initiated, triggered, or resolved, attributes a card or die possess), how many dice are available to be purchased, and whose turn it is. The initiation or resolution of a game action or ability usually depends on the game state and may create a new game state.

1.6.2 Dice that are in your bag, Prep Area or Used Pile are **unrolled** dice. Dice located in the Reserve Pool or Field Zone (which includes the Attack Zone) are **rolled** dice.

1.6.3 When Action, Character or Sidekick dice are in an unrolled game state, they are their applicable dice type and have no facial distinction.


1.6.4 When Action, Character or Sidekick dice are in a rolled game state, they function based on their facial distinction. This distinction is called the die's **status**.


Status: The distinction of a die type based on what face is showing after the die has been rolled. Unrolled dice have no status and are always defined by their die type.

1.6.5 When rolled onto an Action/Character face, that die can apply the abilities of their card. If rolled onto an energy face, that die is an Energy die that can only be used to purchase or field dice, pay a cost, or apply a specific ability based on the rolling of energy. Refer to the table below:

<u>Die Type</u>	<u>Face the die is showing</u>	<u>Status</u>
Action die	Action face	Action die
Action die	Energy face	Energy die
Character die	Character face	Character die
Character die	Energy face	Energy die
Sidekick die	Character face	Sidekick Character die
Sidekick die	Energy face	Energy die

1.6.6 Abilities that affect rolled Character dice also include Sidekick Character dice, unless otherwise stated (e.g. an ability that states “*non-Sidekick Character dice*”).

1.6.7 When the  symbol is shown in a card ability, it denotes the ability applies to a Sidekick Character die (i.e. a rolled Sidekick die).

1.6.8 Sidekick Character Dice are considered to be level 1 when rolled onto their custom icon (or ) face in the Reserve Pool or Field Zone for game effects that apply to level 1 Character dice.

1.6.9 An ability that states to reroll a Character die in the Reserve Pool can only be applied to a Character or Sidekick Character die on its character face. An exception to this rule is when the ability states “*on any face*”, then Character and Sidekick Character dice on their energy faces can be rerolled.

1.6.10 If the rerolling of a die requires you to check the result, the rerolled die does not change its status until the ability is resolved. The rerolled die returns to the play area it was originally located, unless otherwise stated.

Example: An ability states “*When a Character die attacks, you may reroll it. You may return it to the Field Zone on its original face.*” If the die rolled on an energy face, it would not lose the ability to be returned to the Field Zone. The die would retain its Character die status until the ability is resolved, either by returning the die to the Field Zone or moving it to the Reserve Pool as an Energy die.

1.6.11 A die in the Prep Area or Used Pile that is rerolled by an ability, but remains in that Play Area based on the ability, will have no status and is still considered an unrolled die.

1.7 Tokens

1.7.1 Tokens, as defined in this section, refer to components generated by abilities, which can be placed into the Field Zone. This does not include tokens or counters that are placed on cards to represent a modifier to an attribute (e.g. Experience Tokens, Loyalty Counters), reduce a cost (e.g. Inspiration Tokens, Infinite Counters), or to specify a condition (e.g. Stun Tokens).

1.7.2 Tokens may be represented by any distinguishable component you like (e.g. a 6-sided die).

1.7.3 Abilities affecting Character dice or specifically Character dice that are level 1 also include tokens, which are considered to have these attributes. However, abilities applied to the card that generated the token do not affect active tokens in the Field Zone.

Examples: (1) A token is assigned to attack. An ability that can remove an attacker from the Attack Zone can be applied to this token because this ability is applied to a Character die.
 (2) An ability that states “*when fielded, KO all opposing level 1 Character dice*” will KO tokens.
 (3) A player applies an ability that prevents a Character card’s dice from attacking to their opponent’s card with a “*generate a 5A/5D token*” ability. This “prevent attack” ability would not affect any tokens generated.
 (4) A card with a generate tokens ability has its text box ignored. Any tokens that are in the Field Zone before the card was blanked would not be affected. However, no subsequent tokens could be generated until the blanking ability is removed.

1.7.4 An ability that gives a name to a token is only to make it easier for players to account for them. Such named tokens are not considered separate characters for abilities that count or name a character.

Examples: (1) An ability states “*While (Character) is active, at the start of your Attack Step, name a character. If at least one of those character dice blocks, you may move two dice from your opponent's Used Pile to their bag.*” This ability would not apply to a token because a token is not a named character.
(2) The ability “*when (Character) attacks, each attacking character die gets +1A and +1D for each of your other attacking characters*” would include a token as an attacking character die in applying the bonus modifier and each attacking token would get the +1A/+1D bonuses.

1.7.5 Tokens do not have an affiliation, but can be designated one by an ability.

1.7.6 Initial attack and defense values for tokens will be given by the card generating them.

1.7.7 Tokens can only exist in the Field Zone. As soon as they leave their controller's Field Zone they are removed from play.

1.7.8 Tokens can be swapped with other Character dice, but once they leave the Field Zone they are removed from play.

1.7.9 Tokens cannot be spun up, spun down, or rerolled.

1.7.10 Tokens do not have an energy type.

1.7.11 Abilities that affect tokens only apply to tokens from the card on that player's team. If an opponent has that same-named card or tokens, their tokens are not affected by the ability on their opponent's card, and visa-versa.

Example: Both players have a card with the ability “*While (Character) is active, if a token is KO'd, target player loses 1 life*”. This ability only applies to those tokens from the card owned by that player.

1.7.12 Tokens are considered to have a purchase cost of 0.

[2] How to Play

2.1 Set Up

2.1.1 Each player will need 8 Sidekick dice, a bag to hold the dice, a team of up to 8 unique Character and/or Action cards and 2 Basic Action cards of their choice.

2.1.2 Basic Action cards are community property and are placed in the center of table. Either player can purchase Basic Action dice during the game. These cards start with 3 Basic Action dice apiece matching the selected color Reminder card for that Basic Action card.

2.1.3 Each Character/Action card must have at least 1 corresponding die that must match the die's custom icon and color on the card, and can have up to the die limit printed on the card. However, each team can only have a maximum of 20 dice.

2.1.4 Dice on Basic Action cards are not included in the total number of dice on a team.

2.1.5 A team cannot have multiple cards with exactly the same card name/title.

2.1.6 A game begins with the players randomly deciding who goes first by whatever method they choose (e.g. flipping a coin, rolling their Sidekick dice for the greater number of Character faces, or rolling a six-sided die). The player who wins the selected method can choose to go first or second.

2.1.7 Each player starts the game with 20 Life.

2.1.8 Each player places their 8 Sidekick dice into their bag. Note: if this is the first turn of a game, proceed to **Rule 2.3.5** of the Clear and Draw Step.

2.2 Turn Order Sequence

2.2.1 Each game consists of a series of turns. Player's alternate taking turns.

2.2.2 The player whose turn it is, is called the Active player. They resolve their abilities within the applicable step or sub-step first, in any order, followed by the opposing player, who is called the Inactive player.

2.2.3 During an Active player's turn, they perform these 5 steps in the order listed.

1. Clear and Draw
2. Roll and Reroll

- 3. Main Step
- 4. Attack Step
- 5. Clean Up

2.2.4 Once a step is completed, a player cannot go back to that step in the same turn, unless otherwise stated.

2.2.5 Abilities that take place at *“the start of a turn”* or *“at the start of each player’s turn”* are resolved before the Clear and Draw Step.

2.3 Clear and Draw Step

2.3.1 At the start of this step, the Active player will **CLEAR** all dice in their Reserve Pool to the Used Pile. This would be dice on energy faces that were unspent during their opponent's turn.

2.3.2 Then, the Active player will **DRAW** four dice from their bag and place them into their Prep Area. Whenever you need to draw dice and your bag is empty, refill it with all dice from your Used Pile and continue drawing.

2.3.3 On the first turn of a game, the player going first will only draw 3 dice and place them into their Prep Area. They will then draw and place the 4th die Out of Play. In all subsequent turns, both players will draw the usual 4 dice and place them in the Prep Area.

2.3.4 You can only refill an empty bag with all dice from your Used Pile, not from Out of Play, for abilities that state to *“draw”* dice from your bag.

2.3.5 Shake your bag well before randomly removing dice from your bag.

2.3.6 Dice are always drawn randomly, and while you are allowed to look into your bag at any time to count how many dice you have left, you must ensure that the dice are thoroughly mixed before you draw any dice from your bag.

2.3.7 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.

2.3.8 If an ability has you draw additional dice over the 4 initially drawn, draw these now. Any/all dice drawn during the Clear and Draw Step (even if physically separated by a bag refill or additional abilities) are considered one *“draw”* for game purposes. Place all the dice drawn into your Prep Area.

2.3.9 If there are less than 4 dice in your bag, and none in the Used Pile, you would still draw those dice from your bag.

2.3.10 If you are unable to draw the required 4 dice (even after refilling your bag), you lose one Life and gain one virtual generic energy for each die (below four) that you were unable to draw. Refer to **Rules 1.4.4 and 1.4.5** on virtual generic energy.

Example: You were only able to draw 1 of the required 4 dice. You would lose 3 Life and gain 3 virtual generic energy.

2.3.11 If the drawing of dice due to card abilities is done outside of the Clear and Draw Step and you have no dice to draw (after refilling from the Used Pile), the losing of Life and gaining of virtual generic energy for drawing fewer dice than required are not applicable.

2.3.12 Searching your bag does not constitute drawing. Therefore, if your bag was empty before searching, you do not get to refill it from the Used Pile to perform the search.

2.3.13 If an ability tells you to *“draw a die”* outside of the Clear and Draw step, but does not specify what to do with it, roll the die once and place it into your Reserve Pool on the resulting face.

2.3.14 Dice drawn outside of the Clear and Draw Step cannot be rerolled unless specified by a card ability.

2.3.15 The Clear and Draw Step cannot be interrupted. The refilling of your bag to draw the total number of required dice is part of your draw. An opposing player cannot interrupt the refilling of your bag to apply an ability, nor does the refilling of your bag initiate or trigger any other ability.

2.4 Roll and Reroll Step

- 2.4.1 From the Prep Area, take all the dice that you drew, plus any that were previously there from before your turn (dice that were KO'd, dice that were Prepped from an ability, etc.), and **ROLL** all of them.
- 2.4.2 Any dice moved to the Prep Area after you draw dice from your bag are not included in the Roll and Reroll Step. Again, only the dice that were in the Prep Area from an earlier turn are rolled.
- 2.4.3 After you have rolled your dice, you may choose any, all or none of your dice and **REROLL** them. You only get one reroll, so select all the dice at once, and reroll them as a single group.
- 2.4.4 Once you have rolled (and possibly rerolled) your dice, move all of them from the Prep Area to the Reserve Pool, keeping the same face up.
- 2.4.5 These dice are now considered "rolled" dice and the displayed face determines if it represents an Action, Character, Sidekick Character or energy die.
- 2.4.6 Abilities that look at what you've rolled during your Roll and Reroll Step only check at the end of that step, unless otherwise stated.
- 2.4.7 Dice rolled outside of the Roll and Reroll Step (such as a die drawn and rolled by a card ability) do not get a free reroll, unless otherwise stated.
- 2.4.8 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.
- 2.4.9 If a die falls off the table when you are rolling, or if a die lands on top of or beside something so that it is crooked (or "cocked"), pick it up and roll it again.

2.5 Rerolling Dice Outside of the Roll and Reroll Step

- 2.5.1 Dice rerolled outside of the Roll and Reroll Step stay in the same play area they were in unless:
(a) otherwise stated in an ability to move to a different play area based on the resulting rerolled face, or (b) the die is in a play area that, based on the die face, it cannot legally be located (e.g. a die on an energy face in the Field Zone).
- 2.5.2 If the rerolled die cannot be in the specified play area and its fate is not specified in the ability, move the die to the Reserve Pool.
- 2.5.3 Character dice removed from the Field Zone by rerolling are not considered to be KO'd.
- 2.5.4 A Character die in the Field Zone rerolled to a different Character face remains in the Field Zone on its new Character face, unless otherwise stated. A Character die in this situation has never left the Field Zone and will not trigger any "*when fielded*" abilities.
- 2.5.5 Rerolling does not clear damage. When a Character die that has taken damage is rerolled and the resulting reroll puts that die on a Character face with a defense value equal to or less than the damage incurred, that Character die is KO'd.
- 2.5.6 Rerolling a fielded Continuous Action die to an energy face will result in it leaving the Field Zone and moving to the Reserve Pool.
- 2.5.7 A Character die in the Field Zone that is rerolled to energy die loses any Applied or Persistent abilities that had been given to it (e.g., stat modifiers, granted affiliations, must attack, etc.) upon leaving the Field Zone. **Refer to Sections 3.4.3 – Applied Abilities and 3.4.4 Persistent Abilities for more information.**
- 2.5.8 Dice that rolled two energy symbols and one of the energy was spent cannot be rerolled.
- 2.5.9 Abilities that trigger "*when a die is rolled*" will not occur when you do something instead of rolling a die.

Example: An ability states "*draw a named Character die and place it in your Reserve Pool on any face*". Another ability states "*if you draw and roll a named Character die, you may field it for free*". You would not be able to field for free the named Character die drawn by the first ability because in order to do so it must have been rolled.

2.6 Main Step

- 2.6.0.1 There are four game actions within the Main Step:

- Purchase Dice
- Field Character Dice
- Use Action Dice Abilities
- Use Global Abilities

2.6.0.2 You may spend energy to do any of these game actions in any order, as many times as you would like or could do so.

2.6.1 Spending Energy

2.6.1.1 Any die showing an energy face that is spent during the Active player's turn is moved from their Reserve Pool to Out of Play.

2.6.1.2 The Inactive player may still spend energy on certain abilities. Any energy the Inactive player spends will go directly to the Used Pile, not Out of Play, once the ability has been resolved.

Example: A Global ability states "*spend 1 mask and move one Sidekick die from your Used Pile to your Prep Area*". There is 1 Sidekick die in your Used Pile and 2 Sidekick dice on their mask energy faces in your Reserve Pool. The Inactive player could pay 1 mask for this Global ability to move the 1 Sidekick die to their Prep Area. The Sidekick die spent as energy is available to be moved to the Prep Area by spending the second mask energy because it would be in the Used Pile and not Out of Play.

2.6.1.3 Energy cannot be spent for no result. **Refer to Rule 3.1.10 for more information.**

2.6.1.4 If an Energy die face shows multiple energy symbols, you may **spin** the die down to a single energy symbol face to partially spend the energy and reflect the unspent portion. Once an Energy die has been partially spent like this, it is not eligible to be rerolled by any abilities.

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

2.6.1.5 For those Action dice that only have double energy type symbols (e.g. two masks or two generic energy) on all energy faces, if an Inactive player spends one of those energy types on a Global ability, the other energy is lost because the die cannot be spun to a single energy face. However, the Inactive player could pay for a Global ability costing two of those energy types.

2.6.1.6 If the Active player has a die with a double generic energy face (such as a Basic Action die), they may spend one generic energy and keep the other as a 'virtual' generic energy until the end of the Main Step.

2.6.2 Purchase Dice

2.6.2.1 You can purchase any combination of dice - dice from the Basic Action cards in the center of the table as well as dice from the cards on your team.

2.6.2.2 You may not purchase dice from your opponent's cards.

2.6.2.3 To purchase a die, you must pay its purchase cost in energy. This can be any type of energy, including generic and virtual, but if the card has one or more energy types then at least one of the energy you spend must match each of the energy type(s).

Examples: (1) To purchase a 3-cost mask energy type Character die, you can spend 1 mask, 1 shield and 1 bolt, or 1 mask and 2 generic energy, or a variety of other energy combinations. However, in each combination, at least one of the energy types must be a mask.
(2) To purchase a 3-cost bolt-fist Crossover Character die, you can spend any combination of 3 energy but 2 of those energy types must be a bolt and a fist, even if the purchase cost is reduced to 1 or 0.

2.6.2.4 An ability may reduce the purchase cost of your dice, and such abilities can be combined, but the purchase cost can never go below 1, unless otherwise stated.

2.6.2.5 Any ability that is triggered by a specific purchase cost always refers to the purchase cost printed on the card, not what you may have paid for that die.

2.6.2.6 Purchased dice go directly to your Used Pile, unless otherwise stated. The energy dice used for the purchase go Out of Play.

2.6.3 Field Character Dice

Refer to Section 3.4.3 – Applied Abilities for more information on “when fielded” abilities.

Field (or to field): Paying energy equal to a Character die's fielding cost (*which could be 0*) to relocate it from the Reserve Pool to the Field Zone, or an ability directing a Character die to be fielded from the Used Pile, Prep Area, or bag. A “when fielded” ability occurs once for each Character die that is fielded. Other abilities can field Character dice, and dice fielded this way are considered fielded for free on level 1, unless otherwise stated. A “when fielded” or “when a die is fielded” ability is triggered only if the ability explicitly uses the term “field”. To add, generate, move, place, replace, return, send or swap a Character die does not constitute being fielded. The words “in the field” or “fielded” refer to a die in the Field Zone, which is also called an active die.

2.6.3.1 You must pay energy equal to the Character die's fielding cost to send your Character dice from your Reserve Pool to the Field Zone, though some abilities can reduce the cost, or the cost is zero (e.g. “free to field”).

2.6.3.2 A Character die's fielding cost can be paid with any type of energy, generic energy, virtual energy, or a combination thereof. The dice spent as energy go Out of Play.

2.6.3.3 Abilities that reduce the fielding cost of a Character die can be combined, unless otherwise stated.

2.6.3.4 You are not required to field a die, unless otherwise stated.

2.6.3.5 Energy dice cannot be fielded from the Reserve Pool.

2.6.3.6 When a Character die enters the Field Zone, its “when fielded” ability occurs immediately, before any other abilities that may affect the die being fielded are initiated.

2.6.3.7 If multiple Character dice are fielded simultaneously, even dice from the same card, the Active player chooses the order of application for these “*when fielded*” abilities.

2.6.3.8 Once a Character die enters the Field Zone it is immediately referred to as being active. A Character die with both a “*when fielded*” and “*while active*” ability can have each initiated or triggered as applicable.

Note: An active Character die is the same as being “*in the field*” or a “*die you control*” when applying certain abilities.

2.6.3.9 A Character die cannot be fielded outside of the Main Step unless explicitly stated by an ability. If a Character die is moved from another play area to the Reserve Pool on its Character face during the Attack Step, you cannot field this die unless an ability states you can.

2.6.3.10 Any Character dice you don’t field by the end of the Main Step (because you can’t pay for them or choose not to) are moved to the Used Pile.

2.6.4 Use Action Dice Abilities

2.6.4.1 An Action dice rolled onto its Action face may be used in this window. For most Action dice, once its ability is initiated, the die moves Out of Play. Only the Active player may use Action dice, unless otherwise stated.

2.6.4.2 An Action die with the Continuous keyword is “used” when it’s moved from the Reserve Pool to the Field Zone. Using a Continuous Action die is not the same as fielding a Character die and does not trigger any “*when fielded*” abilities. A Continuous Action die either remains in the Field Zone providing an effect or resolves its ability when removed by its controller. Refer to **Appendix 1, Keyword Index – Continuous** for more information.

2.6.4.3 Resolving a Continuous Action die ability from the Field Zone does not constitute using this Action die a second time, nor would any “*when an Action die is used*” abilities be initiated when this Continuous Action die’s ability is resolved (i.e. moved within or out of the Field Zone).

2.6.4.4 A Non-global ability from a non-Continuous Action die is “used” once its ability is initiated. Applying a copy of this Action die’s ability will not trigger any “*when an Action die is used*” abilities.

2.6.4.5 If two or more of the same Action die are rolled on their action faces, you may use the ability for each die.

2.6.4.6 You cannot initiate an Action die ability for no result. Refer to **Rule 3.1.10** for more information.

2.6.4.7 It does not cost any energy to use an Action Die, unless otherwise stated.

2.6.4.8 If an Action card has a Global ability, paying the cost of that Global ability does not constitute the use of that Action die and will not trigger any “*when you use an Action die*” abilities.

2.6.5 Use Global Abilities

Also refer to Section 3.4.2 - Global Abilities for more information.

2.6.5.1 Some cards have Global abilities, noted by the word “Global”, that may be used in this window.

2.6.5.2 Global abilities are available to both players, even though you cannot purchase a die from that opponent’s card, regardless of a die from that card being in the Field Zone or not.

2.6.5.3 If both players have a card with the same Global ability having the condition “*only once per turn*”, a player may pay for that Global ability twice in the same turn because there are two cards with that Global ability available.

2.6.5.4 To use a Global ability, you must pay the specified energy cost.

2.6.5.5 You may use a Global ability as many times as you can pay for it, unless otherwise stated.

2.6.5.6 You may partially spend energy by spinning down a double energy face to a single-energy face to pay for a Global ability.

2.6.5.7 The Active player always has the option to use Global abilities first, also known as ‘having priority’ (e.g. the Active player *has priority* and can use any number of Global abilities first).

2.6.5.8 A Non-global ability that states “*whenever you could use a Global ability*” can also be initiated in this window.

2.6.5.9 Besides the Main Step, Global abilities may also be used in the applicable sub-step within the Attack Step.

2.6.6 Passing Priority

2.6.6.1 Passing priority is a way for players to break the course of play in the Main Step, separating the resolution of game actions each player is initiating.

2.6.6.2 Once the Active player has done as many of the above four actions as they choose to do, they must pass priority to the Inactive player.

2.6.6.3 The only actions the Inactive player may perform is to use energy they have saved to pay for Global abilities or use Non-global abilities that state “*whenever you could use a Global ability*”.

2.6.6.4 The Inactive player may activate only one Global or applicable Non-global ability at a time. Then they must pass priority back to the Active player. The Active player may then perform more actions if they choose to before passing back to the Inactive player.

2.6.6.5 If the Active player does anything, they must pass priority afterwards, so the Inactive player has a chance to react.

2.6.6.6 Once the Inactive player has passed priority without doing anything and the Active player does not choose to perform any more actions, the Main Step ends.

2.6.7 Ending the Main Step

2.6.7.1 At the end of the Main Step, complete the following:

- (1) Move all unfielded Character dice to the Used Pile.
- (2) Any unspent virtual generic energy is lost.
- (3) The Active player may choose to attack or not. If the Active player chooses to attack, or an ability forces a Character die to attack, then move onto the Attack Step.

2.6.7.2 If the Active player does not want to attack, or an ability does not force a Character die to attack, go directly to **Step 5 – Clean Up**.

2.6.7.3 If a card has a “*must attack*” ability or a Character die is forced to attack, the Active player cannot skip the Attack Step.

2.7 Attack Step

2.7.0.1 The Attack Step happens in a stricter order than the Main Step. The six sub-steps within the Attack Step must be performed in the order listed.

1. Declare Attackers
2. Declare Blockers
3. Use Action Dice and Global abilities
4. Assign Combat Damage
5. Apply “*when damaged*” abilities
6. Resolve Damage and “*when KO’d*” abilities

2.7.0.2 Certain abilities that suspend (or interrupt) actions within the Attack Step must be resolved before the sub-step continues. Usually, these abilities state “*before*” in their text.

2.7.0.3 Once a sub-step is completed, the player cannot go back to that step in the same turn, unless otherwise stated.

2.7.0.4 Non-global abilities that state “*during the Attack Step*” can be initiated by the controller of that card at any time.

2.7.0.5 A Character die with an ability that triggers while the die is **engaged** with another Character die (e.g. “while attacking” or “while blocking”) must be actively in combat with the opposing Character die (either as an attacker or blocker) when the ability is supposed to occur. If that Character die is removed from combat before its engaged ability would trigger, then the ability will not occur.

Engaged: A Character die that is currently or has been attacking or blocking with an opposing Character die.

2.7.0.6 A Character die with a “while attacking” or “while blocking” ability must be declared as an attacker/blocker for the ability to initiate. If that Character die is removed from combat, these Static abilities immediately end. Refer to **Section 3.4.5 – Static Abilities** for more information.

2.7.0.7 It costs no energy to move Character dice into the Attack Zone, since it is a part of the Field Zone.

2.7.0.8 The word **assign** has two meanings, based on the context it is being used:

- (1) To commit, or declare, your Character dice to attack or block, e.g. when *assigned* to attack.
- (2) To deal damage to a Character die or player, e.g. *assign* 2 damage to target Character die.

2.7.1 Declare Attackers

2.7.1.1 Any or all Active player’s fielded Character dice can attack, unless stated otherwise. Move these Character dice into the Attack Zone. From this point on, such dice will be called attackers.

2.7.1.2 After attackers are declared, initiate any “when attacks” or “when assigned to attack” abilities before proceeding to the next sub-step. These abilities will initiate for each applicable die that attacks.

Example: When two copies of a Character die with the ability “When this die attacks, deal 1 damage to target opponent” are declared as attackers, they will deal a total of 2 damage to your opponent – 1 damage from each attacking Character die.

2.7.1.3 The Active player chooses the order to apply any “when attacks” abilities. Note, even though attackers are declared as a single simultaneous sub-step, all “when attacks” abilities will initiate in the order of placement within the queue and will resolve individually. Refer to **Section 3.2 – Timing and Resolution** for more on the abilities placed in the queue.

2.7.1.4 If the Inactive player has card abilities that trigger when they are attacked. These will take place after all the Active player’s “when attacks” abilities are resolved.

2.7.1.5 The Inactive player will choose the order of resolving their own card abilities.

2.7.1.6 Abilities that state “while attacking” can be applied at any time during the Attack Step after the attacker is declared and stay in effect while that specific Character die is attacking.

2.7.1.7 When this sub-step is completed, a player cannot be forced to declare additional attackers.

2.7.1.8 An attacker that is KO’d by **ability damage** before the Assign Combat Damage sub-step will not deal its combat damage.

Ability Damage: Damage dealt to a player or Character die from an ability in a card’s text box, not from a die’s attack value during combat. Note: in card text and rule applications, *ability damage* and *non-combat damage* are synonymous.

2.7.2 Declare Blockers

2.7.2.1 The Inactive player declares which of their fielded Character dice they want to block with (if any). Move these Character dice into the Attack Zone. From this point on, such dice will be called blockers.

2.7.2.2 Each blocker must be assigned to a specific attacker to block; however, you may assign multiple Character dice to block the same attacking die.

2.7.2.3 Once an attacker is assigned a blocker, both dice are now engaged. If an ability subsequently removes either die from the Attack Zone, those dice are still considered to have been engaged.

2.7.2.4 Once an attacker is blocked, it is considered blocked until the end of the Attack step, even if its blocker is subsequently removed from the Attack Zone (i.e. once blocked, always blocked).

2.7.2.5 After all blockers are declared, resolve any abilities that occur due to character dice blocking or being blocked, such as “when this Character die blocks”, “when this Character die is blocked”, or “when this Character die is engaged” before proceeding to the next sub-step.

2.7.2.6 As with attacking dice, each blocking die’s ability will initiate and resolve independently.

2.7.2.7 All Active player abilities will happen first (in the Active player's order of choice), followed by all Inactive player's abilities (in the Inactive player's order of choice).

2.7.2.8 Abilities that state "*while blocking*" can be applied at any time during the Attack Step after the blocker is declared and stay in effect while that specific Character die is blocking.

2.7.2.9 When this sub-step is completed, a player cannot be forced to declare additional blockers.

2.7.3 Use Action Dice and Global Abilities

Also refer to Section 3.4.2 – Global Abilities for more information.

2.7.3.1 This is the other window within the turn when Action dice and Global abilities may be used. It functions the same way as in the Main Step.

2.7.3.2 Global abilities, as well as any other abilities with the same timing, can be used after blockers are declared.

2.7.3.3 Any Action dice that the Active player rolled but did not use during the Main Step may be used in this sub-step.

2.7.3.4 As in the Main Step, the Active player may use as many Global abilities and Action dice as they have access to and can pay for, unless otherwise stated. The Active player then passes priority to the Inactive player, and the cycle repeats until neither player performs an action.

2.7.3.5 The Inactive player may use any remaining energy they have in their Reserve Pool for Global abilities or other abilities with the same timing.

2.7.4 Assign Combat Damage

2.7.4.1 Combat damage is damage that comes from a Character die's attack value when attacking or blocking.

2.7.4.2 Damage dealt to a Character die remains on that die until the Clean Up Step, or until the die is KO'd or ceases to be a rolled Character die.

2.7.4.3 The assigning of combat damage from all attackers and blockers is considered one game action that occurs in such a tight sequence that almost nothing can resolve within this sub-step. Usually, players assign damage die-by-die, although for determining the game state, combat damage for all dice technically occurs simultaneously. To understand how the assigning of combat damage works, this sub-step action is separated by the following paragraphs.

2.7.4.3.1 Each attacker that is unblocked will assign combat damage equal to its Attack value directly to the Inactive player (reducing that player's Life total accordingly) and that attacker will move Out of Play before any other abilities would resolve. The only exceptions are abilities that may prevent, reduce, or redirect that attacker's damage. This means that the unblocked attacker leaves the Attack (Field) Zone after all damage is calculated and assigned but before any "*when a player takes combat damage*" abilities or any other damage resolves. Hence, any "*while active*" ability this Character die has can no longer be applied and this unblocked attacker cannot be the target of any subsequent abilities.

2.7.4.3.2 If the attacker is blocked, but the blocker was subsequently removed by an ability, the attacker is still considered to be blocked and will **not** deal combat damage to the Inactive player (once blocked, always blocked). Likewise, a removed blocker will not assign its Attack value in damage to the attacker. An exception is the application of Overcrush damage. **Refer to Appendix 1, Keyword Index – Overcrush for more information.**

2.7.4.3.3 Each attacker that is blocked will assign its total Attack value in damage to its blocker(s).

2.7.4.3.4 Attackers must assign all their damage; they cannot choose to hold any back.

2.7.4.3.5 If an attacker has more than one blocker, the Active player chooses how to distribute the damage that attacker deals to each blocker. The damage can be split among blockers or assigned to just one blocker.

Example: An attacker with a 4A value is assigned two blockers, one with a 3D value and the other with a 1D value. The attacker can assign 3 damage to one blocker and 1 damage to the other, 4 damage to one blocker and 0 damage to the other, or split the 4 damage between the blockers in any way so long as all 4 damage is assigned.

2.7.4.3.6 The blocker must assign all its attack value in damage to the attacker.

2.7.4.3.7 If an attacker has two or more blockers, each blocker will assign its damage separately, but no other abilities can be initiated until the total sum of their damage is dealt to the attacker.

2.7.4.3.8 A blocker with an ability that can block more than one attacker can split its attack value as an attacker would.

2.7.4.3.9 Any attacker or blocker that has combat damage assigned to it over and above its defense value is ignored unless the attacker has an Overcrush Keyword ability.

2.7.4.3.10 If an attacker is blocked then is returned to the Field Zone by another ability, any “*when blocked*” ability is still initiated.

2.7.4.3.11 The Active player will resolve all their (attacking) abilities first, followed by all the Inactive player’s (blocking) abilities.

2.7.5 Apply “*when damaged*” Abilities

2.7.5.1 Once all combat damage has been assigned, resolve any “*when damaged*” abilities that attackers or blockers may have – attacking dice resolving before blocking dice.

2.7.5.2 An engaged die that receives enough damage to KO it will still resolve any “*when damaged*” abilities before it is KO’d.

2.7.5.3 If a Character die with a “*when damaged*” ability is KO’d by a non-damage ability, the “*when damaged*” ability does not occur. A KO by itself is not considered damage.

Example: The Active player fields a Character die with the non-damage ability “*When fielded, KO an opposing level 1 Villains die*”. The opponent has an active Villains die with a “*when damaged*” ability. The KO’ing of the opposing die in this circumstance does not cause damage. Therefore, the opposing Villains die’s ability would not trigger.

2.7.5.4 Once damage, either from an ability or combat, is assigned, that damage remains even if the die that dealt the damage is removed due to another ability.

2.7.5.5 You cannot reduce or prevent damage from an ability until that damage has been applied.

2.7.5.6 The loss or paying of Life and taking damage are different effects; therefore, “*when damaged*” abilities will not trigger if you lose or pay Life (and vice versa), nor would abilities that prevent the losing of Life affect taking damage.

Examples: (1) Player A has a card with the ability “*Pay 1 life to declare blockers*” and Player B has a card with the ability “*When your opponent takes damage, they must KO a Character die*”. Player A decides to pay 1 life and declare blockers. Player B’s ability will not trigger because Player A did not take damage.
(2) A player with a card ability “*Pay 2 masks to prevent losing 1 life*” takes 1 point of combat damage from an unblocked Sidekick Character die. That player cannot pay 2 masks to prevent the 1 point of combat damage.

2.7.6 Resolve Damage and “*when KO’d*” Abilities

2.7.6.1 All Character dice that have taken damage equal to or above their defense value are KO’d simultaneously and moved to their owner’s Prep Area, unless otherwise stated.

2.7.6.2 If a Character die has the Regenerate keyword ability and that die is KO’d, apply the Regenerate ability immediately (effectively interrupting the resolution of damage). **Refer to Appendix 1, Keyword Index – Regenerate for more information.**

2.7.6.3 Resolve any damage from Keyword abilities (e.g. Overcrush).

2.7.6.4 Once a Character die is KO’d, any Static abilities (e.g. “*while active*” abilities) that Character die has immediately end.

- 2.7.6.5 Resolve all the Active player's "when KO'd" abilities first, then all the Inactive player's abilities.
- 2.7.6.6 Any Character dice still in the Attack Zone (i.e. those dice that were not unblocked or KO'd) return to the Field Zone.

2.8 Clean Up Step

- 2.8.1 Clear all damage to Character dice not KO'd.
- 2.8.2 Resolve all Applied abilities first, followed by all Persistent abilities, lasting "until the end of the turn" or taking place "at the end of the turn", starting with any/all of the Active player's abilities, followed by any/all of the Inactive player's abilities.
- 2.8.3 Move any Action dice on their action face in the Reserve Pool to the Used Pile.
- 2.8.4 The only dice remaining in the Active player's Reserve Pool at this time should be dice showing energy faces. You may use these during the opponent's turn to pay for Global abilities during the appropriate windows.
- 2.8.5 The Inactive player moves any unspent energy dice to their Used Pile.
- 2.8.6 The turn ends. Move all dice from your Out of Play Zone to your Used Pile. The next player starts their turn, becoming the new Active player.

2.9 Winning the Game

- 2.9.1 As soon as a player's Life total reaches 0 or below the game ends immediately and the player with Life remaining wins. Even when an ability causing one player to reach 0 Life trigger other abilities that would subsequently put another player at 0 Life, those other abilities would not occur.
- 2.9.2 Any ability that would regain Life after that player's Life total reaches 0 cannot be initiated.
- 2.9.3 If a single ability damages both players simultaneously causing both players to reach 0 or less at the same time, the game ends in a tie (this situation is unlikely, but possible).
- 2.9.4 If there are multiple simultaneous abilities that can reduce both players to 0 Life, the Active player decides the order in which these abilities are applied.

[3] Ability Application

3.1 Overview

- 3.1.1 The words in the text box of an Action or Character card are its ability. An ability also applies to the dice from its associated card.
- 3.1.2 The following is a list of equivalent words used in abilities across the different Dice Masters products.
- Sidekick = NPC
- Character = Monster* = Creature = Superstar
- * Monster, used in D&D products as an affiliation, is different from Monster used in the Yu-Gi-Oh! product as a character
- 3.1.3 Abilities can be broadly called either Non-global or **Global**. There are several other sub-types of abilities, each with unique applications, that are ultimately considered either Non-global or Global. These are outlined in subsequent sections.

Global: A keyword denoting an ability that can be used by either player and is separate from the specific Character or Action (i.e. Non-global) ability on a card.

- 3.1.4 The source of a Non-global ability is the Action/Character card and by extension each separate die from that card, as applicable.
- 3.1.5 The source of a non-damage Global ability is the player who paid for or initiated that Global ability. The source of a damage-initiating Global ability is the ability itself.

3.1.6 Abilities affecting the text or text box on the applicable card include Global abilities, unless otherwise stated.

3.1.7 A card can have more than one type of Non-global ability. If it does, those abilities are resolved sequentially (i.e. in the order they are written in the text box: do X / do Y; or do X / then if able do Y).

3.1.8 Multiple ability types in a text box are considered a single ability for effects that can be applied to a card's text box.

Example: A card has two Non-global abilities ("*when fielded*" and "*while active*"), each having its own unique resolution. But if this card has its text box blanked, both effects would be ignored.

3.1.9 Each ability has two parts: how the ability can be initiated (or triggered), and a resolution or result of that ability. A player can initiate an ability when (1) a cost is paid (i.e. energy spent) and/or the required game state occurs (as specified in the ability or as dictated by the Turn Sequence), and (2) there is a **legal target** (if applicable). Note, "if applicable", in this case, applies to an ability that does not target. If an ability does target, then the requirement for determining a legal target must be met.

Legal Target: A component (almost always a die) or player that meets these requirements: (1) the target must exist for game purposes; and (2) there are no conditions prohibiting the application of the ability to the target. Note, the words "legal" and "valid" are synonymous.

Examples: (1) A captured die is not a legal target because it has been removed from play and doesn't exist for game play purposes.
(2) A Character die with the mask energy type is not a legal target for an ability that targets only shield energy type Character dice.
(3) A Character die on its highest level is not a legal target for an ability that spins a die up 1 level.
(4) A Character die with the ability "*cannot be targeted by opposing Global abilities*" is not a legal target for a Global ability from an opponent because the application of such an ability is prohibited.

3.1.10 Energy cannot be spent, or an ability initiated, under any of the following conditions: (1) there would be no result or potential result that changes the game state; (2) there are no legal targets available; or (3) the resolution of the ability duplicates an existing game state.

Examples: (1) A Global ability that forces a Character die to attack or block cannot be paid for in the Use Global Abilities sub-step of the Attack Step because attackers and blockers have already been declared and there would be no result if this Global ability was initiated. An exception would be if there is the potential for a second Attack Step.
(2) An Action die has a Persistent ability that states, "*Until the end of the turn, whenever one of your attacking character dice is KO'd, return it to the Field Zone*". This Action die can be used in the Main Step, even though an Attack Step may not occur, because there is still the potential that it could when the ability was initiated.
(3) A Global ability that forces a Character die to block cannot be paid for to target a Character die with an ability stating it cannot block because that die is not a legal target.
(4) A Global ability that forces a Character die to attack cannot be initiated upon a die that has already been declared or assigned as an attacker because this would duplicate an existing game state.
(5) A Global ability that gives a Character card the Villains affiliation cannot be paid for to target a Character card that already has the Villains affiliation because this would duplicate an existing game state.

3.1.11 When an ability applies refers to a "*character*", it will usually mean the card of that character, unless otherwise stated.

3.1.12 When an ability states its card's name/title (i.e. is self-referential), it refers to the dice only from the card on that player's team. If an opponent has that same-named card, their dice are not affected by the ability on their opponent's card, and visa-versa. Each player's cards and associated dice in this situation are completely different, even if they have the same name/title.

3.1.13 Card abilities that state a type of die (e.g. Sidekicks), or any dice with the same attribute (affiliation, alignment, energy type, or level) refer to the dice of both players, unless otherwise stated.

3.1.14 If two abilities directly conflict, the ability stating you "*can't*" supersedes the one that states you can or must. This is usually noted in abilities that state "*if able*" and is intended to let players know that an ability can't force something to happen that is disallowed.

Example: An ability that states "*target Character die must attack*" cannot be applied to a Character die with an ability stating it cannot attack.

3.1.15 Abilities that state a character performing an effect that is applicable to a die (e.g. attacking, blocking, capturing, controlling, fielding, knocking out, moving, spinning, swapping), applies to any dice from that character card.

Example: The ability “*when (Character) blocks*” means the same as “*when (this Character die) blocks*”.

3.1.16 An ability that is detrimental to the initiating player using it in isolation is an **Ability cost**.

Ability Cost: A cost that is paid with something else other than energy (e.g. losing Life, taking damage KO’ing a die, removing a die from a rolled die play area, spinning down a die, or removing a die from the game).

3.1.17 Some abilities have you do as much as you can, while others only happen when their cost is paid. If the abilities are the same, that almost always means to do as much as possible. If the abilities are different, the first is often part of the cost (especially if detrimental in isolation).

Examples: (1) If an ability gives two Character dice +1A, but there is only one valid target, that Character die can still get +1A.
(2) If an ability moves two dice from your Used Pile to a different location and you only have one die, move that die to the location stated.
(3) An ability states “*KO two of your Character dice. The next die you purchase this turn costs 2 less.*” If you only have one die available to KO, you cannot initiate the purchase cost reduction because the KO’ing of both these dice is a cost.

3.1.18 Some abilities may have both an ability and an energy cost. If you cannot pay both costs, you cannot initiate that ability.

3.1.19 An ability cannot be initiated if its cost cannot be paid. Likewise, a player cannot initiate an ability knowing they cannot pay the entire cost.

3.1.20 Ability costs cannot be avoided.

Example: An ability requires you to spin a Character die down 1 level to initiate its effect and all you have in the Field Zone are level 1 dice that cannot be spun down. Therefore, you cannot pay the cost.

3.1.21 A player cannot be forced to pay an ability cost.

Examples: (1) An ability states “*Target opponent must pay 1 life for each Character die assigned to block this turn.*” You cannot use an ability that forces an opposing die to block because in doing so would require the opposing player to pay an ability cost.
(2) One ability states, “*All opposing Character dice must block*” and another ability states “*Your opponent must pay 1 life per Character die to block*”. In this situation, interaction of these two abilities (one that forces an opponent to block without paying a cost, and another which forces them to pay a cost to block) cannot be used to force an opponent to pay a cost. The force block ability would not be able to be initiated.

3.1.22 An ability that establishes a **Future Game State**, also called a Persistent ability, can be initiated (or paid for) even though there is no immediate result. Refer to **Section 3.4.4 – Persistent Abilities** for more information.

Future Game State: A game state when an ability, after being initiated or triggered, can subsequently apply an effect during the current or next turns.

Examples: (1) An Action die ability states “*Dice purchased this turn cost [1 energy] less than their printed cost.*” This ability establishes a Future Game State because any time during this turn when you purchase a die it will cost 1 less energy.
(2) An Action die ability states “*Unblocked attacking Character dice gain +3A until end of turn.*” If this ability is initiated in the Main Step, it establishes a Future Game State when +3A would not be applied to Character dice until the Declare Blockers sub-step of the Attack Step has occurred. The words “*until end of turn*” denote that the +3A bonus has a specified ending.
(3) An Action die ability states “*Character dice in your Reserve Pool gain Intimidate (until end of turn)*”. This is an Applied ability that enables a keyword to be gained immediately. The Action die ability checks the game state (i.e. dice that are in the Reserve Pool), applies its ability appropriately and is resolved. The text in parentheses reminds the player that the application of the Intimidate keyword ability lasts until end of turn and does not establish a Future Game State.

3.1.23 Abilities with a cost that state “*up to X dice*” must be applied to at least 1 die.

Example: A Global ability states “*Pay 1 mask. Move up to 2 Sidekick dice from your Used Pile to your Prep Area*”. If there were 0 Sidekick dice in your Used Pile, you couldn’t use this Global ability since there would be no legal targets for the ability. The application of the words “*up to*” implies a minimum of 1 legal target.

3.1.24 An ability that counts the number of active characters (e.g. characters belonging to a certain affiliation) looks for unique characters that have one or more of their applicable dice in the Field Zone, not the total number of dice fielded from each character.

3.1.25 If an ability counts opposing dice, it will count each die, but only those in your opponent’s Field Zone.

3.1.26 An ability that refers to any attribute on a card (e.g. affiliation, energy type, purchase cost, or title) in the absence of stating a specific die, is applicable to all dice of that specific attribute controlled by both players.

Examples: (1) The ability *“unblocked Villains characters deal damage to your opponent twice”* would apply to every unblocked die from both players whose card has the Villains affiliation. If an ability states *“deal 1 damage to target Villains die”* would only apply to the specifically targeted Villains die.
(2) The ability *“all fist energy Character dice cost 1 more to purchase”* would apply to every fist energy die. If the ability states *“all fist energy Character dice with a purchase cost of 2 or less cost 1 more to purchase”* would only apply those specific Character dice controlled by both players costing 2 or less to purchase.
(3) The ability *“opposing Character dice cannot be spun down”* would only apply to the opponent of the player initiating this ability.

3.1.27 An ability pertaining to or triggered by the level, fielding cost, attack/defense value, attacking, blocking, swapping, spinning, or moving of a specific character or affiliation affects all applicable Character dice, including duplicate dice, in play.

3.1.28 Abilities that affect the fielding of a Character or Sidekick die look at that die when it is not in the Field Zone. Abilities that trigger when a Character or Sidekick die is fielded look at that die when it is in the Field Zone.

Example: A Character die with the Ally keyword ability is in the Reserve Pool. The opposing ability *“when active, your opponent cannot field Sidekick Character dice”* would not affect this Character die because this die is only considered a Sidekick Character die after it is fielded. Therefore, the ability would not affect the fielding of this die.

3.1.29 An ability that applies to Character dice you control can only be initiated when those dice are in your Field Zone, unless otherwise stated.

3.1.30 A Character die needs to be either fielded or in the Field Zone (i.e. active) to use its abilities, unless otherwise stated. An exception to this is an ability that reduces a Character die’s own purchase or fielding cost.

3.1.31 An ability that affects an *“opposing”* card, character or die affects the specified component controlled by another player, either because it belongs to them, or the opposing player has taken control of that specific die.

3.1.32 An ability that directs a die be returned to its *“original”* game state (e.g. face, level or play area) means returning to the game state the die was before initiating the ability.

Example: An ability states *“return the Character die to its original face”* would return the die to the face it was on before this ability was initiated, not the face it was originally fielded on (if applicable).

3.2 Timing and Resolution

3.2.1 Multiple simultaneously initiated or triggered abilities are separately resolved one at a time.

Example: Fielding a Character die triggers its card’s *“when fielded”*, a different Character card’s *“when you field a die”*, and an opposing Character card’s *“when an opposing die is fielded”* abilities. Even though all these abilities were triggered simultaneously by the initial *“when fielded”* ability, they are resolved separately.

3.2.2 A non-Persistent ability must be fully resolved before another ability can be resolved. Likewise, if an ability initiates or triggers something else, any follow-on ability cannot begin until the current ability is fully resolved. In this way, abilities work in a ‘queue’ process – the first ability that enters the queue is the first to resolve, and the last ability that enters the queue is the last to be resolved.

Queue Example

Situation: The Active player declares as attackers two identical Character dice (Die A and Die B) each with the ability “*when (character) attacks, deal 1 damage to all opposing dice*”.

The Inactive player has an active die (Die C) with an ability that initiates “*when damaged, KO an opposing die*”.

Action

Abilities In Queue

- | | |
|---|------------------------|
| (1) Die A and Die B are declared as attackers | Die A // Die B |
| (2) Die A damages Die C, initiating its ability | Die B // Die C |
| (3) Die B damages Die C, initiating its ability a second time | Die C // Die C |
| (4) Die C ability initiates, KO’ing Die A | Die C |
| (5) Die C ability initiates, KO’ing Die B | the queue is now empty |

3.2.3 A Persistent ability entering the queue remains in effect until its specified ending. If any subsequent ability entering the queue is affected by a Persistent ability already in the queue, any part of the subsequent ability not affected by the Persistent ability cannot be initiated until the Persistent ability is resolved against the affected part of the subsequent ability. Refer to **Section 3.4.4 – Persistent Abilities** for more information.

Example: A Persistent ability stating, “*Until end of turn, whenever this Character die takes damage, KO it.*” enters the queue. Subsequently, an ability stating, “*Deal 1 damage to target Character die, and if that Character die is not KO’d, Prep a die from your bag*” enters the queue. Since the Persistent ability affects Character dice that take damage, which pertains to the first part of the subsequent ability, the Persistent ability must be resolved before the next part of the subsequent ability can be initiated. In this case, the second part of the subsequent ability (if the die is not KO’d, Prep a die), cannot be initiated due to the resolution of the Persistent ability, which KO’d the targeted Character die.

3.2.4 All of the Active player’s abilities, followed by all of the Inactive player’s abilities, will enter the queue in the order they each choose. This is called the order of entry. These abilities will then be resolved in the order they entered the queue, called the order of resolution.

3.2.5 Abilities are initiated or triggered based on the game state when that ability entered the queue. If the resolution of an ability changes the game state, this new game state will not affect the resolution of a previous ability or subsequent abilities already in the queue. Likewise, an ability in the queue cannot go back to a previous game state to undo abilities that have already been resolved.

Examples: (1) There are two identical active dice with the ability “*force a reroll of all opposing dice if four or more are in the Field Zone*”. The opponent fields a fourth die, initiating each die’s ability. These two identical abilities enter the queue. The game state at that point is 4 opposing dice in the Field Zone. The first die’s ability in the queue is initiated and 3 of the 4 dice roll to their Character faces, thus remaining in the Field Zone. The second die’s ability will now be resolved to roll these 3 opposing dice. Even though the game state changed from 4 to 3 opposing dice in the Field Zone, the second die in queue is reacting to the initial game state (4 dice in the opposing Field Zone) when it entered the queue.

(2) A Character die with the following ability “*when attacks, deal 1 damage to an opposing Character die unless that die spins down 1 level*” is declared as an attacker. The opposing die has the following Burst ability only on its level 1 face: “*Opposing Character dice take 2 damage when they attack.*”. When the attack occurs, the opposing die, currently on level 2, spins down to level 1, thus changing the game state. The Burst ability on the opposing die will not trigger because of the game state when the attacking die initiated its ability, the opposing die was not on a face with a burst symbol.

3.2.6 The loss or gain of a modifier, gained ability or attribute from a Static ability on a controlled die occurs before any applicable abilities pertaining to that die enter the queue.

3.2.7 When an ability blanks the text box on the card that simultaneously enters the queue with it, that blanked ability will not be resolved.

Example: Player A has a Character die with the ability “*When your opponent fields a Villains affiliation die, they must reroll all of their Character dice*”. Their opponent fields a Villains Character die with the ability “*When fielded, ignore the text on a target die*”. Both abilities would enter the queue simultaneously. The “*when fielded*” ability would resolve first because it blanks the text box on that Character die’s card, thus preventing the force reroll ability from being resolved.

3.2.8 Only abilities that would prevent, reduce, or redirect an ability can interrupt the queue. An interrupting ability happens simultaneously, potentially preventing other abilities in the queue from initiating.

Example: A Character die with an ability in the queue that triggers “*when damaged*” is about to be damaged. A Global ability to prevent this damage is used, effectively interrupting the queue at that point. The die is not damaged and the “*when damaged*” ability does not trigger. The initiation of other abilities in the queue can now continue.

3.2.9 Abilities that occur “*immediately*” do not interrupt the current queue order and are added to the end of the queue the moment they are initiated or triggered. However, an ability that occurs “*immediately*” supersedes any other simultaneous ability entering into the queue.

3.2.10 In the Clean Up Step, group all of the Applied abilities and fully resolved each one in the order it entered the queue. Then, group all of the Persistent abilities and fully resolved each one in the same manner. For both groups, the Active player resolves their abilities first, followed by the Inactive player. Follow this order of operations for these abilities:

[Active Applied → Inactive Applied → Active Persistent → Inactive Persistent]

3.2.11 Abilities that initiate or trigger for the “*first time*”, the card (not the die) is checking for the first instance. No matter how many applicable dice are in the Field Zone, the ability only checks once for the “*first time*” something happens. Even if multiple applicable dice abilities would trigger simultaneously, only the first one that the controlling player chooses to resolve will be the first. The other dice will not be able to resolve since they would no longer be the first.

Example: If a card ability states, “*The first time each turn a [bolt] Character die is damaged, draw a die and add it to your Prep Area*”, you can only add one die to the Prep Area per turn, no matter how many [bolt] Character dice were damaged (even if they’re different characters).

3.2.12 When an ability has multiple possible triggers and a single game effect triggers all of them simultaneously, the ability will only trigger and resolve once. However, abilities from separate dice, even if identical, are considered separate effects and each separately triggers their applicable ability.

Example: A damage prevention ability is triggered if either a player or a Character die is damaged. An opposing ability simultaneously deals damage to both a player and one of their Character dice. The damage prevention ability is only initiated and resolved once, not twice for the damage to the player and again for the damage to a Character die.

3.2.13 An ability that triggers per-die is applied to all affected dice simultaneously and resolves one-at-a-time for each die.

Example: Multiple dice each with a uniquely resolved “*when damaged*” ability receive damage simultaneously. The controller of these dice will resolve each “*when damaged*” ability before proceeding with any other ability.

3.2.14 When an ability allows the application of another effect, you may only apply that other effect once per the initiation of the first ability.

Example: An ability that states “*when this Character die attacks, you may take 1 damage to give it +2A*” will only allow the application of +2A once per Character die declared as an attacker, because the initiating ability (declaring that die as an attacker) can only occur once per Attack Step. An additional 1 damage would not give that die another +2A.

3.2.15 If a card has multiple abilities but you cannot complete them all, do as much as you can.

Example: A card has a “*spin this Character die up one level*” and a Burst ability “*also gain 1 Life*”. If that Character die is on its highest level (e.g. level 3) with a burst symbol on its face, even though it cannot be spun up, the Burst ability can still be initiated.

3.3 Targeting

3.3.1 When an ability that affects a specific number greater than zero of Character dice requires you choose at least one Character die, or explicitly uses the term “*target die/dice*”, it is a targeting ability.

3.3.2 The words “*target character die*” in a card’s ability can affect either a single Character or Sidekick Character die.

3.3.3 Abilities that target a Basic Action card can also target the Basic Action cards brought by your opponent.

3.3.4 Only dice that are in the Field Zone may be targeted, unless otherwise stated.

3.3.5 Character dice in the Attack Zone are legal targets for abilities that target dice in the Field Zone.

3.3.6 An ability that affects a grouping of dice meeting a certain criteria (such as "*all opposing Villains*") but does not state a specific number of dice is not a targeting ability.

3.3.7 An ability that has each player select a number of their own dice in relation to a cost is not a targeting ability.

3.3.8 An ability that names a character or Character card, which also applies to all associated dice from that card, is not targeting because the ability does not involve selecting any specific Character die in play.

3.3.9 An ability targeting a Character die you control does not apply to the same opposing Character die.

3.3.10 Combat damage applied to a Character die or a player is not targeting.

3.3.11 If an ability can apply to multiple targets and there are not enough targets available, then apply as much of the ability you can. However, if there are targets available, the ability must be fully applied.

Examples: (1) An ability gives two Character dice +1A but there is only one target, that target Character die can still get +1A.
(2) An ability moves two dice from your Used Pile to the Prep Area but you only have one die, move that one die to the Prep Area.
(3) An ability allows you to gain 2 Life and you're at 19 total Life, you would gain only one Life.
(4) An ability states "*target two opposing Character dice*", but only one is available, you could still use that ability. But if there are two dice available, the ability must be applied to both dice since it does not say "*up to two*".
(5) An Active player uses an ability that deals 1 damage to a target die but there are no opposing dice available, the damage must be dealt to a die from the Active player.

3.4 Types of Abilities

3.4.1 Non-global Abilities

3.4.1.1 A Non-global ability may also be stated as a character, Character die, action or Action die ability on some cards.

3.4.1.2 A card and, if applicable, its associated dice are the source of any Non-global ability. **See also Rules 3.1.4 and 3.1.5 on sources of abilities.**

Example: A "*while active*" Non-global ability on a card is the source of the ability and when the applicable Character die from that card is in the Field Zone, that die also becomes the source by which the card conveys the ability.

3.4.1.3 A Non-global ability that names a specific character only considers those named characters on your team. The ability from Character cards on your team do not trigger because your opponent has the same character, nor can your dice be affected by your opponent's cards of the same name.

3.4.1.4 A Non-global ability that refers to a specific attribute – purchase cost, fielding cost, energy type, affiliation, alignment, level – or game state (e.g. "*all active dice*") will look at all teams (both yours and your opponent's), unless otherwise stated.

3.4.1.5 A Non-global ability that can trigger multiple effects is considered the same source of that ability.

Example: A Non-global ability does 1 damage to you and 1 damage to a target Character die. You have an active Character die with the Non-global ability "*when either you or a Character die takes damage. KO an opposing Character die*". In this situation, your Character die would only KO one opposing Character die, not two. While both you and the target Character die take damage, this damage comes from the same ability (the source).

3.4.1.6 A Non-global ability that allows the triggering of another ability may only use that other ability when that initial ability is triggered.

Example: An ability states "*If this Character die and a Sidekick Character die are KO'd in the same turn, return the Character die to the Field Zone*". The Character die may only be returned to the Field Zone once per time both that Character die and a Sidekick Character die are KO'd in the same turn. If that Character die is KO'd without another Sidekick Character die being KO'd, it would not return to the Field Zone.

3.4.2 Global Abilities

3.4.2.1 Global abilities can further be defined as either **unlimited**, **limited**, or **reactive**.

3.4.2.2 Unlimited Global abilities may be used as many times as you can pay the cost for them, while limited will state in their Global ability how often they may be used (once per turn, only on your turn, during the Main Step, etc.).

3.4.2.3 Limited and unlimited Global abilities may only be used during the appropriate global window – during the Main Step and/or during the applicable sub-step in the Attack Step.

3.4.2.4 Global abilities on opposing cards are considered separate from your own, even if they have the same text.

3.4.2.5 Reactive Global abilities will specify that they can only be used “when” or “if” something happens, (e.g. when/if you or one of your dice take damage). Either player can use reactive Global abilities when these “when/if” abilities are initiated. You must decide immediately if you want (or are able) to pay for the reactive Global ability. If you do, the reactive Global ability is initiated immediately, potentially preventing, or redirecting the damage.

3.4.2.6 Reactive Global abilities may be played outside of the normal global windows, but only when the appropriate circumstances occur.

3.4.2.7 Reactive Global abilities may only be paid once per ability initiated.

Example: A Global Ability allows you to pay 1 shield energy when one of your Character dice is damaged to prevent 1 damage, and three of your Character dice are damaged simultaneously, you may pay (up to) 3 shield energy to prevent 1 damage from each of your (up to) three Character dice. You may not pay more to prevent more than 1 damage to a single Character die.

3.4.2.8 When a Global ability on an Action card is used it will not trigger any “when an Action die is used” abilities.

3.4.3 Applied Abilities

3.4.3.1 Applied abilities can be initiated or triggered by either a Non-global or Global ability.

3.4.3.2 An applied ability will trigger “when” it occurs (e.g. “when fielded”, “when attacks”, “when blocks”, etc.). These abilities happen for each die that is fielded/attacks/blocks, take place immediately, and last until the end of the turn.

3.4.3.3 Applied abilities are resolved in the Clean Up Step, before any Persistent abilities are resolved.

3.4.3.4 A “when fielded” ability occurs immediately only when a Character die enters the Field Zone from the Reserve Pool (by paying its Fielding Cost), or from somewhere else (via an ability that says “field”).

3.4.3.5 A “when fielded” ability does not occur when that Character die moves back-and-forth from the Field Zone to the Attack Zone, nor does it occur when a die moves from one Field Zone to an opposing Field Zone (e.g. when capturing or controlling an opponent’s dice).

3.4.3.6 Each Character die entering the Field Zone will trigger its “when fielded” ability, even if that is more than once per turn. These abilities trigger upon the die being fielded and are resolved after the die is in the Field Zone. Therefore, these dice are legal targets for other abilities (even their own) and are also available for abilities that count the number of dice in the Field Zone.

3.4.3.7 A Character die’s “when fielded” ability will trigger and resolve even if that die is KO’d or removed by an existing “while active” ability immediately upon entering the Field Zone. Likewise, if a die’s “when fielded” ability removes a die with a “while active” ability that KO’s the fielded die, the fielded die will still be KO’d.

3.4.3.8 Once an Applied ability modifies a Character die’s attack and defense values, adds or removes an affiliation, or spins a die up or down, it cannot be ‘undone’. However, there could be multiple applied effects that cancel each other (e.g. a +1A and a -1A modifier applied in the same turn).

3.4.3.9 Applied abilities last until the end of turn, unless otherwise stated. However, an Applied Ability is lost if the die that gained the Applied ability leaves the Field Zone - being KO’d, rerolled to energy, captured, or removed by a specific ability - even if that die returns to the Field Zone later in the same turn.

3.4.3.10 The Regenerate keyword ability works differently with an Applied ability. Regenerate is a KO replacement effect and any Applied abilities the Regenerated die has would not be lost. Instead of the Character die with Regenerate being KO'd, it returns to the Field Zone with its damage cleared.

3.4.3.11 A Character die that returns to the Field Zone after being removed by an effect will not trigger any *"when fielded"* abilities possessed by that die.

Examples: (1) A Character die with a *"when fielded"* ability and the Regenerate keyword ability is KO'd. The die successfully Regenerates. Upon returning to the Field Zone from the Attack Zone, it would not apply its *"when fielded"* ability. (2) A Character die with a *"when fielded"* ability has the Intimidate keyword ability applied to it. When this die returns to the Field Zone at the end of turn, it would not apply its *"when fielded"* ability.

3.4.3.12 Applied stat modifiers may be manipulated by other abilities (for example, an ability that would swap a die's attack and defense values would swap the printed values plus any modifiers). Refer to **Section 3.6 – Dice Modifiers** for more information.

3.4.3.13 If an Applied ability is added to another ability, the Applied ability is not a new source. It is coupled to the ability it is affecting.

Example: An ability does damage to a target Character die with a *"when damaged"* ability. A separate Applied ability increases any damage dealt by 1. In this situation, the Applied and damage inflicting abilities are considered one source of damage and would not trigger the target's *"when damaged"* twice.

3.4.3.14 If a Character die with a *"when fielded"* ability has an identical die active at the time it is fielded, the active die does not affect the copy that is being fielded. Any effect from the *"when fielded"* ability is only applied by the die being fielded.

3.4.4 Persistent Abilities

3.4.4.1 Persistent abilities will generally affect a future game state, (e.g. who must or may not attack/block, reduce future purchase costs, remove or limit attributes, or what may be done on yours or your opponent's next turn). See also **Rule 3.1.22** for the definition of Future Game State.

3.4.4.2 These abilities will specify how long they last, if otherwise unstated then they will end during the Clean Up Step, even if they didn't take place.

Example: An ability modifies how blockers would be assigned, but the Active player chose not to attack that turn. The ability would end during the Clean Up Step of that turn.

3.4.4.3 A Persistent ability on a Character die (e.g., *"must attack"*) will end if that die is KO'd or rerolled/spun to an energy face.

3.4.4.4 An ability cannot remove or cancel a previously initiated Persistent ability, unless otherwise stated.

Example: A player initiates the Persistent Action die ability *"Place target Character die on (this Character's) card and Prep any dice placed on that card in a previous turn. If this Character die is KO'd, move all dice on this card to their owner's Prep Area"* and places an opponent's level 1 die of that card. On the opponent's turn, they pay for the Global ability *"target level 1 Character die is unaffected by Action dice this turn"*. The Global ability will not cancel the previous ability, returning the level 1 die to the opponent, because its Persistent ability was already initiated.

3.4.5 Static Abilities

3.4.5.1 Static abilities happen *"while"* a certain situation takes place and end as soon as that situation is no longer taking place.

3.4.5.2 The most common Static abilities state *"while active"* and take place while the applicable character has one or more of its dice in the Field Zone. When there are no dice belonging to that Character card remaining in the Field Zone, the Static ability ends immediately.

3.4.5.3 Once a Character die has been fielded, the *"while active"* ability occurs. Regardless of how many copies of that die are fielded, this ability occurs only one time (i.e. it does not stack). As soon as the first die of this character enters the Field Zone, the ability begins, and as soon as the last die leaves the Field Zone, the ability ends.

3.4.5.4 A “while active” ability containing a cost can be paid multiple times, unless otherwise stated. However, that cost cannot be paid unless the applicable Character die is active.

Example: An ability states “while this character is active, you may pay 1 mask to give a Villains Character die +1A until the end of turn”. You can pay as many masks as you have available to apply this modifier to a Villains Character die, as long as that Character die is active.

3.4.5.5 If both players have active dice from the same character, the abilities will occur only once for each player.

3.4.5.6 Other Static abilities take place “while attacking” or “while blocking”, and these abilities will only apply to those Character dice in the applicable portion of the Attack Step.

3.4.5.7 An attack and/or defense value modifier provided by a Character die with a “while active” ability is a Static ability.

3.4.5.8 Static ability modifiers cannot be manipulated by abilities, but will always apply to the given stat.

Example: You have a Character die with a 1D value with a +1D modifier provided by another Character die with the ability “while active, all other Character dice have +1D”. Your opponent has an ability that reduces the printed D value of a target die by 1. While your Character die’s printed D value would be reduced to zero if targeted, it would not be KO’d because of the +1D provided by the other Character die.

3.4.5.9 Action dice that have Static abilities will usually have the Continuous keyword.

3.4.5.10 Global abilities will not provide a Static ability since they only take place when you pay their cost during the appropriate time.

3.4.6 Burst Abilities

3.4.6.1 Burst abilities provide extra Non-global abilities and are represented by the star-shaped symbols that appear in the lower left-hand corner of an Action or Character die face. Note that a single star result is different from a double star result.

3.4.6.2 If you roll a star symbol, check to see if the die’s card has a matching Burst ability: one star symbols apply only to a ‘one star’ Burst ability, two star symbols apply to only a ‘two star’ Burst ability, and a */** Burst ability applies to both the one and two star symbols on the die.

3.4.6.3 If a card does not have the matching Burst ability on it, ignore the star symbols on the die (perhaps a different card belonging to that die has a Burst ability).

3.4.6.4 If a card has a Burst ability, then that text will either add to or replace the Non-global text (as indicated). This Burst ability is not optional. However, if you choose not to use that Non-global ability (i.e. not using the Action die or not fielding the Character die), you will avoid initiating its Burst ability. Usually, a replacement will occur if the Burst ability states “instead”.

3.4.6.5 If a Non-global ability cannot be initiated, but the accompanying Burst ability can, you may still apply that Burst ability. You would do as much as you can. Usually, such Burst abilities will state “also”.

3.4.6.6 If the die face with a Burst symbol is spun to a die face without a Burst symbol, the corresponding Burst ability is no longer in effect. Likewise, if a die is spun to a face with a Burst symbol, either a single or double star symbol, treat that die as having the corresponding Burst ability.

3.4.7 Keyword Abilities

3.4.7.1 Keyword abilities are shorthand for special abilities that a card may have. Refer to **Appendix 1 – Keyword Index**

for more information on a specific Keyword ability.

3.4.7.2 Abilities that blank or ignore the card’s text box will also blank the Keyword ability, unless otherwise stated.

3.4.7.3 Keyword abilities follow the same application as other Non-global abilities with the same effect. However, Non-global abilities that specifically affect Applied abilities such as “*when fielded*”, “*when attacks*” or “*when KO’d*” do not apply to a keyword ability.

Example: A Non-global ability that states “*while (character) is active, ignore opposing ‘when fielded’ and ‘when attacks’ abilities*” would not affect keyword abilities such as Intimidate or Range, even though these keywords are triggered “*when fielded*” and “*when attacks*” respectfully.

3.4.8 Blanking Abilities

3.4.8.1 Abilities that blank (or **ignore**) a specified attribute, ability, or component, do so for a certain period of time (e.g. “*until end of turn*”) or while an applicable game state exists (e.g. a “*while active*” ability is in effect). Note: the words “*blank*” and “*ignore*” are used synonymously in this Rule Book.

Ignore: There are three applications of this word in card abilities, depending on the context: (1) the specified component has its text box blanked; (2) a specific attribute or ability is disregarded; (3) a specific ability application can be cancelled or disregarded, usually by paying a cost.

3.4.8.2 When a card’s text box is ignored, all abilities that pertain to the dice from that card are lost because dice refer to **their card to initiate or trigger their abilities**.

Examples: (1) The Active player has a Character die with a “*when attacks*” ability in the Field Zone. Their opponent uses a Global ability in the Main Step that ignores the text box on this Character die’s card. This die would not be able to trigger its “*when attacks*” ability because the card it refers to is now blanked.
(2) A “*while active*” ability names a character before an opponent’s Clear and Draw Step and if a die from that named character card is fielded this turn, its text is ignored. If a die from that character card is fielded, any “*when fielded*” ability it has will not be triggered because this ability does not exist for game purposes at that point.

3.4.8.3 Abilities that state “*this text cannot be ignored*” apply only to the specific sentence containing these words and not to the entire text box of that card. Such qualified text is not ignored if the entire text box containing these words is blanked. This is an exception to **Rule 3.4.8.2**.

3.4.8.4 A blanking ability that affects only a die only affects that die’s abilities. Other dice still have their abilities, both Non-global and Global, on the die’s card available to use.

Example: An active Character die is targeted with an ability that ignores its text. If a copy of that die is subsequently fielded, it would not ignore its text because the blanking ability only affected the targeted die, not the die’s card, which still retains its text.

3.4.8.5 If a blanked card has a Global ability, that Global ability cannot be used, unless otherwise stated.

3.4.8.6 Abilities that ignore a card’s text box suspend any ability that was currently in effect from the card being blanked.

3.4.8.7 An ability that ignores a card’s text box does not extend its blanking ability to any other card abilities being applied to the dice from that card.

Example: A Character die with a +1A modifier from another card has its card’s text box ignored. The +1A modifier is still applied to that Character die because the card that grants the modifier is not affected by the blanking ability.

3.4.8.8 If a blanking ability that targets is subsequently ignored by a second blanking ability, and that second blanking ability is no longer being applied, the first blanking ability goes back into effect, maintaining (or remembering) its target.

3.4.8.9 If you take control of an opposing Character die that has had its card text box ignored, that Character die remains blanked, even if you have the same Character card on your team.

3.4.8.10 A die with a blanking ability that triggers “*when fielded*” can still be initiated before that source is affected by another ability.

Example: Your opponent has an active Character die with an ability that applies a -2D to any opposing die. You field a Character die with a 2D value and an ability that ignores a card’s text box that triggers “*when fielded*”. The fielding Character die’s blanking ability is initiated first, which ignores the opposing die with the -2D ability, thus avoiding being KO’d.

3.4.9 Preventing and Redirecting Abilities

3.4.9.1 For game purposes, abilities that prevent (e.g. *"take no damage"*) or reduce an effect are the same.

3.4.9.2 When something is prevented, it will not initiate or trigger any abilities, and any costs are not refunded.

3.4.9.3 When an ability is redirected (usually those causing damage), the target of the ability changes from its original target to the new one as described in the applicable card's text box.

3.4.9.4 As long as the new target of a redirected ability is not an illegal target due to an ability or by the targeting ability's criteria (e.g. an ability that targets a player cannot be redirected to a Character die), it does not matter what additional stipulations may have been required for the original target, unless otherwise stated.

Examples: (1) If you have a targeting ability that affects an opposing non-Villains Character die, it may be redirected to one of your own Character dice, even if it has the Villains affiliation.

(2) A Character die has the ability *"this die cannot be targeted by your opponent"* cannot have an ability redirected at it.

3.4.9.5 Redirecting damage does not change or alter the damage type. If a source is dealing ability damage, then ability damage is being redirected. If a die is dealing combat damage, then combat damage is being redirected.

3.4.9.6 The redirecting of a non-targeting ability to a single Character die does not change it to a targeting ability. Therefore, abilities that prevent dice from being targeted would not be applicable to non-targeting abilities that are redirected.

3.4.9.7 If an ability can be applied to multiple targets and the paying of a cost allows the redirection of that ability, the cost must be paid for each target to receive the redirected ability.

Example: An Action die ability states *"spin two target Character dice down one level"*. A Global ability states *"pay 1 mask to change the target of an Action die that targets a Character die to the Character die of your choice"*. A player can spend 1 mask to redirect the spinning down of one Character die to another Character die, or 2 masks to redirect the ability to two other dice. A player cannot pay 1 mask to have the entire spin down ability redirected to two other targets.

3.4.9.8 Abilities that require a cost cannot be redirected.

Example: You use an ability to KO one of your Character dice. You also have an active Character die with the ability to choose an opponent's Character die as the new target for any ability. Since the resolution of the ability KO'ing one of your dice is a detrimental cost that cannot be avoided (the KO of your die), this KO ability cannot be redirected to an opposing die.

3.4.9.9 If all ability damage is prevented, then the original damage no longer exists and further reactions from that damage cannot occur.

3.4.9.10 Paying Life cannot be avoided by preventing or redirecting abilities that only deal with damage. Paying Life, losing Life, and taking damage are different effects. Paying Life is a cost and cannot be avoided with *"prevent damage"* abilities, unless otherwise stated.

3.4.9.11 An ability that prevents, redirects, or reduces damage considers ability (i.e. non-combat) and combat damage each as a separate sources. A Character die that can deal both types of damage is not the 'source' in this situation.

Example: Character die A has an ability *"When fielded, deal 1 damage to each opposing character die"*. The opponent has Character die B that can prevent 1 damage from each source. Even though the damage from die A's *"when fielded"* ability and any combat damage it deals come from the same Character die, die B's ability can prevent the 1 damage from die A's *"when fielded"* ability and 1 damage from die A's attack value if it deals combat damage.

3.5 Infinite Loops

3.5.1 If a Static and an Applied ability interact to create an infinite loop, and none of the cards creating this loop affect any other players or cards, the loop will repeat 3 times and then the Applied ability will not repeat (regardless of any other external abilities initiating off the interaction – the interaction will only occur the 3 times).

3.5.2 If there's an infinite loop that neither player could select to stop, the game stops the loop after it occurs 3 times.

3.6 Dice Modifiers

3.6.1 A modifier (a value that adds or subtracts) given by an Applied or Static ability affects either a Character die's attack (A) or defense (D) values. Combine all modifiers together before applying the total amount to the die's printed values.

3.6.2 If an attack or defense value is doubled, any new modifiers after that point would not be doubled. However, you can add to an attack value first, then double the new total.

3.6.3 When dealing with damage, the application of modifiers is resolved before any other damage related ability is initiated.

Example: An attacking Character die with 5A and Overcrush is blocked by a die with 3D. In this situation, 2 Overcrush damage would be dealt. In a different situation, an ability doubling the A value is applied to the attacking die. You would not resolve the combat first (for 2 Overcrush damage), then double that damage. Instead, you would first double the attacking die's A value to 10, then resolve the combat, which results in 7 damage from the Overcrush ability.

3.6.4 Modifiers cannot reduce a number below zero. However, if a Character die's defense value is reduced to zero, it is KO'd.

3.6.5 Applied modifiers remain on a Character die until end of the turn, regardless of the die spinning to a different Character face, or until that die is KO'd or changed to an energy face.

3.6.6 Static ability modifiers will no longer be applied when any applicable die applying that ability is no longer active (when all of the applicable dice have left the Field Zone).

3.6.7 Static ability modifiers given "*while attacking/blocking*" will end as soon as that Character die is no longer attacking or blocking.

3.6.8 Applied ability modifiers given to a Character die's value remain with that value.

Example: A die with 2A/1D values receives an Applied ability modifier of +1A, modifying the A value to 3A/1D. The die's values are swapped by another ability to 1A/3D. The +1A modifier is swapped along with the associated A value.

3.6.9 Static ability modifiers are given to the Character die's value they reference.

Example: A die with 2A/1D values receives a Static ability modifier of +1A, modifying the values to 3A/1D. The die's printed values are swapped by another ability to 1A/2D. The +1A modifier is reapplied, resulting in a final A value of 2A/2D.

3.6.10 Damage does not modify a die's attack or defense values. It is a separate amount that is tracked independently. However, damage applied to the modified *result* of these values may affect the game state of a die (e.g. potentially KO'ing that die).

Example: A Character die with a printed value of 3D takes 2 damage. If that die spins down to a level with a 1D or 2D value, has its printed values swapped to 1D or 2D, or receives a -1D modifier, then it will be KO'd.

3.6.11 Abilities that trigger due to a Character die's attack or defense value consider the applicable value with any modifiers (i.e. the die's printed value +/- any modifiers) at the point that ability is applied.

Examples: (1) Your opponent has an active die with the ability "*prevent a Character die with an A value of 3 or more from attacking*". If a die with a printed A value of 2 receives a +1A modifier during the Main Step, that die (now at 3A) cannot be declared an attacker in the Attack Step.
(2) Same situation as in Example (1), except the +1A modifier is from a Global ability applied in the Attack Step. In this case, the Character die has already been declared as an attacker and the increase in the A value would not trigger the "*prevent attacking*" ability.
(3) Same situation as in Example (1), except the attacking Character die has the ability "*when (Character) attacks, increase its A value by 2*". Again, the die would not be prevented from attacking because that increase to its A value occurs immediately when the die is declared an attacker.

3.7 Spinning

- 3.7.1 When an ability that spins a Character die up or down a level is initiated or triggered, check the card for the face corresponding to your active Character die to determine its level.
- 3.7.2 If an ability causes a Character die to spin up one level, move it to the next Character face to the right, or up on newer cards.
- 3.7.3 If an ability causes a Character die to spin down one level, move it to the next Character face to the left, or down on newer cards.
- 3.7.4 A Character die that is already at its highest level cannot be spun up.
- 3.7.5 A Character die cannot spin down from level 1 Character face to an energy face, unless otherwise stated.

3.8 Capturing

- 3.8.1 When you capture a Character die, move the captured die to your Field Zone and place your capturing die on top of it.
- 3.8.2 The captured die no longer exists for game purposes (same as being Out of Play) and therefore cannot be targeted. However, the *capturing* die can be targeted.
- 3.8.3 The capture will end when specified in the ability (if unspecified, at the end of turn), or when the capturing die leaves the Field Zone (KO'd, rerolled to energy, etc.).
- 3.8.4 Once the capturing ends, return the captured die to the play area it was captured from, on its original level.
- 3.8.5 Captured dice with “*when fielded*” abilities do not trigger those abilities when they are returned to their Field Zone.
- 3.8.6 When Character dice are captured, Action dice that are attached to them (e.g. Gear or other Continuous Action dice) go with them. Such attached dice also no longer exist for game purpose and return to the Field Zone along with the Character die to which they were attached.
- 3.8.7 When the ability of a Character die that currently has other dice captured has its text box blanked or ignored, all of the captured dice are returned to the play area from where they were captured. When the capturing die regains its text box, it does not re-capture the dice that were originally captured.

3.9 Controlling

- 3.9.1 When an ability allows a player to take control of an opposing die, that player becomes the controller of that die for game purposes.
- 3.9.2 Move the controlled die into the new controlling player’s Field Zone, or to wherever the ability states, and if you have any matching dice of your own be sure to distinguish them in some way.
- 3.9.3 The controlled die will still reference any Non-global abilities on your opponent's card, as if you had a ‘virtual’ copy of that card on your team (even if you have a card with the same title on your team).

Example: A player takes control of an opposing Character die with the same card that is on their team. The Non-global ability on that card has a “*once per turn*” limitation. Since that player now has two cards with that ability (one virtual, one originally on their team), the player can initiate this ability twice.

- 3.9.4 When a player takes control of an opponent’s Character die, that die no longer belongs to your opponent. Therefore, if a die is receiving a modifier, gained ability or attribute from a Static ability, it would immediately lose that application when an opposing player takes control of that die. Likewise, an active Static ability from the opposing player who took control of a die is immediately applied to that die now under their control. However, any Applied ability modifiers would remain with the controlled die.
- 3.9.5 Any modifications to the opposing source card will also affect the controlled die and its ‘virtual’ card.
- 3.9.6 If the controlled die leaves the Field Zone during the controlling period, then it immediately goes to your opponent's Prep Area, unless otherwise stated.

3.9.7 When a player's control of a die ends (e.g. at the end of the turn), return the controlled die to your opponent, placing it in whichever play area you took it from. The controlling die remains in the play area where it currently is located.

3.9.8 If a die's ability has been initiated or triggered and an opposing player takes control of that die before the ability is resolved, the player who controlled the die at the time the ability is initiated gets to resolve that ability.

Example: A die with a "when damaged" ability that targets other dice has been taken control of by an opposing player before its ability is resolved. The player who now controls the die does not get to select the targets of the "when damaged" ability – the player who controlled the die when it was damaged will select the targets.

3.9.9 You cannot swap a controlled die for an unpurchased Character die you own.

3.10 Copying

3.10.1 A copying ability has a **copied** component (source) and usually a **copying** (receiving) component. Copying can mean either: (1) a receiving component (such as a Character die) assumes the stats, abilities, and/or attributes from a source component (either a die or card); or (2) the copying ability duplicates an ability (or effect) from a source component – in this case there is no receiving component.

3.10.2 If a Character die copies only the stats of a different Character die and nothing else, then the receiving die replaces its own stats with the stats on the face of the source die as it exists in the Field Zone when copied.

3.10.2.1 The receiving die retains its own burst symbol as well as the presence of a burst symbol from the source die (if applicable), and the source die's Burst ability may be used only if that die is on its applicable burst face when copied.

3.10.2.2 Any subsequent changes to the source die's stats will not affect the receiving die.

Example: An ability copies the stats (attack and defense values) of a target Character die. When the copying ability is initiated, the target die is on level 2. If the target die subsequently spins up to level 3, the receiving die will not assume these new stats.

3.10.2.3 Subsequent receiving dice fielded would pay the source die's fielding cost, for the appropriate level.

Example: A Character die has a fielding cost of 1 on its level 2 face. That Character die copies the stats of another die, which has fielding costs of 0 0 1 for levels 1 to 3. The next receiving die fielded, again on level 2, would pay a fielding cost of 0 (from the source die on level 2) instead of its printed value of 1.

3.10.2.4 Abilities that state "copy the printed A and D values" would not copy any modifiers applied to the source die's attributes.

Example: An ability copies the printed attack and defense values of a target Character die that has a +1A modifier applied to it. The receiving die would only copy the printed attack and defense values, not the +1A modifier. Likewise, if that source die subsequently receives a +1A modifier, that modifier would not be applied to the receiving die.

3.10.3 The copying of an ability would add the source die's card text box to the receiving die's card except for any Global abilities, unless otherwise stated. The receiving die's card also retains its original text box.

3.10.3.1 When the copied source ability references the name of its original card, substitute the name of the receiving die.

Example: Character A has the ability "While Character A is active, your Villains Character dice have +1A and +1D". If Character B were to copy Character A's ability, Character B would add the following text to its card: "While Character B is active, your Villains Character dice have +1A and +1D."

3.10.3.2 The copying ability copies only the text box on the card at the time the copying occurs. If the source die's card has any changes to its text box after it was copied, those changes would not be copied, unless otherwise stated.

Examples: (1) A Character die copies a card with the Flip Keyword ability. If that card is Flipped to its other side, this Character retains only the text box of the side it copied.
(2) A Character die copies a card. After the initial copying, that card gains a Keyword ability applied by another effect. The receiving Character die would not copy the newly applied Keyword ability.

3.10.3.3 If the source die's card has a "*when fielded*" ability, only subsequent copies of the receiving die would trigger that ability when they are fielded. The ability would not trigger when the first copy of the receiving die is fielded.

3.10.3.4 If an ability states to use a copy of specific effect, the receiving die only applies the applicable copied effect. No other abilities are copied.

Example: A die's ability has two effects: "*when fielded*" and "*while active*". The application of the copying ability "*use a copy of a target die's when fielded effect*" would only copy the effect triggered by the "*when fielded*" portion of the source ability.

3.10.4 For abilities that copy the specified card attributes (e.g. name, subtitle, and affiliation) and/or its abilities, in addition to a source die's printed stats, the receiving Character die becomes a copy of the selected source die for all intents and purposes.

3.10.4.1 The receiving Character die references the die stats and Burst ability (if applicable) on the source card in place of its own (so a receiving die on level 1 has level 1 stats from the source die's card).

3.10.4.2 If the source die spins up or down, the receiving die will assume the new stats and Burst ability (if applicable) from the source die.

Example: When the copy ability was resolved, the receiving Character die was at level 3, thus it assumed the stats from the source die on level 3. If the source die spins down to level 2, the receiving die will now assume the stats from source die on level 2.

3.10.4.3 If the receiving die spins up or down, it continues to reference back to the source card for the stats on its new level.

3.10.4.4 If the receiving die copies a Sidekick Character die, receiving die would only have level 1 stats at all times, but could still spin up and down.

3.10.4.5 When a Character die or card is copied (thus the receiving die's name is replaced), any copied self-referential abilities (either in its original abilities or its copied abilities) will refer to the name of the source component.

3.10.4.6 The receiving Character die is identical to the source component, with one exception: when purchasing the receiving die from its card, or when using abilities that refer to the receiving dice on their card, use the purchase cost (including any energy type requirements) as originally printed on the receiving die's card, unless otherwise stated.

3.10.5 If the source die subsequently has the text box on its card ignored (or blanked) by another ability, the receiving die would be unaffected. The receiving die would retain the abilities it copied from that card.

3.10.6 If the text box on the source card is ignored (or blanked) due to another ability at the time of the copying, the ignored abilities would not be copied. Also, the receiving die would not subsequently gain the source card's ability when this ability is no longer being ignored.

3.10.7 The receiving die can only spend the energy type on its die. It does not copy the energy type from the source die.

Example: A receiving die, which is a mask energy type, rolls a double mask energy face. The source die is a bolt energy type. The receiving die cannot spend the two masks as if they were two bolts.

3.11 Swapping Dice

3.11.1 Some abilities allow you to swap two dice (usually Character dice, though not always). When you do so, you take the two dice and change their positions exactly.

3.11.2 If a Character die is attacking (blocked or unblocked) or blocking and is swapped for a different Character die, that newly swapped in die will also be attacking or blocking in the same position.

3.11.3 If a Character die in the Field Zone is swapped with a Character die in the Used Pile, it will change positions exactly and not go Out of Play.

3.11.4 Dice that are swapped from an unrolled play area (e.g. Used Pile) to a rolled play area (e.g. Field Zone) will be put on their level 1 side, unless otherwise stated.

3.11.5 Swapping a die into the Field Zone does not count as fielding that die.

3.11.6 A Character die with a Persistent ability applied to it that will cause it to return to its card at the end of the turn is not a legal target to be swapped out.

3.11.7 Any Static abilities a Character die located in the Attack Zone has will also be granted to any die swapped with that die, if applicable.

Appendix 1 – Keyword Index

Note: Some Keywords have additional rule clarifications.

Adventurer: Any character with the **Experience** ability.

Aftershock: When this Character die leaves the Field Zone because of your opponent (damage from their abilities, getting KO'd, being removed from the game, becoming controlled or captured, sent to the Used Pile or Reserve Pool) you must use their Aftershock ability.

Ally: Character dice with the Ally keyword ability are considered Sidekick Character dice while in the Field Zone in addition to their other attributes. They don't count as Sidekick dice while in the bag, Prep Area, Used Pile, or Reserve Pool.

(1) Ally Character dice would no longer be a Sidekick Character die if something caused its keyword ability to be ignored.

(2) Ally Character dice still retain their different levels in accordance with their applicable die face.

(3) A “*when fielded*” ability that applies to Sidekick Character dice will also trigger when an Ally Character die is fielded.

(4) An ability that spins a Sidekick die to an energy side (not an energy face) cannot be used to spin an Ally Character die to its double energy face, nor can it be spun if the Ally Character die does not have the matching energy type specified in the ability.

Example: The ability “*Spin a Sidekick Character die to its bolt side*” can only be applied to bolt energy type Ally Character dice.

(5) An ability that affects the blocking or attacking of Sidekick Character dice also applies to Ally Character dice. Note, if an Ally Character die is blocked by such an ability and the Ally Character die loses its keyword ability (i.e. it is no longer considered a Sidekick Character die), the Ally Character die was still blocked.

(6) An ability that gives modifiers to the attack and/or defense values of Sidekick Character dice also applies to Ally Character dice.

(7) The ability “*spin target Sidekick Character die to level 1*” is intended to target Ally Character dice in the Field Zone.

(8) An ability that affects a non-Sidekick Character die cannot be applied to an Ally Character die once it is fielded. Likewise, any abilities that affect a Sidekick Character die will not apply to an Ally Character die if it is not in the Field Zone or being fielded.

(9) An Ally Character die that has gained the Swarm keyword ability would only allow the drawing of extra dice that match the specific Ally Character die (not regular Sidekick dice or other Ally Character dice).

Amplify: When you use an Action die, spin each Character die with Amplify up one level (if able).

Anti-Breath Weapon: When a Character die with Breath Weapon X attacks, you may pay X energy to prevent that damage.

Attune: While a Character die you control with Attune is active, when you use an Action die, that character deals 1 damage to target player or Character die (*no matter how many of that Character's dice are active*).

(1) Multiple damage inflicted by Attune can be split amongst two or more targets.

Example: A player has in their Field Zone 1 die from Character A and 1 die from Character B, both with the Attune keyword. When that player uses an Action die, they'd use Attune twice (once for Character A and once for Character B. The 2 damage dealt can target a player, a Character die, be split between a player and Character die, or between two Character dice.

Awaken: When a Character die with Awaken spins up 1 or more levels, you may use its Awaken ability. You get to use the ability for each individual die that spins up, so if you have two copies of the same die active and they both spin up, you will get two instances of the ability.

Back for More: When a Character die with Back for More begins the turn in your Prep Area, and is rolled during the Roll and Reroll Step, use its Back for More effect (*this is not optional*).

(1) The Character die with Back for More must be in the Prep Area at the start of the turn. Dice that are drawn from the bag and placed in the Prep Area after the start of the turn will not trigger their Back for More ability.

Boomerang: Action dice with Boomerang are re-rolled after they're used. If they reveal an Action face, add them to your Prep Area.

(1) An Action die with Boomerang moves immediately to the Used Pile where the reroll occurs. This reroll will not initiate or trigger any abilities based on the face rolled on the Action die.

Breath Weapon X: When a Character die with Breath Weapon X attacks, you may pay X energy. Deal X damage to your opponent and all of their Character dice. You may use multiple Breath Weapons in a turn, but only one per unique Character in the Attack Zone (*no matter how many copies of that Character die are attacking*).

(1) Breath Weapon does not target since it hits all of your opponent's Character dice.

Call Out: When a Character die with Call Out attacks, target an opposing Character die. The targeted die can only legally block the attacking die that applied Call Out on it, and no other die can legally block the die that used Call Out. If the die that applied Call Out cannot legally be blocked for any reason (an ability 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 Call Out ability is cancelled.

Cleave: If a die with Cleave attacks and KO's a blocking Character die with combat damage, they deal half of their attack value (*rounded down*) to another Character die your opponent controls as combat damage (*only once per turn*).

Common Ground: When a Character die with Common Ground attacks with at least one Character die with the Villains affiliation, use that Character die's Common Ground ability.

Continuous: Action dice with Continuous are "used" by moving them to the Field Zone. They can stay there past the end of the turn. Usually they will either send themselves to the Used Pile for an ability, or allow you to send them to the Used Pile whenever you could use a Global ability. Continuous dice cannot attack or block.

(1) If a Character die with a Continuous Action die attached leaves the Field Zone, the Continuous Action die follows.

(2) Only the player who purchased a Continuous Action die can use that die. An ability that allows the use or use of a copy of an Action die ability without purchasing or rolling that die does not apply to Continuous Action die abilities.

Corrupt X: Target player draws X dice from their bag (*refilling from the Used Pile if necessary*). Choose one die (*no matter how many dice are drawn*) and place it in that player's Used Pile, and the rest are returned to the bag.

Crossover: Crossover characters have two or more types of energy. At least one of each type of energy they require must be spent to purchase these Character dice. Their cost cannot be reduced to avoid paying each type of energy to purchase their dice. They count as every type of energy you must spend to purchase their die.

(1) A Crossover Character die may block or be blocked by Character dice that match at least one of their energy types when applying an ability that states only Character dice of a specific energy type may block or be blocked.

(2) If you choose to spend one of the energy types on a double energy face of a Crossover die, spin the die down to its single energy face (depicting either ❶ or a ?).

(3) A Crossover Character die counts as all its energy types for abilities that trigger from dice having a specific energy result.

Example: A Crossover Character die with bolt and mask energy types would trigger on any abilities looking for a bolt or a mask result.

Crosspulse: Crosspulse is a special version of **Impulse** found only on Crossover Character dice. When you purchase a Crossover Character die by only spending their matching type(s) of energy, you get to use their Crosspulse ability.

(1) If you use a wild energy to pay for a Crosspulse Character die, you may use their Crosspulse ability.

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

(1) Deadly triggers the moment of the engagement (when blockers are declared), not at the moment of combat – meaning a Character die with **Fast** that KO's a die with Deadly is still affected by Deadly. Damage does not need to occur for Deadly to trigger.

(2) Deadly is a Persistent ability. Therefore, it is resolved in the Clean Up Step.

Energize: Whenever you roll this die on one of its double energy faces, you must use its Energize ability (*this is not 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. The energy is still available to be spent, unless otherwise stated.

(1) An Energize ability will not trigger if the Character die with Energize is rolled in the Used Pile or Prep Area.

Energy Drain: After blockers are assigned, spin each Character die engaged with a Character die with Energy Drain down one level. Character dice at level 1 cannot be spun down.


(1) If a number appears after Energy Drain (e.g. Energy Drain 2), it means each engaged Character die can be spun down two levels – if on level 3 that die will be spun down to level 1, if on level 2 that die will also be spun down to level 1.

(2) Energy Drain does not target because it spins down any Character die engaged.

Enlistment: Enlistment abilities enable extra effects unless your opponent KO's one of their Character dice.

(1) Enlistment is a cost to the opponent (the KO'ing of a Character die to prevent the ability). They can either pay the cost or enable the benefit.

(2) If the opposing KO'd Character die has the Regenerate keyword and that die successfully Regenerates after being KO'd, the Enlistment ability would be cancelled.

Equip: Equip enables Action dice with the Equip keyword (also called Gear) to be attached to a Character die with the  icon.

(1) Gear Action dice are a special type of Continuous Action dice. They are used by moving them into the Field Zone.

(2) The targeted Character die with an Equip symbol must be in the Field Zone before you can attach the Gear die.

Example: A Gear die and a Character die are in the Reserve Pool during your Main Step. You can field the Character die first, then use the Gear die, attaching that Gear to the Character die.

(3) Gear may be attached to a Character die when you use the Gear (in the applicable window in the Main or Attack Steps) or, if unattached, at the start of each player's turn, before the Clear and Draw Step.

(4) At the start of each player's turn, you may switch an attached Gear die from one Character die to another.

(5) If the equipped Character die leaves the Field Zone, the Gear die remains in the Field Zone, now unattached.

(6) If a Character die with Gear attached is swapping out of the Field Zone, the Gear becomes unattached, regardless of the Character die it was swapped with has the Equip keyword. The Gear cannot be attached to another Character die until the start of the next turn.

(7) There is no limit to the number of Gear dice that can be attached to a Character die. However, any benefits from identical attached Gear dice cannot be combined (stacked).

(8) Gear, whether it is attached or not, can be targeted by abilities that affect Action dice.

Experience: All Character dice with this keyword that are active when at least one opposing Character die with the Monsters affiliation is KO'd on your turn and remain active at the end of the turn gain one

Experience Token on their cards.

Experience Token: Experience Tokens are placed on Character cards with the Experience keyword when at least one opposing Monster (affiliation) is KO'd during your turn. Each token grants +1A and +1D to all Character dice belonging to that card. Experience Tokens will still provide their modifier even if that card's text box is ignored. The modifiers from Experience Tokens can also be copied by an applicable copying ability. Consider these tokens as permanent modifiers until specifically removed by another ability.

(1) An ability that states "*Adventurer*" applies to any Character card and die with the Experience keyword, unless otherwise stated.

(2) A card can only gain one Experience Token per turn, unless otherwise stated.

(3) Several different cards (each with the Experience ability) can each gain an Experience Token when only a single Monster is KO'd.

(4) An opposing player KO'ing their own Monster will not generate Experience Tokens, nor can you gain an Experience Token by KO'ing one of your own Monsters.

(5) An unblocked Adventurer cannot gain an Experience Token.

Fabricate X-Y: Fabricate will have 2 numbers (X-Y). If you KO exactly X of your Character dice with a total combined purchase cost of Y or more, you can purchase the die with Fabricate X-Y for free. This can only be done when you could normally purchase a Character die during your Main Step. Fabricate is an ability cost.

Sidekick Character dice (👤) are considered to have a purchase cost of 0.

Examples: (a) A card has a **Fabricate 2-5** keyword ability. The controller of that card can KO two Character dice, one with a purchase cost of 2 and the other with a purchase cost of 3 to trigger the Fabricate ability. However, if both dice had a purchase cost of 2 each, or the controller had 3 dice with a total purchase cost of 5, the Fabricate ability could not be triggered. (b) A card has a **Fabricate 2-3** keyword ability. The controller of that card can KO two Character dice, one with a purchase cost of 3 and the other a Sidekick Character die that has a purchase cost of 0.

(1) Fabricate is an ability cost. If a card has no Character dice remaining to Fabricate, you cannot initiate this ability.

(2) A Character die with Fabricate does not need to be active to initiate this ability.

(3) The Fabricate ability does not target. You are selecting a grouping of Character dice that meets the X-Y requirement.

(4) If a Character die with a "*when KO'd*" ability is used to Fabricate, the Fabricate ability is resolved first before that die's "*when KO'd*" ability. Therefore, when the "*when KO'd*" ability triggers, the Fabricated die will be in your Used Pile.

Fast: Characters with Fast deal combat damage before other Character dice in the Attack Step. All Character dice with Fast deal damage at the same time.

Example: An attacker with 4A/2D and Fast is blocked by a Character die with 5A/3D. The attacker would deal its combat damage before the blocker because of the Fast ability. This KO's the blocker before it can apply damage to the attacker. Had the attacker not had the Fast ability, the blocker would also KO the attacker when combat damage was resolved.

Flip: Cards with the Flip keyword have a different face on each physical side of the card (front and back). All dice you control are represented by the face up side of your card with the Flip keyword, regardless of which face the card was on previously. At the beginning of each of your turns, you may flip any card with Flip to its other face. There also may be abilities that direct you to flip cards. Only cards with two faces may be flipped.

Founder: This keyword notes that a character founded their team. It cannot be ignored.

Frag: When a Character die with Frag attacks and KO's one or more blocking Character dice with combat damage, deal 1 damage to all opposing Character dice that didn't block this turn (before damage is cleared).

Fusion: During your Main Step, you may move a number of appropriate fusion material Character dice (noted on the card) from your Field Zone to your Prep Area. Move the die with Fusion from its card to the Prep Area.

Gadgeteer: When a Character die with Gadgeteer attacks, you may roll a Continuous Action die (including Gear or Traps) that is in your Used Pile. If you roll a non-energy face, you may move it into your Field Zone. Otherwise, return it to your Used Pile.

(1) If an Action die is successfully rolled from triggering Gadgeteer, it counts as using an Action die for the purposes of triggering Attune.

Gate: When you field a die with Gate, you may take an unpurchased, qualifying Character die from one of your cards and roll it. If it lands on a Character face, you can place the unpurchased die into your Prep Area.

Heroic: Dice with Heroic can pair up with different Character dice that you control that have the Heroic ability. Place paired up dice side by side. Heroic takes place at the same time a Character die is fielded. Dice may only be paired up with one other die (the new partner replaces the old one). They attack and block separately.

Examples: Two different Heroic Character dice are paired up.

- (a) If both are attackers, the opponent can assign blockers to each of them, block only one die, or choose to not block either die.
- (b) If both are blockers, they can block two separate attackers, block the same attacker, or one die blocks and the other doesn't.
- (c) If both block the same attacker, the damage from the attacker can be assigned to the blockers as the Active player chooses.

Immortal: When a Character die with Immortal would go to the Used Pile (e.g. not being fielded at the end of the Main Step, attacking and being unblocked, being Sacrificed, etc.), instead add that Character die to its owner's bag. This does not apply to dice initially being purchased, dice being swapped, dice being spent as energy or unspent energy cleared from your Reserve Pool.

(1) Sidekick Character dice that are in the Field Zone can have Immortal.

Impulse: An Impulse ability is triggered when a Character die with the Impulse ability is purchased. The Character die does not need to be active to use the Impulse ability.

Infiltrate: When a Character die with Infiltrate attacks and is not blocked, you may choose to remove that die from combat immediately after blockers are declared before Action dice or Global abilities may be used. If you do, that die deals 1 damage to your opponent, and the die remains in your Field Zone.

Intimidate: When fielded, remove target opposing Character die from the Field Zone until end of turn.

(1) Intimidate is not the same as Capture. If the Capturing die is removed, the Capture ends, whereas if the Intimidating die is removed, the Intimidate effect is not canceled.

Iron Will: This Character die cannot be KO'd unless it was previously damaged this turn or if it is simultaneously damaged by two different sources. If this die was previously damaged this turn and (a) it is damaged a second time and the total damage it received this turn equals or exceeds its defense value, or (b) an ability later in the same turn reduces this die's defense value such that the damage it previously received this turn is equal to or greater than its new defense value, or (c) an ability applies an effect that KO's the die, then KO this die. Also KO this die if it is simultaneously damaged by more than one source (e.g. being blocked by more than one Character die) and the total damage it receives from those sources equals or exceeds its defense value.

(1) When a Character die with Iron Will is blocked with multiple dice, the first blocker triggers Iron Will and any further damage may KO that Character die.

Example: A Character die with Iron Will and 6D is blocked by two dice with 3A each. One die will trigger the Iron Will ability with its 3 damage and the second die would deal its 3 damage, for a total of 6 damage, KO'ing the Iron Will Character die. Iron Will only protects against single sources of damage such as a 6A Character die engaged with an Iron Will 6D Character die. In this case, the Iron Will die would be dealt 6 damage and the Iron Will ability would trigger. But if that die does not receive another KO ability or any more damage, it will not be KO'd despite having damage equal to its current defense value.

(2) A Character die with Iron Will that has not taken any damage would not be KO'd by a Deadly keyword ability.

(3) Character dice with Iron Will that have not been damaged may not be selected to pay a cost that requires you to KO a Character die.

(4) A Character die with Iron Will cannot be used to initiate a Fabricate or Enlistment keyword ability unless that die was previously damaged.

Loyalty: Represented by a Loyalty Counter. These counters stay on a Character card and give their applicable dice +1A and +1D modifiers for each counter. A Character die from that card does not need to be active to get a Loyalty Counter.

Obscure: When you use an Action die, all dice from the applicable Character card are unblockable until end of turn.

Overcrush: When attacking, if this Character die KO's all of its existing blockers, or they are removed for other reasons, the die deals any remaining damage to your opponent.

(1) Overcrush is combat damage.

(2) If a blocker is captured or removed by other means before combat damage is assigned, all damage from the attacker is dealt to the opponent.

(3) If a Character die successfully Regenerates (i.e. the die is removed from the Attack Zone and no longer blocking), that die was still KO'd and the conditions for applying Overcrush damage will have been met.

(4) When applying Overcrush damage, if the defense value of the blocking die was reduced by previously inflicted damage, the Overcrush only applies damage to the blocker sufficient enough to KO it, and then applies the remaining damage to the opposing player.

Example: An attacking die with 8A and Overcrush is blocked by Character die with 4D. The blocker took 2 damage in the Main Step, resulting in a 2D value at the time these dice are engaged. The attacker will KO the blocker and inflict 6 Overcrush damage to the opposing player.

(5) If the Character die with Overcrush is blocked by a Character die that cannot be KO'd, the Overcrush ability will not trigger.

(6) If the Character die with Overcrush is blocked (or multi-blocked) and KO's all of the blockers as well as being KO'd, but had leftover damage, the KO'd Overcrush die still deals that damage to the opponent.

(7) If a Character die with Overcrush also has the Deadly keyword ability, for any Overcrush damage to be inflicted, the attacker must have an attack value greater than the combined defense values of any blockers. The KO due to Deadly is resolved at the end of the turn, after damage has been resolved.

Range X: When one or more Character dice with Range attack, each active die with Range (on both sides) simultaneously deals damage equal to its Range value (X) to a target opposing Character die.

(1) Each 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.

(2) 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.

(3) Range cannot be interrupted by any other triggered ability (e.g. a "when damaged" ability). The other triggered abilities will be initiated after all damage from Range has been resolved.

(4) If a Character die with an ability triggered by taking damage from Range is KO'd, its triggered ability will still be resolved.

(5) Range does not trigger separately for each attacking Character die.

Example: The Active player attacks with a Range 1 Character die. In their Field Zone they also have: three dice with Range 1, two dice with Range 2, and a Sidekick Character die. Total damage to be dealt with Range by the Active player will be 8: (1x1 Range) + (3x1 Range) + (2x2 Range).

The Inactive player has two Range 2 dice in their Field Zone. Total damage to be dealt with Range by the Inactive player will be 4: (2x2 Range).

The Active player deals 6 of their Range damage to one of the Inactive player's dice, which KO's it, and the remaining 2 Range damage to the other die in the Inactive player's Field Zone, which does not KO it.

The Inactive player still gets to deal all 4 of their Range damage even though one of their Range 2 dice will be KO'd. They deal 2 Range damage to one of the Active player's dice, which KO's it, and the other 2 Range damage to the Sidekick. The Range 2 damage cannot be split so the 2nd damage is wasted on the Sidekick.

(6) For an ability that applies Range X to other Character dice, these things will happen: (a) Character dice that do not have Range of any value would get Range X; (b) Character dice with a pre-existing Range value would use the higher Range value – the Range values are not added together; and (c) Character dice that already have the same Range value would remain unchanged. Dice with Range would not get to use two copies of the keyword ability.

Example: A player has 3 active Character dice: Die A does not have Range, Die B has Range 1, and Die C has Range 2. A Global ability gives each die Range 2. Die A now has Range 2, Die B now has Range 2 (the higher value), Die C remains unchanged at Range 2.

Recruit: When a Character die with the Recruit keyword damages an opponent with combat damage, you may move a die that matches the attribute stated in the ability from your Used Pile, Reserve Pool, or Prep Area into the Field Zone on its level 1 character face. A matching die in the Reserve Pool may be spun from an energy face to its level 1 character face.

(1) Recruit will not trigger “*when fielded*” abilities.

Regenerate: When a Character die with Regenerate is KO’d, immediately roll it. If it rolls a Character face, return it to the Field Zone on that rolled face (but not the Attack Zone, if applicable) and clear all damage from it. Otherwise, it is KO’d and moved to your Prep Area.

(1) Regenerate is a KO replacement ability. If a Character die successfully Regenerates, it does not trigger any “*when KO’d*” abilities, and any modifiers or abilities (e.g. attack and defense value modifiers, gained affiliations) remain.

(2) If an attacker with an Overcrush keyword ability KO’s its blocker that has Regenerate, the Overcrush damage can be applied. Even if the blocker Regenerates, the KO replacement returns the Character die to the Field Zone (not the Attack Zone). Thus, the blocker is no longer blocking the attacker.

(3) A Character die with Regenerate would still be rerolled when KO’d by a Deadly keyword ability.

(4) Any “*when damaged*” ability is still in effect on a Character die that Regenerates.

Example: A Character die with Regenerate took 1 damage in the Main Step from an Action die with the ability “*Deal 1 damage to target Character die. Character dice damaged by this effect cannot attack this turn*”. The same Character die receives another 1 damage in the Main Step, KO’ing it and triggering Regenerate. The die successfully Regenerates, clearing the 2 damage, but the “*cannot attack*” ability is still in effect.

(5) If a Character die Regenerates successfully after it has been KO’d for Fabricate, both Fabricate and Regenerate function normally. Note: Fabricate is an ability cost, and even though the KO was avoided by Regenerate, the payment by KO’ing a Character die was still satisfied.

(6) If a Character die Regenerates successfully after being KO’d to stop an Enlistment ability, the benefit your opponent would receive from the Enlistment ability does not occur.

(7) If a Character that would be KO’d is not due to Regenerate, no effects initiated by the Resistance keyword ability will activate.

Resistance: Resistance abilities let you get extra effects if one of your Character dice was KO’d this turn.

Retaliation: If a character you control with Retaliation is active, and a Character die you control that shares an affiliation with it is KO’d, deal 1 damage to an opposing player.

(1) If Character die with Retaliation is KO’d, and there are no other dice of that character in the Field Zone, it cannot trigger its own Retaliation since it is no longer active.

Example: A Villains die with Retaliation and one die from another Villains character are both KO’d by combat damage. No damage is inflicted since combat damage is resolved simultaneously, and the die with Retaliation is no longer active (you cannot choose the order of dice to be KO’d by combat damage).

(2) If multiple characters with Retaliation have dice in the Field Zone, Retaliation will trigger for each unique character. However, if a character with Retaliation has multiple copies of their dice in the Field Zone, Retaliation will trigger only once, not for each identical die for that specific character.

Example: There are four characters with the same affiliation active: three characters with one die apiece and one character with two copies of its die. Three of these character have the Retaliation keyword. The non-Retaliation character with one die active is KO’d. A total of 3 damage is inflicted, 1 for each Retaliation character with active dice.

Ritual: Instead of paying this Character die's fielding cost you may send a Character die from your Reserve Pool to the Used Pile in order to field this Character die for free.

Rush: If you draw this die during your Clear and Draw step, draw and roll an extra die for each die of the type indicated in the Rush ability drawn during that step.

- (1) If a die with Rush is drawn, then draw an additional die for each die with the stated energy attribute drawn afterward.

Example: You draw a die with "*Rush – bolt*" and 1 other die with the bolt energy type. You would draw 1 additional die. If the additional die drawn is also a bolt energy type, you would draw another die.

- (2) Once a specific Character die with Rush is drawn, any identical Character die drawn will trigger its Rush ability, even if both identical dice are drawn at the same time.

Examples: (a) You draw a die with "*Rush – shield*", a Sidekick die, a die with a shield energy type and a copy of the "*Rush – shield*" die. You would draw 2 additional dice.

(b) You draw a die with "*Rush – bolt*", two Sidekick dice, and a die with a bolt energy type. You draw 1 additional die, and it is a copy of the "*Rush – bolt*" die previously drawn. The second Rush die drawn will initiate its Rush ability for the bolt energy type die previously drawn, drawing another additional die. The die drawn is a bolt energy type die. You would draw two additional dice because this bolt energy die initiates the Rush ability of the two "*Rush – bolt*" dice previously drawn.

- (3) A die with Rush will also trigger off of the energy type of a different Rush die drawn.

Example: You draw 3 dice: a "*Rush – bolt*" die that has a shield energy type, a "*Rush – shield*" die that has a bolt energy type, and a die with a bolt energy type. You would draw an additional 3 dice: two for the "*Rush – bolt*" and one for the "*Rush – shield*".

- (4) Dice that are in the Prep Area before the Clear and Draw Step are not included when determining if the Rush ability is triggered.

Examples: (a) You have a die with the fist energy type in your Prep Area. You draw a "*Rush – fist*" die during your Clear and Draw Step and no other fist energy type dice. The Rush ability would not be triggered.

(b) You have a die with a "*Rush – bolt*" ability in your Prep Area. The Rush ability would not trigger for any die drawn with a bolt energy type because that "*Rush – bolt*" die was not drawn this turn.

- (5) Sidekick dice will not trigger Rush because these dice have no energy type.

Sacrifice: Sacrificed Character dice are moved from the Field Zone to Out of Play or the Used Pile, as applicable.

- (1) When a Character die is Sacrificed on its owner's turn, it is moved to Out of Play until the end of turn.

- (2) Sacrifice is an ability cost.

- (3) A Sacrificed Character die will not trigger "*when KO'd*" abilities.

Spark: While a character with a Spark ability is active, if you roll a die face with a Burst symbol on one or more dice, use the Spark ability at the end of the current Step. During the Roll and Reroll Step, only check at the end of the Step.

- (1) A Spark ability will not trigger if the Action die is rolled in the Used Pile or Prep Area.

Strike: On the turn you field a Character die with Strike, at the end of the Main Step, if you fielded no other Character dice this turn, this Character die gets +2A, +2D, and **Overcrush**.

Suit Up: When you purchase a Character die with the Suit Up keyword, you may KO a Character die you control whose name matches one of those listed in the ability. If you do, you may immediately field the purchased die at level 2.

- (1) A Character die entering the Field Zone due to the Suit Up ability initiates "*when fielded*" abilities.

- (2) The Suit Up ability must be used immediately when the applicable Character die is purchased.

Swarm: While a Character die with Swarm is active, and you draw another copy of that die from your bag during your Clear and Draw Step, draw an extra die from your bag and add it to your Roll and Reroll.

- (1) Swarm may trigger multiple times if multiple copies of dice with Swarm are drawn.

(2) If Swarm is triggered and there are no dice left in your bag to pull, or in the Used Pile to refill your bag, you would not lose one Life and gain one virtual generic energy for being unable to pull those dice.

- (3) All events related to the act of drawing dice during the Clear and Draw Step (this includes Swarm) occur simultaneously for the purposes of the game.

(4) You only draw one die no matter how many copies of a Character die with Swarm are active.

(5) Swarm checks that the Character die you've drawn matches the active die with Swarm.

Examples: (a) An ability that enables a Sidekick Character die to gain Swarm will only trigger when Sidekick dice are drawn. It will not trigger when a Character die with the Ally keyword ability is drawn.

(b) A Character die copies the Swarm ability from another card. Only if the copying dice are drawn would Swarm trigger. It would not trigger twice, once for the source card and once for the receiving card.

Synergy: While a Character die with Synergy is active, you can pay the cost of their Synergy ability to use it. You can use it at the same time as you would a Global ability.

Tag Out: After blockers are declared, you may Prep this die from the Field Zone to give target Character die +2A and +2D until end of turn.

(1) The Tag Out ability is triggered immediately after blockers are declared before Action dice or Global abilities may be used.

Teamwatch: When a character with Teamwatch is active and you field a different Character die with the same affiliation, use their Teamwatch ability.

(1) Teamwatch counts the number of different active characters, not the number of active dice from those characters. The Teamwatch ability occurs when a different Character die is fielded and doesn't change if additional identical Character dice are fielded after the ability is initiated.

Teamwork: Teamwork abilities will let you get extra effects from abilities when you have multiple Character dice with the same affiliation.

Trap: Trap is a special kind of Continuous Action die that moves to the Field Zone when used and stays there until triggered. When the criteria of the Trap die's trigger are met, you must immediately send the die to your Used Pile to use its ability.

(1) If there are 2 or more of the same Trap die in the Field Zone, they trigger simultaneously and apply each subsequent ability separately, regardless of the results of the previous Trap ability.

(2) If a Trap die is triggered, it will still resolve even if that Trap is simultaneously removed by some other ability.

(3) A Trap ability cannot be resolved if the text box on the Trap card is blanked before its ability is resolved.

Turtle Power: While a character with Turtle Power is active, all other Character dice with the Turtles affiliation cost 1 energy less to purchase for each active character with Turtle Power you control.

Underdog: This ability can be used when you have fewer Character dice fielded than your opponent. Sometimes the Character die won't need to be active (it may affect how the Character die is purchased or fielded).

(1) Once a Character die with **Underdog** is fielded, it counts towards the number of dice in the Field Zone.

Vengeance: Vengeance abilities take place when you're dealt damage, and the Character die with Vengeance is active.