

# DICE MASTERS™

DESIGNED BY MIKE ELLIOTT AND ERIC M. LANG

**MARVEL**

## SECRET WARS



**ORIGIN PACK** HOW TO PLAY

## HOW TO START PLAYING DICE MASTERS

Your **Dice Masters: Origins Pack** contains everything you need to start playing an introductory version of Dice Masters against someone with a different Origins Pack, or anyone with a larger collection that can pick out similar cards. For complete rules, go to [wizkids.io/dmrules](http://wizkids.io/dmrules)

## SET UP

Arrange your cards, character dice, and basic action dice like this: 

(You will not use all your Basic Action Cards in the intro game)

Place your play mat in front of you. Place your 8 Sidekick dice in a bag or opaque container, and return any other components to the box.

**GOAL:** Be the first to bring your opponent's health from 20 to 0.



**Player 2**

Only Player 1 can  
buy these dice



Both players can buy dice from  
these Basic Action Cards






**Player 1**

Only Player 1 can  
buy these dice

For card anatomy, see page 5.

## HOW TO PLAY

### *YOUR TURN*

1. **Clear and Draw Step:** Draw 4 dice from the bag, and place them in your Prep Area.
  - a. The first player, on their first turn only, puts one of these dice in the Used Pile.
2. **Roll and Reroll Step:** Roll the dice in your Prep Area.
  - a. If you don't like the results, choose any or all of them to Reroll once, and you must keep the new results! Move all the rolled dice into your Reserve Pool.
  - b. Your dice will show energy faces , character faces , or action faces .





## AFFILIATIONS



Avengers



Fantastic Four



Guardians



Infinity Watch



Spider-Friends



Thor

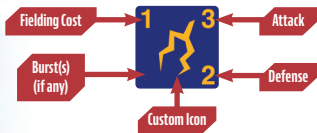


Villain




X-Men

- 3. Main Step:** Take as many of these actions, in any order, as often as you like, if you can pay for them
- a. *Purchase Dice:*** Spend energy to buy your character dice, or any Basic Action Dice. The cost for a die is in the upper right corner of the card, and if there is an energy symbol (🕶️⚡️👊🛡️) then at least 1 energy spent must match that symbol. A ( ? symbol) can be spent as any symbol. The dice purchased and spent go to your Used Pile.



- b. *Field Characters:*** Pay the Fielding Cost on Character faces you rolled, you may pay the Fielding Cost (number in the upper left) to

move it from your Reserve Pool to the Field Zone. You can spend any type of energy, and the fielding cost may be 0. Spent dice and any characters you don't field by the end of your Main Step go to your Used pile.

- a. *Play Actions:* Use Action Dice (if you rolled an action face ) by moving it to your Used Pile, and carrying out the directions on the Basic Action Card with the matching indicator color. The ability may change depending on the number of bursts (0, 1, or 2) in the bottom left corner of the die face.
- b. *Global Abilities:* Any cards in the game with red text starting with "GLOBAL:" are always available to both players.

*Note:* At the end of your Main Step, your opponent has an opportunity to use Global Abilities during your turn, before moving on to the Attack Step.

**4. Attack Step:** Now it's time to attack! If you want to attack, you must follow these steps in this order:

- a. *Declare Attackers:* Any or all Character dice in your Field Zone can attack. Move them to the Attack Zone.
- b. *Declare Blockers:* Your opponent decides which character dice in their Field Zone they want to block with (if any). Each blocker can only block 1 attacker, but multiple blockers can block the same attacker. Opponent moves blockers to their Attack Zone.
- c. *Action/Global Window:* You may use action dice or Global Abilities, then your opponent may do the same.

Attacker



Defender



- d. Assign Damage:** All damage is dealt simultaneously:
- i.** Unblocked attackers deal their damage to the opponent's life total (if it reaches 0, you win!).
  - ii.** Blocked attackers deal their damage to their blockers. The attacker chooses how to distribute the damage between multiple blockers.
  - iii.** Blockers deal all their damage to the attacker they are blocking.
  - iv.** If a character die takes damage equal to or greater than their defense, they are KO'd, and go to their owner's Prep Area.



## 5. Cleanup Step

- a. Blocked attackers or blockers that were not KO'd return to their Field Zone.
- b. Damage to dice is cleared.
- c. Unused Action dice in the Reserve Pool move to the Used Pile.
- d. Only dice remaining in the Reserve Pool should be Energy dice.

**Your opponent's turn!** They follow the same steps.

**On turns after your first:** on future turns during your Clear and Draw step: Move dice in Reserve Pool to Used Pile. If your bag is empty when you need to draw dice, take all the dice in your Used Pile, and put them back in your bag before drawing more. There may already be dice in your Prep Area, which you'll roll along with the 4 dice you draw from your bag.

## READY FOR MORE?

Combine your Origins Pack with any Draft Pack, and you'll have enough cards and dice to field a full team! You can also take part in a full draft or collect other Dice Masters products, and build any team you want!

A full team consists of 8 unique Character or Action Cards, 2 different Basic Action Cards, and up to 20 Dice (not including Sidekicks or Basic Action Dice). You can use any combination of characters, but cannot use two cards with the same name, even if they have different subtitles. Each card must have at least one die, but not more than it's Max Dice.



## OTHER THINGS TO REMEMBER:

These rules are intended to get you playing as quickly as possible. If anything in the full rulebook [wizkids.io/dmrules](http://wizkids.io/dmrules) conflicts with these rules, follow the rulebook.

If card text ever conflicts with either set of rules, follow the card text.

Characters may have abilities that trigger when you field, attack, or block with their die. These happen immediately when you move the dice.

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Dice Masters was designed by Mike Elliott and Eric M. Lang.

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