

Keywords in Marvel Dice Masters: The Mighty Thor

Immortal: When a character die with Immortal would go to the Used Pile (except when it is purchased), instead add that character die to its owner's bag.

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

Ally: Character dice with the Ally ability count as Sidekicks while in the Field Zone in addition to their other designations. They don't count as Sidekick Dice while in the bag, Prep Area, Used Pile, or anywhere else.

Overcrush: When attacking, if this character KO's all its blockers (*or they are removed for other reasons*), it deals any remaining damage to your opponent.

Breath Weapon: 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 character (*no matter how many copies of that die are attacking*).

Underdog: This ability can be used when you have fewer character dice fielded than your opponent. Sometimes the character won't need to be fielded.

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