



DICE MASTERS™

Mike Elliott • Eric M. Lang

In **DC Comics Dice Masters: Justice League**, two players take the role of masterminds directing the actions of a team of powerful superheroes (represented by dice) to battle each other! Each turn, you'll roll your dice to see what resources you have available, buy 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!

COMPONENTS

Aside from these rules, this set should include:

- **44 Custom Dice**
 - 12 Basic Action Dice (3 each in 4 colors)
 - 16 Character Dice (2 each of 8 types)
 - 16 Sidekick Dice (white)
- **38 Cards**
 - 24 Character Cards (3 versions each for 8 characters; Sidekicks have no cards)
 - 10 Basic Action Cards
 - 4 Color Reminder cards
- **2 Dice Bags**

There are multiple cards available for each character die; you can choose which one you want to use!

This let you specialize your dice to suit your play style.

Additional cards and dice to expand your team can be found in expansion packs—ask your retailer! High-quality play mats are also available for purchase, or you can download one from dicemasters.com and print it out yourself.

CARDS

Each card details all the powers of one set of dice. Cards and their associated dice come in two types: **characters** and **actions**. Characters are named after people in the DC Universe (Sidekicks are the exception, and represent the people who have no special powers, but are nonetheless helpful), and their dice have numbers around the faces with the custom symbol. Actions are named for events or activities, and have no numbers around the die's custom symbol.

At the top center of the card is the card's **title** and **subtitle**. Most cards have several versions that are differentiated by their subtitle.

At the upper left of the card is the die's **cost** (a number) and **energy type** (a symbol of a **bolt** ⚡, **fist** 🥊, **mask** 🎭, or **shield** 🛡️). Cards of a given energy type require that energy to be purchased, and provide that type of energy during play. Superman™ (shown in the diagram below) is a shield character that costs 7. Sidekicks and Basic Action Cards have no energy type.

Below the cost and energy type, some characters have a team logo to identify their **affiliation** (action dice have no affiliation).

The affiliation is shown by the team's logo:



Cost & Type
Affiliation

Collector Number
(very small)

Card Name & Subtitle

Card Art

Text Box

Rarity Stripe
(see page 25 for "Rarity")

Die Face Reference

Die Limit



(energy faces)

(character faces of increasing level)

The **text box** in the center of the card details the die's abilities. Below that, the color of the **rarity stripe** provides information for collectors.

Right below the rarity stripe, “Max:” number shows the **die limit**; that’s how many of these dice you are allowed to have in a team. (Basic cards have “Use:” because you always use a fixed number of them in every game.)

At the bottom, the **die face reference** shows the various faces of the die. Faces that provide energy are on the left, and character or action faces are on the right.

DICE

Each die is engineered with a unique combination of colors and graphics.



All dice have faces that generate energy. Energy faces have one or two of the special energy symbols on them. We talk more about energy on page 6.

The special sides on **action dice** have a **custom icon**, and some have one or two burst symbols on them. Action dice never have numbers.

Character dice have a custom icon and may have burst symbols, but they always have several numbers that define the character’s basic abilities.

Fielding Cost



Attack

Burst(s) (if any)

Defense

Custom Icon

The number in the top left is the **fielding cost** of the die. This is how much energy you must spend to send the die into the field where it can engage the forces of your opponent.

At the top right is the die’s **attack**; this is how much hurt it dishes out. On card text, a die’s **attack is abbreviated as A**.

The bottom right shows the die’s **defense**; how much damage it takes to knock the character out. On card text, **defense is abbreviated as D**.

The bottom left may have one or two **burst** symbols. These activate special abilities on dice, if any are listed. If no burst abilities are listed on the card, the burst has no effect.

Dice on their energy faces can move from your Reserve Pool to pay for costs. If they do that during your turn, they go Out of Play (they are moved to your Used Pile at the end of the turn). If it isn’t your turn, they go straight to your Used Pile.

SETUP

How you set up depends on whether or not this is a demo game (for you or a friend). If you're just learning or teaching a new player, you should give the setup below a try. If you're an experienced Dice Masters player, feel free to skip to **Customizing Your Team** on page 24 of this booklet.

A DEMO GAME

For this demo game, place the following Basic Action Cards in the center of the play area:

- **Anger Issues, Phantom Zone, Villainous Pact**

Put a set of three Basic Action Dice on each of those cards (it doesn't matter which color, but this example will refer to them as if you had used red, blue, and green in order). Place the Red Dice reminder card under Anger Issues with the label sticking out from the top or side of the card. Do the same with the Blue Dice card and Phantom Zone, and the Green Dice card with Villainous Pact. These cards will help players remember which dice use which card when all the dice on a Basic Action Card have been purchased.

Basic Action Cards can be used by either player, no matter who brings them! In this demo game, we don't specify who brought them anyway.

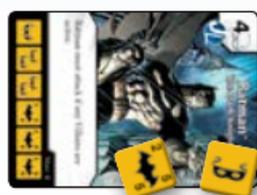
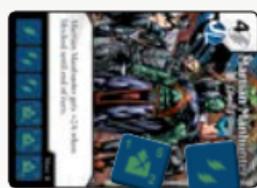
Decide who goes first by flipping a coin or rolling a die (one player could call energy or character while the other player rolls the die). The player who wins the coin toss or die roll can choose to go first or second. Each player gathers the cards listed below and the two dice that match them. Every character in this starter has 3 versions, so be sure to grab the right one based on the subtitle.

- First Player: **Martian Manhunter, J'onn J'onzz, and Batman™, The Dark Knight**
- Second Player: **Wonder Woman, Champion of Themyscira, and Zatanna, εΓΓΕΓΓ εΠΠΠεεε.**

Place those cards, each with their two matching dice, on your side of the table. These cards, unlike Basic Actions, can only be purchased by the player whose cards they are. Your play space should look like the diagram on page 5.

Finally, each player takes 8 of the Sidekick dice (this starter comes with 16) and places them in one of the dice bags (this starter comes with 2). Each player will start the game with 10 life for this demo game.

When you're set up, the table should look sort of like this:



PLAY AREAS

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

The Bag: One of the two dice bags provided (or your own bag). This is where you draw dice from. If your bag is ever empty, and you need to draw a die, move all dice from your used pile into your bag and shake it well to mix the dice thoroughly.

Prep Area: This area holds dice that you'll roll during your roll and reroll step in addition to the dice from your draw. This is where KO'd dice go.

Reserve Pool: These are dice that you have rolled but have not yet done anything with. Dice on energy faces here can be spent, dice on action faces can be used for their effects, and dice on character faces can be fielded.

Field: This is where characters go. Sometimes you'll be paying their fielding cost to get them here, other times they'll be using their abilities from here.

Attack Zone: This is a special part of the Field Zone. It's where your characters go when you assign them as attackers or blockers. Characters in the Attack Zone are also in the Field Zone.

Out of Play: Nothing can happen to dice here. Energy spent during your turn goes here, so do action dice you use during your turn or unblocked characters.

Used Pile: Dice here have been used up. At the end of your turn, all dice Out of Play are moved here. When you spend energy during your opponent's turn, it goes directly here. Dice here are returned to your bag when you would try to draw a die but cannot.

HOW TO PLAY

First we'll outline the basic structure of the game. Later we'll have more detailed rules that should be referenced when questions arise.

Each player has a certain amount of life points at the start of the game (this is 10 points in the demo; when you play a full game with 20 dice you'll use 20 life). Keep track of your life total with a method of your choice like a piece of scrap paper or using the track in the center of this booklet.

During the game, you'll want to purchase character dice and action dice. Character dice can be sent to the field to attack your opponent, they can stay in your field zone to block, or sometimes they can even use special abilities. Unblocked characters can damage your opponent, reducing his or her life. When you reduce your opponent's life to zero, you win!

ENERGY AND COSTS

Dice can produce energy. The Sidekick dice you start with can produce all different types of energy; some dice will even produce more than one energy. Energy allows you to buy additional dice, pay to field characters, and pay for **Global Abilities** (we'll explain all these soon).

There are five types of energy:

- Fist
- Bolt
- Mask
- Shield



In addition, some other die faces provide energy:

- Wildcard (?) – may be used as any type of energy
- Generic (2) – provides two energy, but of no particular type
- Doubles – some faces will provide two Fists, two Masks, etc. by showing two of that symbol



CARDS AND DICE

Sidekicks have no cards associated with them. Basic Action Dice can be paired with any of the Basic Action Cards and an indicator card.

All other dice are associated with a few cards. Before playing, you'll choose one of those cards to use with each type of die. The card gives a variety of details about the die, such as its cost, its special abilities, and its faces in order.

Characters have levels (normally three). These levels are the die faces that show the die's custom symbol and the character stats. The leftmost character die face shown on the die's card is level 1. The level increases by one for each face moving to the right. In the top left of each character face is a number: that is the cost to field that character. In the top right is that character's attack (often referred to as A in card text). Below a character's attack is its defense (often referred to as D in card text).

• BURST SYMBOLS

Many dice have a burst symbol (✱) or two burst symbols (✱✱) in the lower left corner of one or more of their faces. These burst symbols indicate that the die might activate some sort of special effect. When you roll a face that has one or two burst symbols on it, you must apply the matching text on the card (you can't choose not to). If there is no corresponding text on the card, then the burst symbol has no effect.

TURN ORDER

Players alternate taking turns. During a player's turn, that player goes through the following steps in order. Once a step is completed, a player cannot go back to it in the same turn.

CLEAR AND DRAW STEP

Move all dice still in your Reserve Pool to your Used Pile. Since they were never used, they do not go Out of Play, but move directly to your Used Pile.

Draw 4 dice from your bag. If your bag has fewer than 4 dice, draw all of them, then place all the dice from your Used Pile into the bag, shake the bag well, and continue drawing until you have drawn 4 dice total. Sometimes cards or abilities will make you draw more dice: draw those additional dice now. Place all dice drawn into your Prep Area.

If, after refilling the bag, you are only able to draw 3 dice or fewer, lose 1 life and gain 1 generic energy for each die below four that you drew. For example, if you only drew 3 dice from the bag, you would gain 1 generic energy and lose 1 life.

ROLL AND REROLL STEP

Roll the dice you drew from the bag as well as all of the dice that were already in your Prep Area (that were placed there in an earlier turn).

After you have rolled your dice, you may choose to reroll any or all of them. When rerolling, you select all of the dice to reroll at once, and you reroll them as a group.

You do not get a second reroll opportunity even with dice that you did not choose for your first reroll.

Once you've rolled (and possibly rerolled) all of your dice, place all of the dice you rolled into your Reserve Pool, keeping the same face up.

MAIN STEP

During this step, you may purchase dice, activate Global Abilities, field characters, and use Action Dice. You can do these multiple times and in any order; for example, you could purchase a die, use an action, field a character, and then purchase another die.

• SPENDING ENERGY

To pay energy during your turn, move dice showing that much energy from your Reserve Pool Out of Play. Those dice will go to your Used Pile during Cleanup. You can also pay energy during your opponent's turn, but that energy goes directly into your Used Pile.

• PURCHASING A DIE

On your turn, you can purchase any combination of dice you like. You can purchase dice from the Basic Action Cards in the center (no matter which player brought them), as well as from the cards you brought to the game.

To purchase a die, you must pay its purchase cost in energy. If the card shows that it is a certain energy type, at least **one of the energy used to pay that cost must be that type of energy.**

Example: Green Arrow, Oliver Queen, has a cost of 4 and is a ⚡ character. You can buy a Green Arrow die with a ⚡ and three 🍀, or a ⚡, two 🍀 and a 🕶️, etc. Villainous Pact does not show an energy type next to its cost; you can use any type of energy to pay for a Villainous Pact die.

When you've bought dice, they go to your Used Pile.

If you have a die that produces two or more non-generic energy, you may partially spend the die's energy by spinning it down to a face that reflects the unused portion of the die's energy. For example, if a die face shows 🍀 you may use the 🍀 and another energy to purchase

a  die that costs two and change the face on the die to a face that shows . This only applies to symbol dice and not dice that produce generic energy. For generic-energy dice, any unused portion that is not immediately spent is lost. However, you can purchase multiple dice simultaneously to spend a generic die completely.

● USING A GLOBAL ABILITY

Some cards have Global Abilities printed on them. These effects are always available, whether or not a die from that card is in the field. You can use a Global Ability listed on an opponent's card even though you cannot purchase a die from that card.

During a player's main step, both players can use any or all Global Abilities available. To use a Global Ability, you must pay the energy cost, moving the die or dice used to pay that cost to your Used Pile (if it's your turn, they are therefore Out of Play). In many cases, these effects may be used more than once if the cost can be paid multiple times. As with purchasing dice, you can partially spend non-generic energy. If both players want to use a Global Ability at the same time, the player whose turn it is wins the tie.

● PLAYING ACTIONS

You may use the action faces on your action dice during the Main Step. To do so, apply the effect and then move the action die from your Reserve Pool to Out of Play (it will go to your Used Pile at the end of the turn). It costs no extra energy to use an action die.

● FIELD CHARACTERS

It costs energy for you to send your character dice from your Reserve Pool to the field, though in some cases, that cost is zero.

When you field a character, you must pay energy equal to the character's fielding cost as shown in the upper left corner of the die. This cost can be paid with any type of energy, even generic. As with purchasing dice, you can partially spend non-generic dice, and you can pay more than one cost at once to fully spend a generic-energy die. You cannot field a character if you cannot pay the energy cost.

Many characters have game effects that take place when they are fielded. Some of these effects target dice in your Used Pile. Such game effects cannot target or select a die that was used to pay for fielding the character, since dice that enter your dice from the Reserve Pool are Out of Play for the rest of the turn.

You are not required to field a die if you do not wish to. Any characters that you do not field (because you can't or choose not to) by the end of the Main Step go to your Used Pile (they do not go Out of Play, since they were never used).

ATTACK

After you have completed all your activity in the Main Step and moved leftover characters from your Reserve Pool to your Used Pile, you are ready to attack. During the Attack Step, the attacking player can use any actions still in the Reserve Pool. In addition, both players can use Global Abilities whenever appropriate; that is, they can use Global Abilities that react to damage and the like when that happens. All other Global Abilities can be used after blockers are declared. The Attack Step has the following parts, in order:

• DECLARE ATTACKERS

Any or all of your fielded characters can attack. Move these characters into the Attack Zone. It costs no energy to move a character into the Attack Zone; it is just a part of the Field Zone. You can send all, some, or none of your characters to attack. If you do not attack, your turn immediately ends (neither player can use Global Abilities in this case).

After you declare all attackers, apply any effects that happen due to characters attacking.

• DECLARE BLOCKERS

Your opponent declares blocking characters, moving them into the Attack Zone and assigning each one to block a specific attacker. Your opponent can block with all, some, or none of his or her characters.

A single blocker can only block one attacking character: it can't block more than one. However, more than one blocker may be assigned to block a single attacker.

After all blockers are declared, apply any effects that take place due to blocking or being blocked. As is the case with all ties, the player whose turn it is (the attacker) resolves first, then the defender.

• USE ACTIONS AND GLOBAL ABILITIES

The attacking player can use action dice and Global Abilities; the defending player can use Global Abilities. If both players have such effects that they wish to use, the attacking player gets to go first. Once both players are finished, move on to assigning damage.

• ASSIGN DAMAGE

Both players assign damage. Damage occurs simultaneously. (In the rare case where it is relevant, the attacking player assigns first, although damage still resolves simultaneously.)

Each attacking character that was blocked assigns its attack value in damage to the character(s) blocking it. If more than one character

is blocking an attacking character, the attacker can choose how to divide the damage between the blockers (and can even assign one full damage and the other zero). An attacking character must assign all of its damage. Likewise, each blocking character assigns damage equal to its attack value to the character it blocks (characters that can block more than one attacker must split their damage as an attacker would).

Damage dealt to a character in excess of its defense has no effect.

Attacking characters that were unblocked (or those with special abilities) assign damage to the defending player instead of a character. That damage will be deducted from the player's life total. These unblocked characters are moved Out of Play, after dealing damage, before any other effects resolve other than those that would replace damage. They'll go to the Used Pile during Cleanup.

Once all damage has been assigned, knock out each character that took damage greater than or equal to its defense. When a character is knocked out, move it to that player's Prep Area. If game effects are generated by a character taking damage or being knocked out, the attacking player resolves all effects first, then the defender.

CLEANUP

Characters that were KO'd (from damage from an attacker, damage from a blocker, or some other effect during the Assign Damage step) are sent to the Prep Area.

Characters that blocked or were blocked but not KO'd return to the Field Zone.

All damage to all dice is cleared. All effects end (except "While active" effects). Actions still in a player's Reserve Pool move to the Used Pile (unless they're on an energy face). Only dice showing energy faces can remain in the Reserve Pool.

The turn ends. Move all of your dice that were Out of Play into your Used Pile.

WINNING

As soon as your opponent's life reaches zero, the game ends and you win! If both players would reach 0 at the same time, the game ends in a tie.

EXAMPLE OF PLAY

Patricia and Jimmy sit down to play a game using the Demo Game setup. Patricia won the coin toss and gets to go first. They both start with 10 life.

- First Player: **Martian Manhunter, Jonn Jonnz, and Batman™, The Dark Knight**
- Second Player: **Wonder Woman, Champion of Themyscira, and Zatanna, ΓΙΓΙΣΔ ΣΠΠΣΙΣΔ.**

PATRICIA, TURN 1

Patricia draws four dice (all Sidekicks) in her Clear and Draw Step. She rolls them in her Roll and Reroll Step, getting:



Patricia would like to purchase Batman, so she makes a point of rerolling the 1 in order to try and get a 4th energy but also rerolls the shield in hopes of getting the mask she'll need.



After her reroll, Patricia has:

Now she'll need to choose between Batman and Martian Manhunter. On second thought, she decides to purchase Martian



Manhunter. His 7 attack might come in handy later (if she fields him on his level 3 face)! She moves her four energy Out of Play (at least one of them is a lightning bolt). She moves a Martian Manhunter die from his card to her Reserve Pool. She'll skip her attack step since she has no characters in the Field Zone. She has no energy in her Reserve Pool to use during Jimmy's turn. She moves her dice from Out of Play to her Used Pile.

JIMMY, TURN 1

Jimmy draws four dice (all Sidekicks) in his Clear and Draw Step. He rolls them in his Roll and Reroll Step, getting:



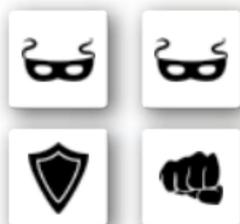
Jimmy is totally happy with this roll and chooses not to reroll any of his dice. This signals to Patricia that he'll be purchasing Zatanna since he doesn't have enough energy for Wonder Woman. During Jimmy's Main Step he buys a Zatanna die, adding it to his Used Pile. He fields his Sidekick for free, and decides to keep it as a blocker. Again, the Attack Step is skipped.

At the end of the turn, Jimmy's Sidekick dice move from Out of Play to the Used Pile.



PATRICIA, TURN 2

Patricia draws four dice (again all Sidekicks) in her Clear and Draw Step. She rolls them in her Roll and Reroll Step, getting:



She decides to keep these dice. She wants to clobber Jimmy and decides to buy a Batman die to do it that much faster. Since Patricia doesn't attack, her turn ends. All the energy she spent moves to her Used Pile.

JIMMY, TURN 2

Jimmy rolls the last 4 dice in his bag, getting the following after he rolls and rerolls:

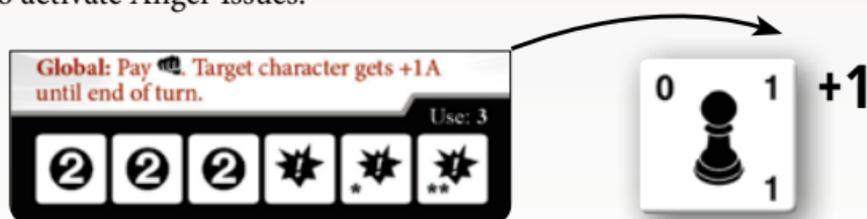


First, Jimmy chooses to use a Global Ability. He pays a [mask symbol], moving it Out of Play, to activate the Global Ability on Villainous Pact.

Jimmy has no dice in his bag, so he takes the 4 dice from his Used Pile and moves them to his bag. He shakes the bag thoroughly, and draws a Sidekick to place in his Prep Area. He doesn't need to roll it

since it doesn't matter which face it is showing in the Prep Area, he'll get to roll it during his next Roll and Reroll Step.

Jimmy then fields two Sidekicks. He decides to attack before Patricia gets any blockers. He declares two of his Sidekicks as attackers, and moves them into the Attack Zone. Patricia has no blockers, and no dice in her Reserve Pool. Jimmy takes this opportunity to use another Global Ability with the  in his Reserve Pool. He moves it Out of Play to activate Anger Issues:



He gives one of his Sidekicks +1A after Patricia could've declared blockers if she had any characters fielded. His two Sidekicks go unblocked, dealing a total of 3 damage. Patricia is now at 7 life. Jimmy's turn ends and he moves his Out of Play dice to the Used Pile.

PATRICIA, TURN 3

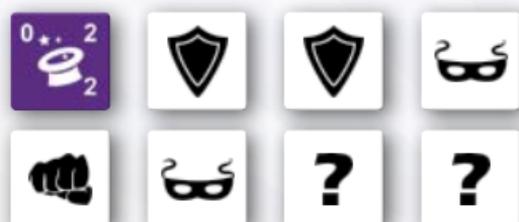
Patricia moves 10 dice from her Used Pile to her bag during her Clear and Draw Step because she had no dice in her bag. She draws 4 dice, and after her reroll has:



She spends both of her energy, moving them Out of Play to field Martian Manhunter on his level 3 face. She fields her Sidekick for free, and attacks with both of them. Jimmy blocks Martian Manhunter with his Sidekick. Patricia's Sidekick goes through unblocked. Jimmy is at 9 life. Her turn ends, and she moves her Out of Play dice to the Used Pile.

JIMMY, TURN 3

Jimmy draws 3 Sidekicks and Zatanna from his bag. Before rolling his dice, he makes sure to add the 4 Sidekick dice from his Prep Area to his roll. After his Roll and Reroll he has:



This is a pretty sweet roll. Jimmy has enough dice to buy a Wonder Woman die, and field Zatanna (since she can be fielded for 0 energy). Jimmy first buys the Wonder Woman die, then fields Zatanna, drawing a Sidekick die from his bag to his Prep Area. He uses his final remaining  to pay for Villainous Pact's Global Ability, drawing a Sidekick from his bag to place in his Prep Area.

PATRICIA, TURN 4

Patricia has no dice in her Prep Area, and draws 4 from her bag, including Batman™! She's one roll away from putting Jimmy into a world of hurt.

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DICE MOVEMENT DIAGRAM / PLAY MAT

CLEAR AND DRAW • ROLL AND REROLL • MAIN STEP • ATTACK STEP • ATTACK STEP • CLEANUP





LIFE: 20 • 19 • 18 • 17 • 16 • 15 • 14 • 13 • 12 • 11 • 10 • 9 • 8 • 7 • 6 • 5 • 4 • 3 • 2 • 1

DETAILED COMBAT EXAMPLE

Esme has just started her attack step in her game against Eskil. It will be easiest to follow along if you pull out the following cards and dice:

Batman™, The Dark Knight

Darkseid, Immortal

Superman, Last Son of Krypton

Wonder Woman, Warrior Princess

Deathstroke, Villain for Hire

Anger Issues



Esme must attack with her **Batman™, The Dark Knight** (level 3) die. She has to because Eskil has a **Darkseid, Immortal** in play (with the Villain affiliation). She's also got **Superman, Last Son of Krypton** (level 1) and **Wonder Woman, Warrior Princess** (level 3).

Eskil has two characters to block with; **Darkseid, Immortal** (level 3) or **Deathstroke, Villain for Hire** (level 2).

Esme uses Wonder Woman's ability to force Deathstroke to block Superman. Eskill also decides to block Wonder Woman with his Darkseid.

Batman goes unblocked.

ESME'S ATTACKERS

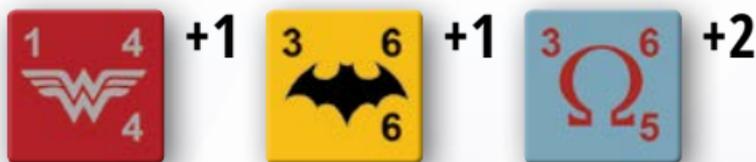


ESKIL'S BLOCKERS

Esme uses Anger Issue's Global Ability twice, by paying 2 , to increase Wonder Woman's Attack by +1 and Batman's Attack also by +1 (giving Wonder Woman 5A and Batman 7A). Esme decides she won't use any more Global Abilities.

Eskill now takes his chance to use Global Abilities, and he decides to pay 2  to use Anger Issues as well. He bumps Darkseid up to 8A so he'll be able to KO Esme's Wonder Woman (who has 4D).

Batman is unblocked and will go to the Used Pile.



Since no effects will be replacing damage, this happens first. Deathstroke, Wonder Woman, and Darkseid will be taking enough damage to KO them. Darkseid and Deathstroke have effects that will take place when they are KO'd. Darkseid will get to deal his A in damage to a character in play. Eskill chooses Superman since there are no other targets even though his ability would prevent the damage dealt (since it is still the Attack Step). Deathstroke's ability returns him to the field.

TOURNAMENT RULES

Once you've mastered the basics, this section provides details and additional rules.

FUNDAMENTAL RULES

Card text always supersedes basic rule text.

Unless otherwise stated, game effects can only target character dice that are in the field. The Attack Zone is considered part of the field.

If two cards directly conflict, the one that says "you can't" beats the one that says you can.

You cannot avoid paying costs. For example, if the cost of something is spinning a die down one level, and all you have are level 1 characters that can't be spun down, you cannot pay that cost.

A player cannot gain life beyond the game's starting amount. Excess gains are wasted.

POWERS, ABILITIES, AND CARD TEXT

Card text that names a character only considers your characters for its effects. Your card's text doesn't trigger because your opponent has the same character, nor do your dice get a bonus from your opponent's cards of the same name.

Unless otherwise specified, card effects and bonuses end at the end of a turn.

• BONUSES AND DAMAGE

Damage dealt to a character remains on that character until the end of the turn (or the character is knocked out). In the Cleanup step of each player's turn, all damage clears.

Bonuses are listed as a modifier either to attack ("A") or defense ("D"), thus a bonus of +1D would add one to a character's defense. Add all bonuses together before applying the total modifier to the die's stats. Bonuses cannot reduce a number below zero. However, if a die's defense is reduced to zero, it is knocked out (because it has taken damage greater than or equal to its defense of zero).

Once gained, bonuses last until the end of the turn.

• BURSTS

Bursts are the stars that appear in the lower left-hand corner of the face. Note that a one-burst result is different from a two-burst result.

If you roll a burst symbol, the first thing to do is check to see if the die's card has a matching burst symbol: one burst only matches one

burst, two only matches two, and the ***/**** text matches both one burst and two bursts. If your card does not have the matching number of burst symbols on it, nothing happens.

If your card does have the right symbol, then those special effects happen. Burst effects are mandatory, not optional.

• **ACTIVE AND FIELDIED**

When game text says, “While ___ is active,” that means “When one or more of this card’s dice are in the field.” In other words, when dice of that character have been fieldied, the effect on the card takes place. It takes place only once, no matter how many copies of that die are fieldied.

The term “when fieldied” refers to the moment you send a character die from your Reserve Pool to the field. It does not refer to assigning the die to attack, since the Attack Zone is still considered part of the field. Likewise, “when fieldied” does not refer to characters returning to the field from the Attack Zone, nor does it refer to moving a captured or controlled die from your opponent’s field to yours. Moving dice from effects is not the same as fielding them.

• **PREVENTING AND REDIRECTING**

Some powers prevent a game effect (damage, drawing a die, etc.). This includes cards that “take no damage.” When an action is prevented, all of the effects of that ability are canceled, and that effect can no longer be reacted to. Costs for that ability are not refunded.

Other powers redirect a game effect (usually damage). When an effect is redirected, the target of the effect changes from its original target to the new one chosen as described in the game text, even if that target was not a legal one for the original effect. The source of the effect remains unchanged from the original.

• **TIMING CONFLICTS**

If there is a conflict of timing (e.g., both players want to use an ability simultaneously), the person whose turn it is always resolves their effects first. If simultaneous effects are controlled by the same player, that player chooses the order of those effects.

Once activated, an effect is always resolved entirely before the next effect begins. You cannot use an effect after your opponent starts an effect but before it resolves. The only exception to this is when an effect redirects or prevents damage, but those situations are clearly spelled out in the card text.

In tournament play, the active player takes as many sequential actions as desired (from zero to all possible actions) before pausing and indicating that the inactive player can take an action. The inactive player can then either perform an action or decline the opportunity. Then the active player can take more actions.

If the inactive player passes, and then the active player passes, no more actions can be taken that step (except for reactions to damage, as usual).

This structure is only used for initiating a game effect. Players are allowed to use Global Abilities that react to events at the appropriate time (for example, a Global Ability that allows you to redirect damage when one of your characters takes damage).

MORE ABOUT DICE

Rolled dice in the field or in your Reserve Pool are considered to be whatever their face is. If you have a Sidekick die in the Reserve Pool showing energy, then it's an energy die. If you have a Sidekick showing the character face in your field, then it's a character die.

Dice in your Used Pile, Prep Area, and bag are not considered rolled dice. Their dice type is either character or action, based on what faces they have.

Dice that leave the table or end up cocked must be rolled again.

• REROLLING DICE

Many powers allow you to “reroll” a die. When you reroll a die, it stays in the same area it was in unless (a) otherwise specified by the card text for the resulting face, or (b) it's in a location that the die face cannot be (for example, an energy result in the field). If the die face cannot be in the specified location and its fate is not specified in the card text, move the die to the Reserve Pool.

• CAPTURING, CONTROLLING, AND COPYING

When you capture a die, move the captured die to your field and place your capturing die on top of it. The captured die no longer exists for game purposes. Once the capturing ends, place the die wherever it came from (the text on the capturing die's card will tell you where you captured it from). Unless otherwise noted, capturing ends at the end of the turn, or when the capturing die is knocked out.

When you take control of a die, it becomes yours for game purposes. Move it into your field and place it on top of the die controlling it. Your controlling die cannot attack, but can send the controlled die to

attack (controlling another mind takes a lot of effort). If the controlled die is of a character that you also have (e.g., you take control of a **Green Arrow, Oliver Queen** die when you have a **Green Arrow, The Emerald Archer** card on your side of the table), the controlled die still continues to reference your opponent's card. If the controlled die is sent to your Prep Area or Used Pile, it goes to your opponent's Prep Area instead. Otherwise, when your control of the die ends (at the end of the turn or when your controlling character is knocked out), return the controlled die to your opponent, placing it in whatever area you took it from. Your die (that was controlling the other die) remains where it was.

Copying means that your die takes on the stats and/or abilities of another die. If the text says, "copy the stats," then the die copies the numerals of the other die, including any benefits that die may have by virtue of a burst symbol. Your copying die also gets to retain its own burst symbol for extra game effects. If the text says, "copy the abilities," the die uses the opposing die's card as if it were its own. When a die copies another die, text that references the die's name applies to the copying die as well.

LEVELS AND SPINNING

Characters have levels (normally three levels, although the Sidekick die has only one); these are the die faces at the bottom of a card that show the die's custom symbol and the character stats. The leftmost character dice face shown is level 1, and the level increases by one for each face (thus the next die face on the card to the right of the level 1 die face would be level 2). **Note that a die face's level is different from its fielding cost.**

Some abilities have you take a die and spin it up or down a level. To do this, check the card and locate the face corresponding to your character to determine its level. Then set the die face up one level or down one level using the character card as a guide. If an effect causes a character to spin up one level, move it to the next face to the right on the card. Characters that are already at their highest level cannot be spun up. If an effect causes a character to spin down one level, move it to the next character face to the left. Unless specified, a character cannot spin down from level 1 to a non-character face.

USING GLOBAL ABILITIES

During the Main Step and Attack step, both players can use Global Abilities. In many cases, Global Abilities may be used more than once if the cost can be paid multiple times. As with purchasing dice, you can partially spend non-generic energy. Global Abilities that are paid for in a batch resolve as a single effect.

During the Main Step, the active player can use a Global Ability as one of the actions available during the Main Step. The other player can also initiate a Global Ability (that is, use one that is not a reaction to something else happening) after each action (purchase, field, etc.) that the active player uses during the Main Step.

However, in cases where both players may wish to use Global Abilities at the same time (e.g., one player is trying to use a Global Ability to knock out a character, and the other wants to boost the character's defense), the active player always takes precedence. Thus, while it is fine to play loose in casual play, tournament play requires a stricter procedure.

If a Global Ability prevents or redirects damage, then the damage inflicted on the original target no longer exists and cannot be reacted to.

CUSTOMIZING YOUR TEAM

There are 138 different cards in the first release of DC Comics Dice Masters: Justice League. Each card is marked with its collector number in the upper right-hand corner of the card. You opened 34 cards in this starter set. More cards and dice can be found in expansion packs!

RARITY

Each expansion pack has cards of different rarities, each with a matching die. Common cards (including all the ones found in this set) have a gray border above the die index (Superman on page 2 is a common card). Uncommon cards have a green border, and rare cards have a yellow border. The super-rare cards have a red border. Blue bordered cards are promo cards.

PLAY VARIANTS

Once you've mastered the rules and expanded your collection, you'll want to try these variants. However, regardless of which variant you use, you always start each game with 8 sidekick dice. No more, no less. You cannot buy more, nor can you get rid of them.

• RAINBOW DRAFT

Rainbow Draft format is a draft format unique to Dice Masters which allows players to use Basic Action Cards they already own along with dice from 12 packs of Dice Masters to build a team.

Find complete details on Rainbow Draft at <http://dicemasters.com/rainbowdraft.pdf>

• TOURNAMENT TEAMS

For tournament competition, each player starts with 20 life and 20 dice. For fun games, feel free to use 15 life and 15 dice instead. Each player will choose 2 different Basic Action Cards and up to 8 character or action cards. While you can use heroes and villains together, or characters from different teams, you can't use two cards with the same name (even if they have different subtitles). For example, if you choose Green Arrow, The Emerald Archer, you cannot also choose Green Arrow, The Battling Bowman. Your 20 dice can be distributed among your 8 cards however you like, as long as no individual card has more than the maximum number of dice listed on it. Each card must have at least 1 die.

In official play, reveal all the cards and dice you chose at the same time, simultaneously as your opponent.

• DICE MASTERS DOUBLES

Dice Masters Doubles lets you play Dice Masters in a 2 vs 2 format! It gives players a new Dice Masters experience for constructed play. Each team will have 30 life, and each player gets to bring 4 cards with up to their maximum number of dice and a Basic Action Card with 6 dice. For complete details on this format, please see <http://dicemasters.com/dicemastersdoubles.pdf>

LEXICON

Abilities: The text on the die's associated card.

Action: A die that has no character faces. A face on such a die that shows the special graphic and can be used for a powerful effect.

Active: An effect that takes place when one or more of that card's dice are in the field.

Assign: To commit your characters to attack, or to block an attacking character. Also, to designate how a character's attack value is dealt as damage to targets in an attack step.

Attack: To send your characters to try to damage your opponent.

Burst: A star-shaped symbol that indicates extra abilities may be in effect for a die.

Capture: To place under your die and temporarily remove from the game.

Engaged: A character blocking or being blocked is engaged with the opposing character.

Face: One side of a die.

Field: The area where your characters go when you pay for them to fight your opponent.

Global: A type of game effect that is available for both players to use.

Opposing: Owned or controlled by the other player.

Overcrush: When attacking, if this character knocks out all of its blockers, it deals any leftover damage to your opponent.

Regenerate: If this character is knocked out, roll it. If you roll a character face, return it to the field (but not the Attack Zone). Otherwise, move the die to your Prep Area.

Retaliation: If an affiliated character you control is KO'd, deal 1 damage to an opponent.

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

Stats: The numbers on a character die face.

When Fielded: An effect that takes place when you pay a character's fielding cost.

While Active: See Active.

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RECAP

A turn consists of the following:

Clear and Draw Step

Move all energy dice from your Reserve Pool to your Used Pile.
Draw 4 dice from your bag; refill it from the Used Pile if necessary.

Roll and Reroll Step

Roll the 4 dice you drew plus any in your Prep Area.
Reroll (all at once) any of those dice that you wish.

Main Step

Field characters by paying energy equal to their fielding cost.
Use action dice. Place them in your Used Pile when finished.
Purchase dice by paying energy equal to the cost. Place them in your Used Pile.

Both players can use Global Abilities.

At the end of this step, move unfielded characters to the Used Pile.

Attack Step

Select attackers. Resolve effects that occur due to attacking.
Assign blockers. Resolve effects that occur due to blocking.
Use action dice. Place them in your Used Pile when finished.

Both players can use Global Abilities.

Assign and resolve damage. Resolve effects that occur due to damage or knock out.

CleanUp

Move unblocked attackers to the Used Pile. End all effects and clear all damage.



Meet new friends, get new cards, and discover new strategies!

Log on to **WizKidsEventSystem.com** to find game stores in your area hosting **DC Comics Dice Masters**: organized play events!