

Dice Masters FAQ

Welcome to Double Burst's Dice Masters Frequently Asked Questions (FAQ) page. Here you will find the most common questions asked about Dice Masters. We are constantly updating this list, if there is something not listed below feel free to contact us (doubleburst@ktdata.net)!

A web friendly version can be found at <http://FAQ.doubleburst.com/>

Last Updated: September 12, 2016

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[Marvel Dice Masters - Game Play 01 - Preparing to Battle! \(youtube video\):](#)

<https://youtu.be/PMxUIQIA9ys>

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Turn Order

Who goes first?

One way we at Double Burst determine who goes first is to roll an action die. One player names either “action” or “energy” and the other player rolls an action die. If they called it right, then that player gets to decide if they would like to go first or not. Flipping a coin or a high roll on a numeric die are also commonly used options. The important thing is both players agree on the method and the result is random.

Can player 1 attack on the first turn?

Player 1 may not attack on the first turn.

Is it beneficial to go first or second at the start of a game?

The consensus is that going first may have an advantage. You can field first, and potentially pull off a combo first (all things being equal).

Is it beneficial to go first or second at the start of extra time/turns?

If the game is a tie after the allotted time is called, it can be more beneficial to go second. This means you would have the last turn and potentially have the advantage of knowing exactly how much damage you must do to win (and not have to save anything for blocking).

Can I field characters, and then reroll some of the dice at the start of my turn?

There are certain steps in the game where certain things can only be done. The game’s second step is the Roll and Reroll step. Only in this step can you roll and reroll your dice (unless an ability allows otherwise). Once you field a character, you have moved to your “Main Step”, so you are not allowed to reroll the dice anymore.

Is there a specific order of doing things in the Main Step?

The rulebook states:

“Now you can do any or all of the following, in any order you want, as many times as you like:

Purchase Dice

Field Characters

Play Actions

Use Global Abilities”

The order in which you do these things is very important as they can affect the gameplay to your benefit or detriment, but the order is not dictated by any rules.

What happens with unspent energy?

Unspent energy sits in the Reserve Pool until the player's Clear and Draw step when is moved to the used pile.

Priority

Can I use global or character abilities whenever I want?

The Rulebook states:

“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 during that step (except for reactions to damage, as usual).”

What that means is the active player can use as many global abilities (in addition to purchasing dice, fielding characters, and using action dice) as they want during the Main Step, but the inactive player must be passed priority before they can use a global ability. When the inactive player is passed priority they can perform 1 action, then they must pass priority back to the active player who can again do as many actions as they want. When the inactive player uses no actions and passes priority back to the active player and the active player also takes no actions the step will end. Priority must be passed at the end of the Main Step and during the Attack step after blockers are declared, but before combat damage is assigned.

Duration and use of card effects

My character has an ability that does not say “While Active”, does that mean the ability can always be used?

No, unless stated otherwise all character effects are “While Active” effects.

My character has an ability that doesn't say when it ends, does that mean it always is in effect?

All effects end at the end of the turn in the Clean Up Step (except “While active” and “effects that occur at the end of turn”).

If I have two of the same character in the field with a “While Active” ability, does the effect happen twice?

No, While Active abilities are effects “that takes place when one or more of that card's dice are in the Field Zone.”

What are the differences between capturing and controlling?

Capture:

When you capture a die, move the captured die to your Field Zone and place your capturing die on top of it. A 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 KO'd.

For example:

Gelatinous Cube - Apprentice Ooze card text reads, “Whenever a character is knocked out during the attack step, you may pay [SHIELD] to have Gelatinous Cube **capture** it. This capture lasts until it is used again.”

Control:

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 you can send the controlled die to attack.

For example:

Scarecrow - Hallucinogenic Vapors card text reads, "If Scarecrow is KO'd, **take control** of target opposing character die until end of turn. Spin this die to an energy face and place it underneath the controlled die. Move it to the Prep Area when you return the controlled die."

Cost Reduction

If I play a card that reduces the cost of a character enough, could I buy it for free?

No, unless stated otherwise in the effect you must at least pay the energy shown next to the cost (one in most cases, but up to four with crossover characters). If no energy type is shown the default minimum is 1 energy of any type.

Character and action effects

If my opponent and I both want to have an effect happen at the same time or use a global at the same time, who gets to do it first?

The active player has priority and all effects must resolve fully before another effect can be triggered, when priority is passed to the inactive player they may use 1 effect and pass priority back to the active player. Remembering this rule solves most timing issues. In the event of a truly simultaneous effect (such as one triggered by dealing damage and one triggered by receiving damage happening when combat damage is assigned) the active player gets to resolve their effects first. Simultaneous effects controlled by one player are resolved in the order of that player's choice.

If I play an effect that forces the character to block, but it already has an effect where it can't block, which one would win?

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

What does "out of play" or "In Transit" mean?

From the rulebook:

"To pay energy during your turn, move dice showing that much energy from your Reserve Pool to 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. You can't choose to spend energy for no reason."

When played on your turn Action Dice also go to "out of Play" when used.

This means that, on your turn, once you have spent an energy or used an action die it cannot be accessed for game purposes (filling your bag, for example) until the end of the turn.


Note: there is not an “Out of Play” or “In Transit” zone on any official playmat.

Is there a difference between Character and Character die in an effect?

Yes, but it has not always been consistent, so it will sometimes depend on the card in reference. If a card refers to a “Character” then it is referring to all instances of dice of that character. If you are counting active characters, then you would count how many unique character dice are in the field (e.g. Half-Elf Bard).

If it refers to a “Character Die” then it would refer to a single die of that character. If you are counting Character dice, then you would count all active dice.

If it says “target character” then you will be targeting a specific character die **in the Field Zone**. **Only dice in the Field Zone are valid targets, as stated in the Rulebook.**

Finally, if it states “Name a character”, it is referring to a character card (so all corresponding character dice would be impacted). *Note: you cannot name “Sidekick” since it does not have a card.* 

From the rulebook:

“Some cards will have you check how many of a certain type of character are active. If an effect gave +1A for each active character, and you had 5 Character Dice in the Field Zone (3 different characters) and your opponent has 1 character die in the Field Zone, the effect would grant +4A (even if your opponent’s character was the same name as one of yours). If it doesn’t specify your characters, it checks yours and your opponent’s active characters or dice.”

Timing

When Can I use a global ability?

Main step on your turn.

Main step on your opponent's turn, after they pass you “priority”.

After attackers and blockers have both been assigned, starting with the active player who must pass priority before moving on to the Assign Damage part of the attack step.

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).

Choosing a team

Can I use the same character if they come in a different set, or have a different die?

From the rulebook:

“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)”

Also, even though some character dice may have the same image and stats between different sets, it is generally not acceptable to use dice that do not match the card/set in a tournament setting. This is determined by comparing the die to the images at the bottom of the card to make sure all colors, symbols, and stats match. If you are playing casually and your opponent is comfortable with you using a mismatched die (generally a different color with the same stats) you may use a substitute die.

Can I mix sets?

Yes. All sets are made to work together. You are free to use Batman, Spider-man, and Red Dragon on the same team, for example. Some sets, however, have used different terminology or symbols that correlate that you will want to make sure you know:

<http://win.wizkids.com/bb/viewtopic.php?f=10&t=4586>

Do the sets all work well together?

Each set is unique and works best within its own set, however, there are many cards that work very well with other cards from other sets. As a general rule a set works best within itself, the affiliations in a set work best within its universe (Marvel, DC, Dungeons and Dragons, etc.), and an individual card from a set has the best potential to find synergy outside its set or universe.

Other

What if I have a conflict of abilities and Wizkids does not have a ruling?

From the Wizkids ruling:

“When In Doubt, Choose the ‘Weaker’ Option”

Sometimes there will be card text or interactions that could reasonably be interpreted in one or two ways. A random sample of players asked might get split down the middle on how it plays out. We’d encourage judges to rule that the weaker interpretation is the correct one. For example, if an effect might reroll a single character die, or every copy of that character die, but is unclear, a judge using this guidance would rule that only a single die is rerolled.”

While the rules are pretty clear here, a good habit when asking for a ruling from a judge is to simply ask about an interaction without the influence of context. This allows the judge to remain unbiased when determining which effect is weaker.

Have any cards been banned or been given errata?

Yes.

Errata:

<http://win.wizkids.com/bb/viewtopic.php?f=10&t=4588>

Banned:

<http://wizkids.com/dicemasters/swords-of-revealing-light-and-relentless/>

Has there been a rotation of any sets?

No. However, there have been hints that a rotation might be coming.

What does [Keyword] mean?

The most recent keywords are listed here:

<http://wizkids.com/dicemasters/keywords/>

Where is a good place to buy more Dice Masters products?

We would first recommend your local gaming store. It's a great place to meet other players and support the local community. It's also your best bet for finding Organized Play events. Also, some local Wal-Marts, Targets, and Walgreens stock Dice Masters Products

If there is nothing local, or they do not have what you are looking for here are a few online retailers:

Sandy Game Haven: <http://Sandygamehaven.crystalcommerce.com>

Cool Stuff Inc: <http://coolstuffinc.com>

Troll and Toad: <http://trollandtoad.com>

Arrow Star Games: <http://arrowstargames.com>

Amazon: <http://amazon.com>

eBay: <http://ebay.com>

These are also great places to find the going rates if you are looking to value your collection.

Dice Towers:

Etsy: https://www.etsy.com/market/dice_tower

You may also get custom playmats printed here:

Inked Gaming: <http://www.inkedgaming.com/>

What should I use to hold all these cards and dice!?

This forum thread has a lot of suggestions:

<https://boardgamegeek.com/thread/1147576/storage-solutions>

A lot of people use Plano Fishing Tackle boxes.

<http://amzn.to/2bzWNSK>

<http://amzn.to/2bzWFTr>

<http://amzn.to/2bzWU0C>

There are also custom boxes from craft stores.

<http://www.michaels.com/bead-organizer-carrying-case/10468277.html#q=bead&start=22>

http://www.joann.com/plastic-storage-105inx65inx875in-21-compartment/10206282.html#q=Darice&prefn1=prod_type&sz=36&start=109&prefv1=Product

Zen Bins are a storage option for cards and dice that was designed specifically for Dice Masters.

<http://www.zenbins.com/>

Wizkids Team and Collector boxes are also available.

Where can I keep track of all my sets and teams?

You can track everything with most of these sites/apps.

You can also create teams, and preview cards that you may not have yet.

Dice Masters Decks: <http://dicemastersdecks.com/>

DM Retrobox: <http://dm.retrobox.eu/>

Transition Zone (Android mobile app)

Sidekick (iOS mobile app)

Where can I learn more?

There is a rules forum where Wizkids have answered many questions:

<http://win.wizkids.com/bb/viewforum.php?f=10&sid=8dcc8dc43ffd1634e130ca8d0839b123>

You can listen to podcasts, and read articles at:

Double Burst: <http://www.doubleburst.com>

The Reserve Pool: <http://www.thereservepool.com/>

Dice Masters Subreddit: <https://www.reddit.com/r/dicemasters/>

Dice Anon (past articles): <http://www.diceanon.com/>

RetroMaticGamer (Youtube): <https://www.youtube.com/user/RetroMaticGamer/>

Dice Dice Kitty: <https://thegeekkitty.wordpress.com>

DMDiceMasters (Youtube):

<https://www.youtube.com/channel/UC5jS0o15yImDsH--3pCX8jQ>

Is there a video that could show me how to play?

Marvel Dice Masters - Game Play 01 - Preparing to Battle! (youtube video):

<https://youtu.be/PMxUIQIA9ys>

Abbreviations

BEWD

Blue Eyes White Dragon. Usually this is referencing the Global Ability on the rare card:

Global: Pay a bolt and knock out one of your monsters to reduce the cost of the next die you buy by 2 energy.

C/U/R/SR

C = Common

U = Uncommon

R = Rare

SR = Super Rare

FLGS

Friendly Local Game Store

OP

Organized Play or Overpowered, depending on context. OP Cards usually refers to promo cards obtained at Organized Play events.

Overpowered combos or characters usually refers to something that is overpowered or considered broken.

PDC

Pro Dice Circuit. See <http://prodicecircuit.com/>

PXG

Professor X Global (Ability)

Global: Pay a Mask. Move up to 2 Sidekick dice from your used pile to your prep area.

TFC

Total Fielding Cost, this is the total when the fielding cost of all levels are added up.

WKO

WizKids Open, this is a series of tournaments for all WizKids games that takes place at venues around the world. There are exclusive prizes to be won in Regional Championships and side events. Victory in a Regional Championship also qualifies a player to compete in the National Championship.

Terminology

Aggro

Short for aggressive, is a playstyle based on the strategy of attacking early and repeatedly to quickly take your opponent's life total to zero. The idea behind the aggro playstyle is to win before your opponent

can get their own strategy in place. Some commonly used staples of aggro teams are Black Widow - Tsarina, Guy Gardner - Blinding Rage, and Half-Elf Bard - Master Lords' Alliance.

Broken

A term used when a card, combo, or action is generally considered "too good" that it is hurting or "breaking" the game.

Burn

Another term for direct damage, or damage that is done outside of combat. A burn team uses the strategy of dealing direct damage rather than combat damage to win the game. Some commonly used burn cards are Human Torch - Johnny Storm, Cheetah - Cursed Archaeologist, and Manticore - Paragon Beast.

Churn

An element of bag control that keeps the player emptying and refilling their bag as often as possible. Churn strategies can be based on removing dice from your bag cycle (by fielding them or keeping them from the Used Pile when you refill your bag) or by drawing more than the regular 4 dice per turn (generally done by using a global, character ability, or action die) and rolling them in either the Roll and Reroll Step or the Main Step.

Combo

Short for combination, is a team building strategy based on using 2 or more cards with desirable synergy. Some types of combos are using one die to boost the stats of another or using an action to give attacking characters a direct damage ability.

Control

Control is a playstyle that focuses on controlling the pace of the game and manipulating the areas of the board to keep your opponent from using their original gameplan. A control player will generally keep their opponent at bay until they can make their move to assure victory. Some commonly used staples of control teams are Constantine - Hellblazer, Hulk - Green Goliath, and Elf Thief - Lesser Harper.

KO

Knocked Out

Meta

By definition:

"Metagaming is a broad term usually used to define any strategy, action or method used in a game which transcends a prescribed ruleset, uses external factors to affect the game, or goes beyond the supposed limits or environment set by the game. Another definition refers to the game universe outside of the game itself.

In simple terms, it is the use of out-of-game information or resources to affect one's in-game decisions."

It is also defined in Dice Masters as the most current and top played cards in the game at any given point.

Mid-Range

A playstyle that uses some elements of aggro and some elements of control. The strategy is usually to attempt an early aggro victory, but if the early victory is not achieved you can begin controlling the game until another win condition can be met.

Net-decking

Refers to finding a team(deck) online and copying it.

Out of Play

Term used for a zone where dice will go to when they are not in play. This can happen due to an effect, or when “using” dice on your turn. This is the same thing as “Transition zone”.

Ping

A term used to describe using a small amount of direct damage generally used to remove a character or trigger an effect.

Priority

Giving the go ahead to the other player to take an action.

Proc

Short for process, is the term most players use to describe an effect resolving. This happens when the conditions of the effect are met. An ability that says “when attacks” will proc when that die is assigned to attack.

Ramp

Ramp is the process of generating more dice/energy for the future turn(s).

Sidekick

Sidekicks are a special type of dice and are defined, to some degree by their location. They are always Sidekick Dice for all effects.

They are also characters while in the Field Zone or the Reserve Pool on their character face (the pawn with A & D values of 1), but are not considered characters in any other area of play. While in the Field Zone they are valid targets for effects that target an active die or active dice.

For effects that require a player to name a character Sidekicks are ineligible because Sidekicks have no card, thus no name (a character’s name is found on its card). Examples of effects that name characters are: Constantine - Hellblazer, and Catwoman - Nine Lives.

Sidekick is a type of die, and can be named with effects that name types of dice. Examples of effects that name types of dice are: Relaxing - Basic Action, and Deck of Many Things - Epic Magical Object.

Characters with the “Ally” keyword are considered Sidekicks once they are in the field.

Transition Zone

Term used for a zone where dice will go to when they are not in play. This can happen due to an effect, or when “using” dice on your turn. This is the same thing as “Out of play”.