



[Battle Bluff Solitaire](#)

*This is a solo game. Play is easy enough; gather 5 loaded Battle Dice with any figures inside. Roll all five dice and tally the score. This is the **Bluff Total**. Now roll the dice again anything that is 3 or lower has to go into your Battle Zone roll the remaining dice again until you have 3 dice worth 3 points each in your Battle Zone. If you have 3 dice in your Battle Zone that are not all 3's you can stop or keep going. If you keep going you can swap out your next roll for the dice placed in your Battle Zone but you have to move the dice you swap to the Dice Zone and you can only swap for rolled dice that are 3 or lower. Once you get three dice each worth 3 put them in your Battle Zone and place the other dice in the Dice Zone (This includes the first roll, if you roll 3 or more 3's you stop there).*

*Pop open the three dice in your Battle Zone the lowest numbered die in the Dice Zone is the **Battle Stat**.*

*Attack Powers apply a **Battle Penalty** or **Battle Bonus** this is figured at the end of the battle and the total from **Battle Bonus** minus **Battle Penalty** is figured into the **Total**.*

[Example:](#)

First roll: 1, 2, 2, 4 and 6 take the 1, 2 and 2 dice and place them in your Battle Zone you can stop here or roll the 4 and 6 again. We'll roll again you now get a 5 and a 3 take the 1 and place it in the Dice Zone and the 3 goes into your Battle Zone. You can stop or roll the 5 again. We'll roll again it's a 3 swap it with the 2 in your Battle Zone now you're ready.

You have a 2, 3 and 3 in your Battle Zone and 1 and 2 in the Dice Zone

The **Battle Stat** is a 1 (lowest dice in the Dice Zone) this is Intelligence:

1=Intelligence

2=Strength

3=Speed

4=Durability

5=Energy Projection

6= Fighting Skill

From your Battle Zone (Dice 2, 3 and 3) you pull a Spiderman from die 2, Magneto from dice 3 and Thor from dice 3. Your very first roll was 4, 5, 1, 3, and 3 the overall **Bluff Total** is 16.

Spider-Man's 2 plus his Int. 3 and his Value 5 = 10 (No power bonus for Int.)

Magneto's 3 plus his Int. 4 and his Value 5 = 12 (Mental Shield +2 to your Battle Bonus.)

Thor's 3 plus his Int. 1 and his Value 8 = 12 (Ranged Weapon bonus +2 To Battle Bonus)

Dice Bonus:

Dice 15 held Spider-Man open a die in the Dice Zone. It was Iron Man rule does not apply.

Dice 8 +2 (Activate Thor's Ranged Weapon)

Dice 4 +2 (Thor is an Avenger and Int. was the Battle Stat)

Battle Total is 32

Battle Bonus = 8

Battle Penalty is 0

Bonus = 4

Your **Battle Total** is 44

Now for the Dice in the Dice Zone:

From the 1 you pull Invisible Woman from the 2 you pull Iron Man

Invisible Woman's 1 plus her Int. 2 and her Value 5 = 8 (Invisibility: Magneto and Thor = 4 to the Battle Bonus)

Iron Man's 2 plus his Int. 5 and his Value 7 = 14 (No power bonus for Int.)

Dice Bonus:

Dice 18 re-roll foe's #3 it is a 5 (this adds 2 to your Battle Bonus)

Dice 2 +1 to Battle Bonus

Battle Total is 22

Battle Bonus = 4

Battle Penalty = 0

Bonus = 1

Bluff Total = 16

Overall Bluff Total is 43

The Bluff Total is lower than your Battle Total you win.

Alternate Powers:

Clobber: Add 2 to your Battle Bonus

Copy Powers: Copy the powers of the highest active power from your enemy add to your Battle Bonus

Danger Sense: Add 2 to your Battle Bonus

Flight: Add 2 to your Battle Bonus, If you foes have Energy Projection of 3 or more, or who Flight or a Ranged Attack (Whether activated or not), ignore this penalty

Hypnotize: Negate the lowest power that causes a Battle Bonus to your foe.

Illusions: This figure deactivates one power of each foe in the Battle Zone. This power cannot be used to deactivate Deactivator Powers. (Deactivator Power)

Invisibility: Add 2 to your Battle Bonus for each foe with out Super Sense (Active or Not)

Magic: This figure gains one power (and its triggering color) of your choice from any foe, apply to your Battle Bonus.

Mental Shield: Add 2 to your Battle Bonus

Penance Stare: -2 Battle Penalties to your foe. (Ranged Attack)

Phase: Add 2 to your Battle Bonus

Power Cosmic: Deactivate the powers or any one. This power cannot be used to deactivate Deactivator Powers. (Deactivator Power)

Psionic Blast: -2 Battle Penalties to your foe. (Ranged Attack, Mental Attack)

Ranged Weapon: Add 2 to your Battle Bonus. (Ranged Attack)

Shape Shift: Add the highest power bonus from your foe to your Battle Bonus

Super Sense: Subtract 2 from your Battle Penalty

Telepathy: Subtract 2 from your Battle Penalty (Always On)

Teleportation: Add your foe's highest figure's Value to your Battle Bonus

*Non Unique: You can have more than one copy of this figure in play.
Cosmic Level: Only 1 Cosmic figure is allowed*

Preferred Dice are: 2, 3, 4, 5, 8, 9, 15, 17, 18, 19, 22 and 23

Note: Dice Rules and Alternate Powers are Optional (As the game plays [post](#) your ideas for how these may come into affect.)

You can also play guess the Bluff, this way you have to guess prior to playing if you will beat the bluff or not. If you choose wrong you lose the game.

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