

MARVEL HEROES BATTLE DICE

FAST ACTION COLLECTIBLE FIGURE GAME!



Two player fast paced gaming. Pick you team, and put them to the ultimate test.

Marvel Heroes Battle dice is a strategic tabletop dice game. Build an army of Heroes and Villains. Conceal them into patented 'pop' dice and watch them battle it out against your favorite Marvel Icons. Pit your best picks from an assortment of collectible miniatures against your opponents team. The last one standing Wins!



Over 60 collectible figures. Game design by Award Winning Industry Professional Matt Forbeck. Released by Playmates Toys. Tournaments by OrganizedPlay.



Marvel Battle Dice Tournament Rules

All of the rules from the Starter rulebook and the current FAQ, found at www.marvelbattledice.com apply, with the following additions:

Teams will consist of up to 30 points worth of heroes or villains. You can play with less than 30 points...if you're bold!

Players may *not* look inside their dice once their characters have been loaded.

Dice for a player's team must be as evenly distributed among the three dice colors as possible given the number of team members. In other words, you can't add a second blue die until you have at least one red and one yellow, etc. So if your team consists of 3 characters, you'll have one of each die color.

No more than 2 of any particular non - unique character per team.

Each round will be 45 minutes, best 2 out of 3 games. If time runs out during a game, the player with the most characters in his Holding Zone is declared that game's winner.

In the unlikely event of a dispute, which there won't be because Marvel Battle Dice players are the best sort of players, the Tournament Organizer's ruling is final.

DISCLAIMER: If everyone involved in a tournament agrees, including the Tournament Organizer, the above rules can be modified and amended as desired. The important thing is to have fun!

Current Cosmic Figures (Value) Limit 1 per Team

SILVER SURFER (8)

THOR (8)

LOKI (8)

SUPER SKRULL (10)

THANOS (7)

DOCTOR STRANGE (8)

BLACKHEART (7)

DARK PHOENIX (10)

Current Non - Unique Figures (Value) Limit 2 identical per Team

AIM AGENT (3)

SENTINEL (4)

ULTRON (5)

ULTRON CLEAR (5)

Marvel Battle Dice 30 Point Teams with 6 or more figures. Quick Pick List

[Team Size]	-	Values
[6]	-	10 - 7 - 4 - 3 - 3 - 3
[6]	-	10 - 6 - 5 - 3 - 3 - 3
[6]	-	10 - 5 - 5 - 4 - 3 - 3
[6]	-	10 - 4 - 4 - 4 - 4 - 4
[7]	-	10 - 4 - 4 - 3 - 3 - 3 - 3
[8]	-	10 - 3 - 3 - 3 - 3 - 3 - 3 - 2
[6]	-	8 - 7 - 5 - 4 - 3 - 3
[6]	-	8 - 7 - 4 - 4 - 4 - 3
[7]	-	8 - 7 - 3 - 3 - 3 - 3 - 3
[6]	-	8 - 6 - 6 - 4 - 3 - 3
[6]	-	8 - 6 - 5 - 5 - 3 - 3
[6]	-	8 - 6 - 5 - 4 - 4 - 3
[6]	-	8 - 6 - 4 - 4 - 4 - 4
[6]	-	8 - 5 - 5 - 5 - 4 - 3
[6]	-	8 - 5 - 5 - 5 - 5 - 4
[7]	-	8 - 4 - 4 - 4 - 4 - 3 - 3
[8]	-	8 - 4 - 3 - 3 - 3 - 3 - 3 - 3
[6]	-	7 - 7 - 6 - 4 - 3 - 3
[6]	-	7 - 7 - 5 - 4 - 4 - 3
[6]	-	7 - 7 - 4 - 4 - 4 - 4
[6]	-	7 - 6 - 6 - 5 - 3 - 3
[6]	-	7 - 6 - 6 - 4 - 4 - 3
[6]	-	7 - 6 - 5 - 5 - 4 - 3
[6]	-	7 - 6 - 5 - 4 - 4 - 4
[7]	-	7 - 6 - 5 - 3 - 3 - 3 - 3
[6]	-	7 - 5 - 5 - 5 - 5 - 3
[6]	-	7 - 5 - 5 - 5 - 4 - 4
[7]	-	7 - 5 - 4 - 4 - 4 - 3 - 3
[8]	-	7 - 5 - 3 - 3 - 3 - 3 - 3 - 3

Use this chart to help define the teams in play, Sorted by number of figures, Cosmic Figures and values to equal 30 point teams

PLAYER ID: _____
NAME: _____
LOCATION: _____
TOURNAMENT: _____



PLAYER ID: _____
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TOURNAMENT: _____



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

PLAYER ID: _____
NAME: _____
LOCATION: _____
TOURNAMENT: _____



#	INT	STR	SPEED	DUR	E/P	F/S	Name	Value	Rarity
20	1	5	4	5	5	3	Super Skrull	10	III
59	2	6	6	6	6	2	Dark Phoenix	10	III
9	2	6	6	5	6	1	Silver Surfer	8	III
12	1	6	6	5	5	3	Thor	8	III
17	3	4	1	4	5	0	Loki	8	II
27	3	1	6	2	5	2	Doctor Strange	8	III
6	5	5	4	5	5	2	Iron Man	7	I
16	5	3	4	5	5	3	Dr. Doom	7	I
21	5	6	6	6	5	3	Thanos	7	III
37	6	6	6	6	6	1	Blackheart	7	III
25	3	3	2	3	0	3	Black Spidey	6	I
35	5	6	2	6	0	3	Hulk	6	A
54	4	0	0	1	4	0	Prof. X	6	III
63	1	4	4	5	4	3	Mimic	6	II
5	2	1	2	4	4	2	Invisible Woman	5	II
7	5	2	2	4	0	2	Mr. Fantastic	5	II
11	1	5	1	5	0	4	The Thing	5	A
14	4	1	1	1	0	2	Annihilus	5	II
22	3	5	2	6	4	3	Ultron	5	S
23	3	5	2	6	4	3	Ultron	5	III
26	2	1	1	1	0	4	Daredevil	5	II
29	1	3	3	4	3	1	Ghost Rider	5	III
32	3	3	2	3	0	3	Spider-Man	5	S
33	3	3	2	3	0	3	Spider-Man	5	III
34	5	6	2	6	0	3	Hulk	5	II
42	2	3	2	2	2	1	Hobgoblin	5	II
45	1	3	1	3	0	1	Venom	5	III
46	3	2	2	2	0	1	Vulture	5	II
52	3	1	2	2	3	4	Kitty Pryde	5	III
55	1	1	1	1	1	4	Psylocke	5	III
58	4	5	1	6	0	3	Apocalypse	5	III
61	4	1	4	5	4	2	Magneto	5	S
62	4	1	4	5	4	2	Magneto	5	III
69	1	3	1	3	0	6	Stealth Wolverine	5	P
1	2	2	1	2	0	6	Captain America	4	S
2	2	2	1	2	0	6	Captain America	4	III
4	1	1	4	1	4	2	Human Torch	4	I
10	1	5	1	5	0	4	The Thing	4	II
19	4	2	1	2	0	5	Red Skull	4	III
28	2	1	1	3	0	5	Elektra	4	II
30	2	1	1	1	0	5	Nick Fury	4	III
31	1	1	1	1	0	5	Punisher	4	II
36	1	6	2	5	0	1	Abomination	4	III
38	1	1	1	2	0	4	Bullseye	4	II
39	1	3	2	3	2	1	Carnage	4	III
43	3	1	1	1	0	1	Mysterio	4	I
47	1	2	3	3	0	2	Archangel	4	II
48	1	1	2	1	4	2	Banshee	4	III
49	4	4	2	3	0	2	Beast	4	II
56	1	3	1	3	0	6	Wolverine	4	S
57	1	3	1	3	0	6	Wolverine	4	III
60	1	3	1	3	0	5	Deadpool	4	II
65	2	1	1	3	0	3	Mystique	4	I
67	2	3	2	4	4	2	Sentinel	4	I
3	1	1	1	1	1	3	Hawkeye	3	III
8	2	5	1	4	0	2	She-Hulk	3	III
13	1	1	1	1	0	2	Aim Agent	3	I
15	4	1	1	1	0	2	Baron Zemo	3	II
18	5	0	1	0	0	4	MoleMan	3	III
24	1	1	1	1	0	2	Black Cat	3	III
40	4	1	2	1	0	3	Doc Ock	3	S
41	4	1	2	1	0	3	Doc Ock	3	III
44	0	5	1	5	0	1	Rhino	3	I
50	2	1	1	1	4	3	Cyclops	3	I
51	1	1	1	1	1	2	Gambit	3	II
53	2	1	2	1	0	2	Nightcrawler	3	II
64	4	0	0	2	1	0	Mojo	3	III
66	4	0	0	2	1	0	Sabertooth	3	II
68	1	3	2	3	0	4	Toad	3	III



Attack Powers

-  **Clobber:** If you beat any foe by more than 2 points, put the battle dice of those foes in their Staging Zones instead of their Dice Zones.
-  **Copy Powers:** This Figure gains all the powers (and triggering colors) of any foe in the Battle Zone.
-  **Danger Sense:** If this figure is defeated in battle by less than 3 points, place it in your Staging Zone instead of in your opponent's Holding Zone.
-  **Flight:** All foes subtract -2 from their battle total, Foes with Energy Projection of 3 or more, or who have Flight or a Ranged Attack (Whether activated or not), ignore this penalty.
-  **Hypnotize:** If this figure beats all foes in a battle by more than 2 points, Place one captured foe into your Staging Zone and use it as your own. If your figure loses a battle, return its hypnotized foes to their owners' Staging Zones – unless those foes lose the same battle. Return foes to their owners after the game. (**Mental Attack**)
-  **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:** All foes subtract -2 from their battle total. Figures with Super Senses (whether activated or not) ignore this penalty.
-  **Magic:** This figure gains one power (and its triggering color) of your choice from any figure in your Staging Zone or from any foe in the Battle Zone.
-  **Mental Shield:** Mental Attacks do not affect this figure.
-  **Penance Stare:** One villain of your choice subtracts -2 from its battle total. (**Ranged Attack**)
-  **Phase:** If you wish to add +2 to this figure's battle total. If it then wins the battle, put its foes in their Staging Zones instead of your Holding Zone.
-  **Power Cosmic:** Deactivate the powers or any one foe in the Battle Zone. This power cannot be used to deactivate Deactivator Powers. (**Deactivator Power**)
-  **Psionic Blast:** One foe of your choice subtracts -2 from its battle total. (**Ranged Attack, Mental Attack**)
-  **Ranged Weapon:** Add +2 to your battle total. (**Ranged Attack**)
-  **Shape Shift:** If this figure is in your Staging Zone when the battle dice are opened in a battle-and the current battle stat would activate this power-you can swap your figure in the battle for this figure. You can only use one Swap Power once per battle. (**Swap Power**)
-  **Super Sense:** If you win the battle, you can look inside one of the battle dice in each opponent's Battle Zone or Ready Zone.
-  **Telepathy:** If this figure is in your Staging Zone, subtract -2 from your strike total (**Always On**)
-  **Teleportation:** You can swap this figure and its battle die for a loaded battle die in your Ready Zone. You can only use one Swap Power once per battle. (**Swap Power**)

1

2

3

4

5

6

BATTLE ZONE



DICE ZONE

READY ZONE

STAGING ZONE

HOLDING ZONE

MARVEL
HEROES

BATTLEDICE
FAST ACTION COLLECTIBLE FIGURE GAME

PLAYER ID CARD

PLAYER ID:
NAME:
STATE:



ACTIVE DATE: