



Marvel Heroes Battle Dice Danger Room Solitaire Variant by Meepo

In this simple variant, you can test out your teams against an imaginary opponent (the Danger Room... or whatever your imagination tells you you're pounding on, really). With a few exceptions listed below, all rules and powers function the same way as in a standard game

Before your battle:

- 1) Assemble your team as you normally would.
- 2) For each 5 points in your team (rounded up), gather 1 'Damage Token'. These can be pennies, glass beads, pretzels... whatever you have handy. 'Damage Tokens' are used to keep track of your progress while battling the Danger Room.
- 3) Randomly select three Battle Dice (one of each color, preferably) from any extra dice you own and set them aside. These are the Danger Room's dice.

The battle begins!

- 1) Load your battle dice and put them in your ready zone.
- 2) Pick three loaded battle dice of any color from your Ready Zone and roll them to start a battle round. Line them up along the numbers in your Battle Zone.
- 3) Roll all three of your Danger Room dice. Set aside the lowest of the three dice rolled (if there is a tie, pick one randomly). The total of the remaining two dice is the Danger Room's Battle Total.
- 4) Open up the lowest die to reveal the Dice Rule. This Dice Rule effects the current match-up and is assumed to effect, unless stated (all players, for example) otherwise, only the Danger Room.
- 5) Beginning with your lowest die rolled (if there is a tie, you select the die to open), open the Battle Die to reveal the character inside. Choose your battle stat for this match-up, apply any activated powers, and compare your total with the Danger Rooms Battle Total.
- 6) If you win this battle, collect one of the 'Damage Tokens' from the Danger Room and place it in your Holding Zone. If this was the Danger Room's last 'Damage Token', you've won the game! Otherwise, put your figure and battle die into your own Staging Zone. If you lose the battle, you put your battle die in your dice zone and set the defeated figure in the Danger Room's Holding Zone.
- 7) Close the Danger Room's Battle Rule die and repeat steps 3-6.

Exceptions to how certain Powers work:

Clobber: If you beat the Danger Room by more than two points, the Danger Room's Battle Rule in the next match-up cannot be used.

Copy Powers: This figure can use the Danger Room's Battle Rule as well.

Hypnotize: Works as normal, but place the captured 'Damage Token' into your Staging Zone and use it as your own. The 'Damage Token' is considered to have a '2' in all stats.

Illusions: Instead of deactivating a power, you deactivate the Danger Room's current Battle Rule.

Magic: This figure gains any power (and triggering colors) available from your team, whether they are captured or not.

Mental Shield: Reduce any of the Danger Room's Battle Dice showing a 'SIX' to a 'FIVE'.

Power Cosmic: Instead of deactivating a power, you deactivate the Danger Room's current Battle Rule.

Telepathy: If this figure is in your Staging Zone, subtract 1 from the Danger Room's Battle Total.

Variants on this theme:

"Whoa! Take it easy! I'm very delicate!" - When rolling your Danger room dice, instead of the lowest die, substitute the HIGHEST of the three dice for its power that turn.

"Hey, where'd that come from?!?" - After the current match-up is over, return the Danger Room's Battle Rule die to your collection and replace it randomly with a new one. Repeat this process after each match-up has resolved.

Send all feedback to meepodm@gmail.com. Enjoy!