



SERIES 1 COMPLETE DIE LIST

# and Color	Die Text
1	+1 to your Battle Stat for every one of your figures in a Foe's Holding Zone.
2	+1 to your Battle Stat.
3	+2 to Intelligence, Durability, or Energy Projection of your X-Man Hero.
4	+2 to Intelligence, Strength, or Speed Of your FF or Avengers Hero.
5	+2 to Speed, Durability, Or Fighting Skills Of your Spider-Man or MK Hero.
6	+2 to your Battle Stat if you chose this Match-up.
7	+2 to your Battle Stat if you did not choose this Match-up.
8	Activate one of your figure's Powers.
9	Deactivate one of the Powers of one Foe's figure.
10	Play after Foe chooses Stat. Foe must choose a different Stat.
11	Play after losing a battle by more than 4 points. Put the winning figure in your Holding Zone.
12	Play after you win a battle. Place one Foe's losing die in its Staging Zone.
13	Play during a battle. Add each figure's Value to its Battle Total.
14	Play during a battle Subtract each figure's Value from its Battle Total.
15	Pick a Foe in battle. If its Value beats yours by 3 or more, it cannot add its roll to its Battle Total.
16	Play after rolling your Die to start a Round. Reroll your Battle Dice.
17	Play during a battle. All Players reroll their figure's Battle Die.
18	Play during a battle. Reroll one Foe's figure's Battle Die.
19	Play during a battle. Reroll your figure's Battle Die.
20	You win any Battle Total ties this Round.
21	You win any Strike Total ties this battle Round. Do not roll to break ties.
22	Play during a battle. Switch the Battle Stat to Strength.
23	Play during a battle. Switch the Battle Stat to Intelligence.