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Our team has crafted an extremely intuitive, high-quality quick start video that we strongly recommend you watch before proceeding: learnMDTM.dicethrone.com



RULEBOOK

v1.0 This rulebook is a living document.
Download the latest version at MDMrules.dicethrone.com

! PREVIOUS EXPERIENCE REQUIRED

Knowledge of the normal rules of Dice Throne is assumed in this manual. **Do not continue until you have** played at least one standard game of Dice Throne (3 plays recommended). Each player will also require any 1 Dice Throne Hero to play.



MARVEL DICE THRONE MISSIONS

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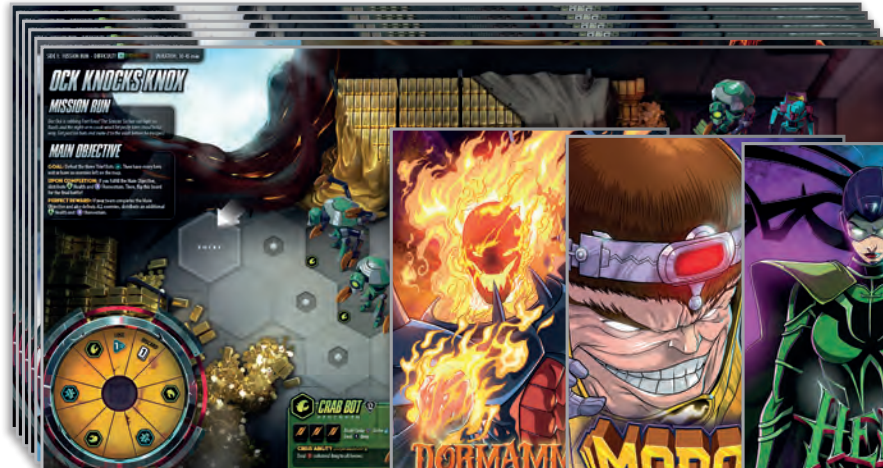
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COMPONENTS MANIFEST

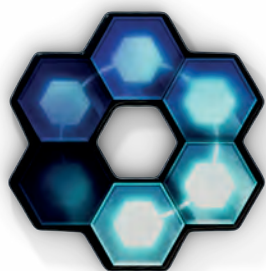
GAME COMPONENTS



1 Player Perk Pad



20 Double-Sided Missions



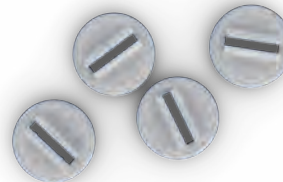
1 Start Player Token



2 Red Enemy Dice



9 Black Enemy Dice



4 Hero Pawn Bases



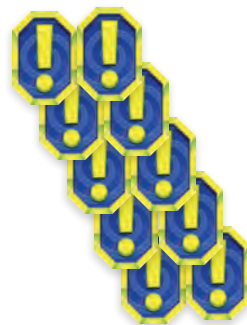
4 Hero Pawns



1 Crisis Clock Hand & 1 Crisis Clock Back



50 Health Tokens



22 Plot Tokens



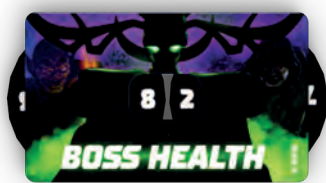
14 Defeat/Clear Tiles



7 Mystery Tiles



30 Boost Tiles



1 Boss Health Dial



25 Ally Cards



4 Mythic Cards



12 Momentum Level Cards



4 Player Aid Cards



4 Momentum Dials

-  4 Barbed Vine
-  10 Bleed
-  4 Blind
-  16 Bonus Damage
-  6 Burn
-  12 Chaos
-  4 Concussion
-  4 Disruption
-  4 Dominance
-  4 Entangle
-  7 Evasive
-  12 Flight
-  12 Focus Fire
-  4 Hex
-  4 Knockdown
-  8 Oppression
-  7 Paralyze
-  18 Poison
-  40 Shield
-  4 Silence
-  7 Targeted
-  12 Wither

OVERVIEW

Dice Throne Missions is an easy-to-set-up solo and cooperative expansion for *Dice Throne*. Heroes will attempt to survive a selected Mission while completing objectives, battling Henchmen, and recruiting iconic Marvel Allies. Ultimately, they will face off against a notorious Marvel villain in an epic *Boss Fight*.

Each game, your goal is to clear both sides of a Mission Board without a single Hero being defeated!

NEW CONCEPTS

The following concepts are new to *Dice Throne Missions* and are not present in previous *Dice Throne* titles:

MELEE VS RANGE






In *Dice Throne Missions*, Heroes and enemies occupy a space on a board. By default, your *Attacks* and *Defensive Abilities* can only target enemies in a space adjacent to yours (a space that shares a border with your space). This is called *Melee*. Various effects in the game can also grant you *Range*, allowing you to instead target an enemy anywhere on the map.

SIMULTANEOUS PLAY

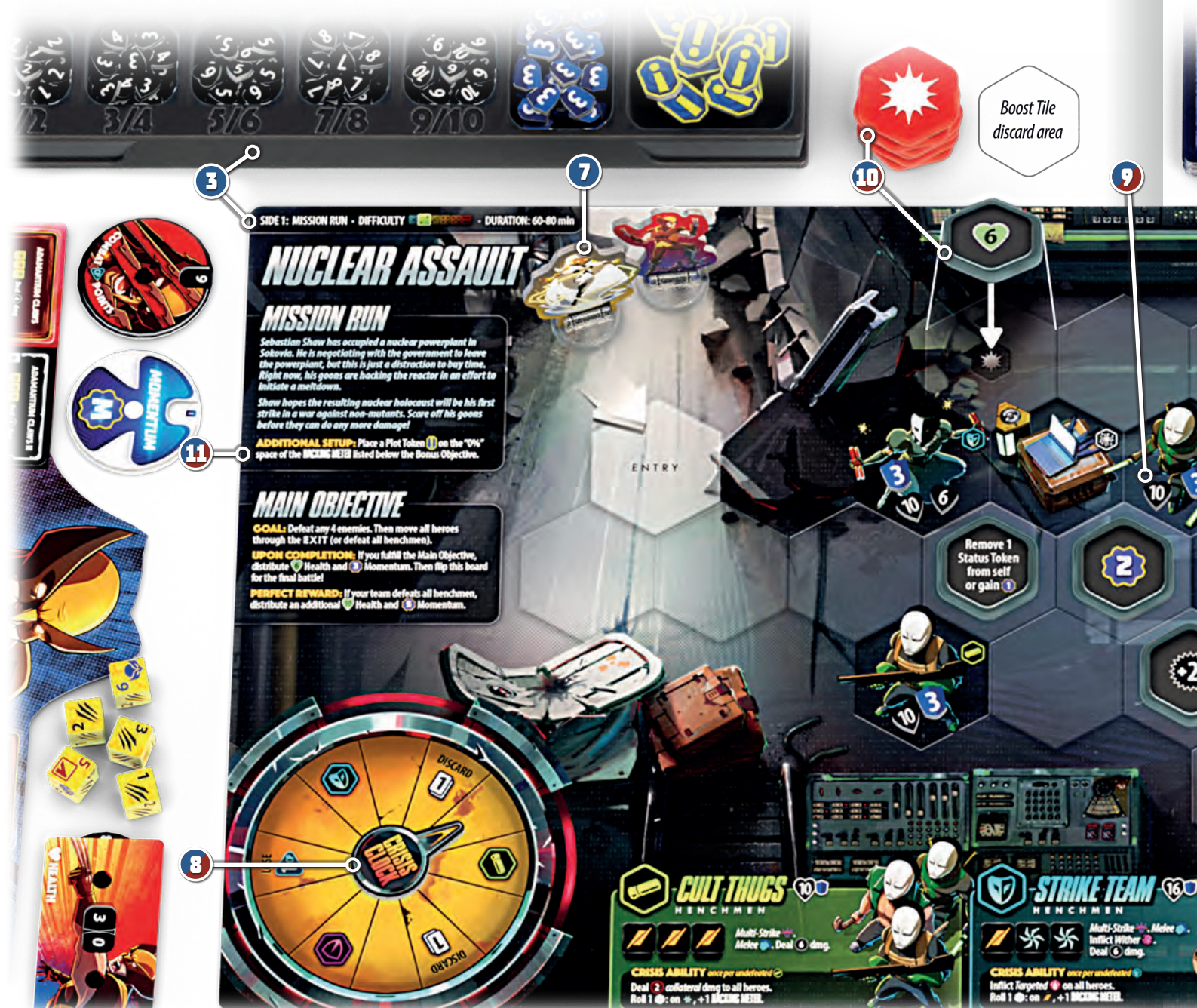
Dice Throne Missions features some phases that are carried out by all Heroes simultaneously. Work together and make decisions collaboratively! In the event that the Heroes do not agree on a decision, decide what to do in turn order.

CHOOSING A MISSION

Each Mission has a default difficulty represented by a colored die, shown in the top-left corner of each map. A Mission's difficulty number is described as its "level."

-  **INTRO** - A fun introduction to the game and meant to be easy for anyone, including new players.
-  **MODERATE** - Without Perks, veteran players will find these Missions a moderate challenge. New players may find them quite difficult unless they have unlocked Perks.
-  **HARD** - Without Perks, these Missions are very challenging for even veteran players. Some Perks are likely required for success.
-  **BRUTAL** - Without Perks, these Missions are nearly unbeatable for players of any skill level. Earning many Perks is suggested before attempting.
-  **RUTHLESS** - These Missions are incredibly challenging even for veteran players with many Perks.
-  **INSANE** - These Missions would be so insanely challenging that we chose not to make any at this difficulty (yet..?).

SETUP STEPS



- 1 Each player chooses and sets up any Dice Throne Hero. The Heroes' starting Health depends on the number of Heroes playing:

1 Hero	2 Heroes	3 Heroes	4 Heroes
45 Health ♥	30 Health ♥	25 Health ♥	20 Health ♥


Each player's maximum Health is 10 more than starting Health ♥.

 Note: you may **NOT** start with a *Mythic Ability*!

- 2 Each Hero starts with the following:

- 2 and 4 cards
- A Momentum Dial set to "0"
- A Player Aid Card
- The Momentum Card unlocked on their Perk Sheet (the card will be Level 1 until they unlock a higher-level Momentum Card).

- 3 Choose a Mission and start it on the side marked "Side 1." Place the token tray within reach of all players.

 For your first game, use the Ock Knocks Knox Mission.

- 4 Shuffle the Ally Cards into a face-down deck. Draw the top 3 cards and place them in a face-up row to create the Ally Headquarters (Ally HQ).
- 5 Create the Enemy Dice pool by gathering 2 Red Enemy Dice and 1 Black Enemy Die, plus 1 additional Black Enemy Die per Hero.





- 6 Each player rolls a die. Give the Start Player Token to the player with the highest roll (or only player in solo).
- 7 Each player places their Hero's pawn near the map.
- 8 Place the Crisis Clock Hand on the Crisis Clock pointing straight up. Then roll 1 die and advance the Crisis Clock Hand clockwise a number of segments equal to the result to randomize its starting position.

⚠ Do not use the "+1" side of the Crisis Clock Hand for a normal game! This is only used for increasing a Mission's difficulty (See "Increasing Difficulty" on pg.12).

- 9 **If playing a Mission Run**, place Health and Shield tokens on each Henchman on the map, so that they match the amounts listed on that Henchman's info panel along the map's bottom edge.

⚠ Each Health Token displays two numbers: a low, odd number on one side and a higher, even number on the opposite side (e.g. 1/2, 3/4, etc.).

If playing a Boss Fight, perform the map's **Boss Setup** steps (if any).

- 10 Shuffle all Boost Tiles and place them neatly beside the board. Then draw and place Boost Tiles randomly on each space with a Boost symbol. Then flip all placed Boost Tiles face-up.
- 11 If there is an "Additional Setup" section present, complete any special setup instructions. These may require specific tokens or markers.

⚠ For the Ock Knocks Knox Mission, there are no additional setup instructions to perform.

- 12 Perform any additional setup items you may have unlocked on your personal Perk Sheet, and then tuck it beneath your player board, leaving the "Feats" row exposed. (See "Perk Sheets" on pg.11)

GAME ROUNDS

In each game of *Dice Throne Missions*, you are required to complete the Main Objective on both sides of a chosen Mission Board. Upon completing the Main Objective on **Side 1**, your team will advance to **Side 2**. When you complete the Main Objective on **Side 2**, you win the Mission.

In a **Mission Run** (usually Side 1), you will move your Hero around the map, navigating the unique rules and puzzles while fighting various Henchmen.

In a **Boss Fight** (usually Side 2), you will attempt to defeat a powerful villain, usually by reducing their Health to 0.

ROUND PHASES

Gameplay takes place over a series of **rounds**, each of which is broken up into **8 round phases** (these are also listed on your Player Aid Card):

- 1 PASS PHASE:** Pass the Start Player Token ⚙️ clockwise (This is skipped the first round of Side 1).
- 2 MOVEMENT PHASE:** Heroes move and collect Boost Tiles 🔥 that they land on.
- 3 HERO PHASE PART 1:** Heroes **simultaneously** complete their **Upkeep Phase**, **Income Phase** (skip on first turn), **Main Phase** (1), and their roll attempts at the start of the **Offensive Roll Phase**. After finishing their roll attempts, they stop and say "Ready to attack."
- 4 TARGET & RESOLVE PHASE:** In turn order, each Hero resolves their **Offensive Ability** against a chosen enemy. If the enemy is a Boss, you also resolve the Boss's **Defensive Ability** for each **Attack**.
- 5 HERO PHASE PART 2:** Heroes simultaneously complete **Main Phase** (2) and then their **Discard Phase**.
- 6 ENEMY UPKEEP PHASE:** Resolve applicable **Upkeep Phase** status effects on enemies.
- 7 ENEMY ROLL PHASE:** Perform the enemies' **Offensive Roll Phase** by rolling the Enemy Dice once (regardless of the number of enemies). Activate applicable **Offensive Abilities** (See "Enemy Attacks" on pg. 7). Heroes can defend against **defendable Attacks**.
- 8 CRISIS CLOCK PHASE:** Advance the Crisis Clock Hand and activate each **Crisis Ability** the Crisis Clock Hand moves through and ends on (but not the one it started on).

What follows is a detailed breakdown of each phase.

1 PASS PHASE

Pass the Start Player Token ⚙️ clockwise at the start of every round, with the exception of the very first round of **Side 1**. This player will be the new Start Player ⚙️ until the end of the round.

⚠️ Whenever you are asked to resolve something in "turn order," begin with the Start Player ⚙️ and continue clockwise.



2 MOVEMENT PHASE

During the **Movement Phase**, all Hero pawns are moved simultaneously with the following considerations:

- Heroes can move any number of spaces, including zero (staying in their current space), and end their movement on a hexagonal space.
- If your pawn is not yet on a space (because you are beginning a new Mission Run or Boss Fight), it must move onto the map from the Entry Space. If there is no Entry Space, its first move is to land on any valid space.
- You cannot move onto or through any space that features a dark inset background UNLESS it is covered by a Defeat Tile ☹️. Some Missions use Clear Tiles 🗑️ that can also sometimes be moved onto, depending on the Mission's specific rules.
- You can move through other Heroes (or swap spaces), but multiple Heroes cannot occupy the same space at the end of the **Movement Phase**. If multiple Heroes want the same space, the Hero earlier in turn order decides who should occupy it.
- You can move through or land on Boost Tiles 🔥. If you end your move on one or more Boost Tiles 🔥, you collect them (See "Boost Tiles" on pg. 8).

You will most often want to end your movement next to an enemy because your **Attacks** and **Defensive Abilities** are considered **Melee** ⚔️ by default, meaning they can only be activated against adjacent enemies.



Storm enters the map through the Entry Space **A** and ends her move on space **B**, picking up the Boost Tile 🔥 there. Wolverine moves through the Entry as well, ending his move on the empty space **C**.

3 HERO PHASE PART 1

Heroes complete the first part of their *Dice Throne* turn simultaneously. This includes **Upkeep Phase**, **Income Phase** (all heroes skip in the first round), **Main Phase** (1), and all their roll attempts at the start of the **Offensive Roll Phase**. When a Hero is ready to activate an **Ability**, they should say "Ready to attack!" to inform everyone that they are ready to move on.

- ⚠️ Prior to activating **Offensive Abilities**, Heroes may each progress through the phases of their turn at their own pace. However, Heroes cannot interact with teammates unless they are in the same phase. For example, a Hero cannot play a **Main Phase** card targeting a teammate that has entered their **Offensive Roll Phase** or vice versa.

4 TARGET & RESOLVE PHASE

After **Hero Phase Part 1**, Heroes take turns selecting a target and resolving their **Offensive Ability**.

MELEE ATTACKS ⚔️

If your **Offensive Ability** is an **Attack** (it deals at least 1 **non-collateral** dmg to an opponent), it is considered **Melee** ⚔️, meaning it can only target one adjacent enemy (their space shares a border with your space).

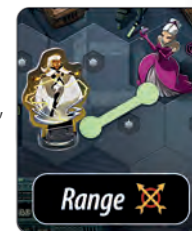
- You cannot resolve any part of a **Melee** ⚔️ **Attack** unless there is an adjacent enemy to target first.



RANGE ATTACKS ⚡

To target a non-adjacent enemy with an **Attack**, you must gain **Range** ⚡.

- You can gain **Range** ⚡ by spending Momentum ⚡ or through Allies (See "Momentum" on pg. 8). Gaining **Range** ⚡ must be done BEFORE resolving any **Attack** effects.
- Unlike **Melee** ⚔️ **Attacks**, you are allowed to resolve a **Range** ⚡ **Attack** without choosing a target. This can be helpful in some situations.
- Note: **Range** ⚡ is not required if your **Offensive Ability** is an **Ultimate Attack** or only deals **collateral** damage/no damage (and therefore isn't an **Attack**). These **Abilities** can target any enemy on the map (or none at all).



Storm and Wolverine complete their **Offensive Roll Phase** simultaneously. They each activate an **Offensive Ability** which will deal **non-collateral** damage to an enemy, so they are considered **Attacks**.

Storm resolves her **Attack** first because she is the Start Player ⚙️. **Attacks** are **Melee** ⚔️, so she must choose an adjacent enemy as the target. This could be **Cult Thug** **E** or **Strike Team** **D**. If she were able to gain **Range** ⚡, then she could instead target an enemy anywhere on the map.

Wolverine resolves his **Attack** next. He is only adjacent to **Cult Thug** **E**, so he must target this enemy because he does not have **Range** ⚡.

5 HERO PHASE PART 2



Heroes simultaneously complete **Main Phase** (2), then their **Discard Phase**.

ROUND PHASES



7

7 ENEMY ROLL PHASE

ENEMIES

On most maps, **Side 1** will feature up to **3** Henchman types , and **1** Unstoppable Threat . **Side 2** will typically feature a Boss.

All of these types of characters are called *enemies*.

- Enemies are considered players for all cards, effects, and *Abilities*.
- Because enemies are players, their maximum Health is also **10** above their starting Health .
- You cannot change the enemies' quantity of dice, the type of dice that are rolled, nor their number of *Roll Attempts* (i.e. statuses like *Entangle* and *Reality Warp* have no effect).
- Enemies have zero cards and are considered to have infinite .
- When you would place a status effect on a targeted enemy (with an *Ability* or from another source), you can choose not to place that status effect and instead gain **1** Momentum. This is helpful if the enemy is immune to that status, at stack limit, or if the status is simply not useful at the time.




This Henchmen info panel shows the **Cult Thug** stats and *Abilities*. Any Henchman on the map marked with this panel's icon  will use stats from this panel.

UNSTOPPABLE THREATS

There are special enemies with the tag  **Unstoppable Threat**. These enemies cannot be targeted by *Offensive Abilities*. Also, they can never receive damage, nor have status effects placed on them.





Each Unstoppable Threat will explain what it does during the **Enemy Roll Phase** on its info panel printed on the map.

 If a Mission objective requires you to defeat all enemies, this does not include Unstoppable Threats.


ENEMY ATTACKS

During the Henchmen's **Enemy Roll Phase**, gather the pool of Enemy Dice (which were determined during setup) and roll them exactly once, regardless of how many Henchmen are attacking. The Heroes can use effects to adjust the results of the dice, and **then the Henchmen Attack**:

1. For each Henchman's info panel , consult the rolled Enemy Dice. If the rolled dice math the dice symbols required by their roll objective, henchmen of that type activate their *Offensive Ability*.
2. For each *Offensive Ability* that was activated (resolving based on panel position from left to right):
 - Each undefeated Henchman with that *Offensive Ability* activates it in order across the map from left to right, then top to bottom (like reading a book).
 - Most Henchmen's *Abilities* are **Multi-Strike Attacks**. **Multi-Strike Attacks** resolve against every adjacent Hero (for **Melee Attacks**) or every Hero on the map (for **Range Attacks**). If a **Multi-Strike Attack** cannot target a Hero, it is not resolved.
 - Each time a Henchman's *Offensive Ability* resolves, perform all of its listed effects (including status effects inflicted or gained).
3. Finally, if the rolled dice contain the dice symbols required by the Unstoppable Threat's  roll objective, it will activate its *Offensive Ability*.




In this example roll, we go left to right, activating the *Offensive Ability* of the **Cult Thugs** (1), then **Hellfire Club** (2), then **Sniper** (3).





The **Strike Team** will do nothing this turn, because their roll objective  was not matched by the Enemy Dice.

DEFENSIVE ROLL PHASE

Heroes may perform a **Defense Roll** against each *defendable* enemy *Attack*:




- Heroes may always perform **Defense Rolls** against adjacent *defendable Attacks*.
- Heroes require **Range**  to perform a **Defense Roll** against non-adjacent *defendable Attacks*.
- If an *Attack* targets multiple Heroes, resolve the **Defense Rolls** in turn order.
- If an enemy is defeated during a **Defense Roll**, their *Attack* still finishes resolving against all Heroes that were originally targeted.

STATUS EFFECT CLARIFICATIONS

- When an enemy is inflicted with a status effect that would get removed at the end of their turn or the **Roll Phase** (e.g., **Blind**  or **Paralyze** ) it is always removed after resolving the enemy's *Attack* against the first targeted Hero (and doesn't affect the *Attack* against any following heroes).
- Some status effects will limit which *Attack* an enemy can activate (e.g., **Hex**  or **Spellbound** ). When these status effects are removed after resolving the enemy's *Attack* against the first targeted hero, the enemy does not change which *Attack* they activated (when attacking multiple heroes).




8 CRISIS CLOCK PHASE

The enemy turn concludes, and then the Crisis Clock determines what harmful things happen to the Heroes:

- Rotate the Crisis Clock Hand clockwise a number of segments equal to the number of Heroes.
- **Each** segment that the Crisis Clock Hand has advanced through or ended on (but not started on) will activate any listed *Crisis Ability*:
 - If a segment's *Crisis Ability* shows a specific effect, such as **LOSE**  or **DISCARD** , it activates for all Heroes.
 - When a segment displays the icon of an enemy type, **each** undefeated enemy of that type activates its *Crisis Ability*. *Crisis Abilities* can usually target anyone, but some might specify they only affect heroes within **Melee** .
 - Some Crisis Clock icons will have effects that are defined above the Crisis Clock (for example, **Boss Crisis Abilities**).
 - **All damage effects** will accumulate against each target, then damage is resolved together at the end of the phase.
 - **All other effects** are resolved in clockwise order.

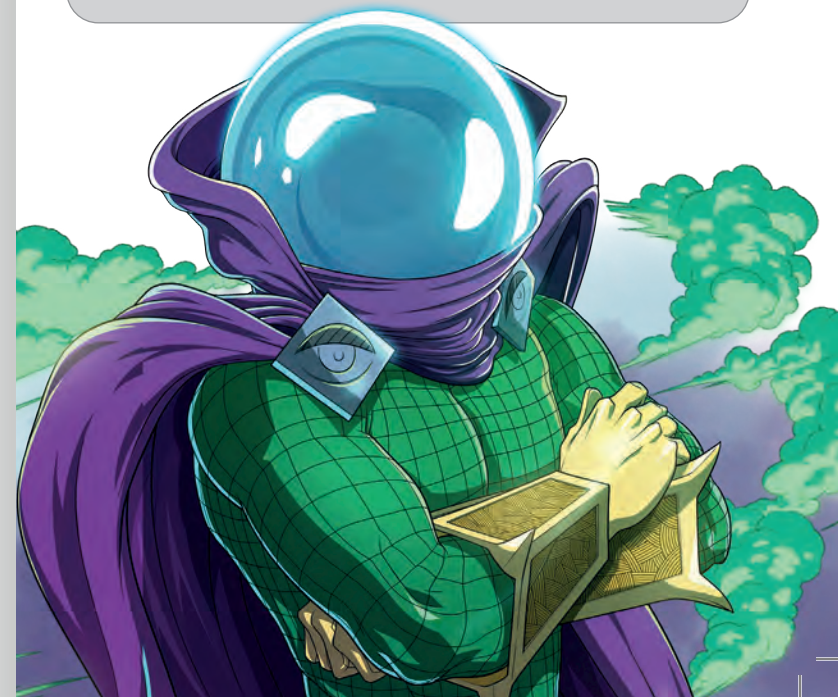


In a **3** player game, the Crisis Clock Hand will advance **3** segments.

Segment **F** requires each Hero to discard . Segment **G** is empty, so there is no effect. The hand ends on segment **H**, the **Cult Thugs** symbol , which means **Cult Thugs** activate their *Crisis Ability* . There are two undefeated **Cult Thugs**, so all Heroes receive **2** collateral dmg. Lastly, **2** Enemy Dice are rolled for the last part of the *Crisis Ability*.

6 ENEMY UPKEEP PHASE

Resolve applicable **Upkeep Phase** status effects on the enemies in any order the players choose.



BOOST TILES

Boost Tiles are placed face up around the map during set up of either Map Side. Every Boost Tile provides the Hero who picks it up the effect shown on its face-up side.

Collect all Boost Tiles on the space you are in at the end of your **Movement Phase**.

- Face-up Boost Tiles** are resolved immediately upon collecting them. You gain its benefit, then discard it face up to a Boost Tile discard stack beside the Mission Board.
- Face-down Boost Tiles** only appear during a Boss Fight. When there are one or more face-down Boost Tiles in the stack you collect, place them face down on your Health Dial. You will not gain the rewards from these until after the Boss's next **Attack** attempt (See "Enemy Roll Phase (Boss)" on pg. 10).

When there are no more Boost Tiles in the draw pile, flip the discard stack face down and reshuffle them to form a new draw pile.



MOMENTUM

Momentum is a new currency that you track on your own personal Momentum Dial. You can have a maximum of 15 Momentum.

Gain Momentum by defeating Henchmen, collecting Boost Tiles, completing objectives, and more.

Perform **Momentum Actions** described on your Momentum Card by spending the Momentum listed to the left of the action. There is no limit to the number of times per round you may pay to perform Momentum Actions. However, some Momentum Actions have a limit on how many times you can use them, or are limited to a specific turn phase (e.g., the "Recruit An Ally" action may only be performed during the **Main Phase**).

Ally Powers on recruited Allies often require spending Momentum to activate (See "Using Allies" on pg. 8).

You will begin your first game of **Dice Throne Missions** with your Level 1 Momentum Card.

Unlock **Momentum Perks** to gain access to higher level Momentum Cards. Unlike other Perks, you must gain Momentum Perks in their listed order to unlock higher level Momentum Cards (See "Perk Sheets" on pg. 11).



ALLIES

RECRUITING ALLIES

Allies are special characters you can recruit for help. When you recruit Allies during either of your **Main Phases**:

- Spend the **Momentum** cost of the desired Ally (top right), and move them from the Ally HQ to your play area.
- Replenish the **Ally HQ** immediately by drawing a new Ally from the top of the Ally Deck to replace the one you just recruited.
- Each Hero may only have one Ally in play by default, but you can increase this limit through unlocking Perks. If you want to recruit an Ally, but are already at your maximum number, you may discard one you have to the bottom of the Ally Deck to make room.

USING ALLIES

An Ally will have one or more powers. Each power may only be activated once per round. Most powers can only be activated during a specific turn phase, unless they are marked as an Instant Action. If there is a **Momentum** cost to activate a power, the power text will list it (e.g., Spend 2 or Exhaust 2).



Each Ally's powers are triggered in different ways:

RECRUIT powers are a one-time benefit gained immediately when that Ally is recruited.

KICKER powers activate during your **Offensive** or **Defensive Roll Phase**, and can be used once per round. If you meet a kicker's requirements (if any), it provides a bonus in addition to your normal **Ability**.

OFFENSIVE ABILITY powers give you a new **Offensive Ability**, which is considered to be one of your own **Abilities** on your Hero Board. These **Abilities** will mention if they are **Range** or default to **Melee**. During your **Roll Phase**, you may still only activate one **Offensive Ability**, whether from the Ally or not. Some of these will show dice with circle and/or diamond symbols as the roll objective, which represent matching symbols of any type that appear on your hero's dice.

EXHAUST powers are gained by discarding the Ally to the bottom of the Ally Deck.

+EXHAUST powers are also gained by discarding the Ally to the bottom of the Ally Deck, but they may only be activated at the same time you activate the power listed directly above it.

WINNING & LOSING

MAIN OBJECTIVES are defined on each side of a Mission. Gameplay continues in rounds until your team has won or lost.

You win a **Mission** by completing the **Main Objective** on both sides of the map.

You lose a **Mission** if any Hero is defeated (their Health being reduced to 0) or if an objective specifically states that you lose the game.

- If a Hero is defeated, you lose at the conclusion of the current round phase (See "Round Phases" on pg. 6). If you complete the **Side 2 Main Objective** before then, it counts as winning instead.

For example, *Wolverine Attacks the Boss* and is defeated by the Boss's defense. During the same Round Phase, *Captain Marvel* manages to defeat the Boss with her Attack. This results in a win for the Heroes because they completed the **Side 2 Main Objective** before the conclusion of the current Round Phase.

- Regardless of whether you win or lose, check to see if you gain any Perk Points, or "PP" (See "Earning Perk Points" on pg. 11).

PERFECT REWARDS provide additional benefits by fulfilling all "Perfect Reward" requirements in the Main Objective (See "Perfect Rewards" on pg. 11).

BONUS OBJECTIVES are optional objectives listed on many Missions. Completing a Bonus Objective can result in rewards for your team, while failing one may enact penalties. Bonus Objectives are resolved before the Main Objective (if completed simultaneously).

COMPLETING MAP SIDES

When your team completes a **Main Objective**, the round ends after the current round phase resolves. If you completed **Side 1** of a Mission, you then advance to **Side 2** by doing the following:

- Do NOT reset your Health, cards, or Momentum; you are not starting a "new game."
- Keep any face-down Boost Tiles you may have, and place all other Boost Tiles in the discard stack.
- Check if the Mission has any effects that carry over to **Side 2**.
- Flip the map to **Side 2** and follow setup steps 8–11 (see "Setup" on pg. 4).

EXITS

Some Main Objectives require Heroes to **EXIT** the map.

To **EXIT** the map during the **Movement Phase**:

- All other Main Objective requirements must be satisfied.
- You must be able to move to the **EXIT** space via a connected path.
- Once you reach the **EXIT** space, immediately remove your pawn from the map. You will no longer take turns, receive any dmg, nor suffer any effects from **Offensive Abilities** or **Crisis Abilities**. However, the number of Heroes considered playing stays the same when calculating effects.

Any Heroes that do not **EXIT** may continue performing rounds as normal until they also choose to **EXIT**.



HENCHMEN

In Mission Runs, you will be fighting hordes of a villain's Henchmen.

Each **Henchman** is shown on the map itself, while information about each type of Henchman is shown along the bottom of the Mission Board on their corresponding info panel.

A **Henchman's type** is indicated with a green, blue, or magenta colored hexagonal icon (A). This color is also often the main color of the Henchman's outfit (A).

The **current Health value** of a Henchman is represented by a combination of Health Tokens, instead of a dial. When a Henchman suffers dmg, adjust their Health Tokens to display their updated Health total.

Henchmen only have a single Offensive Ability, which can be activated if they meet their Roll Objective during the **Enemy Roll Phase**.

Henchmen do not have a **Defensive Ability** and therefore do not perform **Defense Rolls**.

Shield, a new status effect, is a Henchman's main line of defense.

- During setup, Henchmen gain the number of **Shield** tokens (if any) indicated on their info panel (B).
- **Shield** tokens may also be gained through the Henchman's **Offensive Ability** or **Crisis Ability**.
- **If a Henchman has any Shield** tokens, they will spend as many as they need to prevent damage from **defendable Attacks** (even if the **Attack** has **Range** – **Shield** tokens are not restricted by **Melee**).
- A spent **Shield** token prevents up to 3 dmg and is then discarded (a **Shield** token will still be removed even if it only prevents 1 dmg).
- **Shield** tokens do not prevent damage types that are not **defendable**, such as **undefendable**, **collateral**, **pure**, or **Ultimate damage**. Therefore, **Shield** tokens are not removed when an enemy receives this type of damage.

Status effects inflicted upon Henchmen are placed directly on that Henchman's space (C), **not** their info panel at the bottom of the map.

Unstoppable Threats are not Henchmen and may not be the target of any **Offensive Ability**. They never receive damage or status effects.

Defeat a Henchman by reducing its Health to 0. Then, cover all shaded spaces that Henchman is on top of with a **Defeat Tile** (most Henchmen cover one space, while other large enemies may cover 2+ spaces). These covered spaces are now considered to be empty spaces that players can move through or onto.

When placing a Defeat Tile on the map, the **Start Player** (even if they didn't defeat the Henchman) distributes 2 Momentum among the Heroes however they like.

COMBAT EXAMPLE

1. It is the **Enemy Roll Phase**, so the Start Player gathers the Enemy Dice. They use 2 red dice and 3 black dice because it is a 2 player game.
2. They roll all of the dice one time and compare the result to each of the Henchmen's info panels. They see that the **Savants' D** and the **Vanguards' E** **Offensive Abilities** will activate.

Remember: one single enemy roll is performed at the start of the **Enemy Roll Phase**, which determines all of the enemies' **Attacks**.

3. Neither Hero wants to use any cards or status effects to alter the dice, so they move on to activating the Henchmen's **Attacks**. The **Savants** resolve their **Attack** first, because they are the left-most info panel.
4. The **Savants' Multi-Strike Attack** has **Range**, so they can **Attack** both Heroes. Two of the **Savants** are undefeated, so each Hero is targeted twice.
 - The top-most **Savant Attacks** first. Neither Hero decides to spend Momentum to gain **Range** (required to activate their **Defensive Ability** since the **Savant** is not adjacent). As a result, the Heroes do not get to use their **Defensive Abilities** even though they are targeted by a **defendable Attack**.
 - The Heroes then resolve the next **Savant's Attack**. They again decide not to spend Momentum to gain **Range** to defend against it.
 - The **Savants** have finished resolving, so the Heroes proceed to the next activated enemy info panel, which is the **Vanguards**.

5. The **Vanguards' Multi-Strike Attack** is **Melee**, so they can only **Attack** adjacent Heroes. The left-most **Vanguard Attacks** first, resolving one **Attack** against each adjacent Hero.
 - The attacking **Vanguard** has the Negative Status Effect **Blind**. For **Blind**, the Henchman must roll 1 to see if they can **Attack**. They roll a 2 and therefore cannot perform their **Attack**. As a result, the first targeted Hero (by turn order) does not activate their **Defensive Ability** and the **Blind** is removed.
 - The attacking **Vanguard** is no longer **Blind**, so they still perform their second **Attack** against the other adjacent Hero. Since the Hero is adjacent, their **Defensive Ability** can be used against the **Vanguard** without having to use Momentum to gain **Range**.

6. The second **Vanguard** does not activate their **Attack** because no Heroes are adjacent and triggers none of their **Attack's** effects.



GLOSSARY

TYPES OF CHARACTERS

Hero: A person and the **Dice Throne** Champion they are playing.

Enemies: Who the Heroes fight. These include Henchmen, Unstoppable Threats, and Bosses.

Player: A Hero or enemy.

Opponent: Heroes' opponents are the enemies. Enemies' opponents are the Heroes. All enemy **Abilities** are written from that enemy's point of view.

Teammate: Another Hero (not you).

OVERVIEW

In a **Boss Fight**, you will attempt to defeat a powerful villain, usually by reducing their Health to \heartsuit . Boss Fights typically begin on **Side 2** after a **Side 1** Mission Run is completed (though this is not always the case).

Remember: when you switch from **Side 1** to **Side 2** of a Mission, you must follow the “Completing Map Sides” instructions on pg. 8.

Here are some rules to keep note of during a Boss Fight:

- There are both **face-up** and **face-down Boost Tiles** \heartsuit located on the map during a Boss Fight.
 - Pick up **ALL Boost Tiles** \heartsuit on the space where you end your move.
 - **Face-up tiles** in the space are resolved immediately, then discarded.
 - **Face-down tiles** in the space are placed on your Health Dial until after the Boss attempts to **Attack**.
- Bosses have a **Defensive Ability** (unlike Henchmen who have no defense)
 - When hit with a **defendable Attack**, Bosses automatically activate their “**Boss Defense**” Ability (no roll is required).
 - Resolve the defense, then apply any other effects (such as **Shield** \heartsuit).
 - Some Bosses have a “**Unique Defense**,” which has special activation rules and is resolved last instead of first. Read carefully!

ENEMY ROLL PHASE (BOSS)

When a **Boss Attacks**, roll the **Enemy Dice** once. Use the same quantity and type of **Enemy Dice** gathered during setup. Then proceed as follows:

- Heroes may alter the dice using cards or other effects.
- For each **Red Die** \heartsuit , place a **face-down Boost Tile** \heartsuit on the numbered space that matches the die value (both tiles may end up on the same space).
 - If there are already tiles there, add the new tiles beneath them.
- IMPORTANT:** A **Boost Tile** \heartsuit placed beneath a Hero is NOT collected.
- Compare the **Enemy Dice** roll to the **Boss's Attacks** (from left to right).
 - Activate the **FIRST Offensive Ability** with a roll objective that matches the dice (If there is no match, the Boss activates **no Attack**).
- IMPORTANT:** Only activate the first **Offensive Ability** that is matched.
- The activated **Offensive Ability** adds its **CRIT** effect against each **Attacked Hero** who is standing on a **face-down Boost Tile** \heartsuit , or who has one or more **face-down Boost Tiles** \heartsuit on their Health Dial (add the effect only once, no matter how many Boost Tiles you have).
 - Each **Attacked Hero** makes their **Defense Roll** (if able, in turn order).
- All Heroes reveal **face-down Boost Tiles** \heartsuit on their Health Dial (if they collected any while moving). Resolve their effects and discard them.

ENDING A BOSS FIGHT

Like a Mission Run, each Boss Fight features a Main Objective. Typically this requires you to reduce the Boss to \heartsuit Health, though some Boss Fights may have other specified requirements.

Fulfilling a Boss Fight Main Objective completes that side of the Mission, ending it as the current round phase concludes.

- If on **Side 1**, follow the “Completing Map Sides” instructions on pg. 8.
- If on **Side 2**, you win!



The Heroes must **Attack** Mysterio and reduce him to \heartsuit Health to win.

BOSS FIGHT EXAMPLE

1. It is the **Enemy Roll Phase**, so the Start Player \heartsuit gathers the **Enemy Dice**. They use **2 red dice** and **4 black dice** because it is a **3 player game**. They roll the dice one time and compare the result to Onslaught's **Attacks**, finding that it will activate his strongest **Attack**, “**MAGNETON A**.” Storm uses a “**SO WILD**” card to change the **6** into a **1 B**. The Boss is instead activating his second-strongest **Attack**, “**MIND DRAIN C**.”
2. The Heroes are done altering the Boss's dice, so they proceed to activating Onslaught's **Attack**.
3. Onslaught rolled two **3s** on the red dice, so two **face-down Boost Tiles** \heartsuit are placed on the “**3**” space of the map **D**. Wolverine is in that space, but he does not pick up the new Boost Tiles \heartsuit .
4. Onslaught's **Multi-Strike** \heartsuit **Attack** inflicts **Wither** \heartsuit on all targets, and then has unique **Melee** \heartsuit and **Range** \heartsuit effects.
 - Onslaught's **Melee** \heartsuit **Attack** targets Jean Grey **E** because she is adjacent. It is **defendable**, so she activates her **Defensive Ability**.
 - Onslaught's **Range** \heartsuit **Attack** deals **undefendable** dmg to Storm and Wolverine because they are not adjacent.
5. Wolverine and Storm each suffer the **CRIT** effect once, and each receive **Paralyze** \heartsuit .
 - Wolverine suffers the **CRIT** because he is standing on **face-down Boost Tiles** \heartsuit .
 - Storm suffers the **CRIT** because she placed **face-down Boost Tiles** \heartsuit on her Health Dial from when she moved into space **F**.
6. After the **Attack**, Storm reveals the **3** **face-down Boost Tiles** \heartsuit on her Health Dial (not pictured in the diagram). She gains the benefits shown on the tiles, then discards them.



PERK SHEETS

After their first time playing *Dice Throne Missions*, every player should tear off a personal Perk Sheet and record their name along the top. These sheets record persistent rewards for that player. The player keeps the sheet with them and can use the unlocked Perks in any future Mission, regardless of which Dice Throne Hero they play as or who they are playing with.

After each game, players will earn a number of **Perk Points (PP)**. Each **PP** will allow them to fill in one circle on their Perk Sheet. Once all the circles on a given Perk have been filled in, that player will gain the listed benefit during all of their future Missions.

EARNING PERK POINTS

As you complete any Mission, you will earn one of the following **PP** rewards:

- **0 PP** - if you do **not** complete any **Side** of the Mission.
- **1 PP** - if you completed only **Side 1** of the Mission.
- **2 PP** - if you completed both **Side 1** and **Side 2** of the Mission.
- **3 PP** - if you completed both **Side 1** and **Side 2** of the Mission **AND** you also earned the **"Perfect Reward"** listed on **Side 1**.

PERFECT REWARDS

Every map features a **Perfect Reward** listed on **Side 1** beneath the Main Objective. These are optional and difficult challenges which you can attempt in order to earn in-game rewards and additional **PP**.

The first time you earn the **3 PP** reward for **Perfecting** a Mission, fill in the Mission's perfect check box on the back of your Perk Sheet. You cannot earn the **3 PP** reward for **Perfecting** the same Mission a second time, but the **2 PP** for winning and any in-game rewards for **Perfecting** can still be earned.

PERK SHEET EXAMPLES

EXAMPLE G

Alex beat **Side 1 & 2** of a level **4** Mission, so they earn a **2 PP** reward.

As a result, they have **2 PP** to spend in the first column. They decide to put both Perk Points into the first Heroism Perk, filling all its circles, which means they unlock it.

EXAMPLE H

Alex **Perfected Side 1** and also beat **Side 2** of a level **5** Mission, so they earn a **3 PP** reward and they also fill in the level **5** slot of the New Game+ column. They mark the Mission as **Perfect** on the back of their Perk Sheet.

Alex now has **3 PP** to spend. They already have **1** mark in the second column of Grit. They decide to spend **1 PP** there to unlock it, as well as **2 PP** in the fourth column of Leadership.

EXAMPLE J

Alex beat **Side 1** of a level **3** Mission, but then lost on **Side 2**, so they earn a **1 PP** reward.

They would love to unlock their Level **3** Momentum Card, but since they do not have their Level **2** Momentum Card, they decide to spend their **1 PP** on the level **2** Momentum Perk instead.

SPENDING PERK POINTS

After each Mission, **ALL** earned **PP** must be spent on the Perk Sheet:

- You can spend **PP** to fill in one circle in any column that matches the difficulty of the Mission you just played or lower.
 - When you have filled in all of the circles on a Perk, you permanently gain that Perk for all of your future Missions.
- You can spend **PP** to unlock any Perk even if you do not have its previous levels unlocked. However, note that the top row of Momentum Card Perks each **replace** a previous level of the Momentum Card, meaning you must have gained the previous level in order to unlock the next.
- If you increase the difficulty of a Mission, this also increases the level of the **PP** you earn (See "Increasing Difficulty" on pg.12).



When you earn **PP** for completing a Mission, use a pen or dark pencil to mark how you spent the **PP** by filling in circles on your Perk Sheet.

APPLYING PERKS

Mission setup steps will instruct you to set up any additional items you have unlocked on your Perk Sheet. This applies to all Heroes with relevant Perks that require setup.

Once finished, players will tuck the Perk Sheet underneath their Hero Boards, leaving the bottom **"Feats"** row visible.

NEW GAME+ AND MYTHIC CARDS

New Game+ is the sixth column of the Perk Sheet. It allows you to work towards unlocking a new and powerful **Mythic Ability** for your Hero.

The first time you **Perfect** a Mission on **Side 1** and **also** complete **Side 2**, you may fill in the **New Game+** circle that matches the Mission's difficulty level (this does not count as spending **PP**).

Once all **5 New Game+** circles have been filled, you immediately unlock access to a **Mythic Ability**. For all future Missions, you may start with one of the **4 Mythic Abilities** included in this game (or with your Hero's unique **Mythic Ability**, if you have the promo pack).

Then, if you wish, you may choose to start a new Perk Sheet as follows:

1. Discard your previous sheet. Earned Perks and the record of Perfected Missions will no longer be used.
2. Take a new Perk Sheet and add a **"+"** next to your name. You can do this multiple times, adding a further **"+"** each time you start a new sheet for bragging rights!
3. You gain access to a **Mythic Ability** if either all **5 New Game+** circles are filled on your sheet **OR** there is a **"+"** beside your name.

PLAYER PERKS!

INSTRUCTIONS: For each Perk Point (PP) you earn, fill in a circle below that is less than or equal to the Mission's difficulty that awarded the PP. Once all circles for a specific perk are filled in, you unlock that perk! This applies to all future Missions, regardless of which hero or friends you play with. **All perks are cumulative.**

	DIFFICULTY 1	DIFFICULTY 2	DIFFICULTY 3	DIFFICULTY 4	DIFFICULTY 5	NEW GAME+
MOMENTUM	FREE Start each game with a Level 1 Momentum Card	Replace your Level 1 Momentum Card with Level 2	Replace your Level 2 Momentum Card with Level 3	Replace your Level 3 Momentum Card with Level 4	Replace your Level 4 Momentum Card with Level 5	NEW GAME+ Step 1: If you Perfect side 1 of a mission and also complete side 2, fill in the circle for a matching difficulty level below. Perfect & Complete!
GRIT	Increase your starting Health: +1	Increase your starting Health: +2	Increase your starting Health: +3	Increase your starting Health: +4	At game start, a chosen hero gains 2 Flight	Step 2: After filling in all circles in Step 1 above, you may begin a "New Game+" by starting a new blank Perk Sheet. On the new sheet, add a "+" next to your name (as a badge of honor) for each time you have completed this sheet.
LEADERSHIP	At game start, a chosen enemy is inflicted with Focus Fire	At game start, a chosen hero gains Damage Bonus +3	At game start, you may sell a card and then draw a new card to replace it +1	At game start, recruit an Ally for free +1	At game start, a chosen hero gains 2 Shield +3	MYTHIC CARDS A player who has completed Step 1 above or has a + at the end of their name may start each game with one of the 4 Mythic cards included in this game (or with their Hero's unique Mythic cards if you have the promo pack). mythic.dicethrone.com
HEROISM	At game start, gain 1 Momentum +1	At game start, gain 1 CP +1	At game start, gain 2 Momentum +2	At game start, draw 1 card +1	At game start, gain 1 CP and draw 1 card +1	
FEATS	Re-roll an enemy die	Roll 1 and add the value to your Attack dmg	Your Attack becomes undefendable			

NEED MORE PERK SHEETS?

Download them at: dtmperks.dicethrone.com

STATUS EFFECTS REFERENCE CHART



BARBED VINE (Negative Status Effect): A player afflicted with this token receives 2 dmg for each *Roll Attempt* beyond the first during their *Offensive Roll Phase*, up to a maximum of 2 dmg per turn. This token is removed, and then this dmg is applied at the conclusion of the *Roll Phase*. **Stack Limit: 1**



BLEED (Negative Status Effect): A player afflicted with this token must roll 1 during their *Upkeep Phase*. On 1–4, they are dealt 1 dmg. On 5–6, remove this token. **Stack Limit: 2**



BLIND (Negative Status Effect): The next time a player afflicted with this token concludes their *Offensive Roll Phase*, they must remove it and roll 1. On 1–2, their *Offensive Roll Phase* fails and has no effect of any kind. **Stack Limit: 1**



BONUS DAMAGE (Positive Status Effect): Players may choose to spend these tokens during their *Offensive Roll Phase*. Each token adds the indicated number of damage to your *Attack*. **Attack Modifier**. **Stack Limit: 2**. If you gain a token while at *Stack Limit*, you must either replace a previous token or discard the new token.

Unless otherwise specified, Henchmen and Bosses will spend all **Bonus Damage** tokens available when their *Attack* activates. The bonus dmg only works on the FIRST Hero targeted by a *Multi-Strike Attack*, not all Heroes.



BURN (Negative Status Effect): A player afflicted with this token is dealt 2 dmg during their *Upkeep Phase*. **Persistent**. **Stack Limit: 1**



CHAOS (Positive Status Effect): These tokens are gained by various Henchmen and Bosses. The specific enemy abilities will indicate how these tokens are used. These tokens have no effect on Heroes. **Stack Limit: 6**



CONCUSSION (Negative Status Effect): A player afflicted with this token must skip their *Income Phase* and then remove this token. **Stack Limit: 1**



DISRUPTION (Negative Status Effect): During their *Upkeep Phase*, a player afflicted with this token may choose to lose 1. If they do not (or cannot), they receive 2 dmg instead. Then remove this token. **Stack Limit: 1**

Like other status effects that affect CP, Henchmen and Bosses are immune to this status effect token because they are considered to have infinite CP.



DOMINANCE (Unique Status Effect): When a player with this token *Attacks*, they must roll 1:

- On 1, they must choose a teammate to target instead. If they cannot, they must discard 1 randomly. Then remove this token.
- On 2–5, do nothing.
- On 6, remove this token.

This token may not be transferred by any means (but can be removed). **Stack Limit: 1**



ENTANGLE (Negative Status Effect): A player afflicted with this token gets 1 fewer *Roll Attempts* during their next *Offensive Roll Phase*. At the conclusion of the *Roll Phase*, remove this token. **Stack Limit: 1**



EVASIVE (Positive Status Effect): When a player with this token receives damage, they may choose to spend it. If spent, roll 1. If the outcome is 1–2, no dmg is received (although other associated effects may still apply). Multiple tokens may be spent in an attempt to prevent the same source of damage. **Stack Limit: 3**

Henchmen and Bosses will spend all **Evasive** tokens necessary to prevent a source dealing 4+ dmg or to prevent lethal dmg.



FLIGHT (Positive Status Effect): Players may choose to spend these tokens at any time during the *Roll Phase*. Once spent, roll 2. If a 6 was rolled, activate the token. When activated during their *Offensive Roll Phase*, the player's *Attack* becomes *undefendable*. If activated during their *Defensive Roll Phase*, ignore all incoming damage. **Stack Limit: 3**

Henchmen and Bosses will spend 1 **Flight** token if they successfully activate a defendable *Attack*, only affecting the first *Attacked* Hero. They will spend all **Flight** tokens necessary during their *Defensive Roll Phase* to prevent a source dealing 4+ dmg or to prevent lethal dmg.



FOCUS FIRE (Negative Status Effect): When a player with this token is *Attacked* by an opponent, the *Attacker* increases their damage by 1. **Attack Modifier**. **Persistent**. **Stack Limit: 2**



HEX (Unique Status Effect): Whenever a player afflicted with this token rolls a 6, it is as if their die has been altered to a blank die face that has no value. At the conclusion of their turn, remove this token. This token may not be transferred by any means (but can be removed). **Stack Limit: 1**



KNOCKDOWN (Negative Status Effect): To remove this token, a player afflicted with it must spend 2 before the start of their *Offensive Roll Phase*. If the player does not, they must skip their *Offensive Roll Phase* and then remove this token. **Stack Limit: 1**

Like other status effects that affect CP, Henchmen and Bosses are immune to this status effect because they are considered to have infinite CP.



OPPRESSION (Unique Status Effect): When a player with this token is *Attacked* by an opponent, the *Attacker* increases their damage by x **Oppression** tokens on the player. This token cannot be removed or transferred by any means. Unlike most other Status Effects, the quantity of **Oppression** tokens inflicted is represented by the value shown on a single **Oppression** token. **Attack Modifier**. **Persistent**. **Stack Limit: 4**



PARALYZE (Negative Status Effect): While afflicted with this token, a player cannot gain or inflict any status effects associated with any of their *Offensive Abilities* (nor choose to gain Momentum instead of inflicting a status effect). All other effects of the ability still apply. When a player afflicted with this token concludes their *Roll Phase*, remove it. **Stack Limit: 1**



POISON (Negative Status Effect): A player afflicted with this token is dealt 1 dmg per **Poison** token during their *Upkeep Phase*. **Persistent**. **Stack Limit: 3**



SHIELD (Positive Status Effect): During the *Defensive Roll Phase*, a player with this token may spend 1 or more **Shield** tokens to prevent 3 per **Shield** token spent. This token can only be used against *defendable* damage (but isn't restricted by *Range* rules, unlike *Defense Rolls*). **Stack Limit: 5**

After using a Boss Defense, all enemies will spend any **Shield** necessary to prevent up to all dmg caused by any *Attack*. If they have other Positive Status Effect tokens that could fully prevent dmg, they use those before **Shield**.



SILENCE (Unique Status Effect): A player afflicted with this token may not activate any of their *Small Straight* or *Large Straight* Abilities (other "Straights" are not affected). At the conclusion of their turn, remove this token. **Stack Limit: 1**



TARGETED (Negative Status Effect): When a player afflicted with this token is *Attacked* by an opponent, the *Attacker* increases their damage by 2. **Attack Modifier**. **Persistent**. **Stack Limit: 1**



WITHER (Negative Status Effect): If a player with a **Wither** token would deal damage as a result of their *Attack*, reduce that dmg by 1 per **Wither** token. **Attack Modifier**. **Persistent**. **Stack Limit: 2**

INCREASING DIFFICULTY

Want to play a low-difficulty Mission again, but it's too easy for you now? Fear not! You can increase the difficulty and even gain increased rewards!

When adding 1 or more levels of difficulty, perform the following additional Setup Steps:

1. Add one additional **Black Enemy Die** to the Enemy Dice pool per level of increased difficulty.
2. Inflict **Oppression** on each Hero equal to the level of increased difficulty (max 4). The value on the **Oppression** token represents the quantity of tokens inflicted on a hero.
3. **Henchmen starting Health** is increased by 2 for each level of increased difficulty (max 8).
4. Use the "+1" **Crisis Clock Hand**. This same token is used for all increased difficulty levels. The **Crisis Clock** will now move one extra segment during each *Crisis Clock Phase*.
5. **Boss Setup** instructions apply a special effect for each **Oppression** on all Heroes.

INCREASED PP REWARDS

When adding 1 or more levels of difficulty to a Mission, you may apply the **Perk Points (PP)** you earn from that Mission to a column with a difficulty level equal to the Mission's Total Difficulty. Total Difficulty is calculated as Mission difficulty + number of levels of increased difficulty.

For example, if you play the Nuclear Assault Mission (level difficulty), and increase the difficulty by 3, the Total Difficulty is 3. This means you can apply all **PP** earned from that Mission in the 3 column of the Perk Sheet.

DECREASING DIFFICULTY

If you would like a more approachable gaming experience, choose one or more of the following modifications:

1. Double all **Perk Points** earned.
2. All Heroes start with an additional 10 Health.
3. All Heroes start with 5 bonus Momentum.

ENEMY DICE BREAKDOWN

