

Quickie Strategy: Counting Dice w/ PXG * Dice Anon

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Quickie

Strategy: Counting Dice w/ PXG

Written by **Nicholas Pham** on
December 21st, 2014
. **2 Comments**

While in a casual Google+ Hangout with Scott Hill and Freddy Ortiz, we talked a little about Professor X. Those of you who follow Diceanon know that we definitely give Professor X's Global (PXG) too much attention. Well we're doing one more strategy guide for everyone looking to enhance their game with

this Global.

The latter half of my first article was dedicated to how to use the ability well.

My Patch article includes a step by step example of openings that help kickstart your PXG Ramp.

Mathew and Shawn collaborated on the timing nuances involved with using and countering PXG.

I wanted to add on just a little bit more. For readability's sake, I'll make this into a Top 3 List of

numbers to be aware of while managing your usage of PXG. The following article concentrates entirely on using PXG to prep 2 dice as much as possible. Obviously, there will be times when you use PXG to prep one die at a time.

1. The Optimal Number of Sidekick Dice in the Used Pile

**[Optimal # of SK in Used] = [# of
SK Masks for PXG] + 1**

Remembering this will allow you to

figure out exactly how many sidekicks you should try to swing into your opponent with in order to maximize your ramp. If you are safe to do so, you should always try and take sidekicks off your field in order to hit those optimal ramp numbers.

# of PXG Uses	# of SKs in Used
4	5
3	4
2	3
1	2

I added 4x PXG even though you can't actually do it with only sidekicks because I felt the minimum number of sidekicks you

can start with in used in order to prep all 8 sidekicks is useful.

2. Max Number of Sidekicks Fielded for Each Optimal PXG Use

# of PXG Uses	Max # of SK Fielded
4	0
3	2
2	4
1	6

Once again, this is very straight forward. You can only prep up to 8

sidekicks in a 2 player game.

However, if you do not have Mask energy characters, your Max # of SKs available is effectively reduced by 1 because the final sidekick used cannot target itself. It goes without saying, for 4x Optimal Uses, mask characters are needed. The practical max # of sidekicks you can field is reduced further by your bag limitations. You will take damage if you don't have enough sidekicks in your bag.

3. Using PXG on Turn 2 (and Beyond)

Without Burning Yourself

This one is kind of complicated. It assumes you used PXG once on turn 1, while buying a cheap character and plan to use it more than once on turn 2. Once again, my Patch article includes an example of this. On turn 2, the following are the relevant moves you can do without burning yourself:

PXG	Dice	# of SK
Uses	Purchases	Fielded
2	1	1-2
2	2	1-3

3	1	0
3	2	1

In general, you won't burn yourself if you use PXG less than twice.

Notice that if we intend to field the first couple characters we buy, the number of sidekicks we can keep fielded stays below the max seen in Table #2 for a long time. We need characters in the bag replacing the sidekicks to avoid taking burn damage. Keeping count of your dice goes a long way in this respect.

[# of SK to keep in Used Pile] = 4 – [Characters in Used Pile] – [Dice

in Bag] – [*Dice Left in Reserve*]

Pretty obvious stuff, but I find it faster to do this kind of math than simulating/dry running your PXG usage. I see the last bit neglected a lot when people try to do that.

Bonus: Taking the Burn

This isn't a part of the list because I can't make a table for it. It's very simple though. Every time you leave a sidekick in your Used Pile to avoid taking burn in the Clear and Draw phase, you are losing half the ramp



from PXG. After all, you get 1 Generic Energy when you don't have enough dice to draw. In AvX, there were a whole lot of

people using Silver Surfer. They paid 1 Energy and 2 Life to get one more energy for the next turn.

Under this context, it's a bit silly to not pay half an Energy and 1 Life to get one more energy the next turn. That one extra energy often saves you MUCH more than one life.

Basically, any situation in which you would use Silver Surfer is a situation you should be willing to use PXG to the point of burning yourself. Some teams' strength is directly related to how quickly they can field their core 6-cost character. Those teams need every bit of extra energy consistency that they can get. Essentially, you can just often ignore Table #3. It's up to you to decide if keeping that sidekick on the field will save you more than one life. If not, you may probably want to just add it to the roll to make sure you get the energy you want.

Closing

I hope that with this, we will have finally managed to completely cover PXG. Sorry to anyone who is tired of the subject, but this article was frankly a lot easier for me to pump out than the stuff I've been tinkering with in the pipeline. Till next time.

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Riptide says:

December 22, 2014 at 5:07 AM

Love the formulas. Any time you can write formulas I am a happy man.

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Nicholas Pham says:

December 22, 2014 at 1:18 PM

Heh, I personally just had a general sense of the tables correlated to the equations before writing this article from experience. I think the first equation is basic enough that I'll start thinking that way myself though.

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