

**Professor X, his Global (doin' the Thing), and his counter *
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Professor X, his Global (doin' the Thing), and his

counter

Written by **Mathew Tucker** on

December 12th, 2014

. 12 Comments

Over and over people ask us how to conquer the Global of Professor X in Uncanny X-Men. The first answer is in the form of a question: Why? The second answer – a bit delayed – is usually something no one wants to hear. So, Shawn and I worked through some points people might be missing. We hope it helps. We have co-authored this article to spread some light on this Global.



On Oct 22nd
(oops, I
mean Oct.
29th)
Wizkids
released a
card that
would
forever

change the state of the game. All
builds have changed. Characters
with 7 costs can be purchased on
turn 2 or 3. The mindset of keeping
your sidekicks on the table, has
changed, sidekicks are now better

off in your bag, or in the Used Pile. Whole turns are based around how many Masks get rolled. In some of the WKO drafts, (where only AVX Basic Action Cards were allowed, with UXM as the drafted set) whole games were played and won without purchasing a character. They would purchase only Power Bolts. Granted, the change to the Used Pile, adding in the “Transition Zone” can be part of the reason, but we now have a more clearly defined time as to when a turn ends.

I’m slightly confused why people don’t like this Global. I’ve heard

everything from “the shuffling of dice every turn is getting annoying,” to “I just want a better game.” What does the latter even mean? I understand the former... mostly.

The state of the game before the Prof. X Global (PXG)

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Maybe it's
been so long

we've all forgotten what it was like not to have any PXG around. Let me be the first to remind you of this past hell:

Let's see, Distraction, Beast, and a taunt from someone such as Mr. Fantastic. Oh wow, did we all just love these 50 minute games.

#sarcasm

There were all of two real ways to churn dice in AVX: Beast and the Johnny Storm/Quasar combo. The rest were just plain silly, or inefficient. Sure Silver Surfer did churn also, and was great at triggering Hulk, but we're talking about real churn, not killing one's self from said churn.

Prior to PXG, one would set up a Beast wall then force an opposing character to attack and block with all Beasts, distract the attacker back and churn an inordinate amount of dice. Twenty seven turns later, maybe someone won... Maybe time was called!

The Significance of PXG

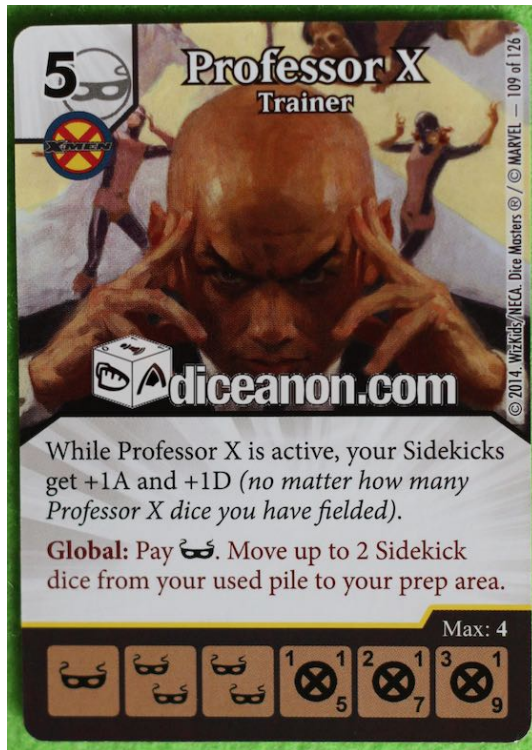
This is real churn. Yes, the “shuffling” of dice might be annoying. However, being able to have more than one 6+ cost card on

a team, and being able to purchase that card any given game is something only realized with PXG's consistency.

Maybe some aren't fully understanding how to utilize this Global. Here are some standard rules of thumb:



There is this one.



Then this one.



If you are cool, you might even have one of these.

What does the Global mean? What does it do?

Pay 1 Mask, move up to 2 Sidekick

dice to the Prep Area.

With the cost of 1 Mask, you can add 2 to the amount of dice you can add to your dice in the next turn. This is a basic 2 for 1, and sometimes even a 1 for 1. In extreme cases, this might even be a 1 for 0.

Mask = Shenanigans. The Mask is definitely the energy type for making crazy things happen. There are several abilities that a Mask can trigger, here are a few of the popular ones:

- The ability to move a blocker

out of the way

- Stop an attacker in his tracks
- Taunt a character to be forced to attack
- Turn a villain into energy
- and now with Xavier, move up to 2 sidekicks to the Prep Area 2

How does it work?

During a step where a Global can be used (or before that point) announce to the other player that you will be using a Global. Once the priority is yours (if applicable), pay 1 Mask energy to move up to 2 sidekick dice

from your used pile to your Prep Area. The Global can be repeated. However, according to the Rules addition from WizKids regarding the Transition Zone, there are a few stipulations when targeting dice in the Used Pile.

Helpful Advice.

- If you have another energy type from a sidekick die in your Reserve Pool, and you are able to use it, use it before using PGX.
 - e.g.: if you have a bolt and a Mask in your reserve

pool, and access to a Global that costs a bolt, use the Global, spending the bolt first. This gives you access to that sidekick die as an additional target for the PXG if needed.

- If your opponent is saving a ton of Masks to use PXG with, clearly announce that you are done with your Main Step. If your opponent does not use the Global, determine if it might be better off to not attack and force your opponent to waste their energy, rather than ramp up

to a larger energy pool on the following turn. This might look like a jerk move, but as long as you are clear in letting the opponent know you were done with your main step and your opponent did not use a Global, your opponent is the one attempting to bend the rules if they chooses to go back to your main step.

- If you do not declare an Attack Step and instead simply end your turn after declaring the end of your Main Step, then it is bypassed

completely and there is no opportunity for your opponent to use their dice for Globals at that point.

- If you have a non-sidekick die with Mask energy, and a sidekick die with Mask energy, always use the sidekick die first. This gives you an opportunity to get more targetable dice into the Used Pile to use for PXG.
- The Global can be used to move 0, 1, or 2 sidekick dice. If you have multiple Sidekick dice in the reserve, you can spend 1 of them to move “up

to 2 sidekicks”. With 0 sidekicks, this would seem like a waste, but if you can use your other Mask energy to move sidekicks, this could be important.

- e.g: I have no dice in the used but I have 3 sidekick dice rolled into Masks in the Reserve Pool. If I have nothing else to spend them on, I should use the first one to activate the PXG and move nothing, now my second and third Masks have targets and I guarantee two sidekick

dice in the Reserve Pool
on the next turn.

- You should be Ramping! I can hardly think of a time where it's better to spend the energy on something over saving 1-2 Sidekicks and paying for the Global.
 - It's simple math! I save one, I get two. Unless you're purchasing your win-condition, you should be ramping, not spending. Eventually your dice will fall right, and you'll get just what you wanted. Purchase then!

- If you're rolling with less than 6 dice *every turn*, you're doing it wrong. I consistently roll with 7-8 dice... if not 10 dice per turn. Every turn. Yes there are exceptions, but for general purposes, just keep rolling more dice!

When do you do it?

“So, I’m gonna do the thing”

Tell me we’ve all heard or said this! I watch Hangout games and I realized it wasn’t just us Americans saying this. When anyone uses the PXG

they seem to always say “I’m gonna do the thing,” or “aaaand, the thing.” It’s hilarious!

The Global can be used at any time a Global can be played. Keeping in mind used energy goes to transition on your turn, and there is no transition during an opponent’s turn, the opponent’s turn would be the ideal time to use the ability. There might be a reason other than that time to use it, but it definitely works best during the opponent’s turn. **This has created a false presumption of there being an “end of your turn” part of the**

turn. Let us be perfectly clear.

There is not! This is not Magic.

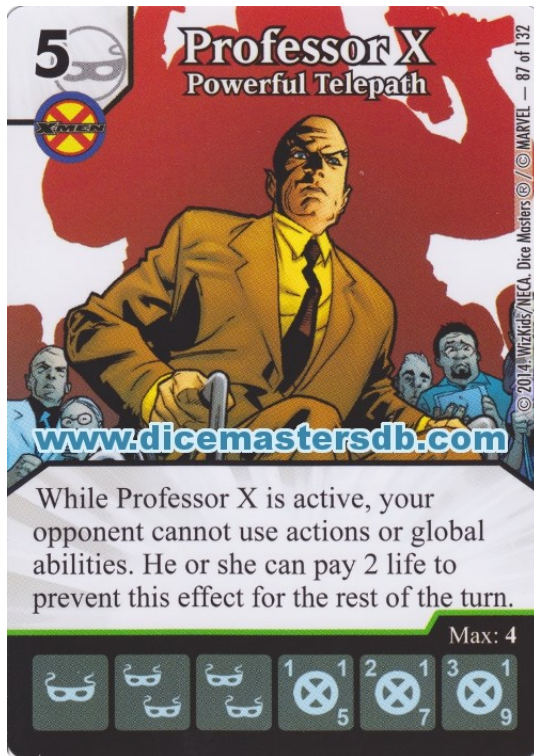
Those rules do not apply directly. Instead, this is done during the opponent's Main Step preferably, after the active player has finished all actions and passes precedence to the inactive player.

With that being said, both players have 2 parts of a turn that Globals can be used. The Main Step, and the Attack Step. If there is no Attack Step, there is no opportunity for the inactive player to use Globals. So, the inactive player should always

use this Global during the main step, unless there is certainty that the active player will attack. Once the active player announces the end of the main step, if an attack does not happen, the inactive player cannot go back and decide to use Globals after the fact. All is fair in love and war, **if the active player announces the end of the main step and the inactive player chooses to save energy for the Attack Step, and an attack does not happen, the energy is lost, Clear and Draw.**

How to counter PXG

1. Don't bring it! This seems simple enough, but if you don't want a Global available, see to it you don't bring that Global yourself.
2. Know how to use it better than your opponent. Utilizing some of the ideas above, do not let the opponent out-ramp you.
3. Bring the Global-slower-downer:



- - It's not perfect. This is known. However, once he is out, their Global either comes to a crashing stop, or they kill themselves paying two life every turn. Both options are good in my book!
4. Hope and pray they don't

have it...?

I wish there were solid Global counters, however, this early in the game's infancy, we just don't have it yet!

As for now, go play and enjoy that which is with us to stay!

May the rolls be forever in your favor,

Mathew~ (and Shawn)

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About Mathew Tucker

58 articles and counting.
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media:

I've played MtG for many

a decade. I love board games such as Risk, Axis and Allies, and Game of Thrones TBG. I used to be heavy into RPG's and the such on consoles and PC/Mac, but as time goes by and the family supersedes the gaming part of me, I stick to more casual games I can play in 15-20 minutes.

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Shawn says:

December 12, 2014 at 5:35 AM

We call using the PXG, the Professor
X shuffle

Reply



Mathew Tucker says:

December 13, 2014 at 1:08 AM

That's awesome! I love it. I've

heard it called a dance, but I like the shuffle!

Reply



JBWx says:

December 13, 2014 at 12:13 PM

Mathew, I completely agree. Multiple times I've reminded my opponents that technically they cannot perform the forgotten use of a global in either my Main Step or after Blockers are Assigned.

The interaction creates an assumption that other globals can be played at the end of the turn too. Which they cannot.

This single global has forced our play

group and others to state “ending my Main Step” to help our opponents know that their only chance to play the global may pass.

The same goes with the Attack Step. After Blockers are assigned we make sure that there are no other globals to be played.

Great Article. It seems that you have generated some responses and thoughts on this too. Good Stuff.

Reply



Mathew Tucker says:

December 14, 2014 at 1:33 AM

You've hit the nail on the head!

Reply



Riptide says:

December 14, 2014 at 8:06 AM

Another excellent article. It hits all the important aspects of how to use PXG. I also like the shuffle name.

I have a small dislike (not an outright hatred) of the global, just because it is so much more powerful than other abilities that your first question when building a deck isn't even if you should include it, but how you are going to abuse it. Now this is still an improvement over the old meta game (as yall noted above), but hopefully it will be alleviated somewhat in future sets.

Reply



Mortikal says:

January 7, 2015 at 7:21 AM

I can't seem to find it in the rules. I believe there is still an attack step even if I choose not to attack. So there would still be an opportunity to use globals. I could be wrong but would like to be pointed to the correct reference material.

Reply



Nicholas Pham says:

January 7, 2015 at 11:31 AM

Page 8 of the Uncanny X-Men

rulebook under *Declare Attackers.

You can send all, some, or none of your characters to attack. If you do not attack, your turn immediately ends (neither player can use Global Abilities in this case).

Reply



Kyle says:

January 26, 2015 at 10:34 AM

Hi guys, great article. I have a concern, though. Towards the bottom, your article says:

Keeping in mind used energy goes to transition on your turn, and there is no transition during

an opponent's turn, the opponent's turn would be the ideal time to use the ability.

But in the Rules addition from WizKids regarding the Transition Zone, on page 2, it talks about a player (Liz) who activates PXG on her opponent's turn.

She can move another 2 Sidekicks from her Used Pile to her Prep Area. She can't move the die she spent for the Global Ability. It isn't available as a target in her Used Pile when she activates the Global Ability, it's in transition.

According to this, doesn't that mean

transition WILL happen for you on both your turn AND your opponents turn?

Reply



Mathew Tucker says:

January 26, 2015 at 1:59 PM

Kyle, I'm so glad I want the only one that thought exactly that due to the wording they use, but no. It's essentially stating that you can not Target the same die you use to purchase.

<http://wizkidseventsystem.com/bb/viewtopic.php?f=10&t=1624>

Reply



Kyle says:

February 9, 2015 at 7:53 AM

Hey Matt, I was listening to Podcast #2 this morning and heard you bring up this question. Thanks very much for answering this. Your explanation makes sense. Seems like I was making it more confusing for myself, just as you mentioned.

Reply



Mathew Tucker says:

February 9, 2015 at 8:51 AM

Ha ha. It happens. This is kind of the definitive guide. Then you just play from there and see what your dice roll and how your

team stacks.

I will say this. I've found odd numbers to be nicer to my pxg ramp than even when it comes to ha factor purchase costs. 3 cost characters just work really well, where two sometimes leave a foul energy in my reserve.

Reply



Asher Day says:

February 23, 2015 at 11:09 AM

This PXG is awesome! Im just not sure I understand why dice purchased with it during opponents turn don't move to the used pile during my next "clear and draw" step. All other dice in the prep area are cleared at this point. What makes these an

exception to that rule for these die?

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