



Dice Masters, New Players, Strategy, Tutorials

# Dice Masters Basic Bullet Points: Controlling the Game

Written by  
Nicholas  
Pham  
May 15th,  
2015  
6  
Comments

To start things off, I'd like to point new players to this article from [Dicemastersrules.com](http://Dicemastersrules.com) which covers a lot of the details to keep in mind when attacking and defending. As the name of the article implies, this will be a bullet point guide. Some players haven't played very many games without PXG and the ability to do so becomes more and more important with each new set. Some of these tips still apply when playing with PXG will be integral to succeeding without it.

## Getting to the Points

- **If you need a big buy, plan it out.** The only truly reliable thing in this game is that you will mostly roll energy on sidekick dice. The first few turns is often the best time to go for a solid 4/5-cost buy of Sidekick energy consistency and because you can still afford to take a few hits.
- **Aggressively field Sidekicks at some point.** Without PXG, Sidekick dice are often dead weight and will reduce the quality of your turn. Fielding them and keeping them fielded will yield a fairly significant advantage over time. You only need a single wild energy to be able to make ideal purchases. Everything else can be rerolled in pursuit of a better character side.
- **Pay attention to Knock Out results.** KO's are often central to making big purchases without PXG. Pay attention to when your opponent wants to KO something on purpose to set up a big purchase on their following turn. The way the field changes is important to note as well. KO'd Sidekicks are not likely to come back. Character dice are likely to come back, but the value of KO'ing them depends on their fielding costs.
- **Learn when to take a hit.** Your life is a resource, it's theoretically expendable until it reaches zero. Leaving a character unblocked one turn can give you a substantial advantage in subsequent turns. This is especially true when dealing with characters that have a persistent effect, or attack every turn. Fielded Sidekicks provide the ongoing benefit of not clogging your bag, and that is often more valuable than saving health.
- **Watch the Used Piles.** It makes less sense to let a dangerous character damage you and go to the used pile if your opponent's

is going to be refilled immediately. Similarly, you want to plan your own attacks around when your bag refills. However, if your attack results in a bunch of Sidekicks in your used pile, it can be a bit counterproductive.

- **Check life points regularly!** Many teams require major adjustments from one game to the next and can be completely different based on how much damage each player is taking. If you're not keeping track of life, you're not going to be adjusting properly and can miss a chance for lethal damage.

## Closing

I would say these tips are part of the core of Dice Masters strategy. There are many cards like PXG that are so powerful they warp or completely change certain aspects of this core. In limited formats like Rainbow Draft however there are fewer game warping abilities. In this setting, strong mastery of Dice Masters' core gameplay becomes very important. Of course, make sure you don't disregard good team-building!

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**Archivist** says:

May 15, 2015 at 1:11 PM

Good points Nick. I would also add that you take a minute or two before the start of the match to examine your opponent's team. Not only what globals are available, but also look for the commonly used combos – there is a reason your opponent put such cards on their team – and if they have any unusual (i.e. not frequently seen) Basic Act Cards; Horn of the Unicorn comes to mind... Along with this, if you are using Constantine – Hellbrazier, take a mental note of how many dice are on your opponent's main character cards (the ones on their team not used as a placeholder just for the use of a global). You may need that info at a critical point in the game when you are using Constantine's ability. On one occasion, I focused on dice color and mixed up Wolverine and Marvel Girl and made a mis-call (my opponent had Wolverine in the bag when I thought it was MG): took some unnecessary damage and turned the game around because of my inattention to the details).

**Reply**



**Nicholas Pham** says:

May 16, 2015 at 1:18 AM

What a terrific point! Noting your opponent's characters is a huge deal.

I've seen people neglect Blue Beetle against all Villain teams and I've seen people forget to diversify their purchases against Joker. Getting a good look at your opponent's team is definitely vital to doing well.

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**Reply**



**KenMasterP** says:

May 15, 2015 at 10:08 PM

That last tip.. Never miss lethal!.. I can still feel the sting... lol

**Reply**



**Mathew Tucker** says:

May 15, 2015 at 11:37 PM

That's honestly an article in and of itself. So often we see people miss lethal, then the next turn. Sad day.

**Reply**



**Josh** says:

May 21, 2015 at 1:56 PM

Ugh... I played a few weeks ago in a "worst team ever" format. Each of us brought characters, 20 dice, and 2 basic actions that were intended to be dysfunctional. I then drew teams and played with someone else's build. I missed a lethal strike opportunity and died the next turn. I misread an ability on a card not realizing it gave itself the +1A bonus and thought I was one point short of a knockout. Not wanting to leave myself wide open for his turn, I held a couple of attackers back then proceeded to make the perfect rolls. Oh well. The abnormal assortment of powers threw my game a bit I suppose, but it was a fun format to change things up.

I've enjoyed the WizKids "Can You Solve It?" series. It certainly challenges you

think outside of the normal meta patterns to find opportunities to extend your gameplay knowledge.

**Reply**



**Nicholas Pham** says:

May 16, 2015 at 1:19 AM

It's last on the list because I added it after that night haha. I still feel a little bit about that one.

**Reply**



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