

The Attack Step and Passing Priority Proficiently - Timing Conflicts Pt. 2 • Dice Anon



Dice Masters, Game Play Steps, Rules,
Strategy, Tutorials

The Attack Step and Passing Priority Proficiently –

Timing Conflicts

Pt. 2

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While there are not a lot of differences in the Main Step and Attack Steps' passing of priorities, the biggest is the fact that damage is waiting to be dealt. This leads to a different set of decision making. We are no longer trying to determine if we need to use another PXG, Relentless Global, or Force Attack Global (taunt), we're either trying to get damage in, or keep it away. Let's discuss how this should be played out.

I'd like to point out that both of these articles have Nick's hand in the examples as his imagination is oddly active when it comes to Marvel Dice Masters. If you haven't played him on Google Hangouts, you will benefit yourself doing so!

First off, if you haven't read the [Part 1](#) to this two part series, please familiarize yourself with it.

Timing Conflicts

The rules regarding timing conflicts are absolutely the same. Here is that

breakdown once more:

- The **active player** takes as few or as many and all actions they want.
- The **active player** must then pass priority to the **inactive player**.
- The **inactive player** can “either perform **an** action or [pass]” (singular).
- If the **inactive player** performed an action, return to number 1,
- If the **inactive player** passed, then the **active player** can either choose to return to

step 1, or pass themselves. If the **active player** passes, then the Main Step is over.

Numbers 1-4 are repeated as many times as necessary until #5 is actually performed.

This complicates things a bit more in the Attack Step if we are unfamiliar with the nature of this Step vs the Main Step.

FAQ's

Let's get a few common mistakes/questions cleared up

before we begin the examples:

1. When can I play Actions and/or Globals in the Attack Step?
 - Only after attackers are declared, and blockers are assigned.

This isn't entirely like the Main Step where we can do different things in different order. This is strict in the sense that the numbering system of timing conflicts above only comes into play *after*

the attackers are declared
and blockers are assigned
phases of this Step.

2. Can I use the [Distraction](#)
Global after blockers are
assigned?

- Yes. The very nature of
Distraction's Global is to
push attackers out of the
Attack Zone and back into
the Field Zone.

3. Can I use a force attack /
taunt Global like on [Mr.](#)
[Fantastic](#) or [Phoenix](#) after
blockers are assigned? e.g. My
opponent plays a Distraction
Global and I want to push my

character back into the Field Zone.

- Directly from the [latest FAQ](#):
- “Players can activate “target character must attack” effects during the Attack Step, but since attackers have already been assigned (during the Assign Attackers phase of the Attack Step) *the opportunity for those characters to attack has already passed* and the net result would be

paying for an effect,
choosing a target, and the
effect of the Global Ability
would do nothing.”

- In short, spend all the energy you want on that, it’s not going to change the fact that it’s too late to actually force the attack that already occurred.

4. Can I use the [Relentless Global](#) after blockers are assigned?

- This ruling should inevitably be the same as the taunt ruling above.

The attackers have already been declared and blockers already assigned. It's in the past. Sorry, you can't change the past. *The blocker already blocked, so they can't not block.* Yes, it's a double negative.

Real Life Gameplay

The most important thing to remember is to *always gather as much information as you can!* This applies as much to the first article as much as it does to this one. When

you are the active player, you have full control of when the phase ends. Try and force your opponent to do the things they deem necessary, before you use your energy to squeeze out extra damage.

If you know there will be an attack, try not to use global abilities in the Main Step. This habit makes a world of difference. You want to manipulate both the Main Step and the Attack Step in a way that forces your opponent to do something they don't want to. Always try and keep in mind what you will need for both your Attack Step ***and*** your

opponent's turn. If that means keeping 5 masks in your reserve pool, so be it.

Example A:

Your opponent is at 2 life and you are attacking with two sidekicks. Your opponent has no blockers. They have one Mask for Distraction and you have a Wild for an attack buff from a Global such as Enrage or Invulnerability. Since you win if your opponent does nothing, you are not obligated to buff a sidekick before they choose their Distraction Global target. You can simply pass

priority without buffing anything and the opponent has no way of keeping you from killing them as even if they Distract one, the other can be buffed for one, dealing the killing blow.

Example B:

Your opponent is at 4 life and you are attacking with three sidekicks. Your opponent does not declare any blockers. They have one Mask for Distraction and you have two Bolts for attack buffs. Obviously, you wouldn't want to throw both buffs onto a single character, but you

should pass priority to your opponent to make sure they don't jump the gun. In the end, if your opponent plays correctly, there is no way for you to translate both Bolts into lethal damage. They would just pass priority back to you and if you decide to buff your sidekicks, you are forced to pass priority back to them and allow them to distract one of your buffed sidekicks. No matter what, you are going to be dealing only 3 damage. Depending on the situation, you should not have declared an attack at all.

Transfer Power:

When using Transfer Power, the player with the most Shields wins the tug of war. By tournament rules, effects are resolved before priority is passed. When both players are tied for the number of Shields available, the player who uses it first loses. This is Transfer Power's defender's advantage. The defender can't translate Transfer Power into damage to the opponent's life very well, and is rarely the first one to use it. The attacker's advantage is that they get to know exactly how many Shields to save and reroll for in order to win the tug of war. The attacker's advantage generally

trumps the defender's advantage in practice. Each energy the defender saves is an investment. If they don't invest enough, the attacker can easily overcome them. If they invest too much, the attacker can simply spend their Shields and wait for a more opportune time to attack.

Conclusion

As we come to a close with this two part Priority Passing migraine induced article, we hope we've helped fill your mind with knowledge. This will be the start of many new tutorial articles. We're

here to help you get better. If you notice we're missing a blatant part of what's going on above, mail us! mathew at diceanon dot com. If it's something small, add it to the comments and we'll add it right in.

If you're looking for a great article regarding the Attack Step and resolving damage, head over to [DiceMastersRules](#). Jeff goes into big detail regarding the phases in the Attack Step.

Until next time, may the rolls be forever in your favor,

Mathew~

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About Mathew Tucker

58 articles and counting.
Follow Mathew on social
media:

I've played MtG for many a decade. I love board games such as Risk, Axis and Allies, and Game of Thrones TCG. 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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Post:

**Diceanon,
the New
Year, and the
Dice Masters
Community**

**Welcome to
the Dice
Anon
Community**

11 comments:



Kris says:

January 1, 2015 at 12:35 PM

So, I'm the inactive player. The active player skipped taking an action to see what I will do. I pass, knowing that this is the active player's last chance to activate something. He does. I get

to react. In a sense, doesn't this mean that if the active player wants to take an action, he will only ever be able to do so in a way that will give the inactive player a chance to counter?

Reply



Mathew Tucker says:

January 1, 2015 at 2:57 PM

Certainly, but in some scenarios they may just allow for the actions to end. It may better them, if nothing else, to force you to lose the opportunity to use your unspent energy and they still keep theirs for your turn. Obviously it's a case by case basis. We just want you

aware of what you can do, and when! Great comment and perspective by the way.

Reply



JBWx says:

January 2, 2015 at 1:48 PM

That's how I understand it to be Kris. In our local group we are almost strict about the inactive player doing only one thing just to teach (through repetition) the benefit.

Like Mathew says, the active player gets some benefit too. Good stuff.

Reply



JBWx says:

January 2, 2015 at 1:16 PM

Another slam dunk Matt! I agree on the Relentless rules consistency too and am glad you mentioned it here. Thanks for the link to the parallel article. Your article link is buried a few times in ours as well.

Reply



James says:

January 2, 2015 at 3:36 PM

These two articles have changed EVERYTHING. My mind has been blown. I will be looking at how I play, and using globals so much more. Distraction will be my go-to global to

tackle Spiderman – Webslinger.

Reply



Mathew Tucker says:

January 5, 2015 at 7:46 AM

James, really glad to hear it! I had to really tri and write them in a simplified manner, but keep the technicality of it. Really glad you enjoyed them!

Reply



Disrupt19 says:

January 3, 2015 at 10:46 AM

Great set of articles. Thank you for

giving us a better understanding of this cool game.

Reply



Mathew Tucker says:

January 5, 2015 at 7:44 AM

Happy to help. It was definitely necessary

Reply



Calious says:

July 11, 2015 at 7:17 AM

I've got a question.

Magic missile and polymorph are

available for globals.

I'm the active player, I've got two black widows(2-1 and 2-2) in the field and a mask left open. I pass priority to my opponent, to use a global. He elects to use the magic missile global to kill the 2-1 black widow. Could I use the polymorph global to spin down the level 2, to bring the level 1 up so it survives?

I'm guessing no, as it's the opponents first action, and polymorph is not a prevention/redirect, and I do not have priority. Or does this fall under the rulebooks "if two players want to do actions at the same time. The active player gets priority" bit.

Reply



Goodead says:

July 16, 2015 at 7:25 PM

Hello Mathew~

I'm huge fan of dice anon.

And I want ask you a question about

Using global abilities.

Yeah you wrote already about global timing but it's little bit different question.

In the rule book 21~ 22page of any series there is notice about Using global abilities.

'During the Main Step, the active player can use a Global Ability as one of the actions available. The other

player can also initiate a Global Ability (that is, use one that is not a reaction to something else happening) after each action that the active player uses during the Main Step (purchase, field, etc.).’

Focused on last sentence.

‘after each action that the active player uses during the Main Step (purchase, field, etc.).’

Does it means

If I(active player) purchase one of my black widow. But my turn is not over yet. And Inactive player gets opportunity for using a global. And after his/her global I do other action and Inactive player gets another opportunity again?

I'm not good at english so sorry about that but I really curious about it so much. That's why I asking you now~
thanx for reading and hope reply as soon as possilble~

Reply



Paul K says:

July 17, 2015 at 11:07 AM

@Goodead:

I'm not Matt, but the section you quoted is more for "casual play". If you read the section on "Tournament Play" it is a little different (and this is the way most people play).

The active player **ALWAYS** has

priority. They get to do whatever they want (from 1 to all possible actions), and only pass priority when they want to. The inactive player then gets to basically do one thing before priority goes back to the active player (to do, again, from 1 to all possible actions). Realistically, the inactive player can and will do as many actions as they want, but as soon as the Active Player wants to interrupt and do something, they automatically get to do it (again, priority). Only once the Inactive Player is done with everything, and the Active Player is done with everything, is the step over.

Reply

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