

# DICE THRONE 1v1 SIMPLE SOLO

v2.5

## Mod objectives:

1. Remove as much player bias as possible when playing the AI
2. Keep modifications to the standard rules to a minimum
3. Any modified rules must be as simple as possible

**SINGLE ENCOUNTER:** Sinister Thoughts...Defeat and release an ensnared hero from Mr. Sinister's mind control.

**CAMPAIGN:** Eldritch Echo...Free 6 heroes that Loki has under mind control and then defeat Loki to win.

## SINISTER THOUGHTS

Mr. Sinister has stolen advanced alien technology that greatly enhances his psychic and psionic abilities. He is now able to use mind control on anyone he wishes!

Mr. Sinister has taken over one of earth's most powerful heroes and is using them to commit atrocities across the globe as part of his plan for world domination.

You have the unfortunate task of needing to stop this hero to thwart Mr. Sinister's evil plan.





# GAME SET UP

- Assign each offensive ability a number starting with #1. Start numbering Top to Bottom, Left to Right, starting with the left hand player board panel.
- If there are multiple options on an ability (indicated by a distinct border separation, then number each option, top to bottom.
- If an ability is upgraded and now has more options, re-number all abilities using the steps above.
- Do not number the Passive or Defensive abilities.

If it's helpful for keeping track of which number is assigned then use additional dice and place them on each ability with the assigned number.

Example...



<p> <b>Player</b></p> <p>Play your turn using standard rules.</p> <ul style="list-style-type: none"> <li>★ 👉 You always go first.</li> <li>★ ❤️ Health starts at 50</li> </ul>	<p> <b>Opponent AI</b></p> <ul style="list-style-type: none"> <li>★ ❤️ Health starts at 60</li> </ul>
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## AI TURN ORDER

### UPKEEP & INCOME PHASE

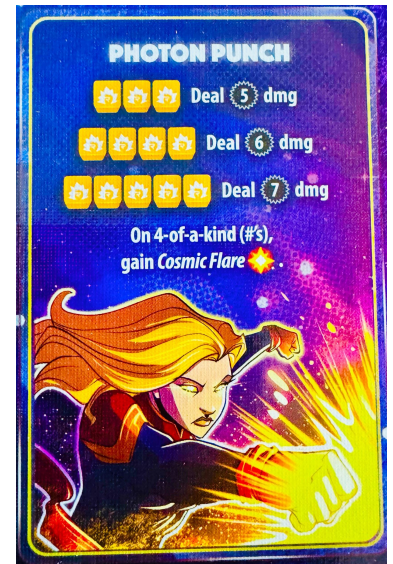
Normal rules. AI takes advantage of every upkeep option possible.

### MAIN PHASE

- ★ Play every upgrade card possible.
- ★ Play all other cards possible except cards that modify dice. Use normal hero dice if the played card calls for a dice roll result.

### OFFENSIVE PHASE

- ★ Roll one 12 sided dice once.
- ★ Execute the hero's ability that matches the result number.
  - If an ability has multiple results listed within the ability (ie 3, 4 or 5 of a kind) choose the result that deals the most damage. For example...*Captain Marvel's Photon Punch* deals 7 damage →
  - Any additional damage and effects from an Offensive Ability that could only be met from roll attempts are always considered met. Ie...*Cosmic Flare* would also be gained. →
- ★ If roll result is a number with no ability assigned it is a failed roll.
- ★ If the roll result is a fail and the AI has 8 abilities or less the AI rolls a second Offense Roll.
- ★ If the second roll also fails then the AI has failed to execute a successful attack.



Dice modifier cards are not used.

### DEFENSIVE PHASE

- ★ AI does a normal Defense roll using their hero dice. If multiple Defence abilities then choose the one that has the potential to do the most damage prevention.
- ★ Passive abilities are triggered and executed whenever possible.
- ★ Any defense cards that can be played should be played using the hero's dice.

### MAIN PHASE2

Sell all cards that modify dice.

### DISCARD PHASE

Play normally.

★ **Golden Rule:**  
When in doubt or faced with multiple options choose the one that would be hardest on your hero.