

THE DICE MASTERS ESSENTIALS

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List of suggested staples, by ccm00007, (August 2020)

Please note that the following is my opinion, and that it's also very much in flux; for example, a month before I created this document, no one would've run OP Lois Lane. Now, she's part of a popular Jimmy Olsen/Superman team. So just keep in mind that down the line, it may be necessary to update the list as the meta evolves.

Also, when I say that, say, 3 dice are needed for two different versions of the same character from the same set, I'm not telling you to buy 3 copies of each version. I'm just saying, "if you want to use this version, I suggest you get 3 dice, total". You can just buy 1 copy of the common, uncommon and rare version and you'll be set (if you buy from TrollIntoad, they sell the card and die together).

Finally, this is not meant as a list of every single card that's playable. This is meant as a starting point, a list to build from. As you learn and experiment, you'll surely find many cards outside of this list that are great to use too.

Sets are listed in reverse chronological order; this will make it easier when adding a cutoff to say which sets are legal for a given format. When viewing this in Google Docs, you can also click on one of the links to the side to jump to that section.

Avengers: Infinity Gauntlet

Name	# of dice	Tags	Comments
Anger Issues: Basic Action Card	---	#globals #buff #overcrush	Reprint from Justice League, with an identical action also found in TMNT: Heroes in a Half-Shell ("Haymaker")
Big Entrance: Basic Action Card	---	#discount #setup	Reprint from War of Light, The Mighty Thor and the Avengers Infinity Campaign Box. Not on this list for its use in Modern Age (used as a tool in some Golden Age teams, e.g. Guy Rush)
Investigation: Basic Action Card	---	#ramp #churn	Reprint from the Justice Campaign Box and The Mighty Thor
Nefarious Broadcast: Basic Action Card	---	#globalhate	Reprint from TMNT: Heroes in a Half-Shell
Power Surge: Basic Action Card	---	#globals #buff #overcrush	
True Believer: Basic Action Card	--	#globals #buff #protection	Reprint from Amazing Spider-Man, with an identical action found in The Mighty Thor ("Odin's Fury")
Villainous Pact: Basic Action Card	---	#globals #ramp #churn #antiblockers	Reprint from Justice League, an OP kit and The Mighty Thor

Angela: Asgardian of the Galaxy	2 to 3	#damagebuff #directdamage	
Angela: Odinsdottir	2 to 3	#shutdown	
Black Dwarf: Giant Axe	1 to 2	#globals #buff #overcrush #consistency #bruiser	
Black Dwarf: Powerhouse	2 to 3	#buff #bruiser	
Black Widow: Widow's Hunt	4	#removal #spin	
Bullseye: Impostor Hawkeye	1	#globals #buff	
Doctor Strange: Time Gen	2 to 3	#globals #removal #ramp #churn #bruiser	Watch out for those fielding costs!
Doctor Strange: Celebrated Neurosurgeon	2 to 3	#globals #removal #bruiser	
Drax: The Pacifist	2 to 3	#globals #stop #buff	
Ebony Maw: Supernatural Persuasion	# to 2	#globals #removal #affiliation #discoun	If you do not have him and want the global, you can also use Hela: Asgardian from the same set. But if you have both, Ebony Maw is generally better.
Hela: Vengeful	1	#globals #ramp #churn #removal	Note: this global only gets sidekicks, but is not once per turn. Great for bag control.

Hulk: Hunter Green	1 to 3	#globals #buff #bruiser	All versions have the global, which is the main reason to use this. The uncommon, rare and super rare all have useful abilities. I prefer this one due to the combination of Call Out with these stats, but it'll come down to personal preference.
Iron Lad: Becoming Kang	1	#globals #ramp #churn #removal	All versions have the global, which is the main reason to use this. I find this one's ability text to be marginally more useful.
Kang: Peerless General	2 to 3	#globals #antiblockers #reduction	Both the uncommon and rare have the global, which is the main reason to use this. But this is by far the better version.
Moon Knight: One-Man Avenger	1	#affiliation #extra	
Nebula: Space Pirate	2 to 3	#directdamage #spin	
Pip the Troll: Contagious Debauchery	2 to 3	#removal	
Pip the Troll: Prince Gofern	2 to 3	#tax	
She-Hulk: Greeny	2	#setup	
Spider-Man: Public Menace	3	#removal	

Spider-Man: Superior Team-Up	3 to 4	#affiliation #cheapaggro	
The Collector: Stolen Cosmic Cube	1 to 2	#globals #sidekicks #setup	The rare is the best version if you want Awaken shenanigans, but if you don't have dice spinning shenanigans in your team and you just want the global, this version is more versatile.
The Collector: Driven by Purpose	2 to 3	#globals #spin #setup #sidekicks	
The Spot: Phase Shift	3 to 4	#antiblockers	
Thor: Jormungand's Fear	2	#globals #removal #directdamage #discount #actionlove #bruiser	All versions have the global if that's what you want. But this is without a doubt the best version, as he's a win condition on his own on top of the global.
Tombstone: Witness Intimidation	2 to 3	#removal #stop	Watch out for those fielding costs!
Turk Barrett: Mind Gem	3	#removal	
Typhoid Mary: Red Rubber Boots	2 to 3	#blanking #shutdown	
Wong: Second-Rate Jarvis	4	#removal #cheapaggro	

WWE Campaign Box

Name	# of dice	Tags	Comments
Asuka: The Empress of Tomorrow	3	#discount #cheapaggro	
Becky Lynch: Maiden Ireland	3 to 4	#bruiser #overcrush #setup #ramp #globals #removal	So wait...Wind Rider's effect (with a bit less damage), giant stats, Overcrush, AND a relevant global? Who approved this???
Becky Lynch: Straight Fire	3 to 4	#bruiser #overcrush #setup #ramp #globals	No 4-cost should have those stats AND Overcrush. This is nuts.
Bobby Heenan: The Brain	3 to 4	#antiblockers	
Bobby Heenan: The Weasel	3 to 4	#directdamage #tax	
Eddie Guerrero: I Steal	3 to 4	#globalhate	
John Cena: The Cenation Leader	2 to 3	#removal #bruiser #shutdown	Sorry for not adding him earlier; I couldn't see him.
Mankind: The Hardcore Legend	2 to 3	#ramp #judo	
Ric Flair: The Nature Boy	2 to 3	#removal	
Ric Flair: WOOOOOOOOO!	1	#globals #buff	
Sasha Banks: The Bank Statement	3 to 4	#directdamage #ramp #churn	
Triple H: The Cerebral Assassin	2	#stop	

Jerry Lawler, Ringside Announcer: Basic Action Card	--	#damagebuff #globals	Overcrush, anyone?
Booker T, Ringside Announcer: Basic Action Card	--	#antiblockers #globals	The global's great, but the action is also game-ending in the right context.
Paige, Manager: Basic Action Card	--	#discount	A guaranteed Limited Wish that puts the die in bag? Yes please!
Walk With Elias: Basic Action Card	--	#ramp #globals	

Tag Teams Team Pack

Name	# of dice	Tags	Comments
Big E: Powerlifter's Physique	2 to 3	#reduction	Expect this guy to be everywhere.
Kevin Nash: nWo Founder	2	#globals #protection #antiblockers	The character's a good Iceman-style backup plan, but the global is the star, as it can counter "force block" effects.
Scott Hall: nWo Founder	1	#globals #removal	
Seth Rollins: Money in the Bank Legend	2 to 3	#removal	Use with The Collector: Taneleer Tivan for best results.

Bitter Rivals Team Pack

Name	# of dice	Tags	Comments
Kane: Controlling Hellfire	2	#actionlove #removal	
Lita: Fan Favorite	2	#sidekicks #consistency	
Trish Stratus: The Greatest Ever	2	#protection #reduction #globals	While the global is the main attraction, this is the best version of the character, and could have potential.
The Rock: Attitude Era Icon	2	#globals #discount #bruiser #overcrush	

The Zhentarim Team Pack

Name	# of dice	Tags	Comments
Istrid Horn: Mind For Money	3 to 4	#tax	
Istrid Horn: Moneylender	3 to 4	#globalhate	
Manshoon: Clone Wizard	2	#actionlove #removal	You can easily combine this with Seething Corruption for mass removal.
Manshoon: Rekindling the Zhentarim	2	#removal	

Adventures In Waterdeep Team Pack

Name	# of dice	Tags	Comments
Black Viper: Notorious Bandit	2 to 3	#directdamage	
Yawning Portal: Comfortable Inn	2 to 3	#discount #setup	

Trouble In Waterdeep Campaign Box

Name	# of dice	Tags	Comments
Gazer: Evil Familiar	3 to 4	#removal	
Grell: Skulking Aberration	3 to 4	#directdamage	
Grell: Blind Ambusher	3 to 4	#removal	
Grell: Xanathar Guild Bodyguard	3 to 4	#ramp #churn	Use with the uncommon Absorbing Man for best results.
Intellect Devourer: Brain Eating Monster	1	#consistency #globals	
Joppa: Zen	3	#reduction #antiattack	
Kuo-toa: Whip of Blibdoolpoolp	3 to 4	#ramp #antiblockers #actionlove	
Nihiloor: Plotting	1	#globals #selfKO	
The God Catcher: Famous Walking Statue	3 to 4	#bruiser	
The God Catcher: Mighty Construct	3 to 4	#bruiser #antiattack	

The Great Drunkard: Built For Defense	3 to 4	#bruiser	
Tyrl: Sword For Hire	2 to 3	#reduction	Added as a potential counter to Becky/Iceman/God Catcher, etc.
Volo: Guide Writer	3 to 4	#actionlove #removal #directdamage	
Xanathar: Paranoid Tyrant	2 to 3	#ramp #globals #discount	
Cloak of Elvenkind: Basic Action Card	---	#globals #antiblockers	
Shocking Grasp: Basic Action Card	---	#ramp #removal	Reprint from Faerun Under Siege.
Shield: Basic Action Card	---	#globals #protection #buff #globalhate #actionhate	
Wild Magic: Basic Action Card	---	#extra	Make things go Boom Boom with this. Not the best in the new Modern, but tons of fun outside of it.

X-men Forever Campaign Box

Name	# of dice	Tags	Comments
Blob: Big Talkin' Costumed Clown	2 to 3	#stop	
Emma Frost: Mental Mistress	2 to 3	#antiattack	

Hope Summers: Pluripotent Echopraxia	3 to 4	#affiliation #extra	Makes any X-men team better, period.
Iceman: Right on Schedule	2 to 3	#directdamage	
Jubilee: Jubilation Lee	3 to 5	#directdamage	
Jubilee: Olympic Gymnast	3 to 4	#directdamage	
Jubilee: Wondra	3	#directdamage #removal	
Professor X: To Me, My X-men	1	#ramp #globals	Either that version or "To The Astral Plane" works, but this version has a marginally better ability.
Rachel Summers: Prestige	2	#removal	Use with the Nihiloor global (and Hope Summers) for best results.
Invulnerability: Basic Action Card	---	#buff #globals	Reprinted from Avengers vs X-men.
Teamwork: Basic Action Card	---	#buff #affiliation	Reprint of an OP card.
Too Big To Fly: Basic Action Card	---	#globals #buff #removal	Reprint from World's Finest.

Uncanny X-Force Team Pack

Name	# of dice	Tags	Comments
Cable: Bodyslide	2 to 3	#directdamage	

Dani Moonstar: Empathic Illusion Casting	4	#removal #directdamage	
Deadpool: We're X-Force!	2 to 3	#overcrush #globals #removal	
Psylocke: Reforming X-Force	4	#setup #sidekicks	

Dark X-men Team Pack

Name	# of dice	Tags	Comments
Mimic: Flying, Blasting, Slashing	2 to 3	#removal	All of this text to say: I KO your stuff and either get to do it again next turn, or I become the character I just KO'd.
Polaris: Hail, Queen of Mutants	2	#globalhate #shutdown	
Sage: Psionic Firewall	2	#tax	Added at Ben Scott's request. After some consideration, I agree that it has more use in the new Modern. While it's countered by Yawning Portal, that card does not seem to be universally prevalent, so Sage still has some use.
Sage: Xavier's Mole	3	#churn #consistency	Use with Tabaxi Rogue for best results.
Thunderbird: Buffalo Soldier	2 to 3	#protection	Can be used with Hope Summers to create a perpetual KO engine.

Justice Campaign Box

Name	# of dice	Tags	Comments
Aquaman: Arthur Curry	3	#discount #affiliation	Reprint from Justice League
Bizarro: Less Than Perfect	1	#globals	
Clayface: Restless	2	#globals #consistency #bruiser	
Gorilla Grodd: You Can't Fight Me	2	#buff #bruiser #removal	
Green Lantern: Human	2	#affiliation #directdamage	
Hall of Doom: Headquarters	1 to 2	#setup #affiliation	
Martian Manhunter: Endless Abilities	2	#buff #overcrush #affiliation	
Parasite: Maxwell Jensen	3 to 4	#buff	
Parasite: Human Atomic Furnace	2 to 3	#judo #blanking	
Poison Ivy: Criminal Because of Love	2 to 3	#removal #selfKO #directdamage	
Scarecrow: Chose Poorly	3	#tax	
The Atom: Professor	2 to 3	#directdamage #spin	
The Riddler: Creature of Pure Pride	2	#directdamage #tax	

Betrayal: Basic Action Card	---	#directdamage	Reprint from Amazing Spider-man
Doom Lance: Basic Action Card	---	#removal #directdamage #antiblockers	
Energy Field: Basic Action Card	---	#globals #spin	Note: the global was errata'd to work like Mutation and Polymorph.
Excessive Force: Basic Action Card	---	#globals #buff	Functionally identical to "Excessive Ordinance" from the Warhammer campaign box.
Investigation: Basic Action Card	---	#ramp #churn	Reprint from The Mighty Thor
Ping: Basic Action Card	---	#directdamage #ramp	
Power Almighty: Basic Action Card	---	#ramp #spin	
Static Field: Basic Action Card	---	#globals #antiattack	Reprint from the Warhammer campaign box.

Doom Patrol Team Pack

Name	# of dice	Tags	Comments
Black Canary: Flower Shop Owner	2 to 3	#antiblockers	
Green Arrow: No Fancy Ring	2 to 3	#removal	

Mystics Team Pack

Name	# of dice	Tags	Comments
Atlantis: City and Stronghold	2 to 3	#ramp #sidekicks #setup	Useful both for the global (similar to S.T.A.R. Labs) and for the action (which is useful to purchase a big die quickly)
Atlantis: Wealthy Kingdom	3 to 4	#ramp #churn	
Phantom Stranger: Mysticism	2	#removal	
Yellow Lantern Ring: The Weaponer's Ring	3 to 4	#removal	
Zatanna: Master Magician's Daughter	2 to 3	#removal #directdamage #affiliation	

Warhammer 40k: WAAAGH!

Name	# of dice	Tags	Comments
Ork Nob: Big Choppa	3 to 4	#cheapaggro	
Stormboyz: Choppa Storm	1	#globals #removal	

Warhammer 40k: Space Wolves

Name	# of dice	Tags	Comments
Grey Hunter: Son of Russ	3 to 4	#removal	
Venerable Dreadnaught: Custodian of Knowledge	2	#removal	

Warhammer 40k: Battle For Ultramar

Name	# of dice	Tags	Comments
Foetid Bloat-Drone: Putrid Explosion	2	#removal	
Noxious Blightbringer: Tocsin of Misery	3	#directdamage	
Plague Marine: Vectors of Death and Disease	3 to 4	#buff #sidekicks #selfko	
Poxwalker: Curse of the Walking Pox	3 to 4	#1cost	
Poxwalker: Mindless	3 to 4	#ramp #antiblockers	
Excessive Ordinance: Basic Action Card	---	#buff #globals	Functionally identical to "Excessive Force" from the Justice Campaign Box.
Instant War: Basic Action Card	---	#sidekicks #churn	The card of a million shenanigans.
Seething Corruption: Basic Action Card	---	#removal	

Static Field: Basic Action Card	---	#globals #antiattack	Reprinted in the Justice Campaign Box
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Justice Like Lightning

Name	# of dice	Tags	Comments
Ant-Man: Petty Theft	3	#antiblockers	
Atlas: Purged of Pym Particles	1 to 2	#globals #ramp #churn #overcrush #bruiser	
Meteorite: Dr. Karla Sofen	2	#antiattack #buff	
Songbird: Melissa Gold	3	#removal	
Techno: Downloaded Consciousness	1	#globals #consistency #removal #directdamage #affiliation	

Kree Invasion

Name	# of dice	Tags	Comments
Kree Captain: Lost Purpose	3 to 4	#discount #globals #affiliation #cheapaggro	
Kree Soldier: Protecting the Seat of Hala	4	#ramp #directdamage	
Rocket Raccoon: For the Love of Battle	3 to 4	#cheapaggro	

Supreme Intelligence: Assimilated Hivemind	1	#setup #globals #ramp	Any version will do (they all have the global, which is all you will likely do with him).
Thanos: Prove Love For Lady Death	2	#bruiser #overcrush	

Avengers Infinity

Name	# of dice	Tags	Comments
Avengers ID Card: Making It Official	3 to 4	#buff #globals #affiliation	
Black Widow: The Widow's Bite	3 to 4	#globals #removal #buff #cheapaggro	
Doctor Strange: Never Have You Known His Like	2	#extra #actionlove	
Gamora: Power Gem	2 to 3	#antiblockers	
Star-Lord: Space Boy!	2 to 3	#ramp #affiliation	
Thor: Every Problem is a Nail	1	#globals #discount	
Wasp: Flitting About	3	#removal #directdamage #cheapaggro #actionlove	
Big Entrance: Basic Action Card	---	#discount #setup	Reprint from War of Light and The Mighty Thor.

Confront The Mighty: Basic Action Card	---	#removal	
Raised Shields: Basic Action Card	---	#globals #buff #overcrush	Identical to “Horn of the Unicorn” from the Yu-Gi-Oh! Set.
Under Surveillance: Basic Action Card	---	#globals #spin #antiblockers	Identical to “Stealth Ops” from War of Light.

Harley Quinn Team Pack

Name	# of dice	Tags	Comments
Batman: Strikes Terror Into Criminal Hearts	2	#bruiser #buff	
Batman: Plays Too Rough	2	#bruiser #affiliation #overcrush	
Poison Ivy: Red	2 to 3	#antiattack #affiliation	
Poison Ivy: Flower Child	2	#directdamage #affiliation	
Target Lock: Basic Action Card	---	#stop	
Thrown Brick: Basic Action Card	---	#removal #ramp	

MODERN CUTOFF

Only the sets above this line are legal in Modern (the main competitive format)
as of May 1, 2020.

The Mighty Thor

Name	# of dice	Tags	Comments
Archnemesis!: Basic Action Card	---	#globals #removal #buff	Reprint from Amazing Spider-man.
Big Entrance: Basic Action Card	---	#discount #setup	Also in War of Light and Avengers Infinity
Investigation: Basic Action Card	---	#ramp #churn	Later reprinted in the Justice Campaign Box
Odin's Fury: Basic Action Card	---	#buff #protection #globals	Functionally identical to "True Believer" from Amazing Spider-man.
Villainous Pact: Basic Action Card	---	#ramp #churn #antiblockers #globals	Reprint from an OP kit and from Justice League
Absorbing Man: Harold's Ice Cream	3	#extra	
Absorbing Man: Ol' Ball and Chain	2 to 3	#extra	
Billy Club: Tool of Justice	2 to 3	#removal #globals #consistency	
Crystal: Aerokinesis	3 to 4	#consistency #sidekicks	
Hela: Stealer of Souls	2	#buff	
Hela : Even in Death...	1	#globals #removal	
Hulk: Power of Attorney	2	#directdamage #bruiser #buff #globals	Note that all versions have the global, but the common is, by far, the strongest version

Jane Foster: For Goddess Shalt Thou Be!	3 to 4	#discount #sidekicks	
Jarlbjorn: And My Axe	2 to 3	#buff	
Jarlbjorn: Iron Bear	3	#buff #overcrush	
Kate Bishop: Hawkingbird	2	#antiattack #directdamage #globals	
Malekith: King of the Dark	2 to 3	#buff, #affiliation	
Mjolnir: If He Be Worthy	3 to 4	#removal #directdamage	
Mjolnir: Possess the Power of Thor	3	#globals #removal #consistency	
Mr. Fixit: Muscle for Hire	2 to 3	#bruiser	
Mr. Fixit: Smashing Style	2 to 3	#bruiser	
Nick Fury: Commanding the Commandos	3 to 4	#discount #affiliation	
SP//dr: Arachnid CPU	2	#actionhate #struggle #shutdown	
SP//dr: Mechanized	2	#affiliation #damagebuff	
Samantha Wilson: Project: Rebirth	2	#ramp #churn #protection #reduction #globals	Fun fact: ccm00007 originally thought the global didn't have competitive potential since it doesn't prevent enough damage. Less than 2 years later, he used it in his Top 2 build at Worlds.
Surtur: Bring Forth Ragnarök	2	#bruiser #removal	

The Bifrost: Bridge Between Realms	2 to 3	#consistency #globals #setup	
Wrecker: Demolition Man	1	#globals #removal #buff #antiblockers	
Wrecker: Enchanted Crowbar	2 to 3	#globalhate #shutdown	

Tomb of Annihilation

**Preliminary note: Since a card comes with 2 dice, I will recommend getting either 2 or 4 dice on all cards.*

Name	# of dice	Tags	Comments
Cone of Cold: Basic Action Card	---	#removal #buff #globals	Reprinted from Battle for Faerun and the Iron Man/War Machine Starter (see comments on the latter card)
Create Food and Water: Basic Action Card	---	#ramp #churn #globals	
Improvised Weapon: Basic Action Card	---	#ramp #buff #1cost	
Insect Plague: Basic Action Card	---	#antiblockers #churn #sidekicks #globals	
Magic Missile: Basic Action Card	---	#removal #selfKO #directdamage #globals	Also seen in Battle for Faerun, with a similar card, Unstable Canister, found in TMNT: Heroes in a Half-Shell
Acererak: The Eternal	1	#globals #consistency	
Amber Golem: Paragon Construct	4	#selfKO #lifegain #discount	
Batiri Battle Stack: Lesser Humanoid	4	#ramp #churn #cheapaggro	

Chwinga: Lesser Elemental	4	#ramp #1cost	
Chwinga: Paragon Elemental	4	#ramp #churn #buff	
Doppelganger: Lesser Monstrosity	4	#extra	
Doppelganger : Epic Monstrosity	3 to 4	#judo	
Elf Druid: Greater Order of the Gauntlet	2	#directdamage #removal #actionlove	
Gold Dragon: Paragon Dragon	2	#bruiser #directdamage #removal	
Green Devil Mask: Lesser Trap	2 to 3	#removal	
Human Outlander: Paragon Zhentarim	2 to 3	#directdamage #removal	
Kobold Trap: Lesser Trap	4	#discount #1cost	
Pseudodragon: Paragon Familiar	3 to 4	#damagebuff	
Queen Grabstab: Queen of a Mobile Village	2	#ramp	
Silver Dragon: Paragon Dragon	3 to 4	#bruiser #directdamage #removal #discount	
Skeleton Key: Lesser Undead	3 to 4	#actionhate	
Stone Golem: Lesser Construct	4	#selfKO #reduction #discount	
Tabaxi Rogue: Lesser Zhentarim	2 to 3	#directdamage #ramp #churn #globals	
Tomb Guardian: Paragon Construct	4	#selfKO #discount #globalhate	
Xandala Cimber: Destined for Greatness	2 to 3	#directdamage #removal #actionlove	

Yuan-ti Pureblood: Lesser Humanoid	4	#directdamage #removal #actionlove #antiblockers	
Yuan-ti Pureblood: Epic Humanoid	4	#directdamage #removal #actionlove	Friends don't let friends run SR Yuan-ti
Ring of Winter: Epic Magical Object	1	#discount #globals #setup	
Staff of the Forgotten One: Epic Magical Object	1	#removal #ramp	

X-men: First Class

Name	# of dice	Tags	Comments
Bishop: Butterfly Effect	2	#reduction #shutdown	
Blob: Nothing Moves the Blob!	2 to 3	#removal	
Blob: Appetite for Destruction	2 to 3	#stop	
Boom Boom: Time Bomb	2 to 4	#directdamage #removal #actionlove	
Boom Boom: Meltdown	3 to 4	#directdamage	
Danger Room: Housing Hidden Perils	3	#removal	
Danger Room: Flame-Throwers and Rotating Knives	2 to 4	#affiliation #removal #selfKO #globals	
Doop: Lights! Camera! Action!	2 to 3	#removal	
Jean Grey: Professor's Protégé	2	#stop #removal	
Jubilee: Life on the Streets	3 to 4	#removal #spin	

Jubilee: Mallrat	3 to 4	#removal #directdamage	
Mimic: Borrowed Talent	3	#ramp #extra #judo	
Mimic: Calvin Rankin	2 to 3	#judo #extra	
Morph: Change of Heart	2 to 3	#actionlove #extra	
Morph: The Comedy of Tragedy	2 to 3	#judo	
Professor X: No More, Magnus!	1	#globals #consistency #sidekicks	
Scarlet Witch: Careful What You Wish For	2 to 3	#actionhate #shutdown	
Storm: Morlock Champion	3	#removal #actionhate #spin	
Sunfire: Solar Flare	2 to 3	#protection #affiliation	
The Blackbird: Under the Radar	1	#globals #globalhate	
The Hellfire Club: Members Only	2 to 3	#removal	
Wolverine: Patch	2 to 3	#removal #bruiser	

Guardians of the Galaxy

Name	# of dice	Tags	Comments
Adam Warlock: The Being Known As Him	2	#extra	
Adam Warlock: Standing Watch Over Infinity	2 to 3	#removal	

Angela: Hunter of Demons	2 to 3	#directdamage #antiblockers	
Black Widow: Spider's Bite	2 to 3	#directdamage	
Captain America: Chemistry Project	2	#directdamage	
Cosmic Cube: Beyond Imagination	3 to 4	#discount	
Cosmic Cube: Energy of the Beyonders	3 to 4	#damagebuff #actionlove	So strong it was banned in Modern.
Cosmo, Space Dog: C.C.C.P. Comrade	3 to 4	#buff #affiliation	
Dum Dum Dugan: Hardened by War	4	#cheapaggro	
King Black Bolt: Ruler of Attilan	1	#directdamage	
Knowhere: History Shrouded in Mystery	3 to 4	#setup	
Madame Masque: Nefaria's Schemes	2 to 3	#shutdown	
Madame Web: The Great Web Unravels	2 to 3	#antiblockers	
Norman Osborn: Don't call me "Gobby"!	3 to 4	#directdamage #affiliation	
Nova Corps Uniform: One Mind, One Purpose	4	#buff	

Nova Corps Uniform: Stand For Something Greater	3 to 4	#protection	Hilarious way to shut down Iceman builds.
Quasar: The Cosmic Avenger	1	#consistency #globals	
Ricochet: Slinger	2 to 3	#directdamage #ramp	
Thanos: Throwing Down the Gauntlet	2 to 3	#shutdown #directdamage #bruiser	
The Collector: Taneleer Tivan	2 to 3	#judo #discount	
The Kyn: Intergalactic Prison	3 to 4	#tax	
The Spot: Portal Jumper	2 to 4	#ramp	
Yondu: Yaka Arrows	2 to 3	#directdamage	

Spiderman: Maximum Carnage Team Pack

Name	# of dice	Tags	Comments
Captain America: Squad Leader	2	#sidekicks #globals #buff	There is another version with the global ("How 'Bout a Hand, Son?"). Both are solid; which one you use comes down to personal preference.
Shriek: Sonic Beam	2 to 3	#blanking #shutdown	jourdo's favourite card for sure.
Shriek: Dark Empathy	2 to 3	#blanking #shutdown	

Spider-man: War of the Heart	2 to 3	#antiblockers #protection	Wall of the Text would be a more accurate name.
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Superman/Wonder Woman starter

Name	# of dice	Tags	Comments
Giganta: Standing Tall	2	#spin #globals #bruiser	
Jimmy Olsen: Signal Watch	2 to 4	#discount	
Wonder Woman: Child of Clay	2 to 3	#globalhate #protection	
Wonder Woman: Reflections	2 to 3	#shutdown	
Dimension Door: Basic Action Card	---	#antiblockers	Reprinted from Battle for Faerun. However, since it has no "alignment" (which are unique to D&D cards), it is not considered a functional reprint.
Misdirection: Basic Action Card	---	#ramp #setup	
Resurrection: Basic Action Card	---	#ramp #churn	Reprinted from Battle for Faerun. However, since it has no "alignment" (which are unique to D&D cards), it is not considered a functional reprint.
Team Up: Basic Action Card	---	#buff #affiliation	
The Outsider: Basic Action Card	---	#affiliation #buff #churn	Reprint of an OP card.

Defenders Team Pack

Doesn't really have any staples. It has fun cards, but nothing ever got used in the "meta".

Batman

Name	# of dice	Tags	Comments
Bat-Signal: Out of the Darkness	4	#buff #1cost	
Batman: Always Prepared	2 to 3	#removal #bruiser	
Commissioner Gordon: Good Cop	2 to 3	#discount #sidekicks	
Darkseid: Force of Entropy	2	#ramp #churn	
Dove: Dawn Granger	3	#globals	Is only on this list because of Hawk: Might Makes Right.
Firefly: Ted Carson	3 to 4	#directdamage	
Hawk: Might Makes Right	2	#directdamage #bruiser #buff #globals	
Harley Quinn: Tough Cookie	2 to 3	#directdamage #lifegain #affiliation	
Hawkgirl: Princess of Thanagar	3	#spin	
Huntress: No Rest for the Wicked	3	#removal	
Hush: Dr. Thomas Elliot	4	#selfKO #ramp	
Jervis Tetch: Mad Hatter	4	#judo #sidekicks	
Mister Miracle: Show Must Go On	3	#actionlove #ramp	

Owlman: I Own This City	2 to 3	#affiliation #buff	
Parademon: Strength in Numbers	2 to 3	#ramp #directdamage	
Ra's Al Ghul: Fighting Death Himself	1	#antiattack #affiliation	The common also has the global, but if you have to buy the character, this version's much better.
Red Hood: Jason Todd	3 to 4	#cheapaggro	
Rip Hunter: Through the Vanishing Point	2	#consistency	
The Riddler: Get a Clue	2	#actionlove #discount	
The Question: Vic Sage	4	#actionlove	

Iron Man & War Machine starter

Name	# of dice	Tags	Comments
War Machine: Rhodey	2 to 3	#directdamage	
Cone of Cold: Basic Action Card	---	#removal #buff #globals	Also found in Battle for Faerun and Tomb of Annihilation. However, since it has no "alignment" (which are unique to D&D cards), it is not considered a functional reprint.
One Against Many: Basic Action Card	---	#directdamage	
Smash!: Basic Action Card	---	#globals #antiattack #removal	Reprinted from AVX.

Upgrade - Proton Cannon: Basic Action Card	---	#buff #selfKO #overcrush	
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TMNT: Heroes in a Half-Shell

Name	# of dice	Tags	Comments
Haymaker: Basic Action Card	---	#buff #overcrush #globals	Previously printed in Justice League as "Anger Issues"
Momentum: Basic Action Card	---	#ramp #1cost	
Mutation: Basic Action Card	---	#removal #spin #setup #globals	Previously printed in Battle for Faerun as "Polymorph"
Nefarious Broadcast: Basic Action Card	---	#globalhate	
Splinter's Teachings: Basic Action Card	---	#judo #globals	Previously printed in Uncanny X-men as "Transfer Power"
Unstable Canister: Basic Action Card	---	#removal #directdamage #selfKO #globals	Previously printed in Battle for Faerun (and subsequently in Tomb of Annihilation) as "Magic Missile".

Doctor Strange Team Pack

Name	# of dice	Tags	Comments
Dormammu: Burning Ambition	2	#stop #shutdown	
Eye of Agamotto: Reside Within the Amulet	2 to 3	#buff #globals #setup	
Wong: Expert of Kamar-Taj	4	#cheapaggro #sidekicks	

Wong: Faithful Servant	3	#buff #sidekicks	
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Deadpool

Name	# of dice	Tags	Comments
Black Bolt: King of the Inhumans	2 to 3	#antiblockers	
Elektra: Way of the Stick	3 to 4	#globalhate #protection	
Flying Car: Fly-By	2 to 3	#directdamage	Honorable mention to the uncommon of this, which is really cool in the right build.
Hit-Monkey: He's a Hitman, Who's a Monkey	2 to 3	#directdamage	
Lady Deadpool: Earth-3010	2 to 3	#actionlove	
Lockjaw: Fiercely Loyal	2 to 3	#removal	
M.O.D.O.K.: Most Powerful Brain Alive	2	#tax	
Motorcycle: Vroom!	1	#antiattack #globals	
Multiple Man: Pile On!	6	#ramp	
Satchel of Unlimited Weaponry: Chimichanga	4	#directdamage #actionlove	Recommend using with the Riddler from the Batman set.
X-23: Blades of Rage	2 to 3	#bruiser	
Wolverine, Lord of Vampires: The X-Vampires Must Feed	1	#directdamage #lifegain	

Green Arrow and The Flash

Name	# of dice	Tags	Comments
Captain Cold's Cold Gun: "Frozen" Firearm	3	#blanking #removal #shutdown	The uncommon, "Beautifully Designed", is quite decent as well. The rare is better, but if you can't get it, get the uncommon.
Clayface: The Terror	1	#consistency #globals	
Cyborg: Technis Imperative	2	#consistency #globals #antiattack	
Doctor Light: Actual Doctor	3	#antiattack	
Gorilla Grodd: Brains and Brawn	2 to 3	#bruiser #antiblockers #consistency #globals	Note: Jarnbjorn: Celestial Destroyer (THOR) has the same global, but it has little to no gameplay use. If you have both, Grodd is simply better.
Gorilla Grodd: Force of Mind	2	#buff #bruiser #overcrush	
Hal Jordan: Green Lantern's Light	3 to 4	#cheapaggro	The easiest way to use King Shark: I'm a Shark!
Katana: Bushi	3 to 4	#setup	
King Shark: I'm a Shark!	2	#bruiser #overcrush	
Merlyn: League of Assassins	2 to 3	#consistency #globals #antiblockers	

Rip Hunter's Chalkboard: Only Zatara Can Reach the Point	1	#ramp #setup #globals	The common and rare both have the global, and neither action particularly sticks out, so I recommend the common, as it's cheaper.
S.T.A.R. Labs: Advanced Research	1	#sidekicks #ramp #globals	All versions have the global, which is the main reason to use this. I find this one's ability text to be marginally more useful.
Static: Virgil Hawkins	3	#removal	
The Atom: Sword of the Atom	2 to 3	#removal #spin	

TMNT

Name	# of dice	Tags	Comments
Casey Jones: Mutant Hunter	3	#antiblockers #affiliation	
Foot Ninja: Ninja Syndicate	3	#cheapaggro	
Enraged: Basic Action Card	---	#buff #overcrush	Functionally identical to "Thrown Car" (from AVX and an OP kit). Not to be confused with "Enrage" from Uncanny X-men.
Turtle Van: Basic Action Card	---	#antiattack	

Civil War

Starter:

Name	# of dice	Tags	Comments
She-Hulk: Sensational	2 to 3	#bruiser #overcrush #lifegain	
Wasp: Fashionista	1	#globals #antiblockers	
Superhero Registration Act: Basic Action Card	---	#ramp #churn	
The Front Line: Basic Action Card	---	#buff #globals #tax	

Boosters:

Name	# of dice	Tags	Comments
Baron Zemo: Evil Leadership	3 to 4	#antiblockers	
Black Widow: Mistress of Pain	2 to 3	#antiattack	
Goliath: Giant Genius	2	#globals #buff #bruiser #overcrush	All versions have the global; this version's ability is marginally better.
Luke Cage: Knuckle Up!	1	#globals #directdamage	All versions have the global; this version's ability is marginally better.

Namorita: Aquatic Beauty	3	#removal	
Pym Particles: Grow	3 to 4	#buff #overcrush	
Rocket Raccoon: Not a Raccoon	4	#directdamage #cheapaggro	
Ronin: Between Employers	3	#protection #reduction	
Ronin: Lone Warrior	3	#protection #reduction	If you have “Between Employers”, use that version instead. If you can't find it, this will almost always be just as good outside of specific situations (e.g. Breath Weapon).
Speedball: Robbie Baldwin	2 to 3	#removal	
Taskmaster: Photographic Reflexes	2	#extra	
Vibranium Shield: Deflecting Bullets	3	#buff	
Venom: Symbiotic Organism	2	#directdamage #tax	

World's Finest

Starter:

Name	# of dice	Tags	Comments
Batman: Natural Leader	4	#bruiser #affiliation #removal	

Oracle: Master Investigator	2 to 3	#globalhate #tax	
Superman: Hero of Metropolis	4	#bruiser #affiliation #protection	
Dark Avenger: Basic Action Card	---	#directdamage #removal #globals #affiliation	
End of Days: Basic Action Card	---	#removal #selfKO	
Too Big to Fly: Basic Action Card	---	#globals #buff #removal	Reprinted in the X-men Forever Campaign Box.
Trusted Friend: Basic Action Card	---	#globals #affiliation	
Vigilante Justice: Basic Action Card	---	#removal #affiliation	

Boosters:

Name	# of dice	Tags	Comments
Alfred Pennyworth: MI-5	4	#sidekicks	
Bane: Genius Tactician	1	#globals #removal	All versions have the global; this version's ability is marginally better.
Batgirl: Babs	2 to 3	#removal	
Bizarro: Me Am #1!	2	#bruiser #overcrush #globalhate	
Bruce Wayne: Matches Malone	2 to 3	#removal #setup	
Bruce Wayne: International Playboy	2 to 3	#removal #setup	

Dick Grayson: Brand New Bat	2	#directdamage #globals #affiliation #bruiser	
Doomsday: Superman's Killer	2 to 3	#affiliation #removal #bruiser	
Kal-L: From Another Earth	1	#globals	
Kryptonite: Green Death	4	#blanking #antiblockers #affiliation	
Nightwing: Flying Grayson	2 to 3	#removal	
Oracle: Internet Interference	2 to 3	#actionhate #tax	
Robin: Kid Detective	3	#cheapaggro	
Scarecrow: Hallucinogenic Vapors	2 to 3	#judo #removal	
Superwoman: Lois Lane	1	#globals #consistency	All versions have the global; this version's ability is marginally better.
Two-Face: Double Deal	2 to 3	#directdamage	
Ultraman: Kryptonite-Powered	2	#actionlove #extra	
Black Lantern Anti-Monitor: Darkest Evil	1	#bruiser #directdamage	

Faerun Under Siege

Starter:

Name	# of dice	Tags	Comments
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Gnome Ranger: Master Lords Alliance	2 to 3	#buff #cheapaggro	
Half-Elf Bard: Apprentice Order of the Gauntlet	2 to 3	#protection	
Half-Elf Bard: Master Lords Alliance	2 to 3	#buff	Friends don't let friends use Bard.
Blink-Transmutation: Basic Action Card	---	#globals #antiattack	See "Distraction", "Static Field" and "Kate Bishop" for similar globals.
Cloudkill: Basic Action Card	---	#removal #antiblockers	
Delayed Blast Fireball: Basic Action Card	---	#removal	
Shocking Grasp: Basic Action Card	---	#removal #ramp	Reprinted in the Trouble in Waterdeep Campaign Box

Boosters:

Name	# of dice	Tags	Comments
Bahamut: Dragon of Justice	2	#bruiser #removal #directdamage	
Beholder: Lesser Aberration	3 to 4	#discount #bruiser	The OTHER good Beholder.
Clay Golem: Paragon Construct	4	#selfKO #buff #discount	Your main objective is to use the "Fabricate" ability, and all versions have it. I recommend this version because the character's ability is better, but if you only have the common/uncommon, those are fine too.

Dwarf Wizard: Greater Harper	3	#actionlove #cheapaggro	
Dwarf Wizard: Paragon Zhentairim	2 to 3	#blanking #shutdown	
Elf Thief: Lesser Harper	4	#globalhate #judo	
Flesh Golem: Paragon Construct	4	#selfKO #buff #discount	Your main objective is to use the "Fabricate" ability, and all versions have it. I recommend this version because the character's ability is better, but if you only have the common/uncommon, those are fine too.
Giant Spider: Greater Beast	2 to 3	#globals #antiblockers	
Gnome Ranger: Lesser Harper	2 to 3	#actionhate	
Iron Golem: Greater Construct	4	#selfKO #reduction #discount	
Oni: Greater Giant	2 to 3	#actionhate	
Ring: Lesser Gear	1	#globals #consistency #sidekicks	Epic Gear (Super rare) also has the global, but you'll rarely use the die either way; stick to the common.
Talisman of Ultimate Evil	1	#removal #selfKO	

Amazing Spider-Man

Starter:

Name	# of dice	Tags	Comments
Carnage: Sinister	2 to 3	#bruiser #overcrush	
Spider-man: Tangled Web (2-3 dice)	2 to 3	#globals #affiliation #buff	
White Tiger: Mystical Amulet	1	#globals #sidekicks	Note: One of her other versions, "Razor Sharp", also has the global. I find this one slightly better overall.
Archnemesis!: Basic Action Card	---	#globals #removal #buff	Reprinted in The Mighty Thor
Betrayal: Basic Action Card	---	#directdamage	Reprinted in the Justice Campaign Box
Slander: Basic Action Card	---	#blanking	
True Believer: Basic Action Card	---	#buff #globals #protection	Similar card later printed in The Mighty Thor as "Odin's Fury"

Boosters:

Name	# of dice	Tags	Comments
Agent Venom: Flash Thompson	2	#globals #buff #sidekicks	The common also has the global, but get this version if you can; it's really fun to use in a build with Human Torch: Johnny Storm.

Black Widow: Stinger	4	#removal #directdamage	
Lizard: Scientist	2 to 3	#bruiser	Whoever doubts this one, play with Parallax + Ant-Man and remember that he wasn't errata'd, contrarily to Vulture
Mary Jane: MJ	4	#buff #overcrush #sidekicks	
Silver Sable: Hero for Hire	2 to 3	#antiblockers	
Vulture: Adrian Toomes	2 to 3	#bruiser	Please note that this one had an errata. Still strong, but look up the errata before using.

War of Light

Starter:

Name	# of dice	Tags	Comments
Batman: Bruce Wayne of Earth	2 to 3	#antiblockers #bruiser #globals #ramp #churn #actionlove	
Guy Gardner: Blinding Rage	4	#cheapaggro	
Big Entrance: Basic Action Card	---	#discount #setup	Reprinted in The Mighty Thor and in Avengers Infinity
Heroic Defense: Basic Action Card	---	#lifegain #buff	

Stealth Ops: Basic Action Card	---	#globals #spin #antiblockers	Similar card later reprinted in Avengers Infinity as "Under Surveillance"
Vicious Struggle: Basic Action Card	---	#struggle #directdamage	
Fighting: Basic Action Card	---	#removal	

Boosters:

Name	# of dice	Tags	Comments
Fatality: Bounty Hunter	3	#directdamage	
Lantern Battery: Power Source	2	#tax	
Lantern Ring: Limited Only by Imagination	2	#directdamage #damagebuff	
Lyssa Drak: Keeper of the Book of Parallax	3 to 4	#tax	
Lyssa Drak: Future Sight	3	#tax	
Mera: Queen of Atlantis	1	#globals #reduction	Both this version and Mournful Rage have the global; neither version stands out outside of the global.
Miri Riam: Beacon in the Dark	4	#setup	

Parallax: Source of Terror	1	#globals #consistency	Either this version of the super rare has the global. None is especially better, so go for the common; it's cheaper.
Raven: Azarath, Metrion, Zinthos!	2 to 3	#protection	
Starfire: Koriand'r	2 to 3	#affiliation #directdamage	
Supergirl: Angry Alien	3 to 4	#overcrush #bruiser	Reason for # of dice: This card is fantastic when used with the Jimmy Olsen discount.
Wonder Girl: Cassie Sandsmark	3	#affiliation #protection	Note: this card is often used with Ring of Magnetism, which is now banned in every competitive format. She still works in a Teen Titans team, though.

Age of Ultron

Starter:

Name	# of dice	Tags	Comments
Captain America: Super Soldier	2 to 3	#reduction	
Captain America: The First Avenger	2 to 3	#lifegain #struggle	
Ultron: Peacekeeper Gone Wrong	1 to 2	#globals #antiblockers	
Hulk Out: Basic Action Card	---	#overcrush #buff	

Boosters:

Name	# of dice	Tags	Comments
Groot: We Are Groot	2	#buff	
Jocasta: Patterned After Janet	2 to 3	#directdamage #judo	
Magneto: Magnetic Monster	1	#blanking #shutdown	
Phil Coulson: Inspirational Leader	3	#buff	
Starhawk: Precognitive	2 to 3	#affiliation #buff #bruiser	
Thanos: The Mad Titan	2	#antiblockers #bruiser	
Ultron Drone: 1 of a Million	3 to 4	#globals #antiblockers #directdamage	
Wasp: Bio-Electric Blasts	2 to 3	#globals #removal #cheapaggro	This card is Electirc!
Wasp: Founding Avenger	2 to 3	#globalhate #globals #directdamage #removal #tax	

Justice League

Starter:

Name	# of dice	Tags	Comments
Batman: World's Greatest Detective	2 to 3	#affiliation #lifegain #directdamage	

Zatanna: Zatanna Zatara	3 to 4	#ramp	
Anger Issues: Basic Action Card	---	#buff #overcrush #globals	Functional reprint known as "Haymaker" in TMNT: Heroes in a Half-Shell.
Villainous Pact: Basic Action Card	---	#ramp #churn #antiblockers	Reprinted both as an OP card and in The Mighty Thor.

Boosters:

Name	# of dice	Tags	Comments
Aquaman: Arthur Curry	3	#discount #affiliation	Reprinted in the Justice Campaign Box
Aquaman: Orin	3	#affiliation #setup #directdamage	
Black Manta: Deep Sea Deviant	2 to 3	#affiliation #directdamage	
Blue Beetle: Jaime Reyes	2 to 3	#directdamage #affiliation	
Cheetah: Cursed Archaeologist	3 to 4	#cheapaggro #directdamage	
Constantine: Antihero	3 to 4	#actionhate	
Constantine Con Artist	3 to 4	#discount	
Constantine: Hellblazer	3 to 4	#blanking #shutdown	

Cyborg: exceptionally Gifted	2 to 3	#affiliation #directdamage #bruiser	
Firestorm: Jason and Ronnie	2 to 3	#directdamage #removal	
Green Lantern: Willpower	2	#buff	
Green Lantern: Brightest Day	2	#affiliation #directdamage	
Lex Luthor: Power Suit	2	#actionhate #tax	Useful counter to Beholder/Ultraman.
The Joker: Clown Prince of Crime	2	#stop	

Battle For Faerun

Starter:

Name	# of dice	Tags	Comments
Beholder: Master Aberration	2 to 3	#actionlove	Recommended by 10 out of 10 spambois. So strong it's now banned in every format.
Blue Dragon: Apprentice Dragon	2 to 3	#bruiser #removal #antiblockers #actionlove	
Cone of Cold: Basic Action Card	---	#globals #buff #removal	Reprinted in the Iron Man/War Machine Starter
Dimension Door: Basic Action Card	---	#antiblockers	Reprinted in the Superman/Wonder Woman Starter

Magic Missile: Basic Action Card	---	#globals #removal #selfKO #directdamage	Reprinted in Tomb of Annihilation
Polymorph: Basic Action Card	---	#globals #spin #setup #removal	Functional reprint known as "Mutation" in TMNT: Heroes in a Half-Shell
Resurrection: Basic Action Card	---	#globals #ramp #churn	Reprinted in the Superman/Wonder Woman Starter

Boosters:

Name	# of dice	Tags	Comments
Human Paladin: Lesser Emerald Enclave	2 to 3	#globals #reduction #protection	
Kobold: Greater Humanoid	4	#1cost #ramp	
Manticore: Paragon Beast	2 to 3	#removal #directdamage	Master of shenanigans.
Purple Worm: Greater Beast	2	#removal #bruiser #directdamage	
Red Dragon: Epic Dragon	1 to 2	#globals #discount #directdamage #bruiser #actionlove	The global is the main feature. All versions have the global. While Epic Dragon is the superior version if you intend to use the character, if all you want is the global, use any version.
Umber Hulk: Paragon Beast	2 to 3	#removal #bruiser	

Limited Wish: Lesser Spell	2 to 3	#discount	
Prismatic Spray: Lesser Spell	2 to 3	#blanking	

Yu-Gi-Oh: Series 1

**Important note about Yu-Gi-Oh: Be sure that the dice have the right collector's number for the cards (you can see the number on the 1-energy side of the die). If you use Yu-Gi-Oh cards in any major competition, you must always have at least 1 die that matches your card (the rest can come from the other versions). Yu-Gi-Oh is the only set where this is an issue.*

Starter:

Name	# of dice	Tags	Comments
Horn of the Unicorn: Basic Action Card	---	#buff #overcrush #globals	Identical action printed in the Avengers Infinity Campaign Box as Raised Shields.
Mystic Box: Basic Action Card	---	#globals #judo	Same global as "Transfer Power" (UXM) and "Splinter's Teachings" (HHS)
Swords of Revealing Light: Basic Action Card	---	#globals #antiblockers	Same global as Relentless from UXM, banned from every format for the same reason.

Boosters:

Name	# of dice	Tags	Comments
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Blue-Eyes White Dragon: Monstrous Dragon	1	#globals #selfKO #discount	
Breaker the Magical Warrior: Mana Break	2	#actionhate	
Doomcaliber Knight: Fiendish Fighter	1	#globals #protection	
Goblin Attack Force: Goblin Squad	1	#globals #antiblockers	The rare version also has the global, but the uncommon's easier to get.
Injection Fairy Lily: Forced Injection	3	#cheapaggro	
Jinzo: Trap Destroyer	2	#tax #actionhate #globalhate	
Lord of D.: Dragon Protector	2 to 3	#protection	Note: this card is primarily used with Ring of Magnetism, which is now banned in every competitive format.
Millennium Puzzle: The Eternal Dungeon	1	#removal	
Millennium Rod: Scepter of Supremacy	1	#judo	
Morphing Jar: Canopic Jar	4	#1cost #cheapaggro	
Obelisk the Tormentor: Fist of Fate	1	#bruiser #directdamage	
Red-Eyes B. Dragon: Inferno Fire Blast	2	#bruiser #removal	
Ring of Magnetism: Action Attraction	2 to 3	#protection	So strong it's now banned in every competitive format.
Slifer the Sky Dragon: Lightning Blast	1	#globals #removal #selfKO	

Thousand Dragon: Noxious Nostril Gust	1	#globals #discount	
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Uncanny X-men

Starter:

Name	# of dice	Tags	Comments
Iceman: Too Cool for Words	1	#globals #consistency	
Wolverine: The Best There Is	2 to 3	#bruiser	
Enrage: Basic Action Card	---	#globals #buff	The global (which is the reason to use this card) is found on other cards, such as Invulnerability, Raised Shields, etc.
Imprisoned: Basic Action Card	---	#removal	A Beholder's best friend. So strong it's now banned in every competitive format. Good riddance.
Relentless: Basic Action Card	---	#globals #antiblockers	The global is so strong that this card is banned in literally every format in existence.
Selective Shield: Basic Action Card	---	#globals #antiattack	Same global as Smash!
Transfer Power: Basic Action Card	---	#globals #judo	See "Splinter's Teachings" from the second TMNT set for another card with the exact same effects.

Boosters:

Name	# of dice	Tags	Comments
Ant-Man: Biophysicist	4	#cheapaggro	
Ant-Man: Pym Particles	1	#globals	The rare also has the global, but just go with the cheaper one.
Cable: Techno-Organic	2	#globals #removal #antiblockers	The rare ("Time Traveler") is also a viable option if you want to use that global and want to deal direct damage instead.
Falcon: Recon	3	#antiblockers	
Professor X: Trainer	1	#ramp #globals #buff	The rare has more strategic relevance in the off-chance you need the character, which is why I include it here. However, if you can get the common, "Recruiting Young Mutants", it will almost always be as good.
Pyro: Pyrokinetic	1	#globals	Used primarily in Manticore shenanigans.
Storm: Weather witch	1	#globals #protection #actionhate	The rare also has the global, but just go with the cheaper one.
Toad: Tongue Lashing	2	#removal	
Cerebro: Cybernetic Intelligence	1	#affiliation #removal	
Cerebro: Supercomputer	3	#tax	

Avengers vs X-men

Starter:

Name	# of dice	Tags	Comments
Beast: Genetic Expert	4	#directdamage	
Hulk: Jade Giant	2	#removal #bruiser #struggle	
Spider-man: Webslinger	2	#antiblockers	
Storm: Goddess of the Plains	2 to 3	#removal	
Distraction: Basic Action Card	---	#antiattack #globals	Global is also found on other cards: Blink-Transmutation, Static Field, Kate Bishop...
Invulnerability: Basic Action Card	---	#globals #buff	Reprinted in X-men Forever
Power Bolt: Basic Action Card	---	#directdamage #removal	Reprinted in an OP kit
Smash!: Basic Action Card	---	#globals #antiattack #removal	Reprinted in the Iron Man and War Machine Starter
Thrown Car: Basic Action Card	---	#buff #overcrush	Reprinted in an OP kit

Boosters:

Name	# of dice	Tags	Comments
Angel: Soaring	4	#antiblockers #cheapaggro	
Black Widow: Tsarina	4	#directdamage #cheapaggro	
Colossus: Piotr Rasputin	2	#directdamage	
Cyclops: If Looks Could Kill	2	#removal	
Doctor Doom: Reed Richards' Rival	2	#removal #stop	
Doctor Doom: Nemesis	1	#globals #removal	
Green Goblin: Goblin Lord	3	#buff	
Green Goblin: Norman Osborn	1	#globals #selfKO #removal	
Green Goblin: Gobby	3 to 4	#directdamage	
Hulk: Green Goliath	2 to 3	#removal #bruiser #struggle	
Human Torch: Johnny Storm	2 to 3	#removal #directdamage	
Loki: Gem Keeper	2	#stop	
Mjolnir: Forged by Odin	2 to 3	#removal	Use with SR Jocasta from AOU for best results.
Mr. Fantastic: Brilliant Scientist	1	#globals #removal	

Nick Fury: Patch	2	#affiliation #damagebuff	
Phoenix: Redd	1	#globals #removal	Any version has the global, but Redd has the better gameplay effect
Silver Surfer: Sky-Rider	1	#globals #ramp #churn	Any version has the global, but the rare has the better gameplay effect.
Storm: Wind Rider	2 to 3	#removal #directdamage	
Venom: Angelo Fortunado	2	#removal #stop	
Vibranium Shield: Irreplaceable	1	#globals #protection #reduction	Any version has the global, but this has the better gameplay effect
Wolverine: Formerly Weapon Ten	2 to 3	#bruiser	

OP (Organized Play)

These are promos typically offered as prizes for local tournaments. Most online stores do not sell them; if you don't have local players to trade with, your best bet is to go on the trades thread of the Dice Masters subreddit, The Reserve Pool's forums, Facebook groups or ebay. Since very few of these use their own dice, I'll let you know which dice you'll need to get for each card.

Modern Legal:

Name	# of dice	Tags	Comments
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Black Widow: Agent	2 to 3	#protection #reduction	Uses the same dice as her namesake in the Avengers Infinity Campaign Box.
Kate Bishop: Straight Shooter	2 to 3	#removal #globals #antiattack	Has the same global as Kate Bishop: Hawkingbird (TMT), but a better gameplay effect. She's the superior version. Uses the same dice as her namesake from The Mighty Thor.
Wallop: Basic Action Card	---	#globals #antiattack #removal	

Pre-Modern

Name	# of dice	Tags	Comments
Apocalypse: Earth-295	2 to 3	#removal #directdamage	Uses the Apocalypse dice from Uncanny X-men.
Colossus: Xavier's School	2 to 3	#bruiser #buff #overcrush	
Hawkeye: Avengers Disassembled	2 to 3	#removal #selfKO	Uses the Hawkeye dice from Avengers vs X-men.
Iron Fist: The Immortal	2 to 4	#protection #reduction #setup	Note that he's expensive and can be hard to find. He uses his own, unique dice.

Kitty Pryde: On a Mission	2 to 3	#spin	Uses the Kitty Pride dice from Uncanny X-men.
Lois Lane: DC Bombshell	2 to 3	#buff #overcrush	Uses the Lois Lane dice from the World's Finest set
Robin: Teen Titans Team Leader	2	#ramp #churn #globals #affiliation	Uses the Robin dice from the Justice League set.
Scarecrow: Legion of Doom	2	#antiattack	Uses the Scarecrow dice from the War of Light set.
Pandora's Box: Trinity War	---	#affiliation #globals	Note: This is a basic action card, even though it is not stated in its name.
Power Bolt: Basic Action Card	---	#removal #directdamage	Reprint from AVX
Takedown: Basic Action Card	---	#affiliation #globals #removal	
Teamwork: Basic Action Card	---	#affiliation #buff	Reprinted in the X-men Forever Campaign Box.
The Outsider: Trinity War	---	#affiliation #buff #churn	Note: This is a basic action card, even though it is not stated in its subtitle. Reprinted in the Superman/Wonder Woman starter set.
Thrown Car: Basic Action Card	---	#buff #overcrush	Reprint from AVX
Villainous Pact: Basic Action Card	---	#ramp #churn #antiblockers	Also found in Justice League and in The Mighty Thor.
Wolverine: Xavier's School	2 to 3	#bruiser #discount	