

# The Ministry of Dice Presents:

## Lockdown BAC – page 1

**5** **Lockdown**  
Basic Action Card

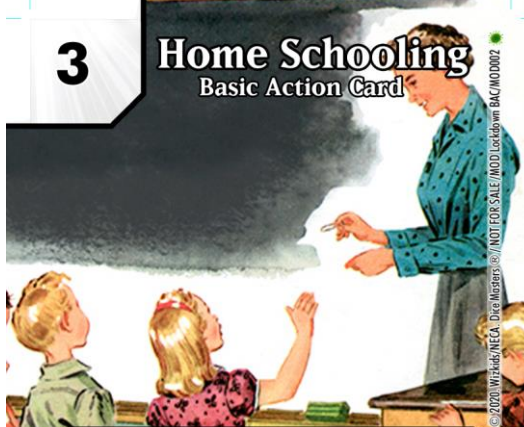


This die captures any number of opposing characters with a total fielding cost of 2 or less, until the start of your next turn.

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**3** **Home Schooling**  
Basic Action Card




Your sidekicks get +1A & +1D for every 2 different characters in the field zone.

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**4** **Key Worker**  
Basic Action Card



Target character die is considered level 3 (A&D values, fielding cost, burst face) and unblockable (until end of turn).

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**2** **New Normal**  
Basic Action Card



Move a die from a reserve pool to the owners prep area.


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# The Ministry of Dice Presents:

## Lockdown BAC – page 2

**3** **Social Distancing**  
Basic Action Card




**Continuous**  
Players may only buy 1 dice per turn, players can pay 1 life to ignore this effect.  
Players may only use 1 action per turn, players can pay 1 life to ignore this effect.  
Players may only field 1 dice per turn, players can pay 1 life to ignore this effect.  
The owning player can cancel this effect by moving this die to the used pile when they could use a global.

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**6** **Stay Alert**  
Basic Action Card

**STAY ALERT**  
**CONTROL THE VIRUS**  
**SAVE LIVES**




Your opponent cannot attack on their next turn.

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**4** **Supermarket Queue**  
Basic Action Card



KO the second and subsequent copies of all character dice, in both field zones, including sidekicks.

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**2** **Thursday Night Clap**  
Basic Action Card



You may only attack with one die this turn.  
You may add the combined attack values of all other characters in your field zone to the attacking die.  
At the end of your turn move all non-attacking dice to your used pile.

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