

# Marvel champions guide



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So you're interested in exploring the Marvel Universe through Marvel Champions LCG (aka Marvel Champions Card Game) and deciding what it means in terms of all types of products - Essential Kits, Hero Packs, Script Packs, and Expansion Campaigns. Keep reading our Marvel Champions Buyer Guide, we have you covered. How many sets of basics do I need? You only need one basic set for full playback (with a caveat below)! This is a big change for FFG, and a welcome one. Each main set has 350 shared cards with four fully playable decks, and a fifth hero that can be replaced in - so up to four heroes can be played at the same time, and there are a total of five playable heroes in the core set. Caveat: There are eleven neutral cards that can be used regardless of the aspect of your deck. There are four of these neutral cards. So if you have four players, technically all four of these players might want to run a maximum of three copies of each of these cards. To do this, you will need twelve copies of each neutral card (3 main sets) rather than one. But stick with us, it's not a real problem and you don't have to buy four basic kits to accommodate this. Most importantly, five of these neutral cards are necessarily the one on deck, so that won't be a problem. There are six cards left. Two of these cards are limited to one per player - so it's reasonable to just have one copy in the deck. Which leaves us with only four neutral cards that you can run multiples into four players (remember, these are the four players we cover with one Core Set). These cards simply aren't significant enough to guarantee an additional purchase of The Core Set. They slot pretty obviously in some aspects/heroes, so sharing them won't be a problem. And remember that there is no advantage in having additional copies of the encounter Deck set of cards, so there's more reason to just stick to one. The main set is the perfect place to start for everyone, whether you're playing solo or with a group of 2, 3 or 4 players. If you share the cost and buy one from us at a standard 20% discount, it's \$11.99 per player - and you'll get our exclusive strategy guide. This is the cheapest LCG on a long-range shot, especially when you're splitting through a group. For some groups, players all prefer to buy their own Core Set - and that's just fine too. In this case, none of the above really matters. Everyone gets the basic set and then brings all the deck they want to the table (just remember that you can't play the same hero). This strategy opens up some very interesting setups like a team that has all the leadership, or a team that is two aggressions and two decks of defense. This is the advantage of not splitting the nuclei. budget versus capacity, as is usually the case. However you get the Core Set cards in your hands, the first thing you have to do is play the game and seem to really like it. If it gives you a spark and you realize what you've been in for a long long The next question is what to buy next? What are Marvel Champions LCG Hero packages? Hero Packs are the main distribution unit for new Heroes and aspect cards. Each contains a new cult hero (the first Hero Pack is Captain America), a fully playable deck built with one aspect (for Captain America's package, it's a leadership deck), and playset cards for each of the other aspects (for captain America's package, which means three copies of one new card for justice, aggression, protection and neutral). It is important to understand that, while each Hero Pack contains a fully playable, pre-built deck, the card aspect in this deck can be used with any other hero. For example, if I play the She-Hulk leaderboard and buy a Captain America package, I can use any of these new leadership cards in my She-Hulk deck. This means that Hero Packs performs two functions. If you want to start playing Marvel Champions and join an existing band, you can choose your favorite Hero Pack, buy it for 15 pounds and start playing immediately. Each Hero Pack acts as a pre-built starter deck; So even if you get within three years of release, just buy a Hero Pack and you're good to join. All Hero Packs contain most of the new Hero cards (and sometimes multiple reprints) from all angles, so buying Hero Packs is a way to create a pool of available cards for each character. Dedicated players will buy each Hero Pack so that when they decide to build a new deck, they have all the cards available from every aspect. You can buy these Hero Packs in the usual ways - both online and locally in-store, supporting the game. We imagine that the latter can have the wall of every available Hero. That's what we plan to do. We also have a Hero Pack subscription available online if you want us to send you each new Hero package automatically as soon as it releases. We're sure this is the best way to get these packages online if you don't want to worry about pre-orders and release dates. But of course the game wouldn't be much if we just ran the same scripts over and over with different characters. Enter new villains and diagrams found in the script pack! What are Marvel Champions LCG script packages? Scenario packages are the main way to introduce new villains and diagrams (a combination of which is known as scenario). Because each one contains a plethora of new encounter cards, buying a script pack gives you a number of new tasks and stories to explore - expanding the replayability of the game and further challenging during the Hero deck. The first package is the Green Goblin Script Pack, with two new scripts featuring Green Goblin, and the second Wrecking Crew. Once you've played through the Core Set encounters many times, it's a great idea to buy a new script pack, get a whole new experience. Dedicated players will buy each script pack as soon as it releases in order to have The call is available when they sit down to play. As you'd expect, we also have a subscription pack for scripts. What is the Marvel Champions LCG expansion campaign? So far we do not know the details, but we have collected that they are larger, themed boxes that have a significant arc of history. We're guessing that there may be an extension of the Avengers campaign, an expansion of the X-Men campaign, an expansion of the Guardians of the Galaxy campaign, etc. Or they could be more like an infinity war expansion campaign like The Expansion Saga from The Lord of the Rings. There's a lot of speculation about whether or not campaign extensions will add actual campaign play where you go from script to script in a more extended gameplay session - as in Arkham Horror: A Card Game. Technically, Heroes could align, swap different maps, change their stats... Who knows. Either way, this is the type of product we are extremely excited about. And yes, although we don't know the content, we already have a subscription to it too! What is the release schedule of Hero Packs, Villain Packs and Campaign Extensions? We expect to get one release every month. This could be a script package, then a pack of heroes, then another hero pack, then a script pack, and then an extension of the campaign. Or it could be a script package, then another script package, then four months of Hero Packs, and then an extension of the campaign. It is unlikely to be set in stone in any capacity except for one release each month. And based on precedent, a 1-2 expansion campaign per year is a reasonable expectation. So, what do I need to buy for Marvel Champions? If you're playing solo, buy a basic set. If you're playing with a new band, buy a basic set and consider splitting it into a group. If you join a band you've already created, decide which hero you want to play. If this hero is available in the hero package, buy this Hero package. If this character is available in the core set, buy a Core set or ask if you can take out a loan. If you want all the possible options to create a deck, buy each Hero Pack. If you don't mind having limited options or are on a tighter budget, only buy a Hero Pack if you like the turned on hero. If you want to be able to play against all possible scenarios and have the maximum amount of replayability, buy each script pack. If you're in a group, think about splitting the cost or rotating on who will pick the next script pack for the group to play against. We can't do much to advise on campaign extensions as they're still a mystery, but assuming they're a combination of Hero Pack and Villain Pack with a little spice added, just smash together the tips above. Which accessories will update my main Set of Marvel Champions? Cards are an investment, so it is worth protecting them - especially at the same time improves the quality of each game! These purchases of accessories can be immediately after main set or after a little deeper into the game. Either way, you'll want to get card sleeves, playmat, one or more deck boxes, and maybe upgrade cardboard tokens! Playmats: There's plenty of options for playmats, since they are essentially currency card games. Often given out as prizes, used as an advertising incentive, or used as a canvas for great artists, it's easy (and a lot of fun) to find the perfect playmat. Fantasy Flight Games has character themed playmats available. The 4 player mat is quite small, as you can see in our live broadcast, so don't count on it to cover your entire playing group. You can always do a quick Google search for Marvel Champions Playmats, or head to an official printer like Inked Gaming to view your collection or upload an image yourself. Card sleeves: We use two types of card sleeves based on 20-year trials in the game - Matte Dragon Shields and Ultimate Guard Katanas. Katanas have a very slight advantage in quality (both brands are top of the line), but Dragon Shields is often favored because the sleeve box is large enough to hold the sleeve deck (basically becomes a deck box after the sleeves take off). You can buy both types from our store in different colors, or pick up our Champions Accessories Bundle, which comes with all the sleeves and aspect of color deckboxes you need to protect your basic set. Deckboxes: It's a window to keep a deck of cards, and while it may seem pretty simple, there are plenty of options. The cheapest and most common choice is Ultra Pro Deckbox, but high-end options like the Dex Pro are also available. You can buy the first from our store for \$2 per piece. Marvel Champions Tokens: You can track everything you need with cardboard tokens from the main set. But if your approach to games is similar to ours, you'll probably feel that something is missing. We always like to bring in updated, non-cardboard components, but this is especially true for champions with dials. The dials v token debate is good - so much so that we recorded the entire podcast about it. In pursuit of the perfect Marvel Champions experience, we have created our Space Tokens. These tokens remove the dials from the game and add a ton of story elements to essentially create a live comic book on the countertop. Hero Cosmic Token Set covers everything you need for your heroes, including allies and minions, while the Villain Space Token set covers the villain, the main circuit, the side circuits, and everything else going on in the middle of the board. To reach the next level, we've added space boards in a beautiful house and clearly raise heroes, villains and basic plot elements right from the table. They keep the spotlight on

where it should be and complete the comic layout that inspired the whole set. There are other sets too, and usually they simply replace stock tokens with acrylic versions of the same or similar designs. If you are on a strict budget and not as in a holistic token system, the options are there. The conclusion of Fantasy Flight Games has done a markedly good job in this iteration of the LCG format (live card game), solving many problems that have become increasingly unplaced since its debut in 2012. Most importantly, the new player input is greatly improved, the basic set is just to buy one product, and the whole line is impressively modular. By these standards, this is far and far the best live card game to date. You can create your experience to match any taste and/or budget, so don't be afraid to dive and explore. We are convinced that it will cost time and money that you have invested in it! If you want to do the latter, we have a fully stocked local and online store, both of which have our exclusive 8-year subscription service. Service. [marvel contest of champions guide](#). [marvel contest of champions mastery guide 2019](#). [marvel contest of champions beginner guide](#). [marvel contest of champions ranking guide](#). [marvel contest of champions mastery guide 2020](#). [marvel contest of champions beginner guide 2019](#). [marvel contest of champions alliance guide](#). [marvel contest of champions character guide](#)

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