

Alliance Team-Ups

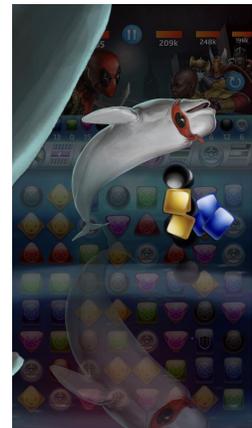
Craig always refers to the Synergy Segment as Team-Up Time, and that got me to thinking that maybe you'd want to do a one-off version of the segment that talks about sending team-ups to alliance members. So here are what I think to be the top selections.

- 1.) **Black Widow (Modern)** Yes, the 1* version. This remains the most-requested team-up that I see, and it's not really a surprise since her blue is the best stun in the game: for 9AP, you can stun the target for 5 turns (!) AND non-target enemies for 1 turn apiece. This will be useful to almost everybody, no matter how long you've been playing the game. One problem with team-ups is that you can't guarantee which color of power will be sent when the character has two or three active abilities. But since 1* covers are so common, it's easy enough to roster a version of MBW with only 5 blue covers; in fact, you can roster 5 so that you can send out your maximum amount to someone in immediate need. As an added bonus, the recharge time is only 6 hours until you can send again.



- a.) Honorable mentions have to go to **Polaris** with her 7AP 4-turn stun, which is also quite useful (though you may want to think twice about sending enemy strike tiles to Kitty) and **Peggy Carter** who can stun two enemies for 11AP AND drop a ton of damage.

- 2.) **Deadpool (It's Me, Deadpool!)** WHALES! WHALES! WHALES! is the ultimate in last-ditch, save-your-bacon protection. Though pricey at 14AP, the ability to instantly win any match is extremely useful. Whether you're a low-level player trying to win a boss fight or a higher-level player who has a PVP hop or 3rd clear of the challenge node go sideways on you, being able to pull the ripcord and parachute to victory is a nice option to have. One significant downside is that it's about 9 days of playing with Deadpool to recoup your investment in winning one match, so the team-up must be used judiciously. It is also worth noting that even a 1-purple-cover, level-40 Deadpool is enough to trigger the mega-whales, and like with MBW is fairly easy to roster.



3.) Countering Beta Ray Bill The 5* PVP meta is dominated by Okoye and The Hulk (Immortal) -- "iHulk" to his friends. The single best counter to this team, in my opinion, is Kitty Pryde and Beta Ray Bill (especially with +2 blue AP, +2 red AP, +1 all AP to start the match ... but dealing with Hulkoye is a different kind of discussion). But Kitty/Bill is also just very good overall, while Polaris/Bill is also not too shabby, and those protect tiles can be very annoying to deal with. Team-ups are one of the best ways to do so.

a.) The entry-level method of dealing with them is to DESTROY the protect tiles. 3* **Captain Marvel** is an excellent way of doing so as she will destroy ALL protects on the board for only 7AP with her Photonic Blasts. Destroying them, though, will still give Bill green and blue AP, so make sure this is a power you fire late in the match or else he will make you pay again.



b.) A better method of dealing with those tiles is to REMOVE them. There are a handful of good candidates for this, including 3* **Daredevil** (10AP Radar Sense converts 5 to basic tiles) and 4* **War Machine** (11AP Heat Signature Detection removes all protects ... and invisibility! ... while also unloading a ton of damage).



c.) But my preferred choice is 4* **Spider-Woman**. For 8AP, Spider-Woman's purple power (To Love and Fear) gives the option of removing 6 enemy special tiles. Since countdowns are included in "special tiles", so you have a chance of removing that from the board, too. And it can be used to remove strikes and attacks in other matches. Plus it has the "fear" option that puts out 4 strong Trap tiles to do a lot of damage, if you'd rather do that.



d.) But the best method of dealing with protects -- especially Kitty-boosted protects -- is to STEAL them. And for that, your best option is 3* **Loki**. His 11AP power Trickery will turn all enemy Protect tiles into friendly Strike tiles. Watch with vast amusement as all those Kitty-boosted protects suddenly turn into your strikes! Revel as the enemy team melts away! Thanks, Kitty!

4.) Quick turnaround times Generally speaking, the higher level a character is, the longer the delay until you can send it again as a team-up. But there are exceptions (for some reason), and the two best are probably 4* **Riri Williams** and 4* **Mordo**, both of which can be sent again after only 4 hours. I'm sure there are other good choices out there, too, but Riri certainly has to be one of the most useful.



5.) Nukes Especially for lower-level players, having access to a one-time high-power ability can be useful. Good options for this in the 4* realm include: **Black Panther, Captain Marvel, Cyclops (also a short recharge time), Deadpool, Ghost Rider, Iron Man, Karnak, Luke Cage, Mockingbird, Moon Knight, Riri Williams, The Hulk (The Main Event), Venom (Agent Venom)**, and others I'm sure. Good options for this in the 5* realm include: **Captain America (Infinity War), Deadpool, Doctor Doom, Gambit (especially his purple), Green Goblin, Havok, Jessica Jones, Killmonger, Professor X (who also has lots of other useful options when firing), Spider-Man (Peter Parker), and Thor.**

Thanks, Aweberman!