

Daredevil217's

MARVEL PUZZLE QUEST

# 5-Star Analysis & Rankings Guide



8/27/2023

## Marvel Puzzle Quest 5-Star Analysis & Rankings Guide (Alphabetized list on page 2)

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## Daredevil217's Character Rebalance Wishlist

### Characters that are great mechanically, but need a numbers boost:

1. Daredevil (Matt Murdock)
2. Green Goblin (Norman Osborn)
3. Hawkeye (Clint Barton)
4. Doctor Strange (Sorcerer Supreme)
5. Black Bolt (Inhuman King)
6. Spider-Man (Peter Parker)
7. Doctor Doom (God Emperor)
8. Hela (Goddess of Death)
9. Wolverine (Samurai Daken)
10. Moon Knight (Avatar of Khonshu)

### Older characters that need to be reworked:

1. Black Widow (Natasha Romanoff)
2. Rescue (Pepper Potts)
3. Captain Marvel (Galactic Warrior)
4. Loki (God Of Mischief)
5. Cable (Nathan Summers)
6. Captain America (Infinity War)
7. Doctor Octopus (Classic)
8. Black Panther (Civil War)
9. Wolverine (Old Man Logan)
10. Spider-Man (Back in Black)

### Newer characters that need to be reworked:

1. Mister Sinister (Nathaniel Essex)
2. Abigail Brand (Commander of S.W.O.R.D.)
3. ~~Magneto (Age of Apocalypse)~~ (03/31/2023)

### Rebalanced characters that *still* need to be reworked:

1. Wasp (Hope Van Dyne)
2. Iron Man (Mark XLVI)

## Daredevil 217's 5-Star Analysis & Rankings Guide

### #86) Wasp (Hope Van Dyne)

 1002 
  890 
  779 
  504  
 126 
  117 
  107 
 Health: 72,645

Affiliations: [Heroes](#), [Technologists](#), [Pym Tech](#), [Champions](#), [Red Room](#)

Feeders: Wasp (Janet van Dyne)

Recommended Build: 5/3/5

For literal *years*, Banner and Wasp were easily considered the worst characters in the 5\* tier. Fans clamored for reworks, but their kits were so complicated that a simple numbers bump wouldn't do the trick. They needed overhauls. Banner's rework is discussed much, much later (meaning he is much, much better). Though reworked, the developers were able to keep the mechanics that make these characters unique (Banner's "transform" and Wasp's "swarm"). While the former was vaulted in the rankings, as you can see here, Hopeless Van Dyne remains the worst character in MPQ. However, she is better than before her rework. So... at least the floor was raised in the 5\* tier?

All of Wasp's powers now change depending on if she has 0-3 or 4+ swarm tiles on the board. With 0-3 tiles, Wasp's blue (Sting Operation) is a 6 AP active that steals 5-6 random AP. She also creates a blue swarm tile and destroys an enemy strike/attack/protect tile for each different color stolen (so anywhere from 1-6 tiles, making this pretty RNG-dependent). The enemy tile destruction is nice because she gets the AP from the destroyed tiles to help fuel all her other overcosted powers.

With 4+ swarm tiles out, Wasp's transformed blue (Call the Swarm) has a passive match damage increase of 10% per swarm tile. She also has a 12 AP (yikes) active that does a measly 6917 AOE damage, blows up all the swarm tiles (gathering AP) and 3 random tiles surrounding them (not gathering AP). She then stuns the opposing team 1 turn for every three swarm tiles destroyed (rounding down). While the AP collection, board-shake and stun are nice, 12 AP is still too much for what this does. And you have to transform first to get there! While better than before, wouldn't it be much easier to just... bring someone else who could better use that AP?

With 0-3 swarm tiles out, Wasp's yellow (Shrink Tactics) remains basically unchanged post-rework. Unfortunately, it is still very expensive for the payoff. For 10 AP (really?) Wasp turns an ally invisible 3-4 turns and she places 3-4 yellow swarm tiles. Turning her friends invisible is her one big niche in the tier, so there is that I guess.

With 4+ swarm tiles out, Wasp's yellow (Shrink the Swarm) is a much cheaper 5 AP. Wasp chooses 3 swarm tiles to stay on the board. All others are removed, and she gets back 1 yellow AP for each tile removed (max 5). She then gives her allies a burst of 3072 health. With 8 swarm tiles out, she is essentially firing this for 0 AP. The problem is that it "costs" swarm tiles that I'd rather use to deal damage to the opponent instead of burst healing a minuscule amount. While it's nice to have an alternate option, this power doesn't really move the needle.

With 0-4 swarm tiles out, Wasp's black (Pain Index), still costs a whopping 10 AP. She steals (depending on covers) 6231-8012 (burst) health from her target, plus 1781 for each swarm tile on the board. She then places 1-2 black swarm tiles on the board. While this is a cool concept, the beefy cost really takes a lot of the shine off of it.

With 4+ swarm tiles out, Wasp's black (Grow the Swarm) costs 7 AP, creates a random swarm tile, deals 1068 AOE damage for each swarm tile on the board, and gives 1 black AP back for every 2 swarm tiles on the board (max 12). This has winfinite potential if you bring partners to lower her black AP costs (you could do the same with her yellow as well). But it's so painfully slow and her numbers are so laughably bad, that it isn't worth it. And if you try to make Wasp usable in PVP by bringing 4\*s to support her, you will have the biggest target on you ever.

Quick note: This character was released with a lot of bugs (pun intended). So, if ever fixed, she may perform better than she does currently. One such bug was that in the preview of the character's rebalance, she was supposed to have significantly higher numbers in several powers (but not so significant that they would make her good by any means). But here's the breakdown of what she was supposed to do (versus what she actually does):

- Call the Swarm: 9971 damage (does 6917)
- Shrink the Swarm: 9971 health (does 3072)
- Grow the Swarm: 2481 damage (does 1068)

Before her rework, Wasp's biggest problem was that her powers were way too expensive and the payoff for using them wasn't worth it. This is still very much the case unfortunately. Wasp's transformed powers are all better, but getting the swarm tiles needed to unlock the new kit is still slow- much like Old Man Logan, who is ranked a bit later. Though unlike OML, none of her new powers are particularly good. While she was indeed made better, she received buffs in ways she didn't need, while none of her actual problems got fixed.

#### Pairings:

Wasp's ability to turn allies invisible is helpful to Black Panther, who deals big damage when returning from a stun or invisible status. Other than that, Carnage is fun and probably her best partner because the two are a near rainbow (missing purple) and Wasp's cheap blue can gather more AP than the 6 she steals, when she blasts his special tiles off the board. Phoenix can also add enemy attacks to blast after multiple casts of her red (and they are a rainbow team!). Heimdall can make some of her powers cheaper through his fortification shenanigans, and he can also fuel blue by sending her airborne. Wasp provides near rainbow coverage for Crystal to keep the team heal going. Other than that, maybe a battery like Scarlet Witch or Vulture, because again, her powers are just too expensive!

#### What to expect when boosted:




Expect Wasp to remain firmly planted on the bench. She really is awful. Most MPQ players have her as the worst character in the game for a reason (Huh, I didn't need to change this post-rework).

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**#85) Black Widow (Natasha Romanoff)**

 592 
  527 
  460 
  297

 75 
  69 
  63 
 Health: 45,699

Affiliations: [Heroes](#), [Avengers](#), [Team Cap](#), [S.H.I.E.L.D.](#), [Red Room](#)

Feeders: Black Widow (Infinity War)

Recommended Build: 5/4/4

Black Widow is unfortunately one of the worst characters in the game. She can hit somewhat hard (less so with power creep), but all of her abilities are super slow/expensive, and rely way too much on what the enemy does for them to be somewhat reasonable. While I understand what they were ultimately going for (turning the enemy against themselves in a very Natasha-like way) they missed the mark badly.

Black Widow's purple (Tell Me Everything) is a ridiculously costly 12 AP ability that deals just under 11k damage and removes up to 3 enemy special tiles (including countdowns and even repeaters). This ability costs 1 AP less for each enemy countdown on the board (minimum 7 AP). Rather than this feeling like a power that punishes the enemy for spamming countdowns, it instead feels like you have to wait for the enemy to give you permission to fire this at a somewhat reasonable cost. Giving that much control to your opponent is not good character design.

Black Widow's red (Acrobatic Takedown), while better, unfortunately suffers from the same problem. For 12 AP she deals almost 16k damage, and if the enemy has 12 of any color AP stockpiled, she deals an additional 11K. If she's able to down the enemy she destroys 6-7 AP in a random enemy color. Once again, it feels like you are relying on the enemy's choices to make this power worth the cost. With powers getting progressively cheaper (as power creep keeps creepin') this ability seems more and more archaic.

Finally, black (Red in My Ledger) is Natasha's "cheap ability", at 10 AP. She deals 12-14k damage and if any ally is below 20% health, she steals 4 random AP and deals about 9k additional damage. While doing over 20k damage for what ends up being a net cost of 6 AP (after accounting for what you steal back) is a great deal, one of your allies needs to be near-death to pull it off. This power also has a passive attached that stuns a random enemy for a turn when one of Natasha's allies gets stunned. Seeing that it's only a turn, it's more a minor nuisance on defense than anything substantial.

Black Widow in the comics and movies is a fast, quick-hitting character who uses her savvy to get the upper hand. What we have instead is a character that is super slow, and lets her enemies have the upper hand as their choices determine how effective her powers are. Couple this with "old school" health and match damage weighing her down, and what you get is a character whose kit is not very good. With Wasp, Banner, Stark and Fisk all getting reworks, it's clear that Natasha has got next!

### Pairings:








Natasha's expensive powerset (seriously, how are all three double-digits!?) and low health scream "I need a battery!" (e.g., Thor), "I need a bodyguard!" (e.g., "Beta Ray Bill) or both (e.g., Scarlet Witch). The problem is, instead of using these meta characters to cover her weaknesses, you could just as easily cut out the middle man and play someone else who is, I don't know... good?

### What to expect when boosted:

Boosted, Natasha's powers still cost way too much and she will likely drag out matches longer than running most other characters would. She's not a character that has any real synergy with anyone (as noted above you run people to cover her weaknesses rather than amplify her strengths). At best, she has three active abilities, so you may use her if the other three boosted characters that week have heavy yellow, green, blue overlap and you need additional coverage. Beyond that scenario (and sometimes even in that scenario), she will ride the bench.

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### **#84) Rescue (Pepper Potts)**

 703  625  547  348  
 89  83  76 Health: 60,586

Affiliations: [Heroes](#), [Avengers](#), [Technologists](#)

Feeders: War Machine (James Rhodes)

Recommended Build: 5/3/5

Alternate Build: 3/5/5 (If you are building around protect tiles instead of tile theft).

Rescue is a character that has always felt like a failed counter-meta attempt. Her biggest issue since her arrival has been that 2/3 of her powers are slow and have awful numbers that ultimately aren't worth the cost. She does have better health and match damage than many ranked around her on this list, but many more have left her behind due to getting reworked. Either way, that plus a decent red outlet (in a tier full of them) do not make her a character worth chasing.

Pepper's blue (All Systems Go) costs a whopping 9 AP and depending on covers, deals 644-1555 damage. She also steals 2-3 special tiles and converts whatever enemy specials remain to red. If this ability were 6 AP, it'd be a much better counter to the tile buff meta that ruled the 5\* tier during the time of her release. But as it stands, without an accelerator she is usually dead before collecting the AP; and even when she does, she does not take enough tiles to make the cost worth it. I will say that those rare times when you turn pretty much the entire board red when facing those Carnage/Bill/Kamala/Apocalypse/Polaris-spam teams almost makes this power worth it.

Rescue's yellow (Your Shield) costs 8 AP and is equally bad. She flips all friendly strikes/attacks to protects and gives them a one-time small boost of 324-466 each. If no such tiles exist, she creates two strength 311 protect tiles. The issue with this ability is you are paying AP to actively slow your team down. Protect tiles are also not particularly scary to face on defense. The passive



component of her power sees Rescue giving her teammates burst healing of ~1k-1.5k each turn passively if two or more protects are on the board. While that healing is laughably bad and seemingly inconsequential, it can add up if you manage a board full of protects and -1 damage turns from the opponent.

Luckily, Rescue saves the best for last, as red (Do or Die) is easily her best ability, especially with the right board conditions. For a spamable 6 AP, she deals two blasts of 5317 damage followed by an additional blast of 2853 if there happen to be 2+ friendly strike/attack/protect tiles on the board. While this is by no means huge damage, the cost is low and the three separate tics can all be boosted (just don't use yellow first and flip your strikes!).

Ultimately, Rescue's first two abilities are slow/weak enough that they seem like 4\* or even 3\* abilities. The damage on blue is outclassed by 2\*s. The passive healing on yellow is burst, less than a match-3, and doesn't target herself. Further, paying AP to slow yourself down by swapping out tiles that accelerate is usually a bad decision. 4\* Wasp does this for cheaper and can swap back to offense if need be. While Rescue's red is good, the 5\* tier is loaded with much better red abilities as more and more characters continue to be released. Meaning, the one thing she brings to the table is often done better by others who will bring more to their team. Unfortunately, she was dead on arrival and a huge letdown given all the hype around Endgame. That said, since her arrival, a few character releases have boosted her utility a bit (see: below).

#### Pairings:

Upon release, Okoye was immediately pegged as a good partner despite active overlap on two colors. The idea is that Okoye could boost each blast of damage from Rescue's red. Though to get the most out of it you need a third to put specials on the board before firing red (as you should be using yellow for Okoye in this combo). Well, what do you know? Since her release, Beta Ray Bill has debuted and happens to passively and cheaply spam the board with protect tiles AND pairs well with Okoye himself. While there once again is a ton of overlap, Bill's protects will start the heal train early while also giving Rescue special tiles to see the most out of her red. He is probably her best partner. These two with a solid third to provide more color coverage (Goblin? Doom? Moon Knight?) are a fun pick-3 combo. Daredevil is also a good partner. He can add specials passively for Rescue's red, provides a green/purple outlet, and can get three tics of Sonar Strike damage if you stun before firing Pepper's red.

#### What to expect when boosted:

If for some reason you need a good red outlet, she might see use (as you won't play her for her other two trash powers). But the reality is, she will likely be boosted with someone else who has at least a serviceable red plus other powers that make them more valuable to a team than ole Pepper here.

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### **#83) Captain Marvel (Galactic Warrior)**

 797 
  709 
  620 
  394  
 101 
  94 
  86 
 Health: 60,586

Affiliations: [Heroes](#), [Avengers](#), [Cosmic](#), [Enhanced](#)

Feeders: Captain Marvel (Carol Danvers)

Recommended Build: 5/3/5

Alternate Build: 3/5/5 (if you value possibly instant green damage over quicker strikes)

Carol Danvers was easily one of the most anticipated and hyped characters before her release. With Marvel heavily promoting their first female superhero film, we all knew she was coming well before she was officially announced. With her 4\* counterpart already being one of the best characters in her tier, the hype train for the 5\* was off the charts. She was going to change the meta! What we ended up getting was a far cry from that. Carol is a slow character due to her reliance on repeater tiles, countdown tiles, and going airborne. She also has low damage numbers (even without the delays) and happens to share active colors with some of the absolute best in the game. Thus, what you get from Carol is a character who is ultimately skippable. A letdown for those expecting her to make a titanic shift to the game.

Captain Marvel's red (Mean Right Hook) costs 8 AP and has her place a 2-3 turn repeater tile that does about 5800 damage and places 2-3 small strikes (strength 266). The passive component of her power states that she gets 2 yellow AP when a strike is destroyed by something other than a match.

Event Horizon (green) is Carol's passive that sees her flexing her muscle as a green battery. Unfortunately, she needs more time in the gym. She puts down a 3-turn repeater that generates 3 green AP. That's +1 AP per turn, if the repeater survives... which it very often doesn't. But it's free... so whatever. When her team has 10 green AP, the power becomes Photonic Rush- a 10 AP active ability that depending on covers, places a 1-2 turn countdown or deals instant damage (6643 at all 3 levels). She then destroys a random row (leaving friendly tiles intact) and will then destroy additional rows for each friendly tile in the initial row destroyed (again... leaving friendly tiles unharmed).

Captain Marvel's yellow (Got Your Six) is in my opinion her best power, given the lack of great yellow damage dealers in the tier. Danvers sends either herself or an ally of your choosing airborne and when the character lands, they burst heal for about 5400 health and Carol deals about 12k damage to the target. That's pretty good return for the 8 AP this ability costs. The only issue is that her only good ability has a hard counter in Archangel (mentioned later).

Usually, when effects are delayed in MPQ or there's a risk of them not going off at all, you get a bigger payout. Carol bucks this trend as her damage is lower than other characters, her strikes are weaker, and her AP generation is slower and harder to pull off. Compare her to someone like Beta Ray Bill (discussed way later) who is similar, but does his stuff with protects instead of strikes. He gets 2 AP when either team destroys a protect tile (by any means) and he starts the game putting them on the board. Carol's damage is lower and delayed. She gets AP if only her team destroys a strike tile without matching it. And she has to wait forever to get strikes on the board. Upon her release she had some of the highest health and match damage in the game, but power creep has taken that advantage away too. One thing to note as well is that Carol shares a minimum of two colors with some of the absolute best characters in the game like Apocalypse,

both Thors, Okoye, Beta Ray Bill, Omega Red, and Kitty Pryde (obviously those characters are discussed much, much, later). So, if you have any of the tippy top, her use goes way down. With the number of characters growing every month, Carol here is a hard pass due to being slow, low damage, and overall uninteresting.

#### Pairings:








My absolute favorite partner for Carol is Vulture. He fuels her red/yellow, and she can send the bird airborne triggering his passive that nets 8 AP when he lands. Green Goblin is also great because he fortifies all her repeaters/countdowns to help ensure you get something back for the AP you spend; while Gobby Glider and Pumpkin Bombs can do huge damage for an older character- which Carol isn't great at. Carnage, Bill and Iceman despite overlap can all be great for spamming the board with special tiles to allow you to get the most out of her green active ability (Polaris as well a tier below). Jessica Jones can similarly put strikes on the board for Carol while providing a nice black nuke. Finally, Arcade and Kang provide full-rainbow coverage, with the former being a fun chaotic character whose traps will fuel an active ability, no matter which color you match.

#### What to expect when boosted:

Carol's best attribute is decent damage on yellow. If you are in need of that during your boost week, she might see some play. However, you are almost guaranteed to have better red/green options boosted alongside her, so even a decent yellow might not be enough for her to see play, even when boosted.

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#### **#82) Loki (God of Mischief)**

696 
 618 
 541 
 344  
89 
 82 
 75 
 Health: 53,841

Affiliations: [Villains](#), [Godlike](#), [Asgardian](#), [Supernatural](#), [Non-humans](#), [Deity](#)

Feeders: Loki (Alligator of Mischief)

Recommended Build: 5/5/3

Loki is a character with a decent kit mechanically, that has been left behind due to powercreep. He has no awful powers, but doesn't excel at anything either. His overall powerset screamed "middle of the pack" upon release, and time has only seen him drop with each new release ranked above him. Unfortunately for the God of Mischief, many who used to be ranked below him were also reworked, dropping him solidly into the bottom tier. He's unfortunately pretty skippable and hopefully will be a candidate for a rework sometime soon.

For my AP, Loki still has a pretty good active purple (Shadowplay). For 7 AP, Loki spams the board with 4 black countdowns. Destroy one and two more take its place (Hail Hydra!). While these countdowns are out, the power becomes a 4 AP power called "Dagger Surprise", which removes up to 4 of his countdowns and deals about 8900 damage for each. So, you can play this as an 11 AP nuke, or if you are lucky enough with regards to spamming more countdowns, you

can get a second 25k nuke for 4 AP.

For 11 AP, Loki's green (Destroy Everything) puts down a 3-turn fortified repeater that does about 6600 AOE damage and destroys a random row (hopefully hitting some Shadowplay tiles along the way). This ability is ultimately way too slow to be considered effective. It obviously becomes more "worth it" the longer the match drags on and it's out. While it's fine as an "AP dump" there are far better greens in the tier. If reworked, dropping the AP or number of turns on the repeater will surely be priority #2 (updating health and match damage is always priority #1... duh).

Finally, Loki's black passive (Feign Death) has him place a trap tile on the board when he is downed. If matched by either team, Loki is revived with 45-62% health (true heal!), and he generates 1-2 green AP to help fuel his expensive repeater. Again, while not a bad power, it needs an update since powercreep has hit the revive meta hard. With so many characters reviving for free, I feel like this power has been left behind and there needs to be a bigger payoff for him matching that trap tile. Even if he got to spam 2-4 Shadowplay tiles or dealt huge damage upon returning, it would be *something*.

Loki's "things" are being a health pack saver (with some luck) in early climbs, and having a good purple outlet. His lower match damage and health means he's not even that great as a pack-saver anymore, and really, both of his "things" are now done better by so many others in the tier. Until reworked (and I cannot imagine he does not get one eventually), it is hard to justify chasing this character.

#### Pairings:

The number one thing I look for in a Loki partner is an active black ability. You will be chasing black a lot to spam Shadowplay tiles, so it makes sense to have an outlet for that AP. Doctor Doom is an awesome partner for Loki in this regard, plus Doom's board-shuffle can often help get to a hard-to-reach Loki trap to revive him. Doom also works because he's another early climb/true heal MVP (Old Man Logan can be used in a similar capacity, he just isn't as good on offense or defense). Electro provides an insane black, better green that can help hit Shadowplay tiles, and a cheap yellow. Plus, Loki is a villain which adds to Electro's defense. Kang is a similarly great villain (despite purple overlap), since any Shadowplay tiles that don't get destroyed will net you 2 blue AP when they expire. High Evolutionary is another villain with outlets in three colors. Jessica Jones is another person with an excellent black outlet. Her strikes can fuel his AOE, while his countdowns can up the damage on her Body Check. Black Panther also provides a black AP outlet as well as some use for team-up AP, while Silver Surfer provides coverage in three colors (including black). Deadpool has an excellent red outlet, and a spammable black power- which is fueled by taking damage (did I mention Loki revives?!). Finally, Apocalypse is an excellent selection as his repeaters can boost Loki's and he provides yet another amazing black outlet. Looking at non-black users, Hawkeye is similar to Kang in that he can benefit from any Shadowplay tiles that don't get destroyed- fueling his powers when they expire. Heimdall is also an excellent partner who can fuel Shadowplay/Dagger Surprise, make them cheaper, and he provides red, blue and yellow AP outlets. Magneto, while not as good as Heim, also provides outlets in the same three strong colors and makes a decent pair. Emma as a partner can give a great red outlet and a flat 70% damage boost to Dagger

Surprise. Finally, Kamala gives yellow, blue, and a better green outlet, and she deals passive damage to random enemies as you match Shadowplay tiles!

#### What to expect when boosted:

As you can see above, Loki- despite poor numbers- has mechanics that play well with lots of folks. This means that it's possible you can come up with a decent duo on a boost week. Longer matches mean you may actually get to see him revive and/or have a match drag on long enough to both cast Destroy Everything and see the repeater do something. But neither of those abilities are the main reason to play Loki. You do so for the purple outlet, which gets better with levels. Similar to when he's unboosted, he plays best boosted as an early climber, saving on packs. I usually play him until I am unable to revive him, then move on to someone else rather than waste the health pack. Cold-blooded... I know. But at least he gets to see some playing time! It helps that he is a generally fun (albeit slow) character.

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#### **#81) Cable (Nathan Summers)**

 713  634  555  353  
 91  84  77 Health: 52,701

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Team Cap](#), [Multiversal](#), [Enhanced](#)  
Feeders: Bishop (Classic), Deathlok (Michael Collins)

#### Recommended Build: 5/5/3

Cable is a character who has a decent power set, but one that is rapidly aging. Perhaps his best quality is his X-Men affiliation and the fact that he pairs well mechanically with a lot of characters (especially X-characters). His biggest drawback is the fact that he is expensive/slow, and all of his powers are pretty much done better by others. Still if you don't have those other characters, or are simply looking for a decent blue/green/yellow filler, you could do worse (though not by much) than Cable.

Cable's Blue (Cyborg Strategist) is a bit of a wonky power. For a pricey 9 AP, Cable creates a 3-5 turn countdown tile. While it's on the board, when you make a green match, he stuns his target 2 turns and turns 4-5 basic green tiles to charged tiles. The problem with this power is unless there is one enemy remaining (or you make a green match 5), the opponent gets first dibs on your charged tiles. Second, I wish the length of the stun went up by a turn at 5 covers. 9 AP just seems pricey for what this power actually does in execution, as you often get one match/stun out of it before it expires.

Green (Plasma Barrage) is without a doubt Cable's bread and butter power, and is the one you want to ensure is at 5 covers. For 12 AP, Cable does just under 22k damage- big around his release, but now could use an update. If he KO's the enemy, any remaining damage is dealt to each of the remaining targets. Overall, this is a cool ability that is awesome boosted. However, I think the cost is way too high for the "potential" of hitting that character with 100 health and dealing 21k to everyone else. In practice that big hit can only happen one time, and only if you

whittle them down just right. Every other cast is a bad return on investment. I give credit for the outside the box thinking on this one. It's just too expensive like his blue.

Cable's yellow (Veteran Instincts) is the exact opposite of Plasma Barrage with regards to creativity. For 9 AP he creates 2-3 strikes (~500 strength) plus 1 for each ally in the fight. Nate is cooler than this! The passive portion of this power also states "when you make a yellow match, do something that Green Goblin does 3x as fast and for free". Wait, no... "when you make a Yellow match, fortify 1 random friendly Countdown or Repeater tile". There it is.

Overall, Nate has self-synergy on paper, but in execution it doesn't work as well as one would think. That said, I actually found myself playing him a ton when he was first released (non-competitively) as either his color combo, powerset (especially his proclivity for stuns, charged tiles, and strike tiles) and/or both, make him an ideal partner for a lot of X-Men. Now, I hardly use him at all (even boosted) and feel he is on the list of characters in need of a rebalance.

#### Pairings:

Professor Xavier is perhaps my favorite pairing with Cable. They have no active overlap, and Prof will shrug off more damage with Cable by his side. Emma is a close second as her red passive will tack on an additional 16.5k damage to Plasma Barrage. Cable is a nice support for Gambit with his ability to cover his off-colors, fortify countdowns, and add charged tiles to the board. Kitty Pryde can boost Nate's strikes (at the cost of her not dropping protects), while his presence makes her buff threshold go down one tile. Magik is a full-rainbow X-Man who spams tons of repeaters in need of fortifying. Storm, despite massive overlap, works surprisingly well if you use his green and her yellow. Some non-X pairings I've enjoyed are Daredevil (who benefits from stuns and strikes) and Gladiator Thor (who fuels two of Cable's powers). There are also a slew of strong characters that cover 5 colors when paired with Nate, like Jessica Jones, Arcade, Ultron, and Apocalypse (the latter of which is unstunnable when paired with a mutant). Hit-Monkey is a strong character who will give you active abilities on all 6 colors (fun!). Lots of quality partners is why he is ranked as high as he is. A rebalance would have him so much higher!

#### What to expect when boosted:

Much of what Cable does (e.g., stun duration, fortification, charged tile creation) doesn't get better with levels- which is why Cable still lands in bottom of the rankings. What he does do is put down stronger strikes and his pumped-up green is way more worth the high price tag. Ideally, he needs to be paired with a boosted battery or one of the many partners he synergizes with (listed above). He's still super slow even at boosted levels, but can see use simply because he plays nice with others, which will be key on weeks where you see a lot of overlap amongst the other boosted characters in popular colors like red and black.

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#### #80) Captain America (Infinity War)

🔴637 🟡566 🟠495 🟡320  
 🔵80 ⚫74 🟢68 Health: 57,846



Affiliations: [Heroes](#), [Avengers](#), [Team Cap](#), [Enhanced](#)

Feeders: Captain America (Worthy), Winter Soldier (Bucky Barnes)

Recommended Build: 5/5/3

“Imma kill this man’s whole career... with one punch” - Cap in every boss event ever. In a tier with over 70 characters, sometimes it’s better to be elite at one thing, than okay or even good at a lot of things. Cap has a power that used to make him elite in 1 vs. 1 competition, and he also sports a pretty decent suppression ability. But unfortunately, all of the things he used to be known for are done way better by the very best characters in the game. This leaves beard cap here without a real niche or reason to run him anymore. At least the Civil War version (discussed later) received a significant buff, so fans of Steve can still enjoy him.

Beard Cap’s unique red (Rope-a-Dope) costs 8 AP and does just over 10k damage to non-targeted enemies (the schlubs in the back). When one enemy remains, the power becomes Coup de Grâce. For 10 AP, Cap deals 15k damage; plus he drains ALL colored AP, dealing 868 damage for each! The pro of this (and reason to play him) is in 1 vs. 1, 10 AP usually ends the match. The con is that the power is super ineffective when two enemies remain. So, like Riri in the tier below, you have to play around that limitation. But seriously, if Cap is on your team and you can get down to one enemy, it’s pretty much over on a red-heavy board.

While red is the “star power”, purple (Man Without a Country) is a very underrated and cheap (6 AP) ability that is excellent at suppressing the opponent. At 5 covers, Cap destroys 6 enemy AP in a color of your choosing (huge); and places a countdown that prevents firing powers in that color (perhaps overkill since you just destroyed 6 AP in that color). This power has been huge in my team avoiding big nukes and saving health packs. That said, in PVP, active powers are being built around less and less and this power does zilch against Passive Puzzle Quest.

Finally, yellow (On your Feet, Soldier!) has Steve playing the role of necromancer, reviving your dead characters (40-60% burst heal). While it is cool when you pull it off, the ability has three issues that make it one of the worst powers in the tier. First, it costs a ridiculous 15 AP. Second, it only works when your characters die, which is something you try to actively avoid in MPQ. Third, the benefit only lasts that one match since the healing is burst. You go right back to KO status when the match is over.

As mentioned earlier, Cap is a specialist in 1 vs. 1 due to his red power defaulting to Coup de Grâce to start. So boss events and PVPs like Festival of Fights are places where he can shine. Unfortunately, Shang-Chi was released, and is a character who can take on 3 characters solo just by matching his colors. In a 1v1 situation, by the time Cap has collected 10 red, Shang has moved on to this next fight at full health. In Standard PVP, Steve’s lack of passives hurt him compared to others who you’d be more inclined to bring along because they “do free stuff”. For example, Cap’s purple used to be a great suppression power until Chasm came along and decided he can shut down everything for free the entire game and resurrect as many times as he wants without paying a ridiculous 15 AP to do it. You look at characters like Shang-Chi and Chasm and wonder why you would bring Steve at all. He for sure needs a rebalance, but I feel others should get one first, since beardless Steve was buffed.

Pairings:

I used to use BeardCap with Doctor Doom as a special tile counter team. Doom essentially chases yellow (his strongest color) allowing him to tank and eventually die, clearing all the special tiles from the board. Cap continues to chase yellow, paying the ridiculous sum of 15 AP to the devil and reviving Doom. Doom can then true heal off the strength of his own passive. That's a lot of hoops to jump through when now you can bring Chasm and circumvent any special tiles being placed at all. So, while boring, Steve's best play is to bring one of the many blue/green (Iceman, Beta Ray, Kamala) or blue/green/black (Angel, Yellowjacket, Gargantos) users ranked higher than him in the tier. Or, just play the other Cap.

What to expect when boosted:

Cap is better boosted for two reasons. One, the boosted meta for the week is less likely to rely on passive damage than the unboosted meta (where it's pretty much a guarantee). What this means is that Cap's purple suppression might actually have value in matches where firing powers are a thing people do once again. Second, his red can be even more effective against these god-boosted health pools. Yellow is still pretty much a non-factor; so, you are looking at a person with two decent actives and no passive ability. Still, even though the two things he does work better in the boosted environment, you are still likely to have better options and not likely to see a ton of boosted Caps in your queues.

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**#79) Doctor Octopus (Classic)**

712 633 554 358  
90 83 76 Health: 51,627

Affiliations: [Villains](#), [Sinister Six](#), [Team Iron Man](#), [Geniuses](#), [Technologists](#)

Feeders: Doc Ock (No Way Home)

Recommended Build: 3/5/5

Doctor Otto Octavius is a character who is ultimately too slow and complex to have any real impact on your roster competitively. He's likely one you will break out to shake things up rather than look to play or build around. His powers are all convoluted which I guess fits the "mad scientist" theme. It just consequently hurts him in the rankings. I will say this for Ock though; I'd rather someone be slow and fun than slow and unfun. So, he does get points for his uniqueness. So, kudos for that Doc!

Octavius' black (Superior Science) costs 11 AP, but costs 1 less for each tentacle tile he has on the board. So, it can get down to 7, which still seems 1-2 AP too expensive for what this does. He stuns the enemy 1 turn and places a 3-turn countdown that deals damage (~6k at 3 covers) and throws down a couple strikes (strength 867). This is one of the slowest powers in the tier for a small payoff you may or may not actually get.

Blue (Tentacles) is Ock's best power. At 8 AP he does 11k damage plus around 3800 for each

tentacle tile on the board. So, a total of around 15k under optimal circumstances. Oh... this power also has a passive that tells us how to get these things on the board. You get one for a match-4+. And can't have more than 4 out because real Ock has 4 metal arms. Makes sense. By the way, he also cannot be stunned if a tentacle is out, which can be super nice against some stun-heavy teams (stupid Chasm) or to ignore friendly Court Death.

Doctor Octopus' green (Cunning Scheme) is a cheap 6 AP and sees him placing a 3-turn repeater tile that burst heals his team for about 4k health. If matched away by either team, the tile explodes and deals ~6k damage to the enemy team. The power changes names (Phase 2, Phase 3, Final Phase) but the gist of it is that for 6 AP you can keep paying to "upgrade" the reactor (meaning it resolves a turn quicker, and the damage for matching it increases). After spending a total of 18 AP to fully upgrade, you're looking at ~25k AOE damage.

Overall, Ock has to get a lot of things to go right in order for his powers to pay off and be worth the investment. And even then, there isn't a guarantee of payoff. His black countdown can be matched away before dealing damage, his reactor can be destroyed in a match 4, and his blue requires four match-4s to get max damage. So, he's constantly building to a big payoff, and unfortunately power creep has made said payoffs mediocre. Since most game modes rely on speed, this really hurts him. But still, as I said earlier, because he's an interesting character, he's one I break out now and again. But he's also not one that will hurt you not to have champed.

#### Pairings:




If you are building around his reactor, a green battery is a must (e.g., Thor). If building around his blue, anyone who can flood the board with single-colored tiles to create cascades (e.g., Jean Grey, Star-Lord, Sersi, Storm, Iron Man) can help. Scarlet Witch fits the bill well as she can mildly fuel green and potentially create match-4 opportunities with her purple. Further, characters that help create match 4's (Carnage, Banner, Shang-Chi) or benefit from them (Professor X, Onslaught) can pair well with Octavius.

#### What to expect when boosted:

While Otto's kit isn't great, almost everything he does gets boosted when he does. He provides AP outlets in three colors and two of them (blue/green) are not terrible powers with reasonable costs (especially for a character as old as him). While he won't be a defensive deterrent, or super-fast offensively, he could be worth using in early climbs paired with a newer school boosted partner. If you can get Ock's repeater out early, it can provide some nice healing for his partner (who is likely to do most of the tanking due to having more modern match damage).

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#### **#78) Black Panther (Civil War)**

 671 
  597 
  522 
  337  
 85 
  78 
  72 
 Health: 51,075

Affiliations: [Heroes](#), [Avengers](#), [Team Iron Man](#), [Wakanda](#), [Enhanced](#)  
Feeders: Black Panther (King of Wakanda), M'Baku (Jabari Chieftain)

Recommended Build: 5/4/4

Alternate Build: 5/3/5 (When used with Thanos)

Black Panther is a character that plays better against certain characters than with. The notable exception of course being his one-time partner in crime that he ruled the meta with long ago. While he has fallen far down the rankings as the meta has passed him by, he still has some unique mechanics that allow him to do things no one else can.

Panther's Prey (black) allows you to choose a character on the opposing team to target for 9 AP. Panther then places a 5-turn Countdown tile. While this tile is on the board and your chosen opponent takes damage, they suffer over 5k extra damage. That's pretty insane considering cascades, attack tiles, and powers that spam ticks of damage. I've seen cascades melt opponents with this tile out. Unfortunately, it's garbage on defense where a human player can simply let a non-targeted character tank until it resolves.

Spirit of Wakanda is an active team-up ability posing as a yellow passive ability. When T'Challa has 11 team-up AP and makes a yellow match, he spends 7 of it and does huge damage (23-27k!). The nice thing here is while it takes a lot to get the prerequisite 11 AP, you only need 7 more for a second casting of this gigantic nuke.

Panther's red (Move... Or Be Moved) is a true passive ability and the one that puts him on the map. When The King of Wakanda takes a certain amount of damage (between 6-9k depending on covers), he negates 60% and stuns himself two turns. Whenever he returns from being stunned or invisible, he deals around 12k damage. This is once again a great power on offense, but super easy to avoid on defense, as is his entire kit honestly.

Overall, Panther is best played as a counter character to opponents who stun- especially Iceman who often hits for very short stuns, allowing T'Challa to dole out quick retaliations. He also has use in PVE wave nodes and new release PVPs with a specific partner (see below).

#### Pairings:

"Panthos" (Black Panther and Thanos)- a once feared meta- has now been passed over for faster teams, more resilient teams, and more defensive teams. However, it is still a combo that works better than maybe any other in CL9 and lower PVE wave nodes. Kill one enemy to trigger Court Death, when the next set of enemies appears, Panther returns from being stunned to hit Move... Or Be Moved, downing an enemy, and triggering Court Death again... rinse and repeat. Not health pack friendly by any means, but super fast. Similarly, they can gang up on low health new release characters in PVP and hit their famous 1-2 punch for some quick deaths. As mentioned earlier, Panther is one of the the only 5\* "Team Iron Man" characters to have no active overlap with Stark, so there is good synergy there (plus Stark was recently rebalanced!). Panther and Loki also work well, as Loki collects a lot of black AP he has no outlet for. Okoye, despite complete color overlap, works well with her fellow Wakandan Warrior as they actually share no active ability overlap. She spams the board with the team-up tiles he so desperately needs to trigger his yellow "passive" (it's still active to me dammit!). These two function better with some much needed blue/purple/green coverage in pick-3 (Iceman, Professor, Emma, Arcade, Parker,

Star-Lord, Onslaught, Bill, Yellowjacket, ...).

#### What to expect when boosted:

I think Panther has been so tied to Thanos, that people forget that he is a solid character in his own right. Hopefully, some separate boost weeks will allow folks to re-discover just how good Panther can be apart from that synergy. Move... Or Be Moved can be one of the more annoying powers to face defensively. And even though Panther's red is contingent on taking big hits, yellow is expensive, and black is fragile, all can pack a punch. Unfortunately, due to power creep, I don't think anyone will cower in fear at a boosted T'Challa on defense. While on offense, his issue is that he really only has one AP outlet (black) and it's a popular one in the tier. So, if one of the 15+ characters ranked above him with a solid black outlet are also boosted, Panther may not get used. But if you don't have those options and do have Panther, he's not a terrible pick.

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#### **#77) Wolverine (Old Man Logan)**

624 554 485 314  
79 73 67 Health: 42,480

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Time Displaced](#), [Weapon X](#), [Multiversal](#), [Enhanced](#)  
Feeders: Wolverine (X-Force)

Recommended Build: 5/5/3

Much like Old Man Logan himself, this character was once “the best in the world at what [he did]”, and is now an old broken-down version of what he used to be. Even after his very controversial nerf, he still serves as a decent healer and strike tile creator. The problem is that even with Logan doing both things passively, there are people who are still somehow better at both of his specialties, making him quite expendable. He has a “transformation” mechanic that replaces all of his powers with actual good abilities, but it takes him a ton of time to get there. In a speed-based game where seemingly everyone is bringing their fastest guns... time is not always on this old man's side.

Logan's black (Living Legend) is one of the simplest powers in the game. Spend 9 AP. Put down 4 strikes (strength 645). End turn (this part usually sucks). If he happens to be holding 12 yellow (yes that's 20 AP total), then he gets a whole new set of powers. We'll discuss Logan 2.0 later.

Yellow (Die Hard) was once his marquee power that had people from all tiers of play using him with just a single cover. Now, he can barely shrug off new age 5\* match damage, as each turn, he heals 1400 for each ally in the fight (so 2800 total). I'd just as soon bring Daredevil, Okoye, Doom, Yellowjacket, Crystal, or Shang-Chi if I wanted a healer. Or better yet, bring a team that can't die period (Chasm/Hulk/She-Hulk)... everyone else seems to be.

Red (Reluctant Hero) is a passive that sees Logan creating two strength 338 strikes when his allies fire a power, if there are less than 5 on the board. Given the special tile meta still has its

place in MPQ, this ability is probably his best one.

If Logan “transforms” (fires his 8 AP black while holding 12 yellow AP), all of his powers change to actual good abilities. Black (Still Sharp) costs only 7 AP, does almost 14k damage, and destroys up to 4 friendly strikes, doing about 3700 damage for each. Wow!

Yellow (Old Habits) costs 6 AP, meaning it can be double-cast as soon as you transform (as you’ll be holding 12 yellow). Logan does 2600 AOE damage plus an additional 1275 for each enemy still standing (so almost 6500 AOE against a full team).

Red (Finish the Fight) is 2.0’s “expensive” ability that at 8 AP, sees Logan doing big damage (around 12k) plus additional big damage (around 9k) if he’s below a certain level of health (40-60%). Given that Logan 2.0 doesn’t heal, it’s possible that extra damage will proc.

Overall, version 1 Logan is a very slow character that relies on his allies firing powers in order to contribute to a fight. He is meant to be played in long, drawn out matches that give him time to collect AP to do what he does best. Once transformed, Logan 2.0 is actually one of the faster characters in the game. I believe the developer’s strategy here was to make you struggle through first attacking a character who heals, lest you regret it when he transforms and rips your team to shreds. The problem is he is SO SLOW in his transformation, that I’ve never regretted leaving him for last (especially since he has low health and no longer heals with no allies). The other huge detriment to Old Man is he needs to take damage in order to heal it, and his pathetic match damage means many of his best partners take hits that would be better served for him. While he is by no means a good character (especially compared to the “new guard”), and is in desperate need of a rebalance/rework, the fact that he does two things for your team (strikes and heals) by virtue of existing and the fact that he can do something on offense if you work to transform him, places him higher than those below him on this list.

#### Pairings:

Despite being a mediocre character, Logan has some good partners that either benefit from or can amplify what he does. Kitty Pryde is an exceptional partner, as she can boost his strikes. Unfortunately, 4\* Rocket & Groot (and Polaris) are a thing. Otherwise, we’d see this pairing way more. I’d still suggest these two in a PVP where the 3\* has quick fire abilities (like Vision). Professor X allows Logan to tank two colors and both can shrug off damage (Professor even more so thanks to Logan being an X-Man). Logan and any true healer that compliments his colors (Phoenix, Daredevil, Loki, Shang-Chi, Yellowjacket, and Jeffery) are good for saving health packs on early climbs. He’s also good with maniacal villains who harm their teammates (Thanos/Carnage) as he can heal back that damage. Beta Ray Bill provides extra protection, two more active colors, and allows Logan to tank red/black. Kamala Khan provides three active powers and a nice passive that deals damage when you match friendly tiles (like Logan’s strikes!). Finally, if you want to build around “the transform”, you can use Thor as an excellent yellow battery, while chasing black. The problem is Thor will usually tank all but yellow/black, so you might want to bring a third partner with new age match damage to cover for Odinson. Similarly, Scarlet Witch can add either yellow or black to a dry board to help transform and still allow Logan to tank all his strong colors!






What to expect when boosted:

Even boosted, OML is not scary to face defensively. He can still be left for last and disposed of easily, especially by other boosted 5s. Even with all that extra health, and matches being drawn out, I still don't feel the AI has enough time or common sense to transform before he's dead, which speaks to an overall problem with his kit. Thus, you might break him out very early on a fun team with a synergistic boosted partner to save on packs. But if you left him on the bench the entire week, I doubt you'd regret it. Sad for a character that once ruled the game at all tiers of play.

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### #76) Spider-Man (Back in Black)

 639  568  497  321

 81  74  68 Health: 43,529

Affiliations: [Heroes](#), [Spider-Verse](#), [Team Iron Man](#), [Enhanced](#), [Geniuses](#)

Feeders: Spider-Man (Infinity War)

Recommended Build: 5/3/5

Alternate Build: 5/5/3 (against non-strike tile teams; PVE essential)

The original 5\* Spidey clocks in at a higher ranking than a lot of his peers that are clearly better than him in a vacuum. But since these characters don't exist in a vacuum and this character provides a very valuable service to players (albeit super niche), he has earned his ranking.

Symbiote Spidey's blue (Taek-web-do) is a spammable 6 AP power that does around 8k damage if he fires it while invisible. If not invisible, he stuns the opponent for a turn and deals about half the amount of damage.

Spider-Man's green (Automotive Artillery) is a 14 AP nuke that deals 11-16k damage (ignoring protects) and stuns a random enemy for 3-4 turns (depending on number of covers). This power is extremely cost inefficient but is usually a better option than Daredevil's green (sadly) whom he partners best with (more on that later).

Finally... we come to the reason for Spidey's high ranking (it obviously wasn't the first two powers)... his purple passive (Shadowy Acrobatics). When an enemy is stunned, Black Suit goes invisible! Not impressed? Oh, there's another part to his passive. At 5 covers, as long as Spidey is alive and well, enemy strikes add 100% less damage.

Spidey's kit has a natural synergy that on paper plays well. Fire green to deal huge damage and stun someone. While stunned Spidey goes invisible (purple passive). While invisible, his blue does good damage for the AP. All this is great... but falls apart at step 1, because his green is way way too expensive. Couple this with abysmal health and match damage due to power creep, and playing him just paints a gigantic "kick me" sign on your back (uhh... I thought Bag-Man was the 2\*?). So why play him at all? Given certain meta teams rely heavily on strike tiles (more so since Polaris' debut), Shadowy Acrobatics has given dark webs here new life as a counter

character! Of note, Black Suit also has use in PVE CL9+ against Kaecilius, whose strike tiles can absolutely ramp up to devastating levels after beating him several times. Spidey's main problem, and a reason he has dropped in the rankings, is that Colossus and his 80% match damage reduction serves in a similar capacity to Spidey's strike tile reduction. Except Colossus is a huge asset to any team and not a raging liability like Spidey. For this reason, he has lost some of his shine, but is still serviceable for the 100% strike tile negation. I can't wait for him to be rebalanced, because that really is a killer passive that will be even better now with newer characters like Wong and rebalanced Kingpin potentially dropping strikes for free.

#### Pairings:

The purple passive is really the sole reason to play Black Suit on anything but a fun team. When countering teams built on buffing strike tiles (e.g., Kitty Pryde, Ultron), his best synergy is with Daredevil. The idea is to let the opponent buff strikes since Spider-Man's presence prevents them from adding any damage. Daredevil's Sonar Strike then flips them to friendly strikes, allowing you to kill your opponent with their own weapons. Sonar Strike also being a purple stun means that Spidey can go invisible, spam his blue ability, and do extra damage. It's truly a match made in heaven! Add Deadpool, newly rebalanced Ghost Rider or CW Cap for a three colored stun team! Apocalypse is Parker's second-best pairing as he'll deal most of the damage himself, boost Spidey's green and spammy blue, and let Parker exist just to ignore strikes. Okoye is a character with no active overlap that can also boost Spidey's offense. Daken and Elektra are two other solid options against strike tile teams. They can capitalize on Spidey nullifying strikes, buying time to remove/replace (Daken) or steal (Elektra) enemy strikes. Elektra also provides a red stun. Finally, Hit-Monkey, Wong, and Gamora each can provide three additional AP outlets. The latter's random stun on yellow can allow Parker to pop in and out of the shadows!

#### What to expect when boosted:

Except in extremely rare cases, expect not to play him. His health/match damage are too low, and green cost are all too high to justify running him over other boosted options. You only play him for his purple passive and that doesn't get better with levels.

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#### **#75) Mister Sinister (Nathaniel Essex)**

738 656 574 365  
94 87 80 Health: 66,964

Affiliations: [Villains](#), [Weapon X](#), [Geniuses](#), [Enhanced](#), [Battleworld](#)

Feeders: Blob (Modern)

Recommended Build: 3/5/5

Mr. Sinister, despite being a strategist-type in the comics, is one of the most luck/RNG based characters in the game. He's extremely high variance in that he can be a damage dealing AP factory one match and be dead weight the next. He's a character that you put on your team and hope for the best. For this reason, he's one of those characters that can seem much more effective

when you oppose him than when you try him out yourself. While he gets points for novelty, and for being ~~the~~ a “trap tile specialist” of MPQ (sorry, had to edit with Arcade being a thing), he is hurt by his slowness, reliance on luck, and overall clunkiness (clicking on various trap tiles to see what they do is NOT fun!).

Sinister’s passive black ability (Original Sinister) procs when the enemy would deal 6975+ damage. When this happens, he drains 2-3 black AP, negates 5581-6976 damage, and spawns two traps that deal a small amount of damage (2214-2767) if matched by either team. While the damage negation can be nice in certain circumstances, potential small damage predicated on the enemy hitting you for big damage does not make for a great power.

Sinister’s purple (Sinister Secrets) is another trap-based passive ability. When the opponent fires a power, Mister Sinister creates 2-3 trap tiles that when matched by either team, will either destroy 2 or steal 3 enemy AP, depending on how much AP of that color the opponent has when the tile is matched. While this can be a good power against characters with cheap abilities, it is the second power that procs based on the enemy smacking you around, which isn’t ideal. Also, with only one active power, you have to make sure your partners are packing a lot of active abilities, lest the AP you collect goes to waste.

Sinister’s trap-spamming ways culminate with his final ability- an 8 AP blue power (Behold!) that sees him once again putting traps on the board. At 5 covers (you want this one at 5!), he places 3 traps that if matched by either team do 3395 damage for each friendly trap tile on the board (max 8). That’s a beastly 27k damage under optimal conditions! Unfortunately, the road to get there may be slow and laden with health packs.

Mr. Sinister was designed to be a “strategy” character... someone you have to put thought into to use effectively. A character that brings the puzzle element back to puzzle quest. However, that is not how he operates in practice... a shame given how much of a strategist the source character is. Most of his powers rely on luck and on the enemy doing stuff. He waits to get hit with enough powers and damage (things outside your control) to flood the board with traps. You then fire his one active and hope the damage dealing traps land in matchable spots (again, out of your control). Trap tiles have traditionally been a weaker mechanic in MPQ. They are easily overwritten by special tiles and hitting on them is very RNG dependent. As mentioned in the intro paragraph, Arcade is now a thing, and is in many ways the spiritual successor to Sinister, except much more powerful and much more fun. Sinister losing his niche as “King of one of the weakest mechanics in the game” has ultimately hurt him in the rankings. To get the most mileage out of him, you really want to pair him with another trap-tile spammer in the tier (discussed below) which limits his versatility.

#### Pairings:

Mister Sinister’s ideal partner in 5\* land is one who spams friendly traps to fuel blue. Three such 5\* have been released since Sinister’s debut. Yelena Belova spams a bunch of traps for cheap, while Killmonger does it more slowly but passively. Both are excellent partners! Arcade puts out traps at an insane rate (passively and actively), but has a blue that is arguably better than Nate’s. As mentioned earlier, characters with three strong non-blue active abilities will also pair decently with Sinister to capitalize on his AP gains. Some characters that fit that description are








Gladiator Thor (battery), Apocalypse (power booster), Electro (loves villains), Hit Monkey (deals big damage against villains), Elektra (against strike/attack/protect spammers), Magik, Omega Red, and Wong. Finally, Doom's yellow board-shuffle and/or Big Wheel's board rotations can give hard to reach traps a second chance at tipping a match in your favor.

#### What to expect when boosted:

Sinister is one who needs another trap-spammer to really be effective. Since only 3 other characters will be boosted alongside him and there still aren't a ton of trap-spammers in the tier, the likelihood of him being boosted with a synergistic partner is pretty low. Thus, he likely won't see use unless you have a powerhouse using 2 or 3 of Nate's off-colors and you really want a blue outlet.

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#### **#74) Hela (Goddess of Death)**

703 625 547 348  
89 83 76 Health: 54,209

Affiliations: [Villains](#), [Godlike](#), [Cosmic](#), [Non-humans](#), [Asgardian](#), [Deity](#)

Feeders: Clea (Sorcerer Supreme)

Secondary Feeders: Magik (Classic)

Recommended Build: 5/5/3

Hela has some damage dealing capabilities and a couple of nice passives. But, her main niche in the 5\* tier is going to be that of "special tile creator". She does what she does well enough, but what keeps her in the bottom tier is the fact that a lot of what she provides is done passively by others. Plus, she is a victim of powercreep (needs a rebalance!), she doesn't have crazy synergy with many other 5\*s, and struggles to compete with other strong red/black/green characters.

Hela's red (Knives Out) costs 9 AP and when cast, places 4 strikes on the board (strength 514) that look to overwrite enemy strikes/attacks/protects before landing on other tiles. This may have been conceived as a counter to the special tile meta around her release, but it is ultimately too slow to truly be effective.

Hela's green (Death's Best Friend) has both a passive and active component. For 8 AP she deals about 6700 damage to the target as well as two hits of around 4400 damage to random enemies. While the damage isn't huge, the fact that it is broken up means that each tic can be boosted by her strikes or a damage-booster. The passive portion of her power punishes enemies for stockpiling too much green AP. If they hold 10+, she destroys 2 enemy green and she deals ~4400 damage to the target. By my count, there are currently 15 characters with 10+ AP green abilities in the tier (including her fellow Asgardians- Thor, Bill, and Loki) and another 9 are right on the cusp with 9 AP greens as well. So, this ability is a nice one to have.

Hela's black active (Death Becomes Her) is a pretty cool ability that is heavily board dependent. For 8 AP, she converts ALL blue tiles into strength 270-405 attack tiles. Given the potential

sheer number of tiles that could spawn, those are pretty strong. The passive component of her black gives a one-time buff to all friendly specials on the board (strength 223-335) when an enemy is downed. While nothing to build around, it's nice when it triggers with a board full of friendly specials or is spammed in wave nodes.

Overall, Hela is a pretty straightforward character with regards to her main purpose (spam tiles to boost multiple small hits of damage). To get the most out of her, you really need to pair her with people who can capitalize on what she does well (see below). The passives she brings to the table, while nice, are not usually things to build around. And what she excels at (special tile creation) is something that others often do passively (Daredevil/Logan/Rocket strikes, Carnage attacks, Beta Ray/Omega Red protects, Kingpin/Wong both, Polaris/Ultron duplication, etc.). This is really the biggest reason I imagine we don't see more Hela out and about. She's good. But why pay for what you can get for free?

#### Pairings:

Kitty is Hela's number one partner with a bullet. The synergy between someone whose whole deal is making tiles and someone whose whole deal is buffing tiles, need not be explained. The problem is Kitty has more efficient partners to dance with (namely Grocket and Bill). Okoye and Daredevil pair well as they can boost all her "tics" of damage. But everyone seems to pair well with Hornhead and Okoye. The same is true of Thor who can fuel two of her powers. But his own are probably better, and again, he pairs well with everyone. I've found Strange to be a good pairing due to the full rainbow and Hela's strikes boosting his passive damage (but both are too old/squishy to be viable in PVP these days). A slept-on pairing is newly rebalanced First Avenger Cap whose cheap blue can hit hard with enough specials on the board (Hela... she spams that...). Scarlet Witch has no active overlap, and can protect and fuel Hela. Scarlet Witch can then pump-up Hela's damage with her purple/blue, while Hela can pump Wanda's passive damage with her strikes.

#### What to expect when boosted:

As I mentioned above, Hela is not played more because there are others who do what she does passively. If those characters don't happen to be boosted, Hela looks a lot more appealing and will bring a lot to the table. Sporting three active abilities and a suppressive damage-dealing passive (all of which get better with levels) is enough for her to have some use- usually as a secondary attacker and support to a higher ranked boosted character.

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#### **#73) Black Bolt (Inhuman King)**

592 526 460 297  
75 69 63 Health: 48,835

Affiliations: [Heroes](#), [Inhumans](#), [Illuminati](#), [Team Cap](#)

Feeders: Medusa (Inhuman Queen)

Recommended Build: 5/5/3

Once one of the top characters in the game (due mostly to some very unique mechanics that allow him to pair very well with others), a significant nerf to his partner in crime has seen Boltagon finding himself in the lower tier of 5\* characters. He still has use as a charged tile and passive damage specialist. But as the game has evolved, neither of those things are as hard to come by as they once were. Thus, until he sees a rebalance (just look at those match damage and health numbers!), he will likely stay benched in favor of those other options.

Black Bolt's green (Quasi-Sonic Whisper) costs 10 AP and does about 14k damage while destroying the middle two rows. While the damage per AP is low compared to other green in the tier, the board-shake can be nice. Low damage? Not enough shake for the cost? Well, if you cast it while holding 5 AP in all other colors; he'll drain ALL of your AP and scream from the top of his lungs, destroying the ENTIRE board and doing ~27,000 to the entire enemy team! While this both looks awesome and can severely cripple the opposition, it is still a bad return on investment (that is worse, the more "extra" AP you hold). Especially compared to heavy green hitters like Thor, Bill, or even Thanos.

Black Bolt's black passive (Energy Channeling) is by far his best power; and the reason one would play him competitively. Every turn he passively creates 2 charged tiles in the color most prevalent on the board. That last part is key as it makes it more likely the tiles are matchable and can fuel your team more than the opposition. If the tile does happen to land in a hard-to-reach place, that's where the second half of Bolt's power comes in. He deals ~5300 damage passively each turn if there are at least 4 charged tiles on the board. This damage absolutely adds up and can wear opponents down.

While black is the good power, yellow (The Silent King) is the fun one! Ever wonder what a character would play like if you had more covers? Wish you could defy game mechanics and run a character 5/5/5? Now you can! Bolt drops a 6-turn "motivation tile" that counts down (like a countdown?) and while on the board, ups the power level of a chosen teammate (or all teammates with more covers). While not something most build around other than playing for fun/experimenting, it can be a decent yellow dump.

Overall, Black Bolt's passive saved him from the rock bottom of the rankings. As mentioned earlier, Bolt's role is clearly that of charged tile specialist and passive damage dealer. Why is he not ranked higher? His role as premier passive damage dealer was usurped by Scarlet Witch, Omega Red, and a big green monster who triggers faster and does AOE rather than single-target passive damage (all discussed later). The fact that charged tiles help both teams means that he plays better on offense than on defense, where your opponent will likely utilize those neutral tiles smarter than your AI defense. Still, offensively he can hold his own, especially with a few key partners that he happens to have great synergy with (see below).

#### Pairings:

"Gambolt" (Gambit and Black Bolt) once the premier meta team in MPQ is still the best pairing for Boltagon. While it obviously lacks the fire power it once had, with the Cajun's rework, it's still pretty devastating on offense. Mighty Thor has an affinity for and creates charged tiles herself, so is a great pairing for Bolt. She just unfortunately has better/more modern options to pair with. Okoye or Apocalypse are the other premier pairing for Bolt. He does damage










passively. They boost damage passively. Yeah. Storm is also an okay pairing that works better on paper than in practice due to complete color overlap. So, they'll mostly be played in pick-3 where you can pair them with someone like Gambit. Silver Surfer and Star-Lord make an abundance of charged tiles, and both were recently reworked! So, while you mostly bring Black Bolt to charge up teammates, these are two teammates you could bring to charge up Black Bolt. Finally, people with amplified match damage (e.g., Colossus, Adam Warlock) can hit much harder with charged tile matches. Shang-Chi is probably the best character to benefit from said strategy, and is a great partner with zero overlap!

#### What to expect when boosted:

Black Bolt only has one really good power, and it is a passive. Meaning he needs to pair with someone who really benefits from or can amplify that passive damage/charged tiles he puts out. Or, he needs to pair with someone who will bring a lot more quality AP outlets. Since he does not have a ton of truly great partners (just the charged tile folks, damage amplifiers, and match damage monsters), you could very well end up passing him up for a duo with more synergy. As with every character, it will ultimately depend on who else is boosted.

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### **#72) Doctor Strange (Sorcerer Supreme)**

 630 
  560 
  490 
  317  
 80 
  73 
  67 
 Health: 35,842

Affiliations: [Heroes](#), [Avengers](#), [Defenders](#), [Illuminati](#), [Supernatural](#), [Geniuses](#), [Kamar-Taj](#), [Battleworld](#)

Feeders: Mordo (Master of the Mystic Arts)

Recommended Build: 5/3/5

The Sorcerer Supreme is one of the few characters on this list that has a niche as an almost entirely PVE specialist. This is due to his kit giving him a huge advantage against goons, and his low health painting a big target on his back against human players. Overall, Strange continues to plummet in the rankings as faster options have replaced him in PVE and his health looks worse and worse in PVP with each powercreep release.

Doctor Strange's blue (Crimson Bands of Cyttorak) is arguably the best reliable stun in the tier (Venom's is comparable and Iceman's can be way better, but also way worse depending on the board). For 9 AP, he freezes the enemy 3 turns. While that seems pricey, when you cast it, you also place a 3-turn countdown tile that deals ~6400 damage and drains 3 enemy AP on the color tile you chose EACH turn it ticks down. So, in total that is a 3-turn stun, over 19000 damage, and -9 AP to the enemy if it resolves fully. This is a great value for the power cost!

Strange's purple (Eye of Agamotto) is not only Strange's worst power... it's arguably one of the worst powers in the entire tier. For the high cost of 11 AP; he creates an "eye" tile that removes one enemy special per turn (the types of tiles removed increase with covers). At 4 and 5 covers he removes invisibility and trap tiles respectively... which I guess is a "thing" (if you really want

to lower his other two amazing powers). Otherwise, Kitty does what he does for 11 AP cheaper (i.e., it's free... oh and she deals big damage after the specials are gone).

At least we get to end on a positive note, as Strange's yellow (Flames of the Faltine) is the power that puts him on the map. Whenever an enemy fires a power, Doctor Strange passively deals around 5800 damage. This isn't a ton, until you realize that every time a goon spams another countdown they are "firing a power". Then you realize just how useful the good Doctor can be. This ability also has an active component that seems like a tacked-on afterthought. Deal 16k damage for 14 AP. The damage to AP ratio is bad, but it can be a decent place to dump extra yellow AP, especially when you realize that not a lot of yellow abilities in the tier deal direct damage.

As mentioned, Strange's niche use is melting PVE goons who spam tiles (Mindless Ones being some of the worst offenders), speeding up clear times. However, if you have faster teams, Strange might not leave the bench for that either. In PVP his low health can make him a huge liability, but he can maybe work as a third in pick-3 (especially with that stellar stun) with the right teammates around him.

#### Pairings:

Okoye and Apocalypse are often seen paired with Strange due to the boosting of his passive damage. Daredevil pairs very well, due to his punishing of stunned characters and strikes pumping up the Flames damage. Strange having a top tier passive and phenomenal blue/yellow powers (in a tier that lacks them) makes him an ideal "filler" character if you have strong red/black/green users (the most popular strong colors in the tier) and are looking for rainbow coverage. Hela, Jessica, Carnage, She-Hulk, and Ghost Rider are examples of such characters.

#### What to expect when boosted:

Even boosted, Doctor Strange still feels like a liability to play in PvP due to his extremely low health (similar to Hawkeye mentioned later). His passive damage is getting easier to work around, shrug off, or heal back as power creep gives us more and more massive health pools. That said, his blue is still great- so if you play him boosted, it will be for that. In PVE, most of the damage he does unboosted comes from being paired with others (Okoye/Apocalypse/etc.) and that won't change much boosted. Honestly, he's one that that doesn't play up as well as some other characters. If you need that blue or it's a particularly weak boost period, he might get the call up, but there are others with larger health pools I'd rather bring to a megaboosted fight.

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#### **#71) Iron Man (Mark XLVI)**

🔴1067 🟦948 🟡830 🟤536  
 ⬛135 🟢124 💜114 Health: 81,192

Affiliations: [Heroes](#), [Avengers](#), [Team Iron Man](#), [Technologists](#), [Geniuses](#), [Hellfire Club](#)  
Feeders: Iron Man (Hulkbuster)

Recommended Build: 5/5/3

To me, Iron Man was the worst character in the game after the much-maligned Banner and Wasp. All three (and others along with them in the trash tier) received reworks. However, while the others (sans Wasp) were vaulted into boosted relevance, the developers seemingly missed the mark with Tony. While clearly better than he was before the buff, I still have Iron Man in the bottom tier. Sad for one of the most popular characters in the Marvel universe.

Iron Man's red (The Winning Team) costs 9 AP and does 12,464-14,244 damage (depending on covers) and tacks on an additional 8,900-13,175 per person with the "Team Iron Man" affiliation on his team. While the ceiling on this is high, the problem is that Team Iron Man folks in the 5\* tier ([see list here](#)) are either old characters that desperately need reworks themselves (Black Panther, Doctor Octopus, Black Suit Spider-Man, Green Goblin) or overlap on key colors and pair better with others (Deadpool, Riri Williams Shang-Chi, She-Hulk, Silver Surfer, Parker Spider-Man).

Tony's blue (Girl FRIDAY) is his best power. For 10 AP he converts 6-8 tiles of the enemy's strongest color to red. Then, after matches are made and the board settles, he blows up the board by destroying all of the red tiles. If the enemy's strongest color is red, you get some way overcosted board-shake and a hard time fueling your own red powers. But in the event the opponent's strongest is not red, the power does three really cool things. One, it can fuel your own red nuke due to the matches it makes. Two, while fueling yourself, you're also depriving the enemy of their strongest color. Three, you are effectively removing two colors from the board which can lead to all kinds of crazy cascades and power-fueling. In my original writeup I said, "I feel like as cool as this power is, it's 1-2 AP more expensive than it would be if released today." Clearly, I was wrong because the cost remained untouched in the rebalance. However, a passive was added that states, whenever the opponent make a match in their team's strongest color, Iron Man steals 1 AP in that color and essentially converts it to red AP. While it's better than nothing, the whole point of firing the active portion of this power is to wipe their strongest color off the board. They should have given AP for matching their SECOND strongest color, as presumably there would be more of those matches available after firing this ability. Or... and it's just a thought... just drop the cost of Girl FRIDAY altogether instead? Crazy I know.

Unfortunately, Stark's yellow (House Party Protocol), also did not see a cost reduction in his rebalance. For an insane 12 AP, he places three 3-turn countdown tiles (now fortified) that each deal 10,718-13,781 damage when they resolve. If Stark would take 6558+ damage, remove one and negate the damage. While that secondary part can be huge in shrugging off a major nuke, you'd have to 1) have the tiles out when the nuke hits and 2) have Iron Man actually be the one tanking (which is much easier with his match damage update). Otherwise, this power just does damage that's not worth the cost (even with the damage output being doubled in the rebalance). Plus, I'd rather use all that AP for better/faster offense than defense anyway.

It's hard not to compare Civil War Iron Man and Captain America. They have the same strong colors, they have buffs that trigger based on affiliated teammates, they were released together, and they were also buffed together. Cap (already the better character before the reworks) saw his worst power buffed to be on par with his best power. He also received some heavy hitting synergistic teammates when affiliations were updated. Tony on the other hand had his best

power buffed in ways it didn't need to be. And while his damage output is mostly doubled across the board, it was so laughably low for the cost, that doubling it barely makes a dent (like a 10x bonus on Iso costs. I mean it's better, but does anyone really think it's a good value?). Yellow is still 12 AP, blue is still 10, and red is way too handcuffed to characters he has no synergy with to rank Iron Man higher than he is. I will say that 6 out of the 8 BCS 5\* reworks were a success. So, they have an impressive batting average. Unfortunately for Tony, this means that those ranked below him who have yet to be reworked will likely surpass him in the rankings when their numbers are called. Ironically, this will put Iron Man right back to the place he was in the rankings before the buff. As a big fan of Tony Stark, I'm ready to scrap this hunk of metal and get a second version worth running in the 5\* tier.

#### Pairings:

The best use for Iron Man is during PVPs that feature a "Team Iron Man" character. It's one thing to reach down two tiers to find some dead weight to boost Tony's red. It's quite another when both teams are saddled with said weight. Might as well make it work to your advantage. 3\* "Team Iron Man" characters are as follows: Black Panther, Black Widow, Captain Marvel, Ragnarok, Sentry, She-Hulk, Spider-Man, The Hulk, and Vision. Not bad. Pair with 5\* Panther, Goblin, or Ock (just ugh to all of these) and go to work! At least that red will hit hard.

#### What to expect when boosted:

God boosts actually hurt Tony as his best power (Girl FRIDAY) doesn't get better with levels. Plus, the likelihood of another Team Iron Man character he has synergy with also getting boosted is pretty low (only four 5\* characters get god-boosted each week). So, Tony here will likely ride the pine in favor of pretty much any other boosted 5\* or unboosted meta characters on your roster. Sadly, the rebalance didn't change this.

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#### **#70) Abigail Brand (Commander of S.W.O.R.D.)**

💜978 🟦870 🟡761 🌐484  
 🟢124 🔴115 🟩105 Health: 66,029

Affiliations: [Heroes](#), [Mutants](#), [S.W.O.R.D.](#), [S.H.I.E.L.D.](#), [Non-humans](#)

Feeders: Nick Fury (Director of S.H.I.E.L.D.)

Recommended Build: 5/5/3

For the most part, MPQ does a good job of releasing characters within a certain bandwidth of power (though power creep is an obvious thing). Though every once in a while a character clearly breaks the mold and becomes meta, much to the excitement of players. Conversely, we often get characters who for whatever reason miss the mark and fall on the left of the bell curve. Unfortunately, Abby falls in this category. She's not a complete wash, as you can build some annoying teams around her and/or use her in PVP boosted. But if you happened to skip her, your roster really won't suffer.

All of Abby's powers contain countdowns/repeaters that do a little more than nothing. The first such ability is her 8 AP purple (Peak Performance) that deals about 9K damage and has you place a 2-turn repeater that destroys 2 AP in whatever color you place the repeater on. This is probably her best power and is her only direct damage-dealer.

Abby's blue (Burn Notice) is a cheap 6 AP power that creates a pair of strength 622 attack tiles and yet another 2-turn repeater. This repeater removes an enemy strike/attack/protect tile and creates another strength 622 attack tile each time it resolves.

Abby's yellow is just... weird. For 5 AP she creates a 2-turn countdown that upon resolution will then resolve a random countdown or repeater tile. Since you can't pick the tile that gets resolved, it's kind of a throwaway AP dump. There is a passive attached to this power that helps her see use as a nuisance/troll character. It states that when a countdown or repeater resolves her team burst heals 1700-1900 (3 times max per turn). I tend to keep this at 3 covers and forgo the 200 damage difference. This healing doesn't seem like a lot, but all her powers drop either a countdown or repeater and if you play her with other characters who do the same, she can be annoying. I should note that with each of her powers, her countdown/repeaters come fortified at five covers. This is another reason I play her 5/5/3. I'd rather fortify repeaters that will last over a countdown that will disappear.

Overall, Abigail's whole brand (pun!) is about slowing down the opponent by spamming countdowns/repeaters, placing attack tiles, suppressing AP, and generating more health for opponents to chew through. While she can be annoying and lengthen a match, she's not at all dangerous unlike other defensive characters who also slow you down (i.e., Chasm, iHulk, Scarlet Witch and Colossus- all ranked much higher). Also, she slows *your* team down waiting for everything to resolve just as much as she does the opponent. Not great for game where speed is king.

#### Pairings:

Abby works well as an annoying character due to the burst healing. Her best partners are going to be those who spam countdowns and repeaters to proc her team healing. Scarlet Witch (an annoying defensive character herself) creates a 1-turn repeater passively, while Gargantos (a suppression character himself) does the same with countdowns. Hawkeye or Kang, who collect AP from expired countdowns make for an excellent third! For just 7 AP, Apocalypse and Iceman can cheaply spam 4 and 5 2-turn repeaters respectively. Iceman also spams blue countdowns, while Apoc can provide the heavy damage for the team. Magik gives cheap outlets on red/black and both happen to place repeaters. Jeffery provides red/green outlets, the latter of which can benefit from swallowing up Brand's attack tiles to increase the shark's match damage (though neither character is very good). Finally, Ghost Rider covers the rainbow for Abby and comes with some heavy nukes. He also has two powers that spam countdowns (his green makes one that recreates itself each turn!).

#### What to expect when boosted:

Abby will have value in weeks where the best boosted characters rely on active powers. Her AP suppression means little against a meta based on passive damage. However, if someone like Deadpool or Apocalypse is the best boosted option in a given week, Abby's ability to target

those red and black AP pools could prove handy. She is not a primary damage-dealer and is slow, so she may often ride the bench. But, if she can support a boosted heavy hitter on your team while suppressing the opponent's big gun, she may find use in some early matches, because though slow she may save you some health packs.

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### #69) Wolverine (Samurai Daken)

900 800 700 445  
114 106 97 Health: 61,241

Affiliations: [Heroes](#), [Mutants](#), [Time Displaced](#), [Weapon X](#), [Enhanced](#)  
Feeders: X-23 (All-New Wolverine)

Recommended Build: 5/5/3

Alternative Build: 4/4/5 (if tanking/healing is a priority over offense)

Old Man Daken can be boiled down to a character who does a bunch of really good things really poorly. This is unfortunate because he's a cool character and it's clear that a lot of thought went into his design and unique kit. Sadly, his all-around weak numbers hold him back from being a major player in the tier. As you can see by those ranked above him, in a tier this big, it's often better to do one thing extremely well than it is to be mediocre at a bunch of things.

Daken's red ability (Master of Iaido) costs 8 AP and sees him removing up to 4 enemy strike/attack/protect tiles, and spamming two tiles of his own (at 4 covers) for every one removed (strength 220-293). He also deals a very small amount of damage (4395 max). The problem is that if you aren't facing a tile-spam team, the negligible damage is ALL this power does. While if you do bring him to a tile-spam fight, the main players (Beta/ Kitty/ Polaris/ Carnage/ Apocalypse/ etc.) are likely to overwhelm and wreck him with passives before he collects the AP to hit back. Daken's red also packs a passive: a flat debuff of enemy special tiles (up to 25%), but again, the meta players (especially Kitty) will outpace it.

Wolverine Jr.'s passive black (Lawless Warrior) is perhaps his best ability. If he has more than 6 black AP, he converts 3 of it to red, then he creates two 2-turn repeaters that do decent damage (6152 max) each time they expire, if there are 2-3 special tiles on the board. Without specials present, they do nothing upon expiration. Unfortunately, the only special tiles that Wolverine creates independent of other characters are these here repeaters... which don't count for the power. So, you really need to be mindful of who you pair him with and/or who you are facing.

Finally, Wolverine's green (Lethal Fury) brings a new mechanic to the 5\* tier. Damage done by this ability reduces health permanently. Sorry true healers! For 9 AP he destroys 3 green tiles and deals around 5600-9200 unrecoverable damage. The fact that he gets AP for the destroyed tiles, makes it a net cost of 6 and quite spammable. This power is disabled when he is below 25% health and becomes Unkillable Ronin- a passive that heals him 6-9K if he's holding 3-4 green AP at the start of your turn. Unfortunately, both the threshold to proc his heal and amount of health regained are painfully low.



All in all, Daken is a character with a fun and unique kit but he is marred by two major issues. One, his numbers are bad in just about everything he does (his damage is too low, he heals too little, the threshold to heal is too low, the repeaters are too long, the special tile reduction is minimal, and AP costs are high compared to many of the higher ranked characters). His second issue is his reliance on other special tile makers to do much of anything. I like that chasing black both fuels red and creates repeaters that do possible passive damage. The double-dipping there is nice. And his green doing permanent damage is unique (even if he doesn't deal enough damage for it to matter most matches). While he does a lot, it's unfortunate that just about everything he does is done way better by other people.

#### Pairings:








Wolverine's ideal partners are going to be people who make special tiles to proc his passive damage (which adds up over time with multiple repeaters). Unfortunately, two of the best special tile makers in the tier have complete overlap (Hela/Carnage) and many overlap on two colors (Ronan, Ultron, Knull, Jessica, Kingpin, and Apocalypse). Despite red/black overlap, Apocalypse is a great partner to boost damage, add specials, and provides a better outlet for the red. Thor is an excellent red/green battery (again... despite that overlap) that Daken can take advantage of (Thor also can put specials on the board via his yellow). There's definitely interesting synergy with Immortal Hulk, whom Wolverine can tank all but green and blue for. Hulk will fuel Daken's green while Daken fuels Hulk's red. He also has some true healing to try and stick around when Hulk does his rebirth thing. Black Suit Spidey can be a good pair against strike tile teams. Let Parker passively nullify their strength while Daken removes them and spams his own! Finally, Daredevil is a great option as he provides special tiles passively and he can ensure that multiple repeaters firing will melt any stunned enemies with his Sonar Strike.

#### What to expect when boosted:

Special tile spammers are not all that uncommon in the tier (though as mentioned above, many overlap with the Samurai). Daken will be great paired with and especially as a counter to those characters if boosted along with him. However, on weeks light on the special-spam, Daken might not see the light of day in lieu of better options. Due to his heal, he might still get some run early as a health pack saver, but once he is KO'ed I am saving my health packs to revive stronger and/or more synergistic characters if specials are not part of that week's meta.

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#### **#68) Spider-Man (Peter Parker)**

 647 
  575 
  503 
  320  
 82 
  76 
  70 
 Health: 52,337

Affiliations: [Heroes](#), [Spider-Verse](#), [Team Iron Man](#), [Enhanced](#), [Geniuses](#)

Feeders: Spider-Man (Oscorp), Vulture (Adrian Toomes)

Recommended Build: 4/5/4

Parker Spidey is a bit of a complex character to play (stupid "web tile math"!), but if you fire his

powers at the right time, he can be quick, hard-hitting and downright fun. He finally received a web tile partner in the 5\* tier (Chasm) who is all passive (thus no overlap)! But that particular character found cooler friends (the Hulks) and is currently dominating the meta with them, leaving Pete in the dust. All the other people who benefit from web tiles that Parker could befriend exist in the tier below him. Spider-Man is ranked this high, because mechanically he is excellent; but is ranked this low, because of his lack of playmates, complexity in the stupid AI's hands, and low numbers due to powercreep. If he received a classic BCS numbers bump to bring him in line with others in the tier, he would shoot up the rankings (because again, he has a good kit).

Spidey's blue (Stick Around) is cheap at 6 AP. It creates web tiles if there are not already a certain number on the board. If there are, then he removes 2-3 web tiles and stuns the enemy team for two turns instead. With the enemy incapacitated for two turns, you are guaranteed to get 6 AP back at minimum (from matching while they're stunned), making this an excellent return on investment. Conversely, all of Spidey's powers depend on a heavy web tile presence for maximum efficiency. So, while team stun is nice, you will more often than not be using this ability to flood the board with webs.

Green (Arachnid Agility) costs 10 AP and has Spidey leaping around the board dealing about 5700 damage to a random enemy followed by ~5700 damage to random enemies for EACH web tile on the board (maximum 5 tiles). Yes... that's over 34K damage raw damage... and each of the 5 hits is bootable. Insane for an older character.

Red (Web Shot) is another cheap ability at 7 AP. When cast, Spidey does a good chunk of damage (12-14k) and then converts 1-3 web tiles to critical tiles if there are a certain number of webs on the board when the power is fired. Spidey's red also comes with a passive that puts 1-2 web tiles on the board if there are less than 2. This is super important given the fact (once again) that every single power in his kit is amplified by the presence of web tiles.

So how do you play Spidey? The ideal build for most is 4/5/4. At this build he passively makes 2 web tiles to start. Matching 1 web, means there are less than 2 again and you get 2 more next turn for a total of 3. Firing blue gets you 3 more since there are less than 4, which gives you 6 total. With 6 total, you can fire green with maximum efficiency and then fire red, converting 3 webs to crits since there are 5 or more. Has your brain exploded yet? Unfortunately, the AI is not programmed for "optimal web tile math", which really hurts Pete on defense.

#### Pairings:

Spider-Man finally received a 5\* partner in Chasm who can put out web tiles at an insane rate, making the whole web tile math thing obsolete. Chasm will ensure you have more webs than you know what to do with to fuel all of Parker's powers. The unfortunate thing is that Chasm drains AP like no one else, meaning that actually firing the powers is much harder. However with a battery like Thor as a third, Parker has all he needs to put in work (but like I said, most would rather play Chasm with iHulk and have people skip them instead). Spider-Gwen is another webhead who pairs well with Pete (despite red overlap) due to their multi-hit powers that deal more damage as the number of webs on the board increase. Okoye really likes people with cheap powers and people with multi-tap powers, which Parker has both. Since Spidey self-

synergizes well, he benefits from people who compliment his colors and/or have their own self synergy. Examples of these characters are God Doom, Green Goblin, and Arcade (who overlaps on blue, but also acts as a slight battery when matching his traps). Professor X is a person who can benefit from the critical tiles Parker drops, while providing a purple outlet. Similarly, Colossus and Adam Warlock with their mega match damage also appreciate the crits Spider-Man puts down. However, with the exception of the aforementioned Chasm and Gwen, a tier below is still where the web tile meta truly thrives, making Pete a bit of an outcast in his own tier.

#### What to expect when boosted:

Spider-Man has more utility boosted than not. A lot of top tier characters are great in tandem with specific partners. This can hurt them in the rankings when only one half of a dynamic duo is likely to be boosted in a given week. Spidey here has no such separation anxiety. So, while having no great partner hurts him unboosted, it helps him immensely boosted, because he's a one-man wrecking crew. Just pair him with a character who can cover some of his off-colors or has great passives, and let him do his thing!

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#### **#67) Green Goblin (Norman Osborn)**

🟡564 🟢501 🟠438 🟤283  
 🟦71 🟩66 🟥60 Health: 43,529

Affiliations: [Villains](#), [Dark Avengers](#), [Sinister Six](#), [Team Iron Man](#), [Thunderbolts](#), [Enhanced](#), [H.A.M.M.E.R.](#), [Hellfire Club](#)

Feeders: Sandman (Flint Marko)







Recommended Build: 5/5/3

Norman Osborn is like the Steph Curry of MPQ. He can drop huge bombs on you that will annihilate your team. But he's also frail as heck, god-awful on defense, and needs a good team around him to rack up wins (yeah, I said it). If ever there was a powerset that screamed "offense-only", this would be it. His kit is great but he oh so badly needs a numbers bump to bring him in line with others in the tier (even more so than the just-discussed Parker)! However, despite his many flaws, he has a niche specialty that helps propel him higher in the rankings than he otherwise would be.

Despite being old as dirt, Goblin's black (Goblin Glider) holds up with some of the best single target nukes in the game. For 8 AP he does a whopping 22k+ damage. The drawback for such a big hit is he places a 2-turn countdown that disables the power (permanently if it doesn't resolve). Meaning if destroyed, I hope you enjoyed that one use. This is easy enough to work around on offense, but the AI will cast it ASAP, rather than looking at potential black matches on the board first. Also of note, while this is a good power, we are not at a loss for black nukes in the tier (Kang, Doom, Jessica Jones, Electro, Moon Knight, Deadpool, Ghost Rider, Apocalypse, Yellowjacket, High Evolutionary, etc.).

Purple (Trick or Treat) costs 10 AP and it places three 2-turn countdowns of a chosen color

(choose red) that have various effects based on the color you choose (again, choose red). EACH tile does the following:

- : Deals ~10k damage
- : Stuns a random enemy 2 turns
- : Destroys 4 random tiles and deals damage
- : Steals 3 AP of 3 random colors
- : Creates a strength 1400 protect tile
- : Creates a strength 1400 strike tile

Finally, Goblin King (Yellow) is an awful active ability (9 AP to reduce countdowns by 1 turn) but an amazing passive ability (fortify 3 countdowns or repeaters every turn). He is the only character who fortifies repeaters passively. This is huge, given that the game is shifting more toward repeaters and away from countdowns.

While Goblin has mechanics that make him laughably bad on defense, he is a wrecking ball in the players' hands who can bump the utility of the many countdown/repeater users in the game through his fortification. More often than not, he'll be a quick out on defense, where the AI will undoubtedly pick the wrong color with purple, waste AP on yellow, and cast black when there are plenty of black matches on the board. Couple this with laughably bad health and match damage, and you can see why he has the offense-only label. Along with Black Bolt, Parker, Doctor Strange, Daredevil, and Hawkeye, you can easily add Norman here to the list of those who are great mechanically but urgently need a numbers boost! And yes, I'll deal with harder PVE-nodes (since Norman is featured often) to get there!

#### Pairings:

Goblin pairs well with CD/repeater users that don't utilize black/purple AP (as he wants that for himself). Iceman is a dream pairing (one of my favorites in the whole game), as Bobby spams the board with all sorts of protect/repeater tiles and can deflect some hits on defense. Beta Ray Bill, Omega Red, or Kamala Khan can benefit from the fortification while also giving some protection to their frail partner. Heimdall, FA Cap, Mehneto and Mighty Thor all provide red, blue, and a better yellow outlet for Green Goblin. AP costs passively get cheaper with Heimdall when Goblin fortifies stuff. FA Cap's red produces a tile you definitely want to protect. Captain Repeater absolutely benefits from the purple/black coverage and fortification Goblin provides. Ronan can tank black, provide red/blue outlets, and benefit immensely from Gobby's fortification. Finally, Parker Spidey, Riri Williams or Havok aren't bad plays due to the full rainbow coverage and all of these characters sort of having self-synergy.

#### What to expect when boosted:

Green Goblin will absolutely hold his own on offense when boosted as a black/purple outlet, even without repeater/countdown characters as his partners. If he happens to be boosted with one of his naturally synergistic allies (like Iceman or Ronan), all the better. But unlike other characters, he doesn't necessarily need them to shine. He still will likely cost you health packs once you start queuing other god-boosted characters, so be selective about when you run him. But, he's good enough to hold his own offensively despite his age. Defensively... yeah, he's free points for the opponent. So, there's that.

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### #66) Odin (All-Father)

🟡909 🔴808 🔵708 🌑309

⬛116 🟢107 🟣98 Health: 83,979

Affiliations: [Heroes](#), [Asgardian](#), [Godlike](#), [Cosmic](#), [Non-humans](#), [Deity](#)

Feeders: Namor (The Sub-Mariner)

Recommended Build: 5/4/4

Odin was released on the heels of two ultra-defensive characters that shifted the meta (Colossus and Scarlet Witch). Perhaps the developers felt a desire to triple down on that success, but unfortunately, Odin has some fatal flaws that his predecessors lack. Ultimately, he is a support character that can play “third wheel” well enough if you build a team that leverages his strengths. His biggest issue is that he’s not better than the meta characters unboosted and his powers get harder to proc when boosted. This makes calling on his number difficult outside of specialty builds/teams.

Odin’s passive yellow (Protector of the Nine Realms) is the reason most people would think to build around and play him. When Odin would take 5792 or more damage, he fortifies three friendly tiles. If a friend would take that damage, Odin jumps in front and reduces the damage 12-20% for each color of fortified tile on the board. So, if all 6 colors are fortified, all big hits do zero damage! The issue here is in order to get the fortified tiles in play, Odin needs to be up front taking hits. And in order for him to actually reduce damage, he needs to be in the back avoiding hits. This makes the whole thing convoluted in that you want him tanking initially, but then sitting in the back waiting to take hits.

Odin’s only active power (The Spear of Heaven) is a 7 AP red ability that does 9-10K damage and allows you to place a 2-turn repeater that destroys 2-3 AP in the enemy’s highest pool. While it is nice that the power is cheap (as it is his only damage-dealing ability), 9-10k means he is going to need a lot of help against modern health pools. This power forgoes some offensive “oomph” in favor of doubling down on him being a nuisance by adding the suppression repeater.

Finally, Odin’s blue (Odin’s Blessing) is another passive. This states that at the beginning of your turn, if there are 3 colors of fortified tiles on the board, he creates a 3-turn countdown that does three things. 1) each countdown on the board grants allies +2 levels to all abilities, 2) the countdown grants a small burst of health (just over 2K) to the weakest ally each turn (“but daaddddd!! I don’t want to go to the doctor” – Gladiator Thor), and 3) if the countdown expires, it places a random fortified strike tile (thus helping fuel his yellow/blue shenanigans).

All three of Odin’s abilities are built around being annoying and dragging a match on longer. He makes it so any big hits target him first. He can potentially negate most of the damage, and he can heal little hits done to your allies. He also suppresses active powers via his AP-siphoning repeaters. All of this sounds great in theory, but hinges on him tanking enough damage to start fortifying, or bringing partners who can fortify for him. Doing the latter usually means

sacrificing offense for nuisance- again, unless you have a third to carry much of the heavy lifting. What Odin really needs is an annoying must-kill partner who will both tank for him, and spit out fortified tiles easily/passively. Once that character arrives, Odin's value will go way up. But since he hasn't really found that perfect partner yet, he finds himself lower in the rankings.

#### Pairings:

Odin is a pretty beatable character defensively. You just have to take him out first and watch him spam fortifications while you do it. So offensively, pairing him with other characters that your opponent *also* wants to take out first (e.g. Scarlet Witch, Colossus, Professor X, Crystal) is where you will see him used most. Odin's best partner synergistically is Heimdall. Unfortunately, they share all three strong colors, and both have red as their only damage-dealing ability. This makes for a poor offensive duo, but they can really fuel a third partner by combining Odin's protection and fortification-spam with Heimdall's cost-lowering passive. They are one of many great choices to flank Shang-Chi if you want to try going Shangfinite.

#### What to expect when boosted:

If boosted with another kill-first nuisance character, Odin will be a rockstar by letting them hang around longer than the opponent wants. If boosted with stronger offensive options, he may very well sit the bench. As mentioned earlier, the damage needed to spam fortifications or jump in front and negate damage (the reason to play him) goes way up when you tack 100+ levels on him. Some pretty big hits become "chip damage" that float under his radar, making him much more manageable defensively. He still has heavy enough health/match damage and a decent enough red for him to see play over the many fragile old school characters ranked below him, but he will likely sit in favor of many modern characters.

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#### **#65) Knull (King in Black)**

968 
 861 
 753 
 479  
123 
 114 
 104 
 Health: 103,359

Affiliations: [Villains](#), [Godlike](#), [Symbiotes](#), [Non-humans](#), [Deity](#)

Feeders: Venom (Eddie Brock)

Recommended Build: 3/5/5

Knull is one of those nuisance characters that are all the rage. Upon his release, his biggest draw was his massive amount of health and match damage. Though if history is any indicator, his best feature will be outclassed in a year due to power creep (Edit: Match damage? No longer elite. Health? Still massive). So, while he may fall later, as it stands today, his numbers are enough to keep him out of the bottom of the rankings.

Knull's black (Knull Space) is a pretty weak power. For 7 AP, Knull destroys 3-4 green tiles and converts 2-3 random tiles to purple. This power does not deal damage or generate AP. Thus, it's best to keep this power at 3 covers. Knull also has a passive stating he can't benefit from friendly protect tiles. But his powers cut through enemy protects as well.

Knull's green (Summon Dragons) is far and away his best ability, and the reason one would play him. Knull creates a 3-turn countdown that puts a strike tile (strength 322) on the board each turn it ticks down. When it expires, Knull does around 2100 permanent damage to the enemy team. While these are little tics of damage tied to a fragile countdown, free specials and damage is still nothing to sneeze at.

The active portion of Knull's purple (Amortal Coil) is just odd. For 9 AP he creates two 5-turn countdowns targeting a chosen enemy. While these tiles are on the board, a third of the damage dealt by the enemy is deflected to one of the target's teammates. So, I'm spending 9 AP in hopes I can eat a big nuke just to send a small portion of the damage back?? Like I said... odd. If the tiles last long enough to expire, each drops a strength 485 attack tile. Knull has a passive attached to this power which states that if there are 4+ friendly specials at the beginning of the turn, Knull doles out more passive permanent damage (1379 to the lowest health enemy). With the prerequisite specials, this damage can add up and wreck a weaker character that you may be trying to hide behind a tank (e.g., half-Thor, Polaris).

Knull is a slow character offensively, which makes him hard to reach for over much faster options. Where he best shines is as a defensive deterrent (though there are scarier options there as well). Since he doesn't have a big nuke, he is often targeted last and easy to beat. However, all of his little damage (which is permanent and unblockable) adds up and can cost health packs if you let him hang around too long. If you do decide to go after him first, his health pool is beefy enough that he'll still get some shots in. While he's not good enough at anything to reach for unboosted in pick-2, Knull can play third string contributing to three distinct metas (passive damage boost, special tile boost, and defensive meta). He just needs the higher ranked meta partners to help amplify what he does.

#### Pairings:

As mentioned, Knull works great with a lot of meta builds, especially as a third. Use a power booster (Okoye/Apocalypse) to turn small tics of damage into big chunks of unblockable, unhealable damage. Use Kitty to boost his attacks and strikes (and Polaris to get more on the board quicker). He used to work well with Colossus and Wanda as a third defensive nuisance, but now that team would get hit 100 times to avoid Chasm/Hulks. While he's not the most fun character, or great at any one thing, he does bring some value. Beyond meta teams, I'd look to bring anyone who can flood the board with friendly specials faster (e.g., Carnage, Iceman, Ronin, BRB, Ultron) in order to proc his passive damage quicker. Kamala Khan not only spams protect tiles, but does free damage whenever friendly specials are matched, which Knull creates tons of with his countdowns, attack tiles and strikes.

#### What to expect when boosted:








Knull actually plays decent boosted. While he normally doesn't have enough firepower to be a factor in pick-2, the god boost helps give him more of a punch, and he will stand out as one of the more annoying defensive options in a pool of four. While boosted he may still not be your most impressive offensive option, there's a high likelihood he makes your top two defensive options. While a 450 Knull is way less defensively annoying to face than a 450 Hulksgasm, a level 569 Knull is way more brutal to stare down. If making an opponent think twice about



chewing through his massive health pool is a reason to play him unboosted, then add another 119 levels and see how difficult that is.

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### #64) Moon Knight (Avatar of Khonshu)

738 
 656 
 574 
 365  
94 
 87 
 80 
 Health: 63,616

Affiliations: [Heroes](#), [Godlike](#), [Enhanced](#), [Supernatural](#)

Feeders: Moon Knight (Marc Spector)

Recommended Build: 5/5/3

The best word to describe Moon Knight is “throwback”... and unlike with 90’s East Coast rap, that’s not a good thing. Everything from his low match damage and health to his high power costs, to the simplicity of his move set, he feels like a throwback to a bygone era before power creep gave us tons of better options to replace these older characters. Suffice to say that while he’ll possibly be useable boosted (depending on other options), Moon Knight isn’t moving the needle in an overly bloated tier.

Green (Crescent Darts) costs 10 AP, has Moon Knight destroy a random row (which doesn’t deal damage or generate AP... wtf!?) and deal over 13k damage. He then drops a fortified 4-turn countdown tile that reduces up to 4,263 damage from the target you just hit and reflects up to the same amount of damage back. This power is a cool concept but way overpriced for what it does. Especially compared to other green nukes in the tier.

Black (Knightmare) is easily Mr. Knight’s best ability, but unfortunately it also hits the double-digit AP mark. For the high cost of 10 AP (once again), Marc/Steven does 31k damage to the lowest health enemy. If that finishes them, Moon Knight gets just over a third of his already low health back and four strength 892 attack tiles (not bad!). If the enemy survives the hit, Khonshu instead creates a low level (strength 178) protect tile for each enemy in the fight and takes a little over 10% of Moon Knight’s health. This is a better power than his green due to the raw damage output. But black is arguably the strongest color in the tier. So, there are lots of other great options that 1) allow you to choose your target 2) don’t have potential drawbacks and 3) don’t cost double-digit AP.

Purple (Moon Shadow) once again costs 10 AP! For this exorbitant amount, Marc/Steven places (just) 3 trap tiles that (only) trigger if matched (not destroyed) by the enemy (and not you). Yikes. When this happens, Moony deals just over 4K damage; which is low- especially for the amount of work. He also steals 2-3 enemy specials and gives them a one-time small buff. This power is pretty bad all-around but especially for the cost. I started this entry by calling Moon Knight a throwback... and the passive attached to this power all but seals the deal. He has unconditional stun-immunity- a characteristic shared only by the very first 5\* ever released (Silver Surfer). Moon Knight takes the stun immunity to a new level though by taxing anyone who tries him to the tune of about 5k (3 covers) to 7.5k (5 covers) damage and 3 AP from a

random AP pool. This is easily the best part of his kit (probably because it doesn't cost 10 AP?) but is only situationally useful.

Overall, Moon Knight reminds me of Black Suit Spider-Man or pre-buffed Archangel. Both have situationally good passives but never got used because their numbers are/were so low and power costs are so high that playing them both slows you down and paints a target on your back. While Knight's active powers are better than those characters (as they should be, given he was released in 2022), his passive is more easily avoided (err... just stun someone else?). Something tells me Moon Knight won't be the threat you want to stun anyway. I have to say that overall, this was a pretty disappointing release given the other far superior characters released around him. But despite that, I do like the character. The damage is big on black, I like that he potentially heals, and I like firing active powers of which he has three (albeit they're expensive). So, I often reach for him as a filler third. I just know that when I do, I'm forgoing better options.

#### Pairings:

Moon Knight desperately needs a battery, so Thor or Star-Lord (for green), Storm (for black) and/or Scarlet Witch (for both, but probably black) are good starters. Magneto can also add three actives and provide some massive board-shake to help fuel Mr. Knight's expensive powers. Heimdall, another slower character, can also cover the rainbow, lower AP costs, fuel green, and save on packs by healing himself. Emma can also make those big slugs of damage hit much harder, while providing a red/blue outlet. Beyond that, Moon Knight doesn't really have much synergy with others and is more of an old school solo guy. So powerful red, yellow, and/or blue users could work like Mighty Thor, Wong, FA Captain America, Elektra, Ronan, or Havok. Despite black overlap, you could also run "team no-sleep" and pair Moon Knight with the newly rebalanced Silver Surfer. Both heal, have stun immunity, and suffer from high costed abilities. They do cover 5 colors between them though!

#### What to expect when boosted:

All of Moon Knight's powers do scale when boosted. So, big damage becomes bigger damage. He may be worth playing for that black alone, depending on the other options he's paired with that week. He could however easily ride the bench in favor of those with lower ability costs and better passives, and probably will more often than not. Better than when unboosted for sure, but it still might not be enough.

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#### **#63) Havok (Classic)**

🔴805 🟢716 🔵626 🌫398  
 🟡102 ⬛95 💜87 Health: 54,209

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Brotherhood](#), [Team Cap](#)  
Feeders: Polaris (Lorna Dane), Reptil (Humberto Lopez)

Recommended Build: 5/3/5

The best description of Havok I've heard is "damage stick". That's pretty much what he is, and

he's damn good at it. In my opinion, he may be the character that has been released with the least amount of "noise". The masses didn't complain about how bad or rave about how good he was, nor did they speculate on how he'll play fully covered. Just... "on to the next one". Reason being, while you usually expect a new 5\* to be unique and creative, he's a pretty bland character in terms of his power set. Despite being overlooked, he is a cheap, hard-hitting character who will give you big damage in three active colors. If you are a newer transitioner, you won't regret covering him. However, if you have a large roster, you might not be hurting for damage sticks- especially in his active colors.

Havok's red (Plasma Beam) deals just over 18k damage (ignoring protect tiles) for 9 AP. He then converts three blue tiles into charged tiles. This is an awesome red ability in a tier that unfortunately doesn't suffer from a lack of awesome red abilities.

Havok's green (Cry Havok) is a pricey 12 AP ability that sees Havok destroying up to three enemy special tiles (protect/attack tiles at 3 covers, protects/attacks/strikes at 4 covers) and dishing out a small amount of AOE damage (2800-5800) plus additional damage for each tile destroyed (1800-2200 per tile). This isn't a terrible AP dump if he's your only green outlet or at 5 covers against a tile-spammer. Still, this is by far Alex's worst power as there are many other green abilities that are better, cheaper, and way less conditional.

Finally, Havok's blue (Radiation Absorption) costs 7 AP and has you choose red or green. Havok then converts 2-3 AP (depending on covers) of the color you didn't choose into AP of the color you did choose. At 5 covers, he then deals either 18k single target damage (choose red) or 9k AOE damage (choose green). That's an amazing use of 7 blue AP! One drawback of this ability is that you also need to have the red or green AP necessary to convert, in order to fire this power.

Let's be honest. Few can dish out pain with the efficiency of Havok- especially in red/blue. However, since most times you are only bringing two dogs to the fight (sometimes three), most people will sacrifice some AP efficiency for something Alex lacks... a passive ability! It's rarer and rarer these days to see a character (especially a 5) released without at least one passive. The developers made up for it by ramping up the damage per AP, but it still may not be enough for people to bring him off the bench with any regularity. Those players without better options can absolutely build a solid team around Havok off the strength of his numbers alone, as he's clearly better than most of the "old guard" ranked below him. But his lack of a passive ability and lack of unique mechanics have him on the outside looking in at the top 50 best characters in the game.

#### Pairings:

Havok is a pretty straightforward character, so ideal partners are those that provide outlets in at least two of black/yellow/purple. Goblin, Doom, Black Bolt, and Storm are examples of such characters. The latter two can benefit from the charged tiles Havok puts down. Professor X can provide a purple outlet and put some extra red on the board, while Havok provides Chuck some extra defense via his X-Men affiliation. He also gives Apocalypse stun immunity by virtue of his mutant genes (though they'll fight over red). Finally, despite color overlap, Gladiator Thor and Jean can be excellent batteries for Havok.

What to expect when boosted:

Expect Havok's stock to go way up when boosted. Unboosted, he has a hard time standing out in a tier of 80+ when all he does is "big damage". Tack 119 levels on him and he will definitely stand out above most his peers. Boosted Alex is pretty insane and well worth playing on the weeks he gets amped up. You will hardly miss the fact that he lacks a passive ability with damage output like his.

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## #62) Jeffery (Symbiote)

💜 1068 🔴 949 🟢 831 🌐 528  
 🟦 135 🟡 125 ⬛ 115 Health: 70,312

Affiliations: [Heroes](#), [Non-humans](#), [Non-humanoids](#), [Avengers](#), [Symbiotes](#), [Enhanced](#)  
Feeders: Gwenpool (Gwen Poole)

Recommended Build: 3/5/5

Who's that shark? (Who's that shark!?) it's JEFF! Shout out to any New Girl fans. Jeffrey here will likely get folks to spend some resources chasing him. But for those who do, it will be for the adorable art/character and not because of what he does mechanically. While he has some usable tricks up his sleeve, on the whole he is actually pretty bad.

Jeffrey's purple (Powerful Friends) costs 9 AP and calls in the Pet Avengers! Unfortunately, they are much weaker than the actual Avengers (represented by 4\* Fury and Civil War Cap's yellow abilities). When cast, Jeff's buddies deal 3018-4274 damage (ignoring protect tiles), destroy 2 or 3 random strike/attack/protect tiles, give your team a very small amount of burst healing (2315-2672 health), drop a 1-turn repeater that deals 2\* damage (1420-1782), and spawn a 1- or 2-turn countdown that provides Jeff invisibility. This is a classic power that does way too many things and none of them are good due to middling numbers. It's an AP dump, if you need a purple outlet, but not a great one.

Jeff's red (So Hungry) is much better than his purple. For 8 AP, Jeffrey deals just over 7k damage (5 covers). He then places a 2-turn fortified countdown tile that deals just over 6K damage per turn. If the tile expires, he restores over 14k (true) health. So, if his countdown survives (the fortification is huge for this!), that is 19.5k total damage. This is on par with other solid damage-dealing red abilities in the tier. While others give all the pain up front (without damage being tied to a countdown that could be destroyed), all three slugs of damage here are boostable. So, the countdown can be both a limitation and a strength. Jeff also has a passive here that gives a 20% boost to match damage and a 15% boost to damage-negation for symbiotes ([see list here](#)). Jeff being a symbiote himself always gets the bonus, which is fun.

Finally, green (Jeff! Eat That!) is far and away the symbiote shark's most interesting ability. For a cheap 6 AP, Jeff selects from a list of tile types (strike, attack, protect, abyss, charged, or web) and converts ALL of the chosen type to basic tiles (friendly, enemy and neutral). Jeff heals 2-3%

and increases his match damage 3-5% for each tile converted with this power. You can play this as a counter to the special tile, charged tile, or Chasm metas, since it is cheap. Or, you can play this offensively, by bringing a partner who produces one of Jeff's targeted tile types, to keep him fed. However, at 5 covers you have to convert 25 tiles in order to reach a Colossus-level boost (125%) and double that (50 tiles!) in order to reach Chasm's match-damage ceiling (250% boost). That is a lot!

If you bring Jeffrey to the fight, it'll be for two reasons. First, since all of Jeff's active powers heal him and his green increases his match damage, he makes a sneaky good tank, who can absorb damage only to heal it back up. Second, and more obvious, Jeff will be used as a counter-character for the tile types he eradicates. However, the tiles he counters either aren't too difficult to deal with, or there are other counter-characters who bring more to the team (like... Chasm, who counters everything... passively!). So, with Jeff's purple being bad, his green being niche, his powerset lacking a quality passive ability, and him being a liability defensively, you are basically playing Jeff solely for his sold red (in a tier full of them) when not facing a tile-spam team. This doesn't really feel like enough for the fish to find use outside of boost weeks, fun/silly teams, or "remove all X tiles" challenge nodes in Puzzle Gauntlet.

#### Pairings:

If you want to play to boost match damage as high as possible, anyone who floods the board with a special tile will be great friends with the shark. Chasm may look good on paper, but will stop making abyss/web tiles and die once Jeff overtakes him tanking. Others who super-spam tiles such as Carnage (who gets the symbiote boost!), Bill, Kamala Khan, Riri, Jane Thor, Storm, Apocalypse, Jean Grey, and Hela, etc. all overlap on either red or green (or both!). And while you can bring Polaris as a third to speed along the tile creation, she's like the giant neon light on your team's "kick me" sign. Abigail Brand and Old Man Logan each have some natural synergy. Abby brings a better purple, heals when countdowns expire, and she has a blue repeater that will keep feeding friendly attack tiles to Jeff. OML passively creates strikes, and chases yellow/black to transform- neither of which Jeffery uses. The big problem here is that they are all pretty weak characters even if there is synergy. Away from tile-spam builds, Kang makes an excellent partner for Jeffery. I love that his purple can add a turn to Jeff's red, allowing for the countdown tile to do another 6K damage. Kang also has excellent black/blue powers. Similar to Kang, Arcade also provides, black/blue and a better purple, plus traps that can fuel any of the 5 colors they cover when matched. On a counter-team, Magneto is a great board-shaker/battery who can really dish out the cascades once Jeff's match damage is super high. Gladiator Thor (at half-health) provides these things passively and more directly, as he fuels Jeff's two best abilities. Colossus creates a full rainbow boosted match damage team, and he has a spamable black that leaves behind enemy strikes for Jeff to snack on. Doom is also a full match damage rainbow, but rather than doubling up on boosted match damage, the Doctor and the fish double up on the healing.

#### What to expect when boosted:

Like I said earlier, Jeff can save some healthpacks early on if you run him as a tank, but he's not going to be viable or seen often once you get to the competitive part of your PVP climb. Unless a very spammy meta team is boosted, I doubt you see Jeff; and even then, I imagine more players

would forgo the antidote (Jeffrey), and play the poison (whatever tile spam team is boosted) instead.

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### #61) Ultron (Age of Ultron)

 992 
  882 
  772 
  491  
 126 
  116 
  107 
 Health: 75,462

Affiliations: [Villains](#), [Synthetic](#), [Non-humans](#)

Feeders: Gertrude Yorkes (Runaways)

Recommended Build: 5/3/5

I believe Ultron was the first attempt at countering the damage-reduction meta in MPQ (Gamora was the second... then they stopped when everyone moved on to the revive meta). Ultron is one of those characters that could have a really good kit, but each one of his powers have a fatal flaw that render it pretty ineffective. So, what you have is a character who can play decent third in the tile spam meta, but is otherwise pretty ineffective, as others do similar things without all the drawbacks, setup, or reliance on others.

Ultron's blue passive (Hive Mind) creates one friendly strike/attack/protect tile each turn, adjacent to one that already exists (max of 6). If there are more than 5 of these tiles on the board, he instead improves a random tile by just over 1k. This is a great power for keeping special tiles on the board, but the fatal flaw is it doesn't put any special tiles on the board. So, unless you bring a partner to help him along, or fire his own red, it really does nothing. At least Polaris is granted a random strike to get her train moving. Ultron needs 6 tiles to start boosting at all. Once Kitty Pryde has 6 tiles, her boost is *triple* the power of Ultron's. So not only is he slow to ramp up, he's also outclassed by a character released long before him in the thing he does best. Still, this power can be insanely annoying to play against and is the reason most use him.

Ultron's black (Gravitational Force) costs 8 AP and places a 2-turn fortified countdown tile that reduces AP in the target's strongest color each turn by 1, 2, or 3 (at 3, 4, or 5 covers). When the tile expires, it stuns the target 2 turns. 8 AP for some minimal AP loss and a short, delayed stun is not great. Best to leave this at 3 covers.

Ultron's mediocre kit ends with a 7 AP red ability (Energy Beams). At max covers, he does a mere 8450 damage that can't be reduced if there are 4 friendly strike tiles on the board. He then creates 4 strike tiles of strength 415. So, on his own, you need to double cast (14 AP) to cut through defense and even then, you are still only doing about 11k unreduced damage- and that's if all 8 strikes stay on the board. That's an awful damage/AP ratio. Truly awful.

Overall, Ultron suffers from each one of his powers being slow to ramp up and pay dividends. Like I said, he can play decent third in the special tile meta because he both spams and boosts passively; but he does both worse than others in the game. Black is sort of whatever. And while he can deal damage that can't be reduced, the amount is so pitiful, he'd have to cast it probably

5-7 times (35-49 red AP!) in order to take out a 450 Wanda (this number fluctuates due to the amount of strikes on the board and how boosted they are any given cast). So, a great power marred by awful numbers.

#### Pairings:

Ultron is pretty good as a third to two of the following: Kitty Pryde, Beta Ray Bill, Knull, Kingpin or 4\* Polaris. He can also play third to Thorkoye, as his unreducable damage needs a battery and a booster. In pick 2, he can keep Daredevil flush with strikes and allow Matt to tank all his strong colors (I really like this pairing even if they're slow as molasses). Similarly, he can keep specials on the board for Samurai Daken, while Daken can fuel Ultron's red (again... slow but fun).

#### What to expect when boosted:

It's very simple. If he happens to be boosted during 3\* Blade, Daken, Iron Fist, Luke Cage, etc. PVP, he will be a rockstar. He'll take the tiles they passively create and replicate them with boosted 5\* numbers. Similarly, he will be great if boosted along with 5\*s that rely heavily on strikes/attacks/protects for their offense. Beyond those niche cases (where again, he will shine), he probably won't leave the bench in favor of better options with more offensive output.

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#### **#60) Big Wheel (Jackson Wheel)**

 955  849  743  472  
 121  112  103 Health: 73,934

Affiliations: [Villains](#), [Street Level](#), [Technologists](#)

Feeders: Rhino (Classic)

Recommended Build: 5/3/5 (supporting Shang-Chi)

Alternate Build: 3/5/5 (as a primary attacker)

Big Wheel came rolling into MPQ (get used to those puns) as perhaps the most controversial 5\* character ever. Not his abilities mind you, but the character himself. A section of the player base got revved up over someone so obscure making it to the highest level of the game; while other more notable characters continue to remain in park (at least we finally got Omega Red!). Other players lauded the developers for their sense of humor and drove home the point that this is a match-3 game that should not always take itself so seriously. So, how does Jackson Wheel's kit measure up to other 5s? Surprisingly he's pretty middle of the road. He's slow, which removes him from meta contention, but he's one that hits harder the more time he has to get rolling. He's also a lot of fun and is a dude who rolls around in a giant hamster wheel... so there's that.

Big Wheel's whole gimmick is geared around rotating the board and collecting Speed Points in order to rev up his damage and roll over the competition. His cheap (6 AP) green ability (Spin Me Right Round) has him rotate the center 2x2 or 4x4 (at 5 covers) block of tiles, clearing out any special tiles in the block (including your own) and dealing very small (~2400) AOE damage. Big Wheel then does a max of 848 damage to a random enemy for each Speed Point he has. This



damage is very minor, even if you max out on points.

Big Wheel's red (Tread On Me) is also cheap at 7 AP. Upon firing, you choose a 3x3 block of tiles (again removing all the special tiles in the block). Then, rather than the tiles rotating (as with his green), the entire board rotates around the chosen block. He then does anywhere from 3500 (3 covers) to 6600 (5 covers) damage plus an additional 900-1400 for every Speed Point he has.

Jackson's blue passive (Wheelhouse) is the engine that makes the entire machine work, and finally tells you how to collect the Speed Points that fuel his other two powers. Whenever you make a match beyond the first in a turn you gain 2 Speed Points. So, on the right team (cascade-heavy or winfinite), they can add up quick. However, the passive also states that at the beginning of your turn, if you have 10 or more points, the entire board rotates and you deal damage (~2100-2700) for each Speed Point you have, then the total number is dropped down to 1-3 points (depending on the number of covers). Pro tip: though not stated in his powers anywhere, the maximum amount of Speed Points that Big Wheel can collect is 20. Consequently, his powers have a hard cap. Though not likely to be reached before spinning out on a non-winfinte team, it's important to note it's there.

Overall, Big Wheel can be slow out of the gate but eventually do big damage as he picks up speed (points). The second part of his blue passive means that once he "spins out" you have to basically start all over again building momentum so he can do big damage. Ideally, you want to cast his other powers before spinning out, as that is when he will have the most Speed Points, and thus do the most damage.

#### Pairings:






Team composition for Big Wheel is pretty simple. You really want him with people who will afford you as many matches in a turn as possible. Winfinite is the ideal scenario for him, which is why Shang-Chi is far and away his best partner. Either Thor or Magneto make a great third (or even second) for Jackson due to the cascades they can create. Banner Hulk and Carnage (despite complete active overlap) can passively give you an extra match each turn depending on board conditions. Onslaught can create cascades via his passive removing all team-ups from the board. Emma can create an insane number of matches with her red ability, but it does mean not firing Big Wheel's best active, and basically just playing him for his passive. Finally, characters who like to flood the board with colors or remove them like Storm, Sersi, Iron Man, Jean Grey, Cyclops, and Scarlet Witch can create cascades for Big Wheel to do his thing. All 6 of these characters have the ability to spam red tiles, which happens to be the fuel for Jackson's best active damage-dealing ability, while the cascades fuel the passive damage-dealing ability.

#### What to expect when boosted:

Big Wheel plays up pretty well, especially defensively. This is because over time through the natural progression of a match he will do big damage if you don't take him out fast. But targeting him early means possibly letting another threat build up steam. With more boosted health to chew through, Big Wheel has time to get rolling and can do damage just by being there. I've paired him with "the other best boosted option" and if there's little active overlap, they do well even if there's no inherent synergy.

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### #59) Daredevil (Matt Murdock)

 662 
  588 
  515 
  333  
 84 
  77 
  71 
 Health: 47,984

Affiliations: [Heroes](#), [Defenders](#), [Team Cap](#), [Street Level](#), [Enhanced](#)  
Feeders: Echo (Maya Lopez)

Recommended Build: 5/3/5

The Man Without Fear is without a doubt one of the most fun characters in the game. Mechanically, his kit makes him arguably one of the best overall partners in the game the likes of Shang-Chi, Okoye, Scarlet Witch, and Apocalypse. The problem is, all of his numbers are woefully low, so he has tumbled in the rankings due to powercreep, while those others sit atop the meta. He could easily be top 20 if he got a Phoenix-like buff (up the health/match damage so he can tank his colors, increase damage and lower AP costs on Sonar Strike and Hand-to-Hand). As it stands, even with the limitations, he remains a solid addition to any roster.

Matt's yellow (Fighting Spirit) shows off his fighting spirit! It is one of two passive powers that defines his kit. When he is below 50% health, he creates a pretty heavy (strength 718) strike tile, and then heals for just over 1K for every strike on the board (up to five- so max 5,825 healed per turn). Much like his Netflix incarnation, this ability makes putting Daredevil down for good a pain, as he keeps getting back up. It also doubles as a great offensive ability because the more you hit him, the harder his team hits back.

Daredevil's green (Hand-to-Hand) is his weakest power by far. For a pricey 11 AP he places a 5-turn countdown that does ~1600-1900 damage each time it ticks down. If you match it, you get a lot of the AP back (6-8 depending on covers). And if the opponent matches the tile or it is destroyed, Matt deals around 10-15k damage. This is easily his worst ability. A lot has to go right for this power to be effective for its high cost.

However, Daredevil's purple (Sonar Strike) is his second defining ability. For 9 AP, the active component allows him to stun his opponent for two turns, then steal up to 4 enemy special tiles and turn them into friendly strikes. This ability alone makes Matt a key cog in a counter-team to boosted strike tiles (see below). The passive component of Daredevil's purple states that when a stunned enemy is damaged, they take ~1800 extra damage. This doesn't seem like much, but I've seen stunned opponents melt due to Matt's presence as each tic of damage procs this power.

Daredevil is a pretty versatile character whose role on your team varies depending on what you are building around. He adds friendly specials, steals enemy specials, heals, stuns, and punishes stunned characters. Needless to say, he has a lot of people he plays well with. I believe no character would benefit more from a health and match damage bump than old hornhead here (Goblin is a close second, Hawkeye third). You want Daredevil on teams where he is out front absorbing damage and dishing out strike tiles for the enemy to deal with. Those strikes coupled

with him punishing stunned opponents makes Daredevil a force-multiplier who will pile on to what other characters on your team do. The fact that his match damage is so low really makes the tanking part hard for him unfortunately, but if you run him with people who are strong in his off-colors (which there are surprisingly a lot), he can still be effective.

#### Pairings:

Matt can heal from Thanos' Court Death while adding strikes to help kill the enemy's weakest link faster. He pairs amazingly well with Black Suit Spider-Man as a counter to Kitty/Grocket teams. He pairs well with Thor (despite overlap) due to both punishing you at half health. He's great with Okoye, due to her boosting Sonar Strike damage. He's great with Apocalypse due to 5/6 colors covered and Sonar Strike boosting all the multi-hits. He's great with Kitty due to her buffing his strikes (though would be way better with standard match damage so he tanked for her). He's great with Doom, Omega Red, She-Hulk or Yellowjacket, due to how hard all are to kill. He's great with Colossus who adds two colors and makes Matt Harder to kill. He's great with Carnage, due to Carnage hurting allies, producing strikes and creating attack tiles when special tiles are matched. He's great with Jessica Jones and Surfer due to compete rainbow coverage. He's great with Ultron due to the robot keeping Matt flush with strikes. He's great with Magneto, who can remove red/blue from the board to allow hornhead to tank even more. He's great with Immortal Hulk, as he's one of the few characters who can keep up with the friendly damage Hulk dishes out. And he's weirdly great with Kingpin who can "sacrifice" Matt's specials to do big damage before Matt steals them back with his purple. Finally, and obviously, he's great with any stunner (Iceman, Venomsaurus Rex, Deadpool, Cable, Ghost Rider, Strange, FA Cap, Ock, Gamora, Elektra, Riri Williams), especially in the 4\* tier where the best ones reside (Gamora, Polaris, Iceman). He's just... great!

#### What to expect when boosted:

Daredevil is again one that is perfect mechanically and just suffers from some outdated numbers. During his boost week, he once again becomes a force. With a larger health pool, he's less likely to get one-shotted and more likely to be able to absorb hits, drop (boosted) strikes, and heal back damage. His healing factor will allow you to climb with almost no health pack use. His biggest drawback is the same as when he's unboosted- you want him to tank and his match damage will be low compared to other boosted characters. When looking at a pool of only three other boosted options finding the right partner can be tricky. But usually there's some combo that can work, because as mentioned above, Matt's powerset is one that pairs well with SO many characters.

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#### **#58) Doctor Doom (God Emperor)**

💎669 🟡595 🟦521 🟤331

💜85 🔴79 🟢72 Health: 57,701

Affiliations: [Villains](#), [Godlike](#), [Supernatural](#), [Geniuses](#), [Multiversal](#), [Battleworld](#), [Deity](#)

Feeders: Invisible Woman (Classic)

Recommended Build: 3/5/5

God Emperor Doom is arguably the coolest version of one of the coolest characters in comics. Did he live up to the hype? Did he save us from a redundant meta in the same way he saved a multiverse? Unfortunately, not. He has a solid kit and does a lot of good things, but not quite enough to break him into the meta tier when not boosted. Unfortunate for a character as awesome as God.

Doom's yellow (Brave New World) is his weakest power, but one that might help you in a pinch. He shuffles the board and gives his allies a burst of around 5-10k health for the somewhat pricey cost of 10 AP. It should be noted that the shuffle usually results in some nice cascades, netting some AP back... but not always. This can be a good yellow outlet, even if a tad too pricey.

Doom's black (Fallen Favor) is a phenomenal single-target nuke; and as his only damage-dealing power, it should be. For 9 AP he deals just over 23K damage (while also draining 1 AP from each of his off-colors). He also has a passive component to his power that wipes all enemy specials from the board when he dies. Thus, he can sacrifice himself against a certain tile-buffing 5\* or tile-spamming 4\* to help will his team to victory. Not exactly a health pack-efficient counter; but it works in a pinch!

Doom's blue (Render Unto Doom...) is a passive that has two effects when the opposing team matches black or yellow tiles. First, Doom steals 1 AP of that color. Second, he true heals for around 3000-4500 per yellow/black match. This power allows doom to slightly fuel his own active abilities while making him a pretty sustainable tank to climb with. Unfortunately, his health and damage were low even for his peers around the time of his release, not to mention those released after (though better than the "old guard").

Unboosted, Doom can play decent filler on some pick-3 teams in shield sim. He's also great in those rare one-on-one scenarios. However, he has tumbled down the rankings because he suffers from powercreep, generally low numbers, and having only one damage outlet on a color with the best actives in the tier. Doom needs a rebalance/buff to numbers, especially since he really needs to tank in order to be effective. However, the fact that he plays up well when boosted (more on that below), has saved him from falling to the bottom tier of the rankings.

#### Pairings:

As an admitted fan of strong true heal characters I have had a lot of success running him with an abundance of characters. He works well as a third with Thor/Okoye. But in pick 2 he pairs well with other true healers Daredevil, Jean Grey, Banner, Jeffery, She-Hulk, Shang-Chi, and Loki. For the former, they can take turns tanking while the other heals. For the latter two, Doom's board-shuffle can be key in matching a hard-to-reach Loki trap and reviving him, or in making more red/purple matches to keep your combo points going. Doom and Yelena or IW Caps make a fun suppression team against strong yellow/black users. Big Wheel of Doom is a fun board-shuffle team with 4 actives. Sersi is a fun partner who can make black/yellow more prevalent (I just hate that she tanks yellow over him). I also like Doom with characters who hurt their allies (Carnage, IHulk, Phoenix again, Thanos), due to Doom's passive true heal. There are four red/green/blue characters who provide added offense to Doom's black (Riri, Venom, Parker Spider-Man, and Havok). Emma Frost can add a 70% increase to Doom's black, and the two of them can make a great board-shake team with her red and his yellow. Vulture can fly around,








allowing Doom to tank while fueling God's active powers. I also want to give a shoutout to Hawkeye/Doom. No synergy in particular, but due to match damage creep, my Doom happens to tank blue for the squishy archer, allowing for more arrows to fly- which is honestly just fun.

#### What to expect when boosted:

Doom is a great choice to run boosted. He seemingly never dies on offense and is annoying to face on defense due to the healing, siphoning, and potential to nuke you to smithereens. He was marred with low match damage for his release era, so if you want to use him as a tank, you need to be mindful of his partners. That said, Doom will often be one of the best boosted options any given week he gets called up.

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#### **#57) Cyclops (Phoenix Five)**

 888 
  789 
  691 
  439  
 113 
  104 
  96 
 Health: 75,651

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Phoenix Force](#), [Battleworld](#)

Feeders: Cyclops (Classic)

Recommended Build: 4/5/4

Cyclops was immediately branded "Sighelops" right out of the gate due to some pretty big flaws. Aside from the pumped-up health and match damage, Scott's numbers seem like a throwback to a bygone era of pre-powercreep characters. He also has cover overlap with some of the very best in the game. Despite the flaws in his kit (which I'll get into more below), new characters have been released that make Summers much more playable (and even good in some cases!). Also, while weekly 5\* boosts have helped a lot of characters, the Phoenix Force have especially benefited, helping them in the rankings (the benefits bestowed upon Jean, Emma, and Colossus will be discussed much later).!

Cyclops' red ability (Phoenix Blast) by no means lives up to its namesake. For 9 AP, Scott does around 10-12k damage and he puts down 2 to 3 red repeater tiles that destroy 1 green tile. While the AP gathered from these is nice, the fact that they are 3-turn unfortified repeaters means that he will rarely see them stick around long or do anything significant in a match. So, you are mostly paying 9 red AP for damage slightly better than a pre-buff Silver Surfer or Iron Man in an era where red nukers like Apocalypse, IHulk, Killmonger, Thor, Jessica, Deadpool and Havok exist.

Cyclops' yellow (Savior of Mutantkind) is once again a misnomer, but is his most interesting power. For 7 AP, Cyke boosts his teammates' match damage by up to 75% each time he casts it (max 300%). He also swaps 2 random tiles for each team-up AP he's holding when he fires the ability. While 300% match damage could put a hurting on opponents, the 28 yellow AP needed to get there could be better used elsewhere. Unfortunately, this power pales in comparison to the passive strike tile boosting meta, which is a way more efficient way to crank out mega match damage- at least unboosted. However, now that 5\* god boosts are a thing, Scotty here can do

some significant damage pumping up your level 550+ characters.

When Cyclops is the only member of his team standing, his yellow and black match damage swap, and this power becomes. Dark Phoenix Unleashed; an AOE nuke with a very heavy price tag. For 13 black AP, Cyke deals around 12.5k (3 covers) to just under 20k (5 covers) damage to the enemy team plus a small amount of additional damage for each team-up AP you're holding (1258-1731); after which, he drains said AP. He also cannot be stunned when his powers swap. This is Cyke's "break in case of emergency" power that allows him to actually hit hard on offense if a match goes south (at the expense of losing his teammates). Cyclops' yellow and black have built-in synergy. He holds yellow to increase the swaps, and then drains it all when it switches to black. Scott boosts his allies' match damage with yellow so they are up front tanking. When his frontline buddies fall, Cyke unleashes the full power of the Phoenix force. The problem with this particular synergy is that it relies on trying to deactivate (or flat out kill) his team in order to switch, and even then, the power is expensive and isn't that great.

Cyclops rounds out his mediocre kit with a 10 AP green ability (Disarming Gaze) that does too many things and is overcosted as a result. This power stuns a random enemy for two turns, and converts up to 7 tiles to red, targeting enemy strikes (or strikes and protects at 5 covers) first. The main reason to play this power is to flood the board red. Scott's wife does said board-flooding without all the bells and whistles for 2 AP cheaper on perhaps the least utilized color in the tier (purple) as opposed to arguably the most utilized (green).

On paper, Summers' power set makes a lot of sense and seems synergistic (see: the yellow/black synergy discussed above). His ability to spam red with Disarming Gaze, directly fuels Phoenix Blast, whose repeaters destroy green (once again fueling Disarming Gaze). While this loop reads nicely, green is too expensive to fuel red reliably and red's repeaters are way too slow to fuel green reliably. Not to mention that spamming red ups the likelihood of the repeaters getting matched, and removing green from the board lowers the likelihood of fueling the old-fashioned way (making matches). The sad part is, even if he did self-accelerate better, the "big reward" to it all is his mediocre red damage. It's a lot of setup for minimal damage output. So, it's safe to say that Cyclops could use a buff.

#### Pairings:

Cyclops does have some utility as a decent third for Professor X and Onslaught. He provides three actives and gives damage resistance to Xavier via his X-Men affiliation. In pick-2, I think the best option for Cyclops is to build around his match damage boosting, or to play him with strong characters who help provide more coverage. P5 Colossus was clearly made to be played with P5 Cyke. They have 5 actives, no overlap, and Scott can boost Colossus' already heightened match damage. Scott can play red battery for either P5 Magik or Emma. Magik also benefits from Scott's yellow since she deals boosted permanent match damage. Killmonger provides a better red, a killer purple, the ability to spam critical tiles, and an additional 150% match damage boost in the opponent's strongest color. Yellowjacket gets a match damage boost when invisible and covers blue/black. Both Kang and Arcade are super strong characters who give full-rainbow coverage and are excellent partners. But best of all, Scott found new life with the release of Shang-Chi, who benefits greatly from both the red battery and the board-shuffling Cyke provides on green/yellow. While Shang has better partners (both Thors), is clearly offense-




only, and will attract a ton of hits in PVP, these two are still a great combo for punching way up. Shang-Chi's release, plus weekly boosted 5\*s (see below) have definitely helped Cyclops climb higher on the rankings than he was upon release.

#### What to expect when boosted:

Depending on who else is boosted with him, Cyclops could see play on boosted weeks. Like I mentioned earlier, there is stiff competition for his colors, especially Apocalypse and Okoye on his best color (Yellow). But boosting 550+ match damage 300% is way better than boosting 450+ match damage. Pumping up an unboosted partner is not really a viable strategy for success, but a boosted one is a strategy you can build around. Unboosted, Cyclops is simply outclassed. But when you are looking at a pool of 4, he all of sudden doesn't look so bad with 100+ levels on those better options. So, if you did happen to chase Cyke, he'll be worth dusting off on many of his boosted weeks.

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#### **#56) Yelena Belova (Black Widow)**

 756 
  672 
  588 
  374  
 96 
  89 
  82 
 Health: 54,322

Affiliations: [Heroes](#), [Red Room](#), [Street Level](#)

Feeders: Red Guardian (Alexei Shostakov)

Recommended Build: 5/5/3

Yelena is a bit of a mixed bag with regards to her powerset. She is clearly a defensive character, and a creative one at that! Rather than wear opponents down with protects, copious amounts of banners/animations, or being immortal, Yelena relies on AP manipulation mechanics that make the opponent think when playing against her. Because thinking takes time, and this game punishes playing slowly, her value lies in being annoying to play against while not slowing you down on offense.

Yelena's red passive (Top of the Class) is her best power by far, and the reason one would likely bring her to the dance. When the enemy has 9-10 AP in a color, Yelena does about 3700 passive damage, creates a strength 472 strike tile, and she then reduces the enemy's largest AP pool by 4. While this does little against the new wave of quick hitting abilities in MPQ, she can put a hurting on goons, high AP nukers, and teams who utilize mostly all passives to do damage (collecting AP with no outlets).

Yelena's purple ability (Spycraft) is a cheap 7 AP and sees her placing 5-6 trap tiles on the enemy's strongest color. These trap tiles do around 5-6k damage each and convert 4 AP of the enemy's strongest color to their weakest color. The con of these traps is that they are only triggered on opponent matches (useless against goons!). The pro is that they trigger when the opponent matches OR destroys them. If only all traps worked this way! This is probably her best damage-dealing ability that will add up on offense, taking advantage of the stupid AI. But it is easy enough to avoid on defense as you'll know exactly what color to avoid.



Finally, Yelena's green (Military Surplus) is pretty underwhelming compared to other green abilities in the tier. For 9 AP she does around 1600-4200 AOE damage, destroys 2 enemy strike/attack/protect tiles, and then for each destroyed tile, converts 2-3 AP of the enemy's strongest color to their weakest. This is a 3\* ability masquerading as a 5.

The synergy of Yelena's kit is pretty clear. And honestly, it's quite fun! All three of her abilities manipulate the enemy's AP pools. Ideally, she uses her green/purple actives to convert a strong/useful color into an AP pool with no outlet. Once that useless AP pool is built up, she then punishes you with her red passive. While all of this sounds good in theory, her biggest problem is that she doesn't hit hard enough. So, the chip damage likely isn't enough to scare people away. The AP shenanigans will definitely slow down and frustrate opponents, but most characters/teams should have no problem beating her. To do so swiftly, you definitely want to think about who to bring and what your in-match strategy will be. But even without a plan, most high-health or healing 5\* can shrug off the hits and persevere. She's yet another "mechanically great/low numbers" character who could use a boost.

#### Pairings:








As mentioned earlier, Sinister has been looking for trap tile partners in the 5\* tier, so Yelena is a natural pair there. Carnage can create enemy attack tiles for Yelena's green to mess with their AP (though it may not be worth it if his specials overwrite your traps). Doctor Doom is an excellent suppression partner with no active overlap who will punish strong black/yellow users by siphoning said colors. Apocalypse and Okoye can boost Yelena's "chip damage", while adding active abilities of their own. The former is near rainbow and makes her much scarier to face with his own quick abilities. Magneto similarly covers 5 colors, but Mags/Yelena could really benefit from a power booster or heavy damage dealer or strong black outlet. High Evolutionary is a match damage rainbow that covers 5 colors. Yelena can slow down the opponent while HEvo levels up. Colossus and Yelena together can make an annoying defensive team. Add Omega Red for a thematic all-Russia team who covers all colors. Ultron can replicate and buff the strikes she puts down, and somehow tanks red (his weakest/her strongest)... thanks power creep! Mighty Thor puts down tons of charged tiles that can fuel you and the enemy; so, Yelena punishing the opponent for grabbing too many is a great strategy. Finally, against certain opponents, I feel Yelena pairs well with slower build characters that have little active overlap. Yelena gives them time to get going as she slows down the enemy. Examples of such characters are, Storm, Old Man Logan, Havok, and Jessica Jones.

#### What to expect when boosted:

Yelena is a flat killer boosted. If she's boosted on a week where damage is mostly tied to active powers instead of broken passive combos (way more common in any given boost week than in the unboosted meta), she will slay the opposition and may be the most dangerous option of your 4 characters. She actually got a boost in the rankings due to how well she can play up, especially when partnered with someone who can carry more of an offensive load. Don't sleep on this agent.

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**#55) Ghost Rider (Robbie Reyes)**

722 
 642 
 562 
 363  
91 
 84 
 77 
 Health: 70,413

Affiliations: [Heroes](#), [Avengers](#), [Supernatural](#)

Feeders: Ghost Rider (Johnny Blaze)

Recommended Build: 3/5/5

Ghost Rider is the most recent 5\* character to receive a rebalance, which resulted in his green getting a nerf in terms of utility and uniqueness. That said, his health, match damage, AP costs, and red/black damage all received a huge boost. So, while he's still not good enough to be part of the unboosted meta, he is much more of a monster for the weeks he is boosted!

As mentioned, Rider's green (Hell Ride) got a bit of a nerf. It still costs 9 AP, but places one fragile countdown that hops around rather than three repeaters that burn to the bottom. When it expires, it destroys 3-5 random adjacent tiles (based on covers) and does around 1k extra damage for each tile destroyed in his strong colors (this is less than the 3x tile damage it used to do). The tile then recreates itself. Unfortunately, this power does not generate AP like it used to either. While the power was updated to fix tiles eventually falling to the bottom and doing nothing, we had to give up a lot to get there and, in my opinion, it is a net negative.

Chain Whip is Robbie Reyes' red (yay alliteration!) active ability. For 7 AP he stuns his target 1 turn and places a long (6-8 turn), fortified countdown tile. The stunned character is now "marked" and while the countdown is out, whenever they make a match, they take upwards of 6700 damage! This is an ability that is easy to avoid on defense as you can just match the non-targeted character's tiles. On offense however, it can add some serious damage to a tanky opponent. While his countdown is out, this power becomes Judgment Day. For another 7 AP, Robbie removes the countdown and does just over 20k damage! Having an 8-turn countdown (5 covers) gives you enough time to collect that second slug of red AP after casting Chain Whip, to hit the big nuke while the enemy matches themselves to death. If you can hit on Judgment Day just before the tile expires, it's a hefty amount of damage. Massively increasing the damage on Chain Whip and Judgement Day while keeping the mechanic the same has made this an actual good red power instead of the AP dump it used to be.

Ghost Rider's black (Damnation) was Robbie's best power pre-balance, and it has only gotten better! While not as creative or unique as the other two, it's probably the best bang for your buck. For 8 AP he does ~17k damage to the enemy. If you hit the enemy who has done the most damage, he does closer to 28k instead. Thanks to the rebalance lowering the cost (down 2 AP) and increasing the damage (up 8K), this ability is on par with some of the best black actives in the tier. The issue is that the tier does not lack for excellent black outlets. Plus, the character you want to hit is not always the one who did the most damage (but that was always the drawback to this power).

Overall, Robbie went from a fun/unique lower tier character, to a less unique but higher-ranked damage stick. He packs enough of a punch to leapfrog some other characters that overlap him

and were ranked higher (e.g., Hela, Daken), and when boosted will definitely see play over those overlapping characters ranked above him (e.g., Immortal Hulk, Carnage).

#### Pairings:

Daredevil is a fun pairing with Ghost Rider due to the extra damage Sonar Strike can do when the countdown is out smashing up the board. The red stun is also super helpful if even for just a turn. Similarly, I enjoy Black Suit Spidey with Reyes due to the red stun allowing Spidey to get max damage from his blue (I actually enjoy all 3 together). While not scary on defense, Doc Strange is a really fun pair for full rainbow coverage. Professor X can benefit from the cascades Robbie's green provides. And when Professor fires his purple, he will more often than not be adding green and red tiles to the board, which Reyes can benefit from. Rider's best partners though are those who can act as batteries for his powers. Gladiator Thor is of course the best green/red battery in the game. Scarlet Witch can fuel red or black with her purple, provide added protection and passive damage, and gives a blue outlet. Her percent-based damage boost works better with big hits (which Robbie has in spades) rather than the smaller multi-hit characters that other damage-boosters love. Finally, Vulture may be Robbie's best partner as his purple and blue fuel the big black/red nukes.

#### What to expect when boosted:

While his rebalance wasn't enough to make him usable over better meta options unboosted, Ghost Rider is a beast on boost weeks due to his high damage tied to low AP costs. Pair him with a quality boosted purple, yellow, blue, and/or green user, and you'll have a formidable duo that can take on most teams. If you don't have a partner with a killer green AP outlet, Robbie's is a decent dump. But you are really playing him for this red/black, and will not be disappointed doing so!

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#### **#54) Gamora (Deadliest Woman)**

🔴955 ⬛849 🟡743 🌐472  
 🔵121 🟢112 💜103 Health: 69,186

Affiliations: [Heroes](#), [Guardians of the Galaxy](#), [Cosmic](#), [Multiversal](#), [Non-humans](#)

Feeders: Gamora (Awesome Mix Volume 2)

Recommended Build: 5/5/3

Gamora is a niche character that was released as a counter to the damage-reduction meta that once ran rampant in MPQ with the back-to-back releases of Colossus and Scarlet Witch. Gamora fills this role decently, and provides solid active abilities in all three of her colors. However, the characters she counters are no longer prevalent, as the meta passed them by. So, Gamora is now just a solid red/black/yellow damage stick. Unfortunately, the best damage stick in the game (Apocalypse) happens to share her exact colors, making her expendable unless boosted.

Gamora's red (Bladed Finesse) costs 9 AP and does just over 10k AOE damage plus separate

single target hits of the same amount for each enemy that has been downed (max 3). So, where a regular AOE would do 30k against 3 targets, 20k against 2, and 10k against 1 (putting out less damage as enemies die), this power will always do 30k when cast in a standard 3 vs. 3 match, no matter how many characters are standing. That's a pretty cool twist on a pretty common power! This is also her best damage-dealing ability by far.

Black (Relentless Assassin) is easily Gamora's worst ability, as it is way too convoluted to get a payoff, making the power not worth it. For 6 AP (at least it is cheap!) Gamora does just under 10k damage and places a 3-turn countdown tile targeting the character (all of this is at 3 covers). Every time the targeted character takes damage, the timer increases by 1. If the timer is at 10+ when the target character fires a power, the tile is removed and Gamora does about 20k damage. The problem with this power is that you have to keep hammering the same character to try and get the tile moving (as it counts down each turn). By the time you get in the double digits, that character should be dead (or near dead) anyway. PLUS, it's tied to an easily destroyed countdown. AND, you have to rely on that specific enemy firing a power in order to get the payoff (which ultimately isn't that great for the amount of work you put in). I just look at this power as a 10k nuke for 6 AP, which isn't awful, but there are far better outlets in the tier.

Finally, Yellow (Pulse Disruption) is Gamora's niche power that is really great against a handful of once-meta characters but pretty mediocre outside of those matchups. For 7 AP, she again deals around 10k damage (all her powers like to stay near that mark it seems), and she places a 2-turn repeater that stuns a random enemy one turn each time it resolves. With enough of these on the board, you can really disrupt the opposing team, though it's expensive to get multiples out (and unfortified repeaters tend to be fragile). The best part about this power is that while one of these tiles is on the board, friendly damage cannot be reduced. And this right here is really the reason you would put Gamora on your team.

Overall Gamora is a character you bring to fight against certain opponents rather than with certain allies. This is because her yellow is great against damage-reducers like Scarlet Witch, Odin, Colossus, Kingpin, Professor X, and Electro- not to mention, protect tile spammers like Beta Ray Bill and Omega Red. As mentioned earlier, her issue is cover overlap with some of the best in the game. Would you rather do 10-30k damage that can't be reduced, or 50-80k damage that can be reduced (Hi Apocalypse)? Most would choose the latter. So, this is where Gamora ultimately fails. Without the last part of her yellow, she has a mediocre kit and when not facing an opponent where getting around damage-reduction is the primary threat, she is just... mediocre.

#### Pairings:

Gamora doesn't have synergy with any one character in particular. She overlaps her fellow 5\* Guardian on their best color (yellow) unfortunately. So I'd suggest pairing her with any strong character that gives outlets in Purple/Blue/Green (Beta Ray Bill, Mister Sinister, Moon Knight, Professor X, Kang). Especially if they do AOE (Iceman, Knoll) or can do passive damage (Scarlet Witch, Daredevil, Yelena Belova, Arcade), as you want to ensure all those hits cut through the opponent defense. Perhaps the best partner for Gamora however is Vulture, who will fuel all of her active abilities each time he comes back from airborne status; and he can do so on two of the deadliest woman's off-colors.

What to expect when boosted:

If Gamora's biggest drawback is overlap with some of the best in the game (and not quite measuring up numbers-wise), that all goes out the window with a 119 level advantage. Because she provides an excellent red, cheap black, and unique yellow outlet (which still provides damage and intermittent stun even if playing a non-defensive opponent), she will have use boosted- as all three powers do damage and all benefit from the numbers bump. On Gamora's boost week her utility goes way up, as you will for sure be saying "Apocalypse who??".

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### #53) Spider-Gwen (Gwenom)

 1003 
  891 
  780 
  496  
 127 
  118 
  108 
 Health: 72,645

Affiliations: [Heroes](#), [Spider-Verse](#), [Multiversal](#), [Symbiotes](#), [Street Level](#), [Enhanced](#)  
Feeders: Spider-Gwen (Gwen Stacy)

Recommended Build: 3/5/5

Spider-Gwen is a hard-hitting damage stick, who- with the proper setup- can demolish opponents. However, the aforementioned setup makes her a slower character who needs to bring a lot of support with her to a match. This, plus the lack of a meta passive, sees Gwen debut in the lower-middle of the pack in an already bloated tier.

Venomized Gwen's purple (Portal Partnership) has both an active and passive component, both of which just spam web tiles. Passively, she will place a single web tile when she matches a color that doesn't already have a web tile. And for 7 purple AP, she will create anywhere from 1 to 1.5 webs (depending on covers) for each web tile color that does not contain a special tile (webs excluded). So, on a clean board she'll spam anywhere from 6-9 tiles. Since she's only losing 3 tiles dropping to three covers, it's best to leave this at 3 covers.

Gwenom's black (March to the Same Beat) costs 8 AP and does about 17k damage (ignoring protects). When cast, she also stuns the target once for every 8 (!) web tiles on the board. Since the web threshold is so high, you're typically getting a one-turn stun out of this (if that). She also has a passive attached that states if her team holds 15 **total** AP (super easy to achieve) her match damage becomes zero but her ability damage is doubled. I know a lot of people do not like the passive part of Gwen's black- especially because once she hits the AP threshold, her purple will no longer spam webs passively. So, it really feels counterintuitive. However, allowing other characters to tank ALL colors for her could save on healthpacks depending on partners. And it makes her damage/AP output on her actives way better.

Gwen's red (Drum Duo) has a tacked-on passive that reduces enemy symbiote damage by 35%. This may be a factor down the road, but as of this writing, none of the 5\* symbiotes are near meta ([see list here](#)). So... meh. For 10 AP (costly for a newer character), this power also happens to sport Gwen's best nuke. She does just under 10k damage, plus up to 7 additional hits for

every two web tiles on the board. So, with 14 webs out, 10 red AP, and 15 total AP in the bank (remember the black passive), she can do 160k unboosted! Nice... but there is just so much setup to get to that number.

And therein lies Gwen's biggest problem... she's slow. For maximum efficiency, you ideally want a battery to get that 10 AP faster, a web tile spammer to get multiple hits, and/or a power booster to take advantage of said hits. Getting all three things when you can only bring 1-2 partners isn't likely. So, while the big numbers can look great on paper, you are likely to take a less convoluted red/black option like Apocalypse or red/purple option like Shang to a fight if looking for damage in those particular colors.

#### Pairings:

Gwen is going to pair best in pick-3 situations due to the amount of support she needs to shine. Parker Spider-Man is a great partner despite red overlap. Both put webs on the board passively and actively on colors that don't conflict (blue/purple). Both also do multiple slugs of damage as webs increase on colors that don't conflict (red/green). Chasm, is not only one of the best characters in the game, but can be a stellar web-engine for these two. His biggest drawback of course is the friendly AP drain for characters with high costs. You can instead swap Okoye in as a third as she can boost the multiple slugs of damage and tank for Gwen once the AP threshold is met. Or, keep Gwen/Chasm and replace Parker with the Kang the Conqueror so Gwen can recoup the lost drained AP. Kang/Gwen also works great against web tile users (\*cough\* Chasm!\*cough\* ) who can spam webs for you to kill the enemy team with. Either Thor would make a good third to battery the Gwen/Kang duo. Otherwise, if playing a web tile meta, all the best partners lie a tier below (Miles, 2099, Silk, other Gwen, etc.). This was Peter's biggest problem for years before Chasm (and now Gwen) arrived. On a fun 5\* team, Banner Hulk can make an excellent tank and once transformed, hopefully speed Gwen along with his random extra matches. Gargantos provides a killer blue outlet and some AP suppression to hopefully slow the opponent while Gwen tries to collect AP. Vulture is a great battery for red/black, but who will provide the match damage when the bird takes flight? Finally, Kamala Khan and Beta Ray Bill have their own self-synergistic kits and either make a full rainbow team that is loads of fun!

#### What to expect when boosted:

I imagine a lot of Chasm/Gwen in the queues on the weeks she's boosted. Especially since he'll tank everything and flood the board with Abyss once you hold 15 AP. Bring Kang/Gwen so you can get to 10 red before the opponent and use their webs against them. Then play your own Chasm/Gwen combo as your defensive team and join the heard!

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#### **#52) Adam Warlock (Infinity Watch)**

💎866 💜770 ⬛674 🌐428

🟦110 🔴102 🟢93 Health: 70,136

Affiliations: [Heroes](#), [Cosmic](#), [Godlike](#), [Avengers](#), [Non-humans](#)

Feeders: Mantis (Guardians of the Galaxy)

Recommended Build: 5/5/3 (for more sustainability)

Alternative Build: 5/3/5 (for faster offense)

Adam Warlock is a unique character in that health management is the key to running him successfully. If you can keep him topped off (and there are several ways to do so), he can dole out boosted match and passive AOE damage. Much like Onslaught (mentioned later), Adam is a character that hits hard out of the gate, but has diminishing returns as a match drags on and he gets injured. He's an overall solid choice to build around in pick-3, but is much harder to utilize competitively in pick-2, where all of his tricks are done better by others.

Adam Warlock's yellow (Miracle of Science) is a cheap 6 AP ability that heals him a small amount (4673-7009) if he's above half-health, and a much larger amount (7476-11214) if he's below half-health. The reason for that additional boost is that Adam's yellow also has a passive that states his match damage is increased by 76-113% if his health is above 50%.

Like Adam Warlock's yellow, his purple ability (Cosmic Skein) is yet another cheap power that has the potential to truly heal him. For 7 AP, Adam places 4-5 yellow trap tiles that damage the enemy if they match them (7971-8642) or heal Adam that same amount if your team matches them. The best part about this ability is that the traps do something great no matter which team matches them, and the amount of damage done (or health restored) by this power is by no means inconsequential. The biggest drawback however is the fact that the traps all land on yellow. Therefore, a dry board (or match against stupid Maggia goons) could make them hard to access.

So, why all the healing? Great question, dear reader! It's because Adam's main damage-dealing ability comes in the form of his passive black ability (Body and Soul). If at the start of your turn you have 4-6 black AP banked (the threshold goes down with each additional cover), Adam spends one and loses 15% of his health. Then, 55-60% of that damage is dealt to the enemy team. So, at full health, this salvo does about 5800-6300 damage to the enemy team.

Adam Warlock actually has some versatility to his kit and I see him mainly played two ways. "Offensive Adam" is best at 5/3/5 where the goal is to use his yellow and black passives to deal quick damage (boosted by partners if possible) as much as you can. He's likely going to be more health pack intensive, killing himself to pump out passive AOE damage. The amount of damage is inconsequential as it will ideally be ramped up by others. "Defensive Adam" is best at 5/5/3 where the goal is to play him as a sustainable tank with multiple methods of healing. Here, the main source of damage will be "chip damage" from his traps and high match damage. But his main role will be absorbing damage meant for others, and healing himself back up via his active abilities. So defensive Adam is great for climbing and saving packs, while offensive Adam fits into the boosted passive damage meta. While he boasts a lot of strengths, it should be noted that Adam's main issue is that the things he does best are done better by others. For example: 1) there are plenty of characters that don't have to chase AP to heal, 2) if building around his match damage boost, Colossus and Shang-Chi quite frankly do it much better, and 3) his passive AOE is not quite good enough to supplant iHulk or Omega Red in pick-2. It should be noted that Adam was hit hard when a couple counters were released to combat Immortal Hulk (e.g. Electro, Scarlet Witch). If Adam's superior was rendered non-existent just imagine what it did to



Warlock here.

### Pairings:








Depending on how you build Adam, he can work with several characters. He's one of the few who can cheaply heal back Immortal Hulk's friendly damage while tanking some colors and providing a second source of passive AOE damage. Okoye and Apocalypse are characters who can boost Adam, but the competition for yellow on the former means Adam will likely be eating health packs so Okoye can keep her boost going. As a "defensive climber", Adam is all about chip damage; so strong nukers that cover most of the rainbow are his best play. Characters with blue, red, green or black (in the event that you don't want to trigger Adam's self-destruct damage) outlets work well. Examples include Riri Williams, Beta Ray Bill, Venomous Rex, Havok, Ghost Rider, Hela, Doctor Octopus, Big Wheel, Yellowjacket, Carnage, both Thors and both Spideys. Peter's crits and Carnage's extra match are especially great for Adam's boosted match damage. Crystal or Doctor Octopus provide a third healing source for Adam to stay tanking. Riri and Mighty Thor can add charged tiles to increase the match damage. Gladiator Thor is a great option to keep Adam healed (via passive yellow AP collection) while drying the board of his own strong colors, so Warlock can stay in front tanking. Yellowjacket and Adam can take turns tanking and healing as the former moves in and out of invisibility. Finally, a slow but very fun pairing is Mister Sinister whose only active ability can be fueled by Adam's traps.

### What to expect when boosted:

God boosts may have helped Adam more than any other character in the game. He's a classic character who does really great things, but others do what he does better. So normally he's never taken off the bench in favor of those other options. Well, add 119 levels to him and for that week he will be the best boosted match damager, the best AOE damager, and a great health-pack saving healer with a massive health pool. Unless he is boosted along with two metas that pair well (Chasm/Hulk, BRB/Kitty, Thor/Apoc, Colossus/Wanda, Hulk/Okoye), he should see play and be quite scary during his boost week.

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### **#51) Thanos (The Mad Titan)**

671 
 597 
 522 
 337  
85 
 78 
 72 
 Health: 64,964

Affiliations: [Villains](#), [Eternals](#), [Non-humans](#), [Godlike](#), [Battleworld](#)

Feeders: Thanos (Endgame)

Recommended Build: 5/3/5

Thanos may seem a bit too high on this list to some, given how much of a pushover he is in PVP. Seeing him out usually means an easy victory for pretty much any 5\* combo. That said, he is still- years after his release- the undisputed king of PVE in CL9 and lower. He also pairs well with a particular 5 and can obliterate PVP teams that include low health characters. An amazing feat for a game with such rampant power creep, given the age of this character.

The reason for Thanos' ranking begins and ends with his black passive (Court Death). If you kill an enemy, the Titan stuns everyone (friend and foe) for 2 turns, then he does ~14k damage to his remaining enemies and ~3.5k to allies. 7K teammate damage is nothing to sneeze at, and is a significant drawback for some. Double this with the fact that his other powers are nothing to write home about, and you have a one-trick pony whose trick must be really good to land him in the middle of the rankings.

Thanos' purple (Infinite Power) costs 8 AP and allows you to place a CD on the board that pumps up his match damage (+65-85%) and makes destroying or altering tiles by anyone not named Thanos a no-go. This can be as much of a hindrance as it is helpful at times.

Thanos' green (Come and Get Me!) is pricey at 12 AP. When cast, he places a random 3-turn countdown that can do upwards of 20k AOE damage. That's okay damage for the cost, but the reality is that if playing him right (as a bully), his matches shouldn't last long enough for you to collect 12 AP in one color plus wait 4 more turns to place and resolve the countdown. If the match does turn to a grind, then the countdown often doesn't survive since it isn't fortified and you can't choose where to place it.

Overall, Thanos has two distinct uses. In PVE CL9 and below he is essential for fast clears. The goal is to target the weakest character and let Court Death do the rest after they fall. Thanos has dropped in the rankings due to the release of CL10. Unfortunately, 14k AOE isn't enough to chew through the high health pools in 10, where the very best rewards in the game reside. But he is still king of all other clearance levels (Fury just denied him level 10 access). He was once atop the PVP meta, but now his best use in PVP is a niche role in new release events. In said events, people often run low-covered or even loaner versions of the essential character. This makes the Titan's ability to summon Death a "snap" (you see what I did there).

#### Pairings:

Thanos has two very distinct qualities he looks for in a partner. 1) Someone who can pump up match damage in order to court Death sooner and/or 2) Someone who can heal back the damage Death inflicts. In PVE the 5\* essential's boosted match damage is usually enough to set Death in motion. If you don't have them champed, then 4\* Groot's strike tiles boosted by another Guardian, or by Kitty Pryde, will do the trick. The aforementioned "Panthos" still works amazingly well for PVE wave nodes and against PVP loaner characters. Speaking of PVP, Immortal Hulk is easily Thanos' best partner there as he has given the Mad Titan newfound life. In release events chalked full of loaners, Hulk's passive damage can take them out easily, resulting in Court Death. While everyone is stunned, chase red for Hulk's gigantic nuke to hopefully set Death in motion again. Beyond the Hulk and Panther synergies, Logan and Daredevil are both quality pairings as they can pump up match damage via strikes and heal back some of Thanos' friendly fire. Similarly, Silver Surfer has a true heal and since he does not get stunned by Death, he provides consistent high(ish) match damage in red/blue.

#### What to expect when boosted:

Boosted Thanos becomes in CL10 PVE what he is in CL9 and lower unboosted. While still not a huge factor in PVP (aside from new releases), Thanos reclaims a lost spot in PVE, which makes

him tons of fun when he gets the call up. So, when he gets that 119 level boost, I hope you reclaim your youth and Court Death everything in PVE... ahh nostalgia.

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### #50) Jessica Jones (Alias Investigations)

🔴678 ⬛603 🔵527 🌐341  
🟢86 💜79 🟡72 Health: 57,846

Affiliations: [Heroes](#), [Defenders](#), [Team Cap](#), [Avengers](#), [Street Level](#), [Enhanced](#)  
Feeders: America Chavez (Young Avengers)

Recommended Build: 5/5/3

Alternate Build5/3/5

Jessica was once pound for pound one of the best single-target damage dealers in the tier. While her active powers aren't the fastest, and powercreep and a slew of more efficient damage-dealers have been released since her glory days, she still hits hard boosted. That and a dangerous damage-dealing passive that is rivaled by few has helped her stay relevant and find use.

Jessica's red ability (Defenstrate) costs 9 AP, does around 11k damage (5 covers), and places 5 strength 373 strikes on her off-colors.

Her red synergizes directly with her black ability (Body Check) which costs 11 AP, deals almost 16k damage plus 2600 for each color friendly special tile on the board (this includes countdowns). So, the extra damage is anywhere from nothing to DOUBLE the damage (if you have specials on all 6 colors). That is insanely good.

Her blue ability (Damning Evidence) is the fun one that makes her more than just a variation of your standard damage-dealing tank. She passively places an enemy trap tile each turn (up to 4 total) on her dominant colors (now you know why her strikes are placed on her off-colors). If you happen to match a trap, she does big damage (around 10k) passively and you get 3 AP in your strongest color for each trap matched. You can either hunt for traps blindly, or, if you hold enough blue AP (the threshold goes down with more covers), you can briefly see where the traps are at the start of your turn.

Jessica's main role on your team will likely be that of primary damage-dealer. She is played pretty straight forward. Prioritize red/black matches hoping to hit on traps. Then fire her small nuke (Defenstrate) to help up the damage on her big nuke (Body Check). While she was once one of THE premier damage-dealers in the tier (and is still quite good), power creep has made her much less of a force than she once was.

#### Pairings:

Jessica benefits from board-shakers who can trigger her traps, people who can fuel her powers, and people who can put special tiles on the board (especially red/black/blue ones). Scarlet Witch and Vulture are excellent batteries for Jessica's more expensive powers. Half-Thor is an ideal

pair for her due to the shake and fuel. Sersi and Storm are also great battery options. She is one of those people that can play “filler” on almost any team that needs actives in her colors. Kamala Khan, Daredevil, Iceman, Cable, Loki, Yelena, Captain Marvel, Dr. Strange and Beta Ray Bill are all examples of said characters. It’s seriously hard to go wrong with Jessica plus someone offering decent coverage in at least two other colors.

#### What to expect when boosted:

Jessica is going to see a lot of play boosted off the strength of her passive, and huge nukes in red/black. Her health pool was big for the era she was released in, so she won’t be too much of a liability there. While not the fastest in the game, she’ll have some teeth on defense (those boosted traps are scary threats to your precious health packs) and be added value on offense.

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#### **#49) She-Hulk (Immortal)**

🔴1068 ⬛949 🟢831 🌐331  
 🟠135 💜125 💛115 Health: 89,738

Affiliations: [Heroes](#), [Avengers](#), [Team Iron Man](#), [Gamma Mutates](#), [Enhanced](#)

Feeders: She-Hulk (Origin)

Recommended Build: 5/5/3

She-Hulk is a pretty average to below average character on her own, but sees a big boost in the rankings because of her utility on a certain pick-3 meta team. Outside of this team, she can function as an excellent tank/ health pack saver. But her lack of firepower makes her slow and will put a target on your back defensively.

She-Hulk’s red (As Above) is her only real damage-dealing ability and it clocks in at a pricey 10 AP (on a popular color no less). When fired, She-Hulk deals up to 18k damage and sends the character airborne for a turn. When they land, the character loses up to 12% of their max health. So, the bigger the enemy health pool, the more damage this does.

She-Hulk’s black passive (...Makes Me Stronger) states that when downed, Jen revives at the beginning of her next turn with 30-40% of her health if she still has allies in the fight. Each time she revives, iShulk gets to fire her green power for free, and she permanently deals 45-75% extra damage. She also permanently *takes* 25% extra damage with each revive. Jen gets to stack this power three times, after which, she is put down permanently (but that’s still a lot of health to chew through)

So Below is the aforementioned green power that Walters fires for free when she comes back from the dead. Otherwise, it costs 8 AP and either way, Jen destroys the lowest red and green tiles across 4-5 random columns, dealing 80-90% damage for the destroyed tiles. While there are better green outlets for the cost, it’s an excellent free ability and not a bad AP dump if you don’t have other outlets. It provides a decent slug of damage and nice board-shake.

Overall, Immortal She-Hulk is the opposite of a glass cannon. Rather than hit fast/hard and die quickly, she hits slowly but is hard to kill. Her revive mechanic and large health pool make her one of the absolute best tanks in the game. She can serve as a pack saver when climbing offensively. However, because of her lack of offense, Jen is likely the last character you want to target anyway. So, her “thing” defensively is forcing you to do something you were already going to do? Okay, then. But what if she had partners that also made you target them last? Her utility goes way way up. Fortunately for Jen, that is the case and a select few partners make her value skyrocket.

#### Pairings:

She-Hulk pairs extremely well with her immortal cousin. While Hulk instantly revives when downed, Shulk doesn't revive until the next turn. What this means, is you have to take out both in the same turn, lest you deal with the revive shenanigans. Jen tanks all but green for Bruce which allows him to hide behind her and deal passive damage. Chasm is another character that you want to take out last that pairs well with She-Hulk. In this pairing, Chasm will be spamming abyss tiles on everything but red as long as the AP stays low, meaning you likely have to take out She-Hulk repeatedly 4 times before you can tackle Chasm, or again, take them out at the same time with an area of affect power. On fun (read: non-competitive) teams, characters that go invisible like Gargantos and Onslaught could be good partners for Shulk. Basically, Walters absorbs damage when they go into the shadows (Vulture does the same with airborne instead of invisibility). Given similar levels, She-Hulk will tank all but yellow for Apocalypse, allowing him to hide, save packs, and deal big damage from behind the green wall. She can also tank red/green for Kang and shrug off the potential feedback damage that comes with his black nuke. They cover 5 colors, as do She-Hulk/Arcade or She-Hulk/High Evolutionary (the tankiest tank team). Finally, Archangel provides a blue, a black and a better green outlet, but more importantly, will immediately yank folks out of the sky that Jen sends airborne. Add Gladiator Thor as a battery in pick-3. Fun!

#### What to expect when boosted:

While god boosts make more use of players' rosters overall, it really shrinks viable options week to week. Simply put: boosted options are often better than unboosted options. Unfortunately, this means lots of health packs used to repeatedly heal your 2-4 boosted options. Jen's big utility on her boost weeks will really be saving health packs. You can probably climb with her and a decent partner to 800 without spending much, then switch to a faster/better or more defensively sound option.

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#### **#48) Heimdall (The Gatekeeper)**

 900 
  800 
  700 
  445  
 114 
  106 
  97 
 Health: 72,048

Affiliations: [Heroes](#), [Godlike](#), [Cosmic](#), [Non-humans](#), [Asgardian](#), [Deity](#)

Feeders: Sam Wilson (Captain America)

Recommended Build: 4/5/4

Alternative Build: 5/3/5 (if playing for pure support/tanking)

\*\*\* Author's note: This guy should have been updated like yesterday to include "away" mechanics as part of his power set. This is literally what Heimdall does. It really makes little difference gameplay wise... but still. They captured the flavor of it with his yellow sending people "airborne" (discussed below), but if any character screams, "I send people to a different place" it's Heimdall. Fix it! Okay, back to the analysis... \*\*\*

Heimdall is a solid support character that will do a decent job of making outdated/weaker characters better. He also has a niche as a targeted fortification specialist. His main drawback however is that he best supports people with strong active abilities, while the meta mostly relies on passives. For this reason, he finds himself on the outside-looking-in at the top tier. But he is a fun and sustainable character to play around and chase wins with nonetheless.

Heimdall's blue (The All-Seer) has both an active and a passive component. The former costs only 6 AP and allows him to fortify 3 friendly or basic tiles of his choosing and then he true heals for a small amount (~6-8k). His passive at 4 covers (the minimum you want this power at) reduces other friendly powers (including his other active abilities) by 1 AP for each fortified tile in the power's color. Very cool! This ability to make nukes cheaper, make him a pretty decent third for speed clearing teams (Thorocalypse/ Thorkoye/ Shang-Chi, etc.), especially when featured.

Heimdall's red (Prismatic Cleave) is his one damage dealing ability, and it packs quite the punch. For 10 AP, Heimdall does 16,211 damage plus 4,864 per color of fortified tile on the board. So, he caps out at 45,495 damage when backed by the full power of the rainbow bridge!

Heimdall's yellow (Bifrost Bridge) costs 8 AP, and has him send his allies airborne for a turn. When they come back, each ally returns 3 AP richer in their strongest color. Spending 8 AP and waiting a turn to get back 6 doesn't seem great on paper, but remember that 1) you can make this ability cheaper via fortification 2) yellow doesn't have a lot of great outlets in the tier, and 3) you can leverage this ability by being mindful of the characters you bring along and what powers you want to fuel. Bifrost Bridge also has a passive component that allows him to shrug off 25% or 33% of damage dealt to him if he's the only character active. This means you get to chew through that much more health if you leave him for last. It also means that he can negate some big damage if you send your people away to safety right before a big nuke. While not something to build around, it's something that will come in handy at times.

As mentioned earlier, Heimdall would be much better in a bygone era before passives ruled everything. His ability to choose fortification means that you have a lot of flexibility in how you use his blue. Create a match-3 of all fortifieds to get back 6 AP? Protect certain special tiles you don't want matched away? Spread love around the prism to stack damage on his red? Or simply fortify three of the same color to make a particular ability spammable? All are possibilities for just 6 blue AP! His yellow has similar flexibility as different partners will give back different AP when sent away. He's actually quite puzzley/fun. His main drawbacks are that the newly buffed Angel is a hard counter to his yellow, and both Thors do the whole AP gathering thing way better than Heimdall (or anyone else for that matter) and Jane has the exact same strong

colors. Heimdall finally has a good partner in the 5\* tier (Kamala), but the pairing isn't meta. However, he's one of those characters that could see a spike in the future due to the targeted fortification and the AP reduction that goes along with it. He just needs the right partner (similar to what pre-nerf Hammer Cap did for Hawkeye). I think he's worth chasing to build different fun teams with, even if he never gets that perfect partner.

#### Pairings:








Heimdall's best partner is easily Vulture, whom Heimdall can send airborne. When the bird returns, he does so 10 AP richer; and while he's gone, Heimdall can shrug off up to a third of the damage he's dealt. Heimdall actively fuels Vulture who actively fuels Heimdall, and they cover 5 colors. Just a nightmare team. Heimdall also pairs well with those that spam fortified tiles to take advantage of his blue passive. He actually plays down a tier well because of this, as there are many fortified tile spammers in the 4\* tier. Currently it's really just Hawkeye, Green Goblin, and Kamala Khan in the 5\* tier. But with supports coming to PVP soon (™), who knows? Beta Ray Bill's already dumb-cheap Clash of the Worthy can get cheaper each cast. Same with Onslaught's invisibility if you have him return with a fortified attack tile. Similarly, Loki's expensive green gets 1 AP cheaper each cast if the repeaters can keep their fortification. I really want to try Heimdall/Loki/Hawkeye. Both have purple as their strongest color to fuel ShadowPlay/Dagger Surprise (a single fortified purple will make the latter 3 AP!). While Hawkeye pumping out fortified blue tiles will have him out of arrows in no time at all! Heimdall can be a great third to Ronan/Goblin. When Norman auto-fortifies Ronan's ever-replicating repeaters, power costs will passively go down. Finally, Shang-Chi can go infinite easily if you bring a third character (like Odin) to spam fortifieds and make all of his powers 3 AP.

#### What to expect when boosted:

Heimdall is very similar to Storm (ranked later)- a support character with 3 actives and only one damage dealing ability. The difference is while he doesn't create tons of board-shake, he has a massive health pool and true heal. For these reasons, he has lots of utility as a tank/ health pack saver. In longer matches against boosted health pools, he actually has time to put fortified tiles on the board and do his thing. I stated that Heimdall would fare better as a support in a bygone era where people collect AP to fire powers. In the boosted meta, where those older characters may be kings and queens for the week, that is often the case. Thus, he can see quite the resurgence on his boosted weeks.

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#### **#47) Sersi (Eternals)**

 955 
  849 
  743 
  472  
 121 
  112 
  103 
 Health: 64,438

Affiliations: [Heroes](#), [Eternals](#), [Godlike](#), [Deity](#)

Feeders: Black Knight (Dane Whitman)

Recommended Build: 3/5/5

Sersi is a unique support character in MPQ, in that rather than just act as a battery who adds a



color to the board or increases its drop rate, she can actually choke out a color entirely as well. This makes her one of the game's ultimate board control characters.

Sersi's first board-control power comes in the form of her 3 AP active purple (Cosmic Purpose). Firing it allows Sersi to choose a color and transform 4-5 tiles of that color to other random colors. For the remainder of the game, this power becomes a passive (Cosmic Path) that reduces the drop rate of your chosen color by 50% and puts a strike (if you chose red or purple), attack (black or green) or protect (yellow or blue) tile down when there are 4 or less tiles on the board of the chosen color.

Sersi's green (Gift of Transmutation) acts as a more traditional board control power than the aforementioned unique purple. For 9 green AP, Sersi can convert up to 6 tiles to a color other than green. Firing this power also fortifies all specials in the chosen color and increases their strength by just over 1100 each.

Yellow (Eternal Life) is Sersi's only direct damage-dealing ability... and it's not all that direct. This passive power triggers whenever her team makes a match-5. Doing so results in a fortified 3-turn countdown tile being placed. If Sersi is downed while a countdown is out, she removes one and revives at half health. If the countdown resolves, it does a whopping 25k AOE damage. While there are a lot of hoops to get there, the damage output is nice.

Sersi has some self-synergy in that she uses her purple/green board-manipulation powers to hopefully trigger match-5s and deal damage. However, since this is a team game, Sersi will most often be used as a support/battery to help other characters deal damage by warping the board in their favor. Once she fires her 3 AP purple, the most important aspects of Sersi's kit are happening behind the scenes. The rest of what she does (e.g. damage, special tiles, fortification, reviving) are nice when they trigger, but ancillary to her main role as a board-manipulator. She's excellent in Puzzle Gauntlet, and while any partner can benefit from a favorable board, she pairs well with a select few characters who really benefit from more frequent cascades.

#### Pairings:

Sersi being almost all-support, means she really works well as a third wheel to some power couples. She's a great third for Shang-Chi teams, as he is probably her best partner. Sersi is one of the best at passively manipulating the board, while Shang can do it actively- easily triggering match-5's with his abilities. Sersi can help create more match-4s for Professor X and Onslaught triggering lots of passive damage and almost eliminating two tile colors from the board entirely. She's a good third for Kitty Pryde teams, as she can drop extra tiles for her to buff. She can also choke out blue and create shields for a Thor/Apocalypse team. A fun combo is Sersi with Heimdall and Jean Grey (or any character who can spam specials on a single color and have a good power in said color). It's expensive, but once Jean casts red and Sersi fortifies all the strike tiles with her green, all subsequent red powers cost 3 AP. Sersi also works well as a defensive character against the meta staple Immortal Hulk, by choking out the green tiles he needs ,10-to function.

#### What to expect when boosted:

Sersi actually plays well boosted because as was stated earlier, everyone can benefit from a

favorable board. Pair her with the best offensive option during her boost week and she will work well as a support to them. Her one damage dealing ability also hits like a truck boosted, but is less likely to trigger if the other boosted characters you pair her with don't help her create match-5's (like Shang-Chi or Onslaught). Unless she's boosted with two can't-miss metas, she will likely get played.

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#### #46) Iceman (Bobby Drake)

817 726 635 404  
104 96 88 Health: 62,083

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Hellfire Club](#)

Feeders: Iceman (All-New X-Men)

Recommended Build: 3/5/5

When Iceman debuted, I called him an “annoying pest” in PVP. Since his release however, we have had boosted protect tile, damage negation, and revive metas that have all made Iceman feel like a walk in the park comparatively. He also was a key cog in one of the fastest challenge node teams for PVE, but those are now also done with lightning speed by Shang-Chi and Kang-led teams. Bobby still has utility as both an excellent (but unfortunately RNG-dependent) stunner and as a person who deals a million little hits of boostable damage. While these things have held value over time, Iceman's parlor tricks being outclassed significantly by others has caused a serious drop in the ratings. Where he holds value still is the fact that he is still an excellent partner for some of the very best in the game (see: “Pairings” below).

Bobby's yellow passive (Champion Defender) is probably his worst power. When the enemy hits for big damage (over 9-10k) and Bobby has 2-3 team-up AP, he spends it to create an “ice wall” that negates 9-10k damage. He then creates a countdown that if you can't match it away, will deal the negated damage to Iceman upon resolving. Though not bad per se, I honestly forget about it a lot and that's for two reasons. 1) I don't play with animations on and 2) the board is usually filled with a swath of countdowns and repeaters once he gets going. So, adding a yellow countdown in a sea of them usually goes unnoticed by me. I've probably taken some delayed damage or matched the tile and shrugged off damage unknowingly on more than one occasion.

Iceman has only one damage dealing power, in the form of his cheap 7 AP green (Icemen), and it comes with some pros and cons. The cons are the damage is tied to five 2-turn repeaters and they do very small “chip damage” (~2500 each). They also hit random characters, making it harder to control on offense. If you match the repeaters, you get ~2K AOE damage which I guess is a bit more control; but minimal damage. The pros are that the power is super cheap/spammable, the amount of repeaters can add up quick, and the “chip damage” can be boosted by Okoye/Apocalypse to insane levels.

On offense, Bobby's main attraction is his very unique stun (On Ice). For a very low cost (3 blue) he passively spams the board with blue countdown tiles that either stun a character or add

to their stun duration (1 turn per tile matched/destroyed). The pro is that matching blue fuels blue to keep the tiles coming. The con is that matching blue dries the board of blue, so you eventually run out of places to put countdowns. So, his best power is extremely board dependent and is one of those high risk/high reward powers that that will either do little, or save the match for you. A very cool thing about his blue is that it applies AFTER match damage is dealt. So, if you KO an enemy with a match 4 of blue “On Ice” tiles, the next opponent in line gets stunned for 4 turns.

In summary, Bobby is slow on offense and annoying to face on defense, but not scarily so. The fact that he passively stuns gives his value a huge boost, as there aren’t many quality stunners in the tier. He works well on any team that needs blue to “complete the rainbow” as both his passives provide added value. The fact that he stuns, hits random characters, redirects damage, and has somewhat high health makes him somewhat annoying to face in PVP; but there’s not enough there that you shouldn’t beat him reliably. Because he lacks a strong nuke, he usually finds himself in a support role synergizing with others.

#### Pairings:

Mighty Thor is easily Iceman’s new best friend and partner in crime and has given him a resurgence in the rankings. Her ability to kill any special tile adjacent to a charged tile makes it so his repeaters and countdowns are constantly going off, stun-locking and dealing damage to the opposition. Okoye is probably Iceman’s second-best partner; as she can boost EACH of his repeaters to insane levels. Green Goblin is a match made in heaven due to no active overlap and Gobby fortifying all of Bobby’s tiles. A match-3 with all-fortified blue tiles locking the enemy down 6 turns is beyond satisfying! Kang is also a great partner who adds three active powers, including a blue. But wait! Doesn’t Bobby drain blue?! Because of Kang’s passive that allows his team to recover drained AP, Bobby can KEEP his blue and spam Icemen tiles *every turn*. And of course, any that expire just give Kang more blue AP thanks to his passive (you’re welcome). So, Thoress/Ice with either Goblin, Okoye or Kang will be devastating. Other great partners include Apocalypse who can boost each of Bobby’s repeaters, is stun-proof with a mutant, and gives three additional AP outlets. Boy-Thor is a great partner due to Thor fueling green and sapping the board of non-blue tiles. Daredevil (despite color overlap) makes a great partner to take advantage of Iceman’s stun mechanic, due to the tacked-on Sonar Strike damage. Deadpool or Elektra also make a very fun two-color stun squad. I like hitting the opponent with their two-turn stuns, then tacking on extra turns by matching Bobby’s countdowns. Abigail Brand can up the annoyance factor by healing her team every time a repeater/countdown resolves. Wong, Hit-Monkey and Gambit are all higher ranked red/purple damage-dealers that can add bigger nukes to Bobby’s chip damage (Wong has an excellent yellow as well). Magik provides a full-rainbow team and loves to deal chip damage just like Bobby. And finally... Professor plus any X-Character (except Gambit because of the purple-block) is always gold.

#### What to expect when boosted:

Iceman shockingly doesn’t play up as well as others. His chip damage is slightly bigger, but against massive health pools, it doesn’t really matter. And his blue, while good, is the exact same as it was unboosted. Don’t get me wrong, he’s such a good character unboosted, that you’ll still play him boosted. He just doesn’t play beyond himself like a Killmonger, Deadpool or Ronan do boosted. Iceman is at his best when you have amplifiers upping his damage. If one of the “big

two” aren’t boosted with him, he loses some of the oomf he has when all characters are equal level. But the stun alone (maybe best in the tier?) will make him worth playing.

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#### #45) Ronan (The Accuser)

 968 
  861 
  753 
  479  
 123 
  104 
  114 
 Health: 77,519

Affiliations: [Villains](#), [Cosmic](#), [Non-humans](#)

Feeders: Drax (The Destroyer)

Recommended Build: 5/3/5

Alternate Build: 5/5/3 (without a better red user)

The accuser is one of those characters that is a weapon unto himself, doling out big damage both passively and actively in a powerset that is pretty self-sufficient. Unboosted, Ronan is a character that will mostly ride the bench in favor of meta pairs. However, he is a character who scales up during boost weeks better than most, and is one you will absolutely play when his number is called (more on that below).

Ronan’s black passive (Judgment Call) has him place a free 3-turn fortified countdown targeting a random enemy when one doesn’t exist. Ronin’s match damage against non-target characters is reduced by 30%, but match damage against the accused is doubled. Ronan’s countdown does over 22k damage to the marked character when it expires (5 covers). That is a very nice chunk of free damage! While I like this ability, I should note that there are two big issues with this power. 1) it can often target characters you don’t want it to and mess up your plans. 2) Kitty Pryde and Mighty Thor have pretty hard counters to this ability. Both of these issues are way less impactful when Ronan is boosted and the tile acts as a ticking time bomb ready to kill shot an opponent (or severely weaken them).

Red (Swift Hammer of Justice) is probably Ronan’s weakest power, and is one I would keep at three covers. For 8 AP, Ronan does about 6.6k damage plus an additional 3.3k to anyone who damaged him last turn. If Ronan hits all characters with this power (which is guaranteed when one opponent remains), he destroys a random 3x3 block of tiles.

Finally, blue (Uncompromising Power) is far and away Ronan’s most interesting power. For a cheap 6 AP, The Accuser places two 2-turn repeaters that make copies of themselves on random basic tiles when they expire. When one of his repeaters is matched/destroyed, Ronan does about 1700 damage for each repeater on the board. This is pretty low damage, so it will take a lot of repeaters before matching them really hurts an opponent. That said, they tend to multiply fast if left untouched.

Overall, Ronan is a slower character, relying on long countdowns, and waiting for his repeaters to multiply in order to dole out big damage. He is a character that performs much better when one character is left standing, as his passive is guaranteed to target the character and his red is

guaranteed to do some tile destruction (hopefully hitting some repeaters and triggering Uncompromising Power along the way). Unboosted, he is not likely to get played because he is not fast, nor does he have a go-to partner to capitalize on his repeater spamming. Boosted however...

#### Pairings:

I'm a big fan of Green Goblin as a partner for Ronan. Norman can fortify all of his repeaters, allowing them to stick around and multiply if they're matched. Norman also provides unique AP outlets on three colors. I like Heimdall as a third for them, as he can passively lower AP costs as the board floods with fortified tiles. The other option I like is Electro. She wants to pair with Villains, and Ronan likes people who can smash up the board and potentially hit his repeaters; which Francine's green can provide. Kamala Khan, despite blue overlap, can smash the board cheaply and gets bonus damage for destroying friendly repeaters, basically allowing herself and Ronin to double-dip when hitting repeaters. Abigail Brand could make a decent third (maybe second?) on a Ronan team, adding a purple power and healing the team each time a countdown or repeater goes off. Other than that, since he doesn't have any other synergistic partners, playing good characters with coverage in black, yellow, purple, and green is probably your best play. Storm, Black Bolt and Star-Lord are examples of characters who can also add charged tiles into the max to capitalize on Ronan's boosted match damage.

#### What to expect when boosted:

As I've mentioned throughout this write-up, Ronan is a beast boosted, and I'll explain why. Unboosted, Ronan is simply too slow to be a factor. But against massive god-boosted health pools, the matches inevitably take longer, thus giving him time to ramp up to huge payoffs. His main counter (Kitty Pryde) will die quickly if you bring her to a fight against him unboosted (especially if she is "accused" out of the gate). Finally, where the unboosted meta is all about synergistic pairs, the boosted meta is often about running the best two boosted characters that don't have much overlap. Since, as I mentioned earlier, Ronan has a pretty self-sufficient kit, you can play him with anyone who can cover his off-colors and get great results. If boosted, he's likely to get some play regardless of who is boosted with him. He really is that good.

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#### **#44) Storm (Ororo Munroe)**

720 640 560 356  
92 85 78 Health: 51,735

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Godlike](#), [Hellfire Club](#), [Deity](#)

Feeders: Dazzler (Classic)

Recommended Build: 5/3/5

Alternative Build: 3/5/5 (in Puzzle Gauntlet)

Storm is best described as "controlled chaos", as all of her powers will shake up the board. Yet at the same time, you can manipulate said chaos, to warp the board in your favor. She's a slow but ultimately fun character that is way better on offense than defense.

Storm's black is called Gathering Clouds, which is the perfect name for the passive portion of the ability. Simply put, she charges one black tile each turn. The name is a bit of a misnomer for the active portion of her power though, as it is her only damage-dealing ability. For 9 AP she destroys all charged tiles, dealing 2600 AOE damage for each. Her damage is capped at just over 20K total (so 8 tiles gives max damage). Getting the first crack at those black charged tiles, means you usually have way more black AP than Storm alone can spend. You usually spend more time waiting for charged tiles than you do gathering AP to fire the power.

Storm's green (Ice Storm) destroys tiles without generating AP. It might be worth the cost at 5 covers (where it destroys all of a color), but I can't bring myself to drop either of her other covers below 5. The exception is the monthly Puzzle Gauntlet events, where win conditions are often based on manipulating the board rather than doing direct damage. In these matches, you'll want this at 5. Outside of Puzzle Gauntlet, Storm's green should be set to 3 and is mostly a "use if you have the AP and nothing better to spend it on", as spending 10 green to destroy 6 random tiles of a color is a horrible trade-off.

Storm's 9 AP yellow (Aurora Totalis) is personally my favorite of her abilities. Storm turns 6 random team-up tiles to a color of her choosing. She then converts three of that color into charged tiles after the board settles. Usually, you can create matches and cascades in helpful colors by observing the board and choosing the right color. This essentially makes her a battery in any color you need!

With Storm, two out of three abilities don't do damage (green/yellow) and the one that does (black) has a damage cap that isn't super high. On the plus side, her damage is AOE, cheap, and self-fueling, but without a proper partner, you may be waiting awhile before actually firing the power, as you wait for charged tiles to trickle in. Then, one cast destroys all charged tiles, meaning you get to start all over after you finally get that big hit. All in all, this makes her a slow character alone who needs the right partners to get going (see below). On defense, board control powers tend to work pretty awful due to the AI's stupidity. Storm has two such powers, so when playing against her you only really need to keep an eye on black, which again, only hits hard with the proper amount of charged tiles on the board. So, you can consider her an offense-only character, which the meta has moved completely away from. Still, her versatility and ability to warp the board for puzzley events like the aforementioned "Puzzle Gauntlet" make her a character worth having.

#### Pairings:

Storm's best partner is easily Riri Williams. Riri can put down the 8 charged tiles Storm needs for max damage for just 3 red AP. Gone are the days of waiting for one tile to trickle in at a time! They also cover 5 colors, with Riri giving a better green outlet. Fellow X-Man Emma can also provide 3 additional colors, a 70% boost to Storm's AOE, and creates even more targeted board manipulation/destruction with her red! Magneto is an alternate option (despite yellow overlap) as his blue is a cascade-creating monster on an ability that pairs beautifully with Storm's triple board-shake abilities. Add Professor X to deal some heavy damage when the match-4's inevitably come. Continuing the X-theme, Gambit doesn't work as well with Storm post-rework, as both want to blow up all the charged tiles on the board to do damage. But they








both also create them passively and don't overlap on colors. So, it still works, even if it isn't as well. Surfer and Havok are great partners who add red/blue actives to the team, and both create charged tiles to fuel Storm's black. The former gives an additional outlet for all the banked black AP, while the latter gives a better green ability. Crystal can passively create charged tiles for Storm to blow up on yellow matches, once firing her green active (which is great since you'll also be chasing AP for Storm's best power). In pick-3 it is sometimes helpful to bring along an additional black user, because as mentioned earlier, Storm often creates more black than she can use. So, an extra black AP dump (Kang, Jessica, Goblin, Ghost Rider, Colossus, etc.) can be beneficial. Finally, Killmonger or Shang-Chi with Storm cover 5/6 colors and their crits matching her charged tiles can result in crazy match damage and AP gathering!

#### What to expect when boosted:

With only one damage-dealing power, you'd think that Storm doesn't play up as great as some others. However, all the cascades and board-shake she creates are capitalized on by boosted 5\* match damage. As a more support-based character, her utility will depend more than most on who is boosted with her. A good character without black/yellow overlap booted alongside her is really all she needs to be a force of nature (pun intended) for that week.

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#### **#43) Carnage (Prophet of Knull)**

837 744 651 414  
106 98 90 Health: 66,964

Affiliations: [Villains](#), [Godlike](#), [Spider-Verse](#), [Symbiotes](#)

Feeders: Carnage (Cletus Kasady)

Recommended Build: 5/5/3

Nicknamed "Carbage" by forumites upon his release, while hilarious, was also a huge misnomer. While he plays better than his numbers suggest, it is also easy to see why he was trashed. His tiles are weaker than his 4\* counterpart and he puts them out more slowly. Thus, people were disappointed. He's also easily disposed of as a stand-alone character. But what people didn't account for was old Cletus here being a pretty good defensive character both due to his ability to slow matches down, and due to his special tile spam amplifying other top tier characters. At minimum Carnage has a niche in that he specializes in enemy tile production, which as we know from the 4\* tier, absolutely has its place in MPQ. At best, he functions as good third on some strong teams. For the tile spam alone, he is one you won't regret chasing.

Carnage's green (Red Eyed Monsters) is an expensive power for what it does. For 9 AP, he smashes up the board, destroying 5-7 tiles (does not gain AP). This power is ultimately not worth the cost in a tier with ridiculously strong green abilities. The passive component of his power is much better however, and sees Carnage creating a small attack tile (strength 168-224) whenever his team destroys an attack/strike/protect tile (friendly or enemy!). What this means is that Carnage greatly helps keep the board flush with special tiles for his team. This power can get out of hand if a match lingers too long, or when paired with the right allies.



Carnage's spammable red (Blood Feud) clocks in at 6 AP and does ~8400 damage to the target. If your team has 4+ specials on the board when he fires this power, he does ~2500 additional damage to the enemy team. Given how much Carnage spams tiles, this isn't a hard threshold to hit. He also steals a very small amount of health (about 1k) from his allies when he fires this ability.

Carnage's black passive (Knull and Void) has him making a free match and dropping a small strike tile (strength 168-322) if the enemy team has 4+ special tiles on the board at the beginning of your turn. If the enemy has less than 4 tiles, Carnage helps them along by dropping two enemy attack tiles (strength 105-209) at the beginning of each turn instead. The extra match while seemingly inconsequential on paper, can be huge in turning a match in your favor. It was easily the most slept on part of his kit upon release and arguably the thing that puts him over his 4\* counterpart and helps him rank so highly in the 5\* tier.

The Carnage synergy on paper is pretty simple. He drops enemy tiles to start with the hope that by turn 3 he can start turning the tide in your favor with extra special tiles and matches (and of course the AP that goes with it). He has a solid red outlet and pairs well with others who can make use of the stuff he does. The biggest strengths of his kit are by far 1) making extra matches and 2) producing weak enemy attack tiles, as a lot of great powers rely on the presence of enemy specials. While he's not tough to beat, his attack tile animations, extra swaps, tile spam and board shake can slow a match down. The issues with Carnage are he is also slow offensively, his green active (a top color in the tier) is garbage, and all of his powers do very little damage. He had low numbers at launch that only look worse since more characters have been released. But with the right team accentuating what he does... he can still be a monster.

#### Pairings:

Carnage works best with two characters either separately in pick-2, or as a trio in pick-3. The first partner he synergizes with is Kitty Pryde, who can buff the special tiles that he puts down. Second and perhaps even better, is Beta Ray Bill, who spams protect tiles. Matching away the tiles, means spamming attack tiles, turning defense into offense. Bill also solves Carnage's low damage issue by bringing a couple nukes to the table. With these three together, the board can get out of hand fast, with tiles everywhere being buffed, extra matches made, and nukes being dropped. Kamala Khan is another great partner who really benefits from matching the friendly specials Carnage puts out. Another fun option to play Carnage with is Daredevil, whose Sonar Strike can add damage to all the extra stuff Carnage does. He also benefits from Carnage's attack tiles and can heal from Carnage's health steal. Doom similarly can heal up, shuffle the board, and provide an additional AP outlet in two colors. Jeffrey is yet another healer, who despite overlap in their best two active abilities, can create tiles for Jeff to eat. Jeff also gives him a boost to match damage and damage-reduction. Gargantos can make use of Carnage's enemy tiles, guaranteeing the squid has something to smash. Kang and Arcade are two villains who provide great coverage in three colors. Between Arcade's traps and Carnage's extra matches, your team will be swimming in the AP needed to fire the 5 powers they combine for. Finally, characters who benefit from match-4s (Professor X, Doctor Octopus, Onslaught) or extra matches in general (e.g., Mister Sinister, Colossus) pair well with Carnage due to the extra matches he makes.

What to expect when boosted:

Carnage does two things well, that are even better boosted. One, he's slow and annoying to face. Give him a massive health pool and that only gets worse. This makes him a great defensive option to run. Second, his extra matches hit way harder with boosted 5\* numbers, which helps him offensively as well. While he won't be as good without his synergistic partners boosted alongside him, he will still be added value as a PITA and by collecting extra AP for your other characters to use during his boost week.

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**#42) Captain America (First Avenger)**

💎1002 🔴890 🟦779 🟡504

💜126 🟢117 ⬛107 Health: 81,192

Affiliations: [Heroes](#), [Avengers](#), [Team Cap](#), [Enhanced](#)

Feeders: Peggy Carter (Captain America)

Recommended Build: 5/5/3

Unlike his Civil War opponent Iron Man (ranked earlier), I felt that all Captain America needed was a numbers bump to make him viable on boost weeks or non-competitive teams. Well, he finally got the call! While his lack of a passive ability will keep him far away from meta play, and he doesn't have a particular niche that makes him "must play" over other options, he is a versatile character that does a lot of good stuff and is very solid overall.

Cap's yellow ability (Earth's Mightiest Heroes) sees him assembling his Avengers to wreak havoc on the opposing team. For 10 AP, Cap and friends do 15135 damage to the target, 5341 AOE damage, stun a random enemy 2 turns, and throw down 4 specials (2 strength 1246 attacks and 2 strength 2225 protects). This was already Cap's best power, as it gave a lot of bang for your buck; and the developers went ahead and roughly doubled the tile strength and damage!

Cap's red (Shield Bash) was easily his weakest power before the rework. Now it's so good that I had to drop Coordinated Offense to 3 covers. The new version costs 7 AP (down from a whopping 11) and received a nice damage bump: 16,644, 18,762, or 21,183 damage, depending on the number of covers. Cap then puts down a 2-turn countdown that nets 7 AP in your strongest color, plus 2 more for each other "Team Cap" affiliated partner on his team ([see list here](#)). With heavy hitters like Daredevil, Jessica Jones, Kamala Kahn, Kitty Pryde, Okoye and Scarlet Witch, Steve clearly has a better squad than Iron Man!. So, depending on who is tanking, there is a lot of versatility.

Blue (Coordinated Offensive) costs 7 AP and does 5733-7644 damage plus 2493-3069 additional damage for each friendly attack/strike/protect (max of 8 tiles). So, on an optimal board he can do 25,677-32,196 damage, which is great for the cost. I love that he still destroys 1 random AP in an enemy color (for... reasons?).

Overall, Captain America does a lot. He can be played in a myriad of ways, but will mostly see use on fun teams where you build around his unique-colored stun, his special tile-fueled blue, or hard-hitting red. He is much less handcuffed to people with his affiliation than Mr. Stark and has better partners anyway. Steve actually has a kit that easily compliments others both on and off his team. Now that he sports three good active abilities, he can at minimum see use as a “filler third” if you fancy rainbow teams (which I do).

#### Pairings:

Daredevil used to be my top pick as a Team Cap partner, but he really needs to get a rebalance so he can tank yellow again and add those meaty strikes. Now, I think Wanda is his best ally. Use Wanda to fuel red, cast it a couple times and protect the countdown tiles. If they survive, Cap can cast yellow twice for free. This puts down 8 special tiles, which is the max threshold for reaching the damage cap on his blue. Kitty Pryde makes a great third because she is a Team Cap affiliate who will love buffing those tiles. If playing around Cap’s blue, anyone who floods the board with specials is not a bad play. Though many of the best spammers will compete for red (Hela, Crystal, Carnage, Phoenix, Ultron, Wong, Jessica Jones, Apocalypse) or blue (Kingpin, BRB) which is a problem now that Cap’s powers are so much better. Logan works, but like Murdock, he desperately needs a rework in order to be viable. Once he does, I could see Cap/Kitty/OML being a force. I will say that the charm of Cap is he’s versatile for an older character depending on what you want to build around. This versatility is why he ultimately gets ranked higher than his more limited Civil War counterpart.

#### What to expect when boosted:

Cap will often have the best yellow power available amongst your 4 boosted toons, and because of this, he might see some play depending on your other options. Good stuns are a rarity in the 5\* tier and so even one as expensive and random as his has value (especially with all the other stuff it does). Paired with a tile spammer or amplifier, and/or with a higher ranked character who covers his off-colors, Steve can put in some work on a boosted rainbow or near-rainbow team. On weeks he doesn’t come off the bench, it will likely be because he’s boosted with more modern characters that have killer passives and/or that outpace his damage output.

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#### **#41) Arcade (Edward Acra)**

💜 1068 🟦 949 ⬛ 831 🌐 528  
 🟩 135 🔴 125 🟡 115 Health: 67,660

Affiliations: [Villains](#), [Mercenaries](#), [Technologists](#), [Geniuses](#)

Feeders: M.O.D.O.K. (A.I.M. Overlord)

Recommended Build: 5/5/3

Alternative Build: 5/3/5 (if you need a black outlet or have a better blue user)

I don’t play Pokémon, so forgive me if I botch the analogy, but the best way to describe Arcade is the evolved version of Mr. Sinister (discussed earlier). They even have the same strong colors. Arcade has many of the same annoyances (high variance character, a bunch of stuff just seems to

“happen”, trap tiles haven’t really found their footing, etc.) but he has more active powers and a much higher damage ceiling. He’s definitely harder to calculate than a simple “spend X AP, deal Y damage” character. But isn’t that part of his charm? His name is Arcade after all! There has to be some level of RNG/gambling. He gets a lower ranking due to the fact that he’s a slower character who is high variance; but he can be sneaky good if you let him ramp up. While not meta, he will serve well when boosted.

Arcade’s purple (Murderworld) has both a passive and active component. The passive has him place a Control Room Trap (CRT) tile on the board for free at the start of the battle (there can only be one on the board at a time). He also places 1-2 Murderworld Trap (MWT) tiles on the board (no... there’s no visual distinction between a CRT and MWT) for free every turn as well (max of 10 at 5 covers). Though not stated in the power description, clicking on the traps themselves reveals that Arcade’s MWT tiles deal 1624-2435 damage to any enemy who destroys them, then they lose 1 AP in that tile’s color. If you match the tile, you deal that damage to a random enemy and gain 1 extra AP in that tile’s color. Given the insane rate in which Arcade pumps these tiles out, this power can help you outpace your opponent in collecting AP. Without a CRT on the board, Arcade’s traps deal 50-65% less damage. The active portion of this power costs 7 AP and has Arcade place a random CRT tile on a chosen color (the old one disappears). He then deals 1624-2435 damage to a random enemy for each MWT tile of his on the board. When calculating damage, any trap tiles that match the CRT’s color are worth double damage and create some nice board-shake (the math of which I’ve yet to figure out). TLDR: usually, you want to just pick the color that has the most traps on it when you fire this power to do damage and board-shake. Seems easy enough.

Blue (Insert Coin) costs 7 AP and isn’t any less convoluted. Arcade chooses one of three powers, each of which has two colors associated with it. Arcade deals 1624-2435 damage for each MWT tile in the colors associated with your chosen power, then he removes those colored traps. The choices are as follows:

- Flame Burst (red/yellow): 1-turn fortified repeater that deals 1624-2435 damage times the number of traps removed.
- Muddy Mire (blue/green): 2- or 3-turn fortified countdown that upon resolution, locks a surrounding tile (prioritizing enemy specials) for each trap removed. The locked tiles destroy 1 enemy AP in their color each turn.
- Poison Cloud (purple/black): 2- or 3-turn fortified countdown that upon resolution deals 6096-9144 damage times the number of traps removed. If the countdown is destroyed, it deals half the damage as AOE and the enemy team is stunned 1-2 turns. Since the tile is fortified, it’s possible to match it for the stun and AOE, then have it resolve to deal single target damage.

This is how I remember the colors, by the way. Red/yellow are the color of fire. Purple/black seem like dark arts/poison colors. And, green/blue are the color of the Earth (earth and water make mud).

Black (Happy Birthday!) is probably Edward’s least confusing power... but that isn’t saying much. For 7 AP, he places a 1-turn fortified “doombot” repeater tile that deals 4877-7315 damage and creates 1 or 2 MWT tiles each turn it resolves. If there are 8+ MWT tiles at the start

of the turn, Arcade destroys one and does 3452-5179 AOE damage to the enemy and 1309-1683 to his allies.

Overall, my issue with Edward is that he is slow, very RNG dependent, and overly complex. Damage is going to depend heavily on the number and color of trap tiles that exist. That's why purple at 5 is a must for me. Doubling the passive trap production (and raising the max number from 8 to 10) is key because those traps are the lifeblood of this character. Whether piling them up for purple damage, removing them for blue damage, or matching them outright to deal boostable chip damage and net extra AP, you want to keep pumping them out. Either blue or black can be 5 depending on how you use him, but I think 5 purple is non-negotiable. My other issue with Eddie is that he puts out a ton of repeaters, countdowns, and traps, many of which are distinct, but there is zero way to tell them apart other than clicking around (which takes time). He does a lot of board-shake too, meaning it's easy for these tiles to shuffle around and get lost in the sauce. At minimum it would've been nice for the CRT to be distinct. Ah well. My gripes with his utility aside, Edward Acra can deal some massive damage. I also realized in testing him for this write-up that he can also be a ton of fun. He will never be meta due to the inherent suckiness of traps and his overall kit just being slow. But, his potential to do insane damage (especially boosted) means he is one you can build around.

#### Pairings:

Arcade has a pretty self-contained kit since only his unique traps fuel his powers. He can provide a ton of ammo for Mr. Sinister, but I personally would rather just fire Arcade's powers instead (unless Sinister is boosted). So really, the best partner for Edward is going to be a battery (Scarlet Witch, Sersi, or Storm) and/or someone to boost all his chip damage (Okoye, Apocalypse, or Emma). Aside from that, Thor, Cyclops, Carol or Crystal make a rainbow team, with the latter providing some nice healing (which will help offset Doombot damage). Carnage adds green/red and can potentially nab extra traps/AP through his extra match. Banner can do the same and gets a boost to his black thanks to Eddie's Genius affiliation. Parker Spidey and Gamora are both solid picks since they are pretty self-contained characters themselves and can benefit from the extra AP they'll get from trap-matching. Finally, She-Hulk, Omega Red, or Jeffery are all super solid because they will tank shrug off the friendly fire that comes from the Doombot repeater tiles while adding two active outlets to Acra's three.

#### What to expect when boosted:

On an even playing field with 80+ other characters, it's hard to reach for Arcade over more straightforward and less RNG-dependent options when playing competitively. But on his boost weeks, where he has less competition, it will be worth dusting this guy off and jumping through a few hoops in order to get to that insane damage output. So, my boost week prediction is that readers who don't play Arcade regularly (for all the reasons mentioned) will swing by to re-read this entry as they think to themselves, "what does this guy do again?"

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#### **#40) Gambit (Classic)**

 941 
  836 
  732 
  473  
 119 
  110 
  100 
 Health: 77,630

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Excalibur](#)  
Feeders: Rogue (Classic)

Recommended Build: 4/5/4

Once upon a time, Remy Lebeau ruled the meta with an iron fist like no one before or since. After much developer deliberation, he was briefly buffed (!?) and then was hammered repeatedly with a nerf bat. He tumbled down the rankings to bottom of the pack only to once AGAIN be rebalanced to be solid middle of the pack. What a journey we've had dear sir. Gambit is still a double-edged sword, really limiting team composition by blocking teammates' purple/red actives. However, he is now even more dangerous as a direct damage-dealer with the right partners (discussed later) thanks to his buff.

Gambit's purple (Ragin' Cajun) costs 8 AP (down from 11) and sees him creating 3 countdown tiles (2 or 3 turns) that look to replace enemy attack/strike/protect tiles. When these tiles resolve, they do a little over 6-8k damage each (down from 8-10k). Not a horrible AP outlet IF you can get them to resolve (they usually all don't make it).

Gambit's red (Aces & Eights) was redesigned completely and is by far his best ability now. Gambit charges 1 purple or red tile passively at the beginning of his turn. You can match these to gather AP his abilities or you can leave them to tack damage onto the active portion of this power. For 8 AP Gambit deals a little over 10607-15386 damage plus another 1653-2397 for each charged tile on the board (max 10 or 23,970 additional damage). Gambit then converts all charged tiles to basic, before creating 3 new charged tiles to get a head start on the next cast. There's a lot to like about both the active and passive portions of this ability. He does potentially big damage for cheap and has some nice self-synergy.

Finally, Gambit's black (Stacked Deck) is a passive power that places a 2-turn repeater (now fortified with his buff). When it resolves, Gambit gets 2-3 red /purple AP (depending on covers). Combined with his red passive, this makes Gambit a decent battery. However, he is mostly fueling himself due to a clause at the end of this power that states "Gambit's allies may not fire Purple or Red Powers". Ouch. Pretty selfish, Remy.

I have to say, I'm a bit mixed on this rebalance. Red was arguably the power least in need of changing. Dropping the purple cost, fortifying black, and updating his match/health would've been sufficient if they just removed the selfish clause. Instead, this version sort of doubles down on the selfishness by removing all charged tiles when casting red. Still, this was a much-needed buff from a numbers standpoint, and makes Remy an interesting offensive force (especially boosted). I like him 4/5/4, because I figure you want to build around maxing the red damage. 4 black gives the max red AP and 4 purple drops his countdowns to 2 turns instead of 3.

#### Pairings:

Storm used to be Gambit's best partner. Now I'd argue while they still work, they are too similar. Both passively charge the board and remove all charges when they use their nukes. Cable and Starlord work well because they have active abilities that will put charged tiles on the board for

Remy. If he received a much needed rebalance, after all these years, Black Bolt would still be Gambit's best partner, either fueling Gambit's red, or dealing passive damage himself. So while no longer meta, they still work well together. Hawkeye, despite not using red, is a great pair because he adds another battery source for red whenever Remy's now cheaper countdowns expire (and one of Clint's arrows makes charged tiles). Gladiator Thor is an alternative battery option. Another play is to forgo synergy altogether and just play Gambit with heroes who compliment his colors and thus aren't bothered by the red/purple block. Examples include Doctor Doom, Beta Ray Bill, Colossus, Kamala Khan, Iceman, Elektro, Yellowjacket, High Evolutionary, and Gargantos.

#### What to expect when boosted:

Where many top tier characters are tied to someone else for their effectiveness, Gambit's "one man army" kit actually works to his advantage on boost weeks. Since he hits for big damage and acts as his own battery, you can really be effective just pairing him with the best boosted black/green/purple/yellow character and do very well. So, while his selfishness is annoying when putting together a sim team, he'll be great in the boosted arena. This is why his inability to play nice with others didn't ding him too bad in the rankings.

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#### **#39) Star-Lord (Awesome Mix Volume 2)**

 1016 
  903 
  790 
  511  
 128 
  118 
  108 
 Health: 73,934

Affiliations: [Heroes](#), [Guardians of the Galaxy](#), [Cosmic](#), [Godlike](#)

Feeders: Star-Lord (Legendary Outlaw)

Recommended Build: 3/5/5

Star-Lord is one of many "jack of all trades, master of none" characters in the game. He recently received a rebalance that netted him 20k more health, top tier match damage, a boost to his healing, and a slight reduction in some power costs. He's surprisingly much more effective than he appears to be on paper. It was enough to move him up the rankings significantly, but his ceiling is still mid-tier mostly because he has no passive, and only one high-cost damage-dealing power that makes him slower than many ranked above him.

Yellow (Something Good) sees Quill converting 5 standard tiles of the opponent's strongest color to green charged tiles for 9 AP (now 1 AP less, post-rework). He also gives a burst of 6059 health to the team if someone is below 50%. If the enemy's strongest color is not green, this ability can lead to some nice charged tile matches fueling his own AOE or someone else. This can be an amazing battery if the right color is selected, and is his best power by far.

Purple (Something Bad) costs 8 AP and steals up to 4 enemy special tiles. If none are available, Star-Lord steals up to 8 random enemy AP instead. The tile theft can be nice, especially against the tile-spam/ tile-buff metas. But Daredevil for 1 AP more is likely a better play here. And random AP is random. While it can be helpful, it is usually not worth the cost.



Green (Bit of Both) was reduced from a way overcosted 12 AP to a slightly overcosted 10. This does about 8k AOE damage and destroys three columns (leaving friendly tiles unharmed). The interesting thing about this ability is that it reads charged tiles as “friendly” which makes all the difference in this ability actually being good. If you fire yellow and have a bunch of charged green on the board, any charged tiles in the destroyed column fall to the bottom either giving a charged green match 3 or setting up your next match to have 1-3 charged green tiles in it. While RNG-dependent, I have spammed the ability more than once in a turn due to the AP I’ve gotten back from cascades.

Star-Lord does so much (AOE, board-shake, AP theft, tile theft, healing, green battery, and charged tile creator), so he can find some use on boost weeks. But he lacks interesting mechanics or a passive ability to make him viable unboosted. The best thing his rework gave him was killer match damage, which pairs nicely when matching charged tiles. His green column-destruction leaving the charged tiles from his yellow intact pairs wonderfully with the match damage hike, and gives his kit good self-synergy. In isolation his powers are overcosted, but in practice they are worth it when used in tandem.

#### Pairings:

In PVP, Quill’s best partner is probably the rebalanced Gambit, who can benefit from all the charged tiles Quill creates. When Star-Lord casts green, all of Gambit’s red/purple charged tiles should hit the bottom row. This is also true for Storm and Mighty Thor, though they all compete for yellow as their best power. Star-Lord can play great with half-Thor and/or Magneto. All create cascades (Thor passively, Mags with blue, and Star-Lord with his green), so work great with those that benefit from the board destruction like Professor and Big Wheel. Scarlet Witch, while not as great of a partner as Thor, can also be a battery for Quill’s pricey abilities. Silver Surfer makes a fully active rainbow team who will help Star-Lord light up the board with his own charged tiles. Emma Frost can both help create monster cascades and up the damage on Quill’s one damage dealing power with her red ability. Ronan, Jessica Jones and Ultron are all solid partners who share no strong colors. Quill’s green will leave their special tiles intact when he destroys columns, keeping damage high. Finally, Carnage is interesting, because he will provide extra matches (more cascades!), and all the board destruction from these two will result in a lot of enemy tiles destroyed leading to more friendly ones being created.

#### What to expect when boosted:

Star-Lord reached this high on the list, because his yellow is great, his green is sneaky good, and his increased match damage is killer, especially on boost weeks. Also, AOE, board-shake and tile theft are useful things. Given that Quill sports three solid active abilities, you should find use for him as a secondary attacker and support to a higher ranked character.

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#### **#38) Silver Surfer (Skyrider)**

 1002 
  890 
  779 
  504  
 126 
  117 
  107 
 Health: 85,465

Affiliations: [Heroes](#), [Team Iron Man](#), [Enhanced](#), [Cosmic](#), [Non-humans](#)  
Feeders: Mr. Fantastic (Reed Richards)

Recommended Build: 5/5/3

“If ever there was a character desperate for an upgrade to match damage, health and AP costs, this cosmic being would be it!” - me in my original Silver Surfer write-up.

Well, he got just that. While I always liked Surfer in theory, power creep made the things he does well obsolete and he was left in the dust long ago. With BCS giving him a huge numbers bump and an improved black ability, Norrin Radd has surfed up the rankings. His power set, despite being pretty basic (especially compared to wall-of-text powers BCS loves to create), allows Surfer to serve effectively on several teams

Silver Surfer’s blue (Perfect Being) is where he once held a unique niche. He has a passive component to this power that states he cannot be stunned (this niche is now shared with Moon Knight and Apocalypse). This can be pretty huge against certain characters (like Chasm, Iceman, Polaris, or your with own Thanos). The active part of this power costs 9 AP, true heals Surfer a large amount (over 23k!), and charges 3-4 tiles in a color of your choosing. Now that Surfer has been given the match damage to actually tank, he can stay up front, shrug off stuns, absorb hits, and heal back up. Also, choosing what color to place your charged tiles on makes him an underrated battery for whatever color you need, if you can read the board and have a little luck.

Surfer’s red (Cosmic Beam) is a straightforward beatstick power that now does 17k damage for a spammy 7 AP. He also puts 3 random charged tiles on the board when he fires this ability. The upgrade to Surfer now puts his red on par with others in the tier (like Havok’s, which does 18k and charges 3 blue tiles, but costs 2 AP more).

Surfer’s black (Silver Singularity) has been redesigned and significantly improved. It is still a pricey 12 AP power that still puts a 3-turn “black hole” tile on the board. Each turn it ticks down, the hole still destroys 4-5 adjacent tiles. However, when it “implodes”, instead of doing a paltry 5-8k damage, it just downs the enemy full-stop. Oh... and the enemy cannot revive. 12 AP plus three turns is a heavy price to pay for any ability and is laughably bad for what it used to do. Now however, the payoff is well worth it and makes Surfer significantly better.

Thanks to recent upgrades, Silver Surfer can slot into several roles on a team depending on what you are building around. Now that he has modern health and match damage, he makes an excellent tank first and foremost. His blue allows him to absorb big damage and heal to full. Red/black give him the ability to be a primary (boosted) or secondary (unboosted) damage-dealer. While red/blue allow him to slot into teams built around charged tiles. That said, Surfer’s best use is now as a hard counter to stun-lock teams and a soft counter to the revive meta. Chasm actually both stuns and revives, and has a stranglehold on the meta. Surfer with his healing, stun-proof, and revive-block feel like he’d be an amazing counter. But he seems to be a perfect partner short of being deemed a hard counter.

Pairings:








This list is much longer than it was before the rework. Given their proclivity for charged tiles, Storm and Black Bolt are two great partners that can make use of the charged tiles Norrin spits out. Storm specifically often ends up with more black AP than she can use, so Surfer can assist with a great outlet there. Similarly, Loki collects a lot of black AP spawning Shadowplay tiles, and Norrin gives an outlet for that AP. Both characters heal, and they cover 5 colors, making them great partners to save health packs. Surfer's stun immunity and true heal also make him an ideal pairing with Thanos, as he can negate both of the friendly drawbacks of Court Death (being stunned and taking damage). Silver Surfer can tank all but purple for Professor X, and add 3 AP outlets to his mostly passive kit. Thor can act as a decent battery for Surfer, while Daredevil and Norrin also make a sneaky good full-rainbow true-healing duo. Finally, another full-rainbow partner who was also recently reworked is Star-Lord who similar to Norrin, spams charged tiles. His green destroys columns but leaves the charged tiles intact, which can make for massive damage and AP gains.

#### What to expect when boosted:

Everything Surfer does is better boosted. So, expect him to see play unless you have better boosted options in his colors (like a boosted Apocalypse for example). The tanking/healing aspect of his kit is especially nice when you have less boosted options and want to sustain health packs. The black hole ability is especially intriguing and, in my mind, has more value in the boosted meta scene, because the higher the health of the opponent, the better return on investment you get from the black hole collapsing.

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#### **#37) Archangel (Horseman of Death)**

 1067
  948
  830
  536  
 135
  124
  114
 Health: 72,645

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Villains](#), [Enhanced](#), [Hellfire Club](#)

Feeders: Nightcrawler (Classic)

Recommended Build: 5/4/4

The Angel of Death is known mostly for one thing in MPQ; that being his niche role as a hard counter to characters that go airborne. This makes him an amazing counter to an ever-growing list of characters in the tier that get stronger with each release (Captain Repeater, Magneto, Heimdall, Kamala Khan, and now... Vulture!). A recent buff to his abilities, health and match damage help him pull more of his own weight and make him no longer a liability to run. Ultimately his buff and Vulture/Kamala's releases have moved him to the top-half of the rankings.

Angel's blue (Angle of Attack) is the power mentioned above that puts him on the map. The active portion of the power gives you just over 11k damage and a 2-turn stun for 9 AP. But it's the passive attached to this power that makes him interesting. At the start of the turn, he deals just over 11k damage and stuns any opposing airborne character 1 turn. That is a ton of free damage and quite punishing to those who want to soar.

Angel's green active (Enemy Down) also costs 9 AP, but it is miles better than Angle of Attack in the damage department. When cast, Angel deals 22k damage and destroys 4 random enemy AP in 2 colors.

Finally, Archangel's black (Ariel Superiority), costs 7 AP and creates 2 countdowns of a chosen color that deal about 11k damage when they expire (3 covers). While on the board, enemies cannot gain AP in the chosen color. While, I like this ability in theory, the fact that it is tied to unfortified frail countdowns, has me leave this at three covers.

Warren was designed to be one of the earliest suppression characters in the game. All of his powers in one way or another are about slowing down the opposition (e.g., stun, AP destruction, can't collect AP). It's a cool concept but one that was far surpassed by later releases (most notably Chasm). Also, while his offensive kit is much better post-buff, it is still pretty basic, and not better than others in the tier. All of that said, Death has earned his high ranking due to the strength of his stellar passive. His use as a "Vulture/Heimdall/Kamala-killer" and hard-counter to any future airborne meta down the road, make him absolutely worth having and deserving of his bump in the rankings. What will make you reach for him over other blue/green/black damage outlets will be that passive.

#### Pairings:

Angel has synergy with She-Hulk who can send enemies airborne, only for Warren to yank them back down for extra damage. I'm a big fan of Archangel with Professor X, as Professor will tank most colors and shrug off damage due to Warren's X-Men affiliation. Angel and Infinity War Cap are also a fun suppression team. While slow, they cover the compete rainbow. Elektra and Wong are also full-rainbow partners and strong in their own right. Thor (Gladiator) isn't a bad play as a battery- though really, he'll do the heavy lifting. Ironically, Heimdall- the character he hard counters- makes a decent pair as The Gatekeeper can help with AP costs and they cover 5/6 colors between them. Gambit or Hit-Monkey pair well and are red/purple damage sticks. Magik also covers purple/red and gives an alternative black, but will do many small hits of damage rather than big ones. Finally, Angel's master Apocalypse or fellow Horseman Omega Red make a good pair who combine to cover 5/6 colors as well (Gamora is similar to Apocalypse but less effective).

#### What to expect when boosted:

I think Warren was one of the first characters to shock people with how good he was after weekly 5\* boosts were enabled. Unboosted, he mostly suppresses active powers in a passive world and counters airborne. But boosted, he becomes a guy with three active abilities, a stun (always welcome in the 5\* tier), and his suppression actually matters if the other boosted characters have strong actives. While he is slower to get himself going, longer matches with larger health pools means he can make more of an impact actually getting to fire his abilities. He's one who plays up well (and only got better with his most recent boost).

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**#36) Magik (Phoenix Five)**

1068 
 949 
 831 
 528  
 135 
 125 
 115 
 Health: 72,645

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Supernatural](#), [Phoenix Force](#)

Feeders: Magik (Classic)

Recommended Build: 5/5/3

Alternative Build: 5/3/5 (With a better red outlet)

Magik does a lot of good things (e.g., boostable match damage, cheap powers, outlets in three colors), but her whole “death by 1,000 cuts” power kit has been done before. While she has a unique niche in that most of her damage is permanent, that mechanic really hasn’t caught on as something that holds a ton of value. So as the 80th 5\* released, Magik finds herself somewhere in limbo (\*ba dum tsk\*).

Magik’s black (Limbo on Earth) costs 7 AP and has her place two red 2-turn “demon” repeater tiles that deal small chip damage (2769-3201) when they resolve. Whenever a repeater is matched, Magik creates two more of these tiles. She has a cap on the number of tiles that can be out (3 or 4), and the cap raises again by 4 each time she uses the ability. Magik also has a passive that allows her to start the match placing two free demon tiles on the board. Finally, the repeater damage is boosted 11-25% per demon on the board. This is a fun power on paper but takes a while to get going and do big damage. This is mainly due to the cap on the number of repeaters being tied to repeated firing of this ability, and the fact that they only spawn on red.

While the first ability wants you to match red repeaters so they multiply, Magik’s second ability (Soul Sword) gives you an outlet for the AP. For 6 red, Magik does a small hit of permanent damage (7123-9630) that slices through protect tiles and destroys up to 3 enemy special tiles. She then places a 2-turn repeater that deals 2375-3211 permanent damage. Magik also sports a passive stating that her matches deal anywhere from 21-30% extra permanent damage. Since this damage is “extra”, it can be boosted (along with all of her other tics of damage). The only thing is that Magik herself has to tank, so you have to be mindful of her partners. But, three sources of permanent damage (one passive and two tied to a cheap active) make this a good ability, even though it was nerfed in her rebalance.

Magik’s purple (Phoenix Claws) is her most straightforward power. For 6 AP (all of her abilities are cheap), Magik does 4273-6410 permanent AOE damage and destroys 2 AP in the enemy’s strongest color. Also, depending on covers, Magik passively takes 40-55% less damage from other Supernatural folks. In the 5\* tier that’s 10 characters including Magik herself ([see list here](#)).

Overall, Magik’s whole deal is doing small amounts of (mostly permanent) chip damage. While cost-wise she is cheap and mechanically she is solid, her damage numbers are low. Thus, she is aching to be paired with a power booster to turn small amounts chips damage into large amounts of permanent damage. She also needs to tank to be most effective but has no damage mitigation

(other than against supernatural enemies) and no healing. So, these two drawbacks limit her a bit. Still, these limitations aside, if you are looking to deal death by 1000 cuts, you could do worse than Magik.

#### Pairings:


Speaking of partners, at similar levels, Magik should tank everything but yellow for the best power-boosters in the game (Okoye and Apocalypse). However, most people want to stack insane levels on the boosters, while I don't see people breaking hoards for Magik. So, tanking may be hard. Also, Apocalypse has flat out better actives in red/black anyway. Emma Frost and Wong can both do percentage-based boosts due to shared affiliations (Phoenix Force and Supernatural respectively) but both overlap on red/purple. If you are looking for Magik to tank, she has no shortage of serviceable to great options to deal damage in her off-colors. Beta Ray Bill, Kingpin, Iceman, Vulture, Doctor Octopus, and Archangel are all great blue/green options. While Kamala Khan and Cable give full rainbow actives. Kingpin (match damage) and Bill (protects) can ward off damage, Kamala and Bobby both do chip damage (So... death by 2000 cuts? Bring a power-boosting third!). Kamala also double-dips on damage when matching Khan's repeaters. Cable can both boost chip damage with strikes and fortify Magik's many repeaters. Vulture can fly around and allow Magik to tank, while fueling her red and black. Abigail competes on purple, but can provide burst healing each time a repeater expires. Magneto can add some strikes to boost the tic damage, protects to shield the tanking Magik, and some great boardshake to keep the permanent match damage flowing. Gargantos or Sinister would add a heavy blue outlet to go with Magik's chip damage. Finally, Cyclops is the one Phoenix 5 member that Magik pairs well with. Red overlap aside, he can boost her match damage by 75% with each cast of yellow. He is also a good red battery, and creates more real estate for her repeaters to land on.

#### What to expect when boosted:

Magik's three damage outlets (even if small) and permanent match damage make her a great secondary attacker/ sidekick to a bigger heavy hitter. As seen above, there are quite a few great options with blue/green/yellow outlets, and if any of them are boosted alongside her, they will make a great pair!

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### **#35) Venomsaurus Rex (Brockiosaurus)**

 1003  891  780  496  
 127  118  108 Health: 99,709

Affiliations: [Villains](#), [Non-humans](#), [Non-humanoids](#), [Spider-Verse](#), [Symbiotes](#), [Enhanced](#)  
Feeders: None

Recommended Build: 5/4/4

Alternative Build: 5/5/3 (Max raw damage output)

Venomsaurus feels like an answer to the players who asked for a return to simpler power sets



(you know... after BCS took over and ushered in a wave of super complex characters). Venom is a well-balanced damage stick character who really doesn't have a bad build, as all of his powers are good. His big drawback is that he doesn't have a killer passive that allows him to stand out in a tier of over 80. So, as it stands, he's a classic middle of the pack "will dominate when boosted" character.

Dino Venom's red (Graaahns!) is a pretty straightforward power. Spend 8 red and deal 23k damage, permanently downing the opponent if they are below 30% health (5 covers). This is a pretty great kill-shot for an affordable price.

Rex's green (Symbiote Slam) costs 7 AP and deals 11.5k, 13.4k, or 17.3k damage (depending on covers) to two random enemies. Up to a third of the time, the damage dealt is doubled. When that double-dip procs, that's great damage for the cost. But it's RNG on top of RNG.

Finally, Jurassic Venom's blue (Tarred, No Feathers) costs 7 AP and stuns the opponent for two (3 covers) or three (4-5 covers) turns. Then the target and other enemies within 15/20/25% of the target's health both deal reduced damage and take more damage (20/25/30%) for 2 turns (3 turns at 5 covers).

Overall, Venom is a great rainbow character who can provide solid outlets in all three of his main colors. He is in many ways the upgraded version of Havok or Parker Spidey. A great red/green/blue outlet who will struggle to leave the bench unboosted, due to lack of a great passive. Since I'm a fan of stuns, and they are sorely (saur-ly?) lacking in the tier, I like the dinosaur's blue ability at a minimum of 4 covers. I drop green a cover just because of the RNG aspect (red is more consistent). But 5/5/3 is also viable as a max-damage build.

#### Pairings:

Venom being a pretty straight-forward damage character doesn't have a lot of characters that he has crazy synergy with. OG Thor can fuel his two nukes. Daredevil can still tank 2/3 of his strong colors, and deal passive damage when either himself or Dino-Brock stuns. Colossus creates a pretty boring pair, but makes the massive health even harder to chew through and also provides a third nuke. Instead of Colossus, Doom, Storm, or Apocalypse provide their own black nukes, and a quality yellow outlet for a near-rainbow team (though Apoc will compete for red). Electro is another black option who gets a nice damage-reduction when paired with villains. So her reduction and Venom's health make for a slog to chew through. Adam Warlock is full rainbow and hard to take down himself with all of the healing he does. Thematically I like Knull. There is no active overlap, and if you hit Venom's stun, all of Knull's chip damage gets boosted a couple turns.







#### What to expect when boosted:

Venom's massive health pool and damage numbers only get better god-boosted. If you have another decent boosted option who can give good outlets in two or even three of his off-colors, you'll have a pretty great team who will be a monster on offense and maybe even cause some healthpack use to those who attack on defense. Venom's powers are cheap enough that it's hard to see him not getting a couple off while chewing through that health.



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### #34) Yellowjacket (Darren Cross)

1068 
 949 
 831 
 528  
135 
 125 
 115 
 Health: 72,645

Affiliations: [Villains](#), [Technologists](#), [Pym Tech](#)

Feeders: Ant-Man (Scott Lang)

Recommended Build: 5/5/3

True to his namesake, Yellowjacket was created to be an annoying pest of a character. I think he was massively overlooked at the time of his release, because he came out during a time when the meta revolved around hyper-boosted passive AOE. Now that the meta seems to shift with each weekly boost, it might be worth giving Darren here a second look when his number is called to be boosted. He has a solid kit, a unique niche, can be annoying to face, and in my opinion is one you won't regret leveling if you happen to pull a bunch of his covers.

Yellowjacket boasts three active abilities, all of which are inexpensive; making him quite spammy. His 6 AP black (Cross Your Heart) restores about 12k health (true heal!) and he becomes "energized". When energized, the next time Darren fires a power, he does additional damage (a whopping 25k!) If he fires the ability while energized, he instead restores 150% more health (so 30k!).

Yellowjacket's blue (That Shrinking Feeling) is the power that gives him a niche and differentiates him from others in the tier. For just 6 AP, Cross goes invisible for 2 turns. Once invisible, Yellowjacket gets an extra turn of invisibility for each match he makes in any of his strong colors. Since Cross has to be the one to tank in order to add to his invisibility, it makes team composition very important, as you ideally want his icon on blue, black and green tiles. There is also a passive attached to this power that increases Yellowjacket's power damage by 6230 (ignoring protect tiles) and match damage by 2079 when invisible. A lengthy cascade can mean both huge damage to the opposition as well as multiple extra turns in the shadows, as long as you keep matching those colors.

Finally, Yellowjacket's green (Sting Like a Bee) is his "expensive" power, clocking in at just 8 AP. Darren fires two blasts of 8.5K damage (3 covers). If invisible when the power is fired, he also destroys 3 enemy strike, attack, or protect tiles. This is not a bad AP outlet; especially if you fire it while energized and invisible.

Overall, Yellowjacket boasts a lot of strengths. First, he has three cheap active powers, all of which are very solid. So, he can play filler on teams that need any of his colors (as long as he can tank). Second, his ability to go invisible easily and stay there for huge lengths of time, mixed with his ability to effortlessly heal while in the shadows, makes him quite the health pack saver on early climbs, a potential nuisance to face, and a beast in 1v1 nodes. Darren is easily the best invisibility character in the 5\* tier and may allow players without better options to punch above their weight on a solid board where he can stay hidden. Finally, he's a flat out fun, puzzley

character, which is much appreciated. Despite a solid kit, what keeps Cross from being ranked higher is the fact that he doesn't fit any real meta when not boosted. He has three good active powers, but top meta teams revolving around special tile spam, hyper boosted passive damage, or never dying, don't need to fire a single power in order to steamroll the opposition. Also, while the ability to go invisible effectively is something that has been missing in the 5\* tier, pumped up AOE damage (e.g., Hulkoye) blasts right through his best parlor trick. However, given that those teams are much less prevalent than they were when Yellowjacket was released, put him to work and you likely won't be disappointed!

#### Pairings:








Darren has no shortage of quality partners in the tier. One strategy I like with Yellowjacket, is to pair him with another true healing tank (like Shang-Chi, Daredevil, Okoye, Adam Warlock, Omega Red, Heimdall, Jean Grey or Old Man Logan). Let Yellowjacket take damage and then heal in the shadows while his partner absorbs damage. Then Yellowjacket can pop out, resume tanking, and let his partner heal. Okoye and Daredevil can also tack extra damage onto Jacket's green multi-hit. Apocalypse is another great partner who does this, just without the healing. If you play YJ right, he'll be leaving his partner holding the bag and absorbing a lot of damage. So, if you want to save on packs, there are a slew of solid non-healing characters you can churn through who can help cover Darren's weak powers. Wong (full-rainbow), Gambit (newly rebalanced), Hit-Monkey (punishes villains and also goes invisible), Professor X, Killmonger, Infinity War Cap, and Elektra (a nuisance in her own right) are great examples. Finally, I really like characters who cause cascades (e.g., both Thors, Onslaught) or give extra matches (e.g., Carnage, Banner) to help keep Darren invisible!

#### What to expect when boosted:

Yellowjacket is much better when boosted for several reasons. One, he can more easily tank, thus expanding his list of potential partners. Two, his boosted match/power damage while invisible is way better. Three, there's a high likelihood he won't be boosted with someone who hard counters him, which ups his defensive/annoyance potential. With three active color outlets he will likely see play at some point during his boost week and help you save on packs as he constantly looks to heal up that massive boosted health pool. If he's boosted with another true healer, they can probably rampage their way to 1200 with little difficulty or resources needed.

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#### **#33) Kingpin (Spider-Verse)**

 1003 
  891 
  780 
  496  
 127 
  118 
  108 
 Health: 81,192

Affiliations: [Villains](#), [Spider-Verse](#), [Multiversal](#), [Street Level](#)  
Feeders: Kingpin (Wilson Fisk), Miles Morales (Spider-Man)

Recommended Build: 5/3/5

Kingpin was once a completely convoluted character who had to jump through a bunch of hoops to do middling damage. Now, thanks to a much-needed rework, he is able to keep the flavor that

made him unique, while packing a much greater punch. Kingpin went from bottom of the trash tier to a character you can use when boosted or on niche teams in simulator. This is a great improvement to this once-despised character.

Kingpin's blue (Forced Hand) costs 7 AP and allows you to give a friendly strike/attack/protect tile to the enemy. In exchange, you take 5 of their AP in your strongest color. Kingpin then deals a whopping 35k damage minus 5K for each AP he just took. I love this because you can get anywhere from 0 AP and 35k damage, to 5 AP back and 10k damage. (And everything in between). This so much better than the old ability, which I don't have the bandwidth to explain now. If you're new, just trust me. It was bad (and was sadly his best power).

Kingpin's black (The Harder They Fall) was arguably the worst power in the tier, and though it received a buff, still isn't great. The old version cost 11 AP and placed a short countdown that reduced match damage (can't make this stuff up). The new version sports a passive that allows his allies to take 35-50% less match damage. Then, for 8 AP (down from 11), Fisk destroys up to 8 AP in the enemy's largest pool. And buffs the passive 4% for each AP drained. While it still sucks that he pays for what Colossus does free, I love that the buff is permanent and not tied to a countdown. There is an 80% cap on the reduction regardless of covers. So, I tend to leave this at 3.

Kingpin's green (Break Their Will) puts down a fortified 2-turn repeater for 9 AP that deals over 12k damage (5 covers) and creates 3 strength 634 attack tiles. Before the rework, he only made special tiles to fuel his blue when he cast this power, and only if he had more AP in his strongest color than the opponent. Now, if his repeater survives, he can create specials every two turns. If that isn't enough, this power also sports a passive that lets Fisk start the game with a protect tile for each hero on his team and a strike tile for each villain on his team (both strength 634).

While not meta by any means, this is exactly what you want to see from a rework and it has left me very impressed. BCS removed all the stupid hoops Fisk had to jump through to do damage, pumped up his numbers, and best of all, they gave him two great passives. So, he gets to do his thing (reducing match damage and creating special tiles) turn 1 just by being on your team, which provides instant value. Then he has three active abilities that amplify those things. I love that they were able to keep the flavor of the character while eliminating his drawbacks. And as anyone who has faced him in PVE can attest to... he's pretty good now!

#### Pairings:

Now that he drops them for free, Fisk works great with special tile buffers like Ultron and Kitty. The latter is especially great because she has two ways of adding tiles to the board that Fisk can offer up, only for her to overwrite them and deal huge damage (they also cover the match damage rainbow!). Along with tile buffers, Kingpin pairs well with anyone who spams specials cheaply/passively to fuel his blue and has little active overlap (e.g., Wong, Old Man Logan, Jessica Jones, Carnage, and Omega Red). Weirdly, Kingpin's arch-nemesis Daredevil is one of his best partners. Fisk offering Matt's passive strikes before Daredevil snatches them back with Sonar Strike is fun if you pull it off. Funny enough, the Elektra version of Daredevil can do the same with her purple and also makes a solid partner. The other contender for best partner is Apocalypse, with his protect tile spam ensuring you're never at a loss for tiles to

offer. Apocalypse's yellow repeater can also pump up the damage on Fisk's green repeater. They also happen to have actives on everything but purple.

#### What to expect when boosted:

With his rebalance, Kingpin actually plays up well and is worth running boosted. His high health makes him a nuisance, his repeater can actually see use and do damage in longer matches, his match damage reduction matters more against boosted 5\*s, and his blue can absolutely level an opposing character if it happens to hit a shallow AP pool. As mentioned in the very beginning, Fisk went from never play to a guy who will hold his own boosted.

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### #32) The Hulk (Bruce Banner)

 941 
  836 
  732 
  473  
 119 
  110 
  100 
 Health: 67,660

Affiliations: [Heroes](#), [Avengers](#), [Gamma Mutates](#), [Enhanced](#), [Geniuses](#)

Feeders: The Hulk (Main Event), The Hulk (Totally Awesome)

Recommended Build: 5/3/5

Bruce Banner was largely considered complete garbage by most MPQ players, and it makes total sense why. Luckily Banner fans were treated to both a meta version of the character (ranked/discussed later) as well as this version getting a rework. So how does Banner 2.0 fare? Overall, he is an extremely fun (albeit slower) character who is no longer a liability to play and who can provide a lot of things to a team.

At 5 covers, Banner's blue passive (Gamma Ray Experiment) transforms 3 enemy attack/strike/protect or basic tiles to green basic tiles and then deals about 5K damage if there are less than 9 green tiles on the board. This skill received an upgrade with regards to the threshold to trigger, amount of tiles converted, and damage dealt. Overall, a huge improvement that allows Banner to act as both a decent green battery as well as a passive damage-dealer.

Bruce's black (Smartest Guy in the Room) costs 7 AP and at 3 covers (where I would leave it), has Banner place 3 friendly attack tiles (just under 2k strength) plus one for each Illuminati member (just Black Bolt and Doctor Strange) or Genius ([see list here](#)) on your team. It's criminal 5\* Professor X didn't get either affiliation given his natural synergy with Banner. When firing this power, Hulk also places a strength 1600 enemy attack tile for each of his allies still standing. Overall, the power is cheap, and it's not an awful AP dump. But there are far far better black outlets in the tier.

Purple (The Other Guy) is a passive that triggers when his team has 6 green AP. When that happens, Banner places a 2-turn countdown that replaces him with the Incredible Hulk! Like Old Man Logan before him, Bruce also gets a whole new set of powers when he transforms. A big upgrade to this ability is a passive 25% reduction in damage while in Banner-form.

Transformed Hulk comes with a new 7 AP green ability (Smash) that does 8411 AOE damage. It's a pretty simple power that you'll usually spam a few times post-transformation as you spend the green AP his Bannerform collected pre-transformation.

Transformed Hulk's red (GRAAAGH) is a passive that grants Bruce a free match. Prior to his rework, he dealt damage but didn't generate AP. Now he does both and he destroys an extra tile in the color he matched, prioritizing strike/attack/protect tiles. This is probably the biggest upgrade to his powered and one fans have been asking for forever!

Finally, Hulkform was given a new purple passive (Sun's Getting Real Low) that has two components. First, Hulk takes 75% more damage while transformed. Second, when downed, Hulk returns to Bannerform with full health. Regardless of whether he's transformed or not, Hulk stays dead if he's the last person on your team. Old Hulkform would revert back to Banner (not with full health mind you), even if he's the last person standing. However, he had a lot of glitches when it came to boosts because he was essentially two separate characters that would swap out. This new Banner is clearly one character with different powers. I appreciate how they kept the essence of the old Banner while improving him and making him one character with different powers rather than two separate characters.

New Hulk has a lot going for him in terms of fun, he can save on packs, and he can be annoying to face. While both forms do solid chip damage, his lack of a big nuke is his only real drawback. Whether it is Banner's passive blue and beefy attack tiles or Hulk's cheap AOE and extra match damage, he will chip away at health pools. But he doesn't have a power scary enough to not leave him for last where he'll be downed for good, and ultimately he's a slower character in a game built for speed. That said, if you play him with people who can amplify his gifts, he can punch up well.

#### Pairings:

Hulk really benefits from those who turn his chip damage into big damage. Hulk has great synergy with Kitty Pryde, since she can eat enemy attacks and buff friendly ones. Similarly, Ultron can multiply and amplify Banner's attack tiles. Power boosters (Okoye, Apocalypse, Scarlet Witch, Emma Frost) can boost Hulk's AOE power and Banner's passive damage; while board manipulators (Sersi, Storm, Magneto) can help with keeping green off the board so it procs. Gladiator Thor can both remove green to proc the passive damage and collect the AP for Hulk to transform. Arcade provides actives in blue/purple and can benefit from Hulk's extra matches possibly hitting his traps. He also happens to be a Genius, so Hulk gets an extra attack tile when he fires his black. Characters who benefit from extra matches like Professor X, Big Wheel, Omega Red, and Shang-Chi really benefit from GRAAAGH. Finally, much like his immortal counterpart, this version of Bruce is great with characters you want to kill last like Chasm, She-Hulk, or Phoenix.

#### What to expect when boosted:

The best upgrade that Banner has during boost weeks is the fact that god-boosted match damage can put a real hurting on opponents, and Hulk form's passive red allows you to double-dip on that goodness. Banner will also be an excellent tank, saving copious amounts of health packs, while his chip damage receives a nice upgrade. Bruce will likely see use boosted because he

does so much, and with each form only having one active ability, there should be no shortage of boosted characters with actives in other colors for Bruce to support.

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### #31) Hit-Monkey (E.D.I. Suit)

 1068 
  949 
  831 
  528  
 135 
  125 
  115 
 Health: 63,386

Affiliations: [Heroes](#), [Mercenaries](#), [S.H.I.E.L.D.](#), [Non-humans](#), [Supernatural](#)

Feeders: Domino (X-Force), Silver Samauri (Kenuichio Harada)

Recommended Build: 5/5/3

Hit Monkey was clearly created as a counter to the “revive meta” ushered in by the release of Chasm. While he is definitely a strong tool to counter part of Chasm’s overpowered kit, he has some significant drawbacks as well; so didn’t fully hit the mark as a complete counter. That said, as a stand-alone character, Hit Monkey is fairly strong offensively (especially boosted), but his health and defense are what holds him back from being truly great.

At 5 covers, Hit Monkey’s purple power (Monkey Suit) costs a cheap 6 AP and sees Bryce dropping six 3-turn countdown tiles. All but one of these are decoys that deal 5K damage when matched by the enemy. Once cast, you can play this power two ways depending on what you need. One, fire a power or make a match with the monkey, and he deals 15k direct damage, destroying all the tiles and forfeiting his invisibility (this is usually how I play the power). Or, you can stay invisible, wait for a countdown to expire, and it will do 6K AOE damage. All the other countdown tiles will get destroyed once the first expires and Hit-Monkey will again be visible.

Hit-Monkey’s red (Monkey Business) is by far his best ability. For 7 AP, he deals over 23k damage. If he downs an enemy with this, they can’t revive using their own powers (thank the developers above we didn’t get that nerf to Infinity War Cap’s 15 AP yellow... that’d be bad). If this ability wasn’t good enough, he has a passive attached that says he does an extra 35% damage to villains ([see list here](#)) and any damage he deals in general (not just with this power) will down them if they dip below 15%. Since this was clearly made for Chasm, let’s do some fun Chasm math! Monkey’s red does 33.5k against supernatural folks. Chasm has 77,630 health. 15% would be 11,644, which means you need to deal 65,986 damage to down a full-health Chasm.  $33.5k \times 2 = 67k$ . Just enough to hit the 15% threshold and murder him forevverrrrr!! I’m sure this was done by design by the way.

Hit-Monkey’s black (OW OW That STINGS) has a great passive attached that turns a tile in the enemy’s strongest color to red or purple at the beginning of your turn. While one tile per turn seems so minimal, I’ve seen it fuel me greatly when playing as Bryce and also deny a color I really need when playing against him. He also takes 15% (3 covers) to 25% (5 covers) less damage from supernatural enemies ([see list here](#)). The active portion of his black power is also cheap (7 AP) but it’s odd in practice. The power places a 3 or 4-turn countdown that changes the

ability to a passive (I'm BACK Baby!) which states that at the beginning of the enemy's turn, the target takes over 2K damage, loses 3 AP in their strongest color, and they deal 15% less damage. Bryce also swaps 3-4 random pairs of tiles. This power kind of sucks for two reasons. One, the swaps on the enemies turn usually benefit them by creating free matches/AP. Second, you are swapping out a passive ability that is superior in most situations for this inferior one. Most times, even if I have the AP, I won't fire this ability.

Like I said, Monkey is a great offensive weapon both boosted and against villains. His drawbacks are lower health for a new-school 5 and no defense to mitigate incoming damage (unless you count the inconsistent invisibility). So, while he's a good counter character, he will cost you some health packs and won't deter any incoming hits.

#### Pairings:

Monkey is one of those rare characters like Elektro that you think about bringing versus certain characters rather than with. He was designed around his "stay down" ability, which really only affects a handful of characters; and only two of them matter. If you happen to be fighting Hulkasm, then Kang is a great pairing because he will let you keep the AP you need to down Chasm for good. Either Thor can provide a decent red battery. Scarlet Witch is the monkey's best partner because she can battery red, reduce incoming AOE damage, and send it back. If not fighting Hulkasm, then Monkey is really just a somewhat self-fueling red/purple damage dealer, and I'd just pair him with others who could benefit from coverage in those colors (Doom, Ock, Storm, Iceman, Kamala, Elektro, Angel, Wasp, Cable, High Evolutionary, etc.). Colossus and Beta Ray Bill are options to provide some protection for the squishy Hit-Monkey, whereas Yellowjacket can create a fun invisibility team.

#### What to expect when boosted:

This will really depend on who else is boosted. Bryce really wrecks villains and so if it's a heavy villain week, he should see action. Also, if he covers colors for another boosted meta-adjacent character (like Colossus or Bill mentioned earlier) he'll see use as the pick-2 of the week. However, even in a week that is hero-heavy, you will break him out to hunt any Hulkasm teams people choose to leave out, as many players will choose them as their defensive team over the god-boosted meta toons.

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#### **#30) Magneto (Age of Apocalypse)**

 1068 
  949 
  831 
  528  
 135 
  125 
  115 
 Health: 67,660

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Multiversal](#), [Hellfire Club](#)

Feeders: Juggernaut (Fear Itself)

Recommended Build: 5/5/3

Alternative Build: 3/5/5 (if you want an extra turn airborne)

I claimed in my last write-up that Magneto was just good enough not to get reworked... oh what



a fool I was. Old Eric was crafted to be more of a primary damage dealer, but all of his powers contradicted one another, making him wonky and hard to run effectively. Mags 2.0 is a lot more straightforward, and trades in his high (albeit slow) damage potential for more of a support role, leading his fellow X-Men in the war against Apocalypse!

The developers started off strong and made a statement with Magneto's reworked blue (Polar Coordination). This is not your mother's Magneto (I mean, if she had a Magneto... this would not be it). For just 7 blue AP, you choose either red/blue (two of his strong colors), green/purple (two of his weak colors), or yellow/black (one of each). Mags wipes not one, but both colors off the board entirely! For comparison, Storm does the same with just one color; but hers costs 10 AP, and she only destroys all tiles at 5 covers. Mags not only destroys all tiles regardless, but he gets AP back for each tile after 8, 9, or 10 (depending on covers) that he destroys. Depending on how you play him, you could leave this at 3 covers, even though it is his best power. Especially since it is just a 2 AP difference, and often times you are going to be removing colors that you don't plan to use anyway.

Magneto's yellow (Eternal Induction) is the power most like his old ability, which used to create 3-4 protect tiles on a color of his choosing for 6 AP. Now, for the same cost, he creates 4-6 tiles on random colors. He now creates a mix of protects and strikes (big improvement) and will place whichever you have less of on the board first, then distribute the rest evenly. This is really cool because he will adapt to board conditions giving defense or offense, depending on what the team needs. He also has a passive that buffs protect tiles 25-30% (actually down 10% post-rework) for each X-Men on the team ([see list here](#)) and does the same to strike tiles for each Brotherhood member on the team. Magneto being an X-Man himself means that any team he's on gets up to a 30% buff in protect tile strength by default. Magneto is not however affiliated with the Brotherhood (different times in the Age of Apocalypse). So, your strike tiles will only get a buff when teamed with ([looks at list](#)) ... uh, Havok in 5\* tier? Pass (nothing against Alex, just too much overlap on good colors).

Mags' red (Magnetic Inhibitor) has also seen a complete re-work. For 6 AP, Magneto goes airborne for 3 turns (4 turns at 5 covers). While in the air, any tile created by the enemy that can be destroyed is destroyed immediately. This can proc 3x per turn and when it does, Magneto deals increased damage (150-250%) for the destroyed tiles. The damage is so negligible that like his blue, you don't lose much keeping this at 3. It all depends on who you are facing and if you want him airborne 3 or 4 turns. Unfortunately, any cascades from destroyed tiles result in the enemy dealing damage and gathering AP. I honestly find this to be a waste of a power most times, and best used to avoid taking a big hit.

Overall, this buff is a significant upgrade for the master of magnetism. He went from being a primary damage dealer who slows your team down, to a pure support character that will accelerate what his teammates do (talk about a 180). Aside from his board destruction possibly wiping his special tiles, his powers no longer conflict with one another in the ways they once did, allowing for much greater self-synergy. While Mags lacks a tier-1 passive, or direct damage-dealing ability, his cheap active support powers have given him new life and a significant boost in the rankings; especially his blue (the star power), which allows for insane cascades, board-shake and AP gathering.

### Pairings:

Magneto makes an excellent partner for Professor X in pick-2 or Professor and Onslaught in pick-3 (so thematically delicious). Mags adds actives in all three of his colors, and his ability to blow up the board and create potential match-4s benefit both characters. Professor will also shrug off more damage, while Magneto gets an additional buff to the protect tiles he makes, thanks to the X-Men tag they share. Other X-Men that will help Magneto's buff include Colossus, who also makes a great second (or third in place of Onslaught). Removing two colors from the board means increased cascades for the enemy as well. Colossus nullifies that match damage and gives an excellent black outlet. Despite some overlap, Jean Grey and Storm are both excellent because they create additional cascades/board-shake madness. Magik gives a black, purple and better red outlet. Kitty Pryde may be the best X-partner this side of the Professor. Magneto spams specials for cheap for Kitty to buff. Mag's daughter Polaris can accelerate the tile spam (though both share blue as their best active), or you can go non-X-Men and bring Beta Ray Bill as a third. Unless facing Chasm (boo) these three should be able to shrug off most AOE damage (Warlock, iHulk) on turn one thanks to Magneto empowering the protect tiles. Continuing to look at non-mutants, Yelena is a great AP suppressor who adds two actives. However, because her and Magneto only deal small chip damage, a damage booster or heavy black damage dealer would be needed as a third. Big Wheel, Shang-Chi and Sersi benefit greatly from the cascades Magneto creates. Elektro and Star-Lord can create extra cascades with their green abilities, which pairs great with Magneto's blue. Daredevil, Banner, Loki, Jeffery, and Moon Knight all offer two additional active abilities (the latter is actually a full rainbow). They all also heal or revive. So, sending Magneto airborne and allowing these partners to tank/heal can save on health packs.

### What to expect when boosted:

The lack of a killer passive or a heavy damage outlet means that it's possible that Magneto won't be one of the best standalone boosted when his number is called. However, Magneto's value on boost weeks is two-fold. One, he's now a pure support character, which means he'll be able to slot in nicely next to a heavy damage-dealer as long as their primary outlet isn't blue (like a Gargantos). Second, he has three active abilities, so will be able to provide nice coverage for teams looking for outlets in his colors; especially blue/yellow. For these reasons he will be a viable option. It will really be the other boosted characters who will determine whether or not he's the best option in a given week.

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### **#29) High Evolutionary (Awesome Mix Vol. 3)**

 1068 
  949 
  831 
  528  
 135 
  125 
  115 
 Health: 95,436

Affiliations: [Villains](#), [Geniuses](#), [Technologists](#), [Enhanced](#), [Cosmic](#)

Feeders: Nebula (Infinity War)

Recommended Build: 3/5/5

Along with Arcade, High Evolutionary is one of the most convoluted characters in the game. His whole schtick is based on leveling himself and teammates up, which makes sense given the character. So, while he has a unique niche, the question is, is he good? Like many characters, the answer is “yes” but with the caveat that he has to cast a lot of active powers to get there. So, while a beast boosted, he’s on the outside looking in with regards to the meta.

High Evolutionary’s blue (Iteration) has both an active and a passive component that utilize a “research counter” mechanic. Passively, whenever an opponent makes a match or fires a power, the “research counter” is increased by 1 and your team gets 1 AP in the target’s strongest color. This passive can be insanely powerful against the right opponents (e.g., those with frequent boardshake and those with strongest colors that you also have strong active abilities in), but it can be tricky to build around. The active component of HEvo’s blue costs 8 AP and deals just under 2500 damage plus additional damage (757-1246) per research counter (max 12, 13, or 15 depending on covers). This means at three covers he is doing 11,532 max damage. While at 5 he can do 21,182 (pretty significant leap here). If HEvo’s research counter is at 6+, he also places a 3-turn countdown that reduces the target’s ability ranks by two levels. At 10+ counters, he stuns the enemy a turn as well (2 turns at 5 covers). Despite the significant utility bump from 3 to 5 covers, I have a hard time dropping either of his other two abilities.

While the aforementioned blue passive may be my favorite part of his kit, High Evolutionary’s yellow (The Missing Link) is likely the reason one would play/build around this cosmic super villain. At the beginning of the match, if High Evolutionary is not the highest level character, he will gain up to a 140% bonus to his max health, as well as his ability and match damage. He will then do the same for allies up to his level. The increase will be the difference between High Evolutionary and the person he is boosting or leveling up (up to 550). The actual math on this boost was figured out by trenchdigger of the MPQ Forums (big thanks!):

- 5-Star % boost = Level Difference / 295 x 140%
- 4-Star % boost = Level Difference / 300 x 140%

For 6 yellow AP, High Evo can also actively boost either his own or a teammate’s max HP by up to 13% and ability/match damage by up to 18%. If he chooses a teammate, the cap is Evo’s own health/match damage. The cool thing about this power is that it makes High Evolutionary a health pack saver, since the health gained is “extra”. This means that if you never dip into your base health, you’ll start at full next match!

Black (Unnatural Selection) costs 8 AP and at 5 covers, reduces the target’s match damage by 15% (60% max). He also deals 12% permanent damage to the target. Then, if High Evolutionary’s match damage is higher than the target, he deals damage equal to the difference (capped at 18% of his max health). Recently, it was discovered that each time Evo boosts himself with yellow, the cap on his abilities seems to increase. This makes his black nuke exponentially better with each cast of yellow, to the point where it becomes one of the best single-targets in the game.

As of this writing, I’d say High Evolutionary is probably the most complex 5\* in the game. The shorthand version is that all of his powers either boost his team (evolve) or reduce the enemy team (devolve). He’s a narcissist, so will never boost a friendly higher than his own level. He’s more of a pain to play against than with due to the inconsistent value of the passive battery. He’s

a great healthpack saver since the boosted health is “free health”. And he’s likely best when boosting himself, due to the increases to his damage caps. He can be a killer if he can evolve enough to get there. But since “getting there” involves casting actives in not one, but two colors... he falls outside of the meta. Interesting character nonetheless.

#### Pairings:

I really like High Evolutionary as a battery. Since he comes with three good active abilities, pairing him with teammates who cover his weak colors means that no matter what the target’s strongest color is, you’ll have an outlet for it. Red/green/purple active characters in the tier include Jean Grey and Jeffrey (and Jean only has a green outlet if she dies)... so not exactly great. Thus, HEvo will shine best in pick 3 where he can spread his weak colors across two characters. If I’m doing pick-2 and going near-rainbow, I’d probably go for a red/green character and forgo purple (Switch, Onslaught, Hawkeye, and Hit Monkey are the strongest purple-dominant characters you’ll face in the tier). Since HEvo is all about yellow into black, Mighty Thor is an excellent yellow battery and red/green outlet. Crystal (heals on heals), She-Hulk (super tanky duo) or Yelena (suppression) make an annoying pair to face. Riri Williams, Havok, Dino Venom, and Ghost Rider are examples of decent to strong red/green users as well. If I want to go with red/purple instead, I love Gambit, Hit Monkey, Emma Frost, or Killmonger. Because of his “Technologist” affiliation, Kang/4\* Deathlok are an excellent trio, due to HEvo and the cyborg fueling Kang sending folks away. High Evolutionary and Electro are also great (despite overlap) against AOE-meta teams (iHulk, Omega Red), since Electro is such an insane yellow battery. You can get High Evolutionary to some insanely high levels!

#### What to expect when boosted:

I’ve read people saying HEvo is sort of useless boosted because his passive yellow caps at 550. However, he still has three good active abilities, and will likely be boosting himself with his active yellow anyway. When your available options shrink down to who is boosted, having a healthpack saver is great to climb with. And that yellow into black killshot is even more deadly with those base stats boosted. Also, with everyone else probably playing boosted HEvo, plan to net (and unfortunately give up) a lot of blue passively.

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### **#28) Gargantos (Multiverse of Madness)**

955 849 743 472  
121 112 103 Health: 81,395

Affiliations: [Villains](#), [Non-humanoids](#), [Multiversal](#), [Non-humans](#)

Feeders: Elsa Bloodstone (Monster Hunter)

Recommended Build: 5/3/5

Gargantos checks pretty much every box in terms of being a character you want to roster. He is powerful, unique, fun, has a great passive, is good on his own or with a ready-made partner to amplify what he does. Overall, Shuma Gar-Gorath is a character worthy of going after; especially because so much of what he does can be exploited with the right partners.

Garg's green (Tentacle Thrash) is a pretty awesome passive. He creates a 1-turn countdown that destroys 1 enemy AP in that color. The tile then recreates itself on an adjacent tile. If invisible at the start of the turn, he creates an extra Tentacle Thrash Tile (max of 3). If the enemy has no AP in said color when one of these tiles expire, Gargantos instead does a nice chunk of free damage (almost 5k at 5 covers). The beauty of this passive is that it makes him a great teammate for characters that benefit from countdowns resolving (more on that in the "pairings" section below).

Shuma's black (Tentacle Teeth) is a situational power that can potentially deal big damage to special tile spammers, or do nothing at all. For 8 AP, he reduces the strength of 1 (2 at 5 covers) enemy special tile by 356 (plus 356 for each Tentacle Thrash tile on the board), he then destroys any tiles below strength 356 and deals around 5100-5900 permanent damage for EACH tile destroyed. So, as I said, the variance on this power is super high depending on the opponent.

Finally, blue (Ineffable Horror) moves Shuma here from support and situational counter-character and adds primary damage-dealer to an already impressive résumé. For 9 blue AP, Shuma drains all blue AP and deals 4375 damage for *each* AP drained... just wow. This means you are doing a minimum of 39k damage. For context, 4375 damage per AP is almost iHulk "Breaker of Bones" level destruction (4571 per AP) without the self-damage drawback. Instead, he also gets to go invisible for two turns when you fire this power (which of course buffs Tentacle Thrash).

Like I said, there's lots to love about Gargantos. He's defensively annoying to face because his passive can dictate the AP you chase in the beginning of a match (unless you boost all AP). If his tile is on red, you match red (whether useful or not) or take a big hit. Black can be situationally devastating. And blue could very well be the best single-target nuke in the game. Couple all this with a high fun factor, no shortage of quality partners and one borderline broken paring, and it's easy to see why folks were high on Shuma out of the gate!

#### Pairings:

Hawkeye and Kang are easily Gargantos' best partners. When countdowns expire, they net 2 and 3 blue AP respectively. Shuma happens to spam countdowns every turn and has a phenomenal blue outlet to use the AP. It's a match made in heaven! Elektra makes a great third for Hawkeyeball since Clint also fuels red, and Elektra's drops a damage-dealing countdown. Abigail Brand heals allies whenever countdowns (or repeaters) expire, so can provide some extended life as an alternative third. She also suppresses AP passively and actively with purple to help keep Tentacle Teeth dealing damage. Similarly, Odin also suppresses AP, passively creates countdowns and heals friendlies under certain conditions. But if you really want to play around suppression, no one does it better than Chasm! Other countdown-spamming thirds include Loki, Electro, Goblin, Wong, Hit-Monkey, Omega Red, and Gambit (I pass on Iceman because he's a double-edged sword draining blue). Ronin and Knull can give extra countdowns passively, though they are 3-turn so will be slow. In pick-2 Scarlet Witch can be a great blue battery if you choose it for Chaos Magic. She also gives an extra 5% damage for each blue AP you hold (so an extra 45% damage if you fire Gargantos' blue holding 9 AP). Emma Frost will give a 70% boost just for existing, as well as a red/purple outlet. Magik provides red/purple as well, and a better black outlet. Or, you can play for Gargantos' black ability and pair him with someone like Jean

Grey, Carnage or Banner who will drop enemy attack tiles for Garg to destroy. Finally, Gargantos is a good solo character so will pair well with a support character (like Sersi or Crystal) who compliment his colors, even if there's no inherent synergy.

#### What to expect when boosted:

Boosted, Garg will be a must-play fully blown destructive monster. Anyone who chose to skip him will be cursing themselves whenever his number is called. The passive damage on his countdown will hit hard out of the gate before the enemy has a chance to gather AP. His boosted blue will take out any threat in front of him. If he's boosted with any of the many characters he pairs well with (see above), expect to see a mix of those pairings and Garg/Hawkeye or Shuma/Kang (even if his partners are unboosted) clogging up all of your queues.

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### **#27) Elektra (Woman Without Fear)**

🔴978 🟡870 💜761 🌐484  
 ⬛124 🟦115 🟩105 Health: 75,760

Affiliations: [Heroes](#), [Defenders](#), [Street Level](#)

Feeders: Elektra (Unkillable)

Recommended Build: 5/5/3

Elektra has one weak, one good and one phenomenal power. She doesn't bring enough to the table to play unboosted or break through in a tier of 80+, but her best power makes her a must-play when she is boosted.

Elektra's red (Audible Sai) is her "good power". It costs 9 AP and stuns the target for two turns (5 covers) and places a 2-turn countdown tile that does around 20k damage upon resolution. It's not a bad AP outlet per say, but there are so many better red outlets in the tier. I think about a character like Deadpool, who has a similar, but far superior, red in my opinion- despite doing 4K less damage. His damage is not tied to a fragile countdown and he has the chance to keep stunning his opponents. While Elektra doesn't want to fire her ability with a red-heavy board, that scenario is actually a bonus for Deadpool, who might be able to use it to keep the stun-train going. Characters like Apocalypse, Killmonger, Havok, Parker, Venom, and Gamora all also have superior red nukes and none of them are tied to fragile countdowns going off. That said, stuns are still one of the best counters to everything in the game, and Elektra having one on a non-blue makes this a good AP outlet with potential to do big damage.

Yellow (Shadow Dance) is the reason one would likely play Elektra, as it's a fun, unique, and powerful ability (especially boosted). For 6 yellow AP, Elektra puts down 3 yellow trap tiles. When anyone on your team takes damage and there's a trap tile out, the damage is halved, a trap is destroyed (generating AP!), and she deals about 8688 damage. If all three traps resolve, that's 26000 damage for just 6 AP, and she's a single match away from casting it again. This is a rare power that is good both offensively and defensively. And it's very cheap and self-fueling.

Purple (Queen of Strategy) has both an active and a passive component. The passive is okay. Whenever an enemy creates strike tiles, Elektra steals one of them and debuffs the remaining enemy strikes by a small amount. It is cool against characters who passively spam single strikes, but it's not a game-changer. The active component allows you to steal 1-3 strike, attack, or protect tiles and give them a small buff. Whichever tile type you choose changes the type of tile the passive will steal when the enemy creates one (or you can stay with the default strike tiles). The big problem with this ability is it costs 10 AP! That's the cost of many mega-nukes, and all you are doing is stealing 1-3 tiles. That's awful and it really brings down what was a cool concept. If you could choose the default type prior to each match, Elektra would be a specialist counter for meta characters like Beta Ray Bill, Omega Red and Apocalypse, as each time they drop a protect tile, Nachios would steal it. If you can't choose at the start of the game, then this power should be 6 AP (at most), allowing her to pivot from strikes to attacks to protects like the ninja she is! By the time Elektra actually gets the AP to cast purple and counter the big meta characters mentioned above, she is likely dead or the board has already been flooded. Since the developers were way too cautious with this power, it's best to leave it at 3 and forget it.

Like I said before, Elektra has a great (yellow), okay (red), and poor (purple) ability. While there are better red outlets, stuns are always appreciated in the 5\* tier. Shadow Dance is just phenomenal and really propels her up the rankings, but not enough for you to play her competitively unboosted over the higher-ranked meta options. With some slight adjustments to red and purple she could have been just outside top 10. There are some great ideas in this kit that didn't quite come together, but despite those limitations, she still finds herself in the upper half of the rankings.

#### Pairings:

Gladiator Thor at half-life may be Elektra's best partner. He can fuel her two big powers as well as his own AOE. Vulture also fuels both abilities with a much better purple outlet. I also like anyone who can add yellow to the board to keep Elektra dancing. Scarlet Witch can do so while adding extra defense. Sersi can while eliminating an unneeded color. I really like Elektra/Electro against any AOE-heavy team (e.g., iHulk, Omega Red, Adam Warlock). Electro negates the AOE and provides a heaping helping of yellow for Elektra to trivialize the damage further and clap back. Sinister can benefit from the traps Elektra puts down, shares no active overlap, and can fuel her abilities with his Sinister Secrets. Kingpin, newly rebalanced, is one of my favorite pairings. It's a full rainbow, and Elektra can steal back special tiles that Fisk gives to his opponent when he forces their hand. Finally, no synergy per se, but Elektra can add solid red/blue outlets to a great green/blue character in Beta Ray Bill or black/blue character like Kang or Arcade.

#### What to expect when boosted:

Elektra is pretty much must-play boosted for her yellow alone. Unless one of the "yellow-boosters" (Apocalypse/Okoye) happen to also be boosted on her week, you will likely work Elektra on your team for the opponent-melting yellow and ability to fire off a stun in a key moment.

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**#26) Killmonger (Erik Stevens)**

879 781 684 435

 112 103 95 Health: 59,765
Affiliations: [Villains](#), [Mercenaries](#), [Wakanda](#), [Street Level](#), [Enhanced](#)Feeders: The Hydra Stomper (Steve Rogers)Secondary Feeders: Shuri (Master Engineer)Recommended Build: 5/5/3

Killmonger is a character that seems like he has a great little niche on paper, but is somewhat wonky in practice. However, he packs two strong single target nukes. While stronger than the “old guard”, his nukes are likely not enough to choose him over other better (read: meta) options, unless playing around for fun and chasing wins. But if you are doing that, you likely play Shang-Chi (ranked later) as your red/purple guy. So why then is Killmonger ranked so high? Because he is a stone-cold assassin when boosted!

Black (Repatriation) is the aforementioned “niche” that comes in the form of a passive power. Essentially, he locks crit tiles that the enemy creates with a match 5+ and unlocks any locked criticals on your turn. If the enemy matches a crit, they “pay” you 5 red AP and if they don’t have the AP, they take huge damage instead (~18k to ~29k). The first part of his passive is somewhat wonky as the enemy usually locks the crit, it gets matched, it unlocks, and potentially gets matched again- all on their turn! So instead of harming them, they often get multiple matches. The penance for crit-matching only seems to happen when it’s unlocked. And while cool when it happens, it’s not something to build around, especially since you like to avoid the heavy damage that comes from your opponent matching critical tiles if you can.

Killmonger’s 9 AP red (Extreme Prejudice) is the first of his two aforementioned nukes. Killmonger deals around 11-14k damage and spams 2 critical tiles (at 4-5 covers). He also has a passive that increases friendly match damage (100-150%) in the enemy’s strongest color. Again, the passive is not something you’ll ever build around and likely will forget it’s even a thing.

Finally, Killmonger has a great purple nuke (Decisive Strike) in a tier that doesn’t have many (Professor X, Wong, and Shang-Chi are the only characters ranked higher who have one). He lays benign traps down each turn that the enemy didn’t fire a power. For 10 AP he’ll then do 15k-23k damage plus an additional 2-3k for every trap on the board. So, the longer a match drags on, the more mileage he gets from this power.

Killmonger plays as a pretty straightforward 2-nuke beatstick/single-target damage dealer. There is not a ton of finesse to his game. That said, I’ve seen his ability to spam criticals and his ability to punish enemies for matching them both end matches instantly when boosted.

Pairings:

Killmonger’s best partner is Mister Sinister. Sinister’s big blue active is fueled by friendly trap tiles, which Killmonger makes passively. Sinister will also collect AP to fuel Killmonger’s expensive nukes. Beyond that, Erik will also pair well as a second or third on any team that

needs strong red/purple actives. Storm and Kamala each cover 5/6 colors with Erik, and their board destruction can allow for more critical tiles to play with. High Evolutionary also covers 5 colors and can really put a hurting on enemies once he levels up and matches some critical tiles. Doom's board-shuffle can also play nicely with Killmonger's crit-spamming, as will Banner's extra matches in Hulkform. Sersi's board warping can make criticals way more common. Beta Ray Bill is a solid partner that allows for strong actives on 4 colors. Colossus gives black/blue coverage and loves matching critical tiles with his boosted match damage. Electro gives coverage on three powers and loves pairing with villains to help her reduce damage. Killmonger can also play well with Archangel (5 active colors) against airborne characters.

#### What to expect when boosted:

Killmonger is one of the best "play up" characters in the game. In fact, his utility boosted has upped his overall ranking. Amplified match damage and criticals are way more important with boosted 5\*s, and Killmonger here can provide a valuable service with both. Add red/purple nukes (the latter is very uncommon in the tier) and you have a villain that punches WAY above his weight class and has tons of added utility. Unboosted, he is on the outside looking in of the meta, but on any given boost week he often IS the meta.

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#### **#25) Emma Frost (Phoenix Five)**

1068 949 831 528  
135 125 115 Health: 72,645

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Phoenix Force](#), [Hellfire Club](#)

Feeders: Emma Frost (Astonishing X-Men)

Recommended Build: 5/4/4

Emma Frost has the distinction of being the first 5\* character in years that was released with an accompanying 3\*. So how does the Phoenix Force variant fare? With one phenomenal and two mediocre abilities, she wasn't able to crack the meta. But she lands just outside the top 20 off of the strength of one elite ability alone.

Emma starts her kit very strong, as red (Psychic Flames) is easily her best power and the reason to play her. Both the passive and the active are crazy good! The passive portion of this power states that Emma increases teammates' ability damage by 70%- or 85% if they are Phoenix Force affiliated ([see list here](#)) plus another 2% for each red AP your team holds. For 8 AP, the active part of this power sees Emma destroy 8 chosen basic tiles (the basic part isn't stated in the power description) and she deals small AOE damage (~6500) then she drains all your red AP and deals 623 damage per AP drained (so minimum of -around 5K) to the enemy team. I like that holding onto red gives a small bonus to your damage boost, but she gets the bulk of the boost inherently- which means you aren't punished and may be incentivized to still fire the active power and empty your red AP pool.

Unfortunately, Emma's next two powers are pretty lackluster compared to Psychic Flames. Blue (My Own Best Friend) is a cheap 5 AP and is how Frost transforms into diamond form. She places a 3-turn fortified countdown tile that disables her other active powers, increases her match damage up to 50%, reduces her match damage taken 100%, and makes her unable to be stunned, as long as the tile is out. If Emma is the last member of your team standing, she'll fire this for free. The best part of this power is that it is cheap. Unfortunately, while I understand what the developers were going for thematically, this power lacks oomph overall. Luckily, since the power only disables her active abilities, she gets to keep that sweet, sweet passive. Even in diamond form!

Purple (Mental Block) is Emma's second throwaway power. For 9 AP, Emma destroys 2-3 enemy special tiles (taking out countdowns/repeaters first). She also places yet another 3-turn fortified countdown tile. This one reduces enemy ability levels by 2-3. While this ability can be helpful in certain scenarios like taking out Wanda's repeater for a turn or firing it before a big nuke comes your way, it's costly for what it does and mostly will be an AP dump.

In summary, Emma is really relying on the strength of her excellent red to provide value to her team. Unlike other power boosters, she does not have to "build up" to the boost. For comparison, Wanda has a similar mechanic, but has to fire a 3 AP purple and collect and hold 14 AP of a chosen color in order to have the impact Emma has on turn 1. The damage from the active portion can be decent to devastating, depending on the AP held. Plus, destroying 8 chosen tiles can be a game changer in manipulating the board in your favor (e.g., remove a row or column, remove most/all of a color, create match-5s/ cascades, etc.). Unfortunately, the other two powers aren't great. If Emma were to ever become meta, it will be because someone figured out how to exploit her first ability.

#### Pairings:

Percentage-based damage boosters tend to work better with people who do big hits of damage, while flat rate boosters do better with those who do chip damage/multi-hits. Gargantos is a great pairing because of his mega-nuke and the fact that his passive damage will be boosted by Emma. Use Hawkeye as a battery and go to work! Other big nukers like Kang, Beta Ray Bill, High Evolutionary, Moon Knight, Loki, and Doc Doom can also benefit from getting a 70% boost to their nukes. While other passive damage dealers like Hulk (both Immortal and mortal), Warlock Arcade, and Chasm work due to the fact that they will get a 70% boost instantly to their passive damage. Just add a more direct damage dealer as a third. Since she's all about her red, a battery like Gladiator Thor can work well. Emma also pairs well with those who could benefit from her targeted tile destruction like Onslaught/Professor X/Big Wheel. Or, pair with someone like Storm or Star-Lord to create a nice board destruction team. Finally, Emma was made to play with her Phoenix Force brothers Cyclops and Colossus, as she boosts them more than others. Unfortunately, each has only one real nuke and Cyclops' clashes with Emma's (both use red). The red (and purple) overlap is a similar problem for Magik (who really benefits from the P5 boost to her low-damage abilities). Something tells me a 5\* Namor (blue nuke?) of the Phoenix variety could raise Ms. Frost's stock. Emma's place in the rankings is because she pairs so well with so many people. And looking at this list it is crazy because all of her synergy is based around that one power. It really is that good!




What to expect when boosted:

Other than her red damage, health, and match damage, everything Emma does is percentage-based and thus doesn't get better with levels. While you will shave significant time off your clears when Okoye and Apocalypse are boosted, Emma gives that same 70% boosted or not. So, while Emma is not one who "plays up" when boosted, she could see some use depending on who else is boosted. Or, she just as easily could ride the bench in favor of someone with more than one good power. Emma probably shines more unboosted and in pick-3 (simulator) than she does in pick-2 PVP.

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#### #24) Wong (Sorcerer Supreme)

1068 949 831 528

135 125 115 Health: 63,386

Affiliations: [Heroes](#), [Supernatural](#), [Avengers](#), [Multiversal](#), [Kamar-Taj](#)

Feeders: Abomination (Emil Blonsky)

Secondary Feeders: Clea (Sorcerer Supreme)

Recommended Build: 5/5/3

While Wong might not be a top-tier MPQ character, his role in the game really mirrors his role in comics/movies, in that he is a great support for supernatural allies. He has cheap powers and same key passives that will make him an asset when required as well as a threat if you build around what he provides.

Wong's red (Eldritch Whip) costs 7 AP and allows you to destroy a chosen row of tiles. Wong does 12k damage plus another 5k for each special tile destroyed. So, this power has the potential to do big numbers for cheap, especially if you build around it by bringing someone who spams special tiles as a teammate. There is a passive attached to this that states Multiversal ([see list here](#)) and Supernatural ([see list here](#)) opponents deal up to 30% less damage. While Supernatural allies (including Wonders himself) deal up to 30% more damage. So really, the active portion of this power deals 16k plus 6.5k per special destroyed (I tested it).

Wong's yellow (Wand of Watoomb) costs 6 AP and has you select one of four available spells. A random 3-turn fortified countdown is then placed. While on the board, this tile negates 30% of incoming damage, then deflects all the negated damage back to the enemy when the tile either expires or is matched. When the tile expires (or the ability is used again while a tile is present) your chosen spell is cast. The spell options are as follows:

- Shield of the Seraphim (Blue Icon): Create 5 strength 1068 protect tiles.
- Mystic Mending (Yellow Icon): True heal the team for 5009.
- Hand of Hoggoth (Red Icon): Create 6 strength 1460 strike tiles.
- Bolts of Balthakk (Purple Icon): Steal 3 AP in your team's strongest color, and gain 2 red and 2 purple AP.

Wong's yellow also has a passive that has him cast one of these for free (other than Mystic Mending) at the beginning of the battle. So, you have a 1 in 3 chance to place some very beefy

strikes turn one (essentially making him a 5\* Rocket & Groot). The problem is it is random, so you can't really build around this ability.

Finally, purple (A Wong Exit) is another "choose your own adventure" power. It costs 7 AP and has you send Wong away 2 turns to gather aid from a chosen character. The power then becomes a passive (A Wong Entrance) which states that when Wong returns from away, the chosen ability is fired. If your team is downed while Wong is away, he comes back early and boots the summoned character's ability by 30%. The options for this power are as follows (all are 3 covers, where I tend to keep this ability):

- Do or Die (Rescue): Deals 2 tics of 12499 damage, plus another tic of 8375 damage if you have 2 or more friendly strike/attack/protect tiles
- Damages (She-Hulk): Deals 19977 damage and destroys up to 3 protect tiles (prioritizing the enemy's), dealing 3917 for each. Damage from this power ignores protect tiles.
- I'm a Super Hero (Kamala Khan): Creates 11 strength 356 protect tiles and clears any stuns affecting her allies. If a Wand of Watoomb tile is on the board, she fortifies 5 of the tiles.
- Crimson Bands of Cyttorak (Dr. Strange): Converts a random basic tile of the enemy's strongest color into a 2-turn Countdown tile, then stuns the target for 2 turns. The tile destroys 3 AP of its color and deals 1958 damage per turn.

I have to say, I hate that the first two options are so similar. I wish there were something different to make him more of a Swiss Army Knife. Maybe a watered-down (like Strange) ME Hulk dropping some crits? Also, having Kamala spam protects when one of Wong's spells already do this seems like a waste. Ah well. It's a decent power for what it does.

Overall, I have to say I am a fan of Wong as a fun character. His best power (free spell at turn start) is just a too RNG-dependant to build around unfortunately. But he has great self-synergy and is a huge support to other supernatural folks.

#### Pairings:

5\* Supernaturals include: Deadpool, Doctor Doom, Dr. Strange, Ghost Rider, Hit Monkey, Loki, Magik, Moon Knight, and Scarlet Witch. Only two have active yellow abilities (the good Doctors), which is Wongers best ability. So, these characters are a great place to start when looking for quality partners. Switch is especially good since she can bolster the sorcerer's defense while he adds to the witch's offense (they also have no active overlap once Wanda casts her purple). Ghost Rider or Moon Knight add nukes on black and green (though the latter needs a battery... Gladiator Thor as a third?). Outside of the Supernaturals, I really like Kitty despite complete overlap. You have a 66% chance of starting the match with a Gritty (melt the opponent) or Britty (take zero damage) tile-boost situation. Kingpin makes a great third because he'll add more specials to start and he creates a rainbow team. Vulture can fuel Wong's best two powers whenever he takes flight, while adding blue/green damage outlets. Finally, Iceman creates interesting synergy. Spam blue countdowns and repeaters for Wong to whip for big damage and potentially long stuns (they also cover 5 colors).

#### What to expect when boosted:

Unless much better meta are boosted with him, Wong will get played for the potential of those strikes alone. He is countered pretty hard by and plays well with Kitty Pryde (who can eat all the

enemy Wong special tiles/CDs and bolster your own), so I wouldn't be surprised to see some unboosted Kitties if Wong is the best boosted option that week.

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### #23) Deadpool (Spirit of Vengeance)

● 900 ● 800 ■ 700 ● 445

◆ 114 ■ 106 ♥ 97 Health: 57,038

Affiliations: [Heroes](#), [Supernatural](#), [Team Iron Man](#), [Weapon X](#)

Feeders: Deadpool (Uncanny X-Force)

Recommended Build: 5/5/3

I just want to quickly say that as an “MPQ original character”, GhostPool here is probably my favorite in terms of art and backstory. Very well-done variant! But do his powers hold up to the gold standard original known as Peggy Carter? While his kit isn't quite as good (a least for her time), DeadRider here definitely has some unique strengths that can be leveraged. His biggest drawback is that to get the most out of him it's likely going to cost you health packs if you don't play around his limitations. And while people will begrudgingly deal with that for once-meta characters like iHulk, Thanos, or pre-nerf Bishop, bringing a squishy tank that isn't meta is not ideal when you have other options. However, on his boost weeks he usually IS meta, and people happily run him because he's so good.

Deadpool's black (Penance Fare) is a play on 4\* Ghost Rider's Penance Stare (only much better). While Johnny can deal damage to his target equal to up to 200% of the damage the target has dealt, Wade is capped at 150%. However, Wade's ability costs 40% less (only 6 AP) making it quite spammable and dangerous. Deadpool also has the option to spend 3 extra AP in one of his weak colors to add an additional effect to this ability. The options are as follows:

- ◆: Deal ~8K additional damage to another random enemy.
- : Destroy 5 tiles in the target's strongest color.
- ♥: Creates a 5-turn countdown tile that deals just under 10k damage if matched or destroyed.

Deadpool's red (Abyssal Blades) costs 8 AP and can deal over 16k damage (5 covers). He also stuns his target for up to 2 turns, and creates a red countdown tile. If the tile is matched or destroyed, the target is stunned again, and another countdown is created. While it's theoretically possible to infinitely stunlock a target with this power, you'd have to get quite lucky and have a red heavy board to do so. 5\* Iceman's blue stun functions similarly but is better overall. Still, having the stun on red coupled with the huge chunk of damage allows this power to stand on its own as a quality ability.

Finally, Deadpool's blue (Wade and Measured) is a passive that triggers off of matching the target's strongest color. When you do, GhostPool takes 1 AP of that color from the enemy and he deals ~2900-4700 damage. This damage can be boosted by the usual methods (Okoye, Apocalypse, strikes, etc.) and since it's based on the target's strongest color (not the team's), you

can swap who is in front and/or chase certain colors in order to get the most from this ability. Conversely, if you don't want to be bothered with constantly rotating your target, you can just play your normal game and be happy when it procs incidentally.

Deadpool's percentage-based damage on black and stun-duration on red don't get better with extra levels. Similarly, his blue procs no matter who tanks. These factors combined with his general squishiness, lack of healing factor, and high match damage, mean that there's not a whole lot of benefit to stacking extra levels on Wade here. In fact, "baby champ" might be your best option. Even with that, you might want to be selective in who you pair him with (see: "Pairings" below).

\*\*\* It's also important to mention the importance of using 5\* Deadpool everyday regardless of how much you like him (similar to his 3\* counterpart). Doing so will reward you with a "Spicy Taco Token". While the 40-item vault it's attached to is pretty mediocre, it does contain a 4\* that rotates daily and a beginner support token. So ultimately, it is a good investment with regards to free stuff. And these tokens can add up when paired with the ones you get for completing 6 daily milestones. So really, both 3 and 5-star Deadpool should be part of your Deadpool's Daily. Makes sense, when you think about it.\*\*\*

#### Pairings:

I personally like Wade paired with people who can tank and heal back damage, opening the door for Wade to counterattack with his cheap Penance Fare. Daredevil is the best option for this strategy since he's not only the best passive true healer in the tier, he shares no strong colors with Poolio. Other less stellar options are Loki and Jean who can tank purple/green and revive from death. Despite red overlap, Heimdall is a beefy true healing tank that at similar levels can tank all but black/green (and with a couple levels can likely tank green too). He heals for cheap, can make Pool's powers cheaper, and can even send him airborne to tank more if he needs to for a turn. This will be a slept-on pairing for those who want to climb with Deadpool but save on health packs! Moving away from the healing strategy, Onslaught and Bill are quality offensive pairings. The former's board destruction can trigger cascades that will proc Deadpool's passive and fuel his cheap powers, while Bill has no active overlap and can provide some damage reduction with his protect tiles. Kamala Khan has *both* protect-spam and board-smash capabilities, and adds three active powers. Scarlet Witch can also provide some damage-negation and be a great red battery to dole out damage and create red matches to keep enemies stunned. Vulture is an amazing pair, as he can fuel red/black while adding 3 active colors himself. Iceman and Cable are also pretty great. Similar to Bill, they provide missing blue/green AP outlets; but also add a second stun color. Plus, I mean who doesn't love running a 5\* Cable & Deadpool combo!?

#### What to expect when boosted:

I mentioned that a lot of what Deadpool does doesn't benefit from extra levels. That said, he does benefit immensely when both he and his opponents are blessed with 119 extra levels. Reason being, in longer matches, it is almost impossible to deny your opponent two black matches. With the amount of damage it takes to down a mega-boosted 5\* (let alone two), having all that damage coming back at you at any point in a match can cause huge swings and even result in a loss. This makes Deadpool one of the more dangerous characters to face during his



boost week. While the fear factor is enough to run him boosted, the red nuke and passive damage see a nice increase boosted. Plus, stuns (especially non-blue) can be game changers in 5\* matchups. Deadpool is pretty much must-play on his boost week.

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## #22) Jean Grey (Phoenix)

918 816 714 461

116 107 98 Health: 70,894

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Phoenix Force](#), [Godlike](#), [A-Force](#), [Hellfire Club](#)

Feeders: Jean Grey (All-New X-Men), Jubilee (Uncanny X-Men)

Recommended Build: 5/3/5

Alternate Build: 5/5/3 (if being a red battery for someone else)

Of all the “tweak” 5\* rebalances we have gotten recently (e.g. Ghost Rider, Star-Lord, Archangel, Iron Man/Captain America), Jean’s has been far and away my favorite. My previous write-ups discussed how she has a great kit that still holds up well (despite being one of the first ever 5\*s), but was marred by laughably bad numbers- especially health. Well along with a 40% increase in health (!), pretty much every complaint I had was fixed in her rebalance (and then some), causing her to fly up the rankings, like some sort of bird emerging from some ashes.

Jean’s green (From the Ashes) is a passive that creates a 1 or 2-turn countdown tile when she is downed (even if she is stunned). If resolved, she revives at about 50-60% health (depending on covers). This means that you essentially have to target her last... or potentially have her revive with a huge chunk of life and a new active green ability (Phoenix Force). For a cheap 8 AP, Jean does 27k AOE damage to enemies and about 5k to her allies. This is some insane damage for the AP, you just have to down and revive her to get there. I like this ability at 5, just to put her revive countdown at 1-turn, but you have to sacrifice one of her other great abilities.

Purple (Psychic Rapport) makes Jean a great cheap battery for herself or others. For a spamable 7 AP, she converts 5-7 (depending on covers) basic tiles to red. This is great for triggering crits and cascades. She also has a passive that buffs 3 friendly tiles (+849 or 1017 each) and reduces 2 enemy tiles (-848 each) on match 5s, which she is hoping to trigger firing this power.

Jean’s red (Psychic Flames) received a huge damage boost and a slight AP reduction. She now does anywhere from 14k to 16k damage for just 8 AP, and puts down 3-4 strength 695 strike tiles. Unfortunately, she also gives some meaty attack tiles to her opponents (3-4 strength 834 tiles!) if there are 5+ friendly specials on the board after firing this power. This makes the ability a double-edged sword where you have to think carefully about spamming all the red you collect. She is absolutely banking on the passive purple to help both buff her tiles, as well as reduce the enemy’s.

I always loved the design behind Jean, even before her rework. Her green passive is a great representation of her death/rebirth cycle and her green/red show her struggles controlling her

power. She has some great self-synergy predicated on dying and coming back to life to wreak havoc, but she didn't have the numbers to support the vision (i.e., her health was so bad you could kill her twice easily, and she hit like a wet noodle so was never scary). Now she finally has the numbers to be a (Phoenix) force! The best way to play her is to chase purple- to fuel red- to spam specials- to buff with match 5s. Then, she tanks- dies- revives- and finishes the opponent with a cheap team nuke that does insane damage. Bring her into the next match at half-health and do the whole thing over again. A lot of rebalances make characters better for the AI, this one mostly helps the player as she can really save on health packs with 5 in green. I know some people complain about rebalances ("if they're not meta why bother?"), but count me as one who loves this rebalance and hopes to have more like it (Again... Daredevil and Green Goblin please!!)

#### Pairings:


True healers who don't share too much active overlap (Doom, Heimdall, Loki, Okoye, Old Man Logan, Banner) could be options to mitigate Jean hurting her allies. High Evolutionary doesn't heal, but gets "bonus health" when he levels up, and makes a full rainbow team! Storm and Magneto, are good people to pair with her on a fun X-Men team due to the insane cascade potential of Magneto blue or Storm's yellow, fired in succession with Jean's purple. Professor X could make a great third due to his passive (though they will compete on purple). Kamala Khan is an excellent partner who can provide a green outlet until Jean revives, as well as yellow/blue actives. Kamala also does passive damage whenever a friendly tile is matched. iHulk is a dream pairing due to the damage he does to friendlies and his "must target last" clause allowing Phoenix to live a potentially longer life. But perhaps the best partner for Jean is Kitty Pryde. When Jean spams red, Kitty can get rid of the enemy attacks and buff the friendly strikes. This team is infinitely better with Jean now tanking 6/7 colors (it used to be reversed!).

#### What to expect when boosted:

I really like Jean boosted (as I do most true healers). She can get you to 1200, spending very few packs along the way, just melting down the opposition with strike-fueled 5\* match-damage and cascades, before dying and going scorched-earth with her match-ending green. She is absolutely must-play boosted as she will pay huge dividends offensively, defensively, and in terms of sustainability.

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#### **#21) Electro (Francine Frye)**

909 808 708 450  
116 107 98 Health: 57,493

Affiliations: [Villains](#), [Sinister Six](#), [Thunderbolts](#), [Street Level](#), [Enhanced](#)  
Feeders: Scorpion (Classic)

Recommended Build: 3/5/5 (As a counter character)

Recommended Build: 5/5/3 (When not facing an AOE-spam team)

Electro has shot up the rankings due to her use as a viable counter to a very prevalent meta.

With Immortal Hulk not releasing his stranglehold on the game, and Omega Red's release adding another level of pain, having someone who can ward off that big team damage and turn it into rocket fuel for your team is skill worth chasing.

Electro's green (Volts, Bolts & Jolts) costs 7 AP and has her drop 3 countdowns (1-3 turns) on basic red tiles. Each deals ~2200 (3 covers) to ~5800 (5 covers) damage and destroys all the tiles above it. This means that if the countdowns survive, you get some chip damage and board-shake for three consecutive turns, which is not a bad use of 7 green AP.

Black (Love of Villainy) is Electro's best offensive power. For 8 AP she does over 20k single target damage, plus an additional 18k if there are less than 8 team-up tiles on the board. If you can meet her board conditions, that is insane damage output rivaled only by Apocalypse and Kang. Electro also has a passive attached to her black that states she takes 25% less damage for each other villain still standing on her team. I remember running her boosted during a villain PVP (3\* Doctor Doom) and trust me when I say it can be quite the health pack saver!

Finally, yellow (Free of Charge) is the AOE counter ability that was mentioned above. Whenever an enemy power damages Electro's team, she reduces the damage by 4.3K to 6.6k and then generates 5 free yellow AP. This power provides a nice AOE shield on defense while passively fueling your offense. This passive is best used to fuel another yellow character, but if you have no other outlet, Francine does have a cheap (5 AP) active yellow as well that places a strike tile on the bottom row (probably so it doesn't get destroyed by her green... smart).

So overall, Francine has a really solid kit. Her main issue is that she's a counter character meant to shut down AOE characters like Immortal Hulk, Omega Red and Adam Warlock. If your queues lack said opponents, then her yellow is mostly useless and she becomes a two-power character, one of which is excellent (black) while the other is just okay (green). However, if played in the niches she was meant to excel in (with villains, when you can limit team-ups, against AOE, etc.) she will absolutely excel and be worth her weight. When your queues are full of Hulks and Omegas, her value goes up another level- which is the case in the current meta (at least until Chasm gets his announced nerf or Kamar Taj comes to PVP).

#### Pairings:

As mentioned above, Electro is one you likely bring to a fight against certain opponents more than with certain allys. Still, there are people who can amplify what she does. Villains who can provide more coverage are likely her best play. This can be hard though as many top tier villains like Goblin, Yellowjacket, Doom, Apocalypse, High Evo, and Kang also have excellent black outlets. For 5 yellow AP, Electro can start Ultron's strike-spamming early. Ronan can benefit from Francine's board destruction (hopefully destroying his repeaters). Killmonger's black is passive (no clash!) and he provides additional nukes in red/purple. Gargantos is a villain with an excellent blue outlet. Vulture and Venomsaurus both clash on green but are villains who add two excellent abilities to Electro's kit. Finally, Onslaught may be Francine's best partner since he has no active overlap and can wipe all team-ups from the board with a simple match 4. Outside of villains, Francine can also be used as a battery for better yellow characters (e.g., Okoye, Gamora, Elektra, Wong, First Avenger Cap, Magneto, High Evolutionary) against the aforementioned AOE-spammers. I've also seen people team Francine WITH Scarlet Witch-







instead of either/or, opting for double AOE protection, which can work well as they share no actives and cover five colors.

#### What to expect when boosted:

Francine will for sure get use if boosted with others that she plays well with (the above-mentioned villains) or against (AOE spammers). She also will see use if the other boosted characters don't have a good black outlet (hers is just that good). However, in weeks where AOE isn't prevalent, she's the only villain boosted, PVPs are hero-focused, and you're not looking for a good black outlet, she will likely ride the bench in favor of stronger options. Since she's so niche, she will either be your main go-to and wreak havoc or one that you don't call on at all. It really just depends on what her boost week looks like any given week (I will say that as of this writing, I've used her more often than not).

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#### **#20) Onslaught (Psionic Entity)**

 879 
  781 
  684 
  435  
 112 
  104 
  95 
 Health: 73,828

Affiliations: [Villains](#), [Mutants](#), [Godlike](#)

Feeders: Gorr (The God Butcher)

Recommended Build: 3/5/5

Alternate Build: 5/5/3 (If you want attack tile fortification over increased blue damage)

Facing Onslaught reminds me of a boxer with great punching power but not a lot of stamina. If you can withstand his early barrage, he easily loses his legs and will fall. That said, in the players hands he has more than a few tricks that make him a viable addition to a well-rounded roster.

Purple (Astral Projection) is Onslaught's worst power. For 8 AP, he creates three traps and stays invisible as long as at least one is on the board. If a trap is matched by either team, all the traps disappear (thus disarming the invisibility) and he creates a pretty beefy attack tile (around 1300-2500 strength; fortified at 5 covers). While good invisibility powers are sorely missing and much needed in the tier (Yellowjacket being the exception), this power is simply too unreliable to be an answer, as the traps are often disarmed way too easily.

Onslaught's green passive (Know His Name) is conversely Onslaught's best power. This is the power you must have at 5 covers as it triggers on match-4s instead of on much rarer match-5s. When Onslaught makes said matches, he destroys all the team up tiles on the board and deals 1316 damage for each tile destroyed. Since this is THE reason most people play him, many players have sort of handcuffed him to Professor X and/or Shang-Chi. If you see Onslaught in PVP, 9 times out of 10, he's either Shanging out or stuntin' with his daddy (and for good reason... either duo is killer).

Onslaught's blue (Psychic Blast) costs a cheap 7 AP and has you choose a tile. Onslaught then deals ~3500-5500 damage for each enemy special in the chosen tile's row and column. Pro-tip: if

your selected tile contains a special tile, the power will count it twice when calculating damage—once for being in the selected row and again for being in the column). This power also converts all tiles of the enemy's strongest color to their weakest color in said row/column. While this power requires more thought (and AP) than his green, it can be equally devastating with regards to triggering cascades. In the player's hands, firing blue usually leads to his passive green, tearing up the board in the process. However, you have to take time to think with this ability which makes him a slower character the longer a match drags on.

Overall, Onslaught is a character that punches down well. Paired with Xavier, his opening salvo on a match-4 can knock out a low health support character (hi Polaris) turn 1, while simultaneously filling up his team's AP pools. However, since each proc of his green tends to have extremely diminishing returns, his utility drops as matches drag on. Because of this, aside from use on fun teams, he also has use as a bully character, making short work of weaker opponents. While not meta, he's arguably a tier just below due to being a top-tier support.

#### Pairings:

As mentioned above, Onslaught's passive makes him the perfect partner for both Professor X and Shang-Chi. Sapping a tile type from the board often results in multiple cascades and additional match-4s, each of which see Professor doling out big damage. It also makes red/purple matches more likely for Shang. While you *can* beat either team (pretty reliably), a match against them can get out of hand very fast, as you watch multiple cascades obliterate your team. For this reason, Onslaught is not only offensively efficient, but has teeth on defense as well. Onslaught also pairs well with characters that have multiple strong active abilities, as his green and blue make him quite the AP factory. Apocalypse is probably Onslaught's third best partner for this reason (full-rainbow match damage as well!), but there are tons of others. Electro is another villain with natural synergy since she gets damage negation for each villain she teams with and has a huge black nuke that hits harder when team-ups are low on the board. Any of the Phoenix Force pair crazy well. Scott and Jean can flood the board red, creating match-4s. Colossus' amplified match damage loves extra the matches that come from Onslaught's cascades, while Onslaught's blue again benefits from the enemy strikes Colossus drops spamming black. Emma adds a 70% boost to Onslaught's opening salvo and can trigger multiple match-4's with her red. Star-Lord and Magento make for excellent board-shake partners as well. Carnage and Banner Hulk are great partners whose passives will never miss a match-4 and give you even more AP as a result. Either will also give two additional AP outlets, while Onslaught's blue damage will get pumped up thanks to the enemy attack tiles Carnage/Banner provide. I also like Onslaught with true healers (like Doom, Jean, Omega Red, and both Wolverines), trying to let them tank while he attempts to stay invisible. Crystal is an interesting character who can passively attempt to buff Onslaught's attack tile to insane numbers. Sersi can make match-4's much more common so makes an excellent second (or third with Xavier). Finally, Jane Foster is a cascade queen who adds two huge nukes to any Onslaught team and is an excellent second or third. Basically, there is no shortage of quality partners for this mega villain.

#### What to expect when boosted:

Onslaught is a character whose weaknesses really show boosted. His big nuke on the first match-4 can hurt an opponent while creating tons of cascades and AP. But once you absorb that hit, he's pretty much done. This can be painful when you're slogging through two boosted 5\* health

pools. So, he's best used when people he works well against are boosted (tile spam teams where his blue can slaughter) or when people he works well with are boosted. He's one of those rare characters you can pair unboosted with a boosted Shang-Chi or Professor and they will use what he does to create a competitive duo. When Onslaught is boosted and his partners aren't, it's much less effective. So, while good, he doesn't reach a new plateau during his boost week.

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### #19) Kamala Khan (Origin)

 922 
  820 
  718 
  456  
 117 
  108 
  99 
 Health: 58,447





Affiliations: [Heroes](#), [Avengers](#), [Team Cap](#), [Enhanced](#), [Mutants](#)

Feeders: Lockjaw (Royal Bulldog)

Recommended Build: 3/5/5

You know those complex board games where the best way to explain them are “you’ll pick it up as we play?” Well, that’s Kamala Khan’s moveset in a nutshell. It seems convoluted on paper but is easy to grasp in practice. So how does the MCU’s Cosmic Khan fair strength-wise? Extremely well! Overall, she works as a strong standalone character due to her self-synergy, but is at her best when accelerated by others.

It helps to start by explaining Kamala’s last (and most convoluted) ability (Cosmic Course), as the other two are pretty straightforward. The power boasts a really nice passive that gives Kamala +4 AP in one of her strong colors whenever the opponent fires a power. Excellent against the swath of low-costed characters that are becoming more and more the norm (Hi, Riri!). The active is a cheap 6 AP and the following is a manual breaking down how it works:

- 1) Spend 6 blue AP
- 2) Place a 2-turn repeater tile
- 3) Go airborne (1-2 turns)
- 4) Land
- 5) Repeater resolves
  - a. Choose\* 2-3 friendly tiles to fortify and convert to   **AND**
  - b. Make 6-turn “Study Tile” countdown (limit one)
- 6) Repeater resolves again
  - a. Choose\* 2-3 friendly tiles to fortify and convert to   **AND**
  - b. Make 6-turn “Study Tile” countdown **OR**
  - c. If a Study Tile exists, buff 2 friendly special tiles 50%

\*Tiles are chosen randomly for you at 3 covers

Okay... now for the straightforward powers! Kamala’s yellow (I’m a Super Hero) costs 10 AP (pricey) and spams 11, 12, or 16 random protect tiles (depending on the number of covers) of over 350 strength. If she has a Study Tile on the board, she fortifies 4-6 of them. This is a pretty basic power that puts a ton of protects on the board, but is important because these tiles serve as

fuel for both of her other powers.

Kamala's green (Embiggened Blast) sports both a cheap (7 AP) active and a passive component. Her active power does low AOE damage (4689 at 5 covers) and smashes a 3x3 block of tiles (no AP or damage from these tiles). When a Study Tile is present, you can choose the block and Embiggened Blast does a little extra damage (around 1800). The passive part of this power sees Kamala dealing 2577 to a random enemy whenever her team destroys a friendly special tile. This can absolutely add up if you can flood the board with specials (which her yellow does).

Whoever designed Kamala's kit gets a huge thumbs up from me. It is a very good one with tons of self-synergy. I also love that she has more control over her powers the more she "studies". Here's the cliff-notes version of how to play her. Her yellow spams the board with special tiles. Her blue fortifies and converts said tiles to yellow and green (albeit slowly)- making her a battery for her own powers (especially if you can get a few of these repeaters in play). The blue passive accelerates said battery when opponents fire powers. Her green actively destroys tiles and passively she deals damage for each special tile that gets destroyed. So, there it is. Kamala is a self-sustaining character who provides all the things she needs to do big damage (e.g., battery, special tile-spam, even a little tile-buffing), she just does all these things slowly. So, any character that can expedite her kit (i.e. a faster battery, or tile-spammer) really helps her along and turns her from "good character" into a monster fast.

#### Pairings:

As stated above, anyone who collects AP or spams special tiles faster than Kamala really helps her along. Polaris is the best tile spammer in the game and Thor is the best green/yellow battery, so you can start there. Beta Ray Bill makes a great third due to his own blue/green battery that is triggered when protect tiles are destroyed. Heimdall is an interesting partner because he can make powers cheaper once Kamala starts mass-fortifying, which also help her along. Apocalypse is an amazing partner because he can keep churning protect tiles with his superior yellow, boost her multiple hits of damage, and add top-tier red/black powers. Other red/black users that work well (just not as good as Apocalypse) are Deadpool, Magik, Jessica Jones, Hela, Spider-Gwen, and Ultron. The latter four have the ability to spam specials to fuel Kamala. Ultron's ability to replicate specials makes him a great partner, especially if you can use a support or third partner (like Knull) to get some tiles on the board early. Carnage and Old Man Logan also spam specials passively (Carnage more easily than Wolverine). Scarlet Witch makes another great battery option and provides some protection for the squishy Kamala. Ronan provides tons of repeaters for her to destroy (double dipping on the damage). She is so self-sustaining, that even strong characters who don't fuel her, but provide outlets in red/purple (like Killmonger, Hit-Monkey, Wong, Gambit, Emma Frost, and Jean Grey) partner well. Bottom line, her kit is so well-designed, she should not have a loss of great options to pair with!

#### What to expect when boosted:

Kamala is going to be a star anytime she's boosted. As seen above, she has no shortage of great teammates. She even has synergy with the meta stars that she overlaps colors with. Or, she can play solo and just partner with the best boosted option that compliments her colors. Either way, the only drawback to playing Kamala every single match during her boost week is her low health



costing you some health packs. Small price to pay however for her offensive dominance and high fun factor.

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### #18) Professor X (Classic)

719 639 559 362

91 84 77 Health: 38,121

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#)

Feeders: Professor X (Charles Xavier)

Recommended Build: 5/5/3

Alternate Build: 5/3/5 (if building around X-Men synergy)

Professor X can best be described as a “Swiss Army Knife”. Put him on any team and he will provide added value on offense and defense. Whether in PVE or PVP, a killer passive and the ability to give you what you need when you need it (on a seldom-used color no less) make Xavier one of the very best 5\* partners in the game.

Professor’s blue (Signal Boost) is the marquee ability that people busted hordes for. Essentially, when his team gets a match-4 or greater, he does huge (~7800) passive damage and destroys a random tile in that color (netting you the extra AP). I’ve seen nasty cascades melt high-health opposition to KO-status thanks to this ability alone. The fact that the AI sees and hits every match-4 makes it an even deadlier defensive power. Getting 5 AP every match-4 may also seem small; but it can add up.

While that AI-proof, hard-hitting blue passive may be the reason most people run Professor, his purple (To Me, My X-Men) is also an amazing power. For only 8 AP, you get six options to choose from, and I would argue all but yellow are well worth the cost. At 5 covers, the options are as follows:

- : Deal 21,553 damage
- : Deal 7,650 damage and destroy a chosen row
- : Deal 10,776 AOE damage
- : Change the color of 40 tiles
- : Gain a burst of 10,776 health
- : Create 5 strength 862 attack tiles

Professor’s passive black (Xavier Protocols) seems like his “throwaway power” (and I do usually keep it at 3), but it can actually be something to build around. When he’s flanked by two X-Men ([see list here](#)) it can be downright brutal. It seems counter-intuitive to have the 5\* with the second lowest health (I think only Strange is lower) act as your primary tank; but the health he does have will stretch far, as he shrugs off 66% of *all* damage (75% at 5 covers). Not only that, but with two X-Men, the opponent’s red and green powers cost +3 AP (yellow as well at 5

covers). So, imagine trying to do a quick hop with any red /green users (Shang, both Thors, Apocalypse, Okoye, etc.) and having to slug it out with a character that negates 75% damage AND makes your powers more expensive. Might want to just skip instead?

Professor X is a very versatile character that adds speed to a game built on speed. Meaning he will add value to virtually any team and play different depending on who you play with and against (see below). He' can provide rapid-fire offense and can even add some killer defense when paired with other X-Men. He is one of few characters great in both PVE and PVP and is one of few in the tier worth going out of your way to chase!

#### Pairings:








There are tons of X-combos that can make Xavier one of the most annoying characters for hoppers to face. How about OML healing and making strikes for Kitty? Boosted Rogue making you choose which health pool to slog through? Iceman throwing out that yellow countdown and either shrugging off damage or eating it for Professor? Then there is Colossus' passive adding even *more* damage negation. The possibilities are seemingly endless! Heck, even Angel and Cable have use in pick-2 thanks to this guy; while Havok dishes out insane damage in three additional colors. Storm and the other Phoenixes (Jean Grey, Cyclops and Emma Frost) have great synergy due to their propensity to create cascades and match-4s (or greater). Magneto however, is now a cascade god thanks to his rebalance, and because of this, is arguably his greatest foe's greatest ally. While not an X-Man, Apocalypse makes an excellent partner as well. They cover 4 colors, and Charles makes his nemesis stun-immune. Another non-X-Man mutant that pairs insanely well with Chuck is Onslaught. It just takes one match-4 to blow up the board and create multiple cascades to melt the enemy. If you can combine a third person to provide outlets for all the AP you obtain... even better! Either Thor's cascades will help trigger Professor's awesome blue power (and both can benefit from an active purple outlet). Big Wheel's board rotating shenanigans can help Xavier find more match 4's, while Sersi can make them much more common. Finally, there is some synergy with Carnage and Banner, whose extra matches can trigger Signal Boost. And let's be honest... these are just the synergistic pairs. Really any team that could use a quality purple (of which there are a lot) can benefit from the Professor.

#### What to expect when boosted:

Simply put, Professor X is a must-play character when boosted. He will be the character opponents likely target first, as letting him hang around means doom for their team. He's great as a stand-alone 5\* and has only one AP outlet (purple). So, he will pair easily with whoever the other best boosted 5\* is on his boost week, given he is so versatile. His damage negation makes him difficult to dispose of, and he carries one of the best passives and most versatile active powers in the game. Add 100+ levels to that and he will mow through the opposition being likely your best all-around option on offense and defense.

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## #17) Crystal (Crystallia Amaquelin)

 900 
  800 
  700 
  445  
 114 
  106 
  97 
 Health: 61,241

Affiliations: [Heroes](#), [Inhumans](#), [Avengers](#), [A-Force](#)

Feeders: Karnak (The Shatterer)





Recommended Build: 3/5/5

Alternative Build: 5/5/3 (when playing for max-offense)

In MPQ, many “Jack of all trades” characters (which Crystal is) get ranked low due to everything they do being watered-down. They do a bunch of things weakly instead of 1-2 things strongly. Crystal here bucks that trend as most of what she does, she actually does well. She’s a true Swiss Army knife with all of the tools well-sharpened. She’s similar to Wong and Professor X in that way. But what ultimately vaults her above those other “pick a power” characters is not her versatility. Shockingly, it is her defensive value, which I don’t think anyone saw coming when she was first released! This is a true example of someone who plays better than she looks on paper, and her ranking reflects just that.

Crystal’s red (Some Say the World) is pretty basic. For 7 AP she does 7455-9383 damage and drops a strike, attack and protect tile (all strength 226-435). Firing this also (at least temporarily) ups her match damage by 207-312. This is because she also has a passive that states her match damage increases by 69-104 for each type of friendly special on the board. They include strike, attack, protect, countdown, repeater, and invisibility tiles (sorry Gwenpool, leave Chekhov's gun at home).

Getting one of each special tile with red gives Crystal a little versatility, but green (Elemental Affinity) is the power that really makes her a walking toolbox. For 6 AP, Crystal does 6631 damage to the enemy team and gets to pick an element. Each element has a passive effect that triggers when you make a match in a certain color. She starts matches defaulted to the best one (red/fire) but can switch up anytime she casts the active portion of Elemental Affinity. The passives attached to each element are as follows:

- Fire:  matches deal 3847 permanent damage
- Earth:  matches improve a random friendly special tile by 90%
- Air:  matches create 3 random charged tiles
- Water:  matches true heal Crystal 3973 damage

Finally, Crystal’s yellow passive (Inhuman Ambassador) grants your team a burst of 2210-3316 health whenever the opponent makes a match and has more AP in that color than you. Inhuman allies (that’s just Black Bolt in the 5\* tier) get a little extra health. This was the power that no one saw coming. Even at 3 covers, I’ve seen my team’s health (and unfortunately my opponent’s as well) go from near-dead to full with a lengthy cascade. She has the ability to drag out a match, giving her immense defensive value; especially when you want to take out a bigger threat, but have to focus on the Inhuman first. Offensively, this ability also helps slow down health pack use, even though the healing is burst. This is especially true if you play her on low cost or near-rainbow teams where you can keep your AP count lower than the enemy’s. This

passive also gives your team 1 free AP whenever the opponent makes a match-4+ in a color. Not amazing, but I won't turn down free AP.

Overall, it can't be stated enough that Crystal's value is in both her versatility and defense. This makes her a great sidekick/contributor to many metas. She can tank/heal for your glass cannons and save health packs, she can provide special tiles for others to buff (buffing a bit herself), and she can provide passive permanent damage for others to boost. I love that Crystal can pivot cheaply in a match with her green, especially when she experiences a board lacking the color she was hoping to match. Her only real drawback is that her active colors (red/green) are popular ones amongst many of the higher ranked characters you'd want to pair her with. Despite this overlap she still has some quality teammates.

#### Pairings:

Despite the aforementioned overlap, Crystal can pair with Gladiator Thor (battery), Okoye/Apocalypse (damage boost) and Kitty Pryde (tile boost). Building around her own percentage-based boost (instead of the more traditional flat damage), you can pair her with characters who drop single special tiles like Electro, Onslaught, and to a lesser extent Knull; and see how high you can buff the single tile. Her charged tile production makes her a natural pair with Shang-Chi or Storm/Black Bolt (whom she gives a red outlet to). She can also give some life to Adam Warlock, who uses his vitality to deal damage. She can do the same for iHulk's self-harming ways, but they compete for red. Scarlet Witch can passively put whatever color you're chasing on the board to keep your elemental strategy moving. And finally, as I said earlier, near-rainbows will be important for Crystal to keep the healing coming. Strong characters like Kang, High Evolutionary, and Arcade or weaker characters like Green Goblin and (shudder) Wasp can help with this strategy. Finally, Chasm is also one who can keep costs low and drag on matches even longer.

#### What to expect when boosted:

Aside from being good for new players entering the tier, Crystal's big money is in her boost week performances. Like I said, defensively, she will drag out matches; while offensively, she could very well be the best in the game at all the things she does so well. This makes Crystal very easy to build around as your primary attacker instead of supporting someone else. It should be noted that her Air affinity and Earth affinity do not get better with levels (the latter it is a percentage-based buff). But all of the other stuff she does is accelerated. So, she will likely get played either supporting another heavy-hitting boosted toon or being built around herself. Either way, her assortment of skills will afford her playing time.

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#### **#16) Hawkeye (Clint Barton)**

♥592 ♠526 🔴460 🟡297  
 ⬛75 🟠69 🟢63 Health: 48,835

Affiliations: [Heroes](#), [Avengers](#), [Team Cap](#), [S.H.I.E.L.D.](#)

Feeders: Hawkeye (Kate Bishop), Hawkeye (Ronin)

### Recommended Build: 5/5/3

No character has seen the amounts of high highs and low lows as old Clint here has from update to update in my rankings guide. This is because while fun, as a standalone character he is desperately (and I mean *desperately*) in need of a numbers update. The guy is a straight liability on defense. Just look up at those health/match damage numbers! And he is slow on offense. So, he was ranked in the trash tier, then enjoyed a short-lived revival in the meta with Worthy Cap. Then when hammer Cap got nerf-hammered, Clint fell back to the trash pile. But then he climbed a bit to low/mid-tier once Gargantos (seemingly a perfect partner) debuted. But now, a new contender has entered the arena, making use of what Clint does best. Subsequently, Hawkeye is sitting at the highest spot he has ever held in the rankings, despite being a pretty outdated character.

Hawkeye's purple passive (Can't Seem to Miss) is the meat and potatoes of what makes him so good. Whenever a countdown expires, he gets 3 blue and 2 red AP. He also fortifies 3 countdowns passively at the beginning of each turn. This ability fuels his other two, creating a nice self-synergy. It's also the ability that rears its beautiful head whenever Clint finds himself on a meta team (which he is currently).

If purple is the good power, blue (Full Quiver) is the fun one! For only 5 AP, he places a blue 2-turn countdown that has a different effect upon resolution each time he casts it. In the following order his countdowns are.

- Bola Arrow: stun the target 3 turns
- Explosive Arrow: do 17k damage
- Electric Arrow: create 8 charged tiles
- Sonic Arrow: create 3 strikes
- Ant-Man Arrow: steal 11 AP in a color
- Acid Arrow: create 3 attack tiles
- Smoke Bomb Arrow: 2-turn team invisibility
- Shrapnel Arrow: ~8500 AOE damage

Paired with his passive, this means that if the countdowns survive, they have a net cost of 2 AP. After the 8th arrow, Hawkeye's blue becomes Out of Arrows. He engages in some pretty impressive hand-to-hand combat dealing 10k damage for only 5 AP!

Hawkeye's red (Deep Breath) is mostly his throwaway power. It adds some decent chip damage and provides yet another countdown tile source to help self-fuel (or fuel others). For again, only 5 AP, he places a 3-turn fortified countdown that does ~6k damage. If you happen to have 9 more red AP banked when it expires, Clint spends it and deals way more than "chip damage" (20-26k depending on covers). Ultimately, I find it better to spam arrows and get back AP rather than to spend 14 AP on a nuke. But it's nice that you have the option to play it differently depending on the situation.

The self-synergistic strategy with Hawkeye is pretty simple. Spam countdowns that do cool things. Collect AP when they resolve. Spam more countdowns that do more cool things. He's a "snowball character" in that once he gets rolling, he can become great. While his damage per AP

numbers are good even for an older character, the thing that keeps him “just a fun character” and out of the top tier as a standalone character is that he has some pretty glaring weaknesses. One, for a “fast character” his reliance on countdowns actually makes him pretty slow. A problem he shares with many at the bottom of this list is low health and match damage. It’s too easy to kill him in one or two big shots before he actually gets rolling. That said, if you *just* play him as a battery for others and don’t care about defense (PVE! PVE!) there are certain partners/teams that can exploit his purple!

#### Pairings:

Clint really has one partner that has cemented him in the rankings- Kang. The Conqueror brought with him an alternate win condition that triggers when all active opponents are “away”. Kang sports a 9 AP blue ability that does just that, so 27 will win the game. This means that if you flank Kang (3\* or 5\*) with Hawkeye, 3\* Iron Man (I know, right?), and one of the many yellow-generating supports, you can beat almost any challenge node in just three turns! This has improved some of the fastest clear times! On the PVP side, Gargantos is a match made in heaven. Garg spams a 1-turn countdown every turn (more when invisible), and has probably the hardest hitting blue in the tier. With Clint’s passive netting 3-6 AP a turn, these two are scary good. Elektra can add a red stun/big damage tied to an additional countdown or Abigail Brand can add healing whenever a countdown resolves. Both are great thirds for “Hawkeyeball”. Omega Red is another character who spams a countdown that benefits from fortification each turn, and appreciates the red battery. Add a power-boosting third and go to work! In the 4\* tier, Agent Coulson, makes the most of what Barton does best. Coulson has passive abilities that spam and speed up countdowns, and one that allows him to collect AP when they resolve. Wow! The quick napkin math on this means that if you fire a red/blue power for 5 AP and everything resolves, you actually get back 14 AP (6 blue, 4 red, 4 random). When paired with a stunner, this can create a winfinite trio that ensures the enemy never gets to make a move once the engine is going. There are however way faster options for Winfinite teams- but it's a thing.

#### What to expect when boosted:

Many of Clint's trick arrows and his biggest advantage (AP collection) remain the exact same regardless of extra levels. However, Hawkeye’s biggest weaknesses are still pretty glaring even boosted (e.g., he’s still slow and squishy- especially going up against other boosted 5\*s). He is best played with people who can tank for or protect his frailness in some way. Any good red/blue outlets ranked above him will get played over him when boosted, because again, that health is a real liability. However, he will get play even unboosted on Gargantos' boost weeks; so that should make up for likely NOT getting played on his own boost week. He also will get played unboosted with just 5 purple covers in PVE every single day... so there’s that as well.

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#### **#15) Riri Williams (Ironheart 3.0)**

 1068 
  949 
  831 
  528  
 135 
  125 
  115 
 Health: 81,192

Affiliations: [Champions](#), [Avengers](#), [Heroes](#), [Team Iron Man](#), [Technologists](#), [Geniuses](#)

Feeders: Riri Williams (Ironheart)

### Recommend Build: 5/5/3

Riri Williams is one of the more innovative fives to come through the BCS pipeline. Her niche is having the cheapest active powerset in the game, balanced by her “overcharge” mechanic (explained below). She is a balanced, fun, well-designed character on her own, but gets a boost in the rankings due to synergy with a partner who removes all of her drawbacks.

Riri’s blue (Intelligent Design) has a passive that states that when she reaches 10+ overcharge points (OP), they reset to zero and she places a 4-turn countdown tile that disables her abilities. If she makes a match-4, she can remove 1 OP. This passive ability is always on. So, all of her powers cost not only AP but OP as well. So, Riri’s active blue costs 4 AP and 4 OP. When cast, she places three blue 2-turn repeaters that deal around 2500 damage and place a strength 455 protect. 7500 damage every couple turns and some small protects is not a bad use of 4 AP... and this is probably her worst power!

Riri’s red (Repulsor Charge) is arguably her best power. It is also her cheapest. For 3 AP, Riri gets to choose between a “standard blast” or an “overcharge blast”. The former costs 3 OP, deals 12668 target damage, and charges 4 tiles in her strong colors. The latter costs 6 OP, deals 5067 AOE damage, and charges 8 tiles in her strong colors. This is just insane value regardless of the blast you choose, and makes Riri a must play with people who love charged tiles!

Riri rounds out her kit with a 4 AP/OP green ability (Aural Assault) that sends herself airborne and stuns the enemy team for the turn. For every three enemy protect tiles on the board, a random enemy is not stunned by this power. With the right partner (see: “Pairings” below) this ability can allow Riri to stunlock an opponent on turn 1 and go winfinite.

Riri’s team stun and charged tile spam make her a great support character, while her red/blue also place her in the role of cheap secondary attacker. Overall, Riri hits hard for the AP costs. This is balanced by her having to cooldown after firing 2-4 powers. When that happens, you either need to wait 4 turns or try to destroy her countdown in order to regain the ability to fire powers. This makes for a fun little mini game. Riri’s charged tile spam and stun on cheap abilities would be enough to make her a top-20 character solo. But a certain partner who removes Riri’s drawbacks altogether has her higher; as combined, they make quite the meta team capable of shutting down almost anything.

### Pairings:

Mighty Thor’s ability to clear special tiles off the board with enough charged tiles out is exactly what the doctor (yeah, I said it) ordered! For just 3 red AP, Riri can charge the board, making special tiles hard to hide. Without that pesky countdown, Riri can keep stunning the opposing team, all while your team matches charged tiles and racks up copious amounts of AP for Lady Thor’s dangerous nukes. Stun is still the most powerful force in the game, so the ability to do so repeatedly while doling out huge damage has made these two a great meta pair and counter for just about anything relying on special tiles. Meta aside, Riri pairs well with those that rely on charged tiles to do their thing like Black Bolt or Storm. Green Goblin is a rainbow partner who can fortify Riri’s repeaters passively. Okoye loves to boost cheap powers, and they don’t get







cheaper than Riri. Colossus can both protect his team when the enemy matches high-damage charged tiles and benefit from matching them himself with his match damage boost. Adam Warlock can similarly benefit with his boosted match damage, and completes the rainbow. Doctor Doom provides almost a full rainbow with his black nuke and ability to shuffle the board- which can be dangerous and fill AP pools if Riri overcharges the board first. Finally, Daredevil can tank yellow/purple with Riri so he can put strike tiles on the board, while his Sonar Strike benefits from Riri's rapid stuns.

#### What to Expect when boosted:

Riri is a somewhat annoying character to face defensively because she will get her powers off. This means prolonged matches and swings in the AI's favor (if she stuns you) or taking damage that results in health pack use (if she gets her red off). Not to mention, the charged tile match damage you take from boosted 5\* characters. Yeah... she's worth running even if her partner in crime isn't boosted with her. Because neither have to be boosted to go winfinite, but either boosted means they just chew through you faster.

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#### **#14) Vulture (Armor Wars)**

 1003  891  780  496  
 127  118  108 Health: 72,645

Affiliations: [Villains](#), [Sinister Six](#), [Technologists](#)

Feeders: Vulture (Adrian Toomes)

Recommended Build: 5/5/3

Alternative Build: 3/5/5

Up until Polaris blew up the 4\* scene, I had Vulture down as the best 4\* in the game. Now, years later we have a 5\* version that is very much a spiritual successor, capitalizing on the things the OG version did so well (AP generation, hard to catch, great self-synergy). Overall, Vulture's ability to fuel himself and others and to deal damage while suppressing the opponent, has him flying up the rankings!

Vulture's Blue (Absolute Altitude) costs 7 AP, sends him and his target airborne, and creates a 2-turn "Hostile Skies" countdown tile. When this tile leaves the board, the airborne characters land, and Vulture deals 3562-7124 damage to the target for each turn they were Airborne. If you fire this power while the countdown is still out, Vulture deals 2 hits of 2848-6764 damage to the airborne enemy and adds a turn to the tile (which adds to the overall damage dealt when landing). This power is great because 1) it takes a threat off the board 2) allows Vulture the chance to deal damage while being protected from taking damage 3) allows Vulture to generate 7 AP and go invisible upon landing thanks to this next ability...

At 5 covers, Vulture's Purple (Stealth Hunter) costs just 6 AP and sees Vulture steal 3 AP from the enemy (prioritizing blue/green) and go airborne for 2 turns. Vulture also has a killer passive that sees him go invisible for a turn and generate 3 yellow, 2 red, and 2 black AP whenever he

returns from airborne status. There is a lot going on with this power. The active fuels Adrian's other two abilities, while the passive can be used as a great battery for an ally, making Toomes the ultimate team player.

Adrian's Green (Full Throttle Blast) costs 7 AP and drains 4-7 AP in Vulture's weak colors from the enemy team. Vulture then deals 3561-5342 AOE damage that is boosted 20-25% for *each* AP drained. If Vulture is airborne, this power changes to a different 7 AP ability (Plummet) that grounds Vulture (and any target sent airborne by Vulture's blue). He then deals 9784-16016 damage to the front character. Both versions of Vulture's green also do a little boardshake, destroying 4-5 tiles (that do not generate AP, unlike the 4\*). I like the versatility of this power in theory, but in practice, you'd almost always want to fire this when Vulture is grounded. At 5 covers with 7 AP drained, he's doing just under 15k damage to the whole team with Full Throttle Blast. The only time I would fire Plummet would be when there is only one opponent left and they are not holding any yellow/red/black to drain. Pretty niche case that will likely never occur. I still believe this was meant to drain your own AP (otherwise why not say "destroy"? ) and put you to a choice around which power to cast... but I won't complain about a buff.

As I said before, Vulture has a lot in common with his 4\* counterpart, but there is enough in Armor War's kit to make him unique. Both versions are AP factories; but where the OG nets 10 AP each *turn* he's in the air (crazy), this version nets less (7 AP when landing). However, this version can go airborne on two colors versus one. Both are hard to hit; but where the 4\* tends to stay in flight easier since he generates the AP needed to recast while in the air, the 5\* does not. However, this version gets a turn of invisibility upon landing to try to grab the AP needed to take flight again. Both have great self-synergy, the 4\* probably moreso, but the 5\* is a better team player and enemy suppressor with his enemy AP drain. The ideal way to play Vulture is to chase his strong colors and hope the enemy chases his weak ones with more of them on the board. Vulture then takes flight with purple/blue, smacks the enemy around, lands (fueling his teammates), then casts green- hopefully doing big damage and draining the red/black/yellow AP the opponent collected. Then Vulture flies up, and does it all over again!

#### Pairings:

There are two types of characters that I like with Vulture. First are those who can send him airborne (Heimdall, Captain Marvel) as they are another source of free AP, triggering the purple passive. I also like people who can tank/heal while Vulture flies the friendly skies. Characters like Doctor Doom, Okoye, Silver Surfer, Omega Red, and the aforementioned Heimdall can not only heal, but they all benefit from at least 2 of their active powers being fed by Vulture's purple passive. Other non-healers who benefit from Vulture feeding two excellent abilities are Deadpool, Mighty Thor, Jessica Jones, Ghost Rider, First Avenger Cap, Elektra, Wong, Spider-Gwen, and Magik (who will tank everything for extra damage while Vulture flies around). As good as these combos are, Gamora or Apocalypse actually up the ante, as either combine to make a crazy good full rainbow team! And as good as those combos are, Vulture's hard to tackle status makes him an excellent second or third partner for iHulk/Chasm.

#### What to expect when boosted

Because the bird pairs so well with most of the very best in the game, he will for sure be the dominant option boosted. The likelihood of his hard counter being boosted with him is extremely

low. This means that if someone tries to run Angel as a counter, you can easily pick Warren apart with your 100+ level boost advantage (especially with Angel's recent health debuff) before taking flight. This makes boosted Toomes almost unstoppable!

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### #13) Beta Ray Bill (Korbinite Warrior)

 837  744  651  414  
 106  98  90 Health: 66,964

Affiliations: [Heroes](#), [Cosmic](#), [Godlike](#), [Enhanced](#), [Non-humans](#), [Battleworld](#)  
Feeders: Throg (Puddlegulp)

Recommended Build: 5/3/5

Beta Ray Bill is quite simply a well-rounded character that provides a bit of everything (offense, defense, support). He is one of the best solo characters in the game today and just so happens to have mechanics that allow him to play well with some of the very best characters in the game. It is for these reasons that he finds himself near the top of the rankings. He was once a staple in the PVP meta and later a go-to for young rosters to tackle PVE challenge nodes. Unfortunately, his role in both has been usurped. Chasm's release being a pretty hard counter has not helped matters, and the overall result is a small backslide in the rankings. Despite this, he is still one of the very best and is well worth chasing.

Bill's green (Skuttlebutt!) is pretty straightforward. For 12 AP he dishes out 4 random hits of ~8300 damage. This power is more dangerous to face on defense (especially when you are trying to get specific people to tank) than it is to use on offense (where you may be trying to target a specific character). Its utility goes up as opponents fall and you can more selectively focus-fire.

Bill's yellow passive (Defender of Two Peoples) has two components. First, he places 4 small yellow protects on the board at the beginning of the game. Second, when a friendly protect is destroyed (by either team) he generates 1 blue and 1 green AP. This doesn't seem like much, but when paired with this next ability... he can get out of hand in a hurry!

Bill's blue (Clash of the Worthy) is easily his best ability. He does a heavy 12k damage for the low cost of 6 AP. This is cheap even before accounting for the fact that any destroyed friendly protects help fuel this ability. If that was all this ability did, it would be worth it. However, he also drops a 4-turn fortified countdown tile whenever he fires his blue. While one of these countdowns is on the board, he creates a strong protect tile each time he or an ally takes damage. What this means is that a lengthy cascade can result in the board becoming flooded and two of your AP pools glowing shortly thereafter.

The way to play Bill is to chase blue so you can flood the board with protects that will help you shrug off damage on defense while fueling you on offense. Playing against him is a "pick your poison" situation where you are tasked with letting the protects sit there negating your damage, or matching them away and fueling your opponent on your turn. The big green nuke gets

passively fueled as the board fills with protects, severely crippling your opponent when you cast it.

### Pairings:

As mentioned earlier, Bill pairs with some of the best in the game. His multi-tap green and cheap blue can be boosted by Okoye (who has no active overlap). He can tank all but red for Gladiator Thor, resulting in dual Asgardian batteries smiting their enemies. As mentioned earlier, Carnage also plays well with Bill due to the attack tiles you get in exchange for the protects you match away. Ultron provides red/black AP outlets and can replenish the protect tiles that Bill matches away to gather AP. Elektra, Magik, Omega Red, Spider-Gwen, Emma Frost, Hit-Monkey, Gambit, and Wong are other self-sustaining characters that provide 2-3 additional colors. Wong in particular has a chance to place even more protects on the board at the start of battle to fuel Bill's passive. Omega Red can make protect tiles whenever you make a match-4. Billpocalypse cover five colors and sees Bill spamming the board with protects, which Apocalypse destroys for monster damage while simultaneously fueling both of Bill's active powers. BRBitty (Bill and Kitty Pryde), a former meta team sees the latter starting the buff train on turn one, giving Bill ample time to collect blue and create a situation where the entire board is filled with protects and he is firing green/blue seemingly every other turn. Finally, 4\* Polaris is easily Bill's best offensive partner despite her dying in one turn on defense. Her ability to spam specials amplifies the Bill battery to insanely high levels. Bill + Polaris + a green (or blue) board-smasher like Kamala Khan can result in a winfinite situation. These Bill/Polaris teams used to be the premier go-to for young rosters to tackle challenge nodes. Now that Shang-Chi can solo those nodes or Kang can send everyone away, it has made those teams pretty obsolete.

### What to expect when boosted:

Bill is a character whose kit is self-synergizing. He also plays really well with others. He's both great offensively and a huge pain to face on defense. He'll dish out big damage, and save you health packs. What this all boils down to is Bill being a character who is must-use when boosted. You can build around a particular synergy with an unboosted 4 or 5 (i.e., protect tile spam with Polaris), or just pair him with the other best boosted 5\*, and either way you will get great results because Bill is truly that great.

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### **#12) Kitty Pryde (Uncanny X-Men)**

 713  634  555  353

 91  84  77 Health: 55,171

Affiliations: [Heroes](#), [X-Men](#), [mutants](#), [Team Cap](#), [Excalibur](#)

Feeders: Doop (Green One), Kate Pryde (Marauders)

Recommended Build: 5/5/3

When you talk about characters who have warped the meta throughout the history of MPQ, Kitty Pryde has to be on that Mount Rushmore. Before Kitty, the meta mostly revolved around speed, speed, and more speed. This makes sense given how much speed equates to success in MPQ.

When paired with the right people, Kitty offers lighting speed, but with others, she also added a defensive element that 5\* teams before her lacked. So, while she ushered in a new metagame, the meta has since passed her by. Still, the tricks that brought her to the dance make her both a viable partner for many others as well as a must-play when boosted. But like Beta Ray Bill (just discussed), Pryde's fall from both PVE and PVP grace has resulted in a similar fall in the rankings.

Kitty's passive yellow (Phase and Conquer) is the power that puts her on the map. As long as you have at least 4 special tiles on the board, she buffs up to 5 of them by 633 passively each turn. This threshold goes down by one for each member of the X-Men you put on your team ([see list here](#)). What this means is if your opponent cannot clear those special tiles, she will get out of hand fast. The active component of Phase and Conquer allows you to get the ball rolling, or keep the number of tiles on the board up, as she drops 3 protects for 8 AP.

When the opponent has special tiles on the board, Kitty's purple (Circuit Breaker) passively creates a repeater that hops around the board each turn, eating opponent special tiles. Once the board is cleaned up, the tile explodes for big damage (over 13k). This makes her particularly effective in PVPs where characters passively put down a special each turn (3\* Heroes for Hire, 3\* Scarlet Witch, Medusa, etc.). On the other hand, the power is worthless against characters who do not rely on special tiles (rarer and rarer these days).

Finally, Kitty's red (Practiced Offense) puts down a lengthy countdown for 6 AP. While this tile is on the board, if your team takes damage from a power, she puts 3 attack tiles on the board (to be buffed by her yellow). This power can range from mildly annoying to a game-changer. Especially when you get hit with an AOE (Hi, Hulk! Welcome Omega Red!). A cascade from an opponent 4\* Juggernaut while this tile is out can be particularly hilarious.

Without assistance from others, Kitty would be painfully slow, as she has no direct damage-dealing abilities herself. She'd need to get the AP to fire Circuit Breaker, hope the countdown lasts, wait for the opponent to hit her team with a power that does damage, and hope her attack tiles last long enough to stay above the buff threshold. Thus, she needs people who can spam the board with specials for her to buff right away. At that point the strategy is all about protecting your special tiles and adding more. The bottom line is that alone she is awful, but since MPQ is all about teams, with the right partners she becomes one of the best characters in the game.

#### Pairings:

Kitty pairs well almost exclusively with those who spam special tiles for her to buff. No one puts as many out as quickly as 4\* Rocket & Groot (7 tiles on turn 0). Thus, the "Gritty" meta that once permeated the 5\* tier. Later additions to the 5\* tier Carnage, Knurl, and Beta Ray Bill have added playmates for Pryde, given their predilection for special tiles. In fact, Bill (mentioned later) has seemingly supplanted Grocket as Katherine's partner of choice, where slowing down the opponent to a crawl creates a "skip or suffer" scenario. No matter which character you run to supply tiles, it should be noted that Polaris has supplanted herself as a must-play third for Kitty, due to the 4\*'s ability to turn the entire board into friendly special tiles in no time at all. Going off-meta, Kitty can boost the utility of older characters like half-health Daredevil, Old Man Logan, Hela, and Jessica Jones by buffing their specials. There is a slew of newly rebalanced








characters (Banner, Kingpin and Jean Grey) who are now all superstars in their own right, but are next-level with Kitty. She can dispose of the enemy tiles that all three create and buff the friendly ones. Ultron can make sure tiles stay on the board and provides a second buff source, but you may need a third, like the above-mentioned Polaris or Electro (versus an AOE team) to get tiles on the board. Despite complete overlap, Wong has a 2 in 3 chance of beginning the game by putting tons of strikes or protects on the board. Given the overlap and RNGesus of it all, he's probably best as a third.

#### What to expect when boosted:

If you have a special tile creator boosted along with Kitty, then that pair is no-brainer during her boost week. However, she's good enough that you can (and often might have to) bring unboosted partners to the dance to put tiles out for her to buff. But Kitty and an old 4\* (Grocket) could very well be better than any other two boosted characters on her boost week. Reason being, if the raccoon dies turn one, he already made his contribution on turn 0 and Kitty is off to the races, solo-smashing the opposition. She really is that good.

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#### **#11) Scarlet Witch (WandaVision)**

 945  840  735  467  
 120  111  102 Health: 59,890

Affiliations: [Heroes](#), [Avengers](#), [Team Cap](#), [Supernatural](#), [Enhanced](#)  
Feeders: Hulkling (Dorrek VIII)

Recommended Build: 5/3/5

Unlike other mega-powered beings whose MPQ versions were a letdown power-wise (Surfer, Carol, Odin, God Doom, Phoenixes, etc.), Wanda's release fittingly altered reality and immediately impacted the meta in a major way. While she has fallen out of the current meta scene, her utility as a quality partner to literally every character in the game on both offense and defense has netted her a top spot in the rankings.

Wanda's purple is a 3 AP active ability (Welcome To My Reality) that allows you to choose a color. Once cast, the ability becomes a passive (Chaos Magic) for the remainder of the match. Chaos Magic converts 2 random team-up tiles to your chosen color, if there are less than ten of that color on the board at the beginning of your turn. Friendly powers also deal 3-5% more damage for each AP you have in your chosen color. So, this ability can be used two ways. First, as a small battery to fuel an active ability. Second, you can store AP with no outlet to boost your abilities. Since the boost is percentage-based, she functions best boosting bigger hits (unlike Apocalypse and Okoye who are at their best boosting small multi-taps).

Scarlet Witch's blue (Debilitating Hex) is a 9 AP ability that creates a countdown targeting an enemy of your choosing. While on the board, that character's powers are lowered 4 levels, and powers targeting the chosen character deal 45-55% more damage. The tile is 3-5 turns, but can be increased each time you match one of Switch's strong colors. This is probably Wanda's worst



ability, just because it's expensive and tied to a fragile countdown tile. But if you can cast and keep it on the board, it can take a target out on offense and defense.

Finally, Wanda's passive green ability (Mystical Feedback) has a similar offensive/defensive component to it. Each turn she creates a 1-turn repeater (if one doesn't exist) that stores a "charge" for each instance herself or an ally receives damage. Cascades, attack tiles, active powers (especially AOE), passive damage, etc. all add to this invisible "count". Wanda's team takes up to 40% less damage for each "charge" stored (max 80% reduction). When the repeater resolves, it deals about 2K damage for each "charge" stored (one big hit, rather than separate slugs of damage).

Mystical feedback is essentially a hard counter to any metas relying on AOE (Hulkoye, Hulkchasm, Omega Red), multi-tap (Apocalypse, BRB, Omega Red again), or cascades (Profslaught), making her a defensive nightmare. She protects and fuels her team while she actively punishes opponents for relying on those strategies. Stunning Wanda, dealing damage that "cannot be reduced", or removing her repeater before dealing copious amounts of damage were the only reliable ways to take her out without dragging the match on and crippling yourself in the process. However, Mighty Thor was released and is a hard counter to both Wanda and every other character that relies on special tiles to do stuff. Despite the hard counter, Wanda's ability to help her team on both sides of the ball has earned her a top spot on any contender's roster.

#### Pairings:

As mentioned earlier, Wanda's best partner in crime has been Colossus, due to the "defensive meta" the two of them ushered in. She also works well as a third to pretty much any meta team. Since so much of what she does is passive and helpful on both sides of the board (offense and defense), she is the definition of "plug and play". Her passive damage can be amplified by a power-booster (Apocalypse/Okoye) and she also works well with characters that are annoying on defense (Beta Ray, Odin, Colossus, Sinister, Omega Red). On non-meta teams, she is also helpful to old school characters with low health and high-power costs, as she can help fuel that AP and protect the low health. She's not the best battery, nor is she the best power booster, but she does do both well enough to bring added value any team.




#### What to expect when boosted:

Expect to play her... a lot. And expect to see her... a lot. 5\* character boosts were essentially the "counter" to Scarlet Witch in PVP, since quality stuns and targeted tile removal are so rare in the tier (again this was before Jane Foster). While she can still drag out a match and put a hurting on you unboosted, she is much easier to overpower when running characters 100+ levels greater than her. But what happens when she is ALSO boosted? That 100+ level advantage goes bye bye. While the only power that actually benefits from boosts is her passive green damage (everything else is percentage-based), her health increase alone is enough to up the annoyance factor and make opponents think about hitting that skip button in favor of hitting any non-Switch team (if you can find them that week).

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**#10) Thor (Gladiator)**

 705 
  626 
  548 
  354  
 89 
  82 
  75 
 Health: 53,629

Affiliations: [Heroes](#), [Avengers](#), [Asgardian](#), [Cosmic](#), [Godlike](#), [Non-humans](#), [Deity](#)

Feeders: Valkyrie (Asgardian Warrior)

Recommended Build: 5/5/3

Say what you will about the original 5\* Thor, but he remains the best AP collector in the game. Though he's no longer the "undisputed" best, I still have him ranked as the number one battery in MPQ, and thus, he remains a top-10 character despite his age. Not only does Thor serve in a best-in-class support role, but he also brings a couple heavy nukes to the fight as well. This means that while alive he is always a threat, even if you deal with the teammates he supports.

Odinson's green (God of Thunder) is arguably the best power in the game. When he dips below 50% health, Thor passively smashes up the board every turn, destroying 5 tiles in his colors. Getting to keep the AP for the destroyed tiles (plus any from resulting cascades) will quickly tip the scales in your favor as he rapidly fuels himself and others. Thor's active green is somewhat expensive at 12 AP but entirely worth it for the amount of damage you do (~13k AOE). Not that the cost matters too much, as his passive will definitely speed it along.

Thor's red (Asgardian Tactics) is a 9 AP single-target nuke that does good damage (~12.5k). It ignores enemy protects and tacks on additional damage for up to 10 friendly specials on the board (686 per tile). It's a pretty straightforward hard-hitting power, that has seen a rise in utility as special tile spamming characters have also risen in popularity.

Thor's yellow is often deemed his throwaway power due to its slowness. While the other two are straightforward, this one is a bit more complicated. For 9 yellow, Smoldering Fire places a repeater (you hope doesn't get matched away) that spawns one protect (albeit a big one) every turn. While this repeater is on the board, this power becomes Raging Fire- a 12 AP nuke (yes that's 21 total for those counting) that removes the repeater, and does big damage (over ~20 to 26k). When the repeater is gone, those beefy protects flip into strikes and the power reverts to Smoldering Fire again. This power is not bad at all- especially when looking at the self-fueling aspect. However, the major force-multipliers in the game that you would pair Thor with (Okoye/Apocalypse) use yellow to do said multiplying, so this power often sits unused.

Thor's main use is as the best battery ever and primary (with Okoye) or secondary (with Apocalypse or Shang-Chi) attacker. Because he starts doing his tricks at half health, most will purposely bring him in crippled, making him the tanky Thunder god he was meant to be on defense, but actually one of the squishiest characters ever on offense. Because of this, tanking becomes integral to your team composition more than any other character (save iHulk and maybe 4\* Juggs?). You actually want Thor at lower levels, where he can hide and not risk getting taken out by a small nuke or cascade. Like other top 10 characters on this list, Thor has seen newfound use in CL10 where his AP collection is crucial to your team outpacing higher level opponents who could wreck you or make matches even more of a slog than if you didn't have the thunder

god on your side.

#### Pairings:

For the longest time, Thor and Okoye were handcuffed to one another ruling the meta, and it's easy to see why. Thor fuels his own red/green nukes and Okoye's yellow. Okoye's yellow heals her and spams team-up AP which force-multiplies the big nukes. Since this is a guide meant to help, I'll put it here: try to keep him 13 levels under Okoye to have her consistently tank red. This pairing can easily dispatch of 5\* essentials in clearance level 9-10 and hit teams 50 levels higher in PvP. Thorpocalypse is an equally fast team that is a bit scarier on defense due to Apocalypse being a much bigger threat on his own and harder to play around than Okoye. As people put more levels on Apocalypse, he is becoming many people's go-to over Okoye for certain PVE nodes. Those who aren't using Okoye or Apocalypse for their pick-2 PVE poison (like me) are likely rocking Shang-Chi as their go-to character. And while Shang has no shortage of quality partners, for my money, Odinson is still the best; edging out the newer shinier Thor (I actually run both alongside Shang in pick 3 despite overlap). Other great pairs are Daredevil (due to both punishing you when they hit half health) and Professor X (Thor cascading and sapping the board of three colors means more match-4s for Xavier). Thor is also a great battery for Iceman, Kamala Khan, Beta Ray Bill, Havok, Gamora, Elektra, Jeffery, Crystal, Big Wheel, Riri Williams, Omega Red, Venomsaurus Rex, Wong, Star-Lord, She-Hulk... I could go all day (Oh yeah... First Avenger Cap as well...). Basically, anyone with at least two strong active abilities in red, green and/or yellow are going to want this man on their team speeding up what they do!

#### What to expect when boosted:

Like his fellow top ten compatriot iHulk, Thor gets much trickier to use boosted and in many ways is worse. Since you effectively only have half a health pool to work with, you really want people tanking over him; and when boosted, that gets much harder to pull off. Luckily, each new release has higher and higher match damage, meaning a higher likelihood there will be someone who will take the hits for Thor any given boost week. Also, since we've seen a slew of rebalances, Thor's once high match damage is now very much on the left of the bell curve. So much of what Thor does is about supporting others, and thus, he plays better offensively unboosted, but is a liability on defense. But god-boosts remove many of his defensive drawbacks and you see him played much more. So, it is not that he's bad boosted, just a little harder to manage.

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#### **#9) Omega Red (Horseman of Pestilence)**

 1003 
  891 
  780 
  496  
 127 
  118 
  108 
 Health: 85,465

Affiliations: [Villains](#), [Mutants](#), [Enhanced](#), [Mercenaries](#)

Feeders: Sabretooth (Victor Creed)

Recommended Build: 4/5/4

### Alternative Build: 5/5/3 (when playing for max-offense)

It's very rare when a fan favorite comes out of the gates dominant. For every Scarlet Witch and OG Gambit, it feels like we've had way more Dooms, Danvers, Lokis, Venoms, Magnetos, etc. However, Omega "The Forum's Champion" Red was released not only to universal praise, but with a dominant kit worth the long wait.

Omega's Red (Tentacle Whip) costs 7 AP and sees him deal 4 small lashes (4+ covers) of damage that deal 3750 or 4192 damage each (depending on if you go with 4 or 5 covers). He also heals 18-20% of the damage dealt (so about 3.2k at max covers- not a lot). However, sucking the life force out of his enemies pays dividends, since for the next 4 turns, Omega Red deals 70-90% more damage. It's not tied to a countdown or anything. He just... gets it. And it synergizes beautifully with this next ability...

Omega's powerful black passive (Pestilence Spores) sees him dropping a free 4-turn countdown tile whenever one doesn't exist. When it ticks, this tile deals 2759 damage to the enemy team for each turn it existed. Enemy damage is also reduced 5% each time it ticks (max 50% reduction). Then, if it expires, all the damage dealt is permanent! Here is the Omega-level math if the countdown expires. Turn 1= 2759, 2 = 5518, 3 = 8277, 4 = 11,036. So, 27,590 total free damage! If you happen to whip it (whip it good!) beforehand, the damage is increased 90% to 52,421 permanent damage. That is just insane! If you drop red to 4 covers and crack the whip, you still deal a nice chunk of damage here (~47k over 4 turns). Oh... it also cannot be disabled by stuns.

Yellow (Peytral) is just spammable enough at 5 AP to make him an even more annoying defensive character. When cast, the Horseman drops two protect tiles (strength 781-847). Then, if below 35-40% health, he heals the lower of two amounts (either a percentage of his max health or health per protect on the board). At 3 covers, he'll heal anywhere between 10 and 15.3k. At 4 covers, he heals anywhere between 11.7k and 17k. This is not bad at all for just 5 AP. To top it off, Red gets a free protect tile whenever he makes a match 5 (at 4+ covers this procs on a match 4).

Omega Red is in my opinion as close to a perfect release as any. He is fun, has a killer passive, has self-synergy, is not overly complex, and is crazy good without being broken- especially because hard counters to him already exist in the game. The likes of Jane Thor, Electro, Scarlet Witch and Kitty Pryde will give Red some fits. Still, I believe he is one that is a quality partner shy of breaking into the meta. And if other horsemen get released... who knows? He may find his perfect pair. I vacillate between 5/5/3 and 4/5/4 as Omega's best build. Option 1 is all offense. Option 2 makes him harder to take down and could save more health packs in the long run. If you are running with someone who benefits from protects (Bill, Apocalypse, FA Cap, etc.) there's a good argument for 4/5/4 offensively as well. But no matter how you run him, Omega is pure added value.

### Pairings:

Let's just name early that Omega's best power-boosting partners (Okoye, Apocalypse) completely overlap him. The latter really hurts since he is Apocalypse's Horseman! Apoc still synergizes despite the overlap. It'd just be so much better if they weren't competing. If you

bring Kang along with Okoye she can still be a great booster since she won't lose AP when Omega Red tanks. Kang is actually a great standalone partner even without Okoye. They are near-rainbow (just missing green) and Kang's purple can extend the amount of turns Omega's black is on the board, dealing exponentially more damage. Thor (Odinson) can be an excellent battery, making sure Omega has enough red to stay whippin' and yellow to keep kickin'. Scarlet Witch is a slower battery but also acts as a lesser power-booster and defensive deterrent as well. Hawkeye and Green Goblin both have the ability to fortify Omega's countdown tile passively. If either one ever gets a modern-buff (both sorely need it) it could be a game-changer for Pestilence. Daredevil is another that once buffed will be insanely good with Omega red. If he can stun before Omega whips, it will melt the enemy to nothing. Plus, all the yellow Matt collects tanking to heal will result in Omega healing as well, for a tough to take down team. Currently it's just okay without Murdock getting the benefit of modern health and match damage. The aforementioned Bill however is great because they are another near-rainbow and have a protect-tile synergy. Kingpin is another natural pair who will start the match with at least two beefy strikes to up Omega's chip damage. Meanwhile, the Horseman will spam plenty of protect tiles for Fisk to offer up to opponents. Yellowjacket makes a great "annoying pest" team. Both heal, Jacket can hide, and they sport 5 cheap powers between them. Moon Knight is a similar (albeit way more expensive) 5-color healing partner. Arcade is yet another villain who can provide three additional damage outlets and act as a battery when his traps are matched. Banner provides actives in black/green and when he transforms, extra matches mean the possibility of more passive protect tiles. Finally, the following are two theme teams I love. If you want yet another near-rainbow team, you can pair the Horsemen Death (Archangel) with the Horseman Pestilence! Or, go with Colossus/Yelena/Omega Red... team Russia! Each cover 2 colors actively for a complete rainbow team!

#### What to expect when boosted:

Omega Red is already playable unboosted due to his passive black ability. Boosted he will be one of those must-play characters who clogs up your queues for the week. He is great on both offense and defense, so expect him to be the dominant choice, whenever his number is called.

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#### **#8) Colossus (Phoenix Five)**

 945 
  840 
  735 
  467  
 120 
  111 
  102 
 Health: 81,955

Affiliations: [Heroes](#), [X-Men](#), [Mutants](#), [Phoenix Force](#)

Feeders: Negasonic (Modern), Puck (Eugene Judd)

Recommended Build: 5/5/3

Colossus just might be the best example in the game as to why "champ em all" is more than just a bumper sticker on my car (it's really not, I swear). Colossus is a very straightforward, somewhat boring, "meat and potatoes" type of character (no miniscule walls of text in these power descriptions!). While he was initially overlooked because of this, Colossus found his soulmate with the very next 5\* release and the two of them ushered in the "damage reduction

meta". While the meta shifted and left Colossus behind, he still sports a top-tier, always-on, defensive passive that impacts his entire team, and he is an offensive monster as well when boosted. It is for these reasons that Colossus still finds himself in the top tier of MPQ characters.

Colossus' yellow passive (Preservation) is really his bread and butter and the reason for his high ranking. At the time of his release, no one was worried about match damage, because people had mostly moved on from Kitty Pryde's boosted strikes to a passive mega-boosted AOE meta. However, once Scarlet Witch shut that down (discussed earlier), Colossus negating match damage became much more appealing. Colossus passively allowing your team to ignore 83% of enemy match damage just for existing has also proven huge against Kalecius, in CL10 challenge nodes, nullifies Shang-Chi teams, and has provided much needed defense against god-boosted 5\*s (whose match damage alone often hits harder than many unboosted character's active abilities). Colossus' yellow also has an offensive component, boosting his own match damage 126%. Currently he has the highest match damage boost in the tier (outside of hulk committing Seppuku repeatedly or Shang-Chi collecting combo points), which obliterates opponents when boosted.

Colossus' black (Purification) is another simple power. For only 6 AP, it does about 11.5k damage plus another 7.7k if Colossus is in front when he fires the power. He then drops a couple strength 200 enemy strikes. But as noted in Kingpin, Carnage, Phoenix, and Banner's writeups (if you've actually read this whole thing...) there is value sometimes in adding enemy specials to the board, as some friendly characters can use them to fuel their abilities. The beauty is that his yellow passive makes the negative impact of these strikes on your team negligible.

Blue (Neutralization) feels like Colossus' weakest power, mostly due to the cost. For 9 AP, Colossus deals about 2500 damage (3 covers) and removes a chosen enemy special tile (he can remove two tiles at 4 covers). The damage on this power is laughably bad, but the ability to remove any enemy special tile can really save you against certain opponents who place that one pesky tile whose removal can make all the difference (e.g., Scarlet Witch, Beta Ray Bill, Omega Red). In those situations, you'll happily fork over the AP speed up your match.

Overall, Colossus here is a must-champ character. He has value both boosted and unboosted, in PVP and PVE, on offense and on defense, and his kit is that of tank, support, and damage-dealer. While initially overlooked because he wasn't fun or flashy, his numbers don't lie. Colossus does what he does well, and because of that is a top character in MPQ.

#### Pairings:

Colossus' best partner is Scarlet Witch (ranked a bit lower), as together they ushered in a new defensive meta built around limiting incoming damage, thus extending matches and making them a pain to face on defense. He also has synergy with his Phoenix Force brothers and sisters. Cyclops/Colossus, cover 5 colors (missing purple) and Cyclops can boost Colossus' already high match damage, give him some board-shake, and remove the enemy strikes Colossus puts down. Jean Grey similarly has no active overlap, is self-fueling, and can add some beefy strikes to the already high match damage. Emma Frost, can create all kinds of cascades with her red, and boosts Colossus' black damage by 85% just by being on the team. Gambit is a great partner for Colossus because he brings big offense, lacks defense, and doesn't play well with purple/red








users (not a problem for Piotr), and drops charged tiles passively to help pump up match damage. Other charged tiles spammers both on the X-Men (Storm, Havok, Cable) and off (Mighty Thor, Riri Williams) benefit from Colossus' presence. Only Storm has a black active, and she usually has more AP than she can spend in that color. Professor X makes a great third or pick-2 partner on X-centric Colossus teams. He gives a top-tier purple outlet and is extremely hard to take down when flanked by two X-Men. Colossus works well with those who can provide coverage on multiple colors (e.g., Heimdall, Magneto, Elektra, Wong, Jeffery, She-Hulk, Venomous Rex). And as I mentioned in before, you have to show love to team Russia (Yelena/Omega/Colossus). Perhaps his best fun partners are those who create critical tiles to amplify his already beefy match damage (e.g., Shang-Chi, Killmonger, Parker Spider-Man, and of course America Chavez a tier below who does it passively).

#### What to expect when boosted:

Colossus will be a sure-fire play during his boost week. As seen above, since most of what he does well is cheap or passive, he has no shortage of quality partners. His match damage alone will act as mini-nukes in his strong colors (unless fighting against the sea of everyone else who will also be running Colossus), and his black will obliterate enemies for a low cost. But all of this pales in comparison to how much of a defensive scarecrow Piotr is at 550+. If given the choice to fight boosted Colossus or anyone else for the same number of points, you will assuredly skip the former!

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#### **#7) Apocalypse (Classic)**

 879 
  781 
  684 
  372  
 112 
  104 
  95 
 Health: 84,960

Affiliations: [Villains](#), [Mutants](#), [Godlike](#), [Battleworld](#)

Feeders: Beast (Age of Apocalypse)

Recommended Build: 3/5/5

Apocalypse- the breaker of hoards- was deemed a must-have character for any competitive player's war chest, as he is perhaps the most well-rounded character in the game. His ability to boost himself and others cheaply, coupled with the ability to dole out absurd damage (also cheaply) lands him just outside the top 5.

Apocalypse boasts three great active abilities that all clock in at a mere 7 AP; the first of which is Forged in Fire (black). This power states that when no friendly protect tiles exist, Apocalypse creates 3 or 4 strength 220 protects and burst heals the lowest health team member for 3839-4666. Not impressed? Yeah, me either. But wait... there's more! If friendly protect tiles exist, Apocalypse instead destroys up to four of them and deals 4 random hits of 9522-11572 for each tile destroyed!

Continuing the multi-hit madness, Apocalypse's red (Survival of the Fittest) deals 3 or 4 hits of 3956-4102 damage to the lowest-health enemy, ignoring protect tiles. So, while black makes him



a good pair with the “protect tile meta”, his red makes him a great counter to it!

Finally, Shared Strength (yellow) sees Apocalypse placing 3 or 4 2-turn repeater tiles that spam the board with two strength 146 protect tiles each time they resolve. When one of these repeaters is on the board, damage done by friendly powers is increased by 5856-8784 damage. He also has a passive that states when paired with a Mutant ([see list here](#)), he can't be stunned. There is a lot packed into this power, and really, it's the power that not only lends a hand to teammates, but fuels his own kit. Much like Okoye's black, Apocalypse's yellow pairs well with multi-hit teammates. But unlike Okoye, his best partner is himself due to the aforementioned dual multi-hit powers.

Ideally, there is an order of operations that allows you to get the most out of Apocalypse's powerset. If you make sure to fire yellow first and get those protects on the board before firing his other two powers, he can do up to 81,424 damage with his black (wait... what?) and 51,544 unblockable damage with his red! Given this insane damage output, some of the highest health in the game, his versatility with regards to quality partners (see: below), his ignoring of stun and protect tiles, and his overall utility in PVE and PVP, it's no wonder he is ranked so high. His sole drawback is that all the amazing things he does are tied to active abilities. With Chasm shutting down actives full-stop, it really hurts Apoc's utility. Apocalypse doesn't have an over-the-top passive like many of those ranked near him (though the conditional stun-immunity is nice in the Chasm era). Also, Shang-Chi and his ability to hit 6 figures worth of damage has taken a lot of the shine away from Apocalypse. Still even though he is no longer the one true king of damage, he is still used by some of the most competitive players in PVE, and can still find use in PVP.

#### Pairings:

One of Apocalypse's biggest strengths lies in his versatility. Whether he's fighting alongside top tier 5\*s or doing the heavy lifting on weaker teams, Apocalypse is pure added value with no shortage of quality partners. Gladiator Thor and Beta Ray Bill are easily two of his best partners. Thor fuels Apocalypse's stellar red/yellow, while Apocalypse's repeaters add an extra 26K damage to Thor's AOE. Looking at Bill, he generates green and blue whenever friendly protect tiles are destroyed, Apocalypse destroys protect tiles to deal big damage with his black. Both cheaply spam protect tiles... see where this is going? If you are looking for mutants to give Apocalypse stun-immunity, there are no shortage of options with little active overlap (Cable, Havok, Old Man Daken, and especially Archangel if you're going thematic). But his best mutant pairings are Professor X, Onslaught, Omega Red, and Iceman. Charles is quite versatile himself, somewhat scary on defense, and brings an active purple to the table. Onslaught creates rainbow strong match damage and is an AP factory for Apocalypse's cheap powers. Iceman gives a blue outlet as well as a green that while mediocre on its own, becomes insane when one of Apocalypse's repeaters is present. Similarly, despite complete overlap, Apocalypse's power-boosting can make the Horseman Pestilence's passive damage more devastating. Deviating from mutants, Daredevil, Sersi, and Loki provide green/purple outlets and can absorb a big hit and heal to allow Apocalypse to keep doling out pain. Kamala Khan is a crazy good partner, as she deals free damage when matching Apoc's protects. Trapmasters Arcade and Mister Sinister creates a ton of AP, which makes a character like Apocalypse with three strong actives ideal. Arcade deals small damage each time a trap is matched (and he puts out a ton). Those traps boosted by Apocalypse's repeaters are just devastating. Yelena Belova spams a ton of damage,



but does not hit very hard. Apocalypse can help up her damage output while she plays the role of nuisance for the opposition. Apocalypse can put specials on the board for Knull and turn his small tics of permanent damage into big hits. He can also benefit greatly from a battery like Scarlet Witch, who also gives additional staying power to Apocalypse so he can get his powers off. Speaking of batteries, Vulture is a near perfect partner who batteries all three of Apoc's active abilities. Finally, Apocalypse can give Kingpin one of his many protect tiles to sacrifice for huge damage, while Fisk provides near rainbow coverage.

#### What to expect when boosted:

Expect Apocalypse to annihilate your opposition in both PVP and PVE. Similar to Beta Ray Bill, Apocalypse's powerset is pretty self-sustaining. So, whoever you put alongside him is just a bonus. You can pair him with a battery like Thor to speed him up, a defensive nuisance like Wanda to slow the opposition down, a protect spammer like Bill, or whoever the other best boosted character that week is. Whatever you ultimately choose, the point is, you will be building around Apocalypse's mind-melting damage for that week in both PVP and PVE.

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#### **#6) Kang (The Conqueror)**

🖤1068 🟦949 💜831 🌐528  
 💎135 🟩125 🔴115 Health: 70,312

Affiliations: [Villains](#), [Multiversal](#), [Geniuses](#), [Technologists](#), [Cosmic](#), [Time Displaced](#)

Feeders: The Thing (Classic)

Recommended Build: 5/3/5

Alternative Build: 5/5/3 (if you want an extra turn of away)

The Conqueror entered the MPQ arena and made an immediate impact on the PVE meta game. His ability to win any pick-3 node in 3 turns takes "punching up" to an entirely different level. The fact that his best gimmick can be accomplished by an easy to obtain 3\* variant drops his ranking a little, but there's enough in Kang's kit to make him a unique, powerful, must-have 5\*.

Kang's black (Conquer) is a super cheap 6 AP nuke that does 18-27k damage depending on covers. The drawback that balances this is that he places a 3-turn countdown that upon expiring or being destroyed, does 4-6k damage to your front-most ally for each turn it was on the board! At 5 covers it's doing 19k unboosted if it expires. And if that isn't bad enough, a random ally moves to the front whenever Kangers has one of his tiles destroyed. So, you don't get to choose who eats the damage. Firing the power again adds 1 to the counter which is nice, since it is spamable. If you are able to match the tile away the turn you cast the power, you get all benefit and no drawback. So there's that. As a defensive character, this power helps Kang to not be a complete pushover, as the AI can stumble into 6 AP pretty easily.

Kang's blue (Relam Shift) has both active and passive components that define what this character does and make him worth chasing. For 9 AP, Kang places a 3-4 turn fortified countdown tile that sends the target away. They stay away as long as the tile is on the board and

when they return, they take about 2500 damage for each turn they were gone (so 10k at 5 covers if the tile lasts). This power also sports what are essentially two killer passives. The first allows the Conqueror's team to regain any stolen or destroyed AP. This was designed as a clear counter to Chasm's AP drain, but makes Kang a strong counter for any characters (now or in the future) that have this as part of their kit. The second passive this power sports allows Kang to be the first character since OG Doc Ock to create his own alternate win condition (except Kang's is actually good). If all opponents are away, you win. Awesome. This power functions as a 27 AP auto-win that gets 9 AP cheaper with each opponent you down. While this is being exploited in PVE (discussed later), it actually has nice PVP utility as well. You can either remove a nuisance from the map for a while or not forgo chewing through that last boosted 5\* health pool by simply away-ing them. Kang can also permanently down a "zombie character" (those who perpetually revive as part of their kit) by sending their teammates away and downing said zombie (again, designed as a Chasm counter). I've actually wiped by being sent away, and fun fact: you keep any health you had when sent away after the match ends.

Kang's purple (Cosmic Tactician) costs 6 AP, adds 1 turn to each countdown on the board, then deals 1153-1730 damage for each turn remaining on all countdowns and for each enemy strike/attack/protect (SAP) tile on the board. This power is strange because it doesn't have much self-synergy damage-wise. Kang doesn't create enemy SAP tiles nor does he spam countdowns. It's nice that he can use this to add to the length of time opponents are away, but if you are using this to deal damage, you need a partner to really bring the tiles. Otherwise, this is mostly a power used as a counter to enemy SAP/countdown spammers (like PVE goons). This needs to be at least at 4 covers for the killer passive attached to this ability. Whenever a countdown tile expires or is destroyed, Kang gets 1 blue AP. At 4-5 covers, he gets 2 AP instead. So, you have to play this at 4+ covers, especially if you are using him in PVE.

Kang would be ranked 4th overall due to his PVE impact alone, if not for the fact that you can mostly get by with the 3\* version in PVE (though the lower health will drain your health packs). However, since you can't seriously bring a 3\* to 5\* PVP, The Conqueror brings a lot in a single package. He's a counter to AP-theft/drain characters, he deals huge damage for cheap, he's a decent blue battery (with the right partners), and he creates an alternate win condition that lets you sidestep large health pools. Overall, this character is one you want to roster. I like Kang 5/3/5, because black is too good damage-wise to not max, and you want purple at 4 covers minimum (as stated above). Since the difference between 4 and 5 blue is 192 damage per turn away, I think you can leave it at 3.

#### Pairings:

As mentioned, Kang's alternate win-condition makes him must-play in pick three for anyone not rocking end-game level PVE meta characters. Hawkeye and Kang's passives combined with 3\* Iron Man's "Recharge" will net you nine blue AP for *each* tile that resolves. That is insane. If all three countdowns survive (Hawkeye passively fortifies them on turn 2), you win on turn 3! In PVP, Gargantos is a killer pairing because he spams a countdown every turn. With Hawkeye (again) as a third, that's 5 blue every turn passively- 10 once Garg goes invisible. Despite blue/purple overlap, Emma makes a great partner for the Conqueror. Kang's black does 46k for 6 AP just because Emma is on your team! Her red also provides great board control for you to try and make more blue/black matches, or to get rid of a pesky black Conquer tile. She-Hulk and

Jeffery can tank and provide outlets on red/green and just shrug off damage from Kang's countdown by healing back up. Kang's purple can also extend the life of Jeffery's countdown that deals damage every turn it ticks down. Similarly, Kang can extend the life of Omega Red's scary countdown, adding a crazy amount of damage each extra turn it survives. They also are a near rainbow team (missing green). Mighty Thor is an excellent red/yellow outlet who can remove Kang's black Conquer tiles, but she'll remove any "away" tiles as well unfortunately (meaning you'll likely only use Kang's blue as a finisher on the last character). Cyclops, and I guess Captain Marvel (sigh), are options for full-rainbow active teams. Storm can provide a green/yellow outlet and act as a great black battery. Carnage gives a red/green outlet and can fuel Kang's purple by dropping enemy attack tiles. Crystal provides red/green as well, and can give Kang some passive healing. I also really like Elektra, Wong, and Gamora as red/yellow outlets on a Kang team. While she has better partners, Okoye getting to keep AP drained for not tanking (thanks to Kang's passive) is great, and they cover 5 colors with no active overlap. Iceman similarly will regain any blue AP drained for placing Icemen tiles. This means that if you keep 3 blue AP in reserve, he will constantly put his countdowns on any free blue tile. These high-turn countdowns can tack damage on to Kang's purple. They also will give blue AP when they expire or are destroyed. Finally, either Hit-Monkey, Venomsaurus, or Spider-Gwen (despite all overlapping), will be able to keep their red AP to down Chasm once and for all when paired with Kang.

#### What to Expect when boosted:

All the best stuff Kang does (away, blue battery, and no AP drain) is done just as effectively unboosted (or by his 3\* version). That said, the damage on his very cheap black getting god-boosted will make him worth breaking out. That, plus the ability to away high health characters for the win (including the opponent Kangs you are bound to encounter) make him a no-brainer on boost weeks.

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#### **#5) Thor (Mighty Thor)**

1068 949 831 528  
115 135 125 Health: 72,645

Affiliations: [Heroes](#), [Avengers](#), [Godlike](#), [Enhanced](#), [Deity](#)

Feeders: Thor (Goddess of Thunder)

Recommended Build: 5/3/5

Jane is probably the most spastic chaos-inducing character in the game to date. She essentially just blows ish up passively. This makes her super annoying to face; as a bad cascade on a charged-filled board can easily turn the tide in her team's favor. Whereas offensively, her tricks make her a huge boon to your team. Not only is she a top-notch support and passive board-shaker, but she also brings three actives and two nukes to the table. If this sounds like I'm describing another meta thunder god, it's because she combines some of the best elements of her 4\* version and her 5\* male counterpart to create something unique, but devastating in her own right.

Jane's red (Feel the Thunder) is the first of her two nukes. For 6 AP, she deals anywhere from about 5-8k damage plus 800-1400 for each charged tile on the board, plus half that amount for each that has been destroyed during the match. The destroyed tiles can be from either team, and there is no cap on this number. So, Feel the Thunder is not only cheap, but gets stronger with each cast. The longer the match goes on, the more Foster will flood the board with charged tiles that will inevitably be destroyed, leading to her red doing more and more damage.

Foster's blue (Doctor Thor) is how said flooding occurs, as Thor converts 4-5 random basic tiles into charged tiles for 7 AP. This is not a bad AP outlet, since it is cheap and fuels her other two abilities. But it's the passive portion of this power that makes her chaos incarnate. At the beginning of the match, she makes 2 or 3 random charged tiles, and at the beginning of each turn she makes one more. That's not all folks! If Thor has less than 9 red, yellow OR blue AP at the start of her turn, she destroys a tile adjacent to every charged tile on the board. She also does this whenever she fires one of her cheap powers. Doc Thor's destruction prioritizes special tiles, and will even target your own specials (so plan teammates accordingly). Unlike Odinson, her board explosion doesn't generate AP (or deal damage) but she often gets free AP just from the crazy cascades this power can cause once the charged tiles start rolling in.

Finally, yellow (Share the Love) is simply awesome on its own, but gets bonus points for being a very rare damage-dealing power in color that doesn't have many. For only 8 AP, Thoress destroys every single charged tile on the board, and then deals 3700-5600 damage to a random enemy for each tile she destroyed. This damage can be massive in its own right once you get a ton of charged tiles on the board. But, since these are separate ticks of damage, each can be boosted as well (which is likely why this power is on yellow... I see you developers)! After blowing up the board, she then repopulates it with 3-4 new charged tiles, which of course blow up 3-4 more tiles thanks to her aforementioned blue passive (hurray for double cascades!).

When you play Thor, it often feels like "stuff just happens" as she blows up the board with reckless abandon- often multiple times a turn. However, Thor's kit has great self-synergy. Her passive board destruction is what ties the whole kit together, because all three of her powers are cheap for what they do. Thus, Insane Jane will often stumble into the AP she needs via the cascades she creates (especially if the incidental matches include charges tiles) to fire one of her nukes, leading to more cascades and more AP. This unpredictability makes her not only an offensive juggernaut, but gives her some defensive teeth as well. You will often see Jane in PVP queues because while she isn't Chasm levels of annoying, her unpredictability means she is not a defensive liability either. Also, her blue is a hard counter to most special tile metas. If she gets enough charged tiles on the board, she can essentially wipe the board clean of countdowns, repeaters, strikes, attacks, protects, or anything else that isn't a charged tile. So, in summary, Thoress is a crazy damage dealer on two colors (one being a rare yellow), an amazing battery, a defensive nuisance, has use in both game modes, and is a hard counter to like half the characters in the game. No wonder she sits in the top 5!

#### Pairings:

Jane has two key partners that she excels with. First, is newcomer Riri Williams, who for just 3 AP, can put 8 charged tiles on the board. Paired with Jane's passive, it leads to a crazy amount

of board destruction, which can fuel both of these ladies' cheap powers (including Riri's 4 AP stun). If Riri overexerts herself, she places a countdown that disables her abilities. But as mentioned above, with enough charged tiles, Jane removes everything from the board, allowing the stuns and charged spam to continue. These two are a meta powerhouse in PVP. Jane also pairs amazingly well with Shang-Chi, either as a second or third (with the other Thor) for speed clearing in both PVE and PVP. Jane also makes a good partner to those who benefit from the destruction of their special tiles like Iceman (stunlocks the opponent), Kamala Khan (deals big damage), Beta Ray Bill (generates green/blue AP) and 4\* Polaris (puts more tiles on the board). She is also great with characters that benefit from board destruction and cascades like Professor X, Onslaught, and Big Wheel. Black Bolt can add a green active and help passively charge the board. I also like Moon Knight (who covers the rainbow) and Kang (who provides a huge black nuke) as partners for Jane as well. The latter can simply send the last character away for the win, once they dispose of the first two. I like Sersi as well, since she can both add a color to the board and remove one, making cascades all the more deadly. Finally, Vulture can provide a great battery for both of Jane's nukes and like Jane, is an annoying enough character that you have to choose which to take out first.

#### What to expect when boosted:

Thor should be the best option on her boost week bar none. If another meta is boosted, she will slot alongside them as an excellent battery/support. And if not, she will do the heavy lifting herself. Everything she does from giant cascades to her heavy-hitting actives get better with levels. So, expect pure domination from Insane Jane.

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#### **#4) The Hulk (Immortal)**

857 667 762 424  
109 101 92 Health: 40,027

Affiliations: [Heroes](#), [Gamma Mutates](#), [Enhanced](#)

Feeders: Ikaris (Eternals)

Recommended Build: 5/3/5

The Hulk debuted and immediately became a part of both the PVE and PVP meta scene, much to the disappointment of a lot of fans who enjoyed hoarding their health packs. He remains a PVE mainstay, but the meta he ushered in (the crazy boosted AOE meta) was replaced by an even more annoying meta (the damage-reduction meta) and went bye-bye. Apparently, it was just a short vacation, because the release of a new character capitalizing on a different part of Hulk's kit has propelled him back into PVP queues everywhere. Given that Hulk's presence in the meta is unkillable, maybe he really is immortal? Either way, his sustained presence in both PVE and in PVP has led to his top-5 ranking.

Hulk has two scary good, lightning-fast offensive abilities, the first of which is his passive green ability (The Green Door), that sees Hulk converting a random basic tile to green each turn. Then, if there are 8 or more green on the board, he destroys 2 of them and deals about 5500 AOE

damage... passively! Paired with a force-multiplier like Okoye, this can end teams in a hurry. The 8 green threshold needed to proc this ability is quite low and results in it firing seemingly every turn! The slight board manipulation also results in more cascades than one might expect from changing a single tile's color and destroying two random tiles.

Hulk's black (What Does Kill Me) is yet another passive that essentially has four parts (so strap in). 1) He deals just over 2500 damage to himself each time he makes a match. 2) He can't be killed unless he's the last person left on your team. If he has teammates standing, he'll just keep reviving at ~45% health whenever you try downing him! 3) Each time Hulk resurrects, he gets a bump in match damage that caps at 252% to 378% depending on covers. 4) Each time Hulk resurrects, he also deals ~7300 damage to his allies... which is no small chunk of life!

Finally, Hulk's red (Breaker of Bones) is his only active ability. And what an active it is! For only 7 AP, Hulk SMASHES his opponent to bits, dealing just over 32K damage to his target. He also deals ~17K to himself... which just so happens to be the health pool he revives with each time he resurrects. So, using that cheap red will cripple the opponent, kill Hulk, and have him coming back even stronger with increased match damage (thanks to the aforementioned black). Note: he doesn't take damage if his punch downs an opponent to end the match (nice health pack saver).

As I mentioned in the intro, Hulk once ruled the PVP meta, only to be shut down by a couple of hard counters to his AOE damage (Scarlet Witch/Electro). I had this to say about Hulk's fall from grace in a much earlier version of this guide:

*"Note that while Hulk no longer has the PVP shine he once did, he has the potential to return to greatness down the road (believe it or not) if another 'must kill last' character is released. If you have the resources, Immortal Hulk is a character you do not want to miss out on both for now (PVE!) and the future of your roster (PVP?!)"*

Well... here we are. I hope you heeded my advice, because Hulk is once again ruling the PVP meta as part of a slow-as-molasses defensive team (discussed below). Conversely, he is part of some of the fastest PVE speed-clearing teams (also discussed below), in the other half of the game. Hulk has a super nuke, boostable passive damage, and he can't die... super-fast offense coupled with high defensive value? Yeah, this character has definitely earned his spot, and continues to keep proving why.

#### Pairings:

As mentioned earlier, Hulk has two main partners in the meta. First is Okoye, who can boost Hulk's passive damage to insane levels. Hulk+Okoye was once a staple in both halves of the game, but now the duo (plus a third like Adam Warlock, Deathlock, Omega Red or Gorr) are mostly ran as a lightning fastest CL10 speed team. On the PVP side, the aforementioned hard counters have made Hulk+Okoye much less viable. However, Chasm's arrival (spoiler: he's ranked next) has led to a resurrection (pun intended) for iHulk. Essentially, Chasm is very hard to kill because he revives super easily, and Hulk can't die until you find a way to down Chasm for good. Chasm also has passive damage, boosted match damage, and stuns your whole team turn one, meaning that even if you do manage to kill them, zombie Bruce and emo Spider-Man will have taken a

significant toll on your health packs. The best course of action is to just skip altogether. If you manage to pry Bruce from the meta, he has others he pairs well with non-competitively. She-Hulk, Loki and Phoenix all have passive resurrection abilities that are usually easily ignored by saving them for last. Hulk makes it so those characters popping back up is a reality that can't be ignored. Phoenix is especially good due to her ability to function as a red battery, plus she has an awesome green AOE when she revives. True healers like Doom, Crystal, Daken, and Daredevil are your best bet at mitigating Hulk's biggest drawback of dealing tons of team damage. Crystal can not only heal herself passively, but Banner as well. Daken's black passive can fuel Hulk's red, while Hulk can spam the board with green tiles to fuel Daken's Lethal Fury. Matt will put strikes on the board as Hulk hurts him. These strikes will simultaneously heal Daredevil while amping up Hulk's already high damage output. Looking at non-healing partners, Hulk shrugging off Court Death makes him an excellent pair with Thanos against low health enemies. Beta Ray's overall tankiness, sustainability, and no active overlap make them a nightmare team to face. Vulture can battery Hulk's big punch while he flies around the board; and as long as Vulture is skyward, Hulk will keep coming back. Finally, despite red overlap, Apocalypse can also boost green door with his repeaters and tank more so Hulk can sit in back and hurt his team less.

#### What to expect when boosted:

Expect Hulk to tank everything, die often, and obliterate his teammates. Most people keep Hulk at low levels for good reason... the more he tanks the more he inflicts punishment on his teammates and his self. Also, if he tanks, Okoye loses team-up AP and Chasm doesn't drop abyss tiles (the things he needs to resurrect). So, as good as iHulk is, he is one of the few characters made worse overall when boosted.

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### **#3) Chasm (Ben Reilly)**

1068 949 831 528  
135 125 115 Health: 77,630

Affiliations: [Villains](#), [Spider-Verse](#), [Street Level](#), [Enhanced](#)

Feeders: Spider-Man 2099 (Miguel O'Hara)

Recommend Build: 5/3/5

Chasm is the first (and currently the only) all-passive 5\*. He's quite complex on paper, but in practice all you need to know is he is easily the most annoying character I have ever faced in the 5\* tier (mind you I came into the tier right after Gambit's nerf). He doesn't stop you from playing the game like Bishop did, but he does make the game un-fun, which is precisely why he is ranked so highly! Chasm ushered in the "revive meta" and instantly made an impact as the best defensive character in the game. Simply put, he just does too much and is a hard counter for too much of what makes the game enjoyable.

Chasm's black passive (Walking Abyss) states that when he makes a match, Chasm creates 2 abyss tiles (4-5 covers). These tiles don't generate AP when matched, but will instead spawn two random web tiles. How Chasm uses said webs is explained in the next power. At the end of each



turn, the front characters on each team loses 1 AP for each abyss tile on the board (max 3) in their strongest color that has AP. This can straight empty your AP pools, and it is absolutely brutal if you enjoy firing powers. Chasm also deals chip damage to himself and the front character (Chasm's match damage in the drained color plus just under 1K more) after the drain.

Purple (Stare Into The Void) is a power that gives Chasm a very unique niche as a strong counter character. At the beginning of the game, Chasm stuns the enemy team 1 turn. This doesn't seem like much, but it stops beginning of the game effects like placing Rocket's strikes or Beta Ray's protects, which can completely thwart a team's entire strategy. You also lose the first match advantage if facing him on defense. This power also states that if Chasm is downed and there are 3-4 abyss tiles on the board, Chasm destroys all of them and revives with 30% health plus 4-5% per web tile on the board (max 10). So, up to 70-80% health depending on covers when he revives. He also gains ~2100-4500 health whenever a web tile is matched.

Finally, Chasm's Green (Empty Inside) says that Chasm's match damage is boosted (up to 250% at max covers) as both teams' average AP approaches 0 and it gets as low as 80% as the average AP on each team approaches 3 plus 1 for every two webs on the board. This means that unless you bring someone stun-proof (or your own Chasm), facing him results in your essential character eating huge damage on turn one when both AP pools are empty. A cascade is often enough to take that character out completely!

I'm not going to lie... the math on that last power confuses me. But I understand the basic premise of Chasm is to keep AP on both sides low (via his passive drain) so the match damage stays high. Then Chasm tanks and spams abyss/web tiles so he can hopefully live forever. I tend to keep purple at 3. I like the extra AP drain that you get in 5 black. And I like to ensure Chasm tanks as much as possible (5 green) because that also helps with abyss spam. Whether at 3 or 5 purple covers, you still need to make two matches in order to get enough abyss tiles to revive. And usually, the board will be flooded with said tiles with purple at 3 anyway.

I understand my assertion that Chasm is unfun is not one shared by everyone. Some people really like him. So, know this is just my opinion. But I see him as the anti-Shang (the most fun character in the game to me). Chasm slows the game down to a slog, is hard to kill, and is the best defensive character in the game. Shang-Chi speeds things up, is easy to kill, and is the best offensive character in the game. Both are easily top 5 on any list, due to the fact that they are best in class at what they do. My real beef is that the meta was the most diverse it has ever been with the god-boost meta. Now people are hitting god-boosted monsters or 550 meta characters just to avoid baby-champed Chasm teams. This to me feels unbalanced. But is also a testament to Chasm's power as a nuisance character.

#### Pairings:

On his own, Chasm is quite manageable. The stunning, the AP drain, the chip damage... all manageable. Even the revive isn't a huge deal, if you just kill him last. And therein lies the problem. There is a certain immortal character that cannot die unless he is the last character on your team. Meaning when Chasm is paired with Immortal Hulk he CANT be killed last, which can result in just hitting the skip button and free shields for all. The developers in their infinite wisdom decided to triple down on this meta and created the immortal She-Hulk right after

Chasm. She is another kill-last character who is admittedly not as strong as iHulk/Chasm but makes an annoying third for them. Chasm/Hulk also pair well with other annoying defensive characters (Odin, Switch, Colossus, Crystal, Omega Red, Vulture) who make even getting to them more of a slog. Offensively, Okoye makes a great third as she can amplify both of their chip damages with team up tiles that don't count for Chasm's AP math. So, chasing team up allows for you to keep averages low and damages high. Finally, Parker Spidey, Spider-Gwen or Gargantos are great pick-2 partners if you can peel Chasm away from Hulk. Pete and Gwen benefit from 5\* web partner to play with and Chasm spams them as well as anyone. Shuma both drains AP and punishes characters with empty AP pools, which makes for some natural synergy.

#### What to Expect when boosted:

On the PVE side, as someone who likes to use Shang-Chi, he can actually slow me down a bit as the 5\* essential when he drains my own AP. In PVP, If the current meta is people hitting top-tier god-boosted characters to avoid baby-champ Chasms, then what do you think happens when Chasm himself is god-boosted? Just enjoy the PVP vacation.

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#### **#2) Okoye (Warrior General)**

750 658 556 372  
93 86 79 Health: 59,274

Affiliations: [Heroes](#), [Team Cap](#), [Wakanda](#), [Street Level](#)

Feeders: Namora (Origin), Shuri (Master Engineer)

Recommended Build: 5/5/3

Okoye fell out of the number one spot in the rankings due to her PVP reign of terror coming to a quick and decisive halt (thanks to #11 on the list). She is a big liability on defense in PVP no matter how many levels you stack on her, because she is just so easy to dispose of on defense. That said, Okoye is simply put the best amplifier in the game, which makes her a crucial cog to many people's speed-clearing in PVE.

Okoye's black passive (Wakanda Forever!) is what cements her atop the meta. She makes collecting mostly useless team-up tiles a viable strategy to build around. For each team-up AP you have, powers do ~1300 extra damage. Your team loses one team-up AP every turn Okoye doesn't tank... so if you want the damage to stay up, you have to keep her in front.

Luckily, Okoye's cheap yellow (Indomitable Spirit) makes you want to keep her up front! For 7 AP, she heals over 1700 health for each team-up AP on the board, before then adding 4 more to the board. So, she is not only a great support, but a sustainable tank for others.

Okoye's red (Piercing Throw) is her least interesting power. But as her only damage-dealing ability, it allows her to act as more than just a support if need be. For 11 AP, she destroys a row of her choosing and deals 7k+ (3 covers) to 12K+ (5 covers) damage- plus additional damage for each tile in the opponent's strongest color that gets speared. The damage per AP is less important

than the slight board control and offensive outlet it provides in the event that her teammates are downed.

The best way to play Okoye is as a tank (the more levels on your Okoye the better!) who buffs her teammates' powers passively by collecting team-up AP. In this way, she plays pretty straight-forward. While losing some of her PVP shine once counters to iHulk were released, Okoye still spear-heads (see what I did there?) many of THE go-to PVE meta teams (Hulkoye, Thorkoye). This is because her healing is crucial to shrugging off high damage abilities and her black is essential in doling out big damage yourself. Bottom line- while trash in PVP, she is absolutely essential to any roster that wants to be competitive, as she is still the queen of PVE, where the very best rewards lie.

#### Pairings:

Okoye is truly the ultimate team player. She is a great transition character due to her affinity for tanking and making 4\*s hit like 6\*s. You will often hear the phrase "pairs well with Okoye" in many characters' release threads... and for good reason. Regardless of what stage of the game you are in, she partners well with those who have cheap powers, multi-tap powers, or passive powers. 4\* examples include Gorr, Medusa, Sabretooth, Wolfsbane, Spider-Man 2099, Chavez, Polaris, and Deadpool. 5\*s include Rescue, Magik, Hela, Iceman, Banner, Arcade, Professor X, Apocalypse, Crystal, Gargantos, BRB, Deadpool, Dr. Strange, Omega Red, and two that deserve special mention. One, is of course Thorkoye, a one-time meta team. The second is Hulkoye, also a one-time meta team. Both still hold up offensively, especially in PVE. While I'd say any of the top 15 characters on this list could make a claim for the throne, it is Okoye's versatility and role as the engine for PVE speed-clearing that makes her queen!

#### What to expect when boosted:

If Hulkoye or Thorkoye (plus a third like Polaris or Iceman) are your go-to's in PVE unboosted, they will be no-brainers boosted; AND will take a significant chunk off of your grind time to boot. As I mentioned earlier, even with levels, playing Okoye in PVP paints a target on your back, since she's so easy to kill and not a threat when left for last. However, her Wolverine-like healing factor (the comic character not the in-game version) means she will get lots of facetime boosted. You will often see her paired with her one-time PVP meta partner Hulk, tearing up PVP- even if jolly green isn't boosted himself. Reason being, you must dispose of Okoye and her massive boosted health pool before you can put Banner down for good. And boosted, the Okoye-fueled damage is enough to overpower unboosted Wandas or Electros.

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#### **#1) Shang-Chi (Origin)**

🔴992 🟡882 🟢772 🟠491  
 💎126 🟢116 🟠107 Health: 62,885

Affiliations: [Heroes](#), [Avengers](#), [Team Iron Man](#), [Street Level](#), [Kamar-Taj](#)

Feeders: Colleen Wing (Heroes for Hire), Iron Fist (Danny Rand)

Recommended Build: 3/5/5

Shang-Chi is arguably the most unique and versatile character in the game, and was released to tremendous fanfare. Reason being, he is not only amazing, he has been heralded as the guy who “puts the puzzle in Puzzle Quest”. Coming on the heels of a slogging defensive meta, Shang-Chi’s all-offense style infused thought and fun into a game that quite frankly, can be a grind. Not only this, but with the right skill, luck, and/or partners, Shang-Chi can win *any* match on his own, do it quickly, and walk away at full health after. For this reason, Shang-Chi finds himself atop the MPQ rankings and is an absolute must-champ character.

I normally discuss powers in order, but will make an exception here and start with Shang-Chi’s last power, which is a passive blue ability (River of Blows). This power states that whenever you make a red or purple match, Shang-Chi gets a combo point (max 10). I started here, because Shang-Chi’s whole kit is built around these combo points. Each combo point increases Shang-Chi’s match damage by 358-536 damage. If you go a turn without making a red/purple match, Shang-Chi loses all his combo points. So, the idea here is to do whatever you can to build and maintain your combo points to deal big damage. Luckily his first two powers help immensely with this goal.

Shang-Chi’s red ability (Vital Balance) costs 7 AP and allows him to destroy 3-5 tiles (at 3-5 covers) and restores 3.3k-4.3k health. This power is best used to create multiple red/purple matches for Shang-Chi (to build combo points) or to create matches for a partner that helps Shang-Chi. I find destroying 3 tiles is more than enough 99% of the time and any more just slows me down. But I’d encourage players to experiment with what feels right for them!

Finally, Shang-Chi’s purple (Deadly Hands) also costs 7 AP and has him convert a basic or team-up tile into a critical tile. For each combo point Shang-Chi has, he converts a random basic tile adjacent to his chosen tile into a charged tile. This power is the only that must be at 5. Shang-Chi can really charge up whole sections of the board. And once you get near 10 combo points, placing a critical tile between two charged tiles as part of a match 4 or 5 can easily do 6-figure damage, resulting in a nuke that is bigger than any in the game! I try to place my crit tiles between purple tiles and use Vital Balance to make matches in purple if I can; as I find that AP more important than red most times. Reason being, if I can get the AP to spam Deadly Hands multiple times, it usually results in the victory banner. Also, if I have purple tiles near corners, I’ll usually opt for those over the center. With less surrounding tiles, there is a higher likelihood that the tiles I want converted will end up charged. These are all little things I didn’t think about the day he was released but now do having played him hundreds of times.

Shang-Chi is way too weak on defense to be used for PVP if you want to detract hits (the AI plays him like trash). However, he can take down just about any team on offense quickly (just shield up immediately after or play for wins now that the threshold has dropped to 50). Shang-Chi is ultimately too slow to ramp up to be used for opening clears in PVE, but against the higher health pools you face during the end grind, he can very well be your fastest option once you get good with him (he is who I use). Also, for anyone who plays non-competitively, untimed, chases wins, enjoys finding different character combos, or is looking for a great solo 5\* to transition with, Shang-Chi is your guy! Unlike most plug-and-play characters, Shang-Chi is one that you will actually get faster with the more you play him and the more you get better at studying board

conditions and making quick effective moves. In PVE, supports will really help out any Shang-team you cobble together. Some may feel that Shang-Chi's weaknesses have him rated too highly, but his strengths, uniqueness, versatility, and fun factor more than make up for it! Remember, the tie-breaker for me when put to a tough decision is, who would I rather have? Well, if I could only have one 5\* to start over with, Shang would probably be my pick. Even if I had 2 or 3, the answer would still be Shang. So, he gets the top spot. If you have the opportunity to champ him or stack levels, do it and don't look back!

#### Pairings:

With Shang-Chi, the goal is to go winfinite, so he plays amazingly with: 1) red/purple batteries 2) board manipulators 3) board-shakers 4) tile-swappers 5) characters who reduce AP costs 6) critical spammers and 7) charged-tile spammers. Scarlet Witch, Cyclops, Sersi, Riri, Magneto, Onslaught, and both Thors are examples of characters in his tier that play well as they do one or more of the above (i.e., Thors are board-shake plus battery, Cyclops is battery plus tile swap, etc.). Since you are playing for a specific strategy (keep the combo going!), Shang-Chi has a number of characters below his tier that also serve him well. 4\*s like Loki, Shuri, Hulkbuster Chavez, Valkyrie, Doc Ock, all the way down to 2\* Magneto and 1\* Juggernaut can serve as great assistants to the Shang-Chi pain train!

#### What to expect when boosted:

When boosted, Shang-Chi gets stronger faster and can end matches before he hits 10 combo points. He will likely get use in both PVP and PVE as he obliterates everything in his path. More health, more true healing, higher base and added match damage... everything he does is just plain better! If one of the many, many people who amplify what he does are ALSO boosted... watch out! Bottom line, he'll get played because on boost weeks he'll be the undisputed fastest option in all nodes!

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## MPQ Affiliations

<b>A-Force</b>	Crystal, Jean Grey
<b>Asgardian</b>	Heimdall, Hela, Loki, Odin, Thor (Gladiator)
<b>Avengers</b>	Adam Warlock, Black Panther, Black Widow, Captain America (First Avenger), Captain America (Infinity War), Captain Marvel, Crystal, Doctor Strange, Ghost Rider, Hawkeye, Iron Man, Jeffrey, Jessica Jones, Kamala Khan, Rescue, Riri Williams, Scarlet Witch, Shang-Chi, She-Hulk, The Hulk (Bruce Banner), Thor (Gladiator), Thor (Mighty Thor), Wong
<b>Battleworld</b>	Apocalypse, Beta Ray Bill, Cyclops, Doctor Doom, Doctor Strange, Mister Sinister, Thanos
<b>Brotherhood</b>	Havok
<b>Champions</b>	Riri Williams, Wasp
<b>Cosmic</b>	Adam Warlock, Beta Ray Bill, Captain Marvel, Gamora, Heimdall, Hela, High Evolutionary, Kang, Odin, Ronin, Silver Surfer, Star-Lord, Thor (Gladiator)
<b>Dark Avengers</b>	Green Goblin
<b>Defenders</b>	Daredevil, Doctor Strange, Elektra, Jessica Jones
<b>Deity</b>	Heimdall, Hela, Knull, Loki, Odin, Sersi, Storm, Thor (Gladiator), Thor (Mighty Thor)
<b>Enhanced</b>	Archangel, Beta Ray Bill, Black Panther, Cable, Captain America (First Avenger), Captain America (Infinity War), Captain Marvel, Chasm, Daredevil, Electro, Green Goblin, High Evolutionary, Jeffery, Jessica Jones, Kamala Khan, Killmonger, Mister Sinister, Moon Knight, Omega Red, Scarlet Witch, She-Hulk, Silver Surfer, Spider-Gwen, Spider-Man (Back in Black), Spider-Man (Peter Parker), The Hulk (Bruce Banner), The Hulk (Immortal), Thor (Mighty Thor), Venomsaurus Rex, Wolverine (Old Man Logan), Wolverine (Samurai Daken)
<b>Eternals</b>	Sersi, Thanos
<b>Excalibur</b>	Gambit, Kitty Pryde
<b>Gamma Mutates</b>	She-Hulk, The Hulk (Bruce Banner), The Hulk (Immortal)
<b>Geniuses</b>	Arcade, Doctor Doom, Doctor Octopus, Doctor Strange, High Evolutionary, Iron Man, Kang, Mister Sinister, Riri Williams, Spider-Man (Back in Black), Spider-Man (Peter Parker), The Hulk (Bruce Banner)
<b>Godlike</b>	Adam Warlock, Apocalypse, Beta Ray Bill, Carnage, Doctor Doom, Heimdall, Hela, Jean Grey, Knull, Loki, Moon Knight, Odin, Onslaught, Sersi, Star-Lord, Storm, Thanos, Thor (Gladiator), Thor (Mighty Thor)
<b>Guardians of the Galaxy</b>	Gamora, Star-Lord
<b>H.A.M.M.E.R.</b>	Green Goblin
<b>Hellfire Club</b>	Archangel, Emma Frost, Green Goblin, Iceman, Iron Man, Jean Grey, Magneto, Storm

<b>Heroes</b>	Abigail Brand, Adam Warlock, Archangel, Beta Ray Bill, Black Bolt, Black Panther, Black Widow, Cable, Captain America (First Avenger), Captain America (Infinity War), Captain Marvel, Colossus, Crystal, Cyclops, Daredevil, Deadpool, Doctor Strange, Elektra, Emma Frost, Gambit, Gamora, Ghost Rider, Havok, Hawkeye, Heimdall, Hit Monkey, Iceman, Iron Man, Jean Grey, Jeffery, Jessica Jones, Kamala Khan, Kitty Pryde, Magik, Magneto, Moon Knight, Odin, Okoye, Professor X, Rescue, Riri Williams, Scarlet Witch, Sersi, Shang-Chi, She-Hulk, Silver Surfer, Spider-Gwen, Spider-Man (Back in Black), Spider-Man (Peter Parker), Star-Lord, Storm, The Hulk (Bruce Banner), The Hulk (Immortal), Thor (Gladiator), Thor (Mighty Thor), Wasp, Wolverine (Old Man Logan), Wolverine (Samurai Daken), Wong, Yelena Belova
<b>Illuminati</b>	Black Bolt, Doctor Strange
<b>Inhumans</b>	Black Bolt, Crystal
<b>Kamar-Taj</b>	Doctor Strange, Shang-Chi, Wong
<b>Mercenaries</b>	Arcade, Hit-Monkey, Killmonger, Omega Red
<b>Multiversal</b>	Cable, Doctor Doom, Gamora, Gargantos, Kang, Kingpin, Magneto, Spider-Gwen, Wolverine (Old Man Logan), Wong
<b>Mutants</b>	Abigail Brand, Apocalypse, Archangel, Cable, Colossus, Cyclops, Emma Frost, Gambit, Havok, Iceman, Jean Grey, Kamala Khan, Kitty Pryde, Magik, Magneto, Omega Red, Onslaught, Professor X, Storm, Wolverine (Old Man Logan), Wolverine (Old Man Daken)
<b>Non-humanoids</b>	Gargantos, Jeffrey, Knull, Venomsaurus Rex
<b>Non-humans</b>	Abigail Brand, Adam Warlock, Beta Ray Bill, Gamora, Gargantos, Heimdall, Hela, Hit-Monkey, Jeffrey, Loki, Odin, Ronan, Silver Surfer, Thanos, Thor (Gladiator), Ultron, Venomsaurus Rex
<b>Phoenix Force</b>	Colossus, Cyclops, Emma Frost, Jean Grey, Magik
<b>Pym Tech</b>	Wasp, Yellowjacket
<b>Red Room</b>	Black Widow, Wasp, Yelena Belova
<b>S.H.I.E.L.D.</b>	Abigial Brand, Black Widow, Hawkeye, Hit Monkey
<b>Sinister Six</b>	Doctor Octopus, Electro, Green Goblin, Vulture
<b>Spider-Verse</b>	Carnage, Chasm, Kingpin, Spider-Gwen, Spider-Man (Back in Black), Spider-Man (Peter Parker), Venomsaurus Rex
<b>Street Level</b>	Big Wheel, Chasm, Daredevil, Electro, Elektra, Jessica Jones, Killmonger, Kingpin, Okoye, Shang-Chi, Spider-Gwen, Yelena Belova
<b>Supernatural</b>	Deadpool, Doctor Doom, Doctor Strange, Ghost Rider, Hit Monkey, Loki, Magik, Moon Knight, Scarlet Witch, Wong
<b>S.W.O.R.D.</b>	Abigail Brand
<b>Symbiotes</b>	Carnage, Jeffrey, Knull, Spider-Gwen, Venomsaurus Rex
<b>Synthetic</b>	Ultron
<b>Team Cap</b>	Black Bolt, Black Widow, Cable, Captain America (First Avenger), Captain America (Infinity War), Daredevil, Havok, Hawkeye, Jessica Jones, Kamala Khan, Kitty Pryde, Okoye, Scarlet Witch
<b>Team Iron Man</b>	Black Panther, Deadpool, Doctor Octopus, Green Goblin, Iron Man, Riri Williams, Shang-Chi, She-Hulk, Silver Surfer, Spider-Man (Back in Black), Spider-Man (Peter Parker)



<b>Technologists</b>	Arcade, Big Wheel, Doctor Octopus, High Evolutionary, Iron Man, Kang, Rescue, Riri Williams, Vulture, Wasp, Yellowjacket
<b>Thunderbolts</b>	Electro, Green Goblin
<b>Time Displaced</b>	Kang, Wolverine (Old Man Logan), Wolverine (Samauri Daken)
<b>Villains</b>	Apocalypse, Arcade, Archangel, Big Wheel, Carnage, Chasm, Doctor Doom, Doctor Octopus, Electro, Gargantos, Green Goblin, High Evolutionary, Kang, Killmonger, Kingpin, Knull, Loki, Mister Sinister, Omega Red, Onslaught, Ronan, Thanos, Ultron, Venomsaurus Rex, Vulture, Yellowjacket
<b>Wakanda</b>	Black Panther, Killmonger, Okoye
<b>Weapon X</b>	Deadpool, Mister Sinister, Wolverine (Old Man Logan), Wolverine (Samauri Daken)
<b>X-Men</b>	Archangel, Cable, Colossus, Cyclops, Emma Frost, Gambit, Havok, Iceman, Jean Grey, Kitty Pryde, Magik, Magneto, Professor X, Storm, Wolverine (Old Man Logan)