

# Experimental Marvel Champions PvP Rules

This is a rough sketch of how to develop a Marvel Champions PvP mode. Note that these rules are likely to favor rush decks and ally-heavy decks. No effort has been made to keep the playing field level for different characters.

## Base principles

- Each player brings their own hero deck as usual.
- The main scheme is replaced by a tug-of-war conflict scheme.
- When a card mentions the villain or minions, those are interpreted as the opposing hero or their allies, respectively.
- You can win by defeating the opponent's hero or by winning the conflict scheme tug-of-war.

## Player Interaction and Card Interpretation

Both players interpret their cards as if:

- Their opponent's hero is the villain.
  - The villain's stage number is counted as 2.
- Their opponent's allies are minions.
  - If an effect brings a minion into play, the opponent gains control of it as an ally according to the normal rules for controlled minions.

*This normally isn't possible, but it may happen if using the optional rule for obligations.*
- Their opponent's player side schemes are regular side schemes.
- Upgrades and supports are attachments.
- The currently active stage of the conflict scheme is the current stage of the main scheme.
- Removing threat from the main scheme moves threat towards their side of the conflict scheme.
- Removing threat from an opponent's side scheme adds threat to that scheme.
- When a player's card causes the villain or a minion to activate, that character instead makes a basic attack or thwart as appropriate. Attacking or thwarting in this way does not cause the character to become exhausted.
- The opponent's hero phase is the villain phase.
- The opponent's deck is the encounter deck.

- Cards in the opponent's deck count as having a number of boost icons equal to their cost, and no boost effect icon. This is ignored for obligation cards if using that optional rule; they count the icons printed on them.
- For the purpose of cards that interact with the encounter deck, your opponent's ally cards count as minion cards, their events count as treacheries, their player side schemes count as side schemes, and their upgrades and supports count as attachments.
- Effects that would deal encounter cards instead allow their opponent to draw cards.
- When you empty your draw deck and reshuffle, your opponent immediately draws a card.

*This replaces the extra encounter card you are dealt when you cycle your deck in the normal game. The timing is intended to be the same.*

## The Conflict Scheme

The conflict scheme replaces the main scheme. It starts play with 21 threat on each player's side, divided into a total of five stages. If a player can move all the threat over to their side of each stage, they win.

When a player thwarts the main scheme or removes threat from the main scheme by whatever means, they instead move threat from their opponent's side to their own side.

Player 1 8 threat	Player 2 0 threat	Player 1 7 threat	Player 2 0 threat	Player 1 6 threat	Player 2 0 threat	Player 1 0 threat	Player 2 6 threat	Player 1 0 threat	Player 2 7 threat	Player 1 0 threat	Player 2 8 threat
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Extra threat movement does not spill over to the next stage.

If a stage has threat on both players' sides, this is the active stage. If there is no such stage, the stage closest to each player that has threat on their opponent's side is that player's active stage. I.e., if a player has just moved the last threat from the opponent's side to their own side on a particular stage, the next stage closer to their opponent becomes their active stage, while their opponent's active stage is still the same as before.

If a player's card mentions removing the last threat of the main scheme or the main scheme having zero threat, check the opponent's side of that player's active stage instead.

## Attacking and Defending

When you make an attack, you can direct it at the opponent's hero or one of their allies, using any restrictions as if their hero were the villain and their allies were minions.

You count as being engaged with all your opponent's allies.

*Example: Get Over Here! deals damage to a minion, so it can only be used against an opponent's ally and not their hero.*

When your opponent attacks your hero or one of your allies, you treat this as an attack from the villain (if their hero is making the attack) or a minion (if it's one of their allies) as usual, meaning you have all the options for defending you normally have. The target of an attack changes as usual.

If an opponent's identity is in alter ego form, you cannot attack their identity and your hero cannot make basic attacks against their allies.

*Note: This is an attempt to strike a balance between the predictability of villain actions based on your form and the player's freedom to act. Restricting the opponent's hero to non-basic attacks incentivizes them to scheme in order to award more usefulness to cards that mitigate scheming.*

## Even More Experimental Multi-Player Rules

For two teams of players with equal numbers, make the following adjustments:

- There is only one conflict scheme, with the amount of threat on each stage multiplied by the number of players on the team. For example, in a game with two players on each side, double the amount of threat on each stage. All players on the same side have the same active stage.
- Each player has one main opponent, determined randomly at the start of the game. As long as your main opponent has more than zero health, you cannot attack the other opponents' identities.
- When you play an ally, they are engaged with your main opponent and cannot attack other opponents' identities or allies. However, they can defend against any attack. Cards that change who a character is engaged with work as normal, with control of the ally passing to the main opponent of the player who is engaged with the ally. When the ally is defeated, it is placed in the discard pile of the player who played them.
- If a player's identity is reduced to zero hit points, they are not out of the game. If they are still at zero health after activating any cards triggered by this effect<sup>1</sup> they have the following restrictions imposed on them:
  - They immediately discard all of their (non-permanent) allies, upgrades, and supports and cannot play allies, upgrades, or supports.
  - They cannot be healed or have their health increased above zero in any way.
  - They cannot play cards or use abilities that reference their health.  
*This is to prevent exploitation of cards like Gamma Slam.*
  - Their hand size is reduced by one.
- The player whose main opponent has been reduced to zero hit points is no longer restricted from attacking other opponents' identities.

To win by defeating the opponent's heroes, you have to reduce more than half of them to zero health.

*This is again a balancing act, where you don't want to drag out the game by requiring every opponent to be defeated in a larger game with 3+ players on each side, but you also don't want the whole team to lose because one player got rushed by an aggressive opponent in a disfavorable matchup. You also want to find a balance between there being real consequences to a player being defeated and keeping all players in the game until the end.*

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<sup>1</sup> Examples of cards that are allowed to trigger include Phoenix' *Rise from the Ashes* and the 'Pool card *Git Gud*.

# Super Experimental Optional Rule

## Obligations

Each player hands their obligation(s) to their main opponent to shuffle into their deck. Obligations count as player cards with the following changes:

- It is revealed immediately after it has been drawn. The player who drew it draws a replacement card.
- It has no resources.
- It's cost is 0.
- It cannot be targeted by effects while in a player's discard pile, other than effects that shuffle your discard pile into your deck.
- It cannot be selected by an effect that allows you to search your deck.

*The intent is that there should be very little strategizing about playing or not playing an obligation, and that neither player should have much control over when it triggers. There are undoubtedly corner cases that may arise that these rules don't cover, which is why this optional rule is super experimental.*