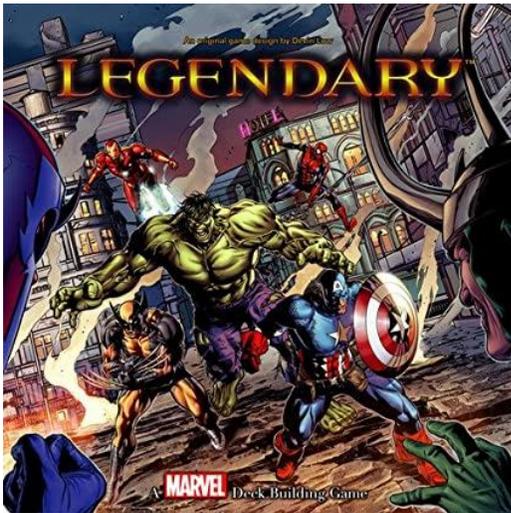


“Legendary Leagues” with the game Marvel Legendary

By Craig Dungleison

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In a not too distant past issue of this esteemed magazine I provided a review of a card game called Marvel Legendary. It is a deck building card game based in the Marvel Universe. I just love the Marvel Universe. Heroes and villains eternally fighting where no one really dies (Black Widow and Ironman will come back for you movie buffs) and with very corny dialogue. Endless stories of classical good overcoming classical evil, but always throwing the baddies a lifeline – no one dies remember; they just go away for a while.



Please take some time to review the recent article if you are unfamiliar with this game. Also please take the time to read other articles in this magazine as they are simply the best for solo players and gamers in general. And Rich does a wonderful tireless job in the production of this magazine. Thanks Rich, you are great!

This short article is about a series of Leagues (pre-generated scenarios) set up by caring individuals on the League’s web page. The League’s web page is listed below. This page will permit you to play some serious Marvel Legendary, solo but also to discuss the game via online discussion boards with other fellow gamers:

Web Site - “Legendary Leagues”: <https://www.legendaryleagues.com/#/start>

I found this page through the web page Board Game Geek. Board Game Geek is a great site with almost every game ever produced listed and most games with fan input, such a reviews, variations, expansions and comments about do and do nots strategically / tactically for the games.

The League page currently provides four Leagues that you can entered. Marvel Legendary can be played as a cooperative, competitive or solo game. The Leagues uses the advance solo rules from in the Dark City expansion which are also listed on the Leagues web page. To enter the League, you must register and there is no cost for this. If you come first in a League you can provide input into the make-up of the next League’s scenarios.

The Leagues are set up with some only using the core set and some games using some to many of the expansions available.

Currently there are four Leagues running (January 2020):

1. Starter League and the current League being “Starters League #52 (WWH - World War Hulk)”;
2. Back to Basics League and the current being “January Back to Basics League #20 (Base Set and Dark City Expansion)”;
3. Small Expansions League and the current League being “Small Box League #1: Fantastic Four”;
4. Mastermind / Villains Profile Challenges League.

The first three Leagues provide three scenarios each for you to play through with a generous deadline in the month. An example of the information provided for a scenario is:

Mastermind: The Sentry

Scheme: Fall of the Hulks

Villain Group: Code Red

Henchmen: (3) Death's Heads

Heroes: Korg

You may select 2 additional Heroes from the list of available Heroes.

Max Turn Count: 23

Max VP: 86

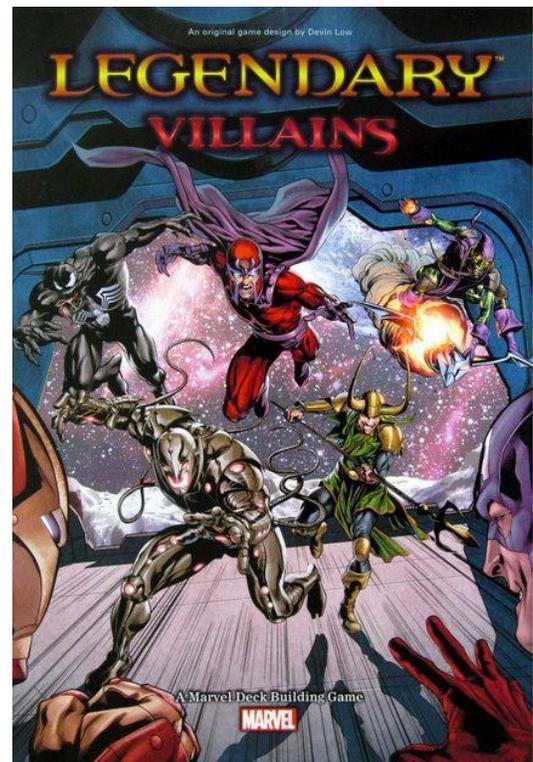
Villain Deck Contents: 8 Code Red, 3 Death's Heads, 5 Strikes, 10 Twists, 1 Bystander

Notes: You must select 2 Hulks for this match.

(Note: A fun fact about the Hero Korg in the above scenario. He is that stone golem looking guy with a high pitch voice and a New Zealand accent (yea Bro!) from the recent Thor movie Ragnarock.)

Just some quick catch-up details. The Mastermind is the head leader of the bad guys. All characters are drawn from the Marvel Universe – comic or cinematic. The Villains are the Masterminds main sidekicks, and the Henchmen are minor villains (the “really” expendable guys or gals). The Scheme is the current evil plan that the Mastermind is trying to complete. Please note that evil is a relative term here, no judgements are made.

You are given a single or two Heroes that must be used with the scenario. Then you are provided with guidance for the selection of one or two Heroes more depending upon the scenario. You are provided with a list of Heroes that you can select from for the scenario. You can only use a Hero once in the set of 3 scenarios / matches. For example, if you use the Hulk in Match One, then he is out for the other two Matches of that League.



You are also provided with the number of maximum turns you can play and the possible maximum number of VP you could score (good luck reaching the max, a tough task). It is simple but truly a great system.

The fourth League provides you a much tougher and wider range of scenarios. There are up to 10 fully fixed scenarios for you to play through. I find these tough but highly enjoyable.

When playing you must take the time to:

- Read the scenarios carefully.
- Perform some research on the Scheme, Mastermind, Villains and Henchmen involved. I also look at some of the characters involved in the Marvel Data Base (https://marvel.fandom.com/wiki/Marvel_Database) or in one of the Marvel Encyclopedias bought for me by lovely wife (with a large patient sigh at times) to gather background fluff and storyline. I just love doing this.
- Consider what skills are going to be needed to best stop the Scheme, combat the Mastermind's, skills and Master Strike (special attack) and similarly for the Villains and Henchmen.
- Then consider the best Heroes to select from the limited numbers available, remembering that once selected they cannot be used in a later scenario in that League. So have a quick look at them also.
- Then you can play your game! It is stressed in the rules that you cannot play multiple or trial games and then select the "best" to post. I was initially playing two trial games and posting the third game as my game regardless of the outcome. I mentioned this approach on the board and was firmly but politely corrected on my approach. You should only play one game with the full set up. If you wish to try a team of superheroes out, you cannot use the proposed scheme and mastermind. The organizers are trying to get an even playing field and this approach achieves this aim.

I mentioned above that you can go to an online chat boards and discuss the game with fellow gamers. This aspect of the League is great. For me a solo player I can play the game when I like and with as much intensity or fun as I like but I then I can go and chat with fellow gamers who have also played the same game. This is great. You pick up hints and ideas, particularly with the selection of Heroes. Some people use some combinations that I would never thought of and you can go back and test them out, often resulting in me learning gaming mechanisms that I would have never used myself. Simply brilliant and very enjoyable! I have only met helpful and friendly people online in these boards.



In conclusion if you like Marvel Legendary or have an interest in the game then a look at the Legendary League page it is a must.