

7.2

Hello everyone I am back again, this time with the 7.2 guide. Overall I must say I quite enjoyed 7.2, some of the most fun content I have done in a long time. Not super difficult overall, and quite roster friendly where it does not require 1 or 2 niche counters for a fight. The Final Gwenmaster was in my opinion one of the most well designed fights in the game, she came with unique challenges, while very rewarding. The new "Superiority" nodes were quite interesting and enjoyable. Massive props to Kabam on such well designed content.

My 5 MVPs were Ghost, Doctor Doom, Magneto, Torch and Hyperion.

Global Nodes

WARNING: A special 3 is active.

Star Power: 6* attackers gain a permanent +700 fury.

Adrenaline Rush: The attacker gains up to 100% damage reduction at times, scaling with their current adrenaline.

Hold The Line: The attacker gains up to +80 block proficiency at all times scaling with their current Adrenaline.

Chests (2 per path so double)

1* 50k gold

2* 45 units

3* 9k t2a

4* 18k t2a

5* 750 6* shards

6* 22,500 t5bc

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7.2.1

7.2.1 - Clapback, Ebb n Flow Heavy, Flail, Superiority.

Clapback: Whenever a bleed, poison, incinerate or plasma debuff is placed on the defender, it is replicated and placed on the attacker.

Ebb n Flow Heavy: The defender has a protection passive, reducing the attackers damage by 60% knocking the defender down with a heavy removes the protection for 12 seconds, the attacker is granted a cruelty passive for 12 seconds increasing critical damage rating by 30%, when the protection returns all debuffs are purified.

Flail: Anyones special attacks cause a random debuff on both champions.

#Superiority: Paragon: If the attacker is a hero, they gain superiority

Rise Above: When the attacker gains a buff, they have a 25% chance to purify a debuff on them, if the attacker has superiority they gain an additional 25% chance per buff on them.

Path Defenders: Iceman, G2099, Ronan, Starky, Mister Fantastic, Yondu.

Used: r3 Magneto, r3 Ghost, 5/65 Wasp, r3 Doom, r3 Human Torch.

This lane is an absolute joke with ghost, due to clapback you will constantly be getting debuffs on you from the opponent's special attack. Magneto is a great option for the metal defenders on this path, but be careful due to clapback you may have bleeds back on you after your special 3, and they do a massive amount of damage if you do not have coagulate. Additionally if you have pacify, throw your special 3 while they are under a stun effect and no bleeds will go back on you. The flail debuffs themselves don't do too much damage, so don't worry too much about them, Angela works great due to her sig ability + the Superiority node. Yondu can be slightly tricky due to his non contact arrows, so champs with passive stuns like Doctor Doom, Wasp etc will work great for him. Champs like Warlock, Colossus, Emma Frost work great here due to their amount of immunities.

7.2.1 - Energy Adoption (Fire / Ice) Juggling Act, Blood in The Water

Energy Adoption Fire: Making contact with the defender has a 50% chance to inflict an incinerate on you dealing X% damage over 5 seconds. While the defender has a bleed effect on them, they cannot inflict any incinerate on the attacker. Additionally, incinerates on the defender deal 100% less damage and the defender heals 1% max health per seconds while the incinerate is active on them.

Energy Adoption Ice: Making contact with the defender has a 50% chance to place a coldsnap debuff on you lasting 5 seconds, whenever the defender is inflicted with a coldsnap debuff, they regenerate 1% max health per second, until that debuff expires, a coldsnap cannot be inflicted if the defender has an armor break effect on them.

Juggling Act: The attacker starts off with a permanent coldsnap immunity, when the attacker charges a heavy attack it converts into a permanent incinerate immunity. At the end of the defender's special attack it turns back into a coldsnap immunity.

Stun Vulnerability: The defender takes 200% more damage while under a stun effect.

Blood in the Water: While the attacker is under a debuff the defender gains a +150% passive fury, which expires when all debuffs on the defender are removed.

Path Defenders: Black Bolt, Scarlet Witch, Professor X, Stryfe, CMM, Juggs.

Used: 1/25 Mister Fantastic, r3 Doctor Doom, r3 Torch, 5/65 Mephisto, r3 Ghost.

If you have either Ghost or Human Torch this lane becomes a cheese, with torch you will constantly be gaining smoulders, and most of the fights are either mystic / involve energy attacks to constantly keep up your temperature. Ghost works perfect as you can keep phasing the debuffs and gaining the massive passive furies. Havok is another viable option, you can do 1 of 2 things. First keep coldsnap immunity up, and since havok is incinerate immune you won't get any debuffs on you. Or you could switch to incinerate immunity to get the coldsnap debuffs on you to spam plasma detonations. Other dual immunities/resistances like colossus, mephisto, annihilus, surfer, and emma frost. Falcon works well while under locked on, he will shut off the energy adoption nodes. Quake works decently also. I used Mephisto for only CMM, since he takes no damage from incinerates and is coldsnap immune + mystic, well you get the picture.

7.2.1 - Powershield, Tyranny, Intervention Villainous/Fury

Powershield: the defender takes 0 damage from all basic attacks, but special damage is increased by 400%

Tyranny: Villains attain absolute power, heroes gain no power.

Intervention Villainous: When a #Villain attacker knocks down the defender they have a 100% chance to apply a passive intervention on the attacker.

Intervention Fury Buff 3: If the attacker has 3 intervention charges, they are turned into a fury increasing attack by 100%

Path Defenders: Venom, Annihilus, Ghost, Unstoppable Colossus, Super Skrull, Ultron.

Used: r3 Ghost, r3 Magneto, r3 Doctor Doom, 5/65 Wasp, 1/25 antman.

This lane Tyranny + Powershield is a ghost lane, if you are running full suicides it's likely they will die in 1 special 2, do a couple heavies before your sp2, then pop it and they will die. Magneto works very well for the metal champions, doctor doom also worked super well. Heroes won't gain any power, keep in mind non heroes / non villains, will gain power normally, while Villains gain increased power gain. Overall it's not a difficult lane, powershield is a super simple node.

7.2.1 - Counter Tactics, Foresight, Release Valve, Unblockable

Foresight: Intercepting the defenders dash attack grants a passive fury for 7 seconds which increases damage by 200%

Counter Tactics: The defenders base attack increases by 20% for each hit of the attackers combo meter.

Release Valve: Whenever the attacker dices the defenders special attack they reduce their combo count by 5 (can happen more than once.)

Unblockable: The defender's special attacks are all unblockable.

Path Defenders: Elsa, Cap IW, Stealthy, Ebony Maw, Killmonger, Red Hulk.

Used: r3 Doctor Doom, 1/25 Mister Fantastic, r3 Torch, 5/65 Nick Fury, r3 Venom.

This lane was not too bad, the defenders don't have particularly hard to dex specials, just make sure you don't push Elsa or Maw to their Special 2s as they are quite tricky to evade. Doctor Doom was used For Elsa and Killmonger. I brought the Mister Fantastic synergy just for KM specifically. G2099 is not a very good option on this lane, due to counter tactics + release valve. Any champion that relies on abilities through combo I wouldn't use here either, DDHK and Squirrel girl for example. Make sure you bring a Killmonger counter, if you do he will be significantly easier. Killmonger you can side step as well, so keep that in mind for easy openings. Also there is an Ebony maw on the lane so bring a maw counter or he could be troublesome. If you aren't confident on your intercepts, bring the quake + nick fury evade charges, so if you mess up it saves you.

7.2.1 - Bullet Time, Ebb n Flow knockdown, Bleed Vulnerability.

Bullet Time: When the defender is stunned, they immediately purify the stun and gain an evade charge granting a 100% chance to evade, this stacks indefinitely. If the attacker avoids any basic attack with the dexterity mastery the defender is passively stunned for 1.5 seconds for each charge on the defender.

Ebb n flow knockdown: The defender has a protection passive, reducing the attacker's damage by 60% knocking down the defender removes the protection for 12 seconds, the attacker is granted a fury passive for 12 seconds increasing damage rating by 40%, when the protection returns all debuffs are purified.

Bleed Vulnerability: While the defender is bleeding, the attackers attack rating is increased by 200% while landing attacks.

Path Defenders: Spider Gwen, Symbiote Supreme, Yellowjacket, Thor Ragnarok, Loki, Wasp.

Used: 5/65 Nick Fury, r3 Torch, r3 Magneto, 5/65 Magik, r3 Doom.

This lane is not too bad if you bring the correct champions, Nick Fury is a massive MVP for this lane due to the bleed vulnerability. Reparry a bunch then dex to stun them, knock them down and then melt them. AA is also a beast here as he will shut off ebb n flow knock down and the Bullet Time node with his AAR. Quake works pretty well also, wait for the first aftershock cycle, knock the defender down then ebb n flow is shut off for the rest of the fight. Ghost works alright as well. Magneto was used for the Metal fights, Thor Rags / Wasp. I used Torch for Sym Supreme and Loki which worked pretty well. Doctor Doom actually works super well here, build up to 20 evade charges, dex to stun knock em down then slap em, since doom has great power control there is virtually no risk that the defender will get a sp3 as long as you don't mess up.

7.2.1 - Superiority, Static Blast, Flare, Superconductor

Static Blast: An aura of electricity drains 50% of the Attacker's power whenever the Defender launches a Special Attack. Special Attacks Power Burn 100% of the Attacker's Power. Blocking the Special Attack reduces the Power Burn damage by half.

Flare: Increases your damage by 300% but you degenerate over 60 seconds

Superiority Paragon: If the attacker is a #Hero they gain Superiority.

Superconductor: If the attacker has an armor up active they gain +20% resistance to all power burn, drain and steal effects. If the attacker has **Superiority** they gain an additional +30% for each additional armor up buff.

Path Defenders: Cable, Agent Venom, Havok, Blade, Domino, Ultron.

Used: r3 Ghost, 5/65 Warlock, 5/65 Wasp, 5/65 The Hood, r3 Magneto.

For this path, you do not really need to worry about the Static Blast node, as there also is the flare node, which makes it an easy path. If you are concerned about the Static Blast node, make sure to bring champions with armor up buffs, Colossus is by far one of the best options here since he is a hero, and will have access to many armor up buffs. Bring champions with access to regeneration also, so you can do multiple fights with them, as flare will eventually kill you. Ghost + Hood was amazing for this lane since you don't take damage under phase it was a simple phase medium repeat until they die. Make sure to bring a Havok counter as he can be a

little bit tricky. There is also a domino there and classic ultron who both can be a bit annoying. Overall not too bad of a lane

Minibosses Mole Man, Magneto, Modok.

Mole Man, Fight or Flight, Bleed Vulnerability, Foresight, No Hit Mercy, Incinerate Immunity

Fight Or Flight: Every 14 seconds either the defender or the attacker will gain an unstoppable buff. Being close to the defender gives them an unstoppable buff, staying far away from the defender grants you an unstoppable buff.

No Hit Mercy: Each time the defender is knocked down they gain a cruelty buff granting +350% critical damage rating for 10 seconds, having this buff allows them to crit through block.

Bleed Vulnerability: The defender takes 200% more damage while under a bleed effect.

Foresight: Intercepting the defenders dash attack grants a passive fury for 7 seconds which increases damage by 200%

Incinerate Immunity: The Defender is immune to incinerate effects.

For this boss in my opinion ghost is the best overall option due to the foresight node her phase intercept counts toward it, so you will have a massive fury for the whole fight. Nick Fury or any bleeder will work great here as well due to bleed vulnerability, just keep in mind he will purify your debuffs, so using apoc or omega will be great as they will shut off his purification. If you have white magneto bring him as well to place the passive stun which cannot be purified.

Magneto Moth to the Flame, Power Build Up, Spite, Aggressive.

Power Build Up: When the defender reaches 2 bars of power they gain a permanent prowess buff for every 2 seconds that they are at 2 bars of power, each prowess increases special attack damage by 100%

Moth to the Flame: Gain 1 charge while striking the defender, these charges fall off gradually while far away from the defender, each time the attacker launches a special attack 10 fervor charges are removed each granting a passive fury increasing damage by 10% per fury. If fervor charges drop to 0, the attacker is inflicted with a degeneration debuff dealing 50% of the defender's attack rating over 10 seconds.

Spite: While under any buff effect the defender gains a power flood granting 18% of a bar per seconds.

Aggressive: The defender excels at offensive things such as heavy attacks and dash attacks

This fight is not too bad, make sure to bring nonmetal champions for this fight or magneto will completely destroy them. Torch works excellent here since Magnetos attacks are all energy based, so each time he blocks an attack he gains a smoulder increasing incinerate damage by 12% Magik is another fantastic option since she power locks him, and the moth to flame node increases her damage by a decent amount. Since the defender is naturally aggressive it is safe to do backdrafts without any risk since it's very likely the defender will fall into your intercept every time. One metal champion that does work is AA because his ability accuracy cannot be reduced by opponents abilities he will melt magneto and shut off spite so there is no risk at all.

M.O.D.O.K. - Stampede, Defective Defense, Spectre Of Ailment, Shock Immunity

Stampede: Whenever the defender blocks an attack they gain an overrun charge, each charge increases attack and combat power rate by 10% If the defenders heavy attack is interrupted all charges are removed and the attacker gains an unblockable passive for 1 second for each charge removed.

Defective Defense: Blocking an attack has a 100% chance to place a disorient debuff on the attacker reducing ability accuracy and block proficiency by 25% A well timed block reduces this chance to 50% Also dashing back and holding block for 1.2 seconds removes one of these debuffs.

Spectre Of Ailment: The attackers regen rate is reduced by 50% per each non damaging debuff on them.

Shock Immunity: The defender is immune to shock effects.

Aggressive: The defender excels at offensive things such as heavy attacks and dash attacks

The best counter for M.O.D.O.K. In my opinion is Magneto, since he is metal he can never autoblock magneto and it is safe to parry heavy him, build to a sp3 and that will tick him down really low, then you can finish him off with a sp1 or so. AAs ability accuracy cannot be lowered by opponents abilities, but It can be by nodes, so the disorient could fail your parries. Nick Fury and a ramped aegon, are some other excellent options for this fight. Any champion that ignores autoblock through their own abilities or true strike such as KM will work great.

7.2.2

7.2.2 - Ebb n Flow Intercept, Aggressive, Foresight.

Ebb n Flow Intercept: The defender has a protection passive, reducing the attacker's damage by 60% intercepting the defender removes the protection for 12 seconds, the attacker is granted a fury passive for 12 seconds increasing damage rating by 40%, when the protection returns all debuffs are purified.

Aggressive: The defender is naturally aggressive and excels at things such as heavy attacks and dashing.

Foresight: Intercepting the defenders dash attack grants a passive fury for 7 seconds which increases damage by 200%

Combo Party: very 10 hits on the combo meter grants the attacker a cruelty buff increasing crit damage rating by +500. When the attacker is struck it removes all Cruelty buffs and deals 40% of the defenders attack for each cruelty removed this way.

Path Defenders: Namor, CGR, Airwalker, DDHK, Ghost Rider, The Champion.

Used: r3 Ghost, 5/65 Wasp, r3 Doom, 5/65 Warlock, r3 Torch.

I am a natural interceptor, so I really enjoyed this lane, the aggressive node really helps here so you can safely backdraft intercept without worrying. If you bring Ghost for namor make sure you don't intercept too early, or else the damage will be reflected back on you, so I used warlock instead as a safety precaution. I accidentally brought in Ghost for DDHK, I still did solo but it was an annoying fight so make sure you don't make that mistake. Bring a counter for the champion, I used Doom but any nullify or slow mechanic will work for him. If you use torch for GR, remember he is incinerate immune so pop your prefight. Overall as long as you can intercept well (aggressive and foresight helps a lot) you will be fine in this lane.

7.2.2 - Powershield, Life Transfer, Special Burst lock down

Powershield: the defender takes 0 damage from all basic attacks, but special damage is increased by 400%

Life Transfer: The attacker loses 2% of their max health per seconds, but regenerates 125% of damage dealt.

Special Burst Lock Down: Whenever the defender uses a special attack they place an armor break debuff reducing armor by 30% and a heal block debuff for 5 seconds.

Spectre Of Ailment: The attackers regen rate is reduced by 33% per each non damaging debuff on them.

Path Defenders: BWDO, Longshot, Miles, Phoenix, Medusa, BPCW

Used: r3 Doctor Doom, r3 Ghost, 5/65 Wasp, r3 Torch, 1/25 Mister Fantastic.

This lane is pretty chill overall, due to life transfer it is pretty simple. Just always make sure you do not throw any specials while you are under a heal block or it will backfire on you, Ghost and Doctor Doom were MVPs. I used Doctor Doom for Medusa, Phoenix and BPCW. With the mister fantastic synergy you will armor break him removing his armor up buffs so no reflection, also his passive stun does not reflect.

7.2.2 - Superiority, Particle Protector, Discombobulate, Micro Reflect

Superiority Top Dog: If the attacker has class advantage they gain superiority

Micro Reflect: Any attack that is glanced, a portion of the damage is reflected back on you

Particle Protector: The defender has a 85% chance to glance an attack, glancing attacks cannot be critical and suffer -100% ability accuracy, this node is not affected by aar.

Discombobulate: Whenever the attacker dodges an attack they apply a disorient on the defender reducing their defensive ability accuracy by 35% for 12 seconds, if the attacker has

Superiority Striking the defender pauses these debuffs for 0.4 seconds.

The Weak Link 3: When the defender is under a disorient debuff the attackers attacks deal a burst of physical damage on their basic attacks equal to 100% of their attack.

Path Defenders: Invisible Woman, Winter Soldier, Thing, Hawkeye, Torch, Punisher.

Used: 5/65 Stealthy, 5/65 Nick Fury, 5/65 Havok, r3 Doctor Doom, r3 Magneto.

This lane at first glance might seem a little bit tricky, but overall it is not too bad, the main focus in this fight is to keep up your disorient debuffs, you get 1 for each dex you do. 3x 35% is 105% so that fully shuts off micro reflect and any kind of glancing. Stealthy was a pretty Big MVP for me, I used him for Thing, Invisible Woman, Human Torch and Hawkeye. For Thing and IW make sure you use your web foam prefight which allows stealthy to ignore miss, evade and unstoppable. For this lane I recommend you bring champions with class advantage, but it is not needed if you don't want to do this. Make sure you bring a Thing and Invisible Woman counter, other than that, there are no major issues.

7.2.2 -Superiority, Passive Aggressive, Oscillate, Footloose, The Weak Link

Superiority Top Dog: If the attacker has class advantage they gain superiority

The Weak Link 1: When the defender is under a disorient debuff the attackers attacks deal a burst of physical damage on their basic attacks equal to 50% of their attack.

Oscillate: The defender begins in a fury phase for 15 seconds during this fury the defender is very aggressive and attack increases by 300%, after the 15 seconds, the defender switches to an armour phase where you do not crit often, and the AI is very passive.

Footloose: When the defender activates a special attack they gain an unstoppable and an evade charge which has a 25% chance to evade, for 7 seconds.

Passive Aggressive: While the defender has a fury effect active, knocking them down applies a non stacking weakness debuff reducing attack by 10% for 6 seconds **Superiority:** This weakness increases to 50% potency and lasts 15 seconds.

Path Defenders: Sorcerer Supreme, Red Goblin, Sassy, Aarkus, MS, Spider Man Symbiote.

Used: 5/65 She Hulk, r3 Torch, r3 Doctor Doom, r3 Magneto, 5/65 Doctor Doom.

This lane due to the oscillate node can be a little bit annoying, as the ai goes super passive in the armor phase, making it very difficult to use she hulk. Sorcerer make sure you bring some kind of power control champ like void, or doom to deal with her so she doesn't shoot to a sp3 in her armor phase. I used Torch and just nuked her down which worked quite well. Sassy can be a little bit annoying, you can bring a slow champion for him, or one that counters unstoppable. Just be aware nullifies, such as doom or cap iw will not work on his passive unstopables. I

used Shehulk for Sassy and it kind of worked, you can use her sp2 to reverse his healing, but it's super hard to keep up furies due to oscillate. Mags was used on Morningstar since she is metal, Morningstar will only bleed you if the attack you made is physical, so champs with energy attacks will completely ignore it.

7.2.2 - Wax On Wax Off, Rust and Ruin, Mystic Wrath, Power Build Up

Rust and Ruin: When the defender is stuck they have a 40% of a chance to apply an armor break debuff onto the attacker, which reduces armor rating by 25% for 10 seconds, if the attacker has 5 of these armor break debuffs they convert to a permanent armor break debuff.

Wax On Wax Off: Whenever the attacker nullifies a buff on the defender they have a 100% to purify all debuffs on themselves

Mystic Wrath: Mystics in this fight gain a passive fury increasing attack by 125%

Power Build Up: When the defender reaches 2 bars of power they gain a permanent prowess buff for every 2 seconds that they are at 2 bars of power, each prowess increases special attack damage by 100%

Special Lock Burst Down: When the defender activates a special attack they place a 15 second heal block and armor break debuffs reducing armor by 40%

Path Defenders: Hyperion, Bishop, CMM, Red Skull, Apocalypse, Mysterio.

Used: r3 Doctor Doom, 5/65 Doctor Doom, 1/25 Mister Fantastic, r3 Torch, 5/65 Magik.

If you have ever heard of the perfect doom lane, this is it. I ended up using my r5 Doom for the whole lane, Just do the typically doom rotation for most fights, in the bishop fight don't use your sp2 at all, just keep doing sp3 rotation and bishop will kill himself, Mister Fantastic synergy was brought in for the mysterio fight in particular so I didn't have to deal with his helmets effects. Overall any mystic nullifier works super well for this lane, even if they are typically a low damage dealing mystic, mystic ward node completely fixes that. This for me was one of the more enjoyable lanes in 7.2.

7.2.2 - Superiority, Outburst, Power Snack - 3, Hard Knock Life - 4

Superiority Top Dog: If the attacker has class advantage they gain superiority

Outburst: Whenever a buff is nullified on the attacker they gain immunity to nullify fateseal and stagger for 15 seconds, if the defender has **Superiority** Striking the defender grants them a fury buff increasing attack by 10% for 10 seconds.

Power Snack - 3: Every 7 seconds whenever the attacker triggers a buff it is instantly nullified and the defender gains 75% a bar of power.

Hard Knock Life 4: Every time the attacker performs a successful well timed block they gain a passive disorient for 15 seconds, reducing ability accuracy and block proficiency for 15 seconds.

Tech Ascendancy Lvl 3: Tech Champions receive +40% base Attack and Mutant Champions receive -40% base Attack penalty. Additionally, adjacency in the Class Wheel grants Cosmic Champions +20% base Attack.

Path Defenders: Vulture, Archangel, Sentinel, Storm PX, Green Goblin, Psylocke.

Used: r3 Ghost, 5/65 Wasp, 5/65 Warlock, 5/65 Hyperion, r3 Hela.

For this lane if you have thing he will work super well as he is nullify immune, so you will never have to worry about power snack. Quake is another great option for this lane, double dex at the start, then you will never have to worry about power snack again as long as you do not drop heavy. Any kind of power control will work quite well for this lane, just make sure your power control comes through special attacks rather than basic attacks against storm px, since she has a 60% chance to glance attacks. Magik would work excellent for storm px. Ghost and Hyperion were my main MVPs for this lane, with hela and warlock as backup. Overall not too hard of a lane. Make sure you don't use Corvus as he completely sucks for this lane.

Minibosses: Tigra, White Mags, Guardian.

Tigra, Wombo Combo, Heavy Assault, Staggering Beauty, Prey on the Weak - 4

Staggering Beauty: When close to the defender they gain a stagger, staying far away allows these staggers to gradually fall off.

Wombo Combo: Whenever the defender uses a special attack, your combo is reset to 0 and the defender gains a prowess buff (max 30) for each combo hit removed, these prowesses increase special attack damage by 20% for 8 seconds. If the defender is knocked down while these prowesses are active, they suffer direct damage equal to 10% of the attacker's attack per prowess.

Heavy Assault: Both champions' heavy attack damage is increased by 500% and while the defender is charging their heavy, they become unstoppable for the duration of it.

Prey on the Weak 4 - Whenever a buff expires on the attacker the defender gains 5% of their max power.

Due to the heavy assault node, this fight is not too bad, if you cannot find openings for tigris it's very simple to side step her and then retaliate with a light attack to get a combo onto her. Focus on using heavy attacks to deal a massive amount of damage, Doctor Doom, Torch, Void, Ghost She Hulk are some great options. If you know the correct spacing you can heavy counter her sp1 with not too much trouble, just make sure you do not use a champion with a ton of buffs or else prey on the weak will kill you.

White Mags, While the Iron Is Hot, Special Connoisseur, Power Build Up, Unblockable.

While the Iron is Hot: While the defender is stuck on a wall the attacker gains a prowess buff increasing special attack damage by 20% per each buff, these prowess expire upon special attack activation, the defenders power rate is increased by 5% per each prowess on the attacker to a max of 50%

Special Connoisseur: The defender takes 90% less damage from all sources except special attacks with prowesses.

Power Build Up: When the defender reaches 2 bars of power they gain a permanent prowess buff for every 2 seconds that they are at 2 bars of power, each prowess increases special attack damage by 100%

Unblockable: The defender's special attacks are all unblockable.

One major thing to note is Special Connoisseur, DOT effects bypass this damage reduction node, so champs like torch and quake will work fantastic. Since magnetos attacks are energy based, torch gains a smoulder for each blocked attack increasing incinerate/nova flame damage by 12% per each. Magik is another fantastic option for this fight since she will keep him in the corner and gain a ton of prowess effects increasing her special attack damage by a bunch. Professor X, Sunspot are some other great choices.

Guardian, Power Shield, Aggression armor, Do Not Disturb 2, Heavy Handed, True Strike

Power Shield: The attackers' basic attacks deal no damage, but their special attacks deal 400% more damage.

Aggression Fury: The defender gains a passive armor up every 2 seconds increasing armor rating by 50% per stack. When struck, reset the timer and remove 1 armor.

Do Not Disturb 2: The defender has +100% increased ability accuracy, each non damaging debuff decreases it by 25%.

Heavy Handed: Special attack damage is increased based on armor.

True Strike: Defenders attacks ignore, armor, (some)resistance, evade and autoblock.

This fight is a pretty simple Magneto fight, you will be healing the whole fight due to the permanent shock he places on you, and powershield he will die in one sp3. Doctor Doom is another fantastic option here, bring the mister fantastic synergy if you want to continuously armor break him, but get up to 2 furies, then cycle sp2s til he dies. Focus on baiting sp1 as it is significantly easier to dex then his sp2. Any armor breaking champion with high damaging special attacks will work great here. Psylocke is another fantastic option as she completely shut him down with her passive eneverate.

7.2.3

7.2.3 - Superiority, Energy Adoption (Ice / Lightning)

Superiority: Even Footing: If the attacker is the same class as the defender they gain Superiority.

Dynamo: If the attacker has superiority, fury, prowess and armor up effects grant +30% energy resistance per active buff. While the attacker is suffering from those effects their fury, armor up, and prowess buffs are paused.

Energy Adoption Lightning: Making contact with the defender has a 50% chance to place a shock debuff on you lasting 5 seconds, whenever the defender is inflicted with a shock debuff, they regenerate 1% max health per second, until that debuff expires, a shock cannot be inflicted if the defender has an armor break effect on them.

Energy Adoption Ice: Making contact with the defender has a 50% chance to place a coldsnap debuff on you lasting 5 seconds, whenever the defender is inflicted with a coldsnap debuff, they regenerate 1% max health per second, until that debuff expires, a coldsnap cannot be inflicted if the defender has an armor break effect on them.

Path Defenders: Ronan, Rogue, Gambit, Medusa, Beast, Carnage.

Used: r3 Ghost, 5/65 Hood, 5/65 Wasp, 5/65 Havok, r3 Doom.

This path was designed for ghost, all those sweet debuffs will be instantly converted into passive furies, and she ends the fight in one sp2. So if you have a ghost I definitely recommend this path for completion, as it is an absolute joke with her. Havok works very well due to his 50% energy resistance, and while spamming plasma detonates and DOT. Bishop works similar to how havoks works, he will gain a ton of power from the energy debuffs. CMM will work well also, as the energy debuffs feed her binary and she will constantly be in it. Quake of course works as well since no contact, no problem. With the superiority node, colossus, magneto, professor x, angela, hype, medusa will work very well for their respective classes, and the debuffs will just heal you. Surfer is another fantastic option, since he has 100% coldsnap and shock resistance so there will be no issues with the debuffs.

7.2.3 - Thorns, Rust and Ruin, Repulsive, Enhanced Abilities

Superiority: Even Footing: If the attacker is the same class as the defender they gain Superiority.

Repulsive: For each active debuff on the attacker, they ignore 30% of the damage they would take while striking the defender to a max of 90% Superiority: they reflect 200% of the damage onto the defender instead of ignoring it.

Thorns: Retaliates with 15% Attack as Physical Damage whenever struck by an Attack that makes contact.

Rust and Ruin: Whenever the attacker strikes the defender, they have a 40% chance to gain an armor break debuff which reduces armor by 25% for 10 seconds, if there are 5 armor breaks on the attacker, they are converted into a permanent armor break.

Enhanced Abilities: All abilities trigger 50% more often.

Path Defenders: Gulk, Proxima Midnight, Squirrel Girl, Spider Gwen, Corvus, Night Thrasher.

Used: r3 Torch, 5/65 Nick Fury, 5/65 Hyperion, 5/65 Havok, 5/65 Professor X.

Thorns is typically an annoying node, but not in this case. There are 3 main counters to thorns, 1) Non Contact attacks, such as professor X, havok, nova. Champions that ignore passive damage back like gambit, stryfe and omega red and finally champs with powerful AAR, such as AA, Falcon and Crossbones. With the enhanced abilities and rust and ruin nodes you will have lots of debuffs on yourself so you will ignore the passive damage back, and if you have superiority you will reflect it. If you do use nick be aware to not knock the defender down or else you will purify all the debuffs on you. Namor is another excellent option for this lane as you will just reflect everything. Ibom as well is fantastic due to all the poisons on him. But as long as you bring the same class champions you will be totally fine, as long as they are not armor break immune.

7.2.3 - Vigor, Set in Stone, Supercharge, Mystic Ward

Superiority: Even Footing: If the attacker is the same class as the defender they gain Superiority.

Set in Stone: Striking into the defenders block applies a 15 second passive petrify reducing heal and power gain by 100% **Superiority:** when intercepting the defender applies the same petrify to the defender.

Vigor: Every 15 seconds from the start of the fight, the defender regenerates 50% of their base health over 5 seconds. This timer refreshes when the defender reaches intervals of 25%.

Supercharge: Every 15 seconds, the defender gains a power gain buff granting 20% max power over 10 seconds.

Mystic Ward: Enemy nullify effects have a 95% chance to fail.

Path Defenders: Human Torch, Ronin, Sentry, Masacre, Hood, Luke Cage.

Used: r2 Void, r3 Torch, 5/65 Nick Fury, 5/65 Magik, r3 Doctor Doom.

This lane can be slightly annoying if the defender doesn't play into your intercepts, but as long as you can intercept you will be fine, the petrifies stack with no limit so you shut down their power gain and regen. If you don't feel confident in your intercept abilities that is ok, just bring a heal blocker or heal reverser, such as warlock, mysterio, magneto + magik synergy, G2099 etc. You cannot really use a nullifier reliably here due to the mystic ward node. Void is a big MVP here, because even if you do not get an intercept off, he has his own petrifies to block and reverse heal. Magik you must be careful to not hit the defenders block or you will shut off your own power steal from the petrify passive. But she works great as long as you don't shut off your own power steal. Be aware you do not need to turn off the WP mastery, as the petrify is a passive and you won't heal / degen from it.

7.2.3 - Redlining, Unblockable, Specialist 2

Redlining: When the attacker is above 33% max power, increase combat power rate by X%, But when over 75% max power, get instantly drained to 0.

Unblockable: The defender's special attacks are unblockable.

Specialist 2: The attackers special 2 deals 50% more damage, but your other specials deal 50% less damage.

Path Defenders: Superior Iron man, Havok, Doc Oc, Terrax, Sentinel, Namor.

Used: r3 Mags, 5/65 Magik, r3 Magneto, 5/65 Warlock, r3 Ghost, 5/65 Wasp.

This is a pretty simple lane, just don't bring champions that rely on their special 3. Magneto can bypass the node (70% chance) but he might not, and It's better to not take that chance and instead throw your sp2s only. Magik is an excellent option for this lane, since you cycle sp2s normally, and due to redlining you will have access to more sp2s than normal, she is the best option for that terrax who can be a little bit tricky. Claire is another excellent option here. For the Havok just make sure you bring a normal havok counter, I used Warlock and his special 2 deals a good chunk of damage so that worked great here. Overall a pretty simple lane as long as you have a terrax and Havok counter.

7.2.3 - Buffet, Heal Reversal, Safeguard, Aspect of War

Buffet: The next buff triggered by the attacker is instantly nullified and the defender regenerates 7% maximum health. Buffet cannot nullify any buffs that are currently on the attacker.

Aspect Of War: Your block proficiency begins to decay, overtime and after 50 seconds the defender becomes permanently unblockable, after every special attack the defender gains an unstoppable passive for 5 seconds, this can be disabled by performing an intercept.

Heal Reversal: Both Champions healing effects are completely reversed.

Safeguard: Prevents the defender from losing more than 1% health from a single source.

Path Defenders: Winter Soldier, Omega, Doctor Strange, Yellowjacket, IMIW, starky.

Used: 5/65 Hyperion, r3 Ghost, r3 Mags, 5/65 The Hood, 5/65 Wasp.

Unfortunately this lane was made harder than the original beta, which used to have super buffet which had no timer so you could completely cheese this lane. You still can, just not as easily. Magneto works great for the metal fights, due to his natural -105% heal reduction on metals the heal reversal does double potency basically, he also bypasses safeguard and aspect of war so the metal fights on this lane become simple. Bring any champ with a lot of buffs, and just make sure you do not have any healing champs on your team or their health will just get reversed. If you don't have a reliable counter you can just quake it as she ignores basically all these nodes. Not a super difficult lane, if you don't feel confident with aspect of war you can always bring a passive unstoppable counter such as She hulk, Stealthy, Sorcerer, RG etc. Cap IW and other Nullifiers will not work.

7.2.3 - Stacking Power, Special Delivery, Fight or Flight

Stacking Power: The attacker gains no power from landing or receiving attacks, or from any passive or active power gain effects. Whenever the attacker gains a buff, they instantly generate 20% a bar of power.

Special Delivery: You begin the fight with 15 charges, each basic attack subtracts one charge, after the 15 expire you begin to degenerate, activating a special attack resets these charges.

Fight Or Flight: Every 12 seconds either the defender or the attacker will gain an unstoppable buff. Being close to the defender gives them an unstoppable buff, staying far away from the defender grants you an unstoppable buff.

Path Defenders: Captain Marvel, DDHK, Quake, Doc Voodoo, Kingpin, Surfer.

Used: Magneto, Magneto, Magneto, Magneto oh.... And Magneto.

Ok as you can tell by who I used... Magneto for every single fight, this lane is a complete cheese with him, once you get to 30 prowess, use your sp3, after your sp3, hold heavy to refresh prowess bam your at a sp3 again, keep repeating this for the whole lane. Well if you don't have magneto that is ok there are plenty of other excellent options for this lane, just not as cheesy.

Colossus, Angela, Hyperion, Ghost (parry heavy) Hela, are some other excellent options for this lane. This was one of my favorite lanes mainly due to that magneto cheese.

Mini Bosses: VTD, Hit Monkey, Punisher 2099.

VTD, Critical Eye, Crit Me With your best Shot, Critical Setup, Aggressive.

Critical Eye: Whenever the attacker crits on the defender, the defender gains a passive unblockable charge making their next attack unblockable. These charges are consumed when the defender attacks regardless of whether the attacker hits. Intercepting the defender removes all these charges and grants a passive 10 seconds precision increasing critical rating by 20% per charge removed.

Crit Me With your best Shot: The defender takes no damage from sources that are not critical hits.

Critical Setup: When the attacker ends a combo with the same attack they ended their previous combo with, that attack is guaranteed to be critical.

Aggressive: The defender excels at offensive things such as heavy attacks and dash attacks. This fight is not too bad, although I wish they would have kept foresight on this fight instead of critical eye node. On my first run I soloed with Loki... so basically any champion will work here. The best champs are those with guaranteed crits or high crit rate. Ghost works fantastic, Stealthy, Elsa, CGR etc. Keep in mind he has the aggressive node, so it is pretty easy to intercept and remove the unblockable charges. Keep in mind no secondary source damage works here, so champs that rely on DOT I would not recommend here.

Hit monkey, Lifecycle, Heavy Assault, no hit mercy 3, shock immunity

Lifecycle: The defender is immune to all damaging debuffs except rupture, and has a shield which prevents them from dying, if the shield is not already on cooldown, knocking down the defender disables it for 0.5 seconds to a maximum of 3.5 seconds each time you put it on cooldown. Each time they would be knocked out but the shield is not down they regenerate 10% max health.

No Hit Mercy: Each time the defender is knocked down they gain a cruelty buff granting +350% critical damage rating for 10 seconds, having this buff allows them to crit through block.

Heavy Assault: Both champions' heavy attack damage is increased by 500% and while the defender is charging their heavy, they become unstoppable for the duration of it.

Shock Immunity: The defender is immune to shock effects.

The only reason shock immunity is here, is to prevent the doctor doom heavy slap cheese. Even though it is here, this fight is still super simple with doom. All you need to do is parry heavy, knocking down nullifies the fury, and takes away his primal rage passive, which purifies a debuff. Keep doing this until he is in low health then knock him down again to disable lifecycle, and then use your sp3 which should kill him. If you do not have Doom that is ok, apoc is another excellent option, tbh anyone works you just need to pay attention to his passives, remember to save your special attack until he is low and when the lifecycle shield is down to kill him.

Punisher 2099, Power Struggle, Surge Protector.

Power Struggle: The attacker only gains power when the defender reaches a bar of power, and that power is lost if the defender throws a special attack.

Surge Protector: Whenever the defender is struck with a basic attack they gain a surge charge. If the defender activates a special attack any surge charges on them expire and refund 10% power per charge expired. When the attacker activates a special attack all surge charges on the defender expire dealing 25% of the attackers attack per charge.

Typically Doctor doom is a beast for power struggle, but not in this case. Punisher 2099 has the innate ability to power lock the attacker when they are about to reach 3 bars of power, so Doom will not work. Magneto will also not reach 3 bars of power but he is an excellent option due to punisher 2099 being a metal champion, his 50% chance to perfect block is a great help. Tigra is another awesome counter for this as well since she will miss all his projectile specials. I do not recommend using Torch here as punishers' special attacks are physical attacks, so they will not grant him any smolders or any temperature. If you do not have any of these champs, that is ok, it's a simple use your special attack before the defender does.

7.2.4

7.2.4 - Slumber, Flare, Particle Protector

Slumber: For the first 15 seconds the defender is power locked and stunned

Flare: Increases your damage by 300% but you degenerate over 60 seconds

Particle Protector: The defender has a 85% chance to glance an attack, glancing attacks cannot be critical and suffer -100% ability accuracy, this node is not affected by aar.

Size Matters: Extra Large Champions' Attacks cannot be Glanced. Large Champions' Special Attacks, Intercepts, and Heavy Attacks cannot be Glanced. Medium Champions' Intercepts and Heavy Attacks cannot be Glanced. Small Champions' Heavy Attacks cannot be Glanced.

Path Defenders: HTD, Cull, Falcon, Cull, Rocket and Beast.

Used: r2 Rulk, 4/55 Ihulk, 5/65 Quake, 5/65 Shehulk, 1/25 Mister Fantastic.

This lane is a cheese fest with a multitude of champs. Ihulk spamming mediums and sp2 works fantastic here, Cable is actually one of the best options due to the slumber node. Since they are stunned and powerlocked with cable you can just spam heavy attacks. Cables degen damage is based upon the opponents power level, so since they are powerlocked for 15 seconds his degeneration will be at maximum strength. Corvus also works decently well by spamming mediums / heavy. Just be careful when you get the first tech charge from rocket when you reach warlock, his ability accuracy might cause the stun or power lock to fail. Ghost works similarly to Corvus, Quake also works well since all those nodes are basically irrelevant to her. Any XL champs works as well, just be aware they may die to flare after a couple fights. Keep in mind Gulk will not heal from the flare even though it is a passive effect, as he does not heal from passive effects that have a benefit.

7.2.4 - Mixmaster, Light Em Up, Counter strike, Incinerate and Shock Vulnerability

Mix Master: Performing the same basic attack twice grants the defender a 100% chance to evade that same consecutive attack

Counter Strike: Every time the attacker uses the dexterity mastery they gain a passive fury effect increasing attack by 5%, at 10 of these charges they are removed, and the defender becomes unblockable for 10 seconds.

Light Em Up: While the defender is suffering from a shock or incinerate debuff their evade and autoblock ability accuracy is decreased by -200%

Shock Vulnerability: The defender takes 200% more damage while under a shock effect

Incinerate Vulnerability: The defender takes 200% more damage while under a incinerate effect.

Path Defenders: Elsa, IMIW, Spidergwen, Claire, Yondu, Heimdall.

Used: 5/65 Hyperion, 5/65 Doctor Doom, r3 Torch. 5/65 Quake, 5/65 Nick Fury.

This lane is a blast! As long as you have a champion that can shock or incinerate you will be able to deal with this lane with ease. Hyperion was a beast for this lane due to his easy access to incinerates. Torch, Claire, Doom, Mephisto, IMIW, and usual evade counters like falcon ghost, venom, emma, and nick fury also work great on this lane. Make sure that you do not use a bleeder for Elsa that is a non mutant or she will melt you. Overall this was quite a well designed lane, as tons of champs work from your normal evade counters to those with incinerate or shock effects. Corvus + Proxima and AA are some additional good counters.

7.2.4 - Superiority, Head Rush, Tenacity 3, Stun Vulnerability, Skill Ascendancy

Superiority Underdog: If the attacker has class disadvantage they gain superiority, also they gain a passive +40% attack boost.

Head Rush: Every 12th debuff purified converts into a passive stun lasting 1.5 seconds.

Superiority every 6th debuff purified turns into a passive stun.

Tenacity 3: Each debuff has a 75% chance to be shrugged off.

Stun Vulnerability: While the attacker is stunned they take 200% more damage.

Skill Ascendancy: Skill champions gain +40% attack, science champs suffer -40% attack while mutant champs gain +20% attack.

Path Defenders: Cyclops, NightCrawler, Mysterio, Vision, Storm, Vulture.

Used r2 Storm PX, 5/65 Professor X, r3 Ghost, 5/65 wasp, r3 Magneto.

Storm PX is a beast for this lane, in her abilities whenever a stun debuff gets purified, a passive one takes its place, and since this lane has stun vulnerability. Apocalypse, Omega Red are some other excellent options for this lane as apoc ignores purification, and omega reduces purify ability accuracy. Havok is another excellent option, when his plasma debuffs get purified, they do triple normal detonation damage. With Ghost and Quake you basically ignore all these nodes. If you want to bring an evade counter for nightcrawler to make him easier, falcon would work quite well for this. Mysterio can also be a bit tricky if he has stingy ai, and be aware he loves to throw heavies.

7.2.4 - Superiority, Cut your Losses, Burden of might, Destructive feedback

Superiority Underdog: If the attacker has class disadvantage they gain superiority, also they gain a passive +40% attack boost.

Cut your losses: Whenever the attacker loses power from a power burn or drain effect they gain a non stacking fury increasing attack by 100% for 15 seconds. **Superiority** these furies can stack.

Burden Of Might: The opponent's power gain is reduced by 15% for each buff currently on the attacker, also each time a buff expires on you you lose 25% max power, you also have increased combat power rate.

Destructive Feedback: Every 15 seconds the defender gains a shield which protects them from damage from all sources and holds it until it expires. Once it expires it detonates dealing damage equal to the damage you dealt while the shield was active. Getting hit while the shield is up instead inflicts all the damage back onto you.

Tech Ascendancy Lvl 3: Tech Champions receive +40% base Attack and Mutant Champions receive -40% base Attack penalty. Additionally, adjacency in the Class Wheel grants Cosmic Champions +20% base Attack.

Path Defenders: Venompool, Guillotine, Carnage, Loki, Kamala, Thor Jane Foster.

Used: r3 Ghost, 5/65 Quake. 5/65 Wasp, 5/65 Hyperion r3 Venom.

This path is pretty straightforward, just use class disadvantage champs and gain a bunch of furies to melt the defender. I ended up using ghost and venom for all their class disadvantage fights respectively. Anyone can work for this lane really. If you are having an off day with intercepts you can just wait for the destructive feedback shield to expire for full safety, or you can just bring the nick fury evade charges synergy to assist you just in case. The defenders on the lane are not particularly hard, nor do they have hard specials to evade so that simplifies the lane quite a lot.

7.2.4 - Mercy, Mutagenic Acceleration, Bubble Shield

Mercy: Whenever the attacker ignores a hit with the dexterity mastery they gain a mercy charge stacking infinitely. Whenever the attacker performs a parry they remove all the mercy passives get instantly places on the defender for 1.5 seconds per mercy on you. The defender takes -90% damage from all sources unless inflicted with a mercy, the attacker gains +80% special damage rating.

Mutagenic Acceleration - 1 Mutant Attackers increase their offensive combat power rate up to 20% every time they fill a bar of power or trigger a regen buff. Tech champions gain up to 20% increased special attack damage based on armor.

Bubble shield: The attackers block deficiency decays every time they block and every 10 blocked hits the next one is unblockable.

Path Defenders: Jubilee, Thor Rags, Invis Woman, Squirrel Girl, Bishop, Human Torch.

Used: 5/65 Doctor Doom, r3 Torch, r3 Mags, 5/65 Quake, 5/65 Professor X.

One major thing with the mercy node is that DOT effects and secondary source damage bypass this node, so it opens quite a few options. I used Quake for IW and Torch, Torch + prefight for jubilee. Professor X for Squirrel Girl. Magneto for Thor rags and Doom for bishop. With doom vs Bishop, just let him degenerate himself, push to sp3, and do your normal doom cycle, mIm lllmm sp1, sp3 and keep repeating without sp2 until Bishop degens himself to death. Magneto shut off the node so thor rags was simple, for Jubilee just remember her heavy attack is longer than you think, I got hit by it so many times. With the mercy node just do a bunch of dexes then parry and nuke the defender down. With torch just make sure you do not bring any champion that is a mystic, or has energy attacks. Or you will die, Professor X can work, just don't use first medium or first his of sp2.

7.2.4 - Superiority, Deep Impact Oscillate, Cosmic Ascendancy

Superiority Underdog: If the attacker has class disadvantage they gain superiority, also they gain a passive +40% attack boost.

Deep Impact: Special Attacks thrown into the defenders block gain +100% block penetration, and if the attacker has **Superiority:** Special attacks gain +300 attack and stun the defender for 2 seconds.

Oscillate: The defender begins in a fury phase for 15 seconds during this fury the defender is very aggressive and attack increases by 300%, after the 15 seconds, the defender switches to an armour phase where you do not crit often, and the AI is very passive.

Cosmic Ascendancy Lvl 3: Cosmic Champions receive +40% base Attack and Tech Champions receive -40% base Attack penalty. Additionally, adjacency in the Class Wheel grants Mystic Champions +20% base Attack.

Path Defenders: Rhino, Unstoppable Colossus, IHulk, The Hood, Spider Man Miles, Juggs.

Used: r3 Hela, 5/65 Hyperion, r3 Doctor Doom, 5/65 Magik, 5/65 Quake.

Was not a fan of this lane mainly due to the oscillate node, but overall it is not too bad, since dooms special attacks are unblockable (for the most part) He is unable to take advantage of the Deep Impact node, but he is still able to melt the defender. Surprisingly I just used magik for a bunch of fights and she wrecked them without taking advantage of any of the nodes. Champs like Hyperion work great due to their access to loads of special attacks, you can continuously spam special attacks. Hela worked quite well also, build up some furies and throw a huge sp2 into their block and then melt them down. Any champions that rely on aggressive ai such as She hulk and Crossbones will not work so well here.

Mini Bosses Nova, Man Thing, Ibom.

Nova, Burnout, Time to Strike, Supercharge Fury, Aggressive.

Burnout: Whenever the defender uses a special attack they gain a Burnout charge increasing special attack damage by 10% When the defender reaches 10 of these charges, they are all removed and the defender becomes power locked for 10 seconds. Dexing the defenders special attack also grants a burnout charge.

Supercharge: Every 15 seconds, the defender gains a power gain buff granting 20% max power over 10 seconds.

Time to Strike: Whenever the defender would gain power or health under a heal block or power lock they are instead inflicted with a non stacking passive degen dealing 100% of the attackers attack over 3 seconds.

Fury: When struck the defender gains a 10% chance to proc a fury for 8 seconds increasing attack by 100%

Aggressive: The defender excels at offensive things such as heavy attacks and dash attacks

Due to the Time to Strike node, you can manipulate it by using heal block champions such as warlock mysterio and magento with magik synergy. To prevent power gain from the supercharge node. Magneto is an excellent option for Nova since he is metal, basically all the nodes become irrelevant. Doctor Doom as well works great, everytime doom (when duped) nullifies a power gain buff, he receives one himself, so easy access to power gain. Make sure you do not use champions with guaranteed critical hits as they suffer -70% damage on nova.

Man Thing, Flare, High Energy Diet, Powershield, Power Reversal, Unblockable.

Flare: Increases your damage by 300% but you degenerate over 60 seconds

High Energy Diet: The defender takes 99% damage from energy attacks, any energy attack heals them instead regens for what it would have dealt. While under an incinerate, shock or coldsnap debuff, the defender gains 100% of a bar of power every 10 seconds.

Power Reversal: Whenever the Attacker gains a power gain buff, it is immediately nullified, and the attacker is power locked and reverses the power gain.

Powershield: the defender takes 0 damage from all basic attacks, but special damage is increased by 400%

Unblockable: The defender's special attacks are unblockable.

This boss is not super hard, just make sure to bring a poison immune or poison resistant champ and you will be fine, IMO Quake is the best overall counter to this fight as she never makes contact with the defender while having + 300% attack and ignoring all the nodes basically. Gulk, Rulk, She hulk, Red Guardian, Abom (with RG) Cap IW with skill synergy, are some excellent options for this fight. Make sure you do not bring a champion with a power gain buff like hyperion or else you won't be able to do anything for the whole fight. A ramped aegon could possibly do this fight as well. Keep in mind DOT does bypass this node. And Man Thing does not have any mystic dispersion :)

Ibom, Meltdown, Hurt Locker, Kinetic Transference 3, Enhanced special 1, power drain

Meltdown: At the start of the fight, the attacker is inflicted with a meltdown passive for 30 seconds, whenever the owner of meltdown activates a special attack, it is put onto the opponent for 5 seconds, when it reaches 0 it deals 200% burst damage of the owners attack, then it is reset to the attacker.

Hurt Locker: Activating 2 special attacks of the same kind in a row, activates a delayed blast, which after 5 seconds detonates and deals massive damage. This can be removed by using a heavy attack.

Kinetic Transference 3: Every time the defender strikes your block they gain 10% power.

Enhanced Special 1: The first non projectile hit is unblockable and the damage is increased by 30%

Power Drain: If the defenders special attack makes contact with you, you are fully power drained.

This fight can be a little tricky if you fail to manage power properly, champs with easy access to power gain work great here like hyperion. Ghost is another fantastic option here, you can bring the hood synergy if you want to ignore hurt locker and meltdown, but it is not needed. She hulk is another fantastic option here as u can use her taunt mechanic to manipulate iboms ai. Make sure you focus on controlling your power meter with the meltdown + hurt locker nodes, it can be a bit tricky but very doable.

7.2.5

7.2.5 - That's gonna sting, Pf2, Debuff Synthesis Weakness/Stun

That's Gonna Sting: The defender suffers -90% damage unless inflicted with a power sting, also powersting potency is increases by 300%

Debuff Synthesis Weakness/Stun: Whenever the defender is inflicted with a stun debuff while a weakness debuff is active, they morph into a power sting debuff. The opponent takes 50% of their attack rating while inflicted with a Power Sting.

Power Focus 2: The defender gains +60% power rate while below 2 bars, but suffers -80% power rate while above 2.

Defective Defense: Blocking an attack has a 100% chance to place a disorient debuff on the attacker reducing ability accuracy and block proficiency by 25%. A well timed block reduces this chance to 50%. Also dashing back and holding block for 1.2 seconds removes one of these debuffs.

Used: 1/25 Mister Fantastic, r2 Void, r3 Torch, 5/65 Shehulk, 5/65 Wasp

Path Defenders: Scarlet Witch, The Champion, The Hood, Vision, Diablo, Proxima Midnight

This lane can be slightly annoying without a proper counter, Ibom is one of the best champions for this lane by far due to his access to weakness and lots of debuffs. Apoc and Spider Ham also work very well. Keep in mind DOT effects typically bypass this node, so Quake will work fantastic here. Now if you are looking at your roster and cannot find a proper counter, bring Mister Fantastic and his Robotics synergy with Shehulk/Doc Oc/ Sentry/ Vulture. With this synergy tech and science on your team whenever they place a debuff, a permanent power sting passive is placed on the opponent stacking up to 3 of them. The powersting damage is based on your attack so shehulk is one of the best champions for this lane + synergy, since her furies increase the power sting damage. This synergy makes basically any tech / science viable for the lane, keep in mind wasp is a great option as well since her heavy attack places a weakness on the opponent.

7.2.5 - Energy Adoption Lightning, Debuff Synthesis Bleed/Stun, Shock Tether

Energy Adoption Lightning: Making contact with the defender has a 50% chance to place a shock debuff on you lasting 5 seconds, whenever the defender is inflicted with a shock debuff, they regenerate 1% max health per second, until that debuff expires, a shock cannot be inflicted if the defender has an poison effect on them.

Debuff Synthesis Bleed/Stun: Whenever the attacker applies a bleed to a defender with a stun effect, they synthesize into a poison debuff dealing 200% of the attackers attack over 15 seconds, and it also reduces the defenders heal rate by 30%

Indomitable: The defenders heal cannot be reversed, only reduced to a max of 100%

Shock Tether: If either champion has not made contact in 10 seconds, a shock is applied to both champs, dealing 50% of their base attack over 3 seconds.

Path Defenders: X-23, Blade, Wolverine, Green Goblin, Deadpool, Wolverine.

Used: 5/65 Wasp, 5/65 Doctor Doom, 1/25 Mister Fantastic, 5/65 Havok, r3 Torch.

This path is another super easy ghost lane due to the energy adoption lightning node, you will just get tons of passive furies and then melt the defender. Havok and Bishop as well are typically MVPs for these energy adoption nodes, so if you got them they work. Bringing Bleed champs will work well for this lane since the bleed synthesizes into a poison preventing any shock debuff on you for the duration of the poison. Abom with RG synergy, Claire, Doctor Voodoo, Apocalypse and any champ with access to a poison debuff will work quite well also, and of course shock immunes work. As you can see there quite a few options for this lane. I used Doctor Doom with the Mister Fantastic synergy to deal with hulkbuster, MrF grants him an armor break on heavy attacks, so this dealt with HBs armor so I didn't deal with any oaar.

7.2.5 - Buff Synthesis Cruelty/Precision, Combo Party, Unblockable

Buff Synthesis Cruelty/Precision: Whenever the attacker gains a precision buff while they have an active cruelty buff, they are converted into a steadfast buff allowing them to block the unblockable.

Combo Party: Every 10 hits on the combo meter grants the attacker a cruelty buff increasing crit damage rating by +500. When the attacker is struck it removes all Cruelty buffs and deals 40% of the defenders attack for each cruelty removed this way.

Unblockable: All special attacks are unblockable

Path Defenders: Guardian, Sentry, Annihilus, Darkhawk, Mister Fantastic, Airwalker

Used: r3 Magneto, r3 Doctor Doom, 5/65 Nick Fury, r3 Ghost, 5/65 Wasp

If I am going to be honest, the unblockable special node is not hard at all, the only hard to evade specials are DHs sp1 and Guardians sp2 can be a little tricky, but overall not bad. 3 of the defenders on the path are metal so if you have magneto he will be an absolute mvp for you, guardian when you reduce his ability accuray places a shock debuff on you for how long that aar lasts, since magneto takes 90% less damage from shock debuffs, and places magnetism for the whole fight you have free WP healing for the whole fight. For DH if you don't have a magneto, quake, torch or medusa will work fantastic as well. Airwalker can be a little tricky, make sure to bring a power control champion, or an armor break immune one to ignore dark tide damage.

Bring an evade counter for mister fantastic as he can get a little bit tricky, note if you use falcon for mister fantastic he can still evade, since his evade ability accuracy can exceed 100%

7.2.5 - Rage, Powersheild, Hurt Locker, Poison Vulnerability.

Rage: The maximum amount of damage the defender can take is 2.5% max health, if this value is reached, the defender gains a 50% permanent fury, once the defender reaches 5 of these permanent furies, they become permanently unblockable, this is not affected by ability accuracy reduction.

Powershield: the defender takes 0 damage from all basic attacks, but special damage is increased by 400%

Hurt Locker: Activating 2 special attacks of the same kind in a row, activates a delayed blast, which after 5 seconds detonates and deals massive damage. This can be removed by using a heavy attack.

Poison Vulnerability: The defender takes 200% more damage while under the effects of a poison.

Path Defenders: Miles Morales, Psylocke, Quake, Ghost Rider, Cap IW, Aegon.

Used: r3 Doctor Doom. 5/65 Quake, 5/65 Nick Fury, 5/65 Hyperion, r3 Torch.

This lane can be a little tricky, Rage + Powershield is slightly annoying, My game play was to use Doctor Voodoo for this lane but he was locked in aq so I went with a different team. I used Quake for Miles, Doctor Doom for Aegon and Quake. Hype for Psylocke and Cap IW, and then Torch + prefight for Ghost Rider. My main plan was to use DOT effects to deal most of the damage. Nullifiers with DOT work really well to ignore rage, Tigra actually works super well for this lane, but be aware her neutralizewill not prevent the fury buffs, as it is immune to ability accuracy modification. But if you have the jabari panther synergy it will nullify those fury buffs. Claire, Doctor Voodoo, Ibom, AA, Abom + RG, work quite well for this lane also, Hype works also as I used him, but be aware that he will trigger rage fast, so make sure your intercept game is on. Doctor Doom use double sp3 and sp2 which will totally melt the defender down.

7.2.5 - Superiority, Swing and Miss, Missing In Action, Arc Overload

Superiority Scoundrel: If the attacker is a #Villain they gain superiority.

Swing and a Miss: When the defender is suffering from falter and massies, the attacker gains a fury buff increasing damage by 25% for 6 seconds. **Superiority:** The fury buffs are permanent.

Missing In Action 3: Whenever a buff on the defender expires, if the attacker lands a heavy or special attack within the timer, the defender is faltered for 5 seconds, otherwise the attacker is faltered. Champions with a falter have 100% chance to miss

Arc Overload 2.1: Every 15 seconds, this Defender triggers an Arc Overload, gaining an Armor Up Buff which increases Armor by 25% and a Regeneration Buff which heals 25% of Max Health. These Buffs last for 6 seconds.

Faltering Mind: Falter effects inflicted by the defender last for 1 additional second. Additionally they reduces defensive ability accuracy by 100%

Used: r3 Magneto, r3 Ghost, 5/65 Wasp, r3 Doctor Doom, r3 Torch.

Path Defenders: Nebula, Cyclops, Luke Cage, Gambit, Ultron, Hawkeye.

For this lane all you need is a champion that counters miss, or some way to deal with falter. Champions with easy access to knockdowns like wasp hyperion or doctor doom will work fantastic. Magneto by default cannot miss against any metal champions, so do not worry about that. He is a beast for the metals on this lane. Professor X is another fantastic option here. Ghost of course can just nuke them down, and Quake does not care about miss. Taskmaster is an underrated option here, as after 10 debuffs on him he becomes debuff immune. So eventually he will become falter immune. Just keep your eye on the falter timer and you will be completely fine.

7.2.5 - Superiority, Surging Vengeance, Backhanded Compliment

Superiority Scoundrel: If the attacker is a #Villain they gain superiority.

Surging Vengeance: The defender uses special attacks 1, 2 and 3 in order, after 3 it resets.

Backhanded Compliment: While taunted the defenders combat power rate is reduced by 50%

Superiority: The attackers heavy attack places a taunt debuff on the defender for 8 seconds increasing special activation by 70% and reducing attack rating by 40%

Tyranny: Villains attain absolute power, heroes gain no power.

Path Defenders: Venompool, Yellowjacket, Killmonger, Dormammu, Carnage, Doctor Octopus.

Used: r3 Doctor Doom, r3 Ghost, 5/65 Wasp, 1/25 Mister Fantastic, 5/65 Doctor Doom.

Doom is an absolute MVP for this lane, due to his insane power control. With the surging vengeance node make sure you bring power control villains. Magneto can be used for the metal

defenders, as they will die in one sp3. Maxing Petrify can help. Doc Oc is another great option here, Killmonger as well due to his indestructible charges you can keep tanking sp3s. Ghost was used for YJ spam heavies for taunt... note YJ takes -75% damage from unblockable special attacks so this fight took a bit longer. Mephisto also can work quite well here due to his decent power control. I popped mister fantastic debuffs on dormammu and used doom for him, that worked very well. For Dormammu make sure you do not use a buff heavy villain or he may kill you.

Mini Bosses, Void, PlatinumPool, Dragon Man

Void, Set Up and Spike, Safeguard, Force Of Will

Set Up and Spike: Whenever the defender is knocked down they remove their active debuffs, if more than 6 are removed they take 500% of the attackers attack as burst damage. Otherwise the Attacker takes a burst of 50% of the defender's attack.

Safeguard: Prevents the defender from losing more than 1% health from a single source.

Force Of Will: The defender is immune to ability accuracy modification.

Void can be a bit tricky as you need a bunch of debuffs on him, CGR, Elsa, Bwdo, Blade, and Havok can work super well for him. If you do not have a champion with a lot of debuffs that is ok, just do not knock him down, with void you must always slow down your combo to purify his debuffs. A ramped aegon would work quite well here as well as long as you don't knock him down,

Platinum Pool, Smorgasbord, Draw 5 Cards, Juke.

Smorgasbord: The defender has a 100% chance to purify debuffs. Whenever the defender purifies a debuff they gain a snack charge, every 30 seconds if the defender has less than 10 snack charges they regenerate passive restoring 25% health over 6 seconds, if they have over 10 they gain a degeneration passive dealing 10% damage over 6 seconds.

Draw 5 Cards: Platpool draws 5 cards linked to his abilities.

Juke: Finishing a 5 hit combo with a medium or light grants the attack a passive fury, granting +7% damage, this can be stacked to a max of 10, and all are lost when you end a combo with the same attack as your last combo.

For this fight it is very simple, just bring champs with lots Of Debuff effects such as Sunspot, Doom, Nick fury, deadpool x force etc. If you do not have a champ with lots of debuffs either use a heal blocker (passive) like warlock or mysterio, or reparse a bunch. Be very careful with his cards because he may draw a resist card which works the same way dooms aura does, which could mess you up.

Dragonman, Stunning reflection, Empowered Immunity, Extend

Stunning Reflection: At the start of the fight the defender receives a permanent stun shield, which when the defender would be stunned, instead the attacker is stunned for 3 seconds, this shield goes into cool down when the defender is inflicted with a poison or incinerate. While this shield is down the attacker gains +40% attack rating.

Empowered Immunity: When the defender would receive a debuff they are immune to, they gain 33% of a nar of power.

Extend: The defenders buffs and debuffs last +150% longer

If you have taken path 9 section 2 in war before, or node 53 you will know how to deal with this (woo is slightly different but similar) The extend node actually only benefits you here, it does not affect his power gain as that is permanent. Blocking his sp1 when he has a power gain buff places an ineptitude debuff on you replacing the power gain, this debuff is extended by 150% and is just free healing, so this node really does nothing but benefit you. Torch, Claire, She hulk, Abom + RG, Void, Ghost are some fantastic options for this fight, just make sure you do not parry while shield is active or you will get wrecked.

7.2.6

7.2.6 - Heavy Assault, Encroaching Stun, Under Pressure, Foresight

Heavy Assault: Both champions' heavy attack damage is increased by 500% and while the defender is charging their heavy, they become unstoppable for the duration of it.

Encroaching Stun: Every 20 seconds if you are not in the middle of a special attack you will be stunned.

Foresight: Intercepting the defenders dash attack grants a passive fury for 7 seconds which increases damage by 200%

Under Pressure: Whenever the defender dashes back they gain a disorient timer for 1.2 seconds, dashing back again a disorient debuff activates on the defender

True Strike: Defenders attacks ignore, armor, (some)resistance, evade and autoblock.

Path Defenders: CGR, Mephisto, Mole Man, Elsa, Sabretooth, Redskull.

Used: r3 Torch r3 Doom, 5/65 Hyperion, 5/65 Nick Fury, 1/25 Mister Fantastic.

Due to true strike, one of the best encroaching stun counters (quake) becomes useless, Champions with easy access to special attacks such as CGR, Ghost and Hyperion work fantastic here. Champions with immunity to stun like Nick Fury and Emma Frost are awesome for this lane. Since it has foresight and heavy assault you can nuke down the defenders pretty quick. Mephisto can be a little bit annoying on the lane, so make sure you bring an incinerate immune, or a champ that can mitigate incinerate somehow. Torch, Claire, Void, Colossus are some options that will work well for this. I brought Mister Fantastic for the Doom synergy again specifically for Red Skull to deal with his armor ups. For encroaching stun just hold onto your specials and throw them when necessary, dont over use them or else you might get trapped.

7.2.6 - Mix Master, Armoured Assault, Debuff Synthesis Stun/Armor Break

Mix Master: Performing the same basic attack twice grants the defender a 100% chance to evade that same consecutive attack

Armored Assault:When the defender has an armor up buff, they go passively unblockable and gain +65% attack.

Debuff Synthesis Stun/Armor Break: Whenever the defender receives an armor up buff while they are under a stun effect, it is converted into a coldsnap debuff dealing 200% of the attackers base attack over 15 seconds. This also prevents evading.

Hit Me I Dare You: Whenever the defender is struck, they gain a chintin charge, at 10 charges they are converted into an armor up buff lasting 30 seconds.

Path Defenders: Old Man Logan, Masacre, Gulk, BWDO, Emma Frost, Elektra

Used: r3 Ghost, r3 Magneto, 5/65 Wasp, 1/25 AntMan, 5/65 The Hood

For This path I mainly used ghost for it, she works quite well with mix master, as when she has that passive precision she cannot be evaded so this works nicely for the lane. Magneto works super well for the metal champs on the lane, but be aware of old man logan. Old Man Logan's ability accuracy cannot be reduced, so make sure when using magneto you use your sp2 first to armor break him, for Gulk there is no risk and you can go straight to your sp3. Falcon also works great for this lane, as he shuts off mix master, keep in mind the same thing applies to Old Man Logan, you cannot shut off his evade with locked on. So if you want to bring an OML counter make sure they shut off evade but without ability accuracy, so someone with true strike/accuracy, coldsnap, ghost, quake etc. Overall not too bad of a path, provided you have some good armor breakers / evade counters.

7.2.6 - Buff Synthesis Fury/Precision, Special Connoisseur, Icarus, Matador

Buff Synthesis Fury /Precision: Whenever the attacker gains a precision buff while they have an active fury buff, they are converted into a prowess buff increasing special attack damage by 50%

Special Connoisseur: The defender takes 90% less damage from all sources except special attacks with prowesses.

Icarus: When the defender is struck by an attack or stunned, the attacker gains a fury buff increasing attack rating by 10% for 10 seconds, once the attacker reaches 8 fury buffs they degenerate over 8 seconds dealing 100% of the attackers attack over 4 seconds. Landing an attack removes these furies.

Matador: The attacker gains 0 power through combat, but every time the defender activates a special attack the attacker gains a bar of power.

Path Defenders: Ultron, g2099, Silver Surfer, Hulkbuster, Gambit, CMM.

Used: r3 Doctor Doom, 5/65 Wasp, 5/65 The Hood, r3 Doom, r3 Mags.

Icarus is a common cheese node for champs like Angela if duped, Ghost (phases the degen) KM + Void, lots of regen and power gain, Corvus cant die, CMM binary indestructible. Any champ can deal with the special connoisseur node, as they gain furies from icarus and then dex to convert it into a prowess buff. Magneto also works ok for the metal champs, the main issue is he shuts off matador, so he won't really get power. Also keep in mind that DOT effects completely ignore this node, so quake is another excellent option. Angela is probably the overall

best option or ghost, as you really cannot die with them here. G2099 is a bit sketchy at the end since she power drains, so try your best to push her to a sp2 and bait then.

7.2.6 Buff Synthesis Armor/Precision, Flare, Physical/Energy/Critical Resistances.

Buff Synthesis Armor/Precision: When the attacker activates a precision effect while they have an armor up effect they are converted into a true strike buff for 15 seconds ignoring evade, autoblock, armor and some resistances.

Flare: Increases your damage by 300% but you degenerate over 60 seconds

Physical Resistance: +90% Physical Resistance

Energy Resistance: +90% Energy Resistance

Critical Resistance: +90% Critical Resistance.

Path Defenders: Daredevil, Havok, Starky, Nightcrawler, Wasp, Ronin,

Used: r3 Ghost, 5/65 Wasp, 5/65 The Hood, r3 Magneto, 5/65 Warlock.

For this path the resistances are annoying, but if you bring champs with an armor up, true accuracy, true strike, or true damage then you will have no worries. Keep in mind critical resistance only effects crit rate, not crit damage, since Corvus has the true damage buff he completely ignores all these resistances, bring a regen champ to survive flare if you want, Ghost + hood works great here as you will not take damage from flare under phase so do phase 1 hits. Magneto was used for the metal champions. Make sure you bring some kind of havok counter, Colossus would be a great choice here.

7.2.6 - No Retreat, No Surrender, Heavy Assault, Right Back At It

No Retreat: Dashing back places a degen timer on you, dashing again within 1.2 seconds you will degenerate dealing 200% of the defenders attack over 5 seconds.

No Surrender: The attackers has up to 90% degen damage resistance, damage resistance potency is based on your filled power meter, which is reduced by 30% per each bar filled. Additionally knocking the defender down removes all degen effects inflicting one of the defenders dealing 1000% damage over 5 seconds.

Heavy Assault: Both champions' heavy attack damage is increased by 500% and while the defender is charging their heavy, they become unstoppable for the duration of it.

Right Back At It: When the defender is knocked down they become debuff immune for 4 seconds.

True Strike: Defenders attacks ignore, armor, (some)resistance, evade and autoblock.

Path Defenders: Superior Iron Man, Claire, Green Goblin, Symbiote Supreme, Captain Marvel, MS.

Used: r3 Torch, r3 Doctor Doom, r3 Mags, r3 Ghost, 5/65 Wasp.

For this lane you have the safety net of degen resistance as long as you don't have power so keep that in mind, also if you gain a degen, knock down the defender to remove it. I used Torch for the mystics, and Mags for the metal champs, Ghost was used for the rest of the champions, basically almost every champion works here, just quake does not work at all.

7.2.6 - Energy Adoption Fire, Shake It Off, Shifting Immunity Bleed/ Poison, Bleed Vul

Energy Adoption Fire: Making contact with the defender has a 50% chance to inflict an incinerate on you dealing X% damage over 5 seconds. While the defender has a bleed effect on them, they cannot inflict any incinerate on the attacker. Additionally, incinerates on the defender deal 100% less damage and the defender heals 1% max health per seconds while the incinerate is active on them.

Shake It Off: Whenever a skill attacker dashes back they instantly purify a debuff on them, there is no limit on how many times they can purify debuffs.

Bleed Vulnerability: The defender takes 200% more damage while under a bleed effect.

Shifting Immunity Bleed / Poison: The Defender is immune to all bleed effects for 10 seconds, then rotates to being poison immune for 10 seconds.

Path Defenders: Spider Ham, Mordo, Red Guardian, Annihilus, Longshot, mister fantastic.

Used: 5/65 Nick Fury, 5/65 Quake, r3 Ghost, 5/65 Wasp. 1/25 antman

I used Nick Fury for spider ham, but found it too slow since I only have 1 point in DW, so I decided just to ghost the rest of the lane, which worked beautifully, keep in mind longshot has a base 300% ability accuracy, so you will likely proc an incinerate debuff every single hit, Keep in Mind Red Guardian can block the unblockable so it is very unwise to throw sp2s with ghost. For this lane, any incinerate immune champ, and skill champ, or any bleeder are somewhat viable for this lane.

Gwenmaster

Gwenmaster in my opinion is one of the most well designed (if not THE most) designed fights in the game. She has a bunch of unique phases (6) Do not be intimidated by her large health pool of 4.7 million, because just like the GrandMaster, there are ways to melt her down. First Off Gwenmaster cannot lose more than 5% of her max health from a single hit which is 238,782. Damage. Gwenmaster reduces the potency of damaging debuffs by 100% Also debuffs last 50% less.

Gwenmaster is immune to Power Burn, Power Steal, Power Lock, and Power Drain abilities. Gwenmaster reduces attackers power gain (non combat) rate by 75%. Gwenmaster is also immune to all ability accuracy modification. Gwenmaster is also not afraid of no Ghosts, her sp1 and basic attacks cannot miss.

At the start of the fight and after using her sp2, she activates a countdown for 30 seconds. While this countdown is active, her sp2 is special locked. Countdown of Destruction is paused for 3 seconds, while the attacker lands a clean hit while she is dashing forward (intercept) or recovering from a heavy, special or combo ending attack. If this is interrupted by a special attack, it is paused for the duration of the special attack, and 3 seconds after. So this ability works identically to BWDOs insight ability. On Expiry of the Countdown of Destruction, Gwenmaster gains 2 bars of power and her special 2 becomes unlocked. If Countdown of Destruction expires naturally, Gwenmaster requipps her current plot armor, and the damage is dealt onto the attacker instead of the defenders. If Countdown of Destruction expires due to you completing her plot armor, the damage is inflicted onto the defender and she enters her next plot armor phase.

When Plot Armor is destroyed, Gwenmaster gains a prowess for each 5 seconds remaining on the countdown of destruction. Each of these prowesses, deal 3% of Gwenmasters maximum health as direct damage on her sp2.

Plot Armor - Emma Frost's Insulated Legs

While 1 power level or equal power level to the attacker, Gwenmaster activates diamond form granting immunity to crits and debuffs. While 1 power level above the attacker, leave diamond form, and gain a prowess increasing attack by 50% Gwenmasters sp1 also has reverse controls for the duration of the special attack. Destroy this plot armor by dexting her sp1 while it has 4 prowesses active.

So this phase all you want to do is get Gwenmaster into her diamond form 4 times, and then get her out of her diamond form 4 times to dex her sp1 and remove the plot armor. Be aware you control her diamond vs non diamond forms, so throw your special attacks to keep control of whatever phase she is in. Also if you do not feel comfortable with reverse controls, you can bring a champ with immunity to reverse controls like Professor X, Mr Sinister, and Emma frost + Mysterio. To dex her sp1 you only need to dex the gunshot part, so keep that in mind that you can block the first part. If you are feeling a little rusty on the reverse controls, you can practice it in 6.3.6, 6.3.1 and 6.1.6.

Plot Armor - Killmongers Royal Necklace

Gwenmaster gains 60 counterpunch charges granting unstoppable for 0.75 seconds while blocking an attack. 1 charge is removed when Gwenmaster is struck or blocks an attack. 3 are removed when she is knocked down. Gwenmasters sp1 inflicts reverberation dealing 100% damage back as physical damage on contact special attacks. Intercepting removes this reverb. This plot armor is destroyed when you reach 0 counterpunch charges.

The #1 thing you need to keep in mind in this phase, is DO NOT hit her block. If you do, she will go unstoppable and retaliate and smack you up. This is obviously not ideal so do not do this. Also keep in mind that you should not throw any special attacks onto her while she has reverberation up, or else it will deal a bunch of damage back to you. If you want to throw a special attack make sure you intercept.

Plot Armor - Invisible Woman's Wedding Ring

Gwenmaster gains a forcefield, which has the strength of 286538.9 health. The force field takes 90% of all incoming damage. Intercepts and special attacks grant the attacker a passive fury increasing attack by 300% for 5 seconds. Gwenmaster's sp1 grants an invisibility passive for 2.2 seconds, causing all unblocked attacks to miss. The duration starts paused and is unpaused when the defender is struck or is bleeding. This plot armor is destroyed when the force field reaches 0.

For this phase you need to do a bunch of intercepts to remove the force field as fast as possible. Gwenmaster is quite aggressive so it's pretty safe to do intercepts. When Gwenmaster uses her sp1, immediately dash in with your medium to hit her and trigger the invisibility timer, then immediately dash back before she can recover and hit you. This method works super well and is most effective in the unblockable mode.

Plot Armor - Doom's Favorite Hoodie

On Activation, Gwenmaster gains the aura of hazarath, granting unstoppable to any attack that has knocked her down. She passively steals 5% of the opponent's power every second. Each time Gwenmaster is knocked down the attacker gains an energize buff increasing combat power

rate by 45% Gwenmasters sp1 inflicts a passive shock dealing 0 damage, which lasts 2 seconds, and an additional 2 seconds for each energize buff the attacker has. If the Gwenmaster charges a heavy she inflicts a passive stun replacing the shock for 1.5 seconds. Destroy this plot armor by knocking down the defender with specials 1,2,3 and a heavy attack.

There are a few things to keep in mind for this phase. First off do not knock the defender down with an attack you have already knocked them down with. So if you do 2 heavies the first grants an energize buff which is good, but the second one will be resisted and you will get smacked. Also keep in mind that you should not bait any heavies in this phase while you have a shock on you, or else you will get slapped. It's very likely that the AI will not use her heavy attack unless you are blocking. If you want to be 100% safe bring a shock immune like doctor doom, thing or moleman.

Plot Armor - Aarkus Retro Cape

While near the attacker Gwenmaster gains 10% of a bar of power every second. Every 2.2 seconds that gwenmaster is away from the defender she inflicts an armor break reducing armor rating by 238.89% Gwenmaster cheats so this ignores armor break immunity. Gwenmasters sp1 activates a frozen air buff, so any champion near Gwenmaster gains a passive coldsnap dealing 639.7 energy damage per second. Destroy this plot armor while knocking down the defender with 10 armor breaks on yourself.

For this phase you just want to stay away from gwenmaster as long as you can. If you have a long projectile special attack this can assist you greatly, as it will keep her away while inflicting yourself with a heavy attack. If you get trapped in a corner with her, use a heavy attack to knock her away. Also when you dex her sp1 it pushes her back allowing you to gain armor breaks. If you fail to complete this mission, turtle up and hold block, which makes the ai less likely to throw a special attack. Keep holding block to gain armor breaks, then if she attacks reparse and knock her down, then immediately hold block again until you gain 10 armor breaks. This may not always work, but it is worth a try.

Plot Armor - Iron Man's Flashy Aviators

On activation, Gwenmaster gains 6 passive armor ups, plus 1 every 14 seconds. Each grant +537 armor. While Gwenmaster is armor broken, pause this timer.

Gwenmasters sp1 gains an indefinite chance to autoblock, you can remove this autoblock by heavy countering her heavy attack. This also removes 1 armor up. Destroy this plot armor when 0 armor remains, every 4th light removes one armor up.

For this phase you want to do light attacks, if you die and enter this fight perform an intercept with a light, then finish the combo with only lights starting you off in a good position. Keep doing parry LLLL, until the armor is broken. If you want to avoid the autoblock, you can try to hold block, then reparse to stun and then keep using light attacks to remove armor. If gwenmaster

does use her special 1, there are no big issues, just keep in mind she will autoblock you. So hold block, let her attack you, and when she uses her heavy attack, counter it with yours.

Links - These modifiers are disabled by default and only activated when the associated link is removed:

ISO Fantastic: While the attacker has more than 15 combo the gwenmaster becomes unblockable. When Plot armor is destroyed, all combo is consumed, and Gwenmaster loses 1% of her max health for every 10 hits removed.

This Link can be a bit tricky in the Invisible Woman and Iron Man phases. With IW phase, you must counter her sp1 with a medium, then dash out to activate invisibility, or else it will be super hard to not. Just for this link always keep in mind she is unblockable above 15 combo. For the iron man phase it might also be tricky, thankfully I never dealt with this phase as I killed her too quickly. If you need to take a hit, that is ok.

GWENMASTERY: Gwenmaster receives the following masteries: Mystic Dispersion, Parry, Willpower and Limber.

Keep in mind for this link try to not bring too many buff heavy champs or else you will spend a lot of time evading specials. Also keep in mind when gwenmaster goes idle (if she does) and you attack her, she will parry stun you. Also your stuns have a reduced duration due to limber.

POWER RUSH: Countdown to Destruction lasts 5 seconds less, but the attacker has +20% combat power rate.

Just remember to complete challenges as fast as you can, and you have a slightly reduced timer.

JUICED: The attacker gains +300% attack rating through a passive fury every 10 seconds. However attack inflicted through Countdown Timer is reduced by 100%

This is the easiest link by far and I recommend it for completion. You can completely nuke this fight with this link, you end up hitting 80k mediums, this lane is super easy, and allows people to do sub 2 minute solos.

As always I hope my guide has assisted you in exploration

- Agent X zzz

