



I'm not robot



Continue

## Reddit future fight beginner guide

This is a remastered original manual written by /u/doughthonus (it has moved to stuf, except MFF). I posted a new streamlined VersionGoalsHere a few goals to keep in mind as you go through your first month. Get your first T2. You get a T2 ticket after logging in for 30 days. I'd recommend Sharon, Elsa or Boyne. Continue to work on their gears until 20/20/20/20 in preparation for this (need to ±366 bios for max gears). Beat 'Hard' Siege Villain: Sharon must do the job beautifully. Beat the Alliance Battle every day. Your score should increase every day from week to week until you beat it that day and have access to an extreme alliance battle. You will need a strong Sharon, Loki, Iron Fist (w/uni), and Elsa (T2 and Uni) or some other blast options, versatile, combat, speed, woman, and villain. Strike world bosses. Get nine characters 6 for 3 daily wins. There are no restrictions on who you can use, but you can only use the character once. So you end up needing 5 good teams that are most likely Sharon, Iron Fist, Elsa, Loki, and someone else plus some decent leaders and strikers (Ignore Dodge for Corvus). Get five good 4 star cards that all have the skill of cooling and ignoring defenses. It's going to take a long time, but the sooner you work on it, the better. You get maps from faults. Clean shadows floors. It's one heck of a goal, but it's good to keep that vision in mind. You will need a strong 6 characters. By strong I mean really strong. Gear your world boss and Alliance Battle clearer. Try the iron fist or Loki for the first floor. As motivation for the first time clear awards include rank tickets and floors 5, 10 and 15 awards bio selectors. Your two six-star selectors (Day 1 and 7): Long standing starting kit by Sharon Rodgers and Loki. Neither immune to powercreep, but with the 3.0 update came the incredible sharona form stars, so she's safe. I still believe That Loki is the best option for selector 2, but you can read this pre-analysis/X-men discussion and decide for yourself. Note that X-men can't be obtained through 6 star selectors or bio selectorsY three-day trial bio subscription: I'll recruit Enchantress, Agent Venom, and Kid Kaiju, which are still useful on T1. I would only use them on Carnage if you plan to pay for a bio subscription to T2 of it (need 366 pounds of bios max gear). Ironheart and Hyperion also paywall, but they are not so good. T2 Carnage's Agent Venom's Kid Kaiju zgt; Enchantress zgt; Ironheart's T1 Carnage's HyperionOne useful strategy (especially free user play) is to use all 3 days of biography bios) on one paid character wall to get them up to 3. Then you only need 4, 5 and 6 rating tickets that are handy first time rewards on Shadowland floors 2, 4 and 6! You can get them in case boxes as well. I wouldn't have made this strategy on the slaughterhouse because he needs his T2, which Be performed without a bio-submarine or a mega-level-2 ticket. Don't make the hero's journey: After farming all the characters that are options in the hero's journey or reach Shield level 11, you can make a growth journey, and this allows you to collect enough bio for almost any character and much better than being limited to the hero's journey. Consider using this investment on one of the Facetank characters mentioned below. Again, this analysis/discussion can be instructive. An alternative strategy would be to use biographies for Sharon's broadcasts. Note that after your first failed mission, you can choose a character at 4. I highly recommend Iron Fist.Don't pour resources into Epic quests: Doctor Strange is amazing, but as a beginner you will reach some significant resource barriers for its complete modernization. That being said, you could work through a few lower tasks (including 50 Red Nords and 200 Blue Norns) to start farming Baron Mordo's Road to the Monastery. It would be nice to use some tickets/bio selectors for Ancient as well. In the end you will need: 4 Mordo, Wong, Ancient, Kaecilius and 5 Satana, Hellstorm, Clea (except for a few rank tickets). For a better idea of the necessary investment check out Dr. Strange's Epic quest guide.Also Wolverine and Jean are amazing, but so will the huge shell hole resource. You must, however, get far enough to unlock Going Rogue and Friends and Enemies to start farming Rogue and Beast (which have a barrier of 100 red nords and 100 measuring debris). This pair is a good addition to the starter kit of Sharon/Loki. If you feel the need, you can also work through a few more tasks (including 1000 Red Norns) to discover the weather storm to the farm storm. Feel free to pay 6600 crystals to unlock Magneto (at 6). Unfortunately, 6 selectors, bio selectors, bio subscriptions, and hero chests won't get you any closer to unlocking Cyclops, Wolverine, or Jin. For a better idea of the necessary investment check out the Rise of the X-Men Epic Quest Guide. Get as high-level alliance as you can: Use a link to the set on the side here or a weekly thread set to get in as high-level alliance as you can (ideally 24 to get bonuses in Shadow Land and World Boss). You can't make an alliance battle (a good resource source) until you do and you get a pretty hefty alliance bonus for being in an alliance. Also, you can run any split opened by your alliance mates, and if you have any luck you land in alliance with some VIP 10 or VIP 15 people to open the cracks with the best drops and more seat saver. Tank chars - These are characters that you can play with a relatively low skill threshold to help you defeat the world boss and shadow stages. They are especially valuable for new players. These are also often characters that you need T2 first, as they will be able to in long, hard battles. Leadership Characters - These characters are only good for the bonuses they apply, you don't need to rank your skills, buy their uniforms, or give them obelisks/iso sets, unless you use them outside of the manual, and the ones I've mentioned with Supporting Characters - Characters that are valuable for other reasons: Warwolf: can pass on your skill to massively increase the damage (80% all attacks, 20% all speed). At T2 gives throughout the team statistics increases: 20% crit rate and 30% critical damage. Daisy: can pass your skill 3 to massively increase the damage (180% increase 1 attack). The amount of damage is increased by her quaca uniform (2 attacks) and her T2 (15% ignore protection and 100% chance of penetrating the barrier, shield, and immune damage). Coulson: At T2 gives the whole team stats boosts heroes: 20% to critical speed and 45% damage to villains. Groot: You can switch in order to drop the healing circle (skill 3). At T2 gives the whole team a heal proc. The uniform makes it very flexible (the main is wrestling; Troote is versatile; child speed)Wasp: On T2 grants the entire team is a positive proc effect against the debuffs. Her T2 is an anti-doctor. Strange for your team in Time-line.Mantis: At T2 gives the entire team a positive effect: 15% ignore defense and 20% critical damage. In addition, Skill 3 adds 15% dodge to all allies and her skill 5 makes an amazing circle of fear. If you switch it and stay in, you will get 20% of the crit. Beast: Can pass your skill 5 to enhance attack, defense, speed and ignore defense. The T2 gives throughout the team statistics increases: 8% critical speed, 110% recovery rate, and reduce damage received by 15%. The first order of business for a new player is now able to kill the highest hardship missions for the villain siege, daily, and special missions. Mission History: Full history mode heads up to 10 as soon as you can. You can align the characters faster using higher levels. Once you've done that, here's a list of character mode stories (alphabetical) that you can get: Black Panther: It's now strong even on T1 once it's 6 and is one of the best agricultural combat characters. Black Widow: Very strong speed char for not wasting and ignore Dodge striker corvus. Blackbolt: Only 10 bios a day, so slow farm, but one of the elite T2s now. Captain America: Easily farmed plus damage immunity on skill 1.Daisy: Support char as mentioned above. Really lackluster otherwise. Deathlok: 30% physical attacking leadership and ignore dodge striker (for Corvus Gleu in World Boss). Really lackluster otherwise. Elektra: recently rebalanced with iframes and stun. Ghost Rider: C can get invulnerable to being the face of a tank-like character, T2 allows him to beat all the WBs with some practiceIron Fist: Needs it Hobo (Netflix) uni, but then can kill WBs quite easily. T2 increases survivability further. Lincoln: a worthy survivability of survivability blow-lock attacks. Thor: Very powerful with an unworthy Thor uni. Other leadership symbols listed above (Ultron, Modoc, Winter Soldier, War Machine, Punisher, Lincoln, etc. based on what you need). Special Missions: Always run special missions in hot times (reducing energy) for all 20 minutes on auto to repeat the max of your collection of equipment equipment and farm symbols. Crystal should be your top priority, but after that it depends more on where your list is missing. Songbird and Wiccan are really good characters, but there's usually an abundance of powerful exploding characters. As such, White Tiger and Gorgon may be the next most important. Karnak and especially Hulkling are pretty much rubbish. Rifts: Rifts are good for collecting comic cards and getting biographies for breaking characters. If you can coordinate running cracks in the hot time with your alliance, then you can also get big gold/energy bonuses. The MFF Etiquette Note strongly encourages you to perform several battles in the rift if you decide to enter it. A farm made of a good Loki card. This is probably the best card (F2P) in the game. Rifts have tons of good chars: Loki, Wasp, Yellow Jacket, Ronan, Groot, etc... Of these, I would say Loki/Ronan are the most important to follow the Wasp/Groot.Alliance BattleGives great gold, bios, and clear tickets. Also offers some friendly competition among the alliance members. I would also consider this priority for beginners. Most, if not all, characters who can clear this battle will also be able to purge the world's bosses. Check out this labor of love for an in-depth discussion of how to clean up the normal Battle alliance, and this is the big brother of Extreme Alliance Battle. But here's a quick help table: for you/Doughthonus's full map guide go here. However, here's the excerpt: For beginners, I recommend not focusing on getting a mythical (top 6 cards) at once, but instead focusing on getting a really good rank 4 card. Then create a card in your inventory (don't re-register/combine equipped



cards) until you have the stats you want: Cooling Skills to ignore the defense of qgt; all attacks are energy/physical attacking, attack/crit damage. These cards that you have to focus on: Loki: Ignore defense in 3, attack speed in 4 is optional, if you get 3 stars with ignore defense to equip it, and then work on 4 stars with def pen and attack speedMarvel zombies (#2): Ignore the defense or energy attack in 4, since the zombie requires either Heroic Rifts or lucky chest draw you can just equip the first you get and then work on the energy of the attack. Star Lord (Yondu Fault): Physical Attack in Cooling mastery in 4Baby Groot: Energy Attack in 3, Cooling Mastery in 4Nebula (Avengers): All Attacks in 3, Cooling Mastery in 4 (Punisher #19: Cooling Skill in 4, Optional Critical damage in 3. Acquired just like a zombie.) It gives something like: This should give you close to max cooling (50%) With C bonus (10-14%) It will also help you with some much-needed ignore defenses and attacks. For this reason, you want to build your obelisks or cards in your inventory and equip them only after you have something really good. Gears The most important thing is to understand how to new, how to customize them. Check this out for a more detailed explanation, but mostly your gears should look something like this: † you have to figure out if the character has attacks that are based on energy or physics. From there you only want one or the other. It's a little confusing. My only beginner recommendation is to aim for 17/17/17/17 on the characters you use semi-regularly and 20/20/20/20 on your main characters. SkillsOnly update skills that have a percentage increase in damage or momentum stats like agenda or other buffs. It's also a good idea to increase guard hit skills like Loki 3, Enchantress 3, Robbie 4, Thor 5, etc. Obelisks: Initially rolling recovery obelisks (only rank up to 1 obelisk with 30% recovery rate) seems to be a good strategy, but you have to match them with a heal iso set, passive, or obelisk proc. Immune to protect the break (which actually stops people from breaking your attack, not your guard) is one of the best late-game first stats in the current meta. Ignore the defense well until your cards make it redundant. Critical damage is another good attack statistic. Invincibility and increased damage 1 attack are the two best procs while Heal has some merit and other damaging procs and shields are more or less useless. Locking your ITGB obelisks and ignoring the obelisk defenses for building later rather than burning now. For Obelisk building to start with: Increase HP or recovery rate (in a match with heal set or heal passive)Attack stats (ignore defense, Critical Damage, Damage from Fire)Immune for Guard Break (especially for characters with long winds or long non-iframe animations)Stun resist (for characters used only in Shadowland)Snare resist (for combat hero XAB) Ignore Dodge (for speed hero XAB) Ideally increase damage 1 attack (any mode, but especially XAB) or invincibility (any mode, but especially XAB) Iso Sets: Initially healing iso kits will help you the most as you round up your skills (I'm also Groot's Stark Support). However, the heal sets are not great in the shadows, and in the long run, I believe I want attack sets at almost all (Power of the Angry Hulk Hulk OverDrive seems the best, with Hawke's eye being ok but redundant on cooling skill in the longrun). It's probably best to put heal sets on your characters doing a lot of work initially as it will help you clear the alliance of battle and world bosses because the heal can trigger 4x in the fight. Once your skills and cards and everything else improve, your fights are shorter, and attack kits help more. Healing kits are most valuable early on when the fights are longer. When you get into more advanced game modes where DPS (damage per second) is the most important and times shorter, your heal is not enough time to proc, and the value you get from a set of attacks is much higher. Iso-8: Most importantly, don't equip any fully awake 6 star ISO 8 until you really, really know what you're doing. You'll get a bunch of them out of a variety of awards early on, and at some point, you'll want to equip 8 of them on one super meta character, but even if you equip them for your best character now, that may not be the best character when you're ready to make very hard content. It's usually a waste to upgrade early, so I don't bother. Higher ISO gives your iso to set the best answer, but you need 6 stars sampled by ISO, which is too difficult and expensive to get to really move the meter, so don't spend money upgrading isos just to use the 4-6 star isos you get from other events. Also, if you're doing an update, don't use 1 or 2 star isos as a feed update. The cost (at least using red growth isos) is the same whether you use 1, 2, 3, 4, etc. star iso, so you will spend a lot more money upgrading if you use these low ISOs.Uru are a huge shell hole resource that is becoming increasingly available to you from the level of 60-70. They can fill the cracks your character build after you have used your gear options. Uru follow the same rules as the cards: SCD's ignore the defense of the attack. Don't try to get a mythical urura if you're not willing to sell your soul, but shoot for 4 and maybe 5. Once you are at level 70 try the following algorithm: Fill all the empty urura slots with a useless 1 ur (physical defense) and then strengthen until you have 3-4 shiny spots. Equip 2 uru (energy or physical) attacks on each gear at reinforced points. Maximum cool down by 50% (200-1%). Max Ignore Defense by 50%. (200-1%). HP and Defense is great for Destroyer. Dodge can be useful. If you only have a few slots, then I would like to focus on SCD and ignore the defense, but admit the uru you equip may not be there to stay. Strengthen RNG (like most things in this game) and you may end up with excess stats (i.e. slot with SCD or Ignore defense gets amplified). That's why it's a good idea to equip lower That you won't be sad about the rout. That's why Attack uru go in reinforced slots: there is no attack cover! Uniforms: Never buy uniforms unless they are sold (750 or less). Also, only buy the form of characters you will use as the main form of attack. I bought uniforms for Red Skull, Star-Lord, and Ronan (and many others) but never used them as main attack characters, so the form was pretty much wasted. This is fine if you put a lot of money into the game, but if you don't have these crystals you can better spend elsewhere. The characters listed above as tank characters will benefit the most. There are several uniforms that change the rules of the game for the owner. If you have these characters or look to get them, then these forms should be treated as should Jehovah's Lives. There are many other great shapes that help greatly by adding immunity damage, iframes, crowd control (stunning/webs/traps), etc. there is always the benefit of buying uniforms for the character, which you use, however, it's the uniforms that much more the game is changing in their impact: Iron Fist (Hobo/Netflix): Most likely the biggest game-change uniform giving heal/invincibility proc, when below 30% health plus iframe on skill 5 and damage immunity to skill 2.Red Hulk: Significantly increases heal and adds damage to immunity to skill 3.Elsa (Monsters): is the equivalent of T2 in terms. Elsa still has to be T2 to be truly viable as a character, but she needs her form to be a damaging beast. Elsa from uni to T2 may not be the top speed character (Kid Kaiju or Kate), but is probably the most reliable. Loki (Lady Loki): It's not purely a game changing in terms of power like everyone else, just that Loki is so amazing at T1 and able to help new players so much that form makes sense. This allows you to enter 1 extra day of battle alliance and will probably get another clear as well. Early on, it's a lot of extra resources.Dr. Strange: adds a heal to his two-star skill, which is also a high DPS skill that you can spam to death to always stay in full health if you get hit. Silk: adds an extra second to the web, and in Shadowlands, it turns silk into an automatic victory at almost any stage it is entitled to if you have an attack set with little skill, you can constantly web all. Black Bolt (tuxedo): adds a significant damage boost that can stack up with damage to the obelisk procs. Wasp: A small but noticeable change in her skill set that allows more time in her immune bubble. Amadeus Cho: Excellent positive effect from new 5 skills and passive T2 will always increase the overall power of the character, but there are a few that are particularly useful. When looking at Tier 2, the character is particularly aware of how their skills can change and possibly increase in the team. Elsa, Black Bolt and Carnage absolutely need their T2. They get immunity damage (damage for carnage) on one of their skills, which greatly enhances their survivability. Support symbols have significant team increases at T2, which can make their T2 a higher priority than others worth T2. These include Coulson, Warwolf, Groot, Wasp, and Mantis.MissionsStory: Your main mission as a beginner. Keep in mind chapters 11 and 12 end of the game content. Daily Mission: Gives gold and opportunity for Iso-8/nornstones, more gold/experience chips, or M'kraan shards (X-men material). Arena ModesTimeline: one against one matchup that gives the honor of tokens for each battle (win or lose) and crystals at the end of the week how high you scored compared to others. Note that your characters start with all the skills on cooling while the enemy doesn't. Battleworld: The awards vary into a week, starts on Thursday and usually ends Sunday with a couple of rounds. Rewards are bios, postcards, obelisks or isos. It's usually good to max out your engagement if you can only for gold engagement awards, though that scale with the number of entries. Alliance Conquest: An incredible, interactive combat game between 3 alliances. It's like a world domination game called Risk ( (game). ChallengeWorld Boss: gives black anti-matter, mink chaos, and bios for black order (BO) characters. One of your main goals in the game should be to beat the world bosses as soon as possible. Each boss is usually defeated in the same way (powerful characters with good survivability), but this will help you use the Ignore Dodge Strikers against Corvus Glaive and possibly the movement of speed strikers against Thanos. After unlocking these native T2 characters you don't have to focus on creating them until you can clear 30/35 world bosses. Opinions change, but most recommend focusing first on building Dr. Strange, Corvus or Proxima. Aside from these three your attention should be One, Dormammu, or Jean. Thanos is a low priority if it doesn't get in shape. World Boss Ultimate: End the game content with even harder bosses. Each phase adds wrinkles to the battle. In addition to the first explicit reward, the rewards are similar for Phase 1 compared to Phase 3 (idk about phase 5). Villain Siege: Gives various rewards, good money, clear tickets, biographies. Get Elsa T2 and then consider using chaos tokens for Obelisks. Both Ant-Man and Lash a little Shadowlands: Rewards and challenges vary depending on the stage you need to get as far as you can, which may not be past Stage 1 for quite a while. Floors 1, 5 and 21-25 are the only stages that remain the same. You're You Strong combat character /team for floor 1. Check out my guides: SHADOWLAND, Shadowland Solos, six tips for The Shadowlands and accompanying SL spreadsheetCo-opCo-Op Battle: Options depending on what VIP level you are. But on VIP 2 it gets to your best resources for gold. Can also give gold, gears, debris, burrow stones, iso growths. World Boss Invasion: WBI prorates your characters so you can do some damage. Make sure to carefully read the requirements on the left side to find out which characters to bring so everyone can get the reward. The restrictions apply to all 9 characters (your 3 and 6 of the two people who play with you), so don't be an idiot with what you bring. Also be sure to press the purple button whenever it appears. The rewards from the WBI are pretty good, but much better if you're able to be the top damage-producing character. Ghost Rider (if you have uni use 2 when available, then 4 and 5), Miles Morales (don't know good rotation), Dr. Strange (hit 5 when available, then hit 3 and undo immediately in 2, repeat), Enchantress (hit 2 when possible, 3, then alternate 4 and 5 in between), Proxima Midnight (I use all but 2, which brings you close to the enemy), and Supergiant (don't know, good rotation only jam buttons) are good with some symbols that scale well to give you good damage. In general, many modes in the WBI require you not to take damage, so it's a good idea to use the face tank characters listed above as well and make sure to use your immunity skills. You may look like a boss with the Hulk smashing buttons and attacking the boss, but you are actually doing almost no damage and you are destroying the chances of winning the group. LabHow a lot you really want to update these things to personal preferences, but imho it's usually too expensive. But you can get a second view of the Anti-Matter generator: This one is essential for the anti-matter that is used to upgrade gear. Anti-matter is also used elsewhere in the lab, like mission and upgrades. There shouldn't be a super high priority, but upgrading is worth it a few times. Item Shop: This can be a very useful place to get Gear Up kits and measuring garbage. You will need a lot of these materials, so it is worth investing in upgrades. On M 11 store resets every 30 minutes. War and War: This one has its application because everyone loves free biographies, but after a certain number of updates it just gets tedious to click on each of the missions. Also, you probably won't have the anti-substance needed to send your characters. Converter: It was a rip-off until they presented X-men materials. conversion is random, though not much use. The conversion norm mediocre at best. X-men materials, however, are a little harder to come by, however you sacrifice already difficult to come stuff: black black tried to avoid jargon and abbreviations specifically in this guide, but here are a few you will definitely come across: Updated on 6/9/2017: Added X-Men tank characters. The epic quest has been changed. Updates from 6/5/2017: Added glossary section. Updates 5/16/2017: Added Goal section. Updates 4/28/2017 (3.0): Added Mantis as a tank character and brief descriptions of World Boss Ultimate and Alliance Conquest.Updates 4/18/2017 (2.9.5: Rise of Hobo Iron Fist and Rebalancing Of Kidju): Added non-humans and several other tank faces. Formatting has been added. Advanced on Alliance Battle.Minor Update 1/4/2017: Added Asgardian character leader update, a few new characters to face tank status as well. Comments on page 2

[mp3 audio converter free download for android](#) , [neverwinter trickster rogue build mod 18](#) , [jack benny net worth](#) , [andreas kalcker book pdf](#) , [laura\\_de\\_palma.pdf](#) , [1909823993.pdf](#) , [27883282746.pdf](#) , [llamar\\_a\\_telcel\\_para\\_reportar\\_celular\\_robado.pdf](#) , [definicion de tarjeta madre](#) , [birds of prey 2020 streaming](#) , [brighton vs man united match report](#) , [child custody letter to judge sample](#) ,