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Boku no hero academia card game

My Hero Academia Collectible Card GameAsmodee North America, Inc Image not available forColor: To view this video download Flash Player Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Whilst we catch up we're currently unable to offer our Swift guarantee to any new orders, but priority delivery is available There are a plethora of card games out there for you to choose from. You could play Magic: The Gathering, Hearthstone, Shadowverse, Teppen, Pokemon, Yu-Gi-Oh, and so many others... but why would you? You're a My Hero Academia fan! Well, you're in luck because they, too, have a collectible card game for you to play and they also have new decks coming out to expand upon their already deep set with the Heroes Class sets! Title: My Hero Academia CCG: Heroes Clash Publisher: Jasco Games Release Date: October 21, 2022 Price: \$19.95 (Starter Deck) My Hero Academia: Collectible Card Game goes the traditional route with physical cards. That means that, yes, you will have to interact with other human beings to play this game; however, there is a benefit here in the fact that the game is built upon the Universus system so if you've played other franchises within that system, you already know how to play this game... but... what if, like me, you haven't? The Learning Curve Having played several card games before, I have a bit of an edge so I ended up understanding how the game works rather quickly but even with that experience, the Universus system does things a bit differently than I'm used to so there was a learning curve attached. The biggest question one might have is, "...is it easy to pick up and play?" Well, it took me watching a couple of videos on how to play but it is rather easy once you see a practice game shown. First off, unlike games like Magic and Hearthstone, you don't have any mana to cast your cards. In this game, you have a Difficulty rating and a Check. Say, the difficulty of a card is 2. When you play that card, simply flip over the top card in your deck. If the Check value in the bottom right is 2 or higher, it resolves and the card is played successfully. If it's 1, then it doesn't check and your card isn't played. Also, your turn is over at that point. There is a way around that but we'll get to that in a second. There are two types of cards (well four, but we'll take about the most important two here). Foundation Cards and Attack Cards. Foundation Cards should be played first and have relatively low difficulties so they are almost always guaranteed to check and get played. At the end of your turn, these Foundation Cards go to the bottom of your game board, known as the Stage. These cards can act as "Mana" in a sense. So, let's say you have a card with a difficulty of 5. When you flip a card over, you see the check value is 4. If you have a foundation card in your Stage, you can commit the card (aka, turn it sideways... also known as tapping in other games) and add +1 to your Check. That would make your Check 5 and it will allow you to play the card. Some of these foundations have Enhances on them (effects) so if you commit them, be warned that you cannot use that card's effect Attack cards work the same way with a twist. A card has an attack value. This is straightforward. This is how much damage a card will do to your opponent. However, each card has a Speed value and a Defense value. The speed determines what type of attack it is. Think of it like a fighting game. There are High, Mid, and Low. A card's Defense value will also show High, Mid, and Low as well. High Defense fully blocks High attacks, Mid blocks Mid, and Low blocks Low. However, Adjacent levels will block, too, but only half the damage so... If you attack High and your opponent uses a Mid defense to block, they will take half damage... If it passes the check. To perform the check, add the speed and defense values together, flip a card and compare. You can commit more cards (including your character card... more on that in a minute) if you need to increase your check value at the sacrifice of their effects being usable. Now comes the Character Card. The Character Card has a hand size value and a health value. Hand size tells you how big your hand can be. If it's six, then you will always draw cards at the start of your turn until you have six cards. If the health on a card is 30, that is your life total. You can never go above your life total and once it hits 0, you lose. The Character Card also has three elements on it. This is important when you build your deck because you can only include cards that contain those elements. You can put cards in your deck if you have just one of the three listed. Like in Magic, you are allowed to have up to four copies of a card in each deck you build. Combat I briefly explained combat above with attacks, speed, and defense, but in this phase, you keep attacking as long as you can keep playing cards. The combat phase ends when either your opponent is dead or you cannot play any more cards and both you and your opponent agree to take no more actions. You MUST have 2 consents, one from each player, to take no action before the turn ends. The good news here is that cards that successfully attack don't go to your discard pile. Instead, they get flipped over and stuck under your character card. They become a new resource called Momentum. Some cards will say if an ability can trigger if you use Momentum. There are even decks built around this mechanic. As for the full game, there are three phases. The first is where you draw your cards. You can decide to discard a card if you don't like it and then draw until you have max hand size. Then there is the combat phase where cards are played, attacks happen, defense happens, and so forth. Then there is the end phase where you stock your Momentum, discard any other cards, and clean up your board. When you run out of cards in your deck, you take your discard pile, shave off 10 cards, and start over. You get 50 cards to play with so as you can imagine, you only have five deck cycles before you hit 0 cards and automatically lose when that happens. That is the basic gist of the Universus system. There are other card types out there and a few more rules to follow but the basics should carry you through a few of your first games. While it sounds like a lot and can be a bit confusing, it's easy to understand once it's all seen. Endeavor and Eraser Head Decklists Asmodee games sent me two new starter decks. Here is what you get in each one! Endeavor Deck 1x Character Card: Endeavor Version II 1x Attack Card: Prominence Burn 1x Foundation Card: Soul-Piercing Glare 3x Attack Card: Hellflame Punch 2x Attack Card: Flame Scourger 2x Attack Card: Blazing Fury 2x Attack Card: Arctic Conflagration 2x Attack Card: Scorching Aura 3x Attack Card: Ignited Arrow 2x Attack Card: Hellflame Stomp 4x Foundation Card: Thrilled Spectator 4x Foundation Card: Stare Down 4x Foundation Card: Quick to Act 4x Foundation Card: Press Conference 4x Foundation Card: Fast as a Flame 4x Foundation Card: Coping With #1 4x Foundation Card: Arrogant Smirk 4x Foundation Card: Unnerving Energy 1x Attack Card: Fierce Whirlwind Eraser Head Deck 1x Character Card: Eraser Head Version II 1x Attack Card: Total Erasure Binding 1x Foundation Card: Prone to Dry Eyes 2x Attack Card: Aerial Drop 2x Attack Card: Binding Cloth Drop Kick 2x Attack Card: Binding Cloth Precision 3x Attack Card: Binding Cloth Whiplash 3x Attack Card: Binding Shoulder Rush 2x Attack Card: Erasure Grasp 2x Attack Card: Roundhouse Exhaust 4x Foundation Card: Acrobatic 4x Foundation Card: Binding Cloth Mastery 4x Foundation Card: Closing In 4x Foundation Card: Daunting Message 4x Foundation Card: Dedicated Instructor 4x Foundation Card: Dropping in from Above 4x Foundation Card: Exhausted Exclamation 4x Foundation Card: Patient Observation 1x Attack Card: Somnambulism Does it Look Good? There are two types of players when it comes to card games. Those who look at a card's stats first and those who look at a card's artwork first. No matter which one you are, you're still going to look at the art and silently (or vocally) judge the card's aesthetics. With this being based on the anime, the artwork for each card stays true to the show. In the decks I was provided, each card was in full color and high resolution. All of your favorite characters were there such as Endeavor, Eraser Head, Todoroki, Iida, Midnight, and others. All of the art looked about as official as can be and each different card had characters in unique poses so no shortcuts with reusing art. Just like in any CCG, you have special cards, and MHA-CCG is no different. There were a few... cards that had a foil/reflective sheen to them which looked very nice. It's always special to pop open a pack and see a shiny high-production card with extra effort and detail put into it Final Verdict There is a bit of a learning curve but after doing a couple of practice matches while following the rules, it took me about 2 games to put away my cheat sheet and play a full game through without having to look up anything. I would say that it's pretty intuitive and fun to play. Being a My Hero Academia fan, I loved how the cards stayed true to the characters in the show. Everything from the artwork to the card names, to some of the abilities were themed very well and fit the type of deck you were playing. For example, just naming a card Arctic Conflagration and having Todoroki on it fit the theme of his quick, Half Hot, Half Cold. Of course, anyone who knows anything about Eraser Head can easily tell which cards are his in the deck just by the names alone. If you're a fan of card games and a fan of My Hero Academia (or Boku no Hero Academia for those who prefer subs over dubs), I can safely say that you'll have a fun time with this game. There are a lot of other decks out there for you to pick up including favorites such as Midoriya and Bakugo. You can buy them in 50-card packs which will include an entire starter deck for you to play with. Again, as long as cards have the same elements as your character card, you can mix and match and build custom decks. There is a lot of depth and strategy to the game with meaningful choices along the way. So, pick it up, try it out, and discover a new way to enjoy My Hero Academia! **These decks were provided for review by Jasco Games Set in a world of Heroes and Villains, join Izuku Midoriya and his friends on their quest to become Pro Heroes! On October 11th, Witness the intensity of Deku's darkest chapter with the My Hero Academia Dark Hero Arc Challenger Series! Featuring a lineup of powerful cards, including the exclusive double-sided Deku character card, this set brings to life the emotional and action-packed journey of Izuku Midoriya. Each card reflects his transformation, offering strategic depth and thrilling gameplay. Visit your local game store to preorder! Don't have a local game store? You can always reach out to us at community@uvsgames.com, or use the store locator on our UGN website. Available now, My Hero Academia: Girl Power booster set feature all your favorite female students, heroes, and villains of the beloved anime and includes many alternative art cards. Every character card will have an exclusive, never-before-seen alternative art version! My Hero Academia: Girl Power will be a must-have for any series fan. Available at your local game store now! Don't have a local game store? You can always reach out to us at community@uvsgames.com, or use the store locator on our UGN website. Jet Burn is the sixth My Hero Academia Booster Pack in UniVersus, and it's the best yet! Jet Burn is all about the Pro Heroes, featuring the first appearance of Pro Hero Hawks, Best Jeanist and Ryukyu, as well as returning appearances from Endeavor, Mt. Lady and more! Undaunted Raid marks the return of fan favorite protagonists Izuku Midoriya and Eijiro Kirishima, as well as the first appearance of Pro Heroes Sir Nighteye and Fat Gum! Secret Rare cards are included at an increased rate, with an average of one Secret Rare per Booster Box. Lastly, "Chrome Rare" cards have returned as Attacks! Each Chrome Rare is serialized out of 100 copies! League of Villains puts the villains center stage, featuring first appearances from "One For All", "Twice", "Spinner", "Muscular", and "Moonfish", as well as return appearances from other fan-favorite villains like "Tomura Shigaraki", "Dabi" and "Himiko Toga". League of Villains features the new attack keyword, "Echo"! Attacks with Echo can pay one momentum to "Echo" the attack, playing it twice! This mechanic on cards like "Resolute Rushdown" and "Dignified Display" pressure your opponent by forcing them to dedicate multiple blocks to a single attack. "My Hero Academia Heroes Clash" is a set defined by the support that it gives to existing strategies, as well as a new Rarity -- the "Chrome Rare!" Chrome Rares have their own special foiling process, and are each numbered out of 100. Heroes Clash introduces the Class 1-A student "Koji Kuda" as well as the Pro Hero "Thirteen", as well as new versions of many fan-favorite characters such as Toru Hagakure, Tomura Shigaraki and Stain! "Stun Grenade", "Twisting Azure Inferno", "Somnambulism", "Focused Attack", "Blood Moon Rendng", and "One With Nature" round out some of the many cards from this set that see regular competitive play. In "My Hero Academia Crimson Rampage", the set is mainly defined by the first appearance of multiple fan favorite villains such as "Stain", "Dabi" and "Himiko Toga", as well as first appearances from fellow Heroes such as "Mei Hatsume" and "Gran Torino". "Excited for Blood", "Back-Alley Haymaker", "Howitzer Impact Cyclone" and "Faith's Shield" are amongst the variety of powerful tools introduced in Crimson Rampage. Many of the powerful cards in Crimson Rampage are very strong for defensively minded decks that want to "take games long", such as "Faith's Shield" and "Cheerful Uppercut". The set that started it all! In "My Hero Academia Base Set", we introduced many of the classic fan favorites from Class 1-A, including the teachers "All Might" and "Eraser Head", as well as the students "Izuku Midoriya", "Katsuki Bakugo", "Shoto Todoroki", "Tenya Iida", "Ochaco Uraraka" and more, as well as the nefarious villains "Tomura Shigaraki" and his loyal "Nomu"! Many of the characters and cards from this set have gone on to see significant competitive play, including "Specialized Sound Waves", "Staff Strike", "Meteor Shower", "Frigid Heatwave", "Hardened Jab" and more!