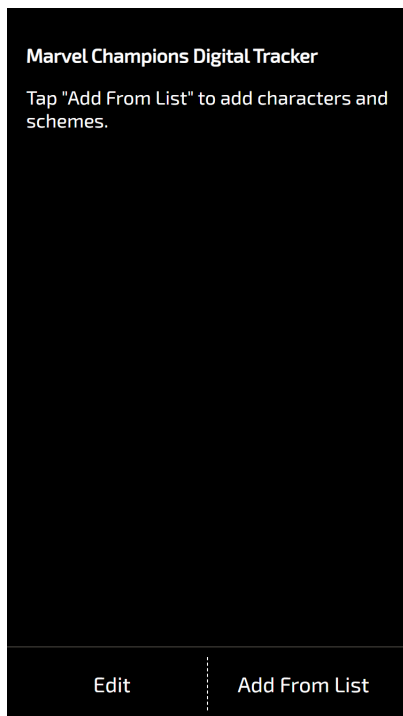


MARVEL CHAMPIONS DIGITAL TRACKER

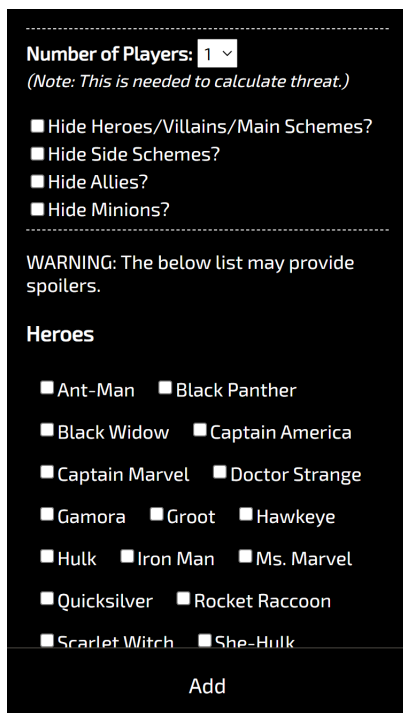


This document explains how to use the fan-made Digital Tracker for Marvel Champions.

Find the digital tracker here: <https://gameswithtony.com/mc>

Click “Add From List” to add characters and schemes to track hit points and threat for.

The tracker will save your progress as-you-go. Thus if you re-fresh your browser, or close the web page and open it later, your game’s progress will be there.

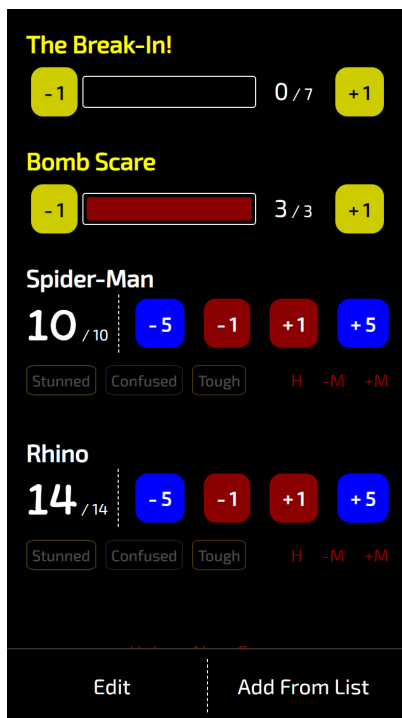


The “Add From List” page shows all available heroes, villains, main schemes, side schemes, allies, and minions.

Indicate the number of players at the top, which is used to auto-calculate threat and hit points where applicable.

Simply check the items to add, then click Add.

To reduce scrolling, you can hide one or more lists. For example, you may want to hide ‘heroes/villains/main schemes’ once a game begins.



Once you add items you are taken back to the main page.

The main scheme appears at the top. You can increase or decrease threat using the “+1” and “-1” buttons.

Side schemes appear below the main schemes. The side scheme’s base threat is pre-set. You can the “+1” button to add further threat if the card requires.

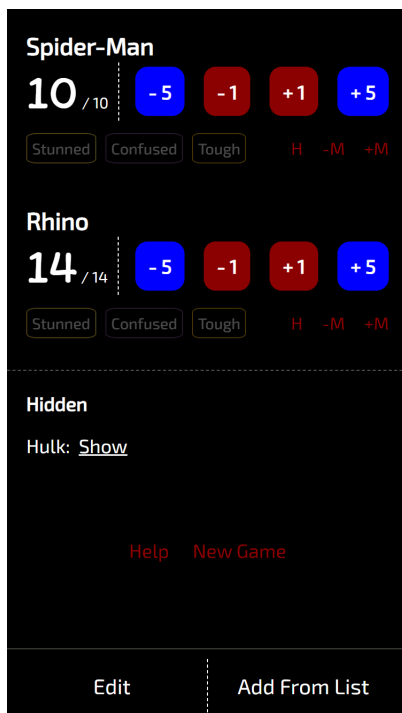
Heroes, villains, allies, and minions appear below schemes. You can increase or decrease their hit points using the “+” and “-” buttons. You will not be able to increase hit points beyond the maximum this way.

You can increase or decrease maximum hit points using the “+M” and “-M” buttons. This is useful, for example, when a card increases a hero’s maximum hit points.

You can hide the character using the “H” button.

You can turn on and off statuses by tapping them.

You can tap the ‘X/Y’ threat or hit point values to jump to editing those values in the edit screen. This is useful when you need to change the values by large amounts, for example when moving from one villain stage to another.



Hidden characters appear at the bottom of the page. You can click ‘Show’ to move them back into the main list.

Hiding/showing is especially useful for allies and minions that move in and out of play.

Also at the bottom of the page is a link to this help document and a ‘New Game’ button which will completely clear the list so you can start a new game.

☒ Show Status Toggles on Main Page

Type: Main Scheme ▾
☐ Hide | [Remove](#)

Type: Side Scheme ▾
☐ Hide | [Remove](#)

Type: Character ▾
☐ Stunned ☐ Confused ☐ Tough
☐ Hide | [Move ↑](#) | [Move ↓](#) | [Remove](#)

Save

Clicking 'Edit' on the main page takes you to the edit page, where you can change all information for items in the list.

You can change names, maximum threat and hit points, the type of item, and statuses.

Increasing maximum hit points increases the current hit points by an equivalent amount. Current hit points will be reduced if you reduce the maximum hit points below the current hit points.

You can sort characters using the "Move Up" and "Move Down" buttons.

You can remove items using the "Remove" button.

When you are done with your changes click Save.

Type: Character ▾
☐ Stunned ☐ Confused ☐ Tough
☐ Hide | [Move ↑](#) | [Move ↓](#) | [Remove](#)

Type: Character ▾
☐ Stunned ☐ Confused ☐ Tough
☐ Hide | [Move ↑](#) | [Move ↓](#) | [Remove](#)

+ Add From List

+ Add Custom

- Remove All

Save

At the bottom of the edit page you can 'Add From List' or 'Add Custom' which lets you add your own item that does not appear in the list. This is useful, for example, when playing with home-brewed content.

The 'Remove All' button clears the list.

Click Save at the bottom to save any of those changes.