

**Marvel OverPower Card Game - Original compiler, Andrew Barnett**  
**Updated and edited by Brian Hoffmeyer**

**Breakdown of OverPower**

- 76 Heroes ( 39 in Overpower + 21 in PowerSurge + 10 in Mission Control  
+1 from Overpower Legion Fan Club + 1 from Hillshire Farms + 4 from Marvel  
Comics inserts )
- 438 Special Cards (6 for each expansion's heroes + 8 Any Heroes  
+9 exclusive Hillshire Farms for various Spider-Man heroes + 18 from Marvel comics  
inserts )
- 28 Power Cards (8 Energy, 8 Fighting, 8 Strength, 4 MultiPower )
- 43 Universe Cards (27 Objects, 6 Trainings, 9 Teamworks + Captain Universe Card )
- 77 Mission Cards (7 for each of the 10 different Missions + 7 from Fleer Ultra Onslaught )
- 55 Event Cards (5 for each of the 10 different Missions + 5 from Marvel comics inserts )
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- 717 Different Playing Cards;
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- 838 if you consider "different" Wizard's OP Hero Placards ( 39 ), PowerSurge's  
Power ( 28 ), Objects ( 26 ), Trainings ( 6 ), & Teamworks ( 9 ), Mission  
Control's Any Hero Specials ( 8 ), AND Hillshire Farm's reprinted Hero  
Cards ( 5 )!
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- 842 for the Ultra-Collector; this includes the Wolverine Level 6 Fighting  
Power Card Promo, the Scarlet Witch Error Card, & the Age of Apocalypse  
and Infestation Incident Event Card Prototypes!

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**Hero Cards Mission Control - MC, Power Surge - PS, Hillshire Farms - HF,  
Marvel Inserts - MI**

<b>Hero Name-</b>	<b>(Energy-Fighting-Strength)</b>	<b>Total-</b>	<b>Expansion Set</b>
Apocalypse	(6-4-4)		14
Banshee	(7-4-3)		14 <PS>
Beast	(1-5-6)	14	
Bishop	(5-6-4)	15	
Black Cat	(3-7-3)		13 <PS>
Black Widow	(2-7-2)	11	{MC}
Blob	(3-3-7)	13	<PS>
Brood	(4-7-5)	16	{MC}
Cable	(6-5-6)	17	
Capt. America	(1-7-5)	13	
Carnage	(3-7-5)	15	
Colossus	(4-4-7)	15	
Cyclops	(7-4-3)	14	
Dark Beast	(1-6-5-7)		21 (MI)
Daredevil	(3-7-4)	14	<PS>
Deadpool	(3-7-4)	14	
Doc Samson	(1-2-7)		10 {MC}
Doctor Doom	(7-6-6)	19	
Doctor Octopus	(3-6-5)		14
Doctor Strange	(8-2-3)	13	<PS>
Domino	(3-8-3)	14	<PS>
Doppelganger	(1-3-6)	10	[HS]
Elektra	(2-6-5)	13	
Galactus	(8-8-8)	24	[OPL]
Gambit	(6-5-4)		15
Ghost Rider	(6-5-6)	17	<PS>
Hawkeye	(1-7-4)	12	{MC}
Hobgoblin	(2-6-3)	11	

Holocaust	(7-2-6-2)		17	(MI)
Hulk	(2-4-8)		14	
Human Torch	(6-3-3)	12		
Iceman	(7-3-4)		14	<PS>
Invisible Woman	(6-3-3)		12	
Iron Man	(7-6-6)		19	
Jean Grey	(7-4-3)		14	
Jubilee	(6-3-1)	10		
Juggernaut	(3-4-7)		14	<PS>
Longshot	(4-7-3)		14	<PS>
Magneto	(8-1-2)		11	
Mandarin	(6-5-3)		14	<PS>
Mojo	(5-6-2)		13	<PS>
Morbius	(1-3-7)		11	{MC}
Morph	(1-6-3)	10	{MC}	
Mister Fantastic	(3-6-3)		12	
Mister Sinister	(6-6-5)	17	<PS>	
Mysterio	(6-3-4)		13	<PS>
Mystique	(6-4-2)		12	
Namor	(1-4-8)	13	<PS>	
Nightcrawler	(5-7-3)		15	{MC}
Omega Red	(2-6-4)		12	
Onslaught	(8-2-6-7)		23	(MI)
Post	(1-6-4-6)		17	(MI)
Professor X	(8-2-1)		11	
Psylocke	(5-6-4)		15	
Punisher	(4-7-4)		15	
Quicksilver	(6-6-4)		16	{MC}
Rhino	(1-4-7)		12	
Rogue	(5-3-7)		15	
Sabretooth	(1-8-5)		14	
Scarlet Spider	(5-7-6)	18	<PS>	
Scarlet Witch	(6-4-4)	14	<PS>	
Sentinels	(7-5-6)		18	{MC}
She Hulk	(2-5-7)		14	<PS>
Silver Sable	(2-6-5)		13	<PS>
Silver Surfer	(7-4-5)		16	
Spider-Man	(6-7-6)		19	
Spider-Woman	(4-2-6)		12	
Storm	(7-4-3)		14	
Strong Guy	(4-4-6)		14	<PS>
Super Skrull	(5-3-7)		15	<PS>
Thing	(1-4-8)		13	
Thor	(4-3-6)		13	
Venom	(6-6-7)		19	
Vision	(5-5-6)		16	{MC}
War Machine	(4-3-7)		14	
Wolverine	(2-8-4)		14	

## **Specials**

### **Hero:**

**2-letter Special Code Special Name**

#### Any Hero:

AA Death From Above (1: Sauron) (2: Green Goblin)  
AF God of Mischief (1: Loki) (2: Mephisto)  
AG Guardian Angel (1: Archangel) (2: Guardian)  
AL Alien Symbiote (Venom)  
AM Unlucky at Love (1: Black Cat) (2: Typhoid Mary)  
AR Gamma Terror (1: Abomination) (2: Doc Samson)  
BQ Web Headed Wizard (1: Wizard Spider-Man) (2: Captain Universe Spider-Man)  
DB Confusion (1: Wolverine) (2: Rogue)  
DF Savage Land (1: Sauron) (2: Ka-Zar)

#### Apocalypse:

AC Shape Shift  
AC Survival of the Fittest  
AS Megamorph  
AY Enhance Strength  
BD Genetic Engineering  
CL Instant Evolution

#### Banshee:

AA Interpol Training  
AG Sonic Glide  
AS Super Scream  
AX Vocal Hypnosis  
BY Shatter Shriek  
DS Luck O' the Irish

#### Beast:

AA Bestial Brawn  
AD Animal Dexterity  
AL Biochemist  
AO Analyze  
AS Dropkick  
CD Acrobatics

#### Bishop:

AA XSE Tactics  
AC Draw Enemy Fire  
AG Body Armor  
AQ Spectrum Blast  
AR Plasma Gun  
AY Absorb Energy

#### Black Cat:

AA Cat Fight  
AD Nine Lives  
AI Bad Luck  
BA Kiss of Death  
BY Femme Fatale  
CB Cat Burglar

#### Black Widow:

AA Widow's Bite  
AD Defense Tactics  
AF Espionage  
AG Widow's Line  
BA Avenging Agent  
EL Combat Gymnast

#### Blob:

AD Blubber Block  
AR Heavy Hitter

AX Immovable Object  
CE Bottomless Belly  
CU Sumo Slam  
CW Absorb Impact

Brood:

AD Bony Exoskeleton  
AR Overwhelm  
BF Pestilent Horde  
BW Alien Hunger  
CN Insectoid Incursion  
EB Brood Spawn

Cable:

AA Custom Firearms  
AG Bodyslide  
AG Cover Fire  
AN Bionic Eye  
AS Really Big Gun  
AT Battle Tactics

Captain America:

AB Ricochet Shield  
AC Avenger  
AG Mighty Shield  
AG Stars & Stripes  
BA Super Soldier  
CQ Inspiration

Carnage:

AA Insane Rage  
AD Climb  
AE Blade Hand  
AV Symbiotic Web  
BE Ruthless  
BT Combat Chaos  
DJ Alien Healing

Colossus:

AC Metal Barrier  
AG Skin of Steel  
AI Smash Object  
AR Haymaker  
AX Iron Curtain  
BI Fastball Special

Cyclops:

AA Visual Sweep  
AD Optic Obliteration  
AF Fearless Leader  
AR Wide Beam  
AU Ground Blast  
BO Remove Visor

Daredevil:

AB Agility  
AG Alertness  
AS Billy Club  
BK Blind Man's Bluff  
CN Hypersenses  
DN Man Without Fear

Deadpool:

AA Killing Machine  
AE Bushwack  
AJ Super Spy  
AL Regeneration

BA Assassin  
BF High Threshold of Pain  
Doc Samson:  
AB Gamma Muscle  
AE Power Punch  
AL Theoretical Treatment  
BZ Psychoanalyze  
DV Green Haired Hero  
EC Analytical Assault  
Doctor Doom:  
AA Concussion Beams  
AC Expendable Ally  
AH Energy Dampening Field  
AJ Time Machine  
AT Super Genius  
AW Villainous Plot  
Doctor Octopus:  
AB Multi-Armed Menace  
AC Villainous Shield  
AF Criminal Mastermind  
AG Evasive Action  
AP Killer Crush  
AT Master Inventor  
AV Grasping Tentacles  
Doctor Strange:  
AF Sorcerer Supreme  
AJ Eye of Agamotto  
AV Crimson Bands of Cytorak  
CK Necromancy  
DA Mists of Morpheus  
DG Eldritch Blasts  
Domino:  
AB Double Down  
AG Lady Luck  
AM Falling into Place  
BS Tripwire  
BV Shrapnel Bombs  
CS Six-Pack Attack  
Elektra:  
AA Ninja Master  
AE Sai  
AG Anticipate  
AL Resurrection  
AN Shuriken  
BP Martial Artist  
Gambit:  
AA 52 Card Pick-Up  
AD Intercept Attack  
AE Staff Attack  
AK Charge Object  
AT Ace in the Hole  
BJ Charm  
Ghost Rider:  
AA Demon Chain  
AD Fire and Brimstone  
AI Bat Out of Hell  
AQ Hell on Wheels  
AR Spirit of Vengeance  
CH Penance Stare

Holocaust:

- AG Impervious Crystal
- AL Consume Lifeforce
- AO Otherworldly Evil
- AQ Death Cannon
- GF Apocalyptic Minion
- GG Devastate

Hawkeye:

- AA Arrow Assault
- AD Pinpoint Accuracy
- BP Avenging Archer
- DH Triple Shot
- EF Combat Ready
- EJ Dynamite Delivery

Hobgoblin:

- AA Razor Bats
- AG Goblin Glider
- AI Concussion Grenade
- AI Frightening Visage
- AR Pumpkin Bomb
- AT Secret Pouches
- AV Stun Gas

Hulk:

- AD Shrug Off
- AE Green Goliath
- AI Hulk Smash
- AS Power Leap
- AS Enraged
- BC Intimidate

Human Torch:

- AB Fire Storm
- AE Inferno
- AG Flame On
- AI Searing Heat
- AM Fire Shield
- AS Nova Burst

Iceman:

- AD Hail Storm
- AE Frostbite
- AG Ice Armor
- AR Sub-Zero
- AS Blood Chill
- CM Snow Blind

Invisible Woman:

- AB Unseen Assailant
- AG Force Field
- AM Invisibility
- AS Invisible Ram
- BH Bubble Shield
- CO Invisible Saboteur

Iron Man:

- AA Concealed Arsenal
- AC In the Line of Fire
- AG Radar Warning
- AQ Heat Seeking Missile
- AT Tactical Computer
- BW Industrial Waste

Jean Grey:

- AG Mental Deflection

- AJ Mind Scan
- AS Telekinesis
- AX Mind Over Matter
- BH Telepathic Unity
- CF Mutant Motivation

Jubilee:

- AB Fireworks
- AC Spectrum Tease
- AG Blinding Flare
- AG Distracting Burst
- AQ Prismatic Falre
- AV Plasmoid Flash

Juggernaut:

- AD Ignore Blow
- AD Smash Incoming Object
- AR Head Butt
- AU Raze
- BF Unstoppable Force
- CU Battering Ram

Longshot:

- AC Freedom Fighter
- AG Hollow Bones
- BA One in a Million
- BU Four-Fingered Fury
- CJ Lucky Bounce
- DO Roll with the Punches

Magneto:

- AD Repel Object
- AF Evil Genius
- AI Gravity Alteration
- AM Magnetic Shield
- AR Power Flux
- AV Paralyze Opponent

Mandarin:

- AF Arch Villian
- AI Disintegrate
- AG Electromagnetic Shield
- AR Vortex Beam
- AT Mastermind
- CT Mind Control

Mister Fantastic:

- AB Stretch Attack
- AF Team Leader
- AG Protect Teammate
- AK Ingenuity
- AV Python Hold
- DI Object Bounce

Mister Sinister:

- AG Maleable Maneuver
- AR Backstab
- BT Power Scheme
- BZ Inside Information
- DH Merciless Mutant
- DL Hidden Agenda

Mojo:

- AG Supreme Edits
- AJ Spineless Plot
- CC Bodyguard
- CI It's a Rap

CP Rewrite Script  
CX Prime Time

Morbius:

AL Living Vampire  
AL Supernatural Strength  
AR Savage Combat  
DU Dread Champion  
ED Undead Stamina  
EG Blood Hunger

Morph:

AR One Big Fist  
CL Copy Teammate  
DG Amazing X-Man  
DW Maximum Morph  
DX Changeling  
DY Power Mimic

Mysterio:

AD Misdirection  
AE Poison Props  
AM Mist and Mirrors  
AU Now You See It...  
AV Hollywood Horror  
BK Alter Perception  
CC Stuntman

Mystique:

AG Cool Under Fire  
AJ Infiltration  
AN Commando Raid  
AT Surprise Attack  
AZ Illusion of Ally  
CA Mistaken Identity

Namor:

AA Alantis Attacks  
AG Winged Feet  
AQ Imperious Rex  
BR Bounty of the Sea  
CR Watery Grave  
CY Land, Sea, and Air

Nightcrawler:

AA Swashbuckler  
AG Bamf!  
AS Vicious Teleport  
BR Prehensile Tail  
CC Disappearing Act  
DZ Trick Transport

Omega Red:

AB KGB Training  
AC Sacrificial Lamb  
AL Drain Lifeforce  
AR Carbonadium Coils  
AU Tendril Tactics  
DP Secret Pheramones

Onslaught:

AR Raw Power  
GA Psychic Absorption  
GB Dark Enigma  
GC Baptism By Fire  
GD Mutant Gestalt  
GE Merciless Conqueror



Post:

- CW Protective Plates
- GH Lethal Tester
- GI Obfuscate
- GJ Herald Of Onslaught
- GK Gather Info
- GL Strategic Assault

Professor X:

- AB Cerebro
- AF X-Men Founder
- AG Read Mind
- AJ Psychic Scan
- AV Psionic Hold
- BH Telepathic Coordination

Psylocke:

- AB Combat Prowess
- AE Psi-Fighting
- AG Illusion
- AJ Thought Probe
- AV Mental Hold
- BM Psychic Knife

Punisher:

- AB Full Auto
- AD Smoke Screen
- AE Flame Thrower
- AN Sniper
- AT Secret Weapon
- BB Vendetta

Quicksilver:

- AG Mutant Momentum
- AU Rapid Rip-Off
- BV Fast and Furious
- CN Agile Avenger
- EH Hit and Run
- EI Superspeed

Rhino:

- AB Pinball Blow
- AE Romp n' Stomp
- AG Rhino Hide
- AI Bowl Over
- AP Rhino Charge
- BC Scare Tactics
- BU Stampede

Rogue:

- AC Intercept Attack
- AG Sky Soar
- AI Super Strength
- AR Power Transfer
- AS Mutant Missile
- BD Mutagenic Drain

Sabretooth:

- AA Bloodlust
- AD Danger Scent
- AL Healing Factor
- AR Wildcat Attack
- BE Blood Hunt
- DK Rabid Beast

Scarlet Spider:

- AA New Warrior

- AG Scarlet Savior
- AV Spider Web
- BQ Arachnid Gizmos
- BR Hidden Pouches
- BV Impact Webbing
- CB Sticky Fingers

Scarlet Witch:

- AI Spontaneous Combustion
- AO Change Outcome
- AQ Hex Power
- AR Sorceress Slam
- BT Mutant Magic
- DR Spell of Destruction

Sentinels:

- AB Hunter/Killer
- CN Reaction Program
- CZ Nimrod
- DT Learning Circuits
- EA Overhaul
- EE Master Mold

She Hulk:

- AC Emerald Allure
- AI Power Proxy
- AL Vitamin 'G'
- AQ Gamma Girl
- BX She-Hulk Smash
- CD Elbow Grease

Silver Sable:

- AA One with the Sword
- AA Katana
- AG Kevlar
- AP Chia
- AT Hidden Weapon
- CQ Leadership

Silver Surfer:

- AA Double Power Blast
- AG Fore Shield
- AG Energy Protection
- AI Rearrange Matter
- AL Cosmic Healing
- AQ Power Cosmic

Spider-Man:

- AA Arachnid Agility
- AD Web Shield
- AE Over the Edge
- AG Wall Crawl
- AJ Spider Sense
- AV Web
- BL Taunt

Spider-Woman:

- AA Spider Strength
- AE Spider Attack
- AG Web Lines
- AI Arachnophobia
- AQ Psionic Attack
- AV Psi-Web

Storm:

- AA Chain Lightning
- AD Flight

AH Hurricane Winds  
AQ Emotional Outburst  
AT Summon Elemental Power  
CF Weather Manipulation

Strong Guy:

AA Knuckle Sandwich  
AV Fit of Laughter  
BS Rock and Roll  
CG Pile it On  
CN Kinetic Absorption  
DM Mighty Mutant

Super Skrull:

AG Flexible Form  
AT Skrull and Crossbones  
BU Fists of Stone  
BW Alien Fire  
CA Immitation  
CZ Invisible Invasion

Thing:

AA Temper Tantrum  
AG Rock Skin  
AI Bear Hug  
AS Clobberin' Time  
BB Revoltin' Development  
BX Brute Force

Thor:

AA Power of Asgard  
AC Protect Teammate  
AE Mjolnir Speaks  
AG Airborne Avenger  
AQ Mystic Uru Metal  
AY God of Thunder

Venom:

AA Rampage  
AC Lethal Protector  
AE Alien Symbiote  
AG Creepy Crawler  
AI Alien Webbing  
AV Symbiotic Snare  
BC Panic Attack

Vision:

AG Phase Form  
AH Double Density  
AK Analytical Expert  
BM Intangible Strike  
CN Optic Energy  
EK Android Endurance

War Machine:

AA Hidden Weapon  
AE Guided Missile  
AG Shield Teammate  
AM Energy Field  
AQ Unleash Arsenal  
AT Battle Computer

Wolverine:

AA Beserk Attack  
AC Snikt  
AG Fighting Instinct  
AL Heal

AS Wounded Animal  
BE Rage

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**Power Cards:**

**Level: Hero Art: <PowerSurge>**

Energy:

- 1- Nebula \*
- 2- Black Cat \*
- 3- Sauron \*
- 4- Electro \*
- 5- Century \*
- 6- Storm \*
- 7- Cyclops \*
- 8- Professor X \*

Fighting:

- 1- Bloody Mary \*
- 2- Black Widow \*
- 3- Longshot \*
- 4- Nightcrawler \*
- 5- Venom \*
- 6- Wolverine \*
- 7- Domino \*
- 8- Cyber \*

Strength:

- 1- Archangel \*
- 2- Spider-Man \*
- 3- War Machine \*
- 4- Loki \*
- 5- Cyber \*
- 6- Super Skrull \*
- 7- Thing \*
- 8- Abomination \*

Multi-Power:

- 1- Century \*
  - 2- Iron Man \*
  - 3- Nightcrawler \*
  - 4- Super Skrull \*
- 

**Universe Cards:**

**To Use: Bonus: Object: Hero Art: <PowerSurge> Hillshire Farms**

Any: +1 icon. ----- Captain Universe +1 to any Special card that contains an

May not be combined with a "One per Deck" Special. Bonus counts towards damage and venture total.

Energy:

- 6 +1- Generator- Electro \* \*
- 6 +2- Power Lines- Bishop \*
- 6 +3- Energy Enhancer- Gambit \*

7	+1-	Energy Booster-	Storm	*	
7	+2-	Energy Maximizer-	Cyclops	*	
7	+3-	Power Cosmic-	Silver Surfer	*	
8	+1-	Divine Intervention-	Loki	*	
8	+2-	Alien Technology-	Professor X	*	
8	+3-	EM Force Lines-	Magneto		*
<b>Fighting:</b>					
6	+1-	Throwing Blades-	Longshot	*	
6	+2-	Hand Grenade-	Black Widow		*
6	+3-	Laser Pistol-	Nebula	*	
7	+1-	Rocket Launcher-	Punisher		*
7	+2-	Sword-	Bloody Mary		*
7	+3-	Machine Gun-	Domino		*
8	+1-	Booster Shot-	Cyber	*	
8	+2-	Chain-	Sabretooth	*	
8	+3-	Crossbow-	Wolverine		{PowerSurge version doesn't exist}
<b>Strength:</b>					
6	+1-	Hot Dog Cart-	Venom	*	
6	+2-	Manhole Cover-	Spider-Woman		*
6	+3-	Dumpster-	Iron Man	*	
7	+1-	Hunk of Asphalt-	Rhino	*	
7	+2-	Tire-	Rogue	*	
7	+3-	Taxi Cab-	Colossus	*	
8	+1-	Girder-	Abomination		*
8	+2-	Lamp Post-	Thing	*	
8	+3-	City Bus-	Hulk	*	

### **Universe Teamwork Cards:**

<b>Use/As:</b>	<b>Bonuses:</b>	<b>Team Art:</b>	<b>Background:</b>
6E/6E-	+1 +2-	Magneto, Juggernaut, Sabretooth-	Green
6E/6E- <PS>	+1 +2-	Iceman, Colossus, Bishop-	Red
7E/6E-	+2 +2-	Magneto, Juggernaut, Sabretooth-	Red
7E/6E- <PS>	+2 +2-	Daredevil, Ghost Rider, Dr Strange-	Blue
8E/6E-	+1 +3-	Magneto, Juggernaut, Sabretooth-	Blue
8E/6E- <PS>	+1 +3-	Magneto, Juggernaut, Sabretooth-	Green
6F/6F-	+1 +2-	Cyclops, Beast, Wolverine-	Green
6F/6F- <PS>	+1 +2-	Storm, Rogue, Psylocke-	Red
7F/6F-	+2 +2-	Cyclops, Beast, Wolverine-	Red
7F/6F- <PS>	+2 +2-	Spider-Man, Black Cat, Scarlet Spider-	Blue
8F/6F-	+1 +3-	Cyclops, Beast, Wolverine-	Blue
8F/6F- <PS>	+1 +3-	Cyclops, Beast, Wolverine-	Green
6S/6S-	+1 +2-	Human Torch, Thing, Mr. Fantastic-	Green
6S/6S- <PS>	+1 +2-	Mysterio, Rhino, Dr. Octopus-	Red
7S/6S-	+2 +2-	Human Torch, Thing, Mr. Fantastic-	Red
7S/6S- <PS>	+1 +3-	Human Torch, Namor, Captain America-	Blue
8S/6S-	+1 +3-	Human Torch, Thing, Mr. Fantastic-	Blue
8S/6S- <PS>	+1 +3-	Human Torch, Thing, Mr. Fantastic-	Green

### **Universe Training Cards:**

<b>To Use:</b>	<b>Bonus:</b>	<b>Hero Art:</b>	<b>&lt;PowerSurge&gt;</b>
5FE	+3	Black Cat	*
5ES	+3	Century	*
5FS	+3	Human Torch	*
5ES	+4	Archangel	*
5FS	+4	Jubilee	*
5FE	+4	Sauron	*

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## **Event Cards**

### **Mission Set**

#### **Event Card**

#### **Hero Art**

#### **Description**

### **Age of Apocalypse:**

Infinite Army Scatters!

Morph

No Teamwork Universe cards may be played this battle.

Martyr for the Cause

Angel

All hits on the Permanent Record of all frontline heroes are moved to the permanent record of one frontline hero.

Mutant Rebels Held Captive!

Jean Grey & Dark Beast

No Strength Power cards may be played this battle.

Rebel Forces regroup!

Gambit & Jubilee

Move all Missions currently in the Lost Missions Pile to the Reserve Missions Pile.

Strategy Destroyed!

Strong Guy

Discard all placed cards.

### **Annihilation Affair:**

Chaos at Gamma Base!

Whirlwind

No cards with a Strength icon may be used to attack this battle

Heroic Standoff!

Hulk & Doc Samson

Sort through the Power Pack and choose any two cards. Reshuffle Power Pack. Put two chosen cards in hand. May not be duplicates.

Hostage Crisis!

Bullseye & Elektra

Choose one frontline hero that cannot play any cards or be attacked this battle.

Sabotage

Red Skull

Discard all Multipower cards.

Special Delivery

Sidewinder

Reserve hero can play Specials from reserve this battle.

### **Assault on Onslaught:**

Do or Die!

Elektra & Gateway

Before Discarding, Take one card from your hand and put it on the bottom of the draw pile.

Fighting Spirit Lives!

Juggernaut

All special cards in your hand may be played by any hero for remainder of battle.

Helping Hands

Black Panther

Draw two cards after the discard phase. do not discard if duplicates.

On The Move

Captain America & Falcon

No intellect power cards may be played this battle. Affected power cards are not discarded.

Spy Discovered!

Thing

After placing. Reveal any 4 cards in your hand to your opponent.

### **The Crossing:**

Avengers Assemble!

Hawkeye, Vision, & Scarlet Witch

For each Mission card in the Defeated Missions Pile, remove 1 hit from the Permanent Record of any hero.

Avengers Attack Headquarters

Thor

No Energy Power cards may be played this battle. Affected Power cards are not discarded.

Heroes Avenger Murder

Iron Man

One frontline hero of your choice is immediately KO'd. Reserve hero immediately moves into play.

Card is discarded if it will end game.

Otherworldly Plot

Kang

All Universe card bonuses receive an additional +1 this battle.

Time Travellers Vanquished

Mantis

No cards that have the word "teammate" may be played this battle.

### **Dark Phoenix Saga:**

Battle on the Moon!

Cyclops

No Universe cards may be played this battle.

Hellfire Club Attacked!

Nightcrawler



Miracle Worker Alive! Cloak & Dagger  
Remove 1 hit from the Permanent Record of all heroes.  
Symbiotic Hero Captured! Venom  
No One Per Deck cards may be played this battle.

**Seperation Anxiety:**

Breakout Venom  
Reserve hero may use Power cards to defend any front line hero this battle.  
Caught by Surprise Spider-Man  
No placed cards may be played this battle.  
Imprisoned for Science The Jury & Symbiote  
No cards with a Fighting icon may be used to attack this battle.  
Symbiotic Achilles Heel Venom  
Sort through Draw Pile card by card. Put the first card with an Energy icon in your hand. May be a duplicate. Reshuffle Draw Pile.  
Symbiotic Samples Taken Symbiote  
Do not discard any duplicates for this battle.

**Sins of the Future:**

Assassination Attempt! Mystique & Destiny  
No cards that affect hits in the Permanent Record of from the current battle may be played this battle.  
Mutants in Hiding! Cannonball  
Switch any front line hero with the reserve hero.  
Mutants Neutralized Storm  
Discard all placed Special cards.  
One Step Closer Dr. Trask  
Sort through Draw Pile card by card. Put the first card with a Strength icon in your hand. May be a duplicate. Reshuffle Draw Pile.  
Rude Awakening! Sentinels  
Remove all hits with a Fighting icon from the Permanent Record of all heroes.

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**Mission Cards:**

**Mission Set (Expansion)**

**# (of 7): Character:**

Age of Apocalypse:  
1- Bishop  
2- Weapon X & Jean Grey  
3- Sue Storm  
4- Beast  
5- Colossus  
6- Holocaust  
7- Apocalypse



Annihilation Affair:

- 1- Deadpool
- 2- "Thunderbolt" Ross
- 3- Captain America
- 4- Dr. Octopus
- 5- Doc Samson
- 6- Omega Red
- 7- Hulk

Assault on Onslaught: (Fleer Ultra Onslaught)

- 1- Professor X
- 2-
- 3- Franklin Richards
- 4- Cable & Apocalypse
- 5-
- 6-
- 7- Onslaught

The Crossing: {Mission Control}

- 1- Iron Man
- 2- Vision
- 3- Giant-Man, Wasp, & Hercules
- 4- Hawkeye & Black Widow
- 5- Captain America, Black Widow, & Jarvis
- 6- Stark & Stark
- 7- Kang & Mantis

Dark Phoenix Saga: {Mission Control}

- 1- Mastermind
- 2- Jean Grey
- 3- Black Queen
- 4- Nightcrawler
- 5- Lilandra
- 6- Dark Phoenix
- 7- Cyclops & Phoenix

Fatal Attractions:

- 1- Exodus
- 2- Cable
- 3- Storm
- 4- Magneto
- 5- Wolverine
- 6- Colossus
- 7- Professor X

Infestation Incident:

- 1- Brood Swarm
- 2- Punisher
- 3- Captain America
- 4- Nick Fury
- 5- Cyclops
- 6- Wolverine
- 7- Brood Queen

Infinity Gauntlet:

- 1- Dr. Strange
- 2- Adam Warlock
- 3- Dr. Doom
- 4- Galactus
- 5- Thor
- 6- Silver Surfer
- 7- Thanos

Maximum Carnage:

- 1- Cletus Kasady
- 2- Venom

- 3- Demogoblin
  - 4- Doppelganger
  - 5- Carrion
  - 6- Shriek
  - 7- Carnage
- Separation Anxiety: <PowerSurge>
- 1- Venom
  - 2- Spider-Man
  - 3- The Jury
  - 4- Symbiote
  - 5- Venom & Symbiote
  - 6- Spider-Man & Symbiote
  - 7- Carnage
- Sins of the Future: <PowerSurge>
- 1- Sentinels
  - 2- Graydon Creed
  - 3- Master Mold
  - 4- Magneto
  - 5- Wolverine
  - 6- Phoenix
  - 7- Nimrod

**Hillshire Farms Mail-In Hero Reprints:**

<b>Hero</b>	<b>(Energy-Fighting-Strength) Total</b>	
Dr Octopus (3-6-5)		14
Rhino (1-4-7)	12	
Venom (6-6-7)	19	
Hobgoblin (2-6-3)	11	
Spider-Man (6-7-6)		19
<i>*Note: All heroes are printed in the new "PowerSurge" cardstock.*</i>		
Scarlet Spider (5-7-6)	18	
Silver Sable (2-6-5)	13	
Mysterio (6-3-4)	13	
Black Cat (3-7-3)	13	
Doppelganger (1-3-6)	10	

**Wizard Mail-In Placards:**

<b>Hero</b>	<b>(Energy-Fighting- Strength) Total</b>	
Apocalypse (6-4-4)		14
Beast (1-5-6)	14	
Bishop (5-6-4)		15
Cable (6-5-6)		17
Capt. America (1-7-5)	13	
Carnage (3-7-5)		15
Colossus (4-4-7)		15
Cyclops (7-4-3)	14	
Deadpool (3-7-4)		14
Doctor Doom (7-6-6)		19
Doctor Octopus (3-6-5)		14
Elektra (2-6-5)		13
Gambit (6-5-4)		15
Hobgoblin (2-6-3)		11
Hulk (2-4-8)	14	
Human Torch (6-3-3)	12	
Invisible Woman (6-3-3)		12
Iron Man (7-6-6)		19
Jean Grey (7-4-3)		14

Jubilee	(6-3-1)	10	
Magneto	(8-1-2)		11
Mister Fantastic	(3-6-3)		12
Mystique	(6-4-2)		12
Omega Red	(2-6-4)		12
Professor X	(8-2-1)		11
Psylocke	(5-6-4)		15
Punisher	(4-7-4)		15
Rhino	(1-4-7)	12	
Rogue	(5-3-7)	15	
Sabretooth	(1-8-5)		14
Silver Surfer	(7-4-5)		16
Spider-Man	(6-7-6)		19
Spider-Woman	(4-2-6)		12
Storm	(7-4-3)	14	
Thing	(1-4-8)	13	
Thor	(4-3-6)	13	
Venom	(6-6-7)	19	
War Machine	(4-3-7)		14
Wolverine	(2-8-4)		14

*\*Note: These cards were all double sized and available by sending in to Wizard: TGTC.\**

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## **Prototypes, Errors, Collectables, and other Promotionals:**

### **Prototype Cards:**

<b>Card</b>	<b>Where it is found</b>
<b>Description</b>	
Wolverine Level 6 Fighting Card	Ventura #1
Has word "Fighting" along both sides under icons and the character name "Wolverine" on bottom left corner.	
Mutant Rebels Held Captive! Wizard #57	
Same as Event card in packs, except is missing character trademarks and "Affected Power cards not discarded" text.	
Alien Creature Rampages!	InQuest #13
Same as Event cards in packs, but missing trademark text.	

### **Error Card(s):**

Scarlet Witch - Sorceress Slam Powersurge  
In fifty percent of cards found, the icon on the card is either a strength or a fighting icon. The correct icon is the strength icon.

### **Promotional Fliers**

***Distributed through comic stores two to three weeks before Sets hit the stores***

Marvel OverPower Card Game- The Ultimate Marvel Fantasy Card Game!

The Reinforcements have Arrived- PowerSurge Expansion Set!

### **OverPower Metal Prints**

***Available through wizard mail-in. Each 6 1/2" by 10"***

**Name- Where the picture is found**

**What cards came from it**

Spider-Man vs. Wolverine- On the back of all OverPower cards.

Spider-Man- Wall Crawl & Level 6 Fighting Power cards

Gambit battling Venom- First-run OverPower Booster boxes.

Gambit- Staff Attack & Level 5 Fighting Power cards

Storm met the Thing- Starter Deck boxes

Thing- Clobberin' Time & Level 6 Energy Power cards

## DC OverPower Card Game - Compiled by Brian Hoffmeyer

### Breakdown of Overpower

30 Heros/Villians

150 Specials

36 Power Cards (8 Energy, 8 Fighting, 8 Strength, 8 Intellect & 4 Multitpower cards)

70 Universe Cards (36 Objects, 12 Training, 12 Teamwork & 10 Ally cards)

28 Mission Cards

20 Event Cards

-

334 Different Playing Cards

-

### Hero Cards

#### **Hero Name- (Energy-Fighting-Strength- Intellect) Total- Expansion Set**

Azrael	(5-8-3-3)	19	
Bane	(1-6-6-6)	19	
Batman	(2-7-4-7)		20
Brainiac	(8-1-4-7)		20
Catwoman	(3-6-2-6)		17
Comm. Gordon	(4-5-5-6)		20
Cyborg	(6-3-7-4)	20	
Doomsday	(4-6-8-1)		19
Eradicator	(7-2-7-3)		19
Hazard	(7-2-5-5)	19	
Huntress	(4-6-3-6)		19
Joker	(4-5-2-7)	18	
Killer Croc	(4-5-6-1)		16
Knockout	(2-6-7-3)		18
Lex Luthor	(3-4-3-8)		18
Metallo	(6-2-7-2)		17
Metropolis SCU	(7-4-5-3)		19
Nightwing	(2-6-4-6)		18
Parasite	(7-2-6-2)		17
Penguin	(6-6-1-6)		19
Poison Ivy	(4-5-2-6)		17
Ra's Al Ghul	(3-7-3-7)		20
Riddler	(3-5-3-7)	18	
Robin	(3-6-2-7)	18	
Steel	(5-3-6-4)	18	
Superboy	(6-3-6-3)		18
Supergirl	(6-4-6-3)		19
Superman	(7-4-7-3)		21
Thorn	(4-6-3-5)	18	
Two-Face	(3-6-3-6)		18

## **Specials**

### **Hero:**

#### **2-letter Special Code Special Name**

#### Any Hero:

AC Justice League of America  
AJ The Batcave  
BC Arkham Asylum  
BE Urban Hunters  
BW Deal With The Devil  
EN Fortress of Solitude

#### Azrael:

AD Battle Armor  
AE Flaming Sword  
AM Divine Inspiration  
CS Avenging Angel  
DU The System

#### Bane:

AY Enhanced Physique  
CI Intimidation  
DD Vengeance of Bane  
DG Feral Rage  
DV Venom Injection

#### Batman

AB Batarang  
AD Olympic Level Athlete  
AJ Master Detective  
BA Martial Arts Expert  
DM Magnesium Flare

#### Brainiac

AG Force Field  
AI Force of Mind  
AV Mental Control  
CC Lord of Warworld  
DR Mental Illusions

#### Catwoman

AD Nine Livee  
AP Razor Sharp Claws  
BU Whip Strike  
BW Cunning Thief  
CN Cat-Like Reflexes

#### Comm. Gordon and the GCPD

AH Riot Gear  
AQ SWAT Team  
BY Sting Operatoin  
CM Tear Gas Guns  
DE Reinforcements

#### Cyborg

AE Cold-Blooded Killer  
AL Regeneration  
AM Doom From Above  
AR Laser Vison  
DF Mechanical Metamorph

#### Doomsday

AD Tough Hide  
AP Bony Protusions  
BV Unearthly Strength  
DK Out For Blood

DO Irristable Force  
Eradicator  
AA Airborne Assault  
AC Vengeful Protector  
AQ Power Punch  
DQ Self Healing  
EM Energy Blast  
Hazard  
AD Flight Pack  
AY Cybernetic Strength  
DI Split  
EN Cutting Laser  
EO Telekenetic Fist  
Huntress  
BP Sneak Attack  
CD Trained Gymnast  
CI Crossbow  
DG Throwing Knives  
EP Expert Tracker  
Joker  
AC Double Cross  
BM Joker Venom  
CS Maniacal Genius  
CU Acid-Spray Flower  
CY High Voltage Joy Buzzer  
Killer Croc  
AE Brute Force  
AG Slippery Escape  
AM Scaly Skin  
AY Rampage  
BM Wrestling Hold  
Knockout  
AA Female Fury  
AH Killer Physique  
AN Mighty Blow  
BL Picking A Fight  
EQ Hot Tempered  
Lex Luthor  
AP Prototype Blaster  
AW Ruthless Adversary  
BR Global Resources  
DG Skilled Martial Artist  
ER Power Hungry  
Metallo  
AB Walking Arsenal  
AI Servo-Assisted Strength  
AL Damage Control  
BW Mechanical Juggernaut  
ES Eye Beams

Metropolis SCU

- AB Stun Guns
- AM Paramilitary Training
- AN Sniper Fire
- AS Heavy Artillery
- CY Battlesuit Brigade

Nightwing

- AB Escrima Sticks
- AD Glider Wings
- AF Titans Founder
- AH Circus Acrobat
- AJ Expert Sleuth

Parasite

- AH Kinetic Absorption
- AL Vitality Drain
- AR Power Theft
- AY Sucking The City Dry
- ET Cellular Reconstruction

Penguin

- AF Master Planner
- AM Smoke Umbrella
- AR Flame Thrower Umbrella
- CW Feathery Distraction
- DG Birds Of Prey

Poison Ivy

- AR Venus Flytrap
- AZ Master Manipulator
- DI Seductress
- DP Poison Kiss
- EU Strangle Vines

Ra's Al Ghul

- AA Master Swordsman
- AM Demon's Head
- BT Megalo-Maniac
- CC Talia
- EV Lazarus Pit

Riddler

- BA Death Trap
- BK Master Of Misdirection
- CC Query and Echo
- CF Dirty Cheat
- DG Colt Revolver

Robin

- AE Bo Staff
- AM Expert Training
- AT Quick Thinking
- BA Insignia Dart
- EW Loyal Partner

Steel

- AC Human Shield
- AQ Hammer
- AR Exo-Skeleton
- CD Boot Jets
- EX Rivet Gun

Superboy

- AD Up, Up, and Away
- AE Cool Shades
- AH Kid of Steel
- AI Tactile Telekinesis



EY Dubbilex  
 Supergirl  
 AG Telekinetic Shield  
 AR Psychokinetic Bolt  
 CN Levitation  
 EZ Shapeshift  
 FA Cloaking Shield  
 Superman  
 AD Defying Earth's Gravity  
 AR Heat Vision  
 BM Last Son Of Krypton  
 CQ Earth's Greatest Hero  
 DM Man of Steel  
 Thorn  
 AB Combat Daggers  
 AU Explosive Charge  
 BX Rattle Instinct  
 CE Barbed Lash  
 CI Street Fighter  
 Two-Face  
 AP .45 Automatic  
 BT Criminal Mastermind  
 BV Tommy Gun  
 FB Flip Of The Coin  
 FC Double Trouble

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**Power Cards:**

**Level: Hero Art:**

Energy:

1	Bane
2	Nightwing
3	Catwoman
4	Poison Ivy
5	Metallo
6	Cyborg
7	Superman
8	Brainiac

Fighting:

1	Parasite
2	Eradicator
3	Steel
4	Riddler
5	Metropolis SCU
6	Thorn
7	Batman
8	Azrael

Strength:

1	Penguin
2	Robin
3	Huntress
4	Supergirl
5	Comm. Gordon
6	Superboy
7	Superman
8	Doomsday

Intellect:

1	Killer Kroc
2	Knockout
3	Hazard

- 4 Ra's Al Ghul
- 5 Two-Face
- 6 Joker
- 7 Batman
- 8 Lex Luthor

Multi-Power:

- 1 Joker
- 2 Lex Luthor
- 3 Batman
- 4 Superman

**Universe - Allies**

Energy:

- 5E 3E Scarecrow
- 6E 1E Silver Banshee
- 7E 2E Mr. Mxyzptlk

Fighting:

- 5F 3F ShadowDragon
- 7F 2F Lady Shiva

Strength:

- 5S 3S Gangbuster
- 7S 2S Black Mask

Intellect:

- 5I 3I Lois Lane
- 6I 1I Alfred Pennyworth
- 7I 2I Dracee

**Universe - Training**

To Use	Bonus	Hero Art
5EI	+3	Doomsday
5EI	+4	Killer Kroc
5FI	+3	Superman (Breakout)
5FI	+4	Superman (Lasers)
5FE	+3	Steel
5FE	+4	Joker
5SE	+3	Batman (Bat Signal)
5SE	+4	Batman (Flying Knight)
5SF	+3	Joker
5SF	+4	Brainiac
5SI	+3	Azrael
5SI	+4	Thorn

**Universe - Teamwork**

To use	Bonus	Hero Art	Background
6E 6E	+1, +2 (I,F)	Steel, Superboy, Eradicator	Blue, clouds
7E 6E	+2,+2	Superman, Supergirl, Metropolis SCU	
8E 6E	+2,+3 (F,S)	Lex Luthor, Brainiac, Hazard	Green, Machine room
6F 6F	+1,+2 (I,E)	Catwoman, Joker, Poison Ivy	Brick
7F 6F	+2,+2	Batman, Robin Comm. Gordon & GCPD	
8F 6F	+2,+3 (E,S)	Nightwing, Azrael, Thorn	Outside, brick
6S 6S	+1,+2	Nightwing, Robin, Supergirl	
7S 6S	+2,+2 (I,E)	Batman, Superman	Purple
8S 6S	+2,+3 (E,F)	Parasite, Cyborg, Metallo	Green
6I 6I	+1,+2 (F,S)	Riddler, Penguin, Two-Face	Pink
7I 6I	+2,+2 (F,E)	Batman, Robin, Huntress	Dark Purple
8I 6I	+2,+3 (E,S)	Lex Luthor, Bane, Ra's Al Ghul	Cave

**Universe - Object**

**Hero/Villian**

Energy:

6 + 1	Laser	(Penguin)
6 + 2	Magnetic	(Penguin)
6 + 3	Nuclear	(Penguin)
7 + 1	Photon	(Eradicator)
7 + 2	Microwave	(Eradicator)
7 + 3	Quantum	(Eradicator)
8 + 1	Mental	(Brainiac)
8 + 2	Kryptonite	(Brainiac)
8 + 3	Temporal	(Brainiac)

Fighting:

6 + 1	Dodge	(Catwoman)
6 + 2	Spinning Kick	(Catwoman)
6 + 3	Dive For Cover	(Catwoman)
7 + 1	Sweep	(Batman)
7 + 2	Flying Kick	(Batman)
7 + 3	Throw	(Batman)
8 + 1	Lunge	(Azrael)
8 + 2	Leap Aside	(Azrael)
8 + 3	Back Flip	(Azrael)

Strength:

6 + 1	Uppercut	(Bane)
6 + 2	Knife Hand	(Bane)
6 + 3	Combination Maneuver	(Bane)
7 + 1	Haymaker	(Superman)
7 + 2	Choke Hold	(Superman)
7 + 3	Nerve Pinch	(Superman)
8 + 1	Takedown	(Doomsday)
8 + 2	Body Slam	(Doomsday)
8 + 3	Crippling Blow	(Doomsday)

Intellect:

6 + 1	Blindside	(Robin)
6 + 2	Diversion	(Robin)
6 + 3	Blackout	(Robin)
7 + 1	Advance Warning	(Joker)
7 + 2	Sabotage	(Joker)
7 + 3	Bluff	(Joker)
8 + 1	Clever Escape	(Lex Luthor)
8 + 2	Ambush	(Lex Luthor)
8 + 3	Home Turf	(Lex Luthor)

**Event Cards**

**Mission Set**

**Event Card**

**Hero Art**

**Description**

**Eye Of The Storm:**

- File Entry 61906.01 Superman & Green Lantern
- All Universe Card bonuses receive an additional +1 this battle
- File Entry 61906.02 Superman & Green Lantern
- Move all mission cards currently in the completed pile into the reserve missions pile
- File Entry 61906.05 Green Lantern & Parasite
- No cards with the word "avoid" may be played this battle
- File Entry 61906.08 Superman & Green Lantern
- Reserve Character may use power cards to defend any front line character
- File Entry 61906.10 Superman & Parasite
- Do not discard any duplicates this battle

**Into The Depths:**

- File Entry 271266.02 Batman & Aquaman
- Level 1 intellect power cards may be used to avoid any numerical attack this battle
- File Entry 271266.04 Batman & Aquaman

All level 1 power cards cannot be blocked this battle

File Entry 271266.07 Batman & Aquaman

All strength power cards do not count in the venture total for this battle

File Entry 271266.09 Batman & Aquaman

All cards that can be placed to a character, excluding reserve, must be placed in this battle, unplaceable cards remain in hand

File Entry 271266.10 Batman & Aquaman

Remove 1 hit from the permanent record of one character. and put it in the permanent record of any teammate

**Might Over Mind:**

File Entry 179603.01 Brainiac

Choose 1 opponent's front line characters. Chosen characters may not play specials this battle.

Affected specials are discarded

File Entry 179603.04 Brainiac & Superman

Choose 1 front line hero that cannot play any cards or be attacked this battle

File Entry 179603.06 Orion & Superman

Move the reserve character to the front line this battle. Return that character at the end of the battle

File Entry 179603.08 Superman & Wonder Woman

Only teamwork cards that act as strength attacks may be played this battle

File Entry 179603.11 Superman

No teamwork universe cards may be played this battle

**Race Against Crime:**

File Entry 661216.01 Riddler

No intellect power cards may be played this battle. Affected power cards are not discarded

File Entry 661216.04 Flash & Batman

For each mission card in the defeated missions pile, draw 1 additional card. Discard if duplicate

File Entry 661216.06 Hawkman & Batman

"Any Hero" Specials, excluding BQ, may be placed this battle. If placed only that character may use the special

File Entry 661216.09 Flash

Switch any front line hero with the reserve hero

File Entry 661216.10 Flash & Batman

All attacks with an energy icon must be made against the same front line character this battle, until character is KO'd

**Mission Cards:**

**Mission Set**

**# (of 7): Character:**

Eye Of The Storm

- 1 Superman, Green Lantern & Parasite
- 2 Superman, Green Lantern & Parasite
- 3 Superman, Green Lantern & Parasite
- 4 Superman, Green Lantern & Parasite
- 5 Superman, Green Lantern & Parasite
- 6 Superman & Green Lantern
- 7 Superman, Green Lantern & Parasite

**Into The Depths**

- 1 Batman & Aquaman
- 2 Batman & Aquaman
- 3 Batman & Aquaman
- 4 Batman & Aquaman
- 5 Batman & Aquaman
- 6 Batman, Aquaman & Killer Croc
- 7 Batman, Aquaman & Killer Croc

Might Over Mind:

- 1 Superman & Wonder Woman
- 2 Superman & Wonder Woman
- 3 Superman & Wonder Woman
- 4 Superman & Wonder Woman
- 5 Superman, Wonder Woman & Brainiac
- 6 Superman, Wonder Woman & Brainiac
- 7 Superman, Wonder Woman & Brainiac

#### Race Against Time

- 1 Batman & Flash
- 2 Batman & Flash
- 3 Batman & Flash
- 4 Batman & Flash
- 5 Batman & Flash
- 6 Batman & Flash
- 7 Riddler & Flash