

Here is my card list for Marvel Overpower's Mission Control expansion set. The list isn't complete yet, so I'll update it every week or two. If you have any cards that aren't on this list, or want me to mail the new revisions to you when they come out, mail me at Edg000@aol.com.

Edg000

New!!: Make your own hero! Just send me the name, stats, and a couple specials, and they'll be added to the end of the FAQ. If I start to get too many, I'll move them into a separate file to cut down download time.

Key

E-energy attack. F-fighting attack. S-strength attack. Dodge-avoid 1 attack. +XY more-may make X
+X-may combine with 1 card of X type. Help-teammate may avoid 1 attack. more attacks of Y type.
Heal- remove 1 hit from permanent record. Healteam-remove 1 hit from permanent record of a teammate.
(1)-one per deck. (Bat)-effects last until end of battle.

Missions

The Crossing

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

Dark Phoenix Saga

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

New Heroes and Specials

Black Widow (E2 F7 S2)

Avenging Agent

Combat Gymnast- (1) 7F. If successful, target may not use cards with F icon (Bat).

Defense Tactics- Help E. May be used while Black Widow is in reserve.

Espionage- Add 3 to Black Widow's venture total, or opponent -3 to venture total for this battle.

Widow's Bite

Widow's Line- dodge.

Brood (E4 F7 S5)

Alien Hunger- (1) Opponent must discard top 5 cards from Power Pack into Dead Pile.

Bony Exoskeleton- Dodge S or F.

Brood Spawn- Play this card in front of Brood. Brood may not be attacked until this special has been attacked. Brood may not defend this card.

Insectoid Incursion- No fighting cards may be played against Brood (Bat).

Overwhelm- 6E. If successful, Brood gains skill levels of target opponent (Bat).

Pestilent Horde- (1) Brood hits to K.O. number is increased to 30

Doc Samson (E1 F2 S7)

Analytical Assault- Opponent must discard any 1 special card currently held in his hand, opponent's choice.

Gamma Muscle- 4S. +1Smore.

Green Haired Hero

Power Punch- 4S. +E or +F.

Psychoanalyze- Opponent must reveal hand and play open handed (Bat).

Theoretical Treatment- Healteam.

Hawkeye (E1 F7 S4)

Arrow Assault- (1). 4E or 4F or 4S. May make 1 additional attack.

Avenging Archer- (1). 6E. Can use when in reserve.

Combat Ready- (1). Discard all cards not usable by Hawkeye from hand. Replace with same number of cards from Draw Pile. May keep duplicates.

Dynamite Delivery- Acts as a 2F attack. If successful, acts as a 8S hit.

Pinpoint Accuracy- Dodge F.

Triple Shot- 2F. +2F.

Morbius (E? F? S?)

Blood Hunger

Dread Champion

Living Vampire- 5E. If successful, heal.

Savage Combat- 7F.

Supernatural Strength- Heal.

Undead Stamina- Negates the effect of 1 Special card. May not be used to avoid a numerical attack, or remove a numerical hit.

Morph (E1 F6 S3)

Amazing X-Man- 2F. +2F.

Changeling- Morph gains the power grid of any active hero (Bat).

Copy Teammate- Play in current battle. Morph may play any 1 KO'd teammate's specials in the next battle.

Maximum Morph

One Big Fist

Power Mimic- (1) This special acts identical to any special currently on the table.

Nightcrawler (E5 F7 S3)

Bamf!- Nightcrawler or teammate may avoid 1 attack of 6 or less.

Disappearing Act

Prehensile Tail- Nightcrawler may have 1 additional card placed on him until Nightcrawler is KO'd.

Swashbuckler- 4F. +1F.

Trick Transport- Target hero may not attack or be attacked for remainder of battle.

Vicious Teleport- (1). 9E

Quicksilver (E6 F6 S4)

Agile Avenger- No E power cards may be played against Quicksilver (Bat).

Fast and Furious- (1) 5Multipower. May be combined with a Universe card, excluding Teamwork. Universe not added to damage or venture total.

Hit and Run- 4F. If successful, Quicksilver may not attack or be attacked (Bat).

Mutant Momentum- Dodge.

Rapid Rip Off- (1) Opponent must immediately discard all placed Universe cards.

Superspeed- 2S. May be used after opponent has conceded the battle. Opponent may defend.

Sentinels (E? F? S?)

Hunter/Killer- 4E. +1Emore.

Learning Circuits- (1) Sentinels may not be attacked by a power card with the same value as any power cards on the Sentinels Permanent Record for remainder of game.

Master Mold

Nimrod

Overhaul- Heal all cards with an S icon.

Reactor Program

Vision (E5 F5 S6)

Analytical Expert

Android Endurance- (1) Vision cannot be Cumulative KO'd for remainder of game.

Double Density- Dodge S. No S may be played against vision for remainder of battle.

Intangible Strike

Optic Energy- No Universe cards may be played against Vision (Bat).

Phase Form- Dodge.

Any Hero

Confusion- (1) Avoid all attacks from 1 teamwork card, or target hero must discard 1 placed teamwork card.

Death from Above

Gamma Terror- Doc Samson rampages! Acts as a 7S.

God of Mischievous- (1) Mephisto's evil magic! Opponent -3 to venture total for this battle.

Guardian Angel- Guardian gives warning. Any hero may avoid 1 attack.

Savage Land- (1) On your turn, play before opponent concedes. Opponent may not concede battle. This card may be placed.

Unlucky at Love- (1) Spurned by Typhoid Mary! Any 1 of opponent's heroes is -2 to defense for remainder of battle.

Web-Headed Wizard- (1) Exchange this card for any 1 card in the dead pile.

Universe Cards

Captain Universe- +1 to any special card that contains an icon. May not be combined with a (1). Bonus counts toward damage and venture total. (Exclusive in Inquest: The Guide to Collectable Card Games and Wizard).

Events

Age of Apocalypse

Infinite Army Scatters

Martyr for the Cause

Mutant Rebels Held Captive

Rebel Forces Regroup!- Move all mission cards currently in the lost missions pile into the reserve missions pile.

Strategy Destroyed!- Discard all placed cards.

Annihilation Affair

Chaos at Gamma Base- No cards with a strength icon may be used to attack this battle.

Heroic Standoff!- Sort through the power pack and choose any two cards. Reshuffle power pack. Put two chosen cards in your hand. May not be duplicates.

Hostage Crisis!- Choose 1 front line hero that cannot play any cards or be attacked this battle.

Sabotage

Special Delivery- Reserve hero can play specials from reserve this battle.

The Crossing

Avengers Assemble!- For each mission card in the defeated missions pile, remove 1 hit from the permanent record of any hero.

Avengers Attack Headquarters

Heroes Avenge Murder

Otherworldly Plot- All universe card bonuses receive an additional +1 this battle.

Time Travellers Vanquished- No cards that have the word "teammate" may be played this battle.

Dark Phoenix Saga

Battle on the Moon!- No universe cards may be played this battle.

Hellfire Club Attacked!

New Lease on Life

Phoenix Rises from the Ashes!- Remove all hits with an energy icon from the permanent record of all heroes.

Shi'ar Power Play- Discard all placed power cards.

Fatal Attractions

A Call to Arms

Down But Not Out- No special cards may be played this battle. Affected specials are not discarded.

Hospital Becomes War Zone!

Shockwave Rocks the World!

The Best Laid Plans...

Infestation Incident

Alien Creature Rampages!- All heroes KO'd for battle may continue to fight and are not discarded until the end of the battle.

Caught Off Guard!

Here Comes the Cavalry!

Monsters Attack!

Second Wind- Remove all hits with a strength icon from the permanent record of all heroes.

Infinity Gauntlet

Cosmic Sneak Attack

Gods of Stone!- No any hero specials may be played this battle.

Heroes Resurrected!- All hits from the current battle are discarded at the end of the battle, and do not get added to the permanent record.

Mad God Raises Dead!

Silver Tongued Devil- No fighting power cards may be played this battle. Affected power cards are not discarded.

Maximum Carnage

Friends and Allies- Move the reserve hero to the front line this battle. Return that hero to reserve at the end of the battle.

Lambs to the Slaughter- Continue this battle with no venture, and no conceding.

Let the Silence Speak!- Discard 3 cards from the top of the draw pile into the dead pile.

Miracle Worker Alive- Remove 1 hit from the permanent record of all heroes.

Symbiotic Hero Captured

Seperation Anxiety

Breakout- Reserve hero may use power cards to defend any front line hero this battle.

Caught by Surprise- No placed cards may be played this battle.

Imprisoned for Science

Symbiotic Achilles Heel- 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

Sins of the Future

Assassination Attempt- No cards that affect hits in the permanent record or from the current battle may be played this battle.

Mutants in Hiding!- Switch any front line hero with the reserve hero.

Mutants Neutralized- Discard all placed special cards.

One Step Closer

Rude Awakening!- Remove all hits with a fighting icon from the permanent record of all heroes.

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