

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

**Breakdown of OverPower**

- 155 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 + 1 from Marvel:Powersurge Action Figures + 78 from  
Marvel:IQ)  
571 Special Cards (195 in OverPower + 126 in Powersurge + 60 in Mission Control + 9 Any Heroes  
+9 exclusive Hillshire Farms for various Spider-Man heroes + 18 from Marvel comics  
inserts + 154 from Marvel:IQ)  
40 Power Cards (8 Energy, 8 Fighting, 8 Strength, 8 Intellect, 8 MultiPower )  
69 Universe Cards (27 Objects, 6 Trainings, 29 Teamworks + Captain Universe Card + 6 Allies )  
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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- 967 Different Playing Cards;
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- 1088 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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- 1099 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! + 7 reprints of Onslaught mission cards

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

<b>Hero Name-</b>	<b>(Energy-Fighting-Strength)</b>	<b>Total-</b>	<b>Expansion Set</b>
Adam Warlock	(7-2-5)	14	{PF}
Apocalypse	(6-4-4)	14	
Apocalypse	(5-5-7-6)	23	<<IQ>>
Banshee	(7-4-3)	14	<PS>
Banshee	(7-5-3-5)	20	<<IQ>>
Inherent ability:Teammate training bonuses are +1			
Beast	(1-5-6)	14	
Beast	(2-5-6-7)	20	<<IQ>>
Bishop	(5-6-4)	15	
Bishop	(6-7-4-3)	20	<<IQ>>
Black Cat	(3-7-3)	13	<PS>
Black Cat	(3-6-3-4)	16	<<IQ>>
Inherent ability:Power cards are +1 when used for defense			
Black Widow	(2-7-2)	11	{MC}
Black Widow	(4-7-3-6)	20	<<IQ>>
Blob	(3-3-7)	13	<PS>
Blob	(4-5-6-1)	16	<<IQ>>
Brood	(4-7-5)	16	{MC}
Brood	(3-6-6-4)	19	<<IQ>>
Inherent ability:May have duplicate "Brood Spawn" Specials			
Cable	(6-5-6)	17	
Cable	(7-7-4-5)	23	<<IQ>>
Capt. America	(1-7-5)	13	
Capt. America	(2-8-4-6)	20	<<IQ>>
Carnage	(3-7-5)	15	
Carnage	(5-7-4-2)	18	<<IQ>>
Inherent ability:Team +5 to venture total when KO'd.			

Colossus	(4-4-7)	15	
Colussus	(1-5-7-4)	17	<<IQ>>
Inherent ability:May not be Cumulative KO'd with Strength power cards			
Cyclops	(7-4-3)	14	
Cyclops	(7-4-4-5)	20	<<IQ>>
Inherent ability:May play "Fearless Leader" from reserve.			
Dark Beast	(1-6-5-7)	21	(MI)
Daredevil	(3-7-4)	14	<PS>
Daredevil	(2-7-4-6)	19	<<IQ>>
Deadpool	(3-7-4)	14	
Deadpool	(3-7-5-3)	18	<<IQ>>
Inherent ability:May not be Spectrum KO'd with MulyiPower Power cards.			
Doctor Doom	(7-6-6)	19	
Doctor Doom	(5-3-4-8)	20	<<IQ>>
Doctor Octopus	(3-6-5)	14	
Doctor Octopus	(2-5-6-7)	21	<<IQ>>
Doc Samson	(1-2-7)	10	{MC}
Doc Samson	(2-2-7-6)	17	<<IQ>>
Doctor Strange	(8-2-3)	13	<PS>
Doctor Strange	(8-3-2-6)	19	<<IQ>>
Domino	(3-8-3)	14	<PS>
Domino	(4-7-3-5)	19	<<IQ>>
Inherent ability:Energy cards are +2 when used for defense.			
Doppelganger	(1-3-6)	10	[HS]
Elektra	(2-6-5)	13	
Elektra	(2-7-4-4)	17	<<IQ>>
Inherent ability:May not be Spectrum KO'd with Fighting Power cards.			
Forge	(5-5-3-7)	20	<<IQ>>
Inherent ability:Team's Basic Inverse card bonuses are an additional +1			
Galactus	(8-8-8)	24	[OPL]
Gambit	(6-5-4)	15	
Gambit	(6-6-4-4)	20	<<IQ>>
Inherent ability:May have duplicate "Charge Object" Specials.			
Ghost Rider	(6-5-6)	17	<PS>
Ghost Rider	(6-6-6-2)	20	<<IQ>>
Inherent Ability: May only be Spectrum KO'd by four Power types.			
Green Goblin	(4-4-6-6)	20	<<IQ>>
Inherent ability:Intellect Power cards are +1 when used to attack.			
Hawkeye	(1-7-4)	12	{MC}
Hawkeye	(4-7-4-2)	17	<<IQ>>
Inherent ability:May play "Dynamite Delivery" rom reserve.			
Henry Pym	(3-4-3-7)	17	<<IQ>>
Inherent ability:Multi-Power Power cards are +2 when used for defense.			
Hobgoblin	(2-6-3)	11	
Hobgoblin	(4-6-6-3)	17	<<IQ>>
Inherent ability:Strength cards are +1 when used for attack.			
Holocaust	(7-2-6-2)	17	(MI)
Hulk	(2-4-8)	14	
Hulk	(1-3-8-6)	18	<<IQ>>
Human Torch	(6-3-3)	12	
Human Torch	(7-4-4-4)	19	<<IQ>>
Inherent ability:May not be Cumulative KO'd with energy power cards.			
Iceman	(7-3-4)	14	<PS>
Iceman	(7-4-4-3)	18	<<IQ>>
Inherent ability:May have duplicate "Snow Blind" Specials.			
Invisible Woman	(6-3-3)	12	
Invisible Woman	(6-4-3-6)	19	<<IQ>>
Inherent ability:Team is +2 to venture for remainder of battle.			
Iron Man	(7-6-6)	19	

Iron Man	(5-3-7-7)	22	<<IQ>>
Jean Grey	(7-4-3)	14	
Jean Grey	(7-3-2-4)	16	<<IQ>>
Inherent ability:May play "Telepathic Unity" from reserve.			
Jubilee	(6-3-1)	10	
Jubilee	(6-4-2-4)	16	<<IQ>>
Inherent ability:May play duplicate "Blinding Flare" Specials.			
Juggernaut	(3-4-7)	14	<PS>
Juggernaut	(4-5-8-2)	19	<<IQ>>
Kingpin	(2-4-5-6)	17	<<IQ>>
Inherent ability:May play Teammatte cards from reserve.			
Longshot	(4-7-3)	14	<PS>
Longshot	(3-7-4-3)	17	<<IQ>>
Inherent ability:Opponent's team is -2 to venture total per battle.			
Magneto	(8-1-2)	11	
Magneto	(8-5-3-6)	22	<<IQ>>
Mandarin	(6-5-3)	14	<PS>
Mandarin	(7-4-3-5)	19	<<IQ>>
Inherent ability:Fighting Power cards are +2 for when used for defense.			
Mojo	(5-6-2)	13	<PS>
Mojo	(6-3-1-6)	16	<<IQ>>
Inherent ability:Multipower cards are +1 when used to attack.			
Morbius	(1-3-7)	11	{MC}
Morbius	(5-3-6-5)	19	<<IQ>>
Inherent ability:May only be Cumulative KO'd by 30 or more points.			
Morph	(1-6-3)	10	{MC}
Morph	(4-5-3-6)	18	<<IQ>>
Inherent ability:May not be Spectrum KO'd with Intellect Power cards.			
Mister Fantastic	(3-6-3)	12	
Mister Fantastic	(2-5-2-8)	17	<<IQ>>
Mister Sinister	(6-6-5)	17	<PS>
Mister Sinister	(4-5-4-8)	21	<<IQ>>
Mysterio	(6-3-4)	13	<PS>
Mysterio	(6-3-4-6)	19	<<IQ>>
Inherent ability:May not be Spectrum KO'd with energy Power cards.			
Mystique	(6-4-2)	12	
Mystique	(5-6-3-6)	20	<<IQ>>
Inherent ability:Fighting Power cards are +1 when used to attack.			
Namor	(1-4-8)	13	<PS>
Namor	(2-7-7-4)	20	<<IQ>>
Nick Fury	(3-7-4-6)	20	<<IQ>>
Nightcrawler	(5-7-3)	15	{MC}
Nightcrawler	(6-7-3-3)	19	<<IQ>>
Omega Red	(2-6-4)	12	
Omega Red	(6-7-5-2)	20	<<IQ>>
Onslaught	(8-2-6-7)	23	(MI)
Post	(1-6-4-6)	17	(MI)
Professor X	(8-2-1)	11	
Professor X	(8-2-1-7)	18	<<IQ>>
Psylocke	(5-6-4)	15	
Psylocke	(7-6-3-4)	20	<<IQ>>
Punisher	(4-7-4)	15	
Punisher	(3-7-4-4)	18	<<IQ>>
Inherent ability:May not be Cumulative KO'd with Fighting Power cards.			
Quicksilver	(6-6-4)	16	{MC}
Quicksilver	(7-6-3-2)	18	<<IQ>>
Red Skull	(3-5-4-7)	19	<<IQ>>
Inherent ability:May not be Cumulative KO'd with Intellect power cards			

Rhino	(1-4-7)	12	
Rhino	(2-6-7-1)	16	<<IQ>>
Rogue	(5-3-7)	15	
Rogue	(4-4-7-2)	17	<<IQ>>
Inherent ability:May not be Spectrum KO'd with Special cards.			
Sabretooth	(1-8-5)	14	
Sabretooth	(2-8-6-3)	19	<<IQ>>
Scarlet Spider	(5-7-6)	18	<PS>
Scarlet Spider	(3-7-6-5)	21	<<IQ>>
Scarlet Witch	(6-4-4)	14	<PS>
Scarlet Witch	(7-3-2-5)	17	<<IQ>>
Inherent ability:Opponent's team -5 to Venture Total when KO'd.			
Sentinels	(7-5-6)	18	{MC}
Sentinels	(7-5-7-1)	20	<<IQ>>
Shadowcat	(6-3-3-6)	18	<<IQ>>
Inherent ability:May have duplicate "Ghostly Phase" Specials.			
She Hulk	(2-5-7)	14	<PS>
She Hulk	(1-4-7-5)	17	<<IQ>>
Inherent ability:May have duplicate "Public Defender" Specials.			
Silver Sable	(2-6-5)	13	<PS>
Silver Sable	(4-6-2-6)	18	<<IQ>>
Inherent ability:May play fighting teammate cards from reserve.			
Silver Surfer	(7-4-5)	16	
Silver Surfer	(7-3-6-5)	21	<<IQ>>
Spider-Man	(6-7-6)	19	
Spider-Man	(3-7-6-5)	21	<<IQ>>
Spider-Woman	(4-2-6)	12	
Spider-Woman	(6-3-6-4)	19	<<IQ>>
Inherent ability:Energy Power cards are +1 when used to attack.			
Storm	(7-4-3)	14	
Storm	(7-5-3-4)	19	<<IQ>>
Inherent ability:Intellect Power cards are +2 when used for defense.			
Strong Guy	(4-4-6)	14	<PS>
Strong Guy	(3-4-7-3)	17	<<IQ>>
Inherent ability:May play "Pile It On" from reserve.			
Super Skrull	(5-3-7)	15	<PS>
Super Skrull	(6-4-7-4)	21	<<IQ>>
Thing	(1-4-8)	13	
Thing	(1-5-8-3)	17	
Thor	(4-3-6)	13	
Thor	(7-5-7-4)	23	<<IQ>>
Venom	(6-6-7)	19	
Venom	(5-6-7-2)	20	<<IQ>>
Vision	(5-5-6)	16	{MC}
Vision	(5-4-6-6)	21	<<IQ>>
Inherent ability:May play "Android Presence" from reserve.			
War Machine	(4-3-7)	14	
War Machine	(5-4-7-3)	19	<<IQ>>
White Queen	(7-2-2-6)	17	<<IQ>>
Wolverine	(2-8-4)	14	
Wolverine	(2-8-5-4)	19	<<IQ>>

## **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 (1:Venom) (2:Brock's Ex-wife?)  
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)  
BY Power Leech (Leech)  
DB Confusion (1: Wolverine) (2: Rogue)  
DF Savage Land (1: Sauron) (2: Ka-Zar)

#### Adam Warlock:

??  
??  
FD Soul Gem

#### Apocalypse:

AC Shape Shift  
AC Survival of the Fittest  
AE Ageless Evil  
AS Megamorph  
AY Enhance Strength  
BD Genetic Engineering  
CL Instant Evolution  
HA Techno-Virus

#### Banshee:

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

#### Beast:

AA Bestial Brawn  
AD Animal Dexterity  
AL Biochemist  
AO Analyze  
AS Dropkick  
CD Acrobatics  
HB Brilliant Deduction  
HC Ambidexterity

#### Bishop:

AA XSE Tactics  
AC Draw Enemy Fire  
AG Body Armor  
AQ Spectrum Blast  
AR Paramilitary Skill  
AS Plasma Gun  
AY Absorb Energy  
HD Temporal Anomaly

Black Cat:

- AA Cat Fight
- AD Nine Lives
- AI Bad Luck
- BA Kiss of Death
- BY Femme Fatale
- CB Cat Burglar
- CO Feline Fury
- CM Feline Fortune

Black Widow:

- AA Widow's Bite
- AD Defense Tactics
- AF Espionage
- AG Widow's Line
- AN KGB Intelligence
- BA Avenging Agent
- CQ Champion
- EL Combat Gymnast

Blob:

- AD Blubber Block
- AR Heavy Hitter
- AX Immovable Object
- CE Bottomless Belly
- CU Sumo Slam
- CW Absorb Impact
- HE Flabby Fighter

Brood:

- AA Plan of Conquest
- AD Bony Exoskeleton
- AR Overwhelm
- BF Pestilent Horde
- BW Alien Hunger
- BY Power Hungry Monsters
- 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
- AW Askani'son

Captain America:

- AB Ricochet Shield
- AC Avenger
- AG Mighty Shield
- AG Stars & Stripes
- BA Super Soldier
- CQ Inspiration
- GB Sentinel of Liberty

Carnage:

- AA Insane Rage
- AD Climb
- AE Blade Hand
- AV Symbiotic Web
- BE Ruthless
- BT Combat Chaos
- CU Destructive Mind
- DJ Alien Healing
- HE Anarchy

Colossus:

- AA Mighty Metal
- AC Metal Barrier
- AG Skin of Steel
- AI Smash Object
- AR Haymaker
- AX Iron Curtain
- BI Fastball Special
- ET Organic Steel

Cyclops:

- AA Visual Sweep
- AD Optic Obliteration
- AF Fearless Leader
- AG Battle Savvy
- AR Wide Beam
- AU Ground Blast
- BO Remove Visor
- EN X-Men Strategy

Daredevil:

- AB Agility
- AG Alertness
- AS Billy Club
- BK Blind Man's Bluff
- CN Hypersenses
- DN Man Without Fear
- ET Blind Justice
- HF Radar Combat

Deadpool:

- AA Killing Machine
- AE Bushwack
- AG Distracting Chatter
- AJ Super Spy
- AL Regeneration
- AS Don't Lose Your Head!
- BA Assassin
- BF High Threshold of Pain

Doctor Doom:

- AA Concussion Beams
- AC Expendable Ally
- AH Energy Dampening Field
- AJ Time Machine
- AT Super Genius
- AW Villainous Plot
- DU Doombots
- HG Diplomatic Immunity

Doctor Octopus:

- AB Multi-Armed Menace
- AC Villainous Shield
- AF Criminal Mastermind
- AG Evasive Action
- AP Killer Crush
- AT Master Inventor
- AV Grasping Tentacles
- EJ Big Plans

Doc Samson:

- AB Gamma Muscle
- AE Power Punch
- AL Theoretical Treatment
- AM Cautious Advisor
- AR Head Shrinker
- BZ Psychoanalyze
- DV Green Haired Hero
- EC Analytical Assault

Doctor Strange:

- AF Sorcerer Supreme
- AJ Eye of Agamotto
- AV Crimson Bands of Cytorak
- CK Necromancy
- CY Catastrophe Magic
- DA Mists of Morpheus
- DG Eldritch Blasts
- HG Defender

Domino:

- AB Double Down
- AG Lady Luck
- AM Falling into Place
- AP Dumb Luck
- BS Tripwire
- BV Shrapnel Bombs
- CS Six-Pack Attack
- ET Battle Medic

Elektra:

- AA Ninja Master
- AE Sai
- AG Anticipate
- AL Resurrection
- AN Shuriken
- BP Martial Artist
- BS Ninja Trap
- DB Infiltration



Forge:

??  
BR Cybernetic Limbs  
GA The Neutralizer  
HF Footsoldier Training  
IF The Maker

Gambit:

AA 52 Card Pick-Up  
AD Intercept Attack  
AE Staff Attack  
AK Charge Object  
AT Ace in the Hole  
BJ Charm  
CF Sinister Connection  
EJ Kinetic Detonation

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  
DS Skeletal Summoning  
FC Spiritual Duality

Green Goblin:

AG Flying Platform  
AR Explosive Pumpkins  
IB Murderous Ploy  
IC Goblin Legacy  
ID Gauntlet Blasters

Hawkeye:

AA Arrow Assault  
AD Pinpoint Accuracy  
AL Field Dressing  
BP Avenging Archer  
DH Triple Shot  
EF Combat Ready  
EJ Dynamite Delivery  
HH Quiver of Arrows

Henry Pym:

AA Yellowjacket  
AD Ant-Man  
AY Giant-Man  
EQ Goliath  
ET Medical Training

Hobgoblin:

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

Holocaust:

- AG Impervious Crystal
- AL Consume Lifeforce
- AO Otherworldly Evil
- AQ Death Cannon
- AR Horrifying Image
- GF Apocalyptic Minion
- GG Devastate
- ?? Headbutt

Hulk:

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

Human Torch:

- AB Fire Storm
- AE Inferno
- AG Flame On
- AI Searing Heat
- AM Fire Shield
- AS Nova Burst
- AX Fire Cage
- EI Hot Head

Iceman:

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

Invisible Woman:

- AB Unseen Assailant
- AD Protective Wall
- AG Force Field
- AM Invisibility
- AS Invisible Ram
- BH Bubble Shield
- CO Invisible Saboteur
- FE Team Coordination

Iron Man:

- AA Concealed Arsenal
- AC In the Line of Fire
- AE Weapons Inventor
- AG Radar Warning
- AI Stealth Armor
- AQ Heat Seeking Missile
- AT Tactical Computer
- BW Industrial Waste

Jean Grey:

- AE Phoenix Effect
- AG Mental Deflection
- AJ Mind Scan
- AS Telekinesis
- AX Mind Over Matter
- BH Telepathic Unity
- CF Mutant Motivation
- ET Physic Soothing

Jubilee:

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

Juggernaut:

- AD Ignore Blow
- AD Smash Incoming Object
- AR Head Butt
- AU Raze
- CM Magic helm
- CU Battering Ram
- DQ Unstoppable Force

Kingpin:

- ?? Sumo Champion
- HF Walking Stick
- HL Underworld Henchmen
- HQ Business Savvy
- HX Crime Magnate

Longshot:

- AC Freedom Fighter
- AG Hollow Bones
- BA One in a Million
- BU Four-Fingered Fury
- CJ Lucky Bounce
- DO Roll with the Punches
- HL Fortunate Accident
- HM Purity of Thought

Magneto:

- AD Repel Object
- AF Evil Genius
- AI Gravity Alteration
- AM Magnetic Shield
- AR Power Flux
- AV Paralyze Opponent
- GJ Magnetic Devastation
- HN Master of Magnetism

Mandarin:

- AD Electromagnetic Shield
- AE Master Tactician
- AF Arch Villian
- AI Disintegrate
- AR Vortex Beam
- AT Mastermind
- CT Mind Control

Mister Fantastic:

- AB Stretch Attack
- AF Team Leader
- AG Protect Teammate
- AK Ingenuity
- AR Fantastic Mind
- AV Python Hold
- DI Object Bounce
- HQ Inventive Genius

Mister Sinister:

- AG Maleable Maneuver
- AR Backstab
- BT Power Scheme
- BZ Inside Information
- DH Merciless Mutant
- DL Hidden Agenda
- HR Marauder
- HS Cloning Process

Mojo:

- AG Supreme Edits
- AJ Spineless Plot
- AO Director's Cut
- CC Bodyguard
- CI It's a Rap
- CP Rewrite Script
- CX Prime Time
- HO Caught On Film

Morbius:

- AD Shadowy Escape
- AL Living Vampire
- AL Supernatural Strength
- AR Savage Combat
- DU Dread Champion
- ED Undead Stamina
- EG Blood Hunger
- HL Induce Panic

Morph:

- AD Ridculous Behavior
- AR One Big Fist
- CL Copy Teammate
- DG Amazing X-Man
- DW Maximum Morph
- DX Changeling
- DY Power Mimic
- HP Substitute Death

Mysterio:

- AD Holographic Decoy
- AD Misdirection
- AE Poison Props
- AM Mist and Mirrors
- AP Mysteryvision
- 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
- EI Fatal Marksman
- GD Government Agent

Namor:

- AA Alantis Attacks
- AG Winged Feet
- AQ Imperious Rex
- BR Bounty of the Sea
- CD Neptune's Armor
- CR Watery Grave
- CY Land, Sea, and Air
- HG Sub-Mariner

Nick Fury:

- AA War Hero
- CM Agent of S.H.I.E.L.D.
- ET Infinity Formula
- HN Howling Commando
- IE Battle Strategy

Nightcrawler:

- AA Swashbuckler
- AG Bamf!
- AS Vicious Teleport
- BR Prehensile Tail
- CC Disappearing Act
- DZ Trick Transport
- HF Acrobatic Precision
- HT Power 'Port

Omega Red:

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

Onslaught:

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

Post:

- AF Covert Manipulations
- 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
- AH Psychic Shield
- AJ Psychic Scan
- AQ Mindwipe
- AV Psionic Hold
- BH Telepathic Coordination

Psylocke:

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

Punisher:

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

Quicksilver:

- AG Mutant Momentum
- AS High Speed Impact
- AU Rapid Rip-Off
- BV Fast and Furious
- DG Rapid-Fire Punches
- CN Agile Avenger
- EH Hit and Run
- EI Superspeed

Red Skull:

- AG Master Racist
- BA Evil Super Soldier
- FD Cosmic Cube
- HY Dust of Death
- HZ Depraved Evil

Rhino:

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

Rogue:

- AC Intercept Attack
- AE Combination Punch
- AG Sky Soar
- AI Super Strength
- AR Power Transfer
- AS Mutant Missile
- AZ Southern Belle
- BD Mutagenic Drain

Sabretooth:

- AA Bloodlust
- AD Government Operative
- AD Danger Scent
- AL Healing Factor
- AR Wildcat Attack
- BE Blood Hunt
- DK Rabid Beast
- EJ Dangerous Mind

Scarlet Spider:

- AA New Warrior
- AG Scarlet Savior
- AV Spider Web
- BQ Arachnid Gizmos
- BR Hidden Pouches
- BV Impact Webbing
- CB Sticky Fingers
- HU Clonal Confusion

Scarlet Witch:

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

Sentinels:

- AB Hunter/Killer
- AR Robot Mentality
- CN Reaction Program
- CZ Nimrod
- DT Learning Circuits
- EA Overhaul
- EE Master Mold
- GA Mutant Countermeasures

Shadowcat:

- AD Electronic Scramble
- AE Pryde And Wisdom
- AG Ghostly Phase
- EJ Soul Sword
- HQ Computer Genius

She Hulk:

- AC Emerald Allure
- AD Public Defender
- AI Power Proxy
- AL Vitamin 'G'
- AQ Gamma Girl
- BX She-Hulk Smash
- CC Brains & Brawn
- CD Elbow Grease

Silver Sable:

- AA One with the Sword
- AA Katana
- AG Kevlar
- AP Chia
- AT Hidden Weapon
- CQ Leadership
- EB Sandman
- HV Battle Plans

Silver Surfer:

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



Spider-Man:

- AA Arachnid Agility
- AD Web Shield
- AE Over the Edge
- AG Wall Crawl
- AJ Spider Sense
- AV Web
- BL Taunt
- DM Science Whiz
- HU Clonal Confusion

Spider-Woman:

- AA Spider Strength
- AD Rescue Operation
- AE Spider Attack
- AF Force Works
- 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
- CD Morlock Combat
- HF X-Men Leader

Strong Guy:

- AA Knuckle Sandwich
- AD Bodyguard
- AE Simple Strategy
- 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
- HN Fantastic Enemy
- HW Alien Methods

Thing:

- AA Temper Tantrum
- AG Rock Skin
- AI Bear Hug
- AS Clobberin' Time
- BB Revoltin' Development
- BX Brute Force
- DL Bucket O'Shame

Thor:

- AA Power of Asgard
- AC Protect Teammate
- AE Mjolnir Speaks
- AG Airborne Avenger

AQ Mystic Uru Metal  
AY God of Thunder  
DS Gift Of The Gods  
IG Viking Pyre

Venom:

AA Rampage  
AC Lethal Protector  
AE Alien Symbiote  
AG Creepy Crawler  
AI Alien Webbing  
AV Symbiotic Snare  
BC Panic Attack  
EM Eddie Brock:Reporter  
ET Healing Bond

Vision:

AA Calculated Attack  
AE Android Avenger  
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  
BR War Drone  
??

White Queen:

AA Mental Override  
AN Hellfire Leader  
FA Mutant Head Mistress  
GG Cold-Hearted Enemy  
IA Telepathic Manipulator

Wolverine:

AA Beserk Attack  
AC Snikt  
AG Fighting Instinct  
AL Heal  
AS Wounded Animal  
BE Rage  
EQ Savage Regression  
HG Canucklehead

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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 \*

Intellect:

- 1- Lizard
- 2- Lady Deathstrike
- 3- Kraven
- 4- Modok
- 5- Sebastian Shaw
- 6- Ultron
- 7- Leader
- 8- Dr. Doom 2099

Multi-Power:

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

Multi-Power: With Intellect

- 1- Chamber
- 2- Havok
- 3- X-Man
- 4- Black Bolt

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**Universe - Allies ?? - do not know if available**

Energy:

5E 3E ??

6E 1E ??

8E 3E Moira Mactaggart

Fighting:

6F 1F Jarvis

7F 2F ??

8F 3F Bucky

Strength:

6S 1S Mary Jane Watson-Parker

8S 3S Rick Jones

Intellect:

5I 3I ??

6I 1I ??

8I 3I Kristoff

**Universe Cards:**

To Use:	Bonus:	Object:	Hero Art:	<PowerSurge>	Hillshire Farms
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Any: +1 icon.	-----	Captain Universe		+1 to any Special card that contains an	
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May not be combined with a "One per Deck" Special. Bonus counts towards damage and venture total.

Energy:

6	+1-	Generator-	Electro	*	*
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6	+2-	Power Lines-	Bishop	*	
---	-----	--------------	--------	---	--

6	+3-	Energy Enhancer-	Gambit		*
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7	+1-	Energy Booster-	Storm		*
---	-----	-----------------	-------	--	---

7	+2-	Energy Maximizer-	Cyclops		*
---	-----	-------------------	---------	--	---

7	+3-	Power Cosmic-	Silver Surfer		*
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8	+1-	Divine Intervention-	Loki	*	
---	-----	----------------------	------	---	--

8	+2-	Alien Technology-	Professor X	*	
---	-----	-------------------	-------------	---	--

8	+3-	EM Force Lines-	Magneto		*
---	-----	-----------------	---------	--	---

Fighting:

6	+1-	Throwing Blades-	Longshot	*	
---	-----	------------------	----------	---	--

6	+2-	Hand Grenade-	Black Widow		*
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6	+3-	Laser Pistol-	Nebula	*	
---	-----	---------------	--------	---	--

7	+1-	Rocket Launcher-	Punisher		*
---	-----	------------------	----------	--	---

7	+2-	Sword-	Bloody Mary		*
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7	+3-	Machine Gun-	Domino		*
---	-----	--------------	--------	--	---

8	+1-	Booster Shot-	Cyber	*	
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8	+2-	Chain-	Sabretooth	*	
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8	+3-	Crossbow-	Wolverine		{PowerSurge version doesn't exist}
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Strength:

6	+1-	Hot Dog Cart-	Venom		*
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6	+2-	Manhole Cover-	Spider-Woman		*
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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:**

To Use/As:	Bonuses:	Team Art:	Background:
6E/6E-	+1 +2-	S/F	Green
6E/6E- <PS>	+1 +2-	S/F	Red

7E/6E-	+2 +2-	S/F	Magneto, Juggernaut, Sabretooth-	Red
7E/6E- <PS>	+2 +2-	S/F	Daredevil, Ghost Rider, Dr Strange-	Blue
7E/6E- {IQ}	+2 +2-	I/F	Cyclops, Jean Grey, Cable-	Brown
8E/6E-	+1 +3-	S/F	Magneto, Juggernaut, Sabretooth-	Blue
8E/6E- <PS>	+1 +3-	S/F	Magneto, Juggernaut, Sabretooth-	Green
8E/6E- {IQ}	+2 +3-	I/F	Professor X, White Queen, Banshee-	Black
8E/6E- {IQ}	+2 +3-	I/S	Magneto, Quicksilver, Scarlet Witch-	Orange
6F/6F-	+1 +2-	S/E	Cyclops, Beast, Wolverine-	Green
6F/6F- <PS>	+1 +2-	S/E	Storm, Rogue, Psylocke-	Red
6F/6F- {IQ}	+1 +2-	I/S	Mystique, Forge, Strong Guy-	Red
7F/6F-	+2 +2-	S/E	Cyclops, Beast, Wolverine-	Red
7F/6F- <PS>	+2 +2-	S/E	Spider-Man, Black Cat, Scarlet Spider-	Blue
8F/6F-	+1 +3-	S/E	Cyclops, Beast, Wolverine-	Blue
8F/6F- <PS>	+1 +3-	S/E	Cyclops, Beast, Wolverine-	Green
8F/6F- {IQ}	+2 +3-	I/S	Maverick, Wolverine, Sabretooth-	Grey Blue
8F/6F- {IQ}	+2 +3-	I/E	Captain America, Thor, Iron Man-	Purple
6S/6S-	+1 +2-	E/F	Human Torch, Thing, Mr. Fantastic-	Green
6S/6S- <PS>	+1 +2-	E/F	Mysterio, Rhino, Dr. Octopus-	Red
7S/6S-	+2 +2-	E/F	Human Torch, Thing, Mr. Fantastic-	Red
7S/6S- <PS>	+1 +3-	E/F	Human Torch, Namor, Captain America-	Blue
7S/6S- {IQ}	+2 +2-	I/F	War Machine, Hawkeye, Spider-Woman-	Gray
8S/6S-	+1 +3-	E/F	Human Torch, Thing, Mr. Fantastic-	Blue
8S/6S- <PS>	+1 +3-	E/F	Human Torch, Thing, Mr. Fantastic-	Green
8S/6S- {IQ}	+2 +3-	I/E	Galactus, Silver Surfer, Adam Warlock-	Black
6I/6I- {IQ}	+1 +2-	E/S	Shadowcat/Nightcrawler, Colossus-	Purple
7I/6I {IQ}	+2 +2-	F/S	Henry Pym, Vision, Black Widow-	Dark Blue
8I/6I- {IQ}	+2 +3-	F/S	Mr. Sinister, Apocalypse, Dark Beast-	Orange

**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

Any attack made on a front line hero may be moved to the reserve hero, who may defend.  
New Lease on Life Jean Grey as Phoenix  
Reshuffle the Power Pack and Dead Pile into Draw Pile  
Phoenix Rises from the Ashes! Dark Phoenix  
Remove all hits with an Energy icon from the Permanent Record of all heroes.  
Shi'ar Power Play Lilandra & Gladiator  
Discard all placed Power cards.

### **Fatal Attractions:**

A Call to Arms Quicksilver  
Move the reserve hero to the front line this battle. Return that hero to reserve at the end of the battle.  
Down But Not Out! Wolverine  
No Special cards may be played this battle. Affected Specials are not discarded.  
Hospital Becomes War Zone! Exodus  
Discard all placed Universe cards.  
Shockwave Rocks the World! Magneto  
No cards with an Energy icon may be used to attack this battle.  
The Best Laid Plans... Bishop  
Sort through the Draw Pile and choose any four cards. Reshuffle Draw Pile. Put four chosen cards on top of Draw Pile.

### **Infestation Incident:**

Alien Creature Rampages! Professor X  
All heroes KO'd this battle may continue to fight and are not discarded until the end of battle.  
Caught of Guard! Rogue  
No Training Universe cards may be played this battle.  
Here Comes the Cavalry! Ghost Rider & Brood  
Draw 3 additional cards. All duplicates must still be discarded.  
Monsters Attack! Colossus & Brood  
Randomly choose two cards from the opponent's hand. Opponent must discard chosen cards to the Dead Pile.  
Second Wind Gambit & Brood  
Remove all hits with a Strength icon from the Permanent Record of all heroes.

### **Infinity Gauntlet:**

Cosmic Sneak Attack! Adam Warlock  
All level 7 Power card attacks cannot be blocked this battle.  
Gods of Stone! Galactus  
No Any Hero Specials may be played this battle.  
Heroes Resurrected! Pip & Gammora  
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!- Thanos & Nebula  
Resurrect 1 KO'd hero. If 3 heroes are still in play, resurrected hero is placed in reserve.  
Silver Tongued Devil- Thanos & Mephisto  
No Fighting Power cards may be played this battle. Affected Power cards are not discarded.

### **Maximum Carnage:**

Friends and Allies Morbius  
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 Carnage  
Continue this battle with no Venture and no conceding.  
Let the Silence Speak! Iron Fist  
Discard 3 cards from the top of the Draw Pile into the Dead Pile.

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- Hulk
- 3- Franklin Richards
- 4- Cable & Apocalypse
- 5- Bastion
- 6- Magneto & Rogue
- 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

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**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	

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**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/Selected Issues of The Overpower newsletter
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

### **OverPower reprints of Onslaught mission cards**

***Available through Flee Mail in.***

Cards are as the original Mission cards but without the foil finish.

## DC OverPower Card Game - Compiled by Brian Hoffmeyer

### Breakdown of Overpower

30 Heros/Villians

156 Specials (Includes 6 Any Hero cards)

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

-

340 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