

Here is my card list for Marvel Overpower's PowerSurge 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

Missions

Seperation Anxiety

- 1 Venom
- 2 Spider-man
- 3 The Jury
- 4 Symbiote
- 5 Venom & Symbiote
- 6 Spider-man & Symbiote
- 7 Carnage

Sins of the Future

- 1 Sentinels
- 2 Graydon Creed
- 3 Master Mold
- 4 Magneto
- 5 Wolverine
- 6 Phoenix
- 7 Nimrod

Specials for Old Heroes

- Apocalypse - Instant Evolution
- Beast - Acrobatics
- Bishop - Body Armor
- Cable - Really Big Gun
- Captain America - Inspiration
- Carnage - ?
- Colossus - Iron Curtain
- Cyclops - Remove Visor
- Deadpool - Bushwack
- Doctor Doom - Expendable Ally
- Dr. Octopus - ?
- Elektra - Shuriken
- Gambit - Charm
- Hobgoblin - ?
- Hulk - ?
- Human Torch - Flame On
- Invisible Woman - Invisible Saboteur
- Iron Man - Industrial Waste
- Jean Grey - Mutant Motivation
- Jubilee - ?
- Magneto - Power Flux
- Mr. Fantastic - Object Bounce
- Mystique - Mistaken Identity
- Omega Red - ?
- Professor X - Read Mind
- Psylocke - Illusion
- Punisher - Flame Thrower
- Rhino - Scare Tactics
- Rogue - Mutant Missile
- Sabretooth - Rabid Beast
- Silver Surfer - Double Blast
- Spider-man - Taunt
- Spider-woman - Psionic Attack
- Storm - Weather Manipulation

Thing - Brute Force
Thor - Airborne Avenger
Venom - Alien Symbiote
War Machine - Shield Teammate
Wolverine - Rage

New Heroes and Specials

Banshee (E7 F4 S3)

Interpol Training
Luck O' the Irish
Sonic Glide
Super Scream
Vocal Hypnosis

Black Cat (E3 F7 S3)

Bad Luck
Cat Burglar
Cat Fight
Femme Fatale
Nine Lives

Blob (E3 F3 S7)

Absorb Impact
Blubber Block
Bottomless Belly
Heavy Hitter
Immovable Object
Sumo Slam

Daredevil (E3 F7 S4)

Agility
Alertness
Blind Man's Bluff
Hypersenses
Man Without Fear

Domino (E3 F8 S3)

Double Down
Fall into Place
Lady Luck
Shrapnel Bomb
Six Pack Attack
Tripwire

Dr. Strange (E8 F2 S3)

Eldritch Blasts
Eye of Agamotto
Mists of Morpheus
Necromancy
Sorcerer Supreme

Ghost Rider (E6 F5 S6)

Bat Out of Hell
Demon Chain
Fire and Brimstone
Hell on Wheels
Penance Stare
Spirit of Vengeance

Iceman (E7 F3 S4)

Blood Chill
Frostbite
Hail Storm
Ice Armor
Snow Blind

Sub-zero
Juggernaut (E3 F4 S7)
Battering Ram
Head Butt
Ignore Blow
Smash Incoming Object
Unstoppable Force
Longshot (E4 F7 S3)
Four-fingered Fury
Freedom Fighter
Hollow Bones
Lucky Bounce
Roll with the Punches
Mandarin (E6 F5 S3)
Arch Villain
Disintegrate
Electromagnetic Shield
Vortex Beam
Mojo (E5 F6 S2)
Bodyguard
It's a Rap
Prime Time
Spineless Plot
Supreme Edits
Mr. Sinister (E6 F6 S5)
Backstab
Hidden Agenda
Maleable Maneuver
Merciless Mutant
Power Scheme
Mysterio (E? F? S?)
Alter Perception
Hollywood Horror
Mist and Mirrors
Stuntman
Namor (E1 F4 S8)
Atlantis Attacks
Bounty of the Sea
Imperious Rex
Land, Sea, and Air
Winged Feet
Scarlet Spider (E5 F7 S6)
Arachnid Gizmos
Impact Webbing
New Warrior
Spider Web
Sticky Fingers
Scarlet Witch (E? F? S?)
Change Outcome
Sorceress Slam
Spell of Destruction
She Hulk (E2 F5 S7)
Emerald Allure
Gamma Girl
Power Proxy
She-Hulk Smash
Vitamin "G"
Silver Sable (E? F? S?)

Chia
Katana
Leadership
One with the Sword
Strong Guy (E? F? S?)
Fit of Laughter
Kinetic Absorption
Knuckle Sandwich
Pile it On
Rock & Roll
Super Skrull (E5 F3 S7)
Alien Fire
Fists of Stone
Flexible Form
Immitation
Invisible Invasion
Any Hero
Confusion (Promo included in Inquest Magazine)

Universe Cards

Generator (6E+1)
Power Lines (6E+2)
Energy Enhancer (6E+3)
Energy Booster (7E+1)
Energy Maximizer (7E+2)
Power Cosmic (7E+3)
Divine Intervention (8E+1)
Alien Technology (8E+2)
EM Power Lines (8E+3)
Throwing Blades (6F+1)
Hand Grenade (6F+2)
Laser Pistol (6F+3)
Rocket Launcher (7F+1)
Sword (7F+2)
Machine Gun (7F+3)
Booster Shot (8F+1)
Chain (8F+2)
Crossbow (8F+3)
Hot Dog Cart (6S+1)
Manhole Cover (6S+2)
Dumpster (6S+3)
Hunk of Asphalt (7S+1)
Tree (7S+2)
Girder (8S+1)
Lamp Post (8S+2)
City Bus (8S+3)

Teamwork

6E to use, counts as 6E, +1S and +2F or +1F and +2S.
7E to use, counts as 6E, +2S and +2F or +2F and +2S.
8E to use, counts as 6E, +1S and +3F or +1F and +3S.
6F to use, counts as 6F, +1S and +2E or +1E and +2S.
7F to use, counts as 6F, +2S and +2E or +2E and +2S.
8F to use, counts as 6F, +1S and +3E or +1E and +3S.
6S to use, counts as 6S, +1E and +2F or +1F and +2E.
7S to use, counts as 6S, +2E and +2F or +2F and +2E.

Training

5F or E, +3
5F or E, +4
5E or S, +3
5E or S, +4
5F or S, +3

Power Cards

Multi-power 1,2,3,4
Energy 1,2,3,4,5,6,7,8
Fighting 1,2,3,4,5,6,7,8
Strength 1,2,3,4,5,6,7,8

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Special thanks to Wolver3139@aol.com for providing some card names.

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Edg000@aol.com