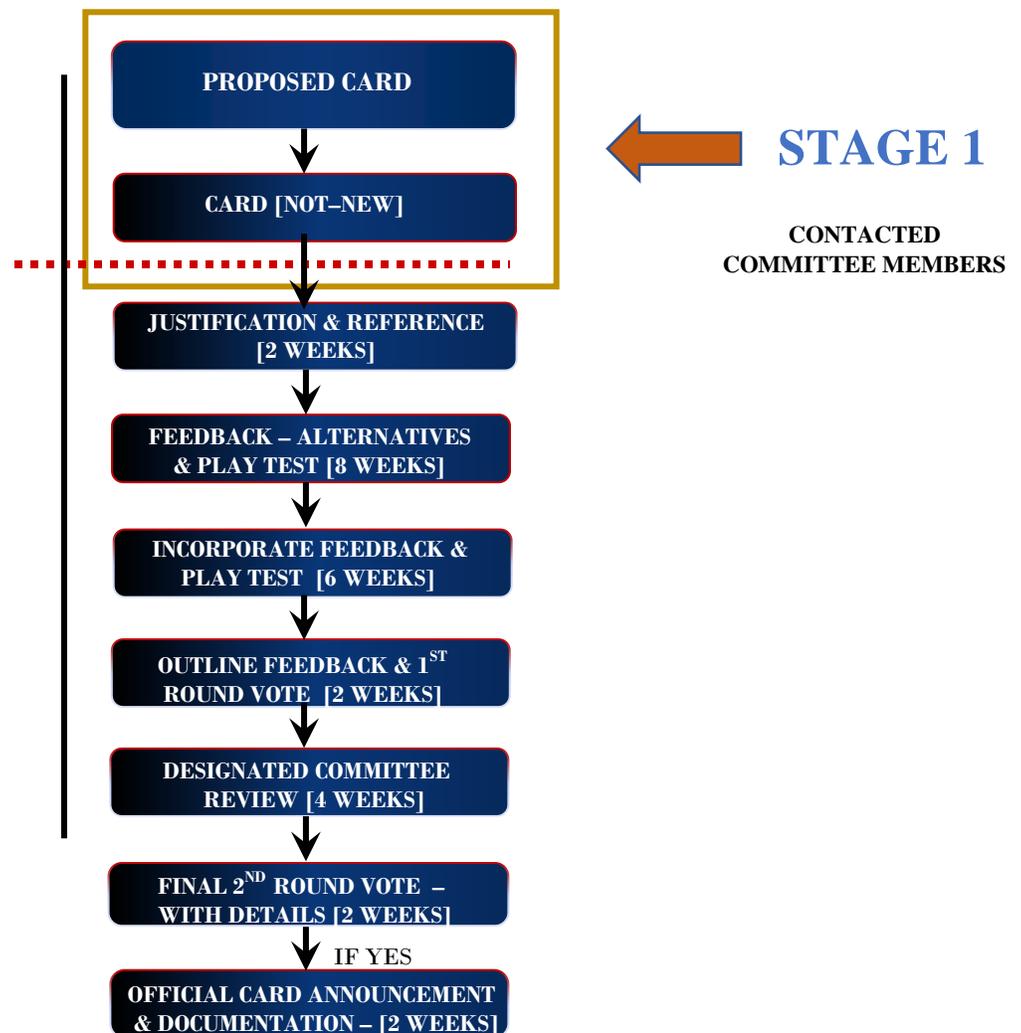


# STAGE 1

## OVERPOWER APPROVAL COMMITTEE INTRODUCTION

[AGREEMENT WITH COMMITTEE TO COMPLETE ENTIRE  
DEVELOPMENT STRUCTURE PROCESS FOR PROPOSED CARDS]

*AUG 28, 2020 – AUG 31, 2020*



Compose

Inbox

Snoozed

Sent

Drafts

More

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Meet

New meeting

Join a meeting

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Hangouts

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### OverPower Approval Committee - Next steps - Holographic Character cards >

Aug 24, 2020, 11:04 AM

Hello everyone,

I wanted to get in touch with everyone and provide our next set of justification forms. These will be variant Character cards to better represent the Characters potential in the Marvel Universe and have their cards reflect that. The main idea is to see these popular characters see more play without pushing the boundaries of their abilities. We plan to have them made in the same exact format as the Batman Holo Character cards that were done. In that same thinking, we are doing 6 Characters, 3 heroes and 3 villains.

It has been brought to my attention that Sean will not be able to dedicate any of his time during this process. If that does change for any reason, his feedback will be appreciated.

Please take time to review all of the documents and provide the appropriate feedback.

Thanks!  
Dan

#### 6 Attachments



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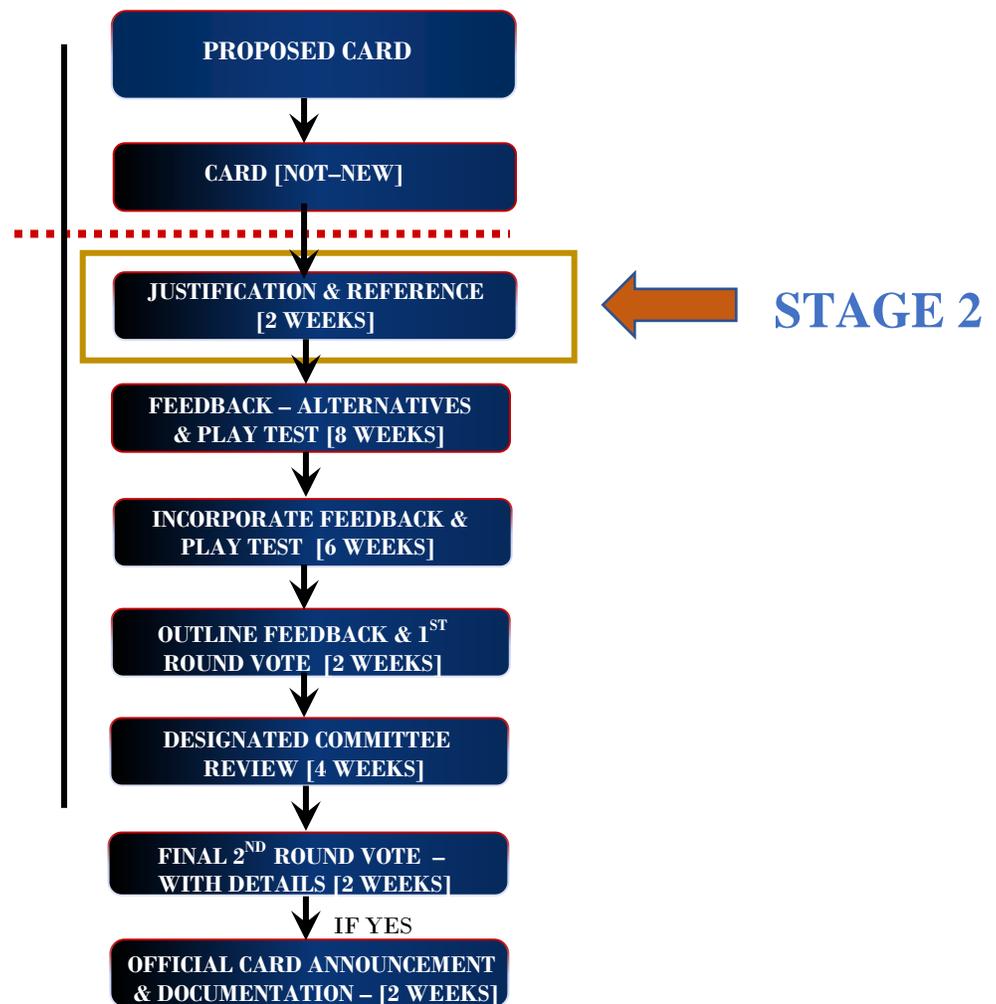
# STAGE 2

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## JUSTIFICATION & REFERENCE

[COMPLETING JUSTIFICATION FORMS]

*AUG 31, 2020 – SEP 19, 2020 [2+ WEEKS]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>WAR MACHINE CHARACTER CARD</b>	<b>WAR MACHINE: JAMES RHODES</b> Energy: 5 Fighting: 3 Strength: 7 Intellect: 3 <span style="float: right;"><b>[Total: 18]</b></span> <b>INHERENT ABILITY:</b> Can Place & Play Any Iron Man Non-OPD Specials	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references: 1993 Marvel Universe [Card#: 69], 1994 Marvel Universe [Card#: 164], <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)</a> & <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)</a> . The power grids are outlined below: 1993 Marvel Universe Card#: 69 [Strength: 6, Speed: 6, Durability: 6, Energy: 5]; 1994 Marvel Universe Card#: 164 [Intelligence: 2, Strength: 6, Speed:6, Stamina: 4, Energy: 5, Fighting: 4, Agility: 3]; Earth-55912 Version [Intelligence: 5, Strength: 4, Speed: 4, Durability: 5, Energy: 5, Fighting: 2]; Earth-616 Version [Intelligence: 3, Strength: 6, Speed: 5, Durability: 6, Energy: 6, Fighting: 4]	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can leverage Iron Man's Non-OPD at a power grid sum total of 18 instead of 22 as well as utilize the specials of War Machine. Additionally, the combination of Iron Man & War Machine at a total of 40 = 22+18; can enable more competitive varieties of mainly strength or energy/intellect based deckbuilding variations. This version of the Character Card would facilitate the perspective of increasing the playability & respecting the associated status as outlined in comics regarding War Machine. Since the IQ Version of War Machine – OverPower [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3]; to the best of knowledge – this character not been involved in any tournament decks despite the valued presence displayed in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/</a>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of War Machine within a competitive tournament deckbuilding option thus providing more choices for a type energy, strength, intellect or Iron Man focused combination. The ability to leverage Iron Man's Non-OPD specials thru War Machine [Total of 18] – it could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of War Machine's current specials are not considered to be impactful therefore the inherent ability of the new version would create greater flexibility & diversity regarding competitive options without altering the fundamental structure via powers or specials associated with status of War Machine. From the referenced variation illustrated for War Machine; fighting level was averaged between versions of Earth-55912 & Earth-616 to that of 3 instead of 4 as was deemed appropriate. As well, it can be referenced that the fighting ability of War Machine is decreased when in the armour due to psychological effects. Cross-references of the different versions respects the power grids for fighting & intelligence levels to be 3. In conclusion, War Machine Character Card supports greater strength or Iron Man related deck construction as well as improving the status of the respected character thru incorporating a greater variety of specials.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>		
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>		
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

I'm fine with all of these characters from a power perspective. I believes at least spidey, surfer and war machine should see some play, maybe others. Hard to see Doom seeing play, so I might personally choose a different card to make there, but you may say it isn't all about game play.

Phil

Aug 31, 2020, 8:00 AM

Hello Friends!

I can tell that a huge effort went into these proposed changes. That is great to see. Here are some of my thoughts.

- Doctor Doom
  - o Good change. Brings this character to at least be considered in a competitive deck and boosts some of the home bases. Boosting some home bases is really needed!
- Mystique
  - o My favorite change that has been suggested so far! I am a big fan of boosting max 6 stat characters playability.
  - o Just to clarify, will she be able place and play power cards a K.O'd teammate could have used when not K.O'd? I think she should, but teammate typically means not K.O'd teammate.
- Apocalypse
  - o Also a good change. I am a big fan of modifying the deck building rules to allow players to build more flexible teams. Putting a powerful gridded character like Apocalypse on a team just feels good even if his specials are not that great.
- Spider-Man
  - o I am not a big fan of inherent abilities that allow characters to play another character's specials. It weakens the impact of Knocking Out the character when both are on the same team. This is especially true for spider-man and scarlet spider as their power grids match each other very well and would fit nicely on a team.
  - o Would keeping his energy as a 1 with an inherent ability like "Energy power grid is 7 (or 8?) for defense" be a better way to increase his viability as a character? This could also be justified by his Spidey Sense as it is not an attacking ability but still very powerful.
- Silver Surfer
  - o Good change. Strong Spawn like stats and defensive specials but not as powerful due to the fact that it is not "silver surfer or teammate avoid 1 attack of 9 or less". I look forward to seeing some strong energy and strength teams with Silver Surfer.
- War Machine
  - o As you know, I am not a big fan of this type of inherent ability. That being said, there is not a very strong power grid synergy between War Machine and Iron Man outside of the 7 strength so I think it works in this case.

Best,  
-Nate

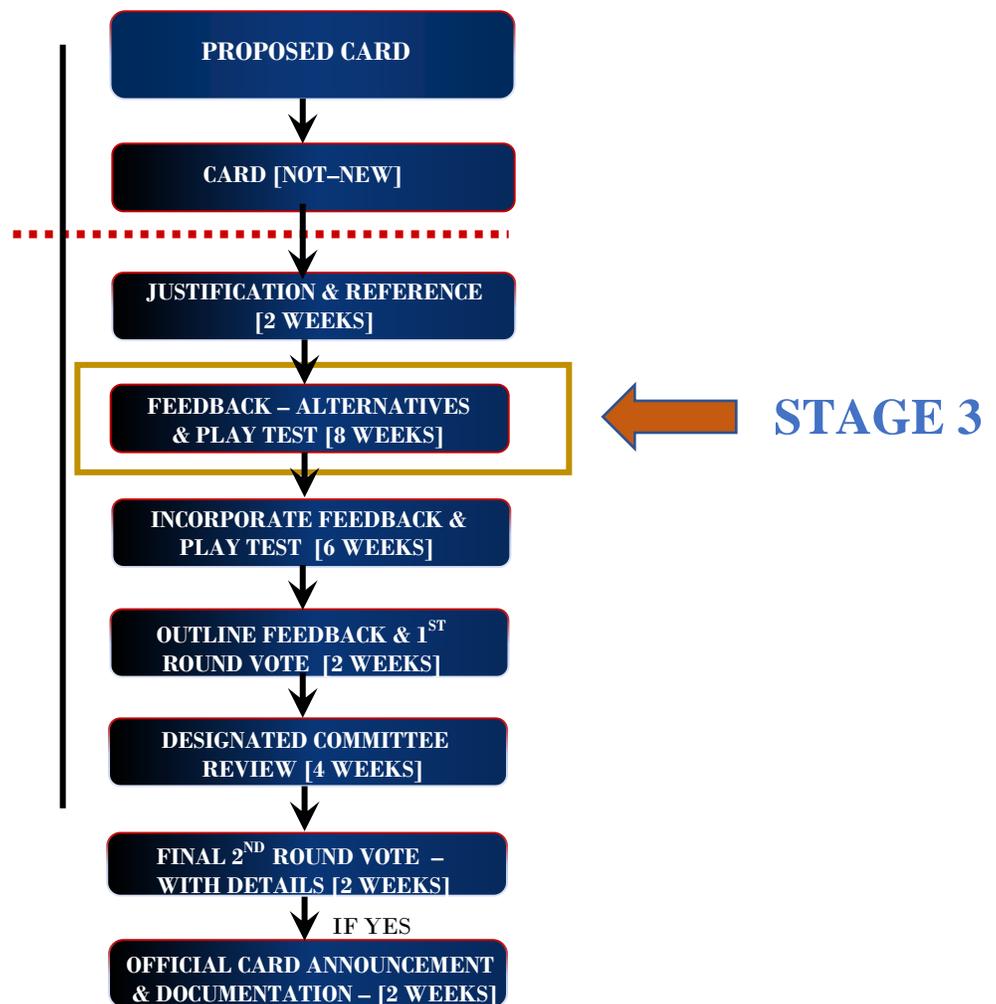
Sep 15, 2020, 6:36 AM

# STAGE 3

## FEEDBACK – ALTERNATIVES & PLAY TEST

[FEEDBACK & PLAY TESTING – INVITATION]

*SEP 20, 2020 – NOV 21, 2020 [8 WEEKS]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>WAR MACHINE CHARACTER CARD</b>	<b>WAR MACHINE: JAMES RHODES</b> Energy: 5 Fighting: 3 Strength: 7 Intellect: 3 <span style="float: right;"><b>[Total: 18]</b></span> <b>INHERENT ABILITY:</b> Can Place & Play Any Iron Man Non-OPD Specials	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references: 1993 Marvel Universe [Card#: 69], 1994 Marvel Universe [Card#: 164], <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)</a> & <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)</a> . The power grids are outlined below: 1993 Marvel Universe Card#: 69 [Strength: 6, Speed: 6, Durability: 6, Energy: 5]; 1994 Marvel Universe Card#: 164 [Intelligence: 2, Strength: 6, Speed:6, Stamina: 4, Energy: 5, Fighting: 4, Agility: 3]; Earth-55912 Version [Intelligence: 5, Strength: 4, Speed: 4, Durability: 5, Energy: 5, Fighting: 2]; Earth-616 Version [Intelligence: 3, Strength: 6, Speed: 5, Durability: 6, Energy: 6, Fighting: 4]	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can leverage Iron Man's Non-OPD at a power grid sum total of 18 instead of 22 as well as utilize the specials of War Machine. Additionally, the combination of Iron Man & War Machine at a total of 40 = 22+18; can enable more competitive varieties of mainly strength or energy/intellect based deckbuilding variations. This version of the Character Card would facilitate the perspective of increasing the playability & respecting the associated status as outlined in comics regarding War Machine. Since the IQ Version of War Machine – OverPower [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3]; to the best of knowledge – this character not been involved in any tournament decks despite the valued presence displayed in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/</a>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of War Machine within a competitive tournament deckbuilding option thus providing more choices for a type energy, strength, intellect or Iron Man focused combination. The ability to leverage Iron Man's Non-OPD specials thru War Machine [Total of 18] – it could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of War Machine's current specials are not considered to be impactful therefore the inherent ability of the new version would create greater flexibility & diversity regarding competitive options without altering the fundamental structure via powers or specials associated with status of War Machine. From the referenced variation illustrated for War Machine; fighting level was averaged between versions of Earth-55912 & Earth-616 to that of 3 instead of 4 as was deemed appropriate. As well, it can be referenced that the fighting ability of War Machine is decreased when in the armour due to phycological effects. Cross-references of the different versions respects the power grids for fighting & intelligence levels to be 3. In conclusion, War Machine Character Card supports greater strength or Iron Man related deck construction as well as improving the status of the respected character thru incorporating a greater variety of specials.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>	From the current IQ OverPower Character Card [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3] – It presents an option for a higher fighting/intellect power grid of 4 instead of 3 thus keeping it at a total of 19 instead of 18. It is logical to include the inherit ability: Can Place & Play Iron Man Non-OPD Specials – although further consideration is required for years that the character has been undermined within the Overpower Card Game. This proposed variant has received great support & therefore it viewed as providing greater strength to variety in combinations to future tournament decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>		
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

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Sep 20, 2020, 7:02 PM

Hi Everyone,

See Attachments outlining updated justification forms with comments. Next stage in the card development structure process involves consideration to feedback – alternatives & playtesting that is preferred to be completed by November 21<sup>st</sup>, 2020.

Note for quick reference that previously completed justification forms with overall process are illustrated at OverPower.ca. After November 21<sup>st</sup>; it is the intent to best incorporate feedback into the final version of variant character cards.

Thank-you for taking the time to provide valued feedback & I look forward to further follow-up near the end of October.

Thanks,  
Dan

6 Attachments

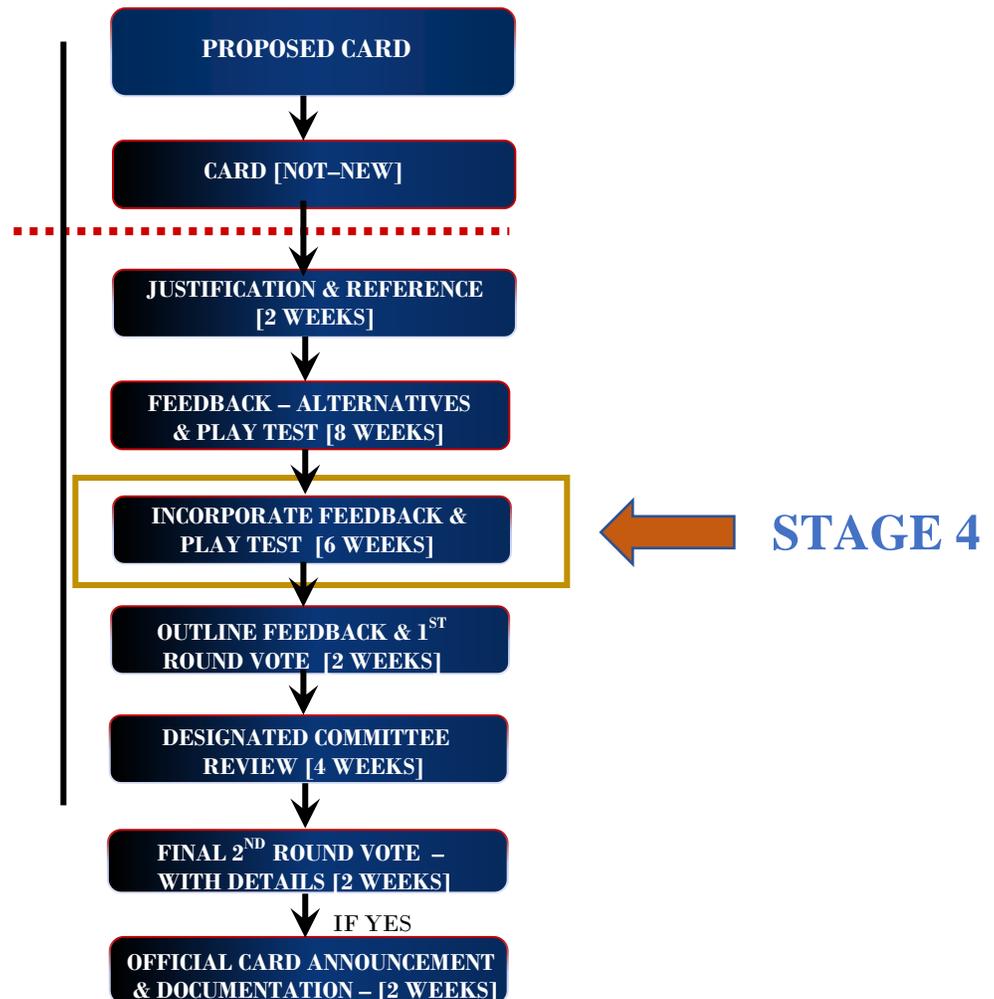


# STAGE 4

## INCORPORATE FEEDBACK & PLAY TEST

[REVIEW PROCESS FOR INCORPORATED FEEDBACK]

*NOV 21, 2020 – JAN 4, 2021 [6 WEEKS]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>WAR MACHINE CHARACTER CARD</b>	<b>WAR MACHINE: JAMES RHODES</b> Energy: 5 Fighting: 3 Strength: 7 Intellect: 3 [Total: 18] <b>INHERENT ABILITY:</b> Can Place and Play Any Iron Man Non-OPD Specials	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references: 1993 Marvel Universe [Card#: 69], 1994 Marvel Universe [Card#: 164], <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)</a> & <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)</a> . The power grids are outlined below: 1993 Marvel Universe Card#: 69 [Strength: 6, Speed: 6, Durability: 6, Energy: 5]; 1994 Marvel Universe Card#: 164 [Intelligence: 2, Strength: 6, Speed: 6, Stamina: 4, Energy: 5, Fighting: 4, Agility: 3]; Earth-55912 Version [Intelligence: 5, Strength: 4, Speed: 4, Durability: 5, Energy: 5, Fighting: 2]; Earth-616 Version [Intelligence: 3, Strength: 6, Speed: 5, Durability: 6, Energy: 6, Fighting: 4]	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can leverage Iron Man's Non-OPD at a power grid sum total of 18 instead of 22 as well as utilize the specials of War Machine. Additionally, the combination of Iron Man & War Machine at a total of 40 = 22+18; can enable more competitive varieties of mainly strength or energy/intellect based deckbuilding variations. This version of the Character Card would facilitate the perspective of increasing the playability & respecting the associated status as outlined in comics regarding War Machine. Since the IQ Version of War Machine – OverPower [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3]; to the best of knowledge – this character not been involved in any tournament decks despite the valued presence displayed in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/</a>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of War Machine within a competitive tournament deckbuilding option thus providing more choices for a type energy, strength, intellect or Iron Man focused combination. The ability to leverage Iron Man's Non-OPD specials thru War Machine [Total of 18] – it could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of War Machine's current specials are not considered to be impactful therefore the inherent ability of the new version would create greater flexibility & diversity regarding competitive options without altering the fundamental structure via powers or specials associated with status of War Machine. From the referenced variation illustrated for War Machine; fighting level was averaged between versions of Earth-55912 & Earth-616 to that of 3 instead of 4 as was deemed appropriate. As well, it can be referenced that the fighting ability of War Machine is decreased when in the armour due to psychological effects. Cross-references of the different versions respects the power grids for fighting & intelligence levels to be 3. In conclusion, War Machine Character Card supports greater strength or Iron Man related deck construction as well as improving the status of the respected character thru incorporating a greater variety of specials.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>	From the current IQ OverPower Character Card [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3] – It presents an option for a higher fighting/intellect power grid of 4 instead of 3 thus keeping it at a total of 19 instead of 18. It is logical to include the inherit ability: Can Place & Play Iron Man Non-OPD Specials – although further consideration is required for years that the character has been undermined within the Overpower Card Game. This proposed variant has received great support & therefore it viewed as providing greater strength to variety in combinations to future tournament decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; illustrated the combination of Iron Man & War Machine to be a combination total of 40 to facilitate a better deckbuilding dynamic similar to combinations such as Beast & Beast: The Brute. Thus, this proposal for War Machine is not viewed as altering the already available mechanisms for competitive tournament environments. Beyond deck considerations are also noted as effective. In-game circumstance testing outlines this character card to facilitate a competitive teamwork thus supporting the status or prevalent features of Iron Man/War Machine in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>		
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

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More

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New meeting

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Dec 17, 2020, 1:34 AM

Hi Everyone,

See Attachments outlining updated justification forms with comments & incorporated feedback [SPIDER-MAN: THE AMAZING grid total is 21]. Next stage in the card development structure process involves – 1<sup>st</sup> Round Vote that is preferred to be completed by January 1<sup>st</sup>, 2021.

Note for quick reference that previously completed justification forms illustrating the overall process is available at OverPower.ca. It preferred to receive email outlining your first official Vote 1 of 2 in the following format. [Example: Official Vote 1 of 2 – Yes/No].

Thank-you for taking the time to provide comments to date & I look forward to receiving your emails by January 1<sup>st</sup>, 2021. I wish you a great day.

Dan

6 Attachments

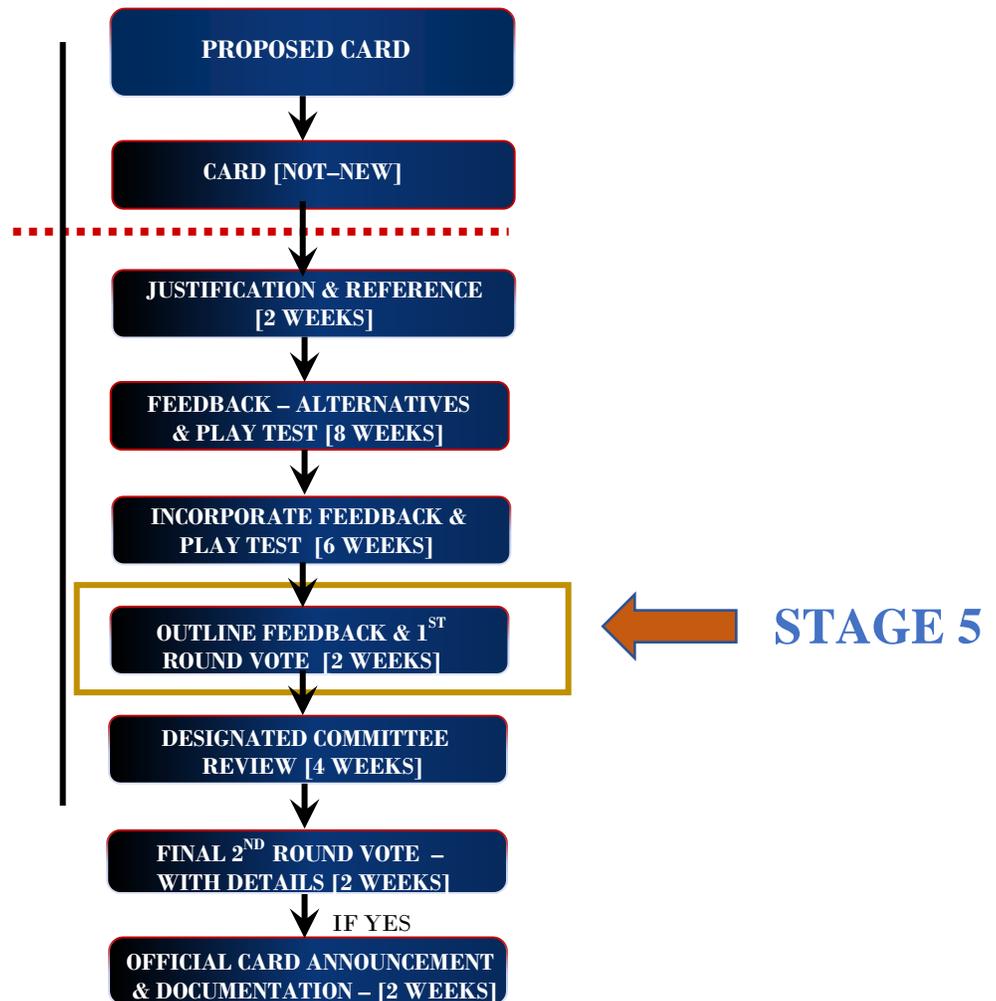


# STAGE 5

## OUTLINE FEEDBACK & 1<sup>ST</sup> ROUND VOTE

[DOCUMENTED FEEDBACK & VOTE 1 OF 2]

*JAN 4, 2021 – JAN 17, 2021 [2 WEEKS]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
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<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references: 1993 Marvel Universe [Card#: 69], 1994 Marvel Universe [Card#: 164], <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)</a> & <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)</a> . The power grids are outlined below: 1993 Marvel Universe Card#: 69 [Strength: 6, Speed: 6, Durability: 6, Energy: 5]; 1994 Marvel Universe Card#: 164 [Intelligence: 2, Strength: 6, Speed: 6, Stamina: 4, Energy: 5, Fighting: 4, Agility: 3]; Earth-55912 Version [Intelligence: 5, Strength: 4, Speed: 4, Durability: 5, Energy: 5, Fighting: 2]; Earth-616 Version [Intelligence: 3, Strength: 6, Speed: 5, Durability: 6, Energy: 6, Fighting: 4]	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can leverage Iron Man's Non-OPD at a power grid sum total of 18 instead of 22 as well as utilize the specials of War Machine. Additionally, the combination of Iron Man & War Machine at a total of 40 = 22+18; can enable more competitive varieties of mainly strength or energy/intellect based deckbuilding variations. This version of the Character Card would facilitate the perspective of increasing the playability & respecting the associated status as outlined in comics regarding War Machine. Since the IQ Version of War Machine – OverPower [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3]; to the best of knowledge – this character not been involved in any tournament decks despite the valued presence displayed in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/</a>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of War Machine within a competitive tournament deckbuilding option thus providing more choices for a type energy, strength, intellect or Iron Man focused combination. The ability to leverage Iron Man's Non-OPD specials thru War Machine [Total of 18] – it could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of War Machine's current specials are not considered to be impactful therefore the inherent ability of the new version would create greater flexibility & diversity regarding competitive options without altering the fundamental structure via powers or specials associated with status of War Machine. From the referenced variation illustrated for War Machine; fighting level was averaged between versions of Earth-55912 & Earth-616 to that of 3 instead of 4 as was deemed appropriate. As well, it can be referenced that the fighting ability of War Machine is decreased when in the armour due to psychological effects. Cross-references of the different versions respects the power grids for fighting & intelligence levels to be 3. In conclusion, War Machine Character Card supports greater strength or Iron Man related deck construction as well as improving the status of the respected character thru incorporating a greater variety of specials.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>	From the current IQ OverPower Character Card [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3] – It presents an option for a higher fighting/intellect power grid of 4 instead of 3 thus keeping it at a total of 19 instead of 18. It is logical to include the inherit ability: Can Place & Play Iron Man Non-OPD Specials – although further consideration is required for years that the character has been undermined within the Overpower Card Game. This proposed variant has received great support & therefore it viewed as providing greater strength to variety in combinations to future tournament decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; illustrated the combination of Iron Man & War Machine to be a combination total of 40 to facilitate a better deckbuilding dynamic similar to combinations such as Beast & Beast: The Brute. Thus, this proposal for War Machine is not viewed as altering the already available mechanisms for competitive tournament environments. Beyond deck considerations are also noted as effective. In-game circumstance testing outlines this character card to facilitate a competitive teamwork thus supporting the status or prevalent features of Iron Man/War Machine in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>		
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

OverPower Approval Committee X

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Compose

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Drafts

More

Jan 4, 2021, 12:32 PM ☆ ↶ ⋮

/ote 1 of 2 - Yes to all.

For Spider-Man I strongly prefer the access to scarlet spider non opd specials over the energy power grid for defense.

Phil

Sent from my iPhone

\*\*\*

<5\_OF\_6\_SPIDER-MAN\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<6\_OF\_6\_WAR\_MACHINE\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<4\_OF\_6\_SILVER\_SURFER\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

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New meeting

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Signing in will sign you into Hangouts

Windows taskbar: Type here to search, Edge, Chrome, Firefox, File Explorer, Word, Excel, PowerPoint, Weather: -6°C Partly cloudy, Time: 9:36 PM 2022-02-27

OverPower Approval Committee X

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Compose

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Snoozed

Sent

Drafts

More

Jan 6, 2021, 7:30 AM ☆ ↶ ⋮

I also vote yes to all. Some of the changes feel a little too strong but new cards should be strong, right? :)

On Mon, Jan 4, 2021 at 3:02 PM

Vote 1 of 2 - Yes to all.

For Spider-Man I strongly prefer the access to scarlet spider non opd specials over the energy power grid for defense.

Phil

Sent from my iPhone

\*\*\*

<5\_OF\_6\_SPIDER-MAN\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<6\_OF\_6\_WAR\_MACHINE\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

<4\_OF\_6\_SILVER\_SURFER\_JUSTIFICATION\_FORM\_[CHARACTER\_CARD].pdf>

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Meet

New meeting

Join a meeting

Hangouts

Sign in

Signing in will sign you into Hangouts

Windows taskbar: Type here to search, Edge, Chrome, Firefox, File Explorer, Word, Excel, PowerPoint, Weather: -6°C Partly cloudy, Time: 9:36 PM 2022-02-27

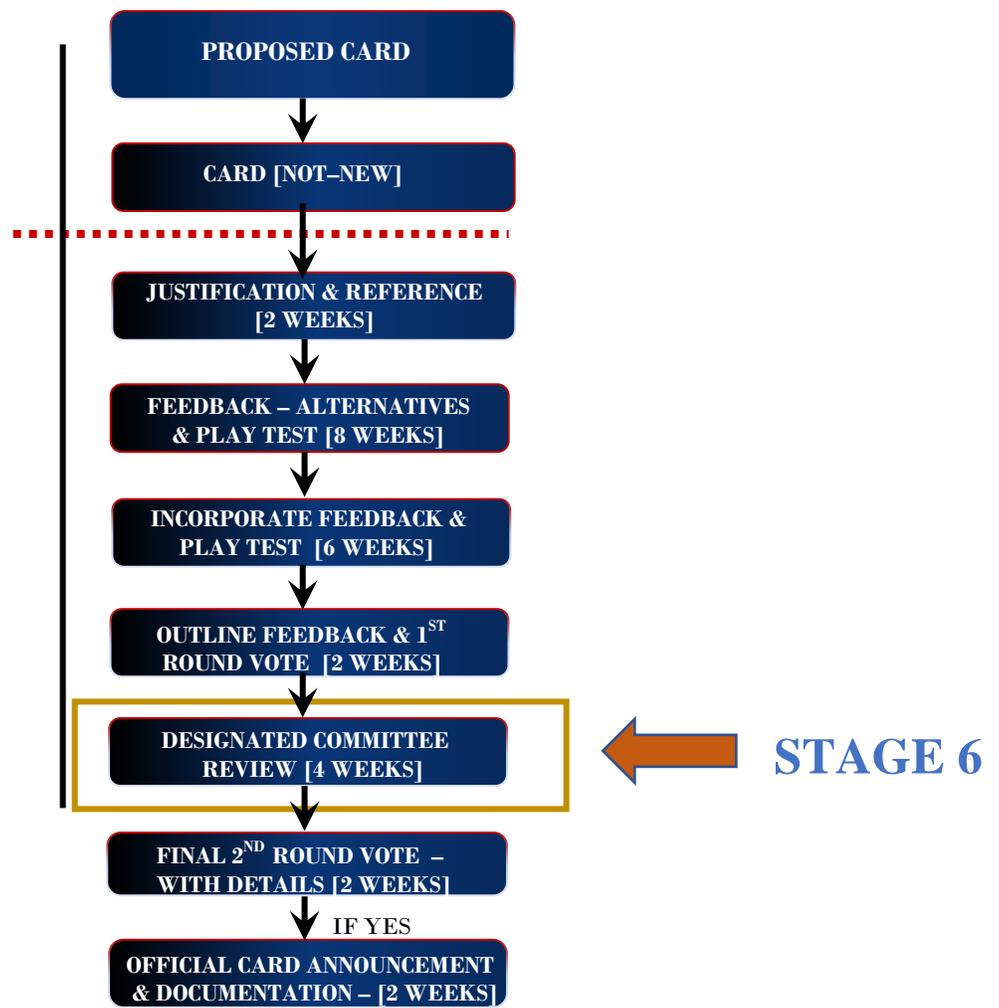


# STAGE 6

## DESIGNATED COMMITTEE REVIEW

[FINAL REVIEW OF FEEDBACK]

*JAN 17, 2021 – FEB 15, 2021 [4 WEEKS]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>WAR MACHINE CHARACTER CARD</b>	<b>WAR MACHINE: IRON MAN 2.0</b> Energy: 5 Fighting: 3 Strength: 7 Intellect: 3 [Total: 18] <b>INHERENT ABILITY:</b> Can Place and Play Any Iron Man Non-OPD Specials	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references: 1993 Marvel Universe [Card#: 69], 1994 Marvel Universe [Card#: 164], <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)</a> & <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)</a> . The power grids are outlined below: 1993 Marvel Universe Card#: 69 [Strength: 6, Speed: 6, Durability: 6, Energy: 5]; 1994 Marvel Universe Card#: 164 [Intelligence: 2, Strength: 6, Speed: 6, Stamina: 4, Energy: 5, Fighting: 4, Agility: 3]; Earth-55912 Version [Intelligence: 5, Strength: 4, Speed: 4, Durability: 5, Energy: 5, Fighting: 2]; Earth-616 Version [Intelligence: 3, Strength: 6, Speed: 5, Durability: 6, Energy: 6, Fighting: 4]	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
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<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/</a>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of War Machine within a competitive tournament deckbuilding option thus providing more choices for a type energy, strength, intellect or Iron Man focused combination. The ability to leverage Iron Man's Non-OPD specials thru War Machine [Total of 18] – it could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of War Machine's current specials are not considered to be impactful therefore the inherent ability of the new version would create greater flexibility & diversity regarding competitive options without altering the fundamental structure via powers or specials associated with status of War Machine. From the referenced variation illustrated for War Machine; fighting level was averaged between versions of Earth-55912 & Earth-616 to that of 3 instead of 4 as was deemed appropriate. As well, it can be referenced that the fighting ability of War Machine is decreased when in the armour due to psychological effects. Cross-references of the different versions respects the power grids for fighting & intelligence levels to be 3. In conclusion, War Machine Character Card supports greater strength or Iron Man related deck construction as well as improving the status of the respected character thru incorporating a greater variety of specials.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
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<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; illustrated the combination of Iron Man & War Machine to be a combination total of 40 to facilitate a better deckbuilding dynamic similar to combinations such as Beast & Beast: The Brute. Thus, this proposal for War Machine is not viewed as altering the already available mechanisms for competitive tournament environments. Beyond deck considerations are also noted as effective. In-game circumstance testing outlines this character card to facilitate a competitive teamwork thus supporting the status or prevalent features of Iron Man/War Machine in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [WAR MACHINE: JAMES RHODES] To [WAR MACHINE: IRON MAN 2.0] or [WAR MACHINE: IRON MAN ARMOR MODEL II MK II]	<b>COMMITTEE</b>
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>		
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

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New meeting

Join a meeting

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Feb 15, 2021, 7:56 AM

Hi Everyone;

Here the follow-up email to the completed first round vote where everyone agreed to move forward with outlined characters as well as presented inherits.

To keep with allocated time frames outlined in the Overpower Card Development Structure Template; a final review stage is to occur until March 21<sup>st</sup> for this designated committee to outline any additional feedback/clarifications regarding the concept of the proposed Character Cards.

Thank-you for your patience & I look forward to any further feedback by March 21<sup>st</sup>. I wish you a great day.

Dan

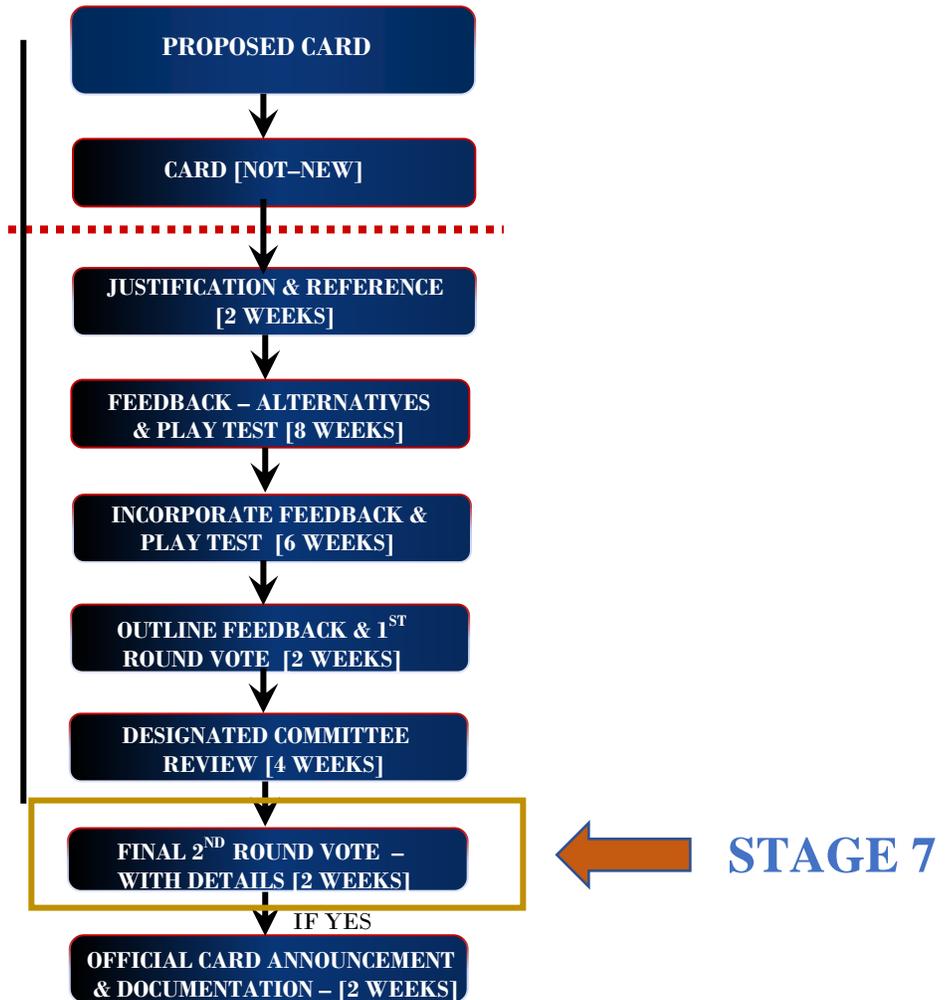
# STAGE 7

## FINAL 2<sup>ND</sup> ROUND VOTE – WITH DETAILS

[FINAL VOTE 2 OF 2 – OFFICIAL CARDS FOR TOURNAMENTS]

*MAR 1, 2021 – MAR 21, 2021 [2+ WEEKS]*

*MAR 21, 2021 – SEP 15, 2021 [24+ WEEK – EXTRA CONSIDERATION EXTENSION]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>WAR MACHINE CHARACTER CARD</b>	<b>WAR MACHINE: IRON MAN 2.0</b> Energy: 5 Fighting: 3 Strength: 7 Intellect: 3 [Total: 18] <b>INHERENT ABILITY:</b> Can Place and Play Any Iron Man Non-OPD Specials	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
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<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/aprecciacion_post_to_the_awesome_and_beautiful/</a>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
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<i>FEEDBACK &amp; ALTERNATIVES</i>	From the current IQ OverPower Character Card [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3] – It presents an option for a higher fighting/intellect power grid of 4 instead of 3 thus keeping it at a total of 19 instead of 18. It is logical to include the inherit ability: Can Place & Play Iron Man Non-OPD Specials – although further consideration is required for years that the character has been undermined within the Overpower Card Game. This proposed variant has received great support & therefore it viewed as providing greater strength to variety in combinations to future tournament decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; illustrated the combination of Iron Man & War Machine to be a combination total of 40 to facilitate a better deckbuilding dynamic similar to combinations such as Beast & Beast: The Brute. Thus, this proposal for War Machine is not viewed as altering the already available mechanisms for competitive tournament environments. Beyond deck considerations are also noted as effective. In-game circumstance testing outlines this character card to facilitate a competitive teamwork thus supporting the status or prevalent features of Iron Man/War Machine in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [WAR MACHINE: JAMES RHODES] To [WAR MACHINE: IRON MAN 2.0] or [WAR MACHINE: IRON MAN ARMOR MODEL II MK II]	<b>COMMITTEE</b>
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>OFFICIAL CARD ANNOUNCEMENT</i>		

OverPower Approval Committee X

Aug 8, 2021, 10:05 AM

Hi Everyone;

To follow-up prior email that intended to have the review stage completed on March 21<sup>st</sup> incorporated an extension for any additional feedback as to finalize this stage of the card development process on August 7<sup>th</sup>.

To move forward with the OverPower Card Development Structure Template; **VOTE 2 of 2** outlining support/decline for proposed cards to be considered official in tournaments for the OverPower Card Game is to be completed by September 6<sup>th</sup>.

Thank-you for your time contributed to this process. I look forward to receiving your final votes by September 6<sup>th</sup> & I wish you a great day.

6 Attachments

- 4\_OF\_6\_SILVER\_SU...
- 2\_OF\_6\_DOCTOR\_D...
- 5\_OF\_6\_SPIDER-M...
- 6\_OF\_6\_WAR\_MAC...
- 3\_OF\_6\_MYSTIQUE...
- 1\_OF\_6\_APOCALYP...

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9:37 PM 2022-02-27

OverPower Approval Committee X

Aug 28, 2021, 5:37 PM

Hello everyone,

Just a reminder in regards to the final voting. Trying to have it finalized before September 6. Thanks a lot guys!

Dan

Sep 7, 2021, 2:46 PM

I'm a yes on all of these, look forward to seeing them!

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9:38 PM 2022-02-27

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Sep 8, 2021, 9:23 AM

Sorry for the delay, I vote yes to all of these!

...

Sep 13, 2021, 11:05 AM

Hi Everyone,

D'Arcy & I; **Official Vote 2 of 2 = Yes** for all 6 Character/Holo-Cards. Thank-you for your support for all 6 Holo-Cards to be considered official in tournaments for the OverPower Card Game.

Later this year intend to follow-up with further developments that are currently moving forward as well as post the completed justification forms on OverPower.Ca.

Thank-you for your support & feedback.

...

Reply   Reply all   Forward

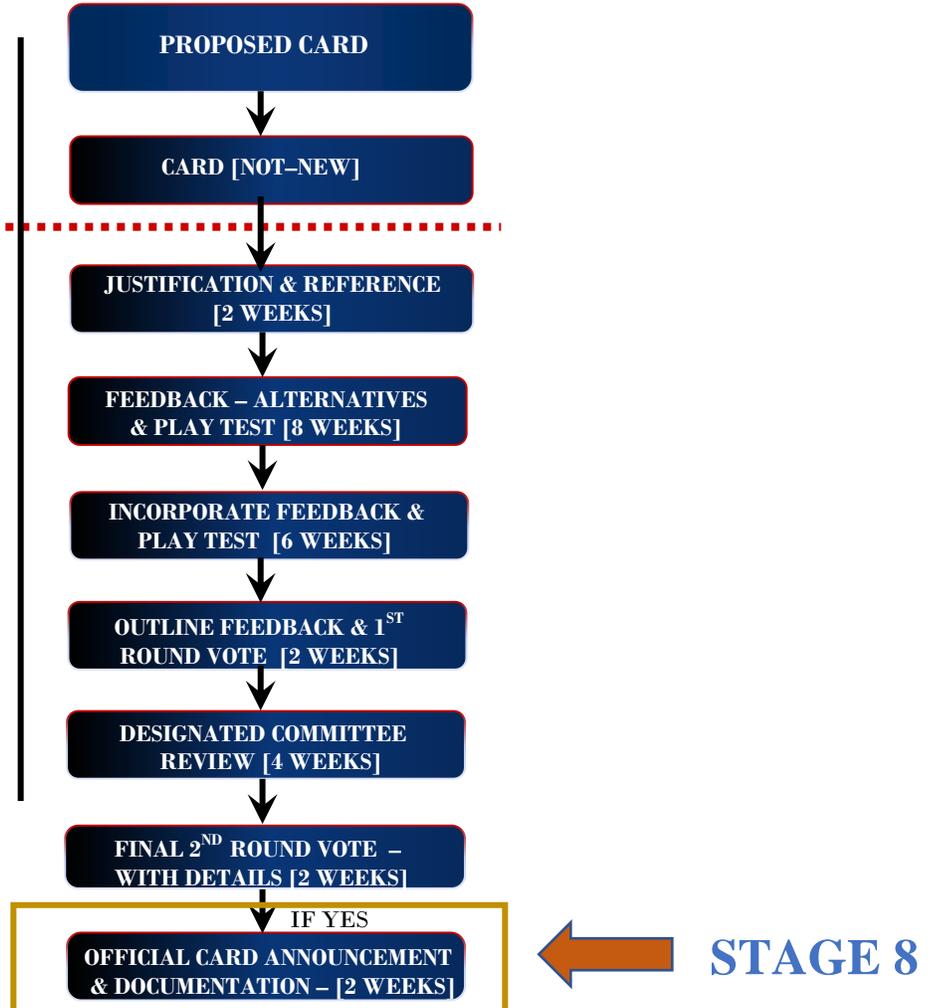
# STAGE 8

## OFFICIAL CARD ANNOUNCEMENT & DOCUMENTATION

[OFFICIAL CARD ANNOUNCEMENT – WWW.OVERPOWER.CA]

*SEP 21, 2021 – OCT 11, 2021 [2+ WEEKS]*

*OCT 11, 2021 – MAR 21, 2022 [22+ WEEK – EXTRA CONSIDERATION EXTENSION]*





## [JUSTIFICATION FOR CARD DEVELOPMENT]

ITEM	DETAILED DESCRIPTION & REFERENCES	COMPLETED BY
<b>WAR MACHINE CHARACTER CARD</b>	<b>WAR MACHINE: IRON MAN 2.0</b> Energy: 5 Fighting: 3 Strength: 7 Intellect: 3 [Total: 18] <b>INHERENT ABILITY:</b> May Place and Play Any Iron Man Non-OPD Specials	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>SIMILAR CARDS /CODES</i>	Carnage; Domino; She-Hulk; Strong Guy; Doc Sampson – Such characters have similar respective grids [Ex:7 & 5 with sum totals of 18/19]; with a majority of non-impactful specials. It noted that this card would be defined as Not-New; as the only modification is to that of the power grid & an added inherent ability; where it is noted that has been completed for a number of other characters no other card aspects are already present in the game.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>BATTLESITE /HOMEBASE IMPACT</i>	Location: <b>Stark Enterprises</b> [Hawkeye, Iron Man, Scarlet Witch, Spider-Woman, War Machine, Captain America are   Inherent: For every value of 3 or less on Characters Power Grid, that Character may not be Cumulative KO'd by that Power Type] is the only consideration regarding Battlesite/Homebase. The alternation to War Machine – Grid & Inherent are considered not to have any significant impact concerning the Homebase matrix perspective with the slight advantage of enabling Iron Man Non-OPD specials to be more versatile. It is the understanding that the Homebase would be more competitive but not significantly in comparison to the other highly utilized Homebase considerations. The Battlesite is able to be more flexible thru leveraging Iron Man Non-OPD specials via War Machine however this benefit does not grant a great enhancement to its function at this time.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>REFERENCE CHARACTER POWERS</i>	The suggested power grid is supported thru extrapolation of the following references: 1993 Marvel Universe [Card#: 69], 1994 Marvel Universe [Card#: 164], <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-55921)</a> & <a href="https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)">https://marvel.fandom.com/wiki/James_Rhodes_(Earth-616)</a> . The power grids are outlined below: 1993 Marvel Universe Card#: 69 [Strength: 6, Speed: 6, Durability: 6, Energy: 5]; 1994 Marvel Universe Card#: 164 [Intelligence: 2, Strength: 6, Speed: 6, Stamina: 4, Energy: 5, Fighting: 4, Agility: 3]; Earth-55912 Version [Intelligence: 5, Strength: 4, Speed: 4, Durability: 5, Energy: 5, Fighting: 2]; Earth-616 Version [Intelligence: 3, Strength: 6, Speed: 5, Durability: 6, Energy: 6, Fighting: 4]	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PROPOSED SPECIFICS OF CARD &amp; CHARACTER</i>	Card Effectiveness Rating: [1]–Fair; [2]–Medium; [3]–Good; [4]–Excellent; [5]–Ultra; This card is considered to receive a rating of [4]–Excellent. This Character Card can leverage Iron Man's Non-OPD at a power grid sum total of 18 instead of 22 as well as utilize the specials of War Machine. Additionally, the combination of Iron Man & War Machine at a total of 40 = 22+18; can enable more competitive varieties of mainly strength or energy/intellect based deckbuilding variations. This version of the Character Card would facilitate the perspective of increasing the playability & respecting the associated status as outlined in comics regarding War Machine. Since the IQ Version of War Machine – OverPower [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3]; to the best of knowledge – this character not been involved in any tournament decks despite the valued presence displayed in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>PICTURE PROPOSED FOR CARD</i>	<b>Referenced From [March 1, 2020]:</b> <a href="https://www.reddit.com/r/future_fight/comments/8i8s4c/apreciation_post_to_the_awesome_and_beautiful/">https://www.reddit.com/r/future_fight/comments/8i8s4c/apreciation_post_to_the_awesome_and_beautiful/</a> <b>An Original Piece of Artwork has been Completed for this Character Card.</b>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>JUSTIFICATION FOR INCLUSION</i>	The Character Card modification would enable at the very least a consideration of War Machine within a competitive urnament deckbuilding option thus providing more choices for a type energy, strength, intellect or Iron Man focused combination. The ability to leverage Iron Man's Non-OPD specials thru War Machine [Total of 18] – it could see the inclusion of the character for future decks; thus supporting different variations of deckbuilding complexity. From the perspective that a significant majority of War Machine's current specials are not considered to be impactful therefore the inherent ability of the new version would create greater flexibility & diversity regarding competitive options without altering the fundamental structure via powers or specials associated with status of War Machine. From the referenced variation illustrated for War Machine; fighting level was averaged between versions of Earth-55912 & Earth-616 to that of 3 instead of 4 as was deemed appropriate. As well, it can be referenced that the fighting ability of War Machine is decreased when in the armour due to phycological effects. Cross-references of the different versions respects the power grids for fighting & intelligence levels to be 3. In conclusion, War Machine Character Card supports greater strength or Iron Man related deck construction as well as improving the status of the respected character thru incorporating a greater variety of specials.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>FEEDBACK &amp; ALTERNATIVES</i>	From the current IQ OverPower Character Card [Energy: 5, Fighting: 4, Strength: 7, Intelligence: 3] – It presents an option for a higher fighting/intellect power grid of 4 instead of 3 thus keeping it at a total of 19 instead of 18. It is logical to include the inherit ability: Can Place & Play Iron Man Non-OPD Specials – although further consideration is required for years that the character has been undermined within the Overpower Card Game. This proposed variant has received great support & therefore it viewed as providing greater strength to variety in combinations to future tournament decks.	<b>COMMITTEE</b>
<i>[PLAY TESTING] INCORPORATE FEEDBACK &amp; ALTERNATIVES</i>	Limited Play Testing; illustrated the combination of Iron Man & War Machine to be a combination total of 40 to facilitate a better deckbuilding dynamic similar to combinations such as Beast & Beast: The Brute. Thus, this proposal for War Machine is not viewed as altering the already available mechanisms for competitive tournament environments. Beyond deck considerations are also noted as effective. In-game circumstance testing outlines this character card to facilitate a competitive teamwork thus supporting the status or prevalent features of Iron Man/War Machine in comics.	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>
<i>VOTE 1 OF 2</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>COMMITTEE REVIEW</i>	New Proposed Character Card Title From [WAR MACHINE: JAMES RHODES] To [WAR MACHINE: IRON MAN 2.0] or [WAR MACHINE: IRON MAN ARMOR MODEL II MK II]	<b>COMMITTEE</b>
<i>VOTE 2 OF 2 [OUTLINE DETAILS]</i>	[YES] = 4; [NO] = 0	<b>COMMITTEE</b>
<i>OFFICIAL CARD ANNOUNCEMENT</i>	<b>March 21<sup>st</sup>, 2022 – [Provided on Wwww.OverPower.ca]</b>	<a href="http://www.OverPower.ca">Www.OverPower.ca</a>