



OVERPOWER CARD GAME REVISION OF RULES

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1) **CARDS ARE TO BE PLAYED AS WRITTEN**

Most cards are now played as they are written. Adhere to the text on each card as a guide to how they are to be played. All previous errata has been removed, or amended, except for a short list [See: [Errata Summary](#)]. If there is nothing pertaining to the card in the current errata summary; then play the card as written, ignoring any previous errata. “Acts As” – Any card that stipulates that it ‘Acts As’ another type of card is considered to have the qualities of both of those cards. Example: A special that acts as a power card, is both a power card AND a special card.

2) **RECYCLABLE CARDS [POWER PACK]**

Power cards; Universe: Basic & Training; and Tactic: DoubleShot cards are recyclable. Any card termed ‘recyclable’ gets discarded into the POWER PACK after use unless they become unusable. See Figure 1.

How this differs from the existing rule:

Previously; Only power cards were recyclable. Now it applies to all of the above mentioned cards.

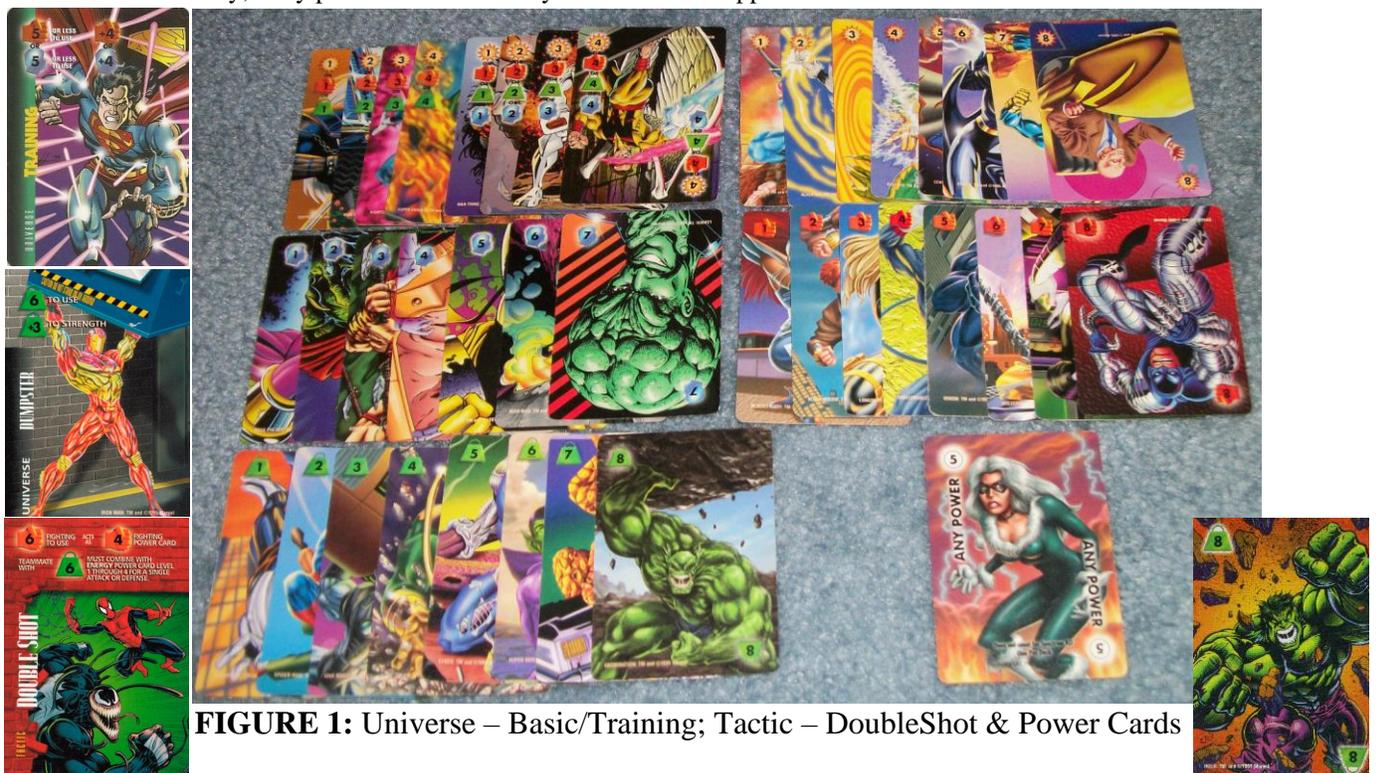


FIGURE 1: Universe – Basic/Training; Tactic – DoubleShot & Power Cards

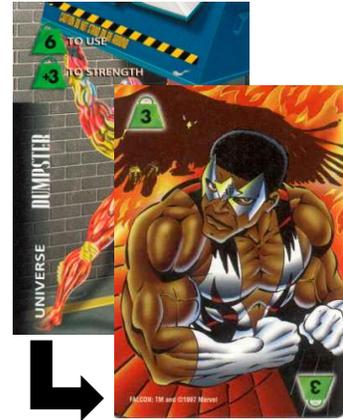
3) BASIC UNIVERSE CARDS COUNTING FOR DAMAGE

Basic universe cards do *not* normally count towards venture or damage. However, some circumstances may arise that will allow such a result. In this case the Universe cards are considered to have the icon they represent. Example: An Universe: Basic Card [Strength + 3] is considered to be a 3 Strength Hit; if it counts to damage.

How this differs from the existing rule:

The Universe Card now counts as an Icon and therefore a spectrum hit, where before it would be considered 'Any-Power' and not count to a spectrum hit

Example: Captain Britian – Physics Genius is played enabling Universe: Basic to count towards Damage & Venture. The Universe: Basic with a bonus of +3; If hit is successful it would act as a 3 Strength Power Card



4) TACTIC – DOUBLESLOTS

Tactic – DoubleSlots allow two characters to combine for a single attack or defense. The DoubleShot may now be used to defend any character on the team; not just the character playing the card.

How this differs from the existing rule:

Tactic – DoubleSlots no longer defend only the character playing the card; and thus are more versatile.

Example: Character 'A' has a Tactic – DoubleShot placed to them & Character 'B' has a contributing Power Card placed. If the opponent Attacks Character 'A' or 'B' or 'C' – any Character can use the DoubleShot with the required contributing Power Card for a defense.

Tactic: DOUBLESLOT + 4 Energy Power Card
Act As: **8 Fighting/Energy Tactic/Power Card** that can be used to **Attack/Defend**



5) PLAYING SPECIALS [ATTACKS]

In Overpower; Special cards represent a Character's unique abilities and provides the player with strategic options against the opponent. The following information is intended to provide a guide for playing specials that will hopefully serve to answer any questions that could arise during play, and replace any previous Meta-Rules.

Special cards dynamically change the core of the Overpower Game, and as such are governed by a complex set of rules in order to maintain a balance. The text on cards will act as a guide as to how each are played – some cards are straightforward while other cards are not as clear. Note that each Overpower card has 3 possible uses: An Attack; A Defense; A Utility. Certain Overpower cards combine these elements.

ATTACKING: An ‘attack’ is any card that has an effect that crosses over to the opponent’s side of the battlefield [See Sequence Layout] and affects something on that side. Any card you use to affect the opponent’s team or cards; is an attack. Any card that affects what your opponent can do or play; is an attack. Furthermore any modification to your opponent’s cards such as adjusting mission cards; is considered an attack even though there was no direct impact on the battlefield regarding the opponent’s characters. If you are not sure whether an action would be considered an attack; then ask yourself – does it affect the opposing player? IF YES; then it is considered an attack.

Playing a special card; requires that the card must be usable by one of your active characters. If you are holding a special card for a KO’d character, it must be discarded into the dead pile unless you have the immediate means to make such a card playable. To attack; specify which character is playing the card [NOTE: This is an important consideration if you have multiple characters that are able to play the card to attack].

To attack with a targetable special; the attacking player must decide which of the opponent's character that will be targeted. After that choice is made; the attacking player puts the card in front of the selected character that is intended to be attacked. The opponent may immediately play a card as a Defensive Action and prevent the Attack from succeeding. [See [Playing A Defense](#)].

ATTACKS [SPECIFYING TARGET VS OPPONENT]: ‘Targeted’ Attacks may be ‘Avoided’ provided the defender has the appropriate cards to complete such an action. An attack made on the ‘opponent’ is made by specifying the special and the following list of effects outlined on the card. This is not a ‘targeted’ attack, but rather affects the Opponent and their side of the table. These types of attacks may NOT be ‘avoided.’

CANNOT DEFEND: GHOST RIDER – BAT OUT OF HELL With
DOCTOR OCTOPUS – EVASIVE ACTION
[NOTE: Card specifies “Opponent”]

CAN DEFEND: OMEGA RED – SECRET PHEROMONES With
COLOSSUS – SKIN OF STEEL
[NOTE: Card specifies “Target”]

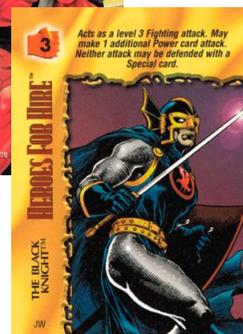
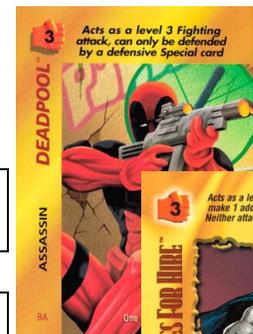
ATTACKS [RESTRICTED DEFENSE]: Certain attack cards limit what can and cannot be used to defend it. In these cases; ONLY defensive cards stipulated by the attacking special may be used in the opposing player’s response. No other cards may be included in the defense. For Example: An attack stipulates that only special cards may be used to defend – That means no other card type can be played ‘in response’ to the attack. A defending player could use a special to shift the attack, but could not then play a power card to block it. Likewise; a Battlesite special could NOT be used since in order to retrieve such a special; the player must use an Activator which is not defined as a special even though it is used to facilitate the play of a special card.

BLACK CAT – KISS OF DEATH
NOTE: Card specifies that it cannot be defended by a male hero

DEADPOOL – ASSASSIN
NOTE: Card specifies that it can only be defended by a defensive special

BLACK WIDOW – AVENGING AGENT
NOTE: Card specifies that it can only be defended by a defensive special

HEROES FOR HIRE – THE BLACK KNIGHT
NOTE: Card specifies that it cannot be defended by a special card



ATTACKS [STRING ATTACKS]: A string attack is any situation where a card allows for a follow-up action/attack. When playing a string attack resolve each action separately; one-at-a-time; rather than all at once as you would with a combined action. Strings are particularly effective as they allow a player to make a continuous stream of attacks until they run out of playable options.

As long as a player has the ability to keep adding to a string attack, they may do so until they run out of playable cards. It is important to note that when playing string attacks that any subsequent cards that create new strings options will automatically *OVERRIDE* any string text from cards played earlier in the sequence.

How this differs from the existing rule:

Follow-up actions regarding cards from contributing characters are no longer limited by the player's cards in hand.

Example 1 – [STRING ATTACK]:
 INVISIBLE WOMAN – TEAM COORDINATION &
 HUMAN TORCH – SUPER NOVA &
 MR FANTASTIC – STRETCH ATTACK &
 FIGHTING POWER CARD ATTACK

Example 2 – [STRING ATTACK]:
 INVISIBLE WOMAN – TEAM COORDINATION &
 THING – TEMPER TANTUM &
 CLOBBERIN' TIME

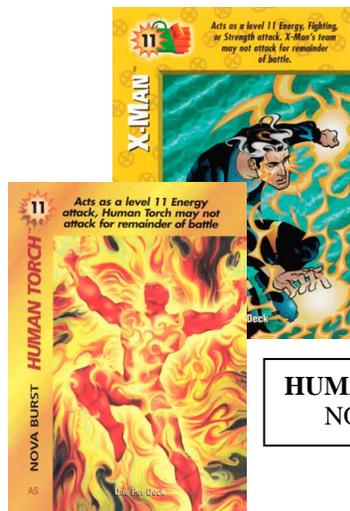
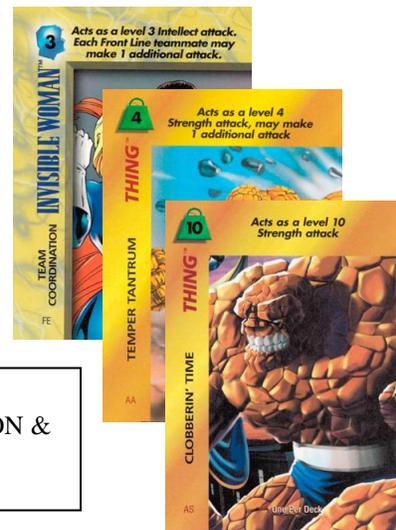
ATTACKS [SECONDARY EFFECTS]: Some cards have secondary effects that may come into play. These effects will activate regardless of the success or failure of the respected special. For Example: X-Man – Ultimate Potential has a secondary effect that stipulates X-Man's team may not attack for the remainder of the battle. This effect will activate even if the opponent avoids the attack, it is not dependent on the success of the card. A negate may cancel said effects; unless a negate itself it is outlined to be ineffective in the wording of the card.

X-MAN – ULTIMATE POTENTIAL
 NOTE: Card specifies that Team cannot attack for remainder of battle

BANSHEE – SUPER SCREAM
 NOTE: Card specifies that Banshee cannot attack for remainder of battle

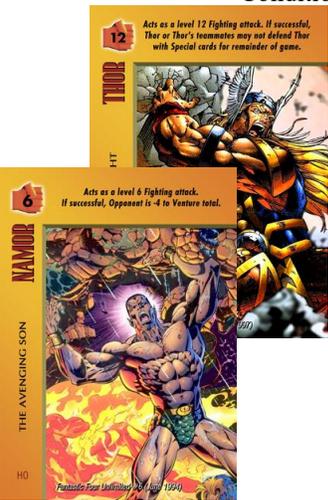
HUMAN TORCH – NOVA BURST
 NOTE: Card specifies that Human Torch cannot attack for remainder of battle

QUICKSILVER – HIGH SPEED IMPACT
 NOTE: Card specifies that Quicksilver cannot attack for remainder of battle



ATTACKS [CONDITIONAL EFFECTS]: If a special generates an effect when something specific occurs; then it is considered a Conditional Effect. For Example: Namor – The Avenging Son: Acts as a level 6 strength attack, IF SUCCESSFUL opponent is -4 to Venture. In this case the effect is conditional to the success of the attack. In the case of specials with a ‘conditional’ effect; it will only come into play if the target was a character on the Opponent’s team. **Targets other than Actual Characters do not bring about a Conditional Secondary Effect.**

If the condition required a ‘successful hit’ then that hit must be landed against a character. If the condition only applies when the attack was ‘NOT SUCCESSFUL’ then the original target must have been a character; from which the attack was avoided, or shifted to a Non-Character. Attacks against the Battlesite do not count for activating ‘Conditional’ effects unless otherwise stated on the card.



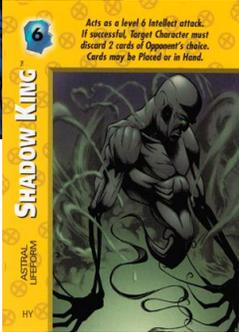
THOR – UNFETTERED MIGHT
NOTE: Card outlines that “If successful”

VENOM – EDDIE BROCK: REPORTER
NOTE: Card outlines that “If successful”

NAMOR – AVENGING SON
NOTE: Card outlines that “If successful”



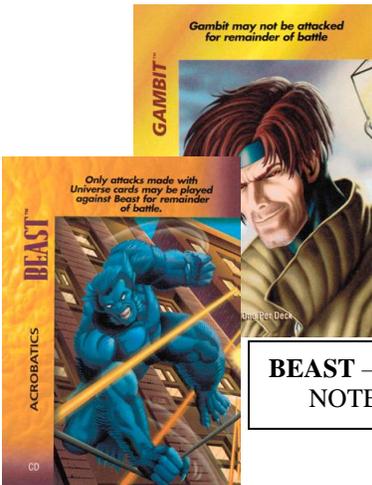
SHADOW KING – ASTRAL LIFEFORM
NOTE: Card outlines that “If successful”



ATTACKS [DEFENDED]: If the Attack is blocked/defended; the Special card used to Attack is immediately discarded into the Dead Pile of the attacking player. Likewise; the card used to block the Attack is discarded into the appropriate pile of the defending player. If the Attack is not blocked; the Attack is considered to be successful and the Character being attacked has taken a Hit. If a Special card allows for the Character or a teammate of the Character to make additional attacks; then those additional attacks may be made with any valid Special card or Power card. NOTE: Unless otherwise stated on the Special card itself; all Special cards may not be combined or used along with any kind of Universe card.

6) **PLAYING SPECIALS [UTILITY]**

Any card that can be played outside of attacking or immediate defending is considered a Utility card [Note: Certain defensive cards can be used as a Utility]. An Example would be Gambit – Charm which is both a defensive card AND a utility card as is can be played on your turn OR in response to an opponent’s attack. Utility cards are played on your turn and are not necessarily required to have an immediate effect although many such cards do have that result. It is important to note that one cannot pass their turn with any playable cards in hand; that includes Utility cards.



GAMBIT – CHARM [Example of a Defensive & Utility Card]
NOTE: Card outlines that cannot be attacked for remainder of battle

ANY HERO – WEB HEADED WIZARD [Example of a Utility Card]
NOTE: Card outlines that it can exchange this card for 1 card in Dead

BEAST – ACROBATICS [Example of a Utility Card]
NOTE: Card outlines that can only be attacked with Universe cards for remainder of battle

STARJAMMERS – KEEYAH [Example of a Utility Card]
NOTE: Card outlines that can Draw 3 Cards. Discard Duplicates



7) COMBINING CARDS

If a Special card allows for a combination with another card then that card must be of the specified criteria outlined. If no card 'type' is stipulated [Example: Power card]; then it may be combined with any *Special card* or *Power card* provided it satisfies the appropriate power type criteria and is usable by the character playing the special or by a teammate if the special allows contribution from a teammate. Generally a special that allows for a combination with another card; that card is required to be of **Single Icon** [*Special/Power Cards*] unless otherwise outlined on the card. For example: A card that outlines that it may be combined with a fighting power card for a single attack does not support a multi-power card to act as a fighting power card & thus is not able to be combined to make an attack.

Combined cards used to attack share properties. A special combined with a power card; Acts As both a Special AND a Power card for the purposes of the attack & what can be used to defend it.

IF DEFENDED; All Combined Cards played as an attack are considered blocked & to be discarded

Note: A card 'boosted' or combined with another card such as Power cards played with Universe: Teamwork cards are both Power cards and Universe cards. Likewise; a Power card boosted by a Special card is considered a special and a Power card even if the special that boosted it doesn't technically 'combine.' However this rule is only true on the action where both cards are played together. If one card is already in play then it does not affect the properties of the other card.

How this differs from the existing rules:

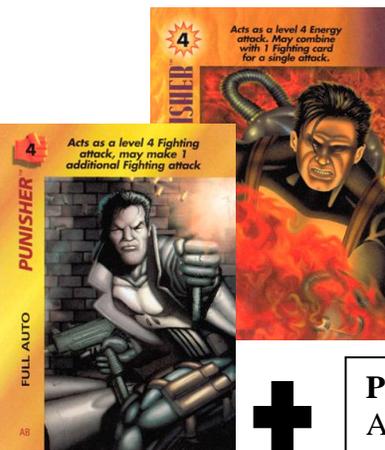
Certain Specials that allow for combinations only specify a Power Type; *NOT* a Card Type. [Example: Hulk – Green Goliath]. In these cases; the Character may combine the card with either a Special or a Power card rather than just a power card as previously ruled.



HULK: GREEN GOLIATH + POWER LEAP
Acts As: **13 Strength/Fighting Special Card Attack**



HULK: GREEN GOLIATH + 3 FIGHTING POWER CARD
Acts As: **7 Strength/Fighting Special/Power Card Attack**



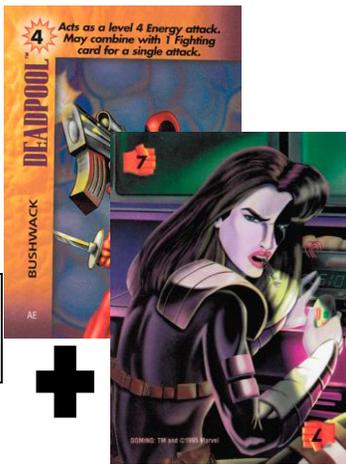
PUNISHER: FLAME THROWER + FULL AUTO
Acts As: **8 Energy/Fighting Special Card Attack & Can Make 1 Additional Fighting Attack**



PUNISHER: FLAME THROWER + 7 FIGHTING POWER CARD
Acts As: **11 Energy/Fighting Special/Power Card Attack**



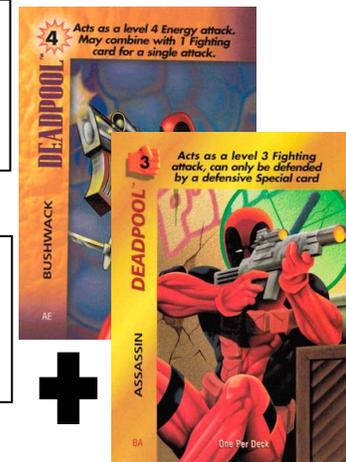
PUNISHER: FLAME THROWER + SNIPER
 Acts As: **10 Energy/Fighting Special Card** Attack that can used against an opponent in reserve



DEADPOOL: BUSHWACK + 7 FIGHTING POWER CARD
 Acts As: **11 Energy/Fighting Special/Power Card** Attack



ICEMAN: FROSHBITE + FROZEN PRISON
 Acts As: **10 Energy/Fighting Special Card** Attack & If Successful, Target Character may not play Special cards for remainder of battle.



DEADPOOL: BUSHWACK + ASSASSIN
 Acts As: **7 Energy/Fighting Special Card** Attack that can only be defended by a defensive special card

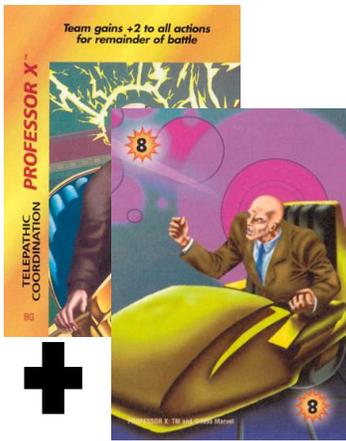


ICEMAN: FROSHBITE + 4 FIGHTING POWER CARD
 Acts As: **8 Energy/Fighting Special/Power Card** Attack

ABSORBING MAN: MOLECULAR MIMIC + UNIVERSIE: BASIC [6+3] + 8 STRENGTH POWER CARD
 Acts As: **11 Strength Special/Universe/Power Card** Attack & Power Grid Increases to 10 [NOTE: 8 by default since no Level 10 Power Cards] Strength for Absorbing Man



PROFESSOR X: TELEPATHIC COORDINATION + 8 ENERGY POWER CARD
 Acts As: **10 Energy Special/Power Card** Attack



CANNOT PLAY WITH A MULTI-POWER CARD
 NOTE: ICEMAN – FROSTBITE Requires Combination With 1 Fighting Card [Single Icon]

NOTE: IF COMBINED CARD ATTACKS ARE DEFENDED [ALL COMBINED CARDS ARE DISCARDED]

8) TOP OF A PLAYER'S ACTION

All Universe, Tactic, Any-Hero/Characters, Activators, and Aspect cards must be played at the top of a player's action. The aforementioned cards may never be used to follow-up or combine with an attack or action *unless* the card is being played with another card that specifically allows it or such a card is used defensively where applicable. Any other type of card may be played without said restriction.

How this differs from the existing rule:

All universe cards must now be used at the top of a player's action; where before it only applied to Universe: Ally and Universe: Teamwork cards.

NOTE: Some Artifacts may now be played defensively to boost a power grid along with other options as long as it meets the requirements of playing a card defensively.



Basic Universe + Power Card



Activators/Any-Character Cards



Universe: Teamwork & Power Cards

Universe: Ally & Special Card



Aspect/Artifact Cards



Tactic: DoubleShot + Power Card

9) SHIFT RULE

The original Shift Rule has been lifted and no longer applies. Attacks may be 'double shifted.' A 'shift' is not considered to be a 'defense' [See: [Playing A Defense](#)]. Attacks may *not* be shifted to any target the opponent could not have normally targeted with the initial attack unless there is a specific overriding circumstance in play.

How this differs from the existing rule:

Players may now employ a 'double-shift' if necessary. Shifting an attack from one character & then re-shifting it elsewhere. Also attacks may no longer be shifted to a character that the opponent could not have targeted [Example: A Character protected by an existing special that is prevented from receiving an attack]

If a character has a special in play that states it may not be attacked; then no attacks may be shifted to that character. The attack can no longer be shifted 'behind' the existing special. **NOTE:** An exception involves any attack that could normally breach a protection in place may be shifted to that character.

10) PLAYING A DEFENSE

A defense is defined as any card *played in response* [Note: This specifically refers to the player utilizing a card reactively] to an opponent's action that protects a specific character; boosts a character's defense against an attacking/played card; or limits/restricts an *opponent's* [as opposed to a 'target'] ability to *attack*; as well as affecting any card played for the attack.

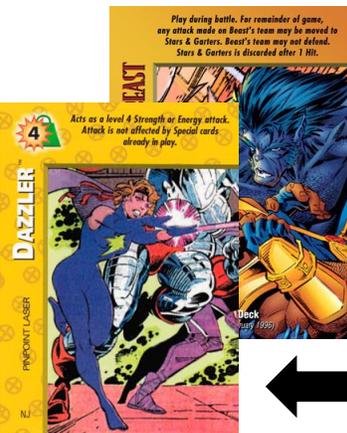
Any card meeting the requirements outlined in the previous paragraph may be played defensively. Cards that have no direct effect on an attacking/played card may *NOT* be played in response as a defense. Likewise; you cannot play a buff card to boost a card that is already capable of defending an attack; the bonus **MUST** be necessary for the defense. [NOTE: A defense is not just against attacks but actions – For example a Negate can be utilized to cancel an opponent's card stating that a Character cannot be attacked for remainder of battle].

To reiterate; A '**Defense**' is something played '**In Response**' and specifically refers to the player utilizing a card reactively. Cards already in play from a previous turn do not count as being played 'in response' and may potentially bypass a certain stipulation on an attacking card. It is important to consult the wording on each Special for specific considerations. See Examples 1 & 2 below:

Example 1: Player A, has Beast–Stars and Garters card **in PLAY**. Player B uses Dazzler – Pinpoint Laser to attack a character on Player A's Team.

NOTE 1: Player A, **could NOT** utilize Beast – Stars and Garters in response to Dazzler – Pinpoint Laser; since the card **specifies** that it is not affected by special cards already in play

NOTE 2: Player A could play other valid cards 'in response' to Dazzler – Pinpoint Laser. Such defense actions could include: Power Card, Specials [Avoids, Negate, etc]



Example 2: Player A, has Beast – Stars and Garters **in PLAY**. Player B uses; Heroes for Hire – The Black Knight to attack a Character on Player A's Team.

NOTE 1: Player A, **MAY USE** Beast – Stars and Garters to defend Heroes For Hire – The Black Knight since the card was already in play & does not count as being played in response/defensively to the attack.

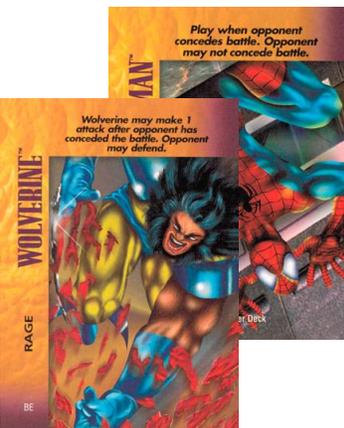
NOTE 2: Player A, could play other valid cards 'in response' to Heroes for Hire – The Black Knight. Such defensive actions could include: Power Card, Power Card + DoubleShot, Power Card + Universe Card



DEFENSE [CONCEDING]: Any response to an opponent conceding is considered a 'defensive' action; since it is responding to an opponent's play. Note: This is true even if the response is an attack. The sequence regarding this situation is outlined below:

PLAYING A DEFENSE TO AN OPPONENT CONCEDING

Consider that Player A concedes on their turn. Player B responds with an action; such as playing SPIDER–MAN – TAUNT or WOLVERINE – RAGE. Player A may defend if possible. Once resolved; Player A's turn is over & it is now Player B's turn.



For the purposes of definition – ‘block’ is synonymous with ‘defend.’ Also, utilizing a card *already in play* doesn’t constitute as a ‘defense’ as it is not being played ‘in response’ to the action. Any card that stipulates; ‘Play in current battle’ or ‘Play on your turn’ MAY NOT be played defensively. In summary; a card or combination of cards may be played defensively if it addresses the following:

R1) Avoids, shifts, blocks or negates the attack

R2) Restricts the types of cards/manner of being attacked enabling the defense of the attack

Example: *Only attacks made with Universe cards may be used to attack for remainder of battle.*

R3) Modifies the type of cards/ manner that an opponent may use to attack

Example: *Opponent may not use power cards level 6–8 of [Icon] to attack for remainder of battle.*

R4) Is a buff for the team or a de-buff for the opponent

Example: *Opponent actions are -1 to attack*

How this differs from the existing rule:

In some cases, cards that affect the ‘opponent’ were previously not playable defensively. [Example: Mr Fantastic – Object Bounce]. This has now been changed with the blanket ruling that affects all such cards. As well, some Tactic: Artifacts may now be played defensively where before they could only be played at the Top of a Player’s Action. A number of examples are referenced below:

[DEFENSIVE] CODED SPECIALS & REASONING	[NON-DEFENSIVE] CODED SPECIALS & REASONING
AO: ANALYZE [Removes effect of attack from game] – See R1 AD: SKIN OF STEEL [Avoids Attack] – See R1 AK: CHARGE OBJECT [Adds bonus to a defense] – See R4 AM: FALL INTO PLACE [Adds bonus to a defense] – See R4 AY: GIANT-MAN [Increasing rating for a defense] – See R4 BB: VENDETTA [Adds bonus to a defense] – See R4 BG: TELEPATHIC COORDINATION [Adds bonus to a defense] – See R4 BS: ROCK & ROLL [Reverberates an attack] – See R1 CM: FELINE FORTUNE/ SNOW BLIND [Reduces attack actions] – See R4 CN: REACTION PROGRAM [Restricts attack types] – See R3 DI: OBJECT BOUNCE [Restricts play of Universe cards to a character] – See R3 DL: HIDDEN AGENDA [Adds bonus to defense] – See R4 DT: LEARNING CIRCUITS [Restricts attack values] – See R2 DX: CHANGELING [Modifies power grid for defense] – See R4 DZ: TRICK TRANSPORT [Restricts character from being attacked] – See R2 FA: AUNT PETUNA [Restricts character from being attacked] – See R2 HE: FLABBY FIGHTER [Restricts attack types] – See R1 HG: CANUCKLEHEAD [Aids defense] – See R1 HI: LONGSHOT LOVE [Adds specials for defense] – See R1 HL: FORTUNATE ACCIDENT [Restricts attack types] – See R3 KG: LORD KEVIN PLUNDER [Restricts attack values] – See R3 KN: MOLECULAR MIMIC [Adds bonus to defense] – See R4 KG: DANGER SEEKER [Redirects attacks to this character] – See R4 KP: SONGBIRD [Adds options for defense] – See R2 JS: SNAP WILSON [Adds options for defense] – See R2 MF: POSSESS OTHERS [Adds specials for defense] – See R1 MW: CYBERFORCE [Adds bonus to a defense] – See R4 NO: CHICAGO PD [Adds bonus to a defense] – See R4 SC: SOCIAL OUTCAST [Redirects attacks to this character] – See R2 ARTIFACT: MYRIU SYMBIOTE [Adds specials for defense] – See R1 ARTIFACT: SHADOWHAWK HELMET [Adds options to continue battle] – See R2 ARTIFACT: THE SUPER SOLDIER SERUM [Adds bonus to a defense] – See R4 ARTIFACT: AVENGERS ID CARD [Adds options for defense] – See R1	AV: WEB [Restricts target opponent from attacking] CO: INVISIBLE SABOTEUR [Restricts opponent from playing Universe Cards] CS: AVENGING ANGEL [Interrupts game to retrieve cards] DS: GIFT OF THE GODS [Interrupts game to retrieve cards] DP: SECRET PHEROMONES [Restricts opponent from playing certain cards] EY: LAW OF THE JUNGLE [Restricts opponent from playing certain cards] EX: TAR BABY [Restricts opponent from playing certain cards] KI: HATE [Restricts opponent from playing certain cards] LE: TRITON [Restricts opponent from playing certain cards] LY: CLEVER FIGHTER [Not contribute to a defensive action] NS: GOBLIN ARMADA [Restricts opponent from playing certain cards] ARTIFACT: IMAGE INDUCER [Required to be played offensively]

Negates the Effect of a Special



Adds Bonus for a Defense



Restricts Opponent Playing Universe Cards To Respected Character

Restricts Opponent to Only Play Universe Cards Against Character



Reduces Opponent Attacks by -2



Increases Team's Actions by +2



Target Attacks [-2] & Defense [+2] that be Played Defensively on Mr Sinister or Teammates

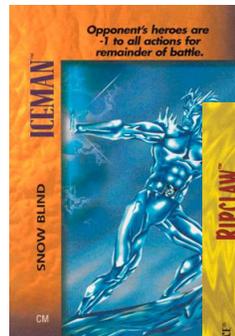
Increases Actions by +2 Against Opponent



Increases Actions by +2

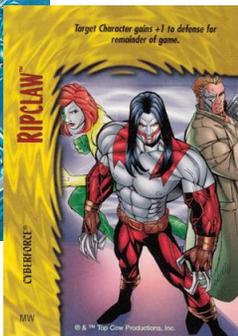
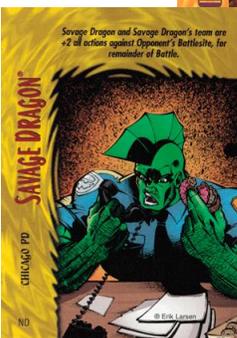


Reduces Opponent Actions by -1



Increases Defense by +2 From Battlesite Attacks

Increases Actions by +1



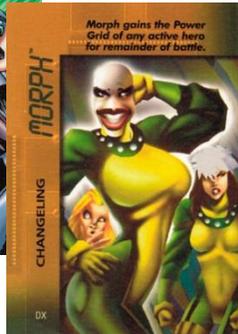
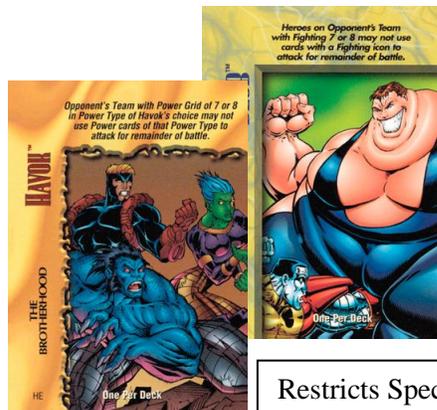
Restricts Specified Icon Attacks by Opponent Team

Increase Power Type Rating to 7



Restricts Specified Icon Attacks by Opponent Team

Modifies Power Grid





Enables Character to Play Teammate Specials



Restricts Character Being Attacked/Attacking



Restricts Character Being Attacked/Attacking

Adds Options to Play Specials for Defense

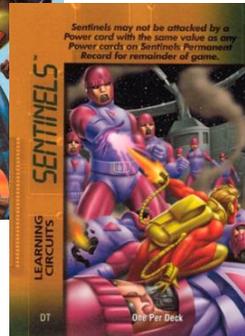


Enables Character to Play Specific Specials

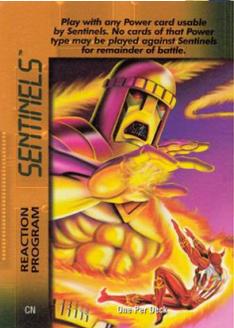


Reverberates Attacks by Opponent

Restricts Character From Being Attacked With Power Card Values



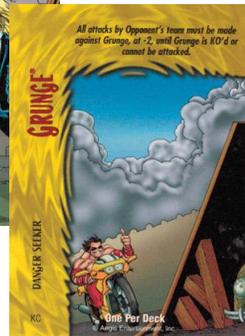
Restricts Character From Being Attacked With Power Types



Restricts Specified Icon Attacks by Opponent Team

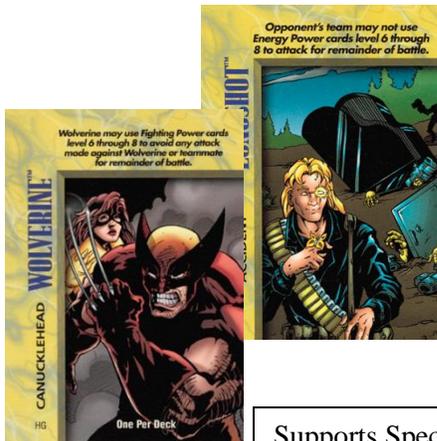


Restricts Character From Being Attacked With Certain Values

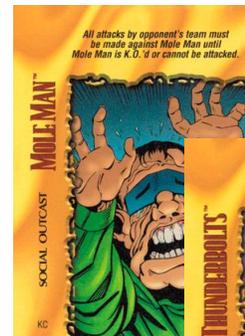


Diverts All Attacks To Character With Defense [+2]

Supports Specified Defense of Characters Team



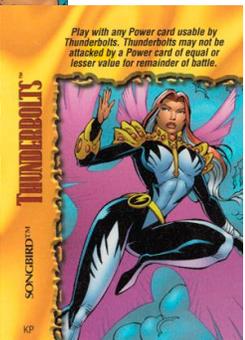
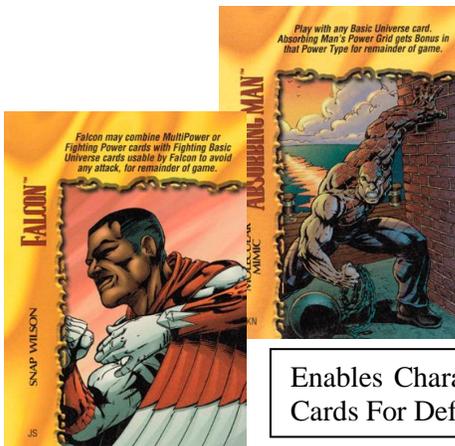
Adds Bonus To Defense



Diverts All Attacks To Character

Enables Character to Play Specific Cards For Defense

Restricts Character From Being Attacked With Certain Values



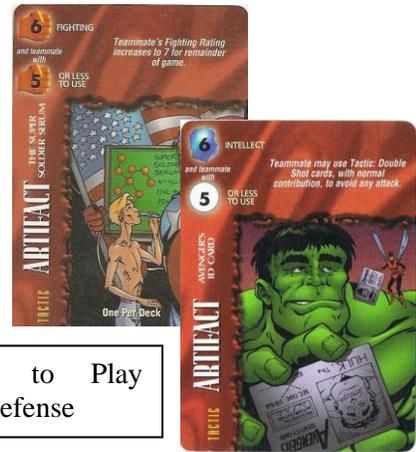


Enables Character to Play Teammate Power Cards

Enables Power Type Rating to 7

Enables Attack After Opponent Concedes

Enables Character to Play Specific Cards For Defense



NOT DEFENSIVE: As Restricts Opponent Team to Play Certain Icon Cards For Attack/Defense

NOT DEFENSIVE: As Requires Interrupt of Game to Draw A Card From Draw Pile

NOT DEFENSIVE: As Requires Interrupt of Game to Draw A Card From Draw Pile

NOT DEFENSIVE: As Restricts Opponent Team to Play Certain Icon Cards For Attack/Defense



NOT DEFENSIVE: Card Enables Certain Icon To Be Kept As Duplicates & Does Not Aid A Defense Action

NOT DEFENSIVE: As Restricts Opponent's Team to Play Certain Cards For Attack/Defense

NOT DEFENSIVE: As Restricts Opponent's Team to Play Certain Cards for Attack/Defense

NOT DEFENSIVE: As Restricts Opponent Team to Play Universe Cards for Attack/Defense



11) CARD ETIQUETTE

If a card allows a player to 'select' a specific card or card type from the draw pile, power pack or dead pile and add it to hand; then the player must reveal the card to the opponent. If no card type is specified; then the player does not need to reveal the card to his opponent. An important rule to outline involves when specials enable a card to be retrieved from the Dead Pile; **THAT CARD CANNOT BE AN ANY-HERO OR AN ACTIVATOR.**



Example 1: A Player uses the Any Hero – Web Headed Wizard to choose a card from the Dead Pile; this card does not need to be shown to his opponent because no specific card type was specified

Example 2: A Player uses Ghost Rider – Skeletal Summoning to select a Ghost Rider Special from the draw pile and place it in hand; **the card chosen must be shown his opponent**



12) CHARACTER KO

TKO: [AKA: Dead is Dead] – ANY character who receives 20 points of damage [Cumulative] AND 3 icons [Spectrum] is KO'd regardless of any inherent abilities or other effects. **[OFFICIAL]** A character that is TKO'd is immediately removed from play regardless of Inherent Abilities or other circumstances.

CHEATING DEATH: If a circumstance allows a character to remain in the fight after being KO'd and the KO is undone by removing a hit; then the character does not have to be discarded after the round ends and may continue play normally.

How this differs from the existing rule:

Characters may now potentially be saved if a killing hit is removed before they are taken out of play. Normally, KO'd characters are removed immediately, but some limited circumstances allow a character to remain until the battle has concluded. In these cases, strategic healing will prevent the character from being removed.

13) ENDING A BATTLE

A battle is only over when one of two things occurs: A Player Concedes; or Both Players Pass. Until then; a battle continues as normal even if one player has lost his entire team. Once a battle has ended due to both players passing; total up venture as normal.

How this differs from the existing rule:

A battle no longer ends immediately upon the KO of the last character on a team. Despite a dead team; there may still be playable cards on either player. Aspect cards are played from the Homebase so a player with a Dead Team could still play an aspect. Likewise; a player who has killed his Opponent's Front Line may still be able to play Specials that add to venture; affect mission cards; etc.

RENEGE RULING:

- 1 – Players can decide whether to resolve the issue themselves or call a judge. If no judge is called the Players may settle the matter as they desire. If a judge is called to adjudicate; Then the Players **MUST** proceed to Steps: 2 to 4
- 2 – The Round immediately ends. All cards in hand are discarded to the appropriate piles. Any cards played to this point will stand. Cards with a battle-duration are discarded as normal. Game-Lasting cards played prior to the renege are left in play
- 3 – The Offending Player loses his Venture; the other Player automatically Gains a Venture +1 [One Additional] Mission Card
- 4 – Once Everything has been resolved; A New Hand is Drawn

RENEGE OFFENCES INCLUDE:

- 1 – Keeping illegal duplicate/unusable cards in hand after the venture phase;
 - 2 – Illegal deck construction; Game immediately ends and the offending player loses the match
- NOTE 1:** Player can keep unusable cards if able to demonstrate the ability to render the card usable
- NOTE 2:** Cards rendered unusable through the course of play are not considered an offense

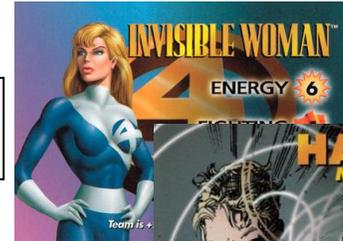
14) INHERENT ABILITIES

Character Inherent Abilities apply at all times; not just when the respected character is in the front line. This does not override the reserve limitation for playing specials unless stated otherwise; however Inherent Abilities are now considered in effect while in the reserve.

How this differs from the existing rule:

Certain character inherent abilities did not apply while a character was in the reserve [Example: Abilities that granted a bonus to Venture]. Such abilities are now in effect at all times even from reserve.

Invisible Woman – Inherent Ability; Team is +2 to Venture Total per Battle regardless if placed in Reserve



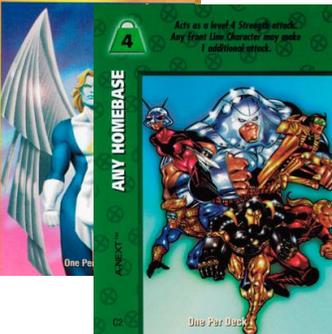
Havok Mutant X – Inherent Ability; Team is +3 Venture Total after Teammate is KO'd regardless if placed in Reserve



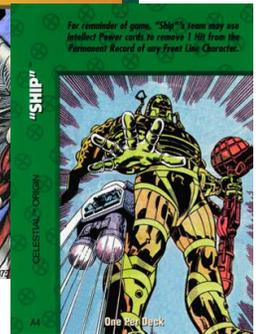
15) HOMEBASES

Homebase placements include that Team Overpower; May place Any Heroes or Activators depending on whether Any Heroes or a Battlesite is involved. Any *OTHER* Homebase may place one [1] Special card that is playable by the Front Line/Reserve Characters [Note: The special placed on the Homebase can only be played by the specified Character]. ALL Homebases may place Any-Homebase Aspects [A-Next].

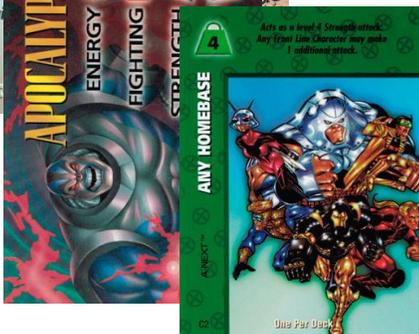
Example 1: Team Overpower [HOMEBASE]
Can Place – 1 Any Hero &
– 1 Aspect [A-NEXT]



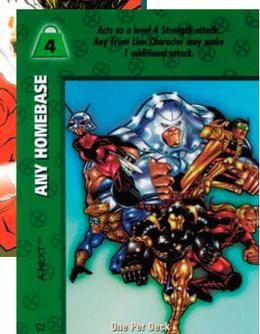
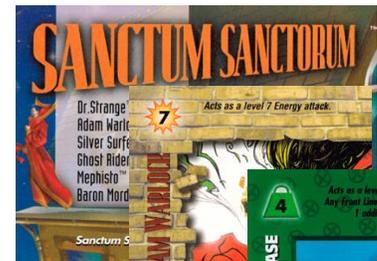
Example 2: Ship [HOMEBASE]
Can Place – 1 Special Card &
– 1 Aspect



Example 3: Team Overpower [HOMEBASE]
Can Place – 1 Activator &
– 1 Aspect [A-NEXT]



Example 4: Sanctum Sanctorum [HOMEBASE]
Can Place – 1 Special Card &
– 1 Aspect [A-NEXT]



16) **BATTLESITES**

VARIANTS: A Battlesite may now contain specials of a *Variant Character* that appears on a Player's Team. Clones are still not allowed. A One-Per-Deck [OPD] is **still** an OPD that is important to note regarding implications for a Battlesite. Thus; using a OPD for your Variant Character on the Front Line means you can not have that exact OPD for the same character in the Battlesite.

How this differs from the existing rule:

Normally when constructing a Battlesite; A player may not include any specials belonging to a Variant of a Character appearing on their Team. [Example: Sentinels and Bastion]. The specials belonging to the Variant may now appear in the Battlesite whereas before such cards could not include by the Player.

Example: Using Bastion on a Team does not preclude the Player from using the Sentinels Specials in the Battlesite; potentially giving that player legal doubles of certain cards in the same hand.



CANNOT PLAY WITH BEAST: THE BRUTE

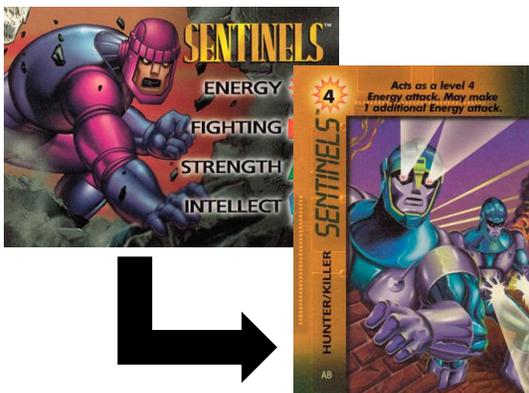
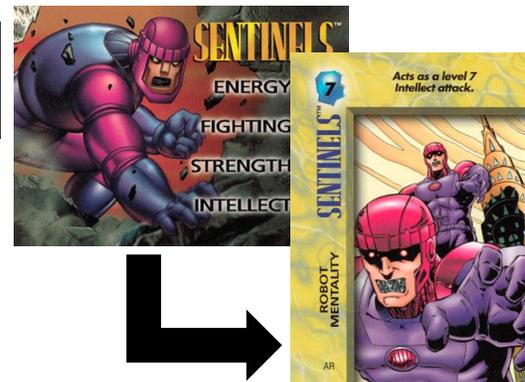
NOTE: This would count as a *Clone* to BEAST & thus *Not Allowed* to have a team involving a Front Line/Reserve Characters along with a *Clone* in a Battlesite

ICONS: Cards beneath a Battlesite are no longer considered to share the icons of the Activator that are played to retrieve a specific card. The Activator is now considered to only possess whatever icons appear on the actual card to be retrieved.

How this differs from the existing rule:

Previous rules outlined that any card beneath a Battlesite was considered to also have the icon of the Activator that would retrieve it. For example: Any-Power attacks from a Battlesite could be avoided by any Special that stated; 'Avoid any attack made with an Energy Icon' [Note: This previous defense was allowed even though an Energy icon is not present on the Any-Power attack card]. Going forward the Activator that retrieves a desired Special card is viewed as having the exact icon of the respected special.

Example 1: Sentinels [Activator Cards] – Robot Mentality; Activator Card would be viewed as having only an *Intellect Icon*



Example 2: Sentinels [Activator Cards] – Hunter/Killer; Activator Card would be viewed as having only an *Energy Icon*

17) EFFECTIVE PRIORITY

Cards with equal priority are resolved by determining the card that is played last. Cards with higher priority will always trump conflicting cards of lower priority. The priority of cards from highest to lowest is as follows: Events > Inherent Abilities > Specials > Aspect > Tactic > Universe > Power Cards.

18) INFINITE LOOP RULE

If any situation would cause an infinite loop; the Player of the card would choose any positive integer. The loop instantly occurs that many times; then immediately ends; thus ending the Player's turn.

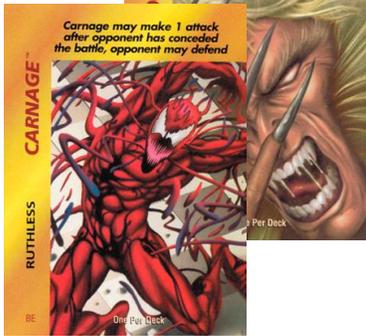
19) DURATION RULE

Many special cards have a printed duration as a guide for the length an effect is intended to last. If no duration is printed; then it is considered to be (A) if a Non-OPD and (B) if a OPD. As a rule; any attack with a numerical value will remain in play on the battlefield even if any secondary effect only lasts for a battle. Cards with a lasting effect remain in play until the end of their duration as outlined by any card that stipulates:

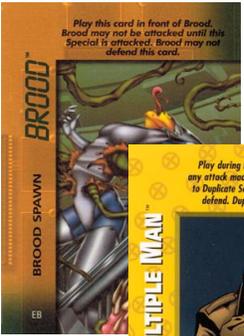
- A) 'Remainder of Battle'
- B) 'Remainder of Game'
- C) 'Until...' A Specific Event or Action Occurs

How this differs from the existing rule:

Rules 'A' and 'B' [OFFICIAL RULING]. However the duration rule 'C' has been added to cover extra cards that fell outside the scope of rules regarding 'A' and 'B.' In addition; this blanket rule applies to ALL cards and not just select cards. See Examples:



BE [ALL]: Carnage – Ruthless; is considered to stay in effect for the remainder of game. As well; this card can be played as a defensive action to an opponent conceding the battle



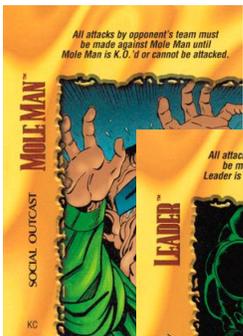
EB [ALL]: Brood – Brood Spawn; has no printed duration and thus will last until they are hit, as stipulated on the card, and are not discarded after a single battle



EB: Multiple Man – Multiple Self; has a printed duration and thus lasts until a hit is received in battle played or discarded at end of battle



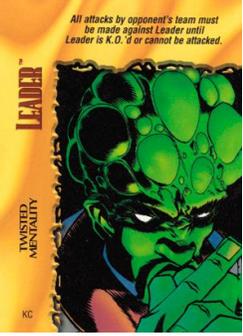
EZ: Omega Red – Carbonadium Synthesizer; now lasts for the remainder of the game and not just one battle. Note that the card cannot be played as a defensive action



KC: Mole Man – Social Outcast; is not a OPD however it will remain in play until the stipulation has been met and not discarded after a single battle



AY: Hydra – Baron von Strucker; can be played as a defensive action should it be required to defend the attack.



KC: Leader – Twisted Mentality; All attacks by opponent's team must be made against Leader until Leader is K.O.'d or cannot be attacked.

ERRATA SUMMARY

ALL CARDS ARE TO BE PLAYED AS OUTLINED ON THE CARD. NOTE THAT THE EXAMPLES BELOW ILLUSTRATING [ALL] PERTAIN TO ALL THE SIMILAR CODED OVERPOWER SPECIALS; [OFFICIAL STANDING] ARE SPECIFIED; THE ONLY ERRATA THAT APPLY ARE THE FOLLOWING:

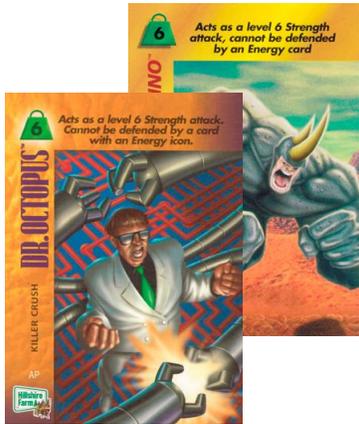
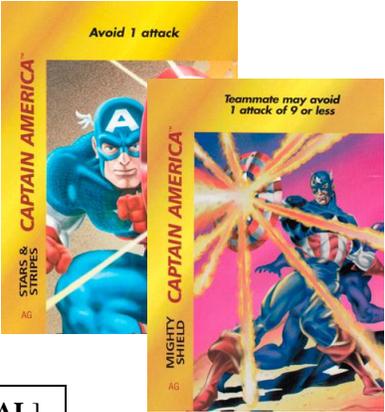


ALL Personal pure Avoid Specials [Avoid 1 attack] are considered to be AG coded specials. [OFFICIAL]

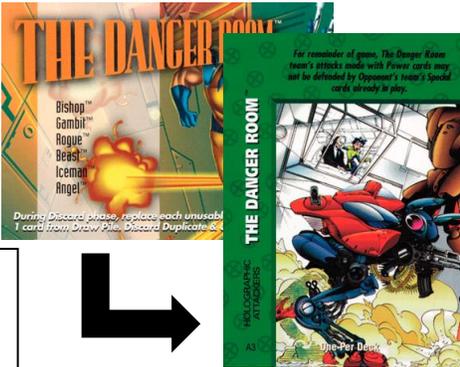
ALL Any-Power [Power cards] are considered 'One-Per-Deck.' [Applies to the Any-Power 7 which does not contain the OPD text] [OFFICIAL]

ALL 'AVOID' defensive specials with a printed limitation [Example: Avoid 1 Fighting, teammate may avoid 1 attack; etc] are considered to be AD coded specials. [OFFICIAL]

ALL Universe: Ally cards should read; 'teammate must play a special card.' [OFFICIAL]

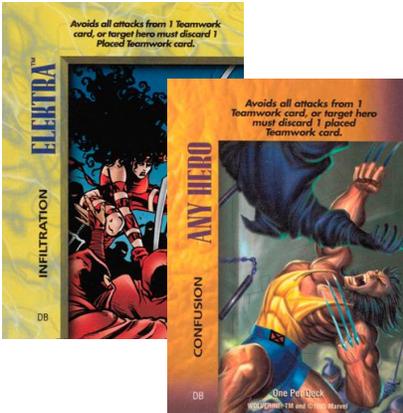


Danger Room – Aspect Card: A3 should read; For remainder of game, The Danger Room Team's attacks made with Power cards are **not affected** by Opponent's Team's Special cards already in play. [OFFICIAL]



AP: coded specials should all read 'may not be defended by a card with an <power type> icon.' Specially pertains to **Rhino**: Rhino Charge is to have the exact wording as Dr Octopus – Killer Crush; Acts as a level 6 Strength Attack. Cannot be defended by a card with an Energy Icon. [OFFICIAL]

DB [ALL]: Elektra – Infiltration & Any Hero – Confusion should read; Avoid any Universe: Teamwork card made against Elektra or Teammate. Opponent may not make any follow-up attacks, or target character must discard 1 placed Teamwork card. [NEW TOURNAMENT RULING]



Four Freedoms Plaza – [Homebase] should read; Any attack on FF Team may be shifted to any teammate who must defend. Special cards cannot be used to defend if an attack is shifted. If a power type on a character's grid is 4 or less; power cards of that type are +1 when used for defense. [OFFICIAL]



GD: Onslaught – Mutant Gestalt should read; Acts as a level 5 Fighting Attack. If successful, acts as a level 1 energy or strength hit." [OFFICIAL]

BC [ALL]: Venom – Panic Attack should read; Play in current battle. When opponent brings in reserve, reserve may not enter until next battle. [NEW TOURNAMENT RULING]





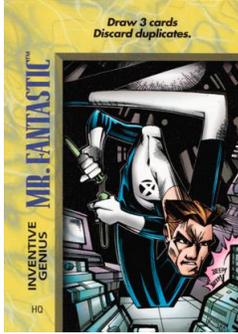
HM: Longshot – Purity of Thought should read; Draw one card for each card discarded this battle by Longshot’s Team, placed or in hand. Do not discard if duplicate. [NEW TOURNAMENT RULING]



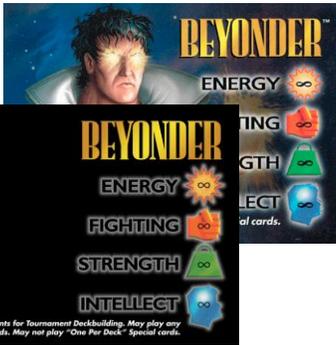
HP: Morph – Substitute Death should read; Play in current battle. After one teammate is KO'd, immediately exchange KO'd teammate and Morph. Discard all placed cards. All Hits remain. [NEW TOURNAMENT RULING]



DZ [ALL]: Nightcrawler – Trick Transport; is now to be considered a ‘One-Per-Deck’ [OPD] that can be utilized to attack or defend. [NEW TOURNAMENT RULING]

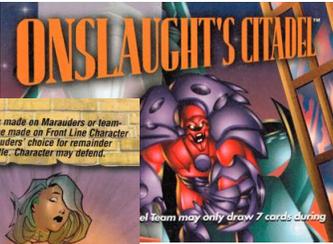


HQ [ALL]: Mr Fantastic – Inventive Genius; & all similar cards are considered to be OPD. [OFFICIAL]



Beyonders’ – Inherent Ability should read; ‘Counts as 28 points for Tournament Deckbuilding. Power Grid is equal to highest value of all active teammates. May play any teammate’s special cards. May not play any OPD special cards.’ [OFFICIAL]

BG: Maverick – Freelance Spy should read; Team gains +2 to all actions for remainder of battle.’ [OFFICIAL]



Onslaught’s Citadel – Inherent Ability should read; Team may only draw 7 cards during the draw phase if opponent is playing ‘Assault on Onslaught’ mission set. [NEW TOURNAMENT RULING]

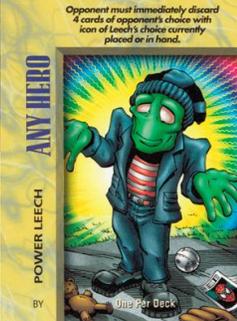


LN: Marauders – Vertigo; is now considered to be a OPD, that can be played as written and may be used defensively. [NEW TOURNAMENT RULING]

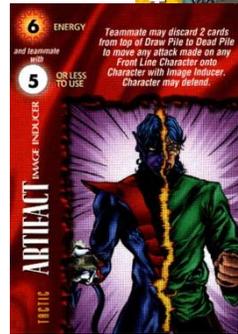
BE [ALL]: Sabretooth – Blood Hunt; is now considered to stay in effect for the remainder of game. As well; this card can be played as a defensively to an opponent conceding the battle [NEW TOURNAMENT RULING]



CO: Any Hero – Devourer of Worlds should read; Play during battle. Opponent cannot use Activator cards for remainder of game or until this Special has 4 Activator cards played against it. **Up to 4 Activator cards can be combined as an action.** This Special may not be negated. [NEW TOURNAMENT RULING]



BY: Any Hero – Power Leech should read; **Play on Target Character as an Attack [Specify an Icon].** If successful, opponent must immediately Discard 4 cards of opponent's choice with icon of Leech's choice currently placed or in hand. [NEW TOURNAMENT RULING]



Artifact – Image Inducer should read; Play during battle, Teammate may discard 2 cards from top of Draw Pile to Dead Pile to move any attack made on any Front Line Character onto Character with Image Inducer. Character may defend. [NEW TOURNAMENT RULING]



HK: Jubilee – Wisecrack should read; Target Opponent must make as many attacks as possible. Jubilee's team may defend. [NEW TOURNAMENT RULING]



FD: Wolverine – Standoff should read; Only Wolverine and **Target Opponent** may attack, be attacked or defend this battle. Neither player may concede this battle. [NEW TOURNAMENT RULING]

FD [ALL]: Adam Warlock – Soul Gem should read; Only Adam Warlock and **Target Opponent** may attack, be attacked or defend this battle. [NEW TOURNAMENT RULING]

