

# THE TOURNAMENT

## GUIDE

MARVEL  
**OVERPOWER**  
CARDGAME





THE GREATEST  
HEROES IN THE  
WORLD...

THE MOST  
TERRIFYING  
VILLAINS IN THE  
GALAXY...

THE FATE OF  
THE UNIVERSE  
ON THE LINE...

*SOME  
THINGS  
NEVER  
CHANGE!*

ALL NEW CARDS, ALL NEW ART. SEPTEMBER, 1997.

MARVEL <sup>TM</sup>  
*Classic*  
Marvel  
**OVERPOWER**  
CARD GAME  
*Expansion Set*

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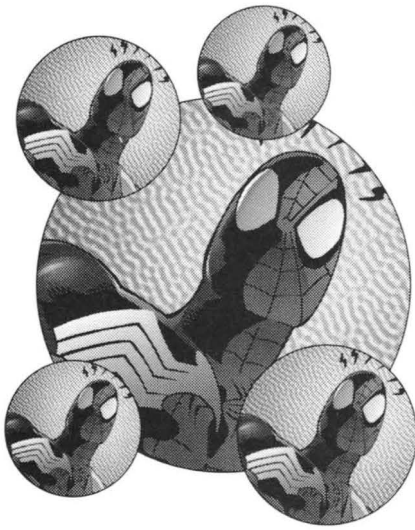
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THE  
**TOURNAMENT**  
GUIDE

**OVERPOWER**  
CARD GAME





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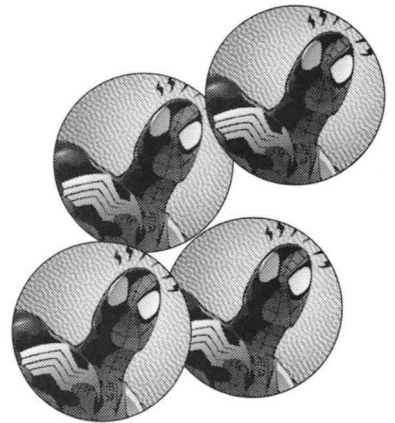
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**Don't hesitate to make as many copies of necessary forms  
for Tournament usage as you need to!!**

Dear Retailer, Promoter, and/or OverPower Fan,



Welcome to the wonderful world of the OverPower Legion™ and OverPower sanctioned tournaments. The Legion functions in much the same capacity as the United States Chess Federation. The OverPower Legion maintains a database of members' ratings, which rise and fall depending on their win-loss ratio against other rated players.

Ratings may only be adjusted through play in sanctioned tournaments; however, players competing in these events do not have to belong to the OverPower Legion. As a matter of fact, we encourage non-members to come and play for fun and for the prize that is usually offered as incentive for each tournament.

The OverPower Legion also creates and maintains the official tournament rules for OverPower. These rules provide an even playing field for all competitors.

That's where you come in. As people become members of the OverPower Legion, they will be looking for sanctioned tournament activity so they can better their scores in the Legion. As a retailer with a gaming area in your store or a promoter who can get space at card shows and conventions, the members of the OverPower Legion and players of OverPower in general are counting on you to provide them with opportunities to compete for Legion points and tournament prizes. By holding a sanctioned event, you will have the opportunity to bring together OverPower players for a morning, afternoon, and/or evening of friendly competition. The added benefit of additional in-store traffic or convention attendance is a plus.

So, by now you're asking yourself, what do I have to do to hold a sanctioned OverPower tournament? Good question, especially if organizing tournaments is new to you. That's where the enclosed OverPower Legion tournament kit will help. Inside your tournament kit you will find everything you need to set up and run a sanctioned OverPower event. Everything from how to arrange for space to master copies of elimination charts is contained inside.

I hope you will find the enclosed kit and the OverPower Legion's support helpful. If you have any questions, don't hesitate to call the OverPower Hotline at 1-800-OP-Rules (1-800-677-8537) or write to the OverPower Legion Events Coordinator, Fleer/SkyBox International, Executive Plaza, 1120 Route 73, Mt. Laurel, NJ 08054. The Legion will promptly get back to you. Good luck with your endeavors and remember, with OverPower, the Universe is in your hands.

Venture well!

Steve Domzalski  
OverPower Legion Commander

# How To Set-up an OverPower Sanctioned Event

**Find a Place** to hold your event. You will need an area big enough to accommodate all the players, with tables that will allow for card play. Many retail stores can accommodate 16 players with four tables. If the store can accommodate more players, great. If not, find a suitable place, such as a mall courtyard, a meeting hall, etc. Keep in mind, eight players is the minimum number for sanctioning.

**Find Players** to play in your event. Word of mouth, flyers, in-store sign up sheets: all of these work well to find players for your event. For those who want to grow their tournament to a larger size, either to qualify for sanctioning or qualify for larger prize support packages, in-store demonstrations and training can go a long way to getting more players into the game. A pre-registration sheet is your best bet to get a fix on how many players would be interested in playing in a tournament.

**Set a Date.** Call the Hotline or notify the OverPower Legion Events Coordinator. You will receive a Tournament Sanction number. This is the number that registers your tournament for the ranking system.

**Advertise your event** Place some inexpensive flyers up in nearby comic and gaming stores. Since sanctioned tournaments are the only way for Legion members to improve their standings within the organization, such tournaments should be publicized well enough that most members in the area will learn about the opportunity to compete. If possible, we would prefer to receive the information as early as possible. This advance warning will enable us to publish your event in "The Venture," the OverPower Legion's newsletter which is mailed to each member.

**Find a Judge** for your Event. If you are not acting as the judge for your tournament, you will need a qualified person. Event coordinators and judges for sanctioned events must have previous experience running collectable card game tournaments, either sanctioned or unofficial, as well as a thorough knowledge of OverPower. This requirement ensures that the people in charge of sanctioned events are comfortable with the tournament setting and know what to expect, which allows them to provide a better overall experience for their contestants. Please feel free to share the contents of this kit with your judge.

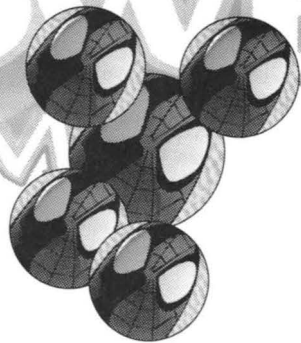
**Apply for Tournament Support.** Before doing this step, you should have a basic idea of how many people will be participating. Fleeer will do its best to support your tournament by advertising it, providing you with a prize or prizes, and possibly even attending. The level of support will be determined by the population you expect at your event and the venue in which your event will be held. This information will be discussed with you when you contact the OverPower Legion Events Coordinator.

**Use the Correct Rules.** All sanctioned tournaments must use the most current issue of the tournament rules as well as the latest version of the OverPower Guidebook. A copy of the most current issue of the OverPower Legion rules is included in this kit. There will be absolutely no exceptions to this rule. Ignoring this directive can result in the loss of all current and future sanctioning privileges.

**Submit the Event's results.** After the event, the event coordinator must complete the appropriate tournament tracking forms and submit them along with each individual's event chart's. In addition, the final standing (semifinalist, finalist, champion) for the event should be highlighted or listed on a separate sheet along with anything else of interest to Legion members. Make sure you collect each individual's result sheet and mail them, along with the master sheets to Global Ratings Service for immediate entry into the data program. The Ratings Services' address is on the ratings sheet.

Thank you for your cooperation. We wish you the best of luck with your event and look forward to hearing from you.

Stephen Domzalski  
OverPower Legion Commander



# Running A Tournament

## Basic Tournament

The only Tournaments that will be sanctioned are those that use Mission cards.

All players' teams must adhere to the 'Sum Deck Rule' unless a Location, or other card, allows that rule to be violated.

## MATERIALS

1. A play area big enough to accommodate all the players, with half as many play areas as there are players.
2. A competent Judge to administer the tournament and rule on any procedural game questions. For larger tournaments, an assistant judge can be helpful.
3. Enough Master Result sheets to accommodate all the players and rounds of Swiss play or enough Elimination Ladders for Elimination Play.
4. Enough Player Result sheets for each player, plus extras.
5. Large visible signs, if necessary, telling the players where to go for Registration and Game Play.

## REGISTRATION

At the Registration Table, before the first round of the tournament, is where all the Master Result and Player Result sheets will be kept. Each player presents their Legion Number, if any, plus any fees to be collected. If a player does not have a Legion Number, then issue a temporary one starting from 0001. **BE CAREFUL THAT DUPLICATE NUMBERS ARE NOT ISSUED.** The Legion Number is used as the Player Number for the tournament. Transfer the Player Number onto the appropriate spot on either the Master Result Sheet, for Swiss, or the Elimination Ladder, for Elimination. In Swiss, a sequence number is given to each player for record keeping purposes by the Judges only.

## TOURNAMENT FORMATS

**SWISS** - This tournament format allows for maximum play time for all players and is highly recommended for those tournaments where an entry fee is used. Swiss tournaments are perfect when the number of contestants is not a power of two (16, 32, 64, 128). Swiss Tournaments are tournaments where every round, everybody plays. Each round, all players of the same score are matched. Winners against Winners, Losers against Losers. The reason Swiss Tournaments are so great is that they are fair to all players. Everyone is able to play in each round, for the whole tournament. You can still win the tournament even if you get off to a slow start.

**SINGLE ELIMINATION** - This tournament type requires that the number of participants be a power of two (16, 32, 64, 128). If you do not have a power of two then byes will have to be randomly so that the number of players becomes a power of. This type of tournament brings with it a more intense and spectacular ending since spectators can see the two finalists as they battle it out.

**DOUBLE ELIMINATION** - This tournament type is a lot of fun to play in, but sometimes may take a long time to administer. Do not try this if you do not have your tournament area for a long period of time. The way this format works is that each player continues to play until he/she loses twice. Once a player loses twice, he is eliminated. This format also makes for spectacular finales, especially if the final two players meet with clean records.

**COMBINATION** - For many venues it may be advantageous to start the tournament in a Swiss format for three to four rounds or until a power of two is established with the winning record players. At this point, a Single Elimination format can be picked up to complete the event. This format is highly recommended because it affords maximum playing time for all players and it is very easy to manage.

## PLAYING

Once the players are prepared to play, make the OverPower Legion Tournament Announcements to them. This should clarify most questions or misconceptions people have. Announce the start time for each round, the allotted time, and the ending time. Tell them to "Commence the Loving!" or "Begin play". After their round is over, tell them where to bring the completed Player Result Sheet. If time is called on a game, the Judge must decide on a winner if the players cannot agree between them. A good method is to see who has more net Completed Missions (subtract Failed Missions from Completed Missions, see who has the greater number). The Judge's decision in these, and all matters, is final. A quick reminder, Judging should be passive. Meaning that unless a player asks for a ruling, asks a question, or something along those lines, a Judge should let the players play. Like all things, though, the Judge must use their judgment about when to intervene. If there are an odd number of players at any point, the Judge has two options: award a Bye or have a staff member play. If a Bye is given, the player is credited with a win and advances. No player should receive more than one Bye in a tournament. If a staff member plays, they should attempt to win the game. The staff member should be given a special Player Number and the players should be advised that the staff member is not rated and the win or loss to the staff member will not be rated either. If, no, make that when unforeseen events arise during a tournament, just remain calm. Deal with the problems as best as possible, trying to be fair to all players.

## PLAYER PAIRINGS

**Elimination Ladder**- The players are placed on the Ladder and then play the appropriate matches. After each match, when the players have filled out their sheets and signed their opponent's, return the sheets to the Judge. The winners advance to the next rung, facing whoever else advances to their particular rung until there is only one player left. That player is the winner.

## Swiss

It doesn't matter who plays each other in the first round, but in the next rounds, as much as possible, people with the same records are matched against each other. After each match, when the players have filled out their sheets and signed their opponent's, return the sheets to the Judge. The Judge needs to take the time to properly fill out the Master Result Sheet with the individual player's results. After the first round, there will be two groups: players at 1-0, the other group at 0-1. After the second round, there will be three groups: players at 2-0, 1-1, 0-2. Continue until whatever conditions have been met to determine a winner.



# TOURNAMENT TYPES

## BASIC TOURNAMENT

It is the responsibility of the Tournament Sponsor/Runner to let the Tournament type that is to be played be known ahead of time, preferably clearly marked on both the advertisements and the Tournament sign-up sheets. The only Tournaments that will be sanctioned are those that use Mission cards.

## SEALED DECK

This type consists of having one sealed Starter Deck and possibly some Booster Packs from the same set as the Starter Decks. Participants are usually given fifteen minutes to open everything up and construct their decks. The minimum deck size restrictions, 51 cards if no Events are used and 56 if Events are used, are in effect for Sealed Deck Tournaments, but the Sum Deck Rule, which is based on the total of all characters' power grids, is not. Location cards are not usable in Sealed Deck Tournaments.

## CONSTRUCTED DECK

This type consists of the normal deck restrictions as defined in the most recent rule books and/or by the OverPower Legion. The minimum deck size restrictions, 51 cards if no Events are used and 56 if Events are used, are in effect for Sealed Deck Tournaments and the Sum Deck Rule, which is based on the total of all characters' power grids, is also in effect. Location cards are not usable in Constructed Deck Tournaments.

## LOCATIONS DECK

This type consists of decks constructed using Location cards. In Locations Deck Tournaments, Locations can be used as either Home Bases, Battlesites, or both. Regardless of how Locations are used, in Locations Tournaments No 'Any Hero' or 'Any Character' Specials may be used in a player's deck. The minimum deck size restrictions, 51 cards if no Events are used and 56 if Events are used, are in effect for Locations Deck Tournaments. The Sum Deck Rule, which is based on the total of all characters' power grids must be in use if no Location is used as a Home Base.

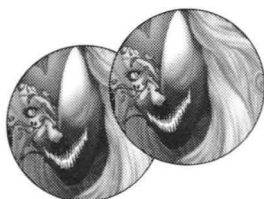
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**DOUBLE ELIMINATION** - This tournament type is a lot of fun to play in, but sometimes may take a long time to administer. Do not try this if you do not have your tournament area for a long period of time. The way this format works is that each player continues to play until he/she loses twice. Once a player loses twice, he is eliminated. This format also makes for spectacular finales, especially if the final two players meet with clean records.

**COMBINATION** - For many venues it may be advantageous to start the tournament in a Swiss format for three to four rounds or until a power of two is established with the winning record players. At this point, a Single Elimination format can be picked up to complete the event. This format is highly recommended because it affords maximum playing time for all players and it is very easy to manage.



# Standard Floor Rules

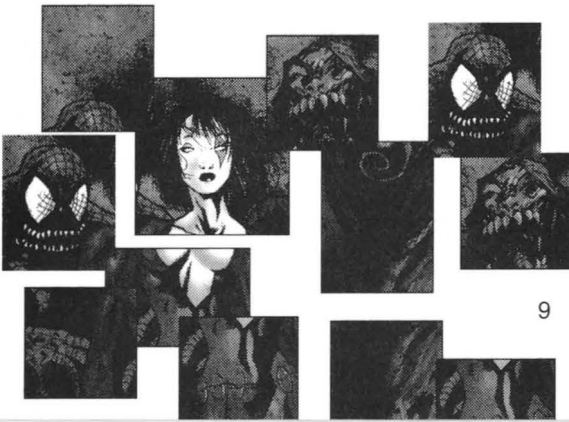
1. Tournaments will use one of the approved tournament formats. When using a ladder bracket system, a ladder chart should be prepared with players' clearly printed in their ladder positions. The players should be allowed to view the chart at any time between their matches, at their request.
2. The number of players in an official tournament should ideally be a power of two (i.e., 16, 32, 64, 128...etc.). In the event that the number of players are not a power of two, byes may be assigned randomly, as needed, in order to get the number of participants to a power of two. Players will not receive ranking points for a round in which they received a bye. If a player gets disqualified in later rounds, the opponent getting a bye from the disqualification will get ranking points.
3. Tournaments will be presided over by a Judge, who may be assisted by as many Assistant Referees as they may need. Neither the judge nor the assistant referees may play in a tournament that they are adjudicating. A judge may be required to interpret rules, to terminate an excessively long match, to interpret a Declaration of Forfeiture, or make any other adjudication as necessary during the tournament. The Judge is also responsible for maintaining the ladder chart, and only the Judge is permitted to write on the chart (i.e., listing advancing players on the bracket). Assistant Referees will aid by answering rules questions on the floor and being available to the Judge for any other assistance they may require. In necessary cases, the Judge may overrule any decision made by an Assistant Referee. The decision of the Judge is always final.
4. Games will be time limited, ranging from thirty minutes to forty-five minutes. Winning a game will be determined by the following criteria: a) Winning the game outright, according to the Official OverPower rules booklet. b) In the event that the preset time limit expires, the player with the most mission cards in the completed pile will be the winner. Mission cards in the loss pile will be subtracted from those in the win pile to determine completed missions. c) In the event that the number of completed mission cards is the same for both players, the winner will be determined by totaling the number of life points left on his hero team out of the original 80. d) Finally, should this factor also be a tie, the winner will be determined by which player has the most cards left in the original draw pile or the power pack if the draw pile has been exhausted.
5. Players must take their turns in a timely fashion. Whereas taking some time to think through a situation is acceptable, stalling for time is not. If the Judge feels that a player is stalling to take advantage of a time limit, the Judge may issue a warning, or interpret the stalling as a Declaration of Forfeiture, at their discretion.
6. Players must use the same deck that they begin with throughout the duration of the tournament. During breaks, all participants wishing to leave the game area will be required to leave their game deck, labeled, with the Judge. Any tournament deck leaving the game room will be a Declaration of Forfeiture.
7. The use of plastic sleeves or other protective devices on cards in a tournament deck is allowed as long as they are Deck Protectors from Ultra Pro.™
8. Players may not have any outside assistance (i.e., coaching) during a match. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture, at the Judge's discretion.
9. Players must, at all times, keep the cards in their hand above the level of the playing surface. If a player is in violation, the Judge may issue a warning to the player, or interpret the violation as a Declaration of Forfeiture, at the Judge's discretion.
10. Playable OverPower decks must conform to the "Building your deck" rules in the DC™ and/or Monumental OverPower Rulebooks. "Sum Deck Rule" for Character Grids, will also be adhered to. Any other limitations will be announced prior to the tournament depending on the tournament type.
11. In the case of a renege (i.e. failing to discard a duplicate or unusable card prior to Venturing or failing to discard a duplicate, if necessary, if cards are drawn during the course of the battle.) the penalty will be as follows: a) Reneger loses that Battle, and Mission cards Ventured are moved as if the Reneger had lost that battle. Opponent's Mission cards Ventured are moved as if they had won that battle. b) As best as possible, all cards drawn that Battle are reshuffled into the deck. There will be situations that cannot be completely resolved in this manner. In these situations, the Judge has the final ruling. Two Reneges in a game by the same player constitutes a forfeiture of that game. Three Reneges in a tournament disqualifies that player from the tournament. When a card is Played or Placed improperly that does not constitute a Reneger.
12. Failure for both players to venture constitutes an automatic venture, for both players, of one. In the event of a tied battle, the ventured mission cards stand pat and, in the next battle, at least one more card must be ventured. The additional card(s) are not added to the old venture for purposes of penalty cards.
13. Failure to adhere to the above rules, or any other rules specific to a particular tournament, may be interpreted by the Judge as a Declaration of Forfeiture. Only the Judge may make an interpretation of a Declaration of Forfeiture. This is a more pleasant way of stating that if a player cheats, the Judge will remove them from the tournament.
14. Rules note: The OverPower Legion reserves the exclusive right to add, delete, or alter, these rules, whole or in part, with or without notice, at any time that it is deemed necessary or desirable. This right is non-negotiable.

# Constructed Tournament Announcements

1. PROXY CARDS ARE NOT TOURNAMENT LEGAL.
2. MISSION CARDS MUST MATCH EVENTS IN THE DECK.
3. MUST HAVE COMPLETE SET OF MISSION CARDS (NUMBERED 1-7) IN ORDER TO USE EVENTS. IF NOT, EVENTS MUST BE REMOVED FROM DECK.
4. CANNOT FOLLOW AN ALLY CARD WITH AN 'ANY HERO/CHARACTER' SPECIAL OR AN ACTIVATOR CARD.
5. ANY HERO/CHARACTER' SPECIALS CANNOT BE RETRIEVED WITH A "BQ" SPECIAL. ACTIVATOR CARDS, EXCEPT FOR "BEYONDER", CAN BE RETRIEVED WITH A "BQ" SPECIAL.
6. IF THE HITS ON A CHARACTER'S RECORD COULD 'KO' HIM VIA SPECTRUM, THEY MUST BE KO'D.
7. ONLY 1 OF EACH TYPE OF ONE-PER-DECK 'ANY HERO/CHARACTER' SPECIAL PER DECK, REGARDLESS OF ARTWORK.
8. "POWER LEECH" MUST SUCCESSFULLY TARGET A CHARACTER FOR THE EFFECT TO HAPPEN. THE ICON IS CHOSEN BEFORE "POWER LEECH" HITS.
9. SPECIAL CARDS CODED "HQ" ARE ONE-PER-DECK.
10. NO "BEYONDER" CHARACTERS IN REGIONALS AND NATIONALS.
11. IF THE POWER TYPE FOR MULTIPOWER ATTACKS ARE NOT DECLARED, OPPONENT MAY DECLARE THE POWER TYPE TO HIS ADVANTAGE OR NOT.
12. MULTIPOWER FUSION RULE: MULTIPOWER POWER CARD HITS ON THE SAME CHARACTER FUSE INTO A SINGLE POWER TYPE. THE POWER TYPE CAN CHANGE. MULTIPOWER SPECIALS DO NOT FUSE.
13. YOU MAY TELL YOUR OPPONENT HOW YOU WANT HIM TO SHUFFLE HIS DECK. YOUR OPPONENT MUST SHUFFLE HIS DECK TO YOUR SATISFACTION. IF OPPONENT'S SHUFFLING PROCESS IS NOT TO YOUR SATISFACTION, YOU MAY REQUEST ONE OF THE TOURNAMENT JUDGES TO SHUFFLE YOUR OPPONENT'S DECK. PLAYERS MAY NOT SHUFFLE AN OPPONENT'S DECK.
14. THE "BEYONDER" CHARACTER CARD MAY NOT BE USED TO ACTIVATE A "ONE PER DECK" SPECIAL CARD FROM A BATTLESITE.

# Locations Tournament Announcements

1. NO PROXY CARDS.
2. MISSION CARDS MUST MATCH EVENTS IN THE DECK.
3. MUST HAVE COMPLETE SET OF MISSION CARDS (NUMBERED 1-7) IN ORDER TO USE EVENTS. IF NOT, EVENTS MUST BE REMOVED FROM THE DECK.
4. CANNOT FOLLOW AN ALLY CARD WITH AN ACTIVATOR CARD.
5. ACTIVATOR CARDS CANNOT BE RETRIEVED WITH A 'BQ' SPECIAL.
6. IF THE HITS ON A CHARACTER'S RECORD COULD 'KO' THEM VIA SPECTRUM, THEY MUST BE KO'D.
7. THERE CAN ONLY BE ONE 'ONE PER DECK' SPECIAL AT A BATTLESITE
8. THERE MUST BE ONE ACTIVATOR CARD FOR EACH SPECIAL UNDERNEATH A BATTLESITE.
9. 'THE BEYONDER' CHARACTER CARD MAY BE USED AS A WILD CARD ACTIVATOR TO ACTIVATE ANY SPECIAL AT A BATTLESITE, EXCEPT THE 'ONE PER DECK' SPECIAL. 'THE BEYONDER' ACTIVATOR IS AN ADDITIONAL ACTIVATOR THAT DOES NOT CORRESPOND TO A SPECIAL AT A BATTLESITE. 'THE BEYONDER' MAY NOT BE USED AS AN ACTIVATOR IF HE IS ON THE TEAM.
10. 'HQ' SPECIALS ARE 'ONE PER DECK'.
11. IF THE POWER TYPE FOR MULTIPOWER ATTACKS ARE NOT DECLARED, OPPONENT MAY DECLARE THE POWER TYPE TO HIS ADVANTAGE.
12. MULTIPOWER FUSION RULE: MULTIPOWER POWER CARDS FUSE INTO A SINGLE TYPE. THE FUSION CAN CHANGE TYPE. SPECIALS DO NOT FUSE.
13. YOU MAY TELL YOUR OPPONENT HOW YOU WANT THEM TO SHUFFLE THEIR DECK. YOUR OPPONENT MUST SHUFFLE THE DECK TO YOUR SATISFACTION. IF OPPONENT'S SHUFFLING PROCESS IS NOT TO YOUR SATISFACTION, YOU MAY REQUEST THAT ONE OF THE JUDGES SHUFFLE YOUR OPPONENT'S DECK. PLAYER'S MAY NOT SHUFFLE AN OPPONENT'S DECK.
14. FOUR FREEDOMS PLAZA-ATTACK CAN ONLY BE MOVED, IF BY MOVING THE ATTACK GETS BLOCKED. THE BONUSES FOR DEFENSE ARE NOT CUMULATIVE. FOR EXAMPLE, THE HUMAN TORCH'S FIGHTING, STRENGTH, AND INTELLECT POWER CARDS ARE ONLY +1, NOT +3.
15. DANGER ROOM- ALLOWS FOR ONLY ONE REDRAW OF UNUSABLE POWER CARDS. IF ON THE REDRAW ANOTHER UNUSABLE POWER CARD IS DRAWN, IT IS DISCARDED WITHOUT BEING REDRAWN.
16. ALL LOCATIONS THAT AFFECT TEAMWORK BONUSES ONLY AFFECT THE TEAMWORK CARDS, NOT OTHER LOCATIONS. FOR EXAMPLE, IF PLAYER ONE IS USING DEPARTMENT H, GRANTING A +1 TO ALL TEAMWORKS, AND THE PLAYER TWO IS USING MADRIPPOOR, WHICH MAKES ALL OPPONENT'S TEAMWORKS +0, THE EFFECT WOULD BE PLAYER ONE'S TEAMWORKS WOULD BE +1.



# OVERPOWER LEGION - OFFICIAL PLAYER RESULT SHEET

PLAYER INFORMATION AREA (ONLY NAME REQUIRED FOR LEGION MEMBERS!)

YOUR NAME: \_\_\_\_\_ (PLEASE PRINT!)  NEW PLAYER

ADDRESS: \_\_\_\_\_  RENEWAL

STATE/PROV: \_\_\_\_\_  CHANGE OF ADDRESS

AGE: \_\_\_\_\_

ZIP/POSTAL: \_\_\_\_\_ PHONE: ( ) - \_\_\_\_\_ E-MAIL: \_\_\_\_\_

DO NOT PUT ME IN THE OP PLAYER ON-LINE SEARCH SYSTEM

← OR →   
 LEGION NUMBER PUT THIS NUMBER ON YOUR OPPONENT'S SHEET  
 ← TOURNAMENT NUMBER

Round	Table	OPPONENT'S NUMBER	Opponent's Signature	RESULT	RECORD
1					
2					
3					
4					
5					
6					
7					
8					

EVENT NAME: \_\_\_\_\_

PLACE: \_\_\_\_\_ DATE: \_\_\_\_\_

**NOTE!**  
 RETURN THIS SHEET TO  
 YOUR REFEREE OR JUDGE  
 AT THE END OF PLAY!



# OVERPOWER LEGION -

# MASTER RESULT SHEET



EVENT NAME: \_\_\_\_\_

PLACE: \_\_\_\_\_

DATE: \_\_\_\_\_

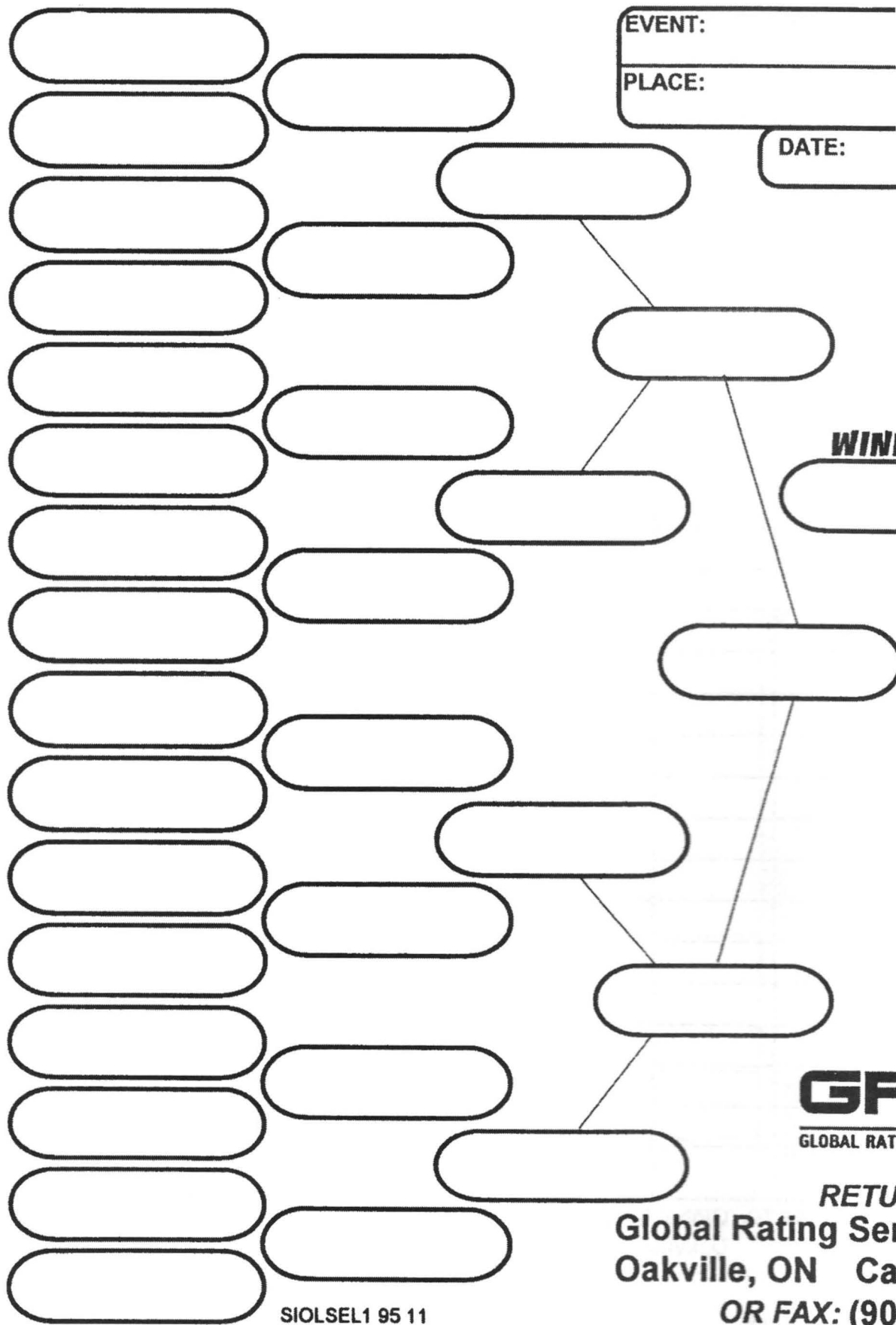
*Write in Ascending Numbers Before Starting -->*

SEQUENCE NUMBER	PLAYER NUMBER	ROUND				ROUND				ROUND											
		TABLE	VERSUS	W/L	RECORD	TABLE	VERSUS	W/L	RECORD	TABLE	VERSUS	W/L	RECORD								
<i>Write in Ascending Numbers before Starting --&gt;</i>																					

**RETURN TO:** Global Rating Service, P.O. Box 654 **OR FAX:** (905) 337 0632  
 Oakville, ON Canada L6J 5C1

# OVERPOWER LEGION - SING

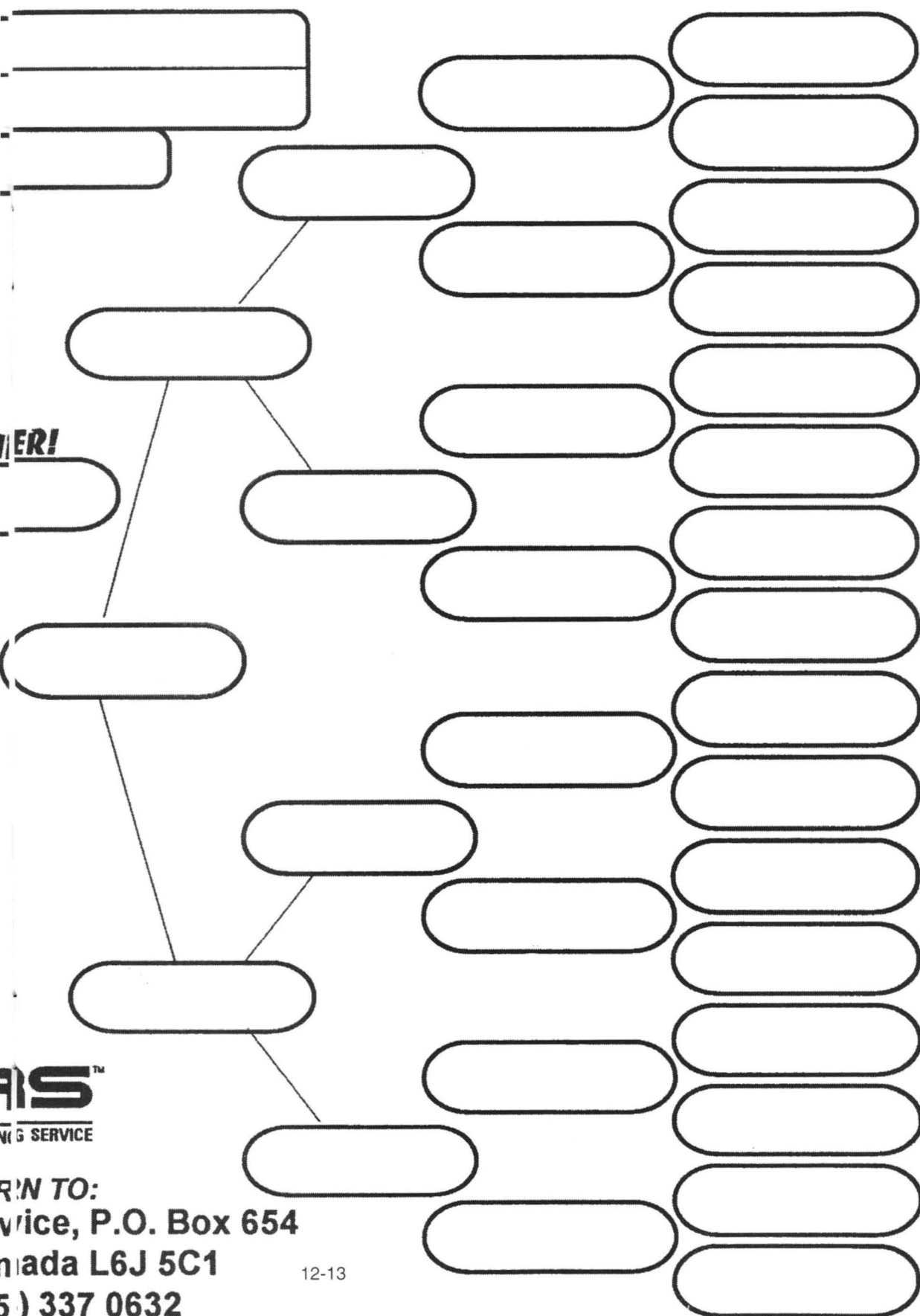
EVENT: \_\_\_\_\_  
PLACE: \_\_\_\_\_  
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**GF**  
GLOBAL RATING

RETURN TO:  
Global Rating Services  
Oakville, ON Canada  
OR FAX: (905) 889-8888

# E ELIMINATION LADDER



WER!

**AS**<sup>TM</sup>  
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URN TO:  
vice, P.O. Box 654  
niada L6J 5C1  
(5) 337 0632

# OVERPOWER GUIDEBOOK

## FOREWORD

The following pages are a complete guide, sanctioned by the OverPower Legion, for the playing of cards in OverPower that may not be exact in their wording or clear in their meaning. For Special Cards, the letter code can be found on every card in the lower left-hand corner.

This is the guideline book that will be used at all sanctioned events. Please feel free to make copies of this book and distribute it as you see fit. This manual is not intended to be sold in any way. It should be distributed free of charge, except perhaps for a small fee to offset the copying costs.

Format: Each Special begins with a 2 letter code, matching the 2 letter code found on the bottom left hand corner of each Special. The code is followed by a word in parenthesis, either "offensive," "defensive," or "both" which describes when a card can be played.





# Meta-Rule Clarifications

House rules may never be enforced at a sanctioned tournament. All sanctioned tournaments must follow the rules found in the latest OverPower Starter Deck and those added through the Venture.

**Universe cards** - Unless the text of a Special specifically states otherwise (e.g., BX Specials) no Special is ever allowed to be played in conjunction with a Universe card. The effect of a Special may alter a Universe card that is played after the Special has been played, but the Special and Universe card may not be used in the same attack.

**Multipower Fusion Rule** - Multipower cards fuse to become one type when on the "Permanent Record" or "hits from Current Battle" of an individual Character. This rule never applies to Multipower Special cards. Therefore, a Character hit with a level 3 Energy card, a level 1 Multipower card and a level 8 Multipower Special is spectrum KO'd.

**Shift Rule**- Attacks may only be shifted once. For example, if Character A and Character B both have a CT Special in play, which shifts all attacks to a different front line character, and they target each other, if the opponent attacks Character A, the attack shifts to Character B but does not shift any further than that. Character B may still defend as normal. Cards shifted to a teammate in this manner are now considered coming from the hero shifting the attack, and not the opponent. This holds true for other defenses that set conditions as to how, or if, a character may be attacked. Shifted attacks ignore pre set-up conditions, but can be blocked the first time with a defensive card play. For example, if Character A shifts part of a teamwork attack to Character B, Character B can successfully defend by playing a CD Special, opponent may not attack or defend against Character B with Universe cards for the remainder of battle. But if Character A shifts another Universe card attack to Character B the same battle, the already in play CD Special would not block the attack. Character B would have to defend the shifted attack some other way or take the hit. The opponent still may not directly target Character B with Universe cards, though.

**Reserve Characters** - May not play cards from Reserve unless the Character has an Inherent Ability that allows cards to be played from Reserve, or the text of the Special specifically states that it may be played from Reserve (e.g. BP Specials). Any card that is considered Playable from Reserve must be considered for duplication under the normal rules for Discarding Duplicates.

**Web-Headed Wizard** - The Web-Headed Wizard finds a home in the new Justice League Expansion. Coming in the form of Zatana, the "Wizard in Top-Hat and Tails" functions the same as the Web-Headed Wizard. It is coded the same, meaning that you cannot have both a WHW and a WHT in the same deck, you must choose one or the other. The new, updated rule on these cards is that when played, they cannot retrieve from the Dead Pile an "Any Hero/Character" Card. If a Special is retrieved, it must be a character specific Special. Universe cards of any type, Activator cards for a Battlesite, and Tactic cards can also be retrieved. This means no more "Web-Headed Wizard" followed by "The Guardian Angel." You will have to put a little more thought into what exactly you decide to retrieve. In addition, did you know that you cannot retrieve a duplicate of a card in your hand from the dead pile with this card? If you want to retrieve a duplicate of something in your hand, you must first play the card that would have been duplicated, then you can play WHW on your next turn to get the duplicate version you wish. This prevents the ability to cheat.

**Extra Cards** - If your opponent ventures more than two mission cards, thus giving you one card for each mission ventured over two, it is an option to refuse taking these bonus cards. This is based on the principle that if you forgot to take them, your opponent doesn't have to remind you, you too can choose to not take them. This rule is very important to those players who strictly follow the minimal deck rule. If you are planning on Conceding the Battle anyway, it makes sense to not grab some extra cards which you already know will end up being discarded.

**Bonuses** - Any Special that grants a bonus does not affect the Character's Power Grid. A Power Grid displays what a Character is capable of using, the attack or defense value is the actual value of the Power card or Special that they have used. These Specials modify Power cards (and in some cases other Special cards) in much the same way regular Universe and Training cards do. For example, a Character under the effects of a "{ Character } gains +2 to defense for remainder of Battle" Special, could block an Energy attack of level 7 with a Power card level 5 (because  $5+2=7$ ). In the case where a Special of this type might modify another Special Card with a set value and Power type, the card would be altered in terms of attack and defense, but not damage. For example Jean Grey's "Telekinesis" Acts as a level 9 Strength attack" under the influence of an "Opponent -2 to attack" Special would only require a 7 to block. If it was not blocked, the attack would still be a '9' for determining damage inflicted upon a Character and Venture total. If a bonus causes the value of a Power card to fall below zero, and that card was used as an attack, it would still be necessary to block that attack with a Power card as the value of a power card cannot fall below zero.

**Duration** - Whenever a Special causes an effect that is non-numeric in nature, the effects of that Special last only until the end of the Battle unless the text of the card specifically states otherwise.

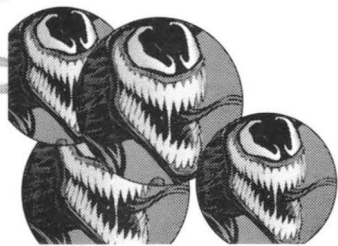
**Power cards** - Whenever a Special refers to a Power card of a specific type, unless the text of the Special or this Guide specifies otherwise, it refers to a Power card of only that type. It does not refer to a Multipower power card.

**Icons** - Whenever a Special refers to a card with a particular icon, it means any card that contains that icon anywhere on the card would qualify in that category. For example, referring to a card with an Energy icon would include: any Teamwork or Training card where the energy icon appears, regardless of if that icon is used in a particular action; any Energy Power card; any Special that had an Energy icon anywhere on the Special; etc.

**Being attacked** - Many Specials either redirect an attack to a different Character or protect a Character from being attacked. In any case where an apparent conflict may appear, the Special that was played more recently supersedes (but does not negate) any other Special in play. For example, if Gambit plays his BJ Special, Charm, Gambit cannot be attacked for the remainder of the Battle and his teammate Omega Red is attacked, Omega Red may play his AC Special to shift the attack to Gambit. Since the AC card was played after the BJ Special, the AC card supersedes the BJ card and Gambit must defend the attack. On the other hand, if Gambit's BJ Special was not yet in play, and Omega Red was attacked and Omega Red played his AC Special to shift the attack to Gambit, then Gambit could play his BJ Special, supersede the AC Special, avoid the attack and protect himself from being attacked for the remainder of the Battle.

### Additional Notes

- Special cards that allow an additional attack for a teammate only allow that teammate to make **One** additional attack. If this additional attack is a Special that allows the teammate to make even additional attacks, those additional attacks are sacrificed. This is a clean rule which fixes a lot of problems with long strings of attacks that are hard to keep track of.
- Ally cards may **Not** use "Any Hero" or "Any Character" Specials or Activators as the follow-up. The follow-up to an Ally Card must be a Special that is Character specific.
- All cards with the 'HQ' code (Draw 3 Cards, Discard Duplicates) are to be considered as one-per-deck Specials for tournament play **until further notice**.



## Venture vs. KO Rule:

When an opponent's entire front line (or even entire team) is KO'd, then the battle (not the game) is immediately over. The Venture Total is determined and the Missions are moved to the appropriate piles. If one of the players has, at this time, won via Venture then they have won the game (regardless as to whether or not they have any characters left standing). If no one has won by Venture at this point, then the player who has no characters left loses the game.



### How to play Beyonder

For purposes of deck building, Beyonder represents 28 points on his Power Grid. He can play any Power Card, as long as someone on his team can use it (this includes the Reserve Character). This means, however, that if you only have one Character with an 8 Energy on the Power Grid, and that Character is KO'd, Beyonder can no longer use 8 Energy Power Cards, Universe Cards, etc. If Beyonder is the last Character on your team, he picks up the Power Grid of the last Character who was KO'd before him. Regarding the use of Special Cards, first and foremost, Beyonder cannot play any "One Per Deck" Special Cards. This includes "Any Character/Hero" Specials that are "One Per Deck". Other than that, he can play any Specials for any Character, active or KO'd.

**NOTE:** If you are playing Beyonder in a tournament deck, you **MUST** bring these instructions with you to the event. This is to ensure that players you might play against (who are not Legion members) understand how you are playing this card.

# The Specials

**AA** (offensive) - These cards act as a level # attack with the option to make an additional attack. The first attack may be blocked like a normal attack or may successfully hit the target Character. Even if the first attack is blocked, another attack is allowed but is not required. If the attack is negated (see AO Special), another attack is not allowed. When an additional attack is allowed, it must be from the character who played the Special. It is the player's option whether or not to use the extra attack and the player does not need to reveal whether or not a follow-up will occur until after the first attack is resolved. If the decision to use the second attack is made, this next card played must be an attack that affects the opponent or any of the opponent's Characters. The additional attack cannot be a Teamwork card, Ally card, Tactic card, Activator card, or an 'Any Character' Special. However, if the card says "against a different opponent," the next attack must be directed against a different Character from the first. The second attack is left to the player's discretion to direct at whichever opposing Character he chooses. If the opponent only has one character left, this additional attack is lost. If an FE Special card is played, and an AA Special card is played as an additional attack, then that character may not make any additional attacks, even though the Special normally would allow them.

Exception cards: Dr. Strange's Eye of Agamotto should be considered an AJ Special. Hawkeye's Arrow Assault should be coded GJ.

**AB** (offensive) - These card function the same as an AA Special in every way except that they specify what type of Power type the second attack must be. The additional attack cannot be a Teamwork card, Ally card, Tactic card, Activator card, or an 'Any Character' Special.

**AC** (defensive) - This type of Special lets the player shift the attack from the target to a different front-line Character. The selected Character may now defend as is normally allowed under the rules. This Special would have to be discarded as unplayable if there were no other front line characters. NOTE: The selected character may not use any other Special to shift the attack.

**AD** (defensive) - These Specials allow a Character (or a Character's teammate if that is the case) to avoid a specific type of attack. Cards that allow a teammate to avoid an attack may be used to defend any of your Character's teammates, including your Reserve Character (however, unless specifically stated, the Reserve Character may not defend for a front line Character). "Avoid 1 attack made with a Universe card" would stop a Power card and a Universe card, a Power card and a Training Universe card, one attack from a Teamwork Universe card, an Ally card, or a Tactic card. It would not avoid a Special card played as a follow up to an Ally card. "Avoid 1 attack of # or less" or "Avoid any numerical attack" can only be used to avoid a numerical attack and cannot be used to avoid non-numerical attacks such as an AX attack ("Target may not attack for remainder of Battle"). "Avoid 1 {power type} attack" avoids any attacks made that contain the specified type(s). For example, the rule for AE Specials is that any two cards, once combined together to make an attack, are considered a part of each other. So, if one part is avoided, then the entire attack is avoided. For example, if an attack is made with a 4 Fighting combined with a 3 Strength, and an "Avoid 1 Strength attack" card is used to block it, the whole attack is avoided. "Avoid 1 attack that contains a power type icon" avoids any attack made with a card containing the specified icon. The specified icon does not need to be in use and this Special will still block it. If a character is under the influence of a "-# bonus to all actions" Special, and a teammate has a "Teammate may avoid an attack of # or less" Special, the number looked at to determine if the attack can be blocked is the unmodified attack number. If an AD Special is drawn for the Reserve Character, and a Special is already placed on the Reserve, then this Special does not have to be discarded as unplayable. Exception card: Blob's Blubber Block and Scarlet Spider's Scarlet Saviour should be considered an AG Special.

**AE** (offensive) - This attack acts as a level # of a designated Power type. It also has the option of adding a Power card (of one or more power types), usable by the Character (or a teammate of the Character, as specified by the Special) using the Special, to the level # for one combined attack. The skill type(s) to combine are limited to those listed on the Special. This Power card cannot be a Multipower card. This attack would now be considered a single attack with an attack value equal to the sum of the two cards. For example a level 4 Fighting Special combined with a level 4 Energy Power card would be a level 8 attack consisting of both Fighting and Energy.

**AF** (Offensive) - Cards that affect the Venture total add or subtract a given number of points from the Venture total during that specific Battle. Specials that add to a player's Venture total are not considered attacks but can be negated. Specials that subtract from the opponent's Venture total are considered attacks, although since not targeted at a specific Character, cannot be avoided (e.g., AG Special), but can be negated (e.g., AO Special). These Specials have no direct impact on the number of Mission cards that are Ventured before or during the Battle. These points are added to or subtracted from "Hits from Current Battle" during the 'Determine Venture Winner' phase.

**AG** (defensive) - "Avoid 1 attack" allows a Character to avoid any type of attack. When used to avoid a Teamwork card, it will only avoid one of the three possible attacks and does not prevent the follow up attacks from occurring. "Teammate may avoid one attack" allows a teammate to avoid the attack, including the Reserve Character, and cannot be used to avoid an attack on the Character playing the Special.

Exception cards: Cable's Cover Fire, Captain America's Mighty Shield, Mr. Fantastic's Protect Teammate, Nightcrawler's Bamf!, and Silver Surfer's Energy Protection, WonderWoman's Gift of Flight, and Supergirl's Telekinetic Shield should all be considered AD Specials

**AH** (both) - If played offensively, no attacks of that particular type may be made against the Character that has played the Special. If played defensively, the attack that was defended against is avoided and no further attacks of that specified type can be played against the Character who played the Special for the remainder of the Battle. Specials that avoid Universe attacks may be used to avoid 1 attack from a Teamwork attack and prevents the follow-up attacks of that Teamwork from being made on the Character who played this Special (although other front line Characters may be targeted). The Vision's AH card must first be played defensively.

**AI** (offensive) - This Special allows the player to select one of the opponent's placed cards and have it discarded immediately. When the card indicates the opponent must discard a placed card, then any card meeting the designated type may be selected (even one placed on the Reserve Character) The term "placed" implies that the Universe, Power, Ally, Tactic or Special card being targeted is assigned to a particular Character. This card cannot be used to remove the effects of a Universe card from an attack directed against a Character. Once a Universe card is used for an attack, it is no longer considered "placed," and therefore this Special would have no effect. This card is considered an attack against the targeted character and may be avoided or negated. If the card targets the opponent and not a specific character, it may not be avoided but may be negated. Cards that are 'in play' on a character are not considered placed and may not be targeted by this Special. If this Special is drawn in a hand where the opponent has no placed cards, it must either be placed or discarded as unplayable.

**AJ** (offensive) - This Special allows the player using the card to look at a specified # of cards in the opponent's hand or from the top of the opponent's Draw Pile for up to a minute as their offensive card play. After that offensive card play phase is over, no more looking is allowed. This card may not be avoided but it may be negated.



**AK** (both) - Such a card may be played with three of the four types of Universe cards: Universe, Training, and Teamwork, but not Ally. In the case of basic Universe cards and Training cards, the result of this Special would double the bonus that is applied to the Power card. For example, if the Universe card were to read "8 Fighting to Use, +2 to Fighting," this Special would alter the Universe card to be "8 Fighting to Use, +4 to Fighting," and enable a Power card that is played in conjunction with the Universe and the Special to receive such a bonus. In the case of a Teamwork card, this Special would allow no modification to the "{ x } to Use" portion, or to the "Acts as { x } attack" portion, but would alter the bonuses allowed to both teammates. For example, if a Teamwork card were to read "6 Fighting to Use, Acts as a 6 Fighting attack. +1 to First teammate, +2 to Second Teammate," this Special would change the bonus and enable the teammates to make attacks at "+2 to First Teammate, +4 to Second Teammate." In all cases, the normal rules for how and when to play a Universe card, Training card, and Teamwork cards still apply. Only the character playing this Special may play the Universe card. This Special may be played defensively with a Universe card.

**AL** (offensive) - If the card states "Remove 1 hit from that Character's permanent record" then only that Character may remove one card from their permanent record. If the card states "Remove 1 hit from the permanent record of any one teammate", then only a teammate may do so and not the Character playing the Special. If the card states "Remove 1 hit from that Character's Hits from Current Battle" then only that Character may remove one card from their Hits from Current Battle. If a "permanent record" Special is drawn in a particular hand in which any Character who can benefit from this Special has no permanent record damage, the Special must either be placed, if possible, or discarded as an unusable card. The card may not be used "after the fact" to bring a Character back to life. If a Character takes more than 20 points worth of damage, or is the victim of a spectrum KO, the Character is out of the game instantly, and may not remove a hit or have a hit removed in order to bring that Character "back to life." One variant of this Special acts as a level # attack and only allows the permanent record to be altered if the attack is successful (i.e., is not successfully blocked). This type of Special can be used as an attack only and does not need to be discarded if the Character who can benefit from this Special (if it does hit) has no permanent record damage.

**AM** (both) - This Special grants a bonus (+1, +2, etc...) to a Character for certain actions for the remainder of the Battle. Cards that affect the player's Character's ability to defend may be played offensively (thereby affecting that Character's ability to defend for the remainder of the Battle) or defensively (combining it with a Power card against an attack). Cards that affect all actions of a player's Character may be played as above or offensively as an attack in conjunction with another Special or Power card attack. Note: In no cases may this Special be played in conjunction with a Universe card attack. A Universe card attack may follow on the player's next turn, but cannot be played in the same attack.

NOTE: This card does not affect the character's power grid but only numerical cards played by the character. When played along with an attack, the Special card that grant the character a bonus stays for the remainder of the battle, regardless of if the attack succeeds. When played along with an attack, Specials that grant a character a negative bonus do not stay for the remainder of the battle if avoided or negated.

**AN** - (offensive) This card is an attack and allows the character the option to attack the opponent's Reserve Character. The Reserve does have the opportunity to defend, should the correct Special or Power card be available. If the hit is successful, the damage counts towards the Venture total and is considered a "hit from the current Battle." The hit would then become part of the Reserve Character's "permanent record" at the end of the Battle.



**AO** (both) - These Specials may be used to negate the effect of a Special card as it is being used to attack (i.e....avoid the attack), they may be used to remove a Special card that has already hit and become part of the "permanent record," or a Special card that is a "hit from the current Battle," they may be used to cancel the benefits, or penalties created by other Specials, and may be used to otherwise cancel, delete, negate, or otherwise void any Special card that has been played, even if the Special is not an attack Special. It cannot be used to counter a Special that your opponent played in reaction to your action. For example: Character A attacks Character B and Character B plays an "Avoid 1 attack" Special card, the player controlling Character A could not play an "AO" Special to negate the avoid. In addition, this Special can be played to negate the effect of another Special played by the opponent against any of the Character's teammates. If used to remove a Special after the turn on which it the Special was played, then any other benefits that might have been attained are not negated. For example, if an AE Special (combined with a Power card) hit the player's characters and the player chose not to block the attack with the AO Special, later in the Battle, if the AO Special is used to negate the AE Special, only the AE Special is removed from the hits, not the Power card that it was combined with. If a character is KO'd with a Special, this Special cannot be played afterwards to negate the effects of the KO'ing Special to bring the Character back. But, this Special could be used to negate the KO'ing Special to remove the points from 'Hits from Current Battle', affecting the Venture Total.

**AP** (offensive) - Specials in this category act as attacks that cannot be defended by cards that bear the indicated icon. This includes Power cards, Universe cards, Specials, Multipower cards, Tactic cards, and Specials bearing the icons. If the cited Power type icon is on the card, it cannot be used to defend against the AP Special.

Exception card: Rhino's Rhino Charge should read "Acts as a level 6 Strength attack, cannot be defended by a card with an Energy icon."

**AQ** (offensive) - These Specials act as a certain level # attack. The Power type of these attack Specials must be declared as they are attacking the target Character. Once the Power type is declared, the target Character may defend against the number and/or the Power type. If the attack is successful, then the Power type may be changed at any time. If the Power Type is not declared, the target character may choose to defend whatever Power Type is most advantageous.

**AR** (offensive) - These Specials act as a certain level # attack. Cards of this type act as certain Power type attacks as designated on the card. A variant of this Special gives the Character who plays the Special the Power Grid of the target Character if the attack is successful. Players need to be watchful when this variant of the Special is played and the attack is successful. Once the attack is successful, the entire Power Grid of the Character who played this Special changes to that of the target Character. This type of attack may leave unplayable cards in the player's hand since that Character's Power Grid has changed. If this is the case, the unusable cards do not have to be discarded and can be used for bluffing purposes

**AS** (offensive) - The majority of this type of Special are high-numbered Power attacks. However, there are a couple of variations that do require some details on how to play them. "Acts as a level # attack, { Character } may not attack for remainder of Battle" means that after the Character plays the attack, he or she cannot attack or do anything to the opponent for the remainder of the Battle even if the attack is blocked or avoided. The Character may still defend and play Specials that do not affect the opponent or the opponent's Characters. If the attack is negated, however, it is as if the attack never took place and therefore the Character may make subsequent attacks. "Acts as a level # attack. +1 for each hit on Character's permanent record" means that for every card (not point) currently on the Character's permanent record (not the 'hits to current Battle'), the level # attack gets a +1 bonus to hit.

Exception Card : Kingpin's Sumo Knowledge and The Ray's In a Blaze of Power should be considered an HR Special.

**AT** (offensive) - This Special allows the player playing the card to draw a new card from the top of his or her Draw pile. The sequence of play when playing this card is 1) Play the Special, 2) Place it on top of the Dead pile, 3) Draw top card from Draw Pile, 4) Place new card in hand. This counts as your action for this turn. The newly drawn card does not have to be discarded if it is a duplicate of a card currently placed or held in hand.

**AU** (offensive) - These Specials force the opponent or target Character to discard certain placed cards. When the text of the card indicates the opponent as the target, then it can only be blocked with by negation (as with an AO or DO Special). Reserve Characters are included in the phrase "all Characters" and they may be selected as the target to discard placed cards. When the text of the card indicates a target Character, then the attack can be avoided as well as negated and the Reserve Character cannot be targeted. In the case where the target Character has a Special Card in effect that allows him to have more than the usual number of cards "placed" to him, all of those cards are discarded as well; however, the Special that allows the additional "placed" cards is NOT discarded as it is "in effect" and not "placed" to that Character. If the Special indicates that the playing Character can choose between the cards that are placed and the ones that are in the opponent's hand (in the case of a tie between the number of cards that are placed and the number that are in hand), then the choice must be made without knowing what the cards in the opponent's hand actually are. (This Special cannot be used defensively to avoid an attack made with a card that was placed. Once the card is used to attack, it is no longer considered placed.) If this Special is drawn in a hand where the opponent has no placed cards, it must either be placed or discarded as unplayable.

**AV** (offensive) - This type of Special prevents the target Character from making any attacks during the Battle. The Character may continue to play defensive cards or offensive cards that do not target the opponent or the opponent's Characters. This attack may be avoided or negated. The correct wording of AV Specials is: "Target Character may not attack for remainder of Battle." (i.e. When the card reads target opponent, it really means target Character.)  
Exception card: Longshot's One in a Million should be considered a CV Special.

**AW** (offensive) - Cards that affect the Venture total for a specific Battle add or subtract a given number of points to a player's total sum of successful "hits from the current Battle" done during a particular Battle and are added during the "determine Venture winner" phase. The battle in which the effect takes place is determined by the text on the Special. Unless the text of the Special says otherwise, the bonus applies to the current battle. In all cases, the character playing the Special does not need to be conscious at the end of the battle that the bonus applies towards. (See also: AF Specials.)

**AX** (offensive) - When played, it not only prevents a target Character from attacking for the rest of the Battle, but the Character playing the Special is also prevented from attacking that Battle. Even while affected by this Special, the Characters may still play non-attack Specials and defend themselves. If, during the course of the battle, either affected hero is KO'd, the effect of the Special remains in play for the remainder of the battle.  
Exception card: Jean Grey's Mind Over Matter should read "Jean Grey and target Character may not attack for remainder of Battle"

**AY** (both) - A Special of this type modifies the actual Power Grid of the Character, and not the Power cards or Special cards that the Character might play. For example, a Character with an Energy skill level of 6 (as shown on their "Character Card") can play Energy Power card level 1 through 6. After playing a Special that reads "{ Character's } Energy skill increases to 8 for remainder of Battle," that Character could play Energy Power cards ranging from 1 to 8. The number on the Power card remains the same. Specials of this type can be played offensively and defensively. They may be played in combination with a Power card to make a higher level attack or defensively with a Power card, as a reaction to an attack in an effort to raise a Character's skill levels so that they may attempt a defensive action. If the Special indicates that the bonus is in response to defending a certain type of attack, then the card may only be played defensively, as an avoid and the bonus to the skill follows. In the event you have this Special either placed or in your hand, during the draw phase, if you draw a Power card that would otherwise be unusable by your Characters but can be used if this Special is played you do not have to discard it as unusable. When played offensively, this Special cannot be played on the same turn along with a Universe card. When played defensively, it may be played with a Universe card. This Special may not be played defensively if it is not essential to the defensive move (ie.raising one's fighting skill to 8 while blocking with a 3 strength).

**AZ** (offensive) - This type of Special is a variation of an AV Special and plays identically, except for the condition that may cancel the Special's effect.



**BA** (offensive) - These Specials acts as a level # attack but they have a unique requirement that determines how they can be defended or by whom they can be defended. For Specials that indicate the gender of the Character who can defend the attack, Characters that do not fall into clear male or female genders should be considered neuter. The attack may be negated, though.

**BB** (both) - This Special adds +2 to all actions for the Character playing the Special until the end of the Battle, provided the condition has been met. This bonus would only affect attacks made from the Character playing the Special. They can be played in combination with a Power card as part of an offensive or defensive action, depending on the nature of the card and that all necessary conditions, if any, have been met. If played defensively, it can only be played if the character has already been hit or if the hit this Special is being played in response to hits.

**BC** (offensive) - A Special of this type may be played during a Battle in which the first of your opponent's Characters is knocked out of the game, thus preventing him from bringing in the Reserve at the beginning of the next Battle. For example, if a player were to knock his or her opponent's Character out during the first Battle, he could play the Special and his or her opponent's Reserve Character would have to sit out the second Battle. This Special cannot be played to force an opponent's character back in to Reserve. If this Special is drawn after the opponent's Reserve Character has already entered the Battle, it does not need be discarded as unusable.

**BD** (offensive) - This Special shuts down one of the Power Grid abilities (attacker's choice) on the target Character's card for the remainder of the Battle. Cards that this Special makes "unusable" may be kept in the opponent's hand as bluffing cards. This Special only affects Power, Tactic, and Universe cards (i.e., cards that indicate that a skill is required to use it). It does not affect Special cards for the target Character since Specials are unrelated to the Character's Power Grid. This Special may be avoided or negated.

**BE** (offensive) - This type of Special allows an attack after the opponent has Conceded. This attack may be defended. This attack may not be a Teamwork attack, Ally card, Tactic card, or an Any Hero Special - it must be an attack made by the Character who played the Special and only the Character who played the Special. If the attack made is a Special card that gives additional attacks, the additional attacks are unable to be used and are lost.

**BF** (offensive) - This Special gives the Character playing it 10 extra hits to KO for a total of 30. It does not affect the Character's ability to be Spectrum KO'd. A Special of this type must be played before a Character has exceeded 20 total points, or has been a victim of a Spectrum attack. This card may not be played in defense in order to avoid being knocked out of the game. For example, A Character has 18 points of damage against him. You have a BF Special available to use. However, an attack being made on the Character will cause him to exceed 20 points (the normal KO limit). The Character could not play this Special as a reaction to the attack, thereby increasing his total hits to KO number, and let the attack hit. This Special does not prevent other Specials that affect "Hits to KO" from affecting the character.

**BG** (both) - This Special plays similarly to an AM Special except that this card affects the Character's whole team. It may be played in conjunction with a power card as a defensive move or along with a teammate's attack.  
Exception Card: Wonder Woman's Blessed By The Gods should be coded BQ.

**BH** (both) - This Special is the same as above except that it only affects defensive actions.

**BI** (offensive) - This Special gives a front-line teammate a +4 Bonus to a specified power type(s) attack. The Character gaining the bonus may use a Special or may use a regular Power card as long as it meets the specified power type(s). However, the Power card may not be used in conjunction with a Universe card. This Special may be used in conjunction with a Multipower card or a Multipower Special, but the multipower attack must then be one of the specified types. The bonus does not count towards Damage or Venture Total.

**BJ** (both) - If it is played offensively, the Character using the Special may not be attacked by opponent's team for the remainder of the Battle. If it is used defensively, the card would act as an AG Special, thus avoiding the attack, and then would remain in play for the remainder of Battle. If this Special were already in play and a fellow teammate shifted an attack to the Character who played this Special (e.g., with an AC Special) then the Character would still have to defend this attack because the attack is no longer from the opponent's team. If this Special were not in play, and the teammate shifted the attack to this Character, the BJ Special may be used to avoid the attack.

**BK** (offensive) - This Special must be played on your turn. All of the following numerical attacks by the Character who played the Special are made face down on the Character to be attacked. The opponent may either guess what card to play in defense, and play it, or choose to take the hit. The attacking Character then flips over the attack card and the attack is resolved. If the card used to block does not block the attack (like blocking a 6 power card with a 4 power card) the blocking card is still discarded and the attack hits. Multipower cards do not need to be declared, but the defender may then declare the type to be whatever is most beneficial. This Special may be played in conjunction with a Power card attack, Tactic card, or with a Special card attack. It may not be played along with a Power card attack with a Universe card, Teamwork card, or Ally card but those attacks may be played subsequently in the battle.

**BL** (defensive) - After an opponent declares that he or she is conceding, playing this card prevents the concession from taking place. It is then the opponent's turn again and the opponent must continue to attack, if he or she can, following the normal rules for attacking, or may pass. This card cannot be played in response to an opponent conceding before the battle begins since cards cannot be played outside the battle phase.

Exception card - The Savage Land card should be coded BL and can only be played offensively, before an opponent concedes. It cannot be played after an opponent has conceded.

**BM** (offensive) - These cards act as a level # attack. If the attack is successful (i.e., the opponent does not block the attack) then the card acts as an AV Special, forcing the target Character to be unable to make attacks for the remainder of the Battle. The targeted Character may still defend and play non-attack Specials, if possible.

**BN** - Currently, there are no BN Specials.

**BO** (offensive) - Plays the same as an AE Special, except that the card has a higher value initial attack number.

**BP** (offensive) - This Special is a level # attack of a certain Power type that has the added ability of allowing the Character to make this attack while in Reserve. If a different Special is already placed on the Character while the Character is in Reserve and this Special is drawn, it does not have to be discarded as an unusable card, since it can be played from the Reserve.

**BQ** (offensive) - This card is played during the Battle, on your turn as an offensive move. The Character exchanges this Special for any card in the Dead Pile and then must play the chosen card immediately. The card chosen must be playable by the Character who played the BQ Special. A card cannot be chosen for a different Character to play. No 'Any-Hero' Specials may be drawn. Exception: 'Any Hero' Web-Headed Wizard and 'Any Character' Wizard and Top Hat and Tails. This Special may be exchanged for any card in the Dead Pile. This exchanged card is placed back into your hand, to be played on any of your subsequent turns this Battle. Cards drawn in this manner may not be duplicates of cards placed or currently in hand, even if the character is allowed to have duplicates of the card. No 'Any-Hero' Specials may be drawn, but an Activator card, except 'The Beyonders', may be drawn. Character specific Specials cannot retrieve Activator cards.



**BR** (offensive) - Upon playing this Special the card is positioned next to the Character playing it as a marker that its Special ability is in effect. It allows the Character to place one additional card, as specified on the text of the card, for future use. As additional BR Specials get drawn and played, they in turn may be played similarly. If a Special is played that affects placed cards, the played BR Specials are not affected since they are considered "in play." However, the cards placed would be affected. Players should be careful that if this Special is placed, it does not mean it is in play. The Battle in which this card is drawn is not when the additional placed cards may be put on the Character, the additional cards can only be placed during the placing phase.

**BS** (both) - When played offensively, this Special's ability may be used later in Battle. If it is played defensively, it would be played in conjunction with a Power card that would work with the effect. Its duration is for one Battle. This Special takes a Power card the Character uses to block an incoming Power card attack and if it is equal in number, it becomes an attack against the Character who just attacked. These can only be unmodified Power cards on both counts, attacker and defender. The Special does not affect attacks made by or in conjunction with a Universe card, Special card, or Tactic cards.

**BT** (offensive) - This Special's effect comes into play at the end of the Battle when the "hits from current Battle" are added up. Power cards of the specified type are not counted when determining Venture total. They still count toward damage, KO'ing Characters, etc. By "Power card" the Special refers only to those Power cards which are actually the specified type, not Multipower power cards.

**BU** (offensive) - This Special allows the Character to add Power cards Level 1 thru 4 of the designated power type stated on the Special for a larger valued attack. The opponent may block this type of attack either as a whole or in parts. The opponent may still only use one power card, even if in conjunction with a Universe or Tactic card, to attempt to block with. That is, an attack of a nine (using a 2, 3, and 4) could be blocked as a nine, or the 3 and 4 could be blocked with a seven, with the 2 still landing as a hit. This card may be played to set up for future use later in the battle.

**BV** (offensive) - When played, this Special allows the Character to make as many Power card attacks as possible. Each attack is made one at a time and must be resolved before subsequent attacks can be made. Each attack, in turn may be defended by the opponent. All of the attacks must be made with Power cards and Power cards only and must be done immediately. All the Power cards being applied to this Special must be usable by the Character playing the Special. It doesn't allow that Character to use "unusable" Power Cards.  
Exception card: Quicksilver's Fast and Furious should be considered an CC Special.

**BW** (offensive) - This card must be played during your Battle, on your turn. When played, your opponent must take the specified # of cards from the top of the specified pile and discard them all into his Dead Pile, regardless of what type of cards were drawn. If the specified pile has less than the specified # of cards, then only the cards found there are discarded to the Dead Pile.

**BX** (offensive) - This Special may be used as an attack without the additional part of the Special being used. It always allows a Universe card (not Power card) to be used in conjunction with the Special card. If this is done and the attack is successful, some Specials indicate that the Universe card's bonus is added to the Venture total at the end of the Battle (others specify that it cannot be added in). In either case, the Universe card bonus does not affect the damage to the Character. The Universe card must be usable by the Character and must match the Power type of the Special card being used in conjunction with it. This Special may not be used or linked in any way with a Teamwork card.

**BY** (offensive) - When this Special is played, it forces your opponent to discard a specified number of cards from a specified place that bear the designated icon. This includes all cards that have the icon: Power cards, Multipower cards, Specials, all Universe, etc. The hand consists of the player's actual hand. It does not include any cards that are currently "placed" on any of the current Characters or any cards that are considered "in play."  
Exception card : PowerLeech must target a character, like an attack, and must successfully hit to take effect. When successful, PowerLeech affects all cards in opponents 'hand' which includes those placed as well as physically in the player's hand. PowerLeech can be avoided or negated.

**BZ** (offensive) - When played, this Special forces the opponent to lay down his or her hand, face up for both players to see, and play the remainder of the Battle with the cards exposed. If more cards are drawn the course of the battle, those cards are also played face-up also.

**CA** (offensive) - This Special lets the Character playing it switch all cards currently on his or her "permanent record" with another front-line teammate's "permanent record". Either Character participating in the exchange may have zero cards in their "permanent record". This card may not be played defensively to prevent a Character from being KO'd.

**CB** (offensive) - This Special allows the Character to "steal" a Universe Card (cannot be a Teamwork or Ally card) placed on any of the opponent's Characters and use it with a Power Card for an attack against any of the opponent's Characters. The Character that the Universe card is being taken from does not have to be the Character that is attacked. The Character playing the "stolen" card must have the appropriate requirement to play the Universe card. After use, the "stolen" Universe card is discarded to the opponent's Dead pile as if he or she had used it. The act of "stealing" the Universe card cannot be avoided (it can be negated), however, the following attack can be avoided or defended like a normal attack. If negated, the player's turn is over and no attacks may be made that offensive turn.

**CC** (both) - This Special is a level # Power card of a designated Power type. It does not count as a duplicate of a regular Power card of the same numeric value. It may be used to either attack or defend. It may not be used in conjunction with a Universe card. The versions of this card that act as Multipower cards should read 'Multipower power cards' and are subject to the multipower fusion rule.

**CD** (both) - This Special, if played offensively, prevents any attacks from being made against the Character unless the attack is made with a Universe card of any type (including Training or Teamwork) for the remainder of the Battle. If played defensively, it may be used to avoid a Power card or Special card attack and then remains in play to prevent those types of attacks for the remainder of the Battle. For an Ally Universe card to be used, the follow-up Special attack must be able to be played.

**CE** (offensive) - This Special forces your opponent to take the top card of their Draw Pile and put it into the Dead Pile. It does not matter if that card is a Special, Universe card, Event, Tactic or Power card - it goes into the Dead Pile. This card cannot be avoided but it can be negated. If the card is negated, then it must be negated before the card is drawn. If an Event Card is drawn it goes to the DeadPile, but cannot be retrieved.

**CF** (offensive) - Immediately upon playing this Special, the Character that played the Special may take a Mission card from either his or her own Reserve Mission Pile, or completed Missions Pile, and add it to the other Mission cards that he or she Ventured for the current Battle. OR, he or she may take a Mission Card from the opponent's Reserve Missions pile or completed Missions pile and add it to the other Mission Cards that his or her opponent Ventured for the current Battle. Neither player receives any additional benefits from the additional Ventured Mission card. This card cannot be avoided but it can be negated.

**CG** (offensive) - After this Special is played, the Character playing it can no longer be knocked out by a spectrum KO. The Character may still be knocked out by a cumulative KO. This card remains in effect for the remainder of the game. This card cannot be used to "Avoid 1 attack" and cannot be played in reaction to an attack that would KO the Character. If the Character is eventually Cumulative KO'd, the Special is discarded into the Dead pile and will not be in effect if the Character should ever re-enter the game.

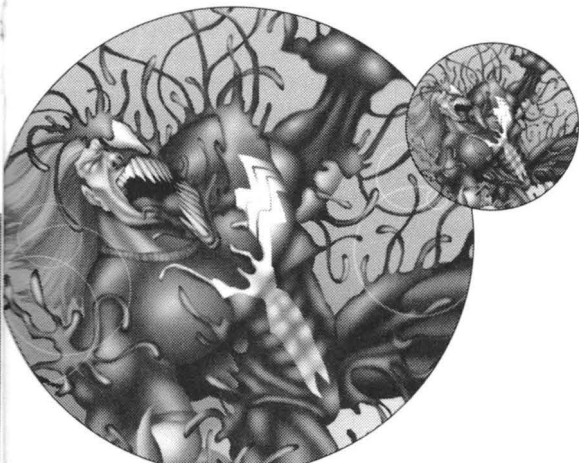


**CH** (offensive) - When this Special is played, the attacker must choose 1 of the opponent's front-line Characters. The chosen Character must immediately discard all cards that are "placed" to him (like with an AU Special). In the case where the target Character has a Special Card in effect that allows him to have more than the usual number of cards "placed" to him, all of those cards are discarded as well; however, the Special that allows the additional "placed" cards is NOT discarded as it is "in effect" and not "placed" to that Character. In addition, the target Character cannot play offensive cards that affect the opponent or any of the opponent's Characters for the remainder of the Battle (like with an AV Special). The target Character may still defend himself from attacks directed at him, and may still play cards that affect his own team, or the Battle in general (i.e., "Add 3 to the Venture total," for example). If the target character does not have any cards placed to them, then the first part of the Special is ignored.

**CI** (offensive) - Play this Special with the specified type of Power card attack usable by the Character playing the Special. This card may not be played along with an attack from another Character, or with an attack greater than what is normally allowed by that Character's Power Grid. This Power card may not be combined with a Universe Card or with another Special. If the target Character can block the Power Card attack, then discard both the Power card and this Special. However, if the target Character does not block the Power card attack, then not only does the attack hit that Character, but this Special does as well. This Special affects the damage done to the opponent's Character but does not affect the Venture Total. This card cannot be used without the specified Power card attack. If a 'Remove 1 Hit' Special is played after the attack this Special is used with, this Special is not considered combined with the power card.

**CJ** (offensive) - This Special is played along with a Power card attack. The Power card attack must come from the Character that uses this Special, and the Power card may not be combined with a Universe card or another Special. If the Power card is blocked, then this Special is discarded to the Dead Pile and the Power card is placed face down on the top of the Draw pile instead of being discarded into the Power Pack. If the Power card is not blocked, then this Special gets discarded to the Dead Pile. If negated, both are discarded to the appropriate piles.

**CK** (offensive) - There is no effect from this Special during the Battle in which it is played. However, when the Special is played, the player must choose a hero that is KO'd at that time that will be returned to play for the next Battle. The KO'd character returns before the Draw Phase. During that Battle's discard phase, any cards playable by that character do not have to be discarded. If the player already has three front-line Characters, then he will play this Battle with four front line Characters. The "resurrected" Character can act just as if he had no hits on his "permanent record", but may still be KO'd during the Battle by a Spectrum KO or Cumulative KO. Any Specials which were in play on the Character that would affect the Character for the game (such as an EK Special), would no longer be in effect. At the end of the Battle, regardless of what damage the resurrected Character has or has not taken, the Character is automatically KO'd, and placed in the defeated Character pile. If the case arises that the Character playing the Special is the last Character on your team and this Special is played and later in that same Battle, the Character is KO'd, then the current Battle would end and the winner of the Battle would be resolved. The selected resurrected Character would come into play next Battle. If this resurrected Character can manage to knock out all the opponent's existing Characters or win the battle through Venture, then you would win. A CK Special cannot be used to resurrect the Character who used the Special.



**CL** (offensive) - There is no effect from this Special during the Battle in which it is played. Upon playing this Special, the player must declare which KO'd Character's Specials the Character playing the Special will be able to use in the next Battle. During the discard phase of the next Battle, Special Cards for the selected KO'd Character do not have to be discarded as unusable cards. The Character that played this Special may use the Specials of the selected KO'd Character for this Battle only. Those Specials may be placed on the Character, or played by the Character. If a KO'd Character's Special is placed to the Character that played this Special, it remains there. If the placed Special is not played during the battle, it remains there for the remainder of the game or until the Character is KO'd. It is not discarded. If the Special allows for a permanent modification of the Character that played this Special, then the effect of that modification remains only for the Battle, not for the game. For example, if this Special allowed the Character to use a Special coded "CG", then the effects of the "CG" Special would only last for the current Battle, not for the remainder of the game. (In this case, the Character would be unable to be knocked out by a Spectrum KO for the remainder of the Battle, not the game. If the character were Spectrum KO'd during the Battle, he would continue to fight until the Battle was over. At the end of the Battle, the effects of the "CG" Special would wear off, and the Character would then be Spectrum KO'd.)

**CM** (both) - This Special affects the attack or defense of your opponent's team. It does not affect the damage of the attacks, only what the Character defending from those attacks needs in order to block the attack. Likewise, it does not affect the intensity of your attacks, only what your opponent needs to block those attacks. For example, with this Special in effect, your opponent would need a level 5 or greater defense in order to block a level 4 attack. Conversely, you would only need a level 4 or greater defense in order to block a level 5 attack. This Special does not affect the Power Grids of the Characters, and does not affect Specials that do not have an attack or defense value.

**CN** (both) - This Special carries the same ruling as an AH Special. In certain cases, the player must play a Power card to determine which type of attack may not be played on the Character. When playing with a Power card, if played offensively, the played Power card is not an attack against an opponent's Character, but is merely used to determine the type of attack that the Special protects the Character from. If played defensively, the Power card played does not need to be equal to or greater than the Power card being used to attack, it only has to be of the same type and this Special, in conjunction with that Power card, will avoid the attack (and prevent any other Power card attacks of that type for the remainder of Battle).

**CO** (offensive) - This Special affects your opponent, not a specific Character. It cannot be blocked or avoided, but can be negated by a Special coded an "AO." This Special renders all Universe cards currently held in hand as unplayable cards. These Universe cards do not have to be discarded, but they cannot be played during a Battle in which this card is in effect.

**CP** (offensive) - Play this Special during Battle, on your turn. Immediately upon playing this Special, discard to the appropriate pile all of the cards remaining in your hand. Draw new cards from the Draw Pile. This Special does not count as a "remaining card," since it has been played. These new cards do not have to be discarded if they are duplicates or if they are unusable; however, any card that is unusable cannot be played but can be retained in hand to bluff.

**CQ** (offensive) - This Special may not be played in conjunction with any other Specials or any other cards. This card affects the counting of the Venture total at the end of the Battle. It does not affect the attack value, defense value, or any Character's damage total. When counting up how many points were scored in the current Battle, all of the Character's Special Cards that played this Special should be counted twice.

**CR** (offensive) - This Special is played during Battle, on your turn, and may not be played along with any other cards. Immediately after playing this Special, the player may remove any two Power Cards from the "permanent record" of any two of his opponent's front-line Characters and switch them. The Power Cards must be on "Permanent record", and must be of equal value. If the switching of the Power cards results in a Spectrum KO for either or both of the Characters, then the KO takes effect immediately.

**CS** (offensive) - After playing this Special, the player may search his or her Draw pile for any Universe card, except for a Training card, Ally card, or Teamwork card, and may immediately put it in his or her hand. Once the appropriate Universe card is found, the Draw pile must be reshuffled.

**CT** (both) - This Special is played during Battle, and may be played alone, or in reaction to an attack. After this Special is played, a front-line teammate must be chosen. For the rest of the game, or until the chosen teammate is KO'd, all attacks directed at the player of this Special are instead shifted toward this chosen teammate. The chosen front-line teammate may defend, if possible, any attack. This Special shifts all attack cards, including non-damage attacks. If the target Character has a BJ Special, that Special may be used to block an attack that is shifted to him or her, but it does not prevent the next shifted attack that comes in that Battle. Likewise, if Character A and Character B both have this Special and they target each other, if the opponent attacks Character A, the attack shifts to Character B but does not shift any further than that. Character B may still defend as normal. Cards shifted to a teammate in this manner are now considered coming from the hero shifting the attack, and not the opponent. Attacks can only be shifted once.

**CU** (offensive) - These cards act as a level # attack. If the attack is successful (i.e., the opponent does not successfully block the attack) then the card acts like an AI Special, forcing the target Character to discard a placed card. In some cases the chooser of the placed card to be discarded is the attacking player, and in other cases it is the defending player. If the text does not specify who chooses, then the attacking character chooses. If the Character attacked does not have a card placed to him, then this part of the Special is ignored. Even if the additional AI effect is ignored, the attack still stays on the record of the attacked character.

**CV** (offensive) - This Special is played as an attack of the Power type and value listed on the Special. This card can only be defended against by a Power card of the value and type required on the Special. If it is not defended, then the attack hits as normal. However, if the Character attacked can defend with the required Power card, then not only is this Special discarded, but the Power card used to defend against this attack automatically hits the Character that used this Special. There is no opportunity to block or defend against this automatic hit. The automatic hit cannot be avoided by negating the Special using an "AO" Special.

**CW** (defensive) - This Special Card is played just like all other "Avoid 1 attack" Specials (coded "AG"); however, in addition to avoiding the current attack, it also renders this Character unable to be attacked for the rest of the Battle (see BJ Special).

**CX** (offensive) - This Special acts like an AE-coded Special, only it allows the Character to combine it with any 1 Power card the hero can use, for a single attack. It may be played without combining with a Power card. Multipower power cards cannot be combined with this Special.

**CY** (offensive) - These cards act as a level # attack. In addition, it enables the Character that uses this Special to make additional attacks as indicated. These additional attacks must be Power cards, and can only be of the Power type(s) indicated. The additional attacks cannot be Multipower attacks or attacks of more than one combined Power type.

**CZ** (offensive) - These cards act as a level # attack. If this Special is blocked, it is discarded and there is no further effect. If this Special is not successfully blocked, and it "hits", then the target Character must immediately discard all cards placed to him into the Dead pile regardless of whether or not they would normally be discarded there. Specials that have been played by a Character that have a long term effect (for example, Special coded "CG") do not have to be discarded, because they are considered to be in play, not placed. If the target character does not have any cards placed to them, then the second part of the Special is ignored.



**DA** (offensive) - This Special card is played during Battle on your turn as an attack. It may not be played along with any other cards. The Character using this Special must choose a Power type. The target Character may try to avoid the attack or it may be negated it. The target of this Special may not use cards for defense of the chosen type for defense for the remainder of the Battle. This includes Power cards combined with Universe cards or cards that contain this Power type, but are not exclusively this Power type. (For example: Multipower cards may be used, but not as the indicated Power type).

**DB** (both) - This Special Card can be played either offensively or defensively. When played offensively you can use it to remove a placed Teamwork card from one of your opponent's Characters. When played defensively, it is used against a Teamwork card as soon as it is played. When used in this manner, it blocks all actions of the Teamwork card and cancels the second and third attacks. This Special may only be played against the initial attack of a Teamwork attack. It may not be played on the second or third attack of the teamwork card. A character may play this Special defensively against any Teamwork Universe card that is played against their team, even if they are not the target of the initial attack.

Note: No Specials coded DC

**DD** (offensive) - This Special gives the Character playing the Special a bonus to all attacks made against the target character for the remainder of the battle. The attack made be made in conjunction with another attack, as long as that attack does not involve a universe card. In addition, the character playing the special gains a bonus against the target character when defending any attacks made by the targeted character against the character playing the special. Since this attack must target an opponent's character, it must be played offensively.

**DE** (offensive) - This Special is played during Battle on your turn either alone, or along with an attack. This Special can only be played if at least one teammate of the Character playing it has at least one hit on their "permanent record" or "hits from the current Battle". Once played, this Special grants the teammate character a +2 to all attacks made. This bonus remains for the remainder of the Battle. If more than one teammate is wounded, then the player must declare which one is getting the bonus at the time that the Special is played.



**DF** (offensive) - Upon playing this Special, the player shuffles his Power Pack back into his draw pile. If there is no Power Pack during the turn when this Special is drawn, and no power cards are in the hand, this card must either be placed or discarded as unplayable.

Exception card - The Savage Land card should be coded BL.

**DG** (offensive) - These cards act as a level # attack. In addition, it enables the Character using this card to make up to two additional attacks, if possible. These additional attacks must come from the Character using this Special, and must be made with cards usable by that Character. Each of the additional attacks may be targeted against the same or different Character. See AA for the types of cards that can and cannot be used. The additional attacks are optional. If the additional attacks cannot be made, they are ignored. The bonuses not applied toward damage or venture total.

Exception Card: Quicksilver Rapid Fire Punches should be coded ID

**DH** (offensive) - These cards act as a level # attack. In addition, it enables the Character using this card to make up to two additional attacks, if possible. These additional attacks must be of the Power type indicated on the card. These attacks may need to be made against the same target that this Special was played against, depending on the text of the Special. They must also come from the Character using this Special, and must be made with cards usable by that Character. The additional attacks are optional. If the additional attacks cannot be made, they are ignored.



**DI (both)** - In all DI cases, the card's duration is for the remainder of the battle. This Special is played during Battle either on your turn as an attack, or in reaction to an attack, defensively. This card may not be combined with any other cards. If used as an attack, then the opponent's entire team may not use Universe cards to attack or defend against the Character using this Special for the remainder of Battle. This includes all Teamwork cards, all Power cards combined with Universe cards, Ally cards and all other instances where a Universe card is used alone, or in conjunction with another card. If used defensively, in reaction to an attack that contains a Universe Card, then that attack is avoided. In addition, the effects of this card (see above) remain for the remainder of the Battle.

**DJ (offensive)** - Immediately after playing this Special, the Character that played it may take any one hit from his "hits from the current Battle" and switch it for any one hit from his "permanent record". These hits do not have to be of the same Power type or level. The hits must both be on the Character playing this Special. This Special does not affect any other Characters. Because the hits do not have to be of the same level, this Special does affect the Venture total for the Current Battle. If this Special is drawn during a turn when there are no hits on the permanent record, it must either be placed or discarded as unplayable.

**DK (offensive)** - This Special is played during Battle on your turn either alone, or along with an attack. This Special can only be played if the Character playing it has at least one hit in either his or her "permanent record" or in his or her "hits from the current Battle". Once played, this Special grants the Character playing it a +2 to all attacks made. This bonus remains for the remainder of the Battle.

**DL (both)** - This Special gives the target Character a penalty towards attacks and a bonus towards defense. It may be played alone offensively on any front line Character (either on the player's team or the opponent's). When played as an attack on an opponent's front line Character, it may be combined with a Power card or a Special as part of the attack. If this attack is avoided or negated, then this Special is avoided as well. This Special may be avoided or negated by the target Character when it is played alone as well. If used defensively, this Special must accompany a Power card playable by the target Character. In all cases, when this Special lands, its effects last until the end of the Battle.

**DM (both)** - This Special is like an AM Special, only the types of cards that get a bonus are specified on the card. When the Special refers to a specific type of Power card, it means only that type of Power card, not Multipower Power cards.

**DN (both)** - This Special acts like an AM Special, except for the condition required to use it. When the text refers to a team being "outnumbered" it means that the player's team of Characters, including front-line Characters and Reserve Characters, is less than, not equal to, the opponent's number of Characters, also including the front line and Reserve Characters. This bonus is applied at the time played and does not change if the balance of heroes changes during the course of the battle. When played, it may not be played in conjunction with a Universe Card, although Universe cards may be used later in the battle and still receive the bonus.

**DO (both)** - This Special functions similarly to Specials coded "AO." However, it may only be played to negate Specials that affect only the Character that is using the Special.

**DP (offensive)** - This Special Card is played during Battle on your turn as an attack. The Character using this Special must then choose an icon. The target of this Special may not use any cards that contain the chosen icon for the remainder of the Battle. This includes Power cards, Universe cards, Specials, and all cards that contain this icon but are not exclusively this Power type, for example, Multipower Cards. A Character affected by this Special may not participate in a Teamwork attack that contains the selected icon. It may not be played along with any other cards. This attack may be avoided or it can be negated.

**DQ** (offensive) - This Special gives the Character playing it an extra 2 hits to KO. It does not affect the Character's ability to be Spectrum KO'd. A Special of this type must be played before a Character has exceeded 20 total points, or has been a victim of a Spectrum KO. This card may not be played in defense in order to avoid being knocked out of the game (see BF Special). The effects of this Special are cumulative, so a Character may have a number of this Special in effect simultaneously for example, with 5 of these Specials in effect the Character playing this Special would have a "hits to KO" value of 30. This Special must be played, not placed, for the bonus to apply.

**DR** (offensive) - This Special forces your opponent to immediately draw 1 card from his Draw Pile and lay it face up on the table. Using the normal rules of duplication, any duplicate of this card in your opponent's hand, or placed on any Character, front-line or reserve, must immediately be discarded. Cards that are considered in play next to a character do not count for duplication purposes or count as placed as they are in play. Regardless of whether there was any duplication, the drawn card must be discarded. If the opponent has no Draw Pile, then they must shuffle their Power Pack to make a Draw Pile.

**DS** (offensive) - This Special is played during the Battle on your turn. After playing this Special, it is discarded to the Dead pile. The Character playing this Special may then search his Draw pile for any one Special usable by that Character, and place it in his hand for use during the current Battle. The chosen Special may not be placed for later use. The chosen Special cannot be a duplicate of a Special already placed on that Character, or in your hand. The chosen Special may not be an "Any Hero" Special, any kind of Universe card, or a Tactic card. After selecting a Special, reshuffle the Draw pile. This ends that player's turn.

**DT** (both) - This Special protects the Character playing the Special from being attacked by any Power card that has the same value as any other Power card on the Character's permanent record. It may be played offensively to prevent any such attack from occurring or it may be played defensively, in response to an attack made with a Power card of equal value as a Power card already on the Character's permanent record. The term "same value" implies that the value of the attack is independent from the Power card being used. If a Character has a level 2 Power card on permanent record and was attacked by a level 1 Power Card with a Universe card granting a +1 bonus (making the total value of the attack equal to 2), then this Special would not protect the Character. If the same Character was attacked by a level 2 Power card assisted by the same Universe card (making the total value of the attack equal to 3), then this Special would prevent the attack from occurring since the value of the Power card being used to attack is equal to the Power card already on permanent record. This Special does not protect the Character from being hit with an attack of the same value as a Special or Teamwork card already on permanent record. This Special does not protect the Character from being hit with a Special or Teamwork card of the same value as a Power card already on permanent record.

**DU** (offensive) - This Special allows the Character playing it to choose from a specified number of attacks that are made immediately, some of which grant bonuses. The number of attacks must be declared, and are resolved one after the other. In any case, the types of attacks may be restricted by the text of the Special and the additional bonuses do not count toward damage or venture total. This Special can only be negated before the first attack.

**DV** (offensive) - This Special allows the Character to make one attack at +4. This attack may not be made with a Universe card, although it can be made with a Power card or another Special. If a Special is used for the attack, then it may not be an Any Hero Special. This Special does not count toward damage and Venture total.



**DW** (offensive) - This Special allows the Character playing the Special to combine certain specified types of Power cards to attack for the remainder of the Battle. The cards used to combine must be playable by the Character. Multipower cards may not be used. The attack comes in as one attack and if the opponent can avoid either portion of the attack (e.g., an AD Special that targets one of the types being combined) then the entire attack is avoided (see AE Special for an example). Numerically, the attack must be blocked as a whole. That is to say, if a level 3 Strength Power card was combined with a level 4 Fighting Power card, then the target Character would need to play a 7 or higher in order to defend the attack but could play an AD Special that said (for example) "Avoid 1 Fighting attack." Combined attacks may not be combined additionally with Universe cards. Negating this special would also avoid the attack.

**DX** (both) - When this Special is played, the player must immediately declare which Character the playing Character's Power Grid will now change to. The selected Character may be one of the player's Characters or one of the Opponent's Characters. The selected Character may be in Reserve. A KO'd Character may not be selected. Once this Special is played, the Character is considered to have the power grid identical to those of the target Character. If played at a certain time, this may leave unplayable cards in the player's hand since the attacking Character's Power Grid has changed. If this is the case, the unusable cards do not have to be discarded and can be used for bluffing purposes. When played offensively, it is played alone, without an attack. When played defensively, it must accompany the cards required in order to block the attack. This Special, when in hand, or placed, allows the player to keep a power card that would normally be unusable by the owner of the Special, as long as there is another hero in play that can use the power card.

**DY** (both) - When this Special is played, it can be declared to be the same as any Special that is currently face-up on the playing surface and the game that the hero is involved in. Placed cards, hits on permanent record, hits from the current Battle, and cards that are in play next to a Character (such as EK Specials) whether on the player's Characters or on the opponent's Characters may all be selected to be copied by this Special. Cards in the player's hand (even if face-up on the table), cards in Draw Pile, Dead Pile, or Power Pack, may not be selected. If used offensively as an attack, the target Character must defend as if the Special being copied were the one that was being played. If the hit lands against the target Character, it is important for both players to remember what card was copied so that Venture Total, Spectrum KO, and Cumulative KO can all be determined accurately. When used to copy cards that remain in play for a certain game duration, this card must also stay in play to represent the card being copied. All cards copied in any way would either be attacks from the character, defenses, or other situations for the character playing the Special. Meaning that the character playing this Special's name would appear on the Special like it was their Special in the first place.

**DZ** (both) - This Special prevents one Character from playing any offensive cards as attacks for the remainder of the Battle. It also protects that Character from being attacked for the remainder of the Battle. The target Character may be on the opponent's front-line of Characters or on the player's front-line of Characters. If played defensively, it can be played on any of the player's Characters to block an attack being made, but also disables that Character from attacking for the remainder of the Battle. It may not be played defensively on one of the opponent's front line Characters to disable a Character from attacking. The targeted character is not prevented from playing defensive cards or making offensive card plays that do not affect the opponent. The character playing the Special may be targeted by the Special.

**EA** (defensive) - This Special acts as an AL Special, except the hit that is removed must meet the criteria specified on the card.



**EB (offensive)** - This Special sets up a shield in front of the Character who plays it. Until this card is attacked, the Character who played this Special cannot be attacked. The Special may be attacked with any numerical attack. This Special only stays in play until the end of the Battle. The Character who played this Special cannot block attacks made on the Special. Teammates may not shift attacks to or from this card using AC Specials since this Special is not a teammate. Attacks shifted from a teammate to the player of this Special would be able to hit because of the Shift Rule that states attacks can only be shifted once. Such a shifted attack can be blocked as normal. If a Special is used to attack this Special, an AO card may be used to negate the attack. Once attacked both the Special and the card used for the attack are discarded to the appropriate piles. The hit that discards this Special does not count towards the Venture Total or as damage to the Character.

**EC (offensive)** - When this Special is played, the opponent must choose one card that meets the criteria described on the Special from his hand and discard it. If no cards meet the criteria, this Special has no effect.

**ED (both)** - This card may be used to negate any Special played by the opponent that does not involve a numeric attack or numeric hit. Any Special that is directly involved in the landing of a numeric hit may not be negated with this Special during the attack. After the attack has been made, this Special can be used to negate non-numeric Specials. For example, if attacked with Any Hero "Unlucky at Love: Target Character is -2 to defense for the remainder of Battle" along with a level 5 Power card attack, then the Character with this Special must defend this attack with 7 or greater by making use of Power cards, Universe cards or other Specials. The Character may not use this Special to negate the "Unlucky at Love" and, since part of the attack is negated, thereby negate the entire attack. If the Character cannot block the attack, then, on the player's turn, the Character may negate the "Unlucky at Love" Special as it is no longer part of a numeric attack. If a DY Special is mimicking a numeric Special, then an ED Special may not negate it.

**EE (both)** - When played defensively, this card avoids one attack made on the Character or character's teammate with a Power card. When played offensively, it removes one Power card hit from either the "permanent record" or the "hits from current Battle" of the Character or from one of the Character's teammates (see AL for more about removing hits). When used to remove a hit from the "hits of current Battle," this action does affect the Venture total. This Special cannot be used defensively to remove a hit from the "permanent record" or the "hits from current Battle" of the Character or from one of the Character's teammates to prevent KO. This Special cannot avoid the first part of a Teamwork attack, but could avoid the subsequent attacks.

**EF (offensive)** - Play this Special during Battle, on your turn. Immediately discard any card that cannot be used by the hero playing the card from your hand. These cards can be unplayable due to the hero's inability to use them, the conditions set by an event, or the battle. Refill the same number of cards that were discarded. Duplicate cards drawn at this time may be kept. If this card is played using a DY Special or a CL Special, or anything similar, it affects the hero that played the card that allowed the EF Special to be played. NOTE: This Special is played to take effect and does not count toward the number of cards that is replaced.

**EG (offensive)** - These cards act as a level # attack. If the attack is successful, then the card acts as a BY Special, forcing the opponent to discard any cards from his or her hand that meet the criteria set out on the Special. If the opponent has no cards bearing the designated icon, then the second part of the Special is ignored.

**EH (offensive)** - These cards act as a level # attack. If the attack is successful, then the Character playing this Special may no longer play any offensive cards against the opponent or the opponent's Characters for the remainder of the Battle. In addition, the Character playing this Special can no longer be attacked for the remainder of the Battle. If this Special is negated after the hit has landed then the Character who played this Special is still unable to be attacked or make attacks. The character playing the Special is not prevented from playing defensive cards or making offensive card plays that do not affect the opponent.

**EI** (offensive) - This Special may be played as a standard level # attack. It may also be played after the opponent has Conceded the Battle. If played after the opponent has Conceded the Battle, the opponent may still attempt to block the attack. Also, if played after the opponent has Conceded the Battle, the Battle ends immediately after this attack is resolved. The opponent may not decide to "unconcede" after the attack has been made.

**EJ** (offensive) - This Special acts as a certain level attack of a certain power type. However, if the attack hits an opponent's hero, the card ceases to function as a Special; switching to a certain level power card of a certain power type(s). When the attack is made, only use the first value and power type to determine what is required to block the attack. If the attack is not blocked, then use the second, and only the second value for determining damage, spectrum, and Venture Total. In addition the Special is now considered a Power card until it is removed. This means, for example, that it cannot be negated by an AO Special after the Special hits, but it can be negated as it is played. An EE Special can remove the hit if it gets put onto the permanent record, or from the current battle if the EE Special specified. Even though the card, when successfully hit, is considered a Power Card, when it is removed it is still discarded into the Dead Pile

**EK** (offensive) - From the moment this card is played, the Character playing it can no longer be knocked out by a Cumulative KO. The Character may still be knocked out by a Spectrum KO. This card remains in effect for the remainder of the game. For example, with this Special in play, a Character with a level 7 Fighting Power card and a level 8 Strength Power card on either his Hits to Current Battle or Permanent Record cannot be knocked out if hit by another level 7 Fighting Power card (which would be 22 points of damage). However, if the same Character was hit with a level 1 Energy card, he or she would be knocked out by Spectrum KO. If the Character is knocked out by Spectrum KO, this Special is discarded into the Dead Pile and will not be in effect if the Character should ever re-enter the game. This card cannot be played defensively.

**EL** (offensive) - This Special acts as a level # attack. If the attack is successful, then the targeted Character may no longer use any cards with the designated icon on them. For example, if, after being hit with this Special, another Character on the target Character's team initiates a Teamwork attack, the target Character would not be able to make an attack if the teamwork card used had the designated icon.

**EM** (offensive) These Specials act as a certain level # attack. If the attack is successful, your opponent must discard a card of their choice from their hand. The card is still discarded to the appropriate pile. Ignore this effect if opponent has no cards in hand.

**EN** (offensive) These Specials act as a certain level # attack. If the attack is successful, the card grants a bonus of # that is added to the venture and counted toward cumulative KO.  
Exception card : The Fortress of Solitude (Offensive) The Fortress of Solitude is played to concede the battle. All missions cards ventured by each player are returned to the pile they are ventured from. This Special may not be played if the player who is attempting to play it ventured more than two missions that battle. It may be played if the opponent ventured more than two missions. This Special may not be avoided but it can be negated. If negated, then attempting to play Fortress still constitutes that player's entire turn. This Special may not be played if some effect, either from an Event or another Special, prevents conceding.

**EO** (offensive) These Specials act as a certain level # attack. If the attack is successful, the card also not only prevents the target Character from attacking for the rest of the Battle, but the Character playing the Special is also prevented from attacking that Battle. Even while affected by this Special, the Characters may still play non-attack Specials and defend themselves. If, during the course of the battle, either affected hero is KO'd, the effect of the Special remains in play for the remainder of the battle.



**EP** (offensive) This Special allows the player playing the card to cut the opponent's deck. The card cut to is discarded to the Dead Pile, regardless of if that card would normally be discarded to the Dead Pile. The deck just cut is reshuffled by its owner. If the opponent has no Draw Pile then this Special cannot be played and/or must be discarded as unplayable.

**EQ** (both) This Special grants a character a bonus (+1, +2, etc.) for certain actions and penalizes (-1, -2, etc.) them for other actions. If played offensively, it may accompany another numeric Special or Power card attack. If played offensively with a numeric Special or Power card and that attack is successfully blocked or avoided, this Special is discarded if it penalizes the opponent. The Special is not discarded if it grants a bonus to the attacking character, even if it is blocked or the attack played with is negated. If played defensively, it must be played with a Power card against an attack. In no cases may this Special be played with a Universe card attack. A Universe card attack may follow on the next attack. The bonuses do not count toward Venture total.

**ER** (offensive) This Special allows the player to search their Draw Pile for a Power card usable by the character who played this Special to place in the hand. The Power card chosen cannot be of a specified power type. Chosen card may be a duplicate and may be a multipower power card. Reshuffle the Draw Pile afterwards.

**ES** (offensive) This Special allows the Character playing the Special to combine certain specified types of Power cards to attack for the remainder of the Battle. The cards used to combine must be playable by the Character. Multipower cards may not be used. The attack comes in as one attack and if the opponent can avoid either portion of the attack (e.g., an AD Special that targets one of the types being combined) then the entire attack is avoided (see AE Special for an example). Numerically, the attack must be blocked as a whole. That is to say, if a level 3 Strength Power card was combined with a level 4 Fighting Power card, then the target Character would need to play a 7 or higher in order to defend the attack but could play an AD Special that said (for example) "Avoid 1 Fighting attack." Combined attacks may not be combined additionally with Universe cards. Negating this special would also avoid the attack.

**ET** (offensive) This Special allows the character to remove one or two hits from their permanent record. If a 'permanent record' special is drawn in a particular hand when the character has no hits on their permanent record, this Special must be placed, if possible, or discarded as an unusable card.

**EU** same as ES.

**EV** (offensive) This Special allows the character to remove all hits from their permanent record that have an icon of the player's choice. If a 'permanent record' special is drawn in a particular hand when the character has no hits on their permanent record, this Special must be placed, if possible, or discarded as an unusable card.

**EW** (offensive) This Special gives a front-line teammate a # bonus to an attack. This Special may not be combined with a Universe Card. The bonus does not count toward Damage or Venture Total.

**EX** (both) If used offensively, target character may not use cards with a specified icon to attack or defend for the remainder of battle. If used defensively, only character playing the Special or teammate of character playing the Special may be targeted and may not use cards with a specified icon to attack or defend for the remainder of battle.

**EY** (both) If used offensively, then opponent's entire team may not use cards with the specified icon to attack or defend for the remainder of the battle. If used defensively, in reaction to an attack that contains the specified icon, then the attack is avoided. The card's duration is still for the remainder of the battle. Affected cards are not discarded and may be used for bluffing purposes.

**EZ** (offensive) When played, this Special has no immediate effect. In the next battle, the character gains the power levels specified for only that battle. This would allow Power, Tactic, or Universe cards not normally usable by that character to be placed. Care must be taken with this Special as certain Universe cards, like Ally or Training cards, may also be unusable for that battle and may have to be discarded if no character has the appropriate power levels to use them.

**FA** (Offensive) When played, this Special prevents the playing character from playing any offensive cards as attacks for the remainder of the battle. It also protects the character from being attacked for the remainder of the battle. This Special does not prevent teammates from shifting attacks to the character playing the Special.

**FB** (offensive) When played, follow the directions detailed on the card to do either: flip the top card of the Draw Pile or have the opponent draw a card from your hand. If it is an attack, the character can make the attack immediately regardless of if the character could normally use the attack card (i.e. another character's Special or a normally unusable Power card). If it is not an attack, discard the card to the Dead Pile. The other conditions of the card must be met. For example, if a Teamwork card, Tactic card, or Ally card is drawn, the additional mandatory follow up attacks must be made by a different frontline character or the card must be discarded.

**FC** (offensive) Play this card simultaneously with a Power Card attack of the specified type or types, no Multipower or Any Power power cards may be used with this Special. The Power Card must be successfully blocked twice with a combination of Avoids or power cards, with or without Universe cards, or it hits. If the attack is negated, then the whole attack is blocked.

**FD** (offensive) When played, this Special allows the character who played it to target an opponent's character. Target may either avoid this Special or it may be negated. If this Special successfully 'hits' the opponent's character, then only the character that played this Special and the target character may attack, defend, or play cards for the remainder of the battle. No Teamwork, Ally, or Tactic cards may be played since no other member of either team may take any actions. Either character affected by this Special may play 'Any Hero' Specials. If either character is KO'd, even the character who played this special, then that player must pass their turn or concede since they no longer have a character who can play cards. Cards that are unusable or unplayable are not discarded and may be used for bluffing purposes.

**FE** (offensive) These Specials act as a certain level # attack. They also offer the option of letting each additional front line teammate make an attack. The additional attack can only be made with Special cards or Power cards. No 'Any Hero' Specials, Tactic cards, or Universe cards may be used with the additional attacks. If the additional attacks are not used, they are ignored. If a Special card is played as an additional attack, then any additional attacks are forfeited, even if the Special normally would allow them.

**GA** (offensive) When played, this Special prevents a target character from playing any Special cards, including defensive Specials or 'Any Hero' Specials for the remainder of battle. Any cards made unplayable in this manner are not discarded and may be used for bluffing purposes. This card can be avoided or it can be negated.

**GB** (offensive) This Special acts as a certain level # attack. If the attack is successful, the card also mandates the movement of Mission cards from one specified pile to another specified pile. Ignore this additional effect if no Mission cards are currently in the first specified pile or all Mission cards specified are currently being Ventured.

**GC** (offensive) This Special allows a specified number of hits from the permanent record of the character or character's teammates to be removed for every card in a specified Mission Pile. For example, if 2 cards are in the specified pile, a total of two hits could be removed from permanent records, not 2 hits from each character. If a 'permanent record' Special is drawn in a particular hand when the character has nothing on their permanent record, this Special must be placed, if possible, or discarded as an unusable card.

**GD** (offensive) - see EJ.

Exception card : Onslaught's card should read 'Strength or Energy' not 'Strength and Energy'.

**GE** (offensive) After playing this Special, immediately KO a teammate of the character who played this Special. All hits on character are discarded and hits from current battle do not get added toward Venture Total. This Special cannot be played after a character has been KO'd to prevent those hits in current battle from being added to Venture Total. The targeted teammate may not Avoid this Special.

**GF** (offensive) - After playing this Special, move all hits from certain characters Current Battle into the appropriate Permanent Records of the indicated characters. Some of these Specials indicate only the playing Character should move the hits, while other versions of this Special indicate that the entire team should move the hits. In either case, the moving of these hits does affect the Venture Total. In the event that a character was KO'd during the battle, then they no longer have a permanent record to move the hits from current battle to, so the effect of this special would not apply to them.

**GG** (offensive) After playing this Special, all cards in opponent's Dead Pile are removed from the game and may not be affected by any Specials or Events. This Special does not prevent an opponent from starting a new Dead Pile. This card cannot be used defensively.

**GH** (offensive) This Special allows a character to attack one of their front line teammates using a placed card from an opponent's character. Chosen card cannot be a Universe card. The opponent's character whose placed card is used to make the attack cannot avoid this Special, although it may be negated. Attack may be defended as normal.

**GI** (offensive) When played, this card prevents any Event cards from affecting the character in any manner, including an Event card that affected the character previously this battle. This Special cannot return cards previously discarded due to Event cards back to the character, nor will it resurrect a character KO'd by Event cards. This Special may not be played during the Event Resolution phase. If the character playing this Special is KO'd, it does not prevent Event cards from affecting the character while in the Defeated Heroes Pile. If the Hero is brought back into the game later, this card is not considered to be in play any more.

**GJ** (offensive) This Special works just like an AA Special, except the initial attack is a level # multi-power attack.

**GK** (offensive) After playing this Special, move all hits from target character's Permanent Record into the Hits from Current Battle of that character. Affects Venture Total. This Special can be avoided or negated.

**GL** (offensive) This Special allows the player to sort through opponent's Draw Pile and remove one card found there from the game. Opponent reshuffles their Draw Pile afterwards. The card removed may not be the target of Specials or Events that allow the Dead Pile to be searched for a card or cards. This Special may not be avoided, since it does not target a specific character, but it may be negated.

**HA** (Offensive) This Special prevents the target character from defending against power card attacks of a specified #. This # is only the # on the card, not the modified #. Power cards used in conjunction with Universe cards are still not blockable, although Power cards used with Tactic cards are blockable. The specified power card attacks do not count toward Spectrum KO. This Special can be avoided or negated.

**HB** (Offensive) This Special allows the player to sort through the opponent's Power Pack and discard three cards found there into the opponent's Dead Pile. The opponent's Power Pack is reshuffled afterwards. This Special may not be avoided, since it does not target a specific character, but it may be negated. If the Power Pack has than the specified number of cards, then all the cards there are discarded into the Dead Pile.



**HC (Offensive)** When this Special is played it allows the character to combine more than one Basic Universe card with a single power card to attack for the remainder of battle. The Universe card(s) must be played with a legal power card. (ie: you could not combine a fighting Basic Universe card with an energy power card). The character must meet all the requirements of each Universe card. But if the character had the appropriate power grid, different types of Basic Universe cards could be combined with multipower cards. If multipower cards are used, opponent may defend as either power type. Basic Universe cards may not be combined for defense.

**HD (Offensive)** Playing this Special allows the Defeated Heroes Pile of the Character who played it to be searched for 1 Event card. This Event card is placed back in the Draw Pile. The Draw Pile is then shuffled.

**HE (Both)** When played offensively, this Special prevents an opponent's characters with specified power grids from attacking with cards that contain a specified icon. When played defensively, it blocks an attack from a character with the specified power grid that contains the specified icon and prevents further attacks that battle that contain the same icon from all characters on the opponent's team meeting the requirements of the Special.

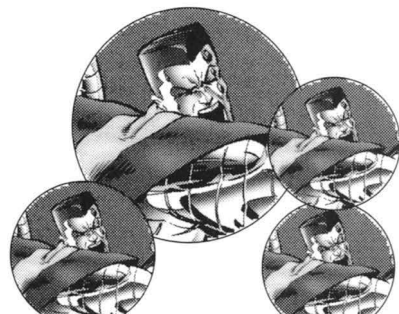
**HF (Offensive)** This Special acts as a level # attack of one of two specified power types. The power type must be identified in the same way that multipower card attacks must be specified. Unspecified power attacks of this sort are left to the opponent's choice to declare and block as needed. A defensive Special that would block an attack that contains either ICON type will block the whole attack. For example: 'Avoid one fighting attack' versus 'Avoiding one attack with a fighting icon'. If the attack hits, it can, for purposes of Spectrum KO, be either power type.

**HG (Both)** Playing this Special will allow the hero to use the power cards specified as either an 'Avoid 1 attack' or 'Teammate may avoid 1 attack', like an AG Special, for the remainder of that battle. This Special may be played simultaneously with an appropriate power card defensively. If the numbers on the Special specify power cards that the character cannot use, then those power cards cannot be used.

**HH (Offensive)** Upon playing this Special the card is positioned next to the Character playing it as a marker that its Special ability is in effect. It allows the Character to place unlimited Special cards for future use. No Specials may be duplicates and the Specials must all be usable by the character. If a Special is played that affects placed cards, the played HH Specials are not affected since they are considered "in play." However, the cards placed would be affected. Players should be careful that if this Special is placed, it does not mean it is in play. The Battle in which this card is drawn is not when the additional placed cards may be put on the Character, the additional cards can only be placed during the placing phase.

**HI (Both)** Playing this Special will allow the character to place and play a specified character's Specials for the remainder of the game. All rules regarding playing and placing cards must still be followed. If the character whose Specials are allowed to be played by playing this Special is not on the character's team, the non-teammate's Specials must be discarded as unplayable if drawn before this card is in play

**HJ (Offensive)** After playing this Special, the character may switch one hit on the permanent record of one front line teammate with one hit on the permanent record of another front line teammate provided that both hits contain the specified icon. The character playing this Special may not have cards shifted either on or off their permanent record due to this Special. If a 'permanent record' Special is drawn in a particular hand when the character has nothing on their permanent record, this Special must be placed, if possible, or discarded as an unusable card.



**HK** (Offensive) This Special forces a target character on opponent's team to make as many attacks as possible with cards placed and in the hand. No other character on either team may make an attack unless target character is either KO'd or cannot make any more legal attacks. The attacks happen on the target character's next turn, one after the other, like a BV Special. Attacks are defended as normal.

**HL** (Both) When played Offensively, this Special prevents an opponent's characters from attacking with Power Cards of a specified Power Type and #. When played defensively, it blocks an attack that contains the specified Power Type and # and prevents further attacks that battle from Power Cards of a specified Power Type and #.

**HM** (Offensive) When this card is played, add up every card discarded from the initial draw of eight due to duplication, Events, unusability, or discard forced by opponent. Then, draw one card from the Draw Pile for each card discarded. Do not discard if duplicate. Discarded placed cards on characters that get KO'd during the battle do not count.

**HN** (Offensive) This Special acts as a level # attack of any Type, Type must be specified, like a Multipower attack, or defender may specify the Power Type and defend that type. This attack may be avoided or negated. If an attack hits, it does not count toward Spectrum KO, only toward Cumulative KO. Cards that affect hits of a specified Power Type, either on Permanent Record or from Current Battle, do not affect this card.

**HO** (Offensive) These cards act as a level # attack of a specified Power Type. In addition, if the attack hits, a # modifier to Venture Total is applied for that battle only.

**HP** (Offensive) Character playing this Special is KO'd and a KO'd hero is returned to the Front Line immediately. Any hits from Current Battle or on Permanent Record of the character playing the Special are now considered Hits in the same locations on the character returned to play. No other cards are returned to play. This Special may only be played on a player's turn. It may not be played during an opponent's turn. This Special does not need to be played during the battle that a character is KO'd

**HQ** (Offensive) Playing this Special allows the player to draw three new cards from the top of the Draw Pile. Any of the three new cards must be discarded if it is a duplicate of any card still held in hand or placed. This counts as your action for the turn.

**HR** card plays just like a HF Special except the attack is of a higher numeric value.

**HS** (Offensive) Play this card in Current Battle. It has no immediate effect. In the next battle, player of the Special does not discard duplicates during the discard phase. This effect ends after the discard phase, and cards drawn later in the battle would still follow normal rules of duplication.

**HT** (Offensive) This Special allows the player to search the Draw Pile for a power card NOT usable by the character who played the Special. Power card may be a duplicate and is placed in the hand. Shuffle the Draw Pile afterwards.

**HU** card plays just like a HI Special except that only specified Specials of a specified character may be played, not all the Specials of the specified character.

**HV** (Offensive) Playing this Special allows the hero to have an unlimited amount of Teamwork cards placed until the character is KO'd. No Teamwork cards may be duplicates. If any Teamwork cards are placed, regardless of the number of Teamworks, then the Teamwork(s) occupy the Universe placement slot on the character. This does not affect the number of other types of cards that the Hero may have placed.

**HW** (Offensive) This Special allows the player to search through the opponent's Dead Pile for any two cards. Place those two cards back in opponent's Draw Pile and shuffle. This effect cannot be avoided but it can be negated.

**HX** (Both) This Special allows the hero's team a # bonus to all numeric Specials for the remainder of battle. The bonus does not apply to Venture Total or damage. This Special does not affect numbers like "teammate may avoid 1 attack of 9 or less" but would affect Specials that act like certain # power cards. If played defensively, it must accompany the numeric special.

**HY** (Offensive) This Special acts as a # level attack of a specified power type. Additionally, if the attack succeeds, target hero must discard two playable cards. Cards may either be placed or in the hand. Only placed cards on the targeted character are affected for discarding, not placed cards on other characters, although cards in the hand can be for any character. If there are no applicable cards in the hand or placed, ignore this effect.

**HZ** acts like a HW Special.

**IA** (Both) When played offensively, target character must discard all placed cards and move into reserve, regardless of if there already is a character in reserve. Target character may still play cards that normally can be played from reserve. When played defensively, target character may only be character playing the Special or a teammate of the character and still must discard all placed cards and move into reserve. Additionally, any attacks that targeted the character are avoided unless they could have targeted the character while in reserve. If more than one character is in reserve, the player chooses which one to move back up to the front line at the end of the current battle. If conditions dictate, both characters must advance to the front line.

**IB** (Offensive) When played, opponent must discard all placed Ally cards, even Ally cards placed on the Reserve character. Ignore this effect if there are no placed Ally cards. Additionally, opponent receives a # modifier to Venture for that battle. This Special cannot be avoided but it can be negated.

**IC** (Offensive) When played, this Special allows specified Special cards of a specified character to become 'Any Hero' Specials for the remainder of the game. Cards that affect 'Any Hero' Specials would now affect these Specials and all other 'Any Hero' restrictions now affect these Specials. For example, the new 'Any Hero' Specials may not be placed, retrieved from the Dead Pile with a BQ Special, or used to follow up an Ally card or AA Special. This Special remains in play for the remainder of the game and may be negated later.

**ID** (Offensive) This Special acts as a # level attack of a specified power type. Additionally, the character may make 2 additional attacks at +1, or 1 additional attack at +2. Bonus not applied toward Venture total or damage. The additional attacks occur one after the other, directly after the initial attack. The number of attacks must be declared before the first additional attack is made

**IE** (Offensive) Play in current battle. At end of battle, opponent may only move 1 mission card. Other mission cards are returned to pile Ventured from. If cards were ventured from more than one pile, than opponent decides which card is moved. This card cannot be avoided but it can be negated.

**IF** There are two versions of this card.

(Defensive) Play in current battle when opponent concedes. Player may discard any number of cards left in hand to top of Draw Pile. In the next battle, normal rules for duplication will still apply. This card cannot be played in reaction to the owning player conceding. This card may not be avoided or negated since it is a defensive card play.

(Offensive) Play in current battle to concede battle. Player may discard any number of cards left in hand to top of Draw Pile. In the next battle, normal rules for duplication will still apply. This card may not be avoided, but it may be negated.

**IG** (Offensive) Playing this Special allows the character to search their Draw Pile and place into the Dead Pile any cards at all. This Special may only be negated.

**JA** (offensive) - Play this Special with any Power card of the specified type usable by the Character playing the Special. The Power card played must be only that type and may not be a MultiPower card. Both Special and Power card are discarded to the appropriate piles and 4 cards are drawn from the Draw Pile. In the case that the Draw Pile has less than 4 cards in it, draw the remaining cards from the Draw Pile, shuffle the Power Pack and finish drawing the four cards. Duplicate cards and unusable cards do not need to be discarded.

**JB** (offensive) - When this Special is played, the Character playing the Special:

1) Removes all hits from their Permanent Record and Hits from Current Battle. 2) The Character playing the Special moves into Reserve, with all of the restrictions of being in Reserve applying to him or her. 3) The Reserve Character is brought to the Front Line and is able to participate in the battle from that point forward. This Special may be played even if there is no Reserve Character. All placed cards stay with the Character they were originally placed on. If this Special is placed or in hand, then Specials for the Reserve Character do not need to be placed or discarded during the Discard and Placing Phases of the battle. If the Character playing this Special is the last Character that player has left, that Player would automatically lose that Venture, regardless of what the Venture total score ends up.

Exception Card: Blue Beetle's Frictionless Foam should be coded IB.

**JC** (offensive) - These cards act as a level # attack with the option to play an additional Special. The first attack may be blocked like a normal attack or may successfully hit the target Character. Even if the first attack is blocked, another attack is allowed but is not required. If the attack is negated (see AO Special), playing another Special is not allowed. When an additional Special is allowed, it must be from the Character who played the Special and it must be made with a Special card.

**JD** (both) - When played, this Special prevents the playing Character from playing any Basic Universe cards as attacks for the remainder of the Game. It also protects the Character from being attacked by Basic Universe cards for the remainder of the battle. If played defensively, it may only be played against an attack being made with a Basic Universe card, it blocks the attack, prevents the Character from being attacked for the remainder of the battle by attacks made with Basic Universe cards, and prevents the Character from attacking with Basic Universe card for the remainder of the Game. The prohibition of attacking and being attacked with Basic Universe cards applies to any attack being made with a Basic Universe card, regardless of whether or not it is accompanied by a Power card (e.g., iBXi codes).

**JE** (offensive) - When this Special is played, it should be placed alongside the character playing the Special in order to indicate that it is in effect. After this Special is played, all hits that are on the Permanent Record of the character playing this Special that have more than one icon are treated as Any-Power cards. This means that these cards no longer count toward Spectrum KO. For a card to count as having two or more icons, the icons must be of different Power Types. This Special only affects cards on the Permanent Record; not in the Hits to Current Battle.

**JF** (offensive) - This Special acts as an attack on one of the Front Line Characters on the opponent's team. It should be placed next to the targeted Character to indicate that it is in effect. Any Any Power hits on the Character's Permanent Record act as a different type of hit for the remainder of the game. This may lead to a Character automatically becoming Spectrum KOid. Any Any Power hits which land after this Special is played become the indicated type once the hit becomes a hit on Permanent Record. While the hit is a iHit from the Current Battle, it though, it does not become the indicated type.

**JG** (offensive) - This Special bestows upon the playing Character the ability to use any level Teamwork of the type or types indicated. The iTo Usei value no longer needs to be checked for this Character. While this card may only be played offensively, it may not be played in conjunction with a teamwork attack (see meta rule regarding playing Specials and Universe cards). When played, this Special should be placed next to the Character but not in the placed position so as to indicate that it is in effect.

**JH** (offensive) - This Special acts as a level # attack. If the attack is successful, in addition to the normal damage done, it acts as an AM Special. Once the battle in which the hit lands is over, the part of the Special that effects the target's ability to defend no longer applies (although the damage of the Special remains on the Permanent Record)

**JI** (offensive) - If the opponent has no Mission cards in the Completed Missions pile, then this Special must either be placed or discarded. This Special may only be played during a battle in which the opponent has ventured from the Completed Missions Pile. In the case that the opponent wins the Venture, the cards ventured from the Completed Missions Pile return to the Completed Missions pile. Cards ventured from the Reserve Missions Pile move up to the Completed Missions pile. But cards from the Defeated Missions pile must be returned to the Defeated Missions pile - they do not get to move up into the Reserve Missions pile. This Special cannot be avoided although it can be negated.

**JJ** (offensive) - This Special must be played with a Power card usable by the Character playing the Special. If this Special is drawn and there are no hits on the Permanent Record of the Character for this Special, then this Special must either be placed or discarded. If there are no hits that are equal to or less than a Power card usable by this Character either in hand or placed on the Character, then this Special must either be placed or discarded. When the Special is played, any hits (either from Power cards, Special cards, Universe cards, or Tactic cards) that are equal to or less than the value of the Power card played with the Special are removed from the Character's Permanent Record. For more information on removing hits, see "AL".

**JK** (offensive) - This Special must be played by the Character on the player's turn. All hits on the Permanent Records of all of the Front Line Characters that meet the requirement indicated on the Special are moved to the Permanent Record of the Character who played the Special. This has the potential of KO'ing the Character either by Spectrum or by Cumulative KO so after the Special has been played, and all of the cards have been moved, check to see if the Character is KO'd. If the Special indicates that cards with only a particular icon is moved, but does not specify which types of cards, then all types cards apply - Power card, Universe cards, and Special cards. When the term "Hits with only {type} icons" is used, it refers to the icon used to determine the hit. For example, if the "Acts as" icon of a hit which is a teamwork card matched the type indicated, then the card would be moved to the playing Character's Permanent Record even though the card has other icons on it.

**JL** (offensive) - Play this Special in the current battle. At the end of the battle, all hits that were on the hits from current battle are removed from all Characters and do not get placed on the Permanent Record of any of that team's Characters. The removal of these hits takes place after the Venture Winner has been determined. Any Characters that were KO'd during the battle are remain KO'd.

**JM** (offensive) - Upon playing this Special the player may move 1 Mission card from the Defeated Missions Pile to the Reserve Missions Pile. If there are no cards in the Defeated Missions Pile then this Special must either be placed or discarded. Note that if during the battle, the player Ventures one Mission card from the Completed Missions Pile and there is only one Mission card in the Defeated Missions Pile, and during the battle this Special is played, moving the one Mission in the Defeated Missions Pile to the Reserve Missions Pile, if the player wins the Venture, since there are no cards in the Defeated Missions Pile, no Mission cards move. On the other hand, if the player loses the Venture, the Ventured Mission still moves down to the Reserve Missions Pile.

**JN** (offensive) - This Special acts as a level # attack and gives a bonus depending on the number of cards in the player's hand. Cards in hand do not include this Special since it is no longer in hand. If the Special hits, then the Special indicates what the damage is (which is also the amount applied to Venture Total). The bonus only applies to the level of the incoming attack and does not apply to Venture or damage.



**LA** (offensive) - This Special must be played on your turn as an attack against a Battlesite. If successful, opponent must take all cards still under the Battlesite and lay them face down so that the player may select one to be discarded. The discarded card is placed in the Defeated heroes Pile as all cards played from Battlesites go. If this Special is drawn and the opposing player is not playing with a Battlesite, it must be discarded as unusable. If the battlesite special discarded was the only special at the battlesite for that character, then when the activator is drawn later it must be discarded as unplayable.

**LB** (defensive) - This Special may be used to defend against an attack made from a Battlesite against the Character playing the Special. In addition, it prevents the character from being attacked from a Battlesite for the remainder of the battle. If this Special is drawn and the opposing player is not playing with a Battlesite, it must be discarded as unusable.

**LC** (offensive) - This Special acts as one out of two possible attacks. First, it can be used to attack a front line character at one level #. Second, it may be used to attack a Battlesite at a different level #. In either case, the attack is resolved as normal. If the attack is successful against a Battlesite, then (like all attacks made against a Battlesite) the points do not count towards the player's Venture Total. If this Special is drawn and the opposing player is not playing with a Battlesite, it may only be used as the first level # indicator, but both icons would still be included as being on the card (for purposes of cards like Power Leech).

**LD** (offensive) - This Special is played during the battle on your turn as an attack - it may not be played defensively in response to an attack. The effect of this card is that it prevents the opponent from using cards from a Battlesite either to attack or defend. Cards under the Battlesite that do not act as attacks or defense may still be played, provided the appropriate Activator card is available in hand (example: an HQ Special, if it were under the Battlesite and the appropriate Activator card was in hand, could still be retrieved from the Battlesite and played). If this Special is drawn and the opposing player is not playing with a Battlesite, it must be discarded as unusable.

**LE** (offensive) - This Special is played during Battle on your turn as an attack - it may not be played defensively as a response to an attack. This card may not be combined with any other cards. If used as an attack, then the target character may not use Tactic cards to attack or defend for the remainder of Battle. While they may not use Tactic cards, they may still play the supporting card as another Character plays a Tactic card (either offensively or defensively).

**LF** (offensive) - This Special functions like an AI Special.

**LG** (offensive) - This card must be played on your turn and may not accompany an attack. It must be played before the Character is KO'd and cannot be played in response to an attack that KO's the Character. The effect of the card takes place later. Once the Character has been KO'd, the character may continue to attack, play Specials, be attacked, and all other actions it would normally be allowed to make if not KO'd. If negated before the Character is KO'd, then the Special would no longer take effect at the time the Character is KO'd. If negated after the Character has been KO'd, then the character must immediately be treated as if it were KO'd.

**LH** (offensive) - This card has no effect in the battle during which it is played. During the next battle, if the player who played this Special wishes to Venture 3 or 4 Mission cards, then he may do so and the opponent may not take any additional cards. The player who played this Special is not allowed to Venture more than 4 Mission cards for this battle. In the event that the Character who played the Special is KO'd before the venturing of the next battle, then the effect of the Special is still in effect.

**LI** (offensive) - This Special is played on the Character playing the Special only. The effect is twofold. The first effect of the Special is to force the Character to discard all Placed cards (see AU Specials). The second effect is to remove all hits from the Permanent Record of the Character (see AL for removing hits). If only one condition exists, the card may be played, although if both conditions do not exist, then the card must either be Placed or discarded.

**LJ** (offensive) - This Special is played during the Battle on your turn. After playing this Special, it is discarded to the Dead pile. The Character playing this Special may then search his Draw pile for any one Activator card, and place it in his hand for use during the current Battle (it may not be played immediately). The chosen Activator card cannot be a duplicate of an Activator card already in your hand.. After selecting the Activator card, reshuffle the Draw pile. This ends that player's turn.

**LK** (offensive) - This Special must be played on its own and may not accompany an attack. The Special sets up the ability for the Character playing the Special so that they may make attacks against the Reserve Character for the remainder of the battle. Only the Character playing the Special may make such attacks - not the Character's teammates. The Reserve character may defend and defensive Specials such as *Teammate* may avoid 1 attack may be used to block for the Reserve Character.

**LM** (offensive) - This Special acts as a level # attack that may only be played against a Battlesite. Like all attacks made against a Battlesite, if the attack hits, the points do not count towards Venture Total. If this Special is drawn and the opposing player is not playing with a Battlesite, it must be discarded as unusable.

**LN** (both) - The effect of this Special is that it allows the player playing the Special to shift any attack that is made by the opponent that targets one of the player's characters (Front Line or Reserve) to a different character (who must be on the front line). This effect last until the end of the battle. If the redirected attack causes there to be no function then it has effectively blocked the attack (for example, attacking a character with an AI Special that is redirected to a different character who has no placed cards, has effectively blocked the AI Special from landing). If the Character playing the Special is KO'd during the battle, then the effect of this Special continues until the end of the battle.

### **SEE SHIFT RULE FOR FURTHER EXPLANATION OF HOW THIS SPECIAL WORKS ON PG #15**

**LO** (defensive) - This Special acts as an AD Special in that it acts as an avoid with a specific condition that must be met in order for it to be used (e.g., avoid 1 attack made with a particular icon). See AD for more information on the avoiding aspect of this card. Once played, the player may then draw a card from the Draw Pile, discarding it if it is a duplicate (or if it is unusable). This draw is optional and the player may select not to take it.

**LP** (offensive) - This Special must be played on the player's turn and has no effect in the current battle. In the next battle, if either of the players draw an event card, then it is discarded and does not take effect. The Event card is still replaced by a new card from the Draw Pile. If either player draws 2 event cards or more, then none of the events take effect and only 1 of the event cards may be replaced. This Special may not be avoided but can be negated during the battle it was played. It may not be negated during the battle in which it takes effect.

**LQ** (offense) - This Special acts as a level # attack. If it is successful, then the Character playing the Special may make 1 additional attack of a specific type that cannot be defended. The follow up attack is limited in the same way that follow up attacks are limited for cards like AB - if the attack specified is supposed to be of a particular type then it may be made with power cards (either the pure attack or a Multipower) or Specials. The follow up attack may not be made with a Universe card or a Tactic card. If a Multipower Power card, then the character must be able to use that power card as the specified type.

**ZZ** (both) - When in hand, this Special acts as an AO Special in every way, allowing the Player playing this Special to Negate any Special played by the opponent, either in the current battle, or from previous battles. This Special's effect changes when Placed. If Placed, then the only Specials which it can negate are *Any Hero/Any Character* Specials. In addition, if Placed, then only that Character may play the Special - if the Character with the Special Placed is KO'd, then the Special is discarded with all other Placed cards.

# Life With Inherent Abilities (Version 1.0)

The Official OverPower Playing Supplement  
Provided by Ron Perazza, Steve Domzalski, and the eternally jolly folks at Fleer/SkyBox.

The following is a complete and detailed guide, sanctioned by the OverPower Legion, for the playing of Inherent Abilities and how they affect OverPower. This is the guideline that will be used at all OverPower Legion sanctioned events. Please feel free to copy and distribute this as you see fit. This information is not intended to be sold in any way. It should be distributed free of charge, except for possibly a small fee to offset the copying costs, if any.

There are a number of Metarules that need to be considered when using Inherent Abilities. They are as follows:

- 1) Unless otherwise stated, A character must be a part of the battle in order to use his Inherent Ability or in order for his Inherent Ability to take effect. The Reserve character is not normally considered part of the battle but may, as a result of certain types of Special or Event cards, be brought into the battle. If this occurs, then the Reserve character would be considered part of that battle from that point on.
- 2) Inherent Abilities that limit or establish conditions under which a character may be KO'd, do not preclude a character from being KO'd by another means.
- 3) Inherent Abilities that offer bonus', do so in addition to any other bonus' that might be in effect due to Specials or Universe cards.
- 4) Unless otherwise stated, all Inherent Abilities affect only the character on whom the Inherent Ability is written.
- 5) Unless otherwise stated, if an Inherent Abilities allows the Reserve character to play particular cards from the Reserve position then these particular cards MUST be considered for duplication as if the character were a Front Line character.

There are currently 15 different TYPES of Inherent Abilities. As there is no code system for the Inherent Abilities, a sheet has been provided that delineates the various TYPE. The TYPE is what will be referred to and defined in this manual.

## H/V CODE MODIFIER -

This type of Inherent Ability is tied directly to the Hero or Villain Code. As the Hero or Villain Code is an OPTIONAL RULE, this Inherent Ability is also OPTIONAL. If the Judge of your tournament is not enforcing the Hero or Villain Code, then characters with this type of Inherent Ability are considered to have no Inherent Ability.

If the Judge of your tournament is enforcing the Hero or Villain Code Rule, then this Inherent Ability offers a bonus (indicated by a +) or a penalty (indicated by a -) against a particular group of your opponents character as indicated by their Code. For example, "-1 to hit Characters with a Hero Code in 1st Battle." would penalize the character with this Inherent Ability if he were to attack any of his opponents characters that had the "H" Code on their Character Card. This penalty would affect all Power cards, Special cards, and Universe cards that act as an attack. This Inherent Ability would not affect the characters Power Grid. This particular Inherent Ability also has a secondary effect, in that it's duration is limited only to the first battle. After the first battle, this code no longer has any game effect although the character is still considered to be a character that has an Inherent Ability.

## VENTURE MODIFIER -

All Inherent Abilities of this type change either the Player's, or his Opponent's Venture Total, and takes place at one of two times during the battle, as indicated on the Character card. If the Inherent Ability offers a bonus or penalty "per battle", then that bonus is applied at the end of the battle, during the "Determine Venture Total and Battle Winner" portion of the game. If the Character that has this type of Inherent Ability has been KO'd before this part of the battle, then their Inherent Ability does not take effect that battle. If the Inherent Ability offers a bonus or penalty "when KO'd", then that bonus is applied only when that character is KO'd, and at no other time during the game. In other words, unless the character has been KO'd, then this Inherent Ability has no game effect although the character is still considered to be a character that has an Inherent Ability. This type of Inherent Ability takes place regardless of Special cards that may affect the characters ability to attack. For example, if the Scarlet Witch (who has the "Opponent -5 to Venture Total when KO'd" Inherent Ability) has been the victim of an AV Special that rendered the Scarlet Witch unable to attack for the remainder of the battle (See "Guide to Playing Specials"), and the Scarlet Witch were to be KO'd in that battle, then her Inherent Ability WOULD still affect her opponent.



## **UNIVERSE CARD MODIFIER -**

All Inherent Abilities of this type modify the characters bonus' to Universe cards, when that character is using Universe cards. They type of Universe card that is modified is listed on the character card. No other types of Universe cards other than they type listed are modified by this Inherent Ability. Unless otherwise stated, this type of Inherent Ability affects only the character with the Inherent Ability. However, there are some Inherent Abilities of this type that specifically state that they affect only the character's "teammates". If that is the case, then the Inherent Ability would ONLY affect the teammate, and not the character himself. And there are some Inherent Abilities of this type that affect the entire "team". If this is the case, the then Inherent Ability would affect the character AND his teammates. In any case, the bonus is applied in addition to any other bonus already on the Universe card. For example, the "Basic Universe cards are an additional +1" Inherent Ability would raise the bonus of a "Dodge" card from +1 to +2, but only for the character with this Inherent Ability. While "Teammate's Training card bonus' are an additional +1" would affect only the characters teammate. When the character with this Inherent Ability is KO'd, any bonus' granted to the character, teammates, or entire team, are lost at the moment of KO.

## **DECKBUILDING MODIFIER -**

Inherent Abilities of this type predetermine the Value of the character for tournament deckbuilding (See the SUM DECK RULE, in the OverPower Rule Book). Instead of calculating the character's Value using the normal deckbuilding rules, this character is considered to have the Value listed on his character card.

## **ATTACK MODIFIER -**

Inherent Abilities of this type offer a bonus to the character when using Power cards to attack. This bonus is only with the specific type of Power card listed on the character card, unless there is no type of Power card listed. If there is no type of Power card listed, then the bonus is to ALL types of Power cards. This bonus is in addition to any other bonus that may be in effect from Special cards or Universe cards. For example, if a character with the "Energy Power cards are +1 when used to attack" Inherent Ability were attack his opponent with a level 4 Energy Power card, the target would need to defend with a level 5 or higher defensive action. If the character were to use the same level 4 Energy Power card along with a Training card that granted a bonus of +3, the total bonus would then be +4 and the target would need to defend with an 8 or higher defensive action. In any case, the bonus is for the character with the Inherent Ability only, and does not affect his teammates. The bonus does not affect the character's Power Grid or the Power cards that are usable by the character.

## **DEFENSE MODIFIER -**

Inherent Abilities of this type offer a bonus to the character when using Power cards to defend. This bonus is only with the specific type of Power card listed on the character card, unless there is no type of Power card listed. If there is no type of Power card listed, then the bonus is to ALL types of Power cards. This bonus is in addition to any other bonus that may be in effect from Special cards or Universe cards. For example, if a character with the "Energy Power cards are +2 when used to defend" Inherent Ability may defend a level 6 attack from his opponent with a level 4 Energy Power card. If the character were to use the same level 4 Energy Power card along with a Training card that granted a bonus of +3, the total bonus would then be +5 and would be able to defend an attack of 9 or less. In any case, the bonus is for the character with the Inherent Ability only, and does not affect his teammates. The bonus does not affect the character's Power Grid or the Power cards that are usable by the character.

## **DUPLICATE NULLIFIER -**

Inherent Abilities of this type give the character the ability to ignore all duplication rules with regard to the type of card listed on the character card. This Inherent Ability does not give them the ability to ignore rules regarding Placing or Playing the indicated type of card.

## **KO MODIFIER -**

This type of Inherent Ability changes the conditions under which the character may or may not be KO'd.

In cases where the character "May not be Spectrum KO'd.." with a particular type of card it means that cards of the indicated type are to be ignored when determining if that character is KO'd by that method. For example, "May not be Spectrum KO'd by Energy Power cards" means that ALL Energy Power cards on that characters Permanent Record and Hits From the Current Battle are to be ignored when figuring out whether that character has been Spectrum KO'd or not. Although Energy Power cards WOULD be considered if attempting to determine whether that character were Cumulative KO'd.

In cases where the character "May not be Cumulative KO'd.." with a particular type of card it means that cards of the indicated type are to be ignored when determining if that character is KO'd by that method. For example, "May not be Cumulative KO'd by Energy Power cards" means that ALL Energy Power cards on that characters Permanent Record and Hits From the Current Battle are to be ignored when figuring out

whether that character has been Cumulative KO'd or not. Although Energy Power cards WOULD be considered if attempting to determine whether that character were Spectrum KO'd.

In cases where the character "May only be Cumulative KO'd by (x) points", it means that the normal 20 points to KO are ignored in place of (x) for that character.

In cases where the character "May only be Spectrum KO'd by 4 Power Types", it means that the normal 3 Power Types to Spectrum KO character are ignored in place of all 4 Power Types. In other words, this character may only be Spectrum KO'd if one Energy, one Fighting, one Strength, AND one Intellect hit are present. Normal MultiPower card, Special card, and the Fusion rules apply.

## **SPECIAL RESERVE ACCESS -**

Inherent Abilities of this type allow the character to play the indicated type of Special card from the Reserve position. All normal rules for the Placing and Playing of the indicated Special still apply (See THE GUIDE TO PLAYING SPECIALS).

## **CHARACTER ACCESS -**

Inherent Abilities of this type allow the character to Place and Play the indicated Special cards from the character listed. All normal rules for the Placing and Playing of the indicated Special still apply (see THE GUIDE TO PLAYING SPECIALS). A Character may not have Special cards both in the Deck AND at a Battlesite. For example, the "Ship" Location card used as a Home Base, with the Beast on the team, cannot be used in conjunction with "Onslaught's Citadel" Location card used as a Battlesite, with Dark Beast Activator cards. In other words, if Special cards for the Beast are in your Deck, Special cards for the Beast may not be at your Battlesite, regardless of the Activator card that is used to play them.

## **TEAMWORK RESERVE ACCESS -**

Inherent Abilities of this type allow the character to play the indicated type of Teamwork card from the Reserve position. All normal rules for the Placing and Playing of the indicated Teamwork still apply; however, while any Front Line character is considered to be a "teammate", only two of the characters three Front Line teammates may participate in the Teamwork attack. As usual, the same Front Line character may not take part in the same Teamwork attack twice.

## **TACTIC RESERVE ACCESS -**

Inherent Abilities of this type allow the character to play the indicated type of Tactic card from the Reserve position. All normal rules for the Placing and Playing of the indicated Tactic card still apply; however, any Front Line character is considered to be a "teammate".

## **KO DRAW -**

Inherent Abilities of this type have very special rules. This Inherent Ability only takes effect when the character with it is KO'd, although the character is considered to have an Inherent Ability at all times. When the character is KO'd, the Player may immediately draw (x) cards from the top of the Draw Pile. The Player may keep the cards if they are usable even if they are duplicates of cards already in the Players hand or Placed to his active characters. He may keep these cards even if they are unusable, but may not Play them. He may not Place these newly drawn cards. This Inherent Ability ONLY takes effect at the moment the character is KO'd, and not for the entire time of the character is KO'd; therefore, it is very likely that the Player will only use this Inherent Ability once during the game, and maybe not at all.

## **ATTACK RANGE MODIFIER -**

Inherent Abilities of this type allow the character, and only that character, to attack his Opponents Reserve Character with the indicated type of card and only the indicated type of card. That Character with this Inherent Ability may attack the Reserve even if that attack is part of a Special or Universe card.

## **PLACING MODIFIER -**

Inherent Abilities of this type allow the character, and only that character, to violate the normal Placing rules by giving them the ability to either Place and Play cards that they would not normally be able to Place or Play, OR by allowing them to Place more cards than they would normally be able to Place. In either case, normal rules for duplication and how those cards function still apply.





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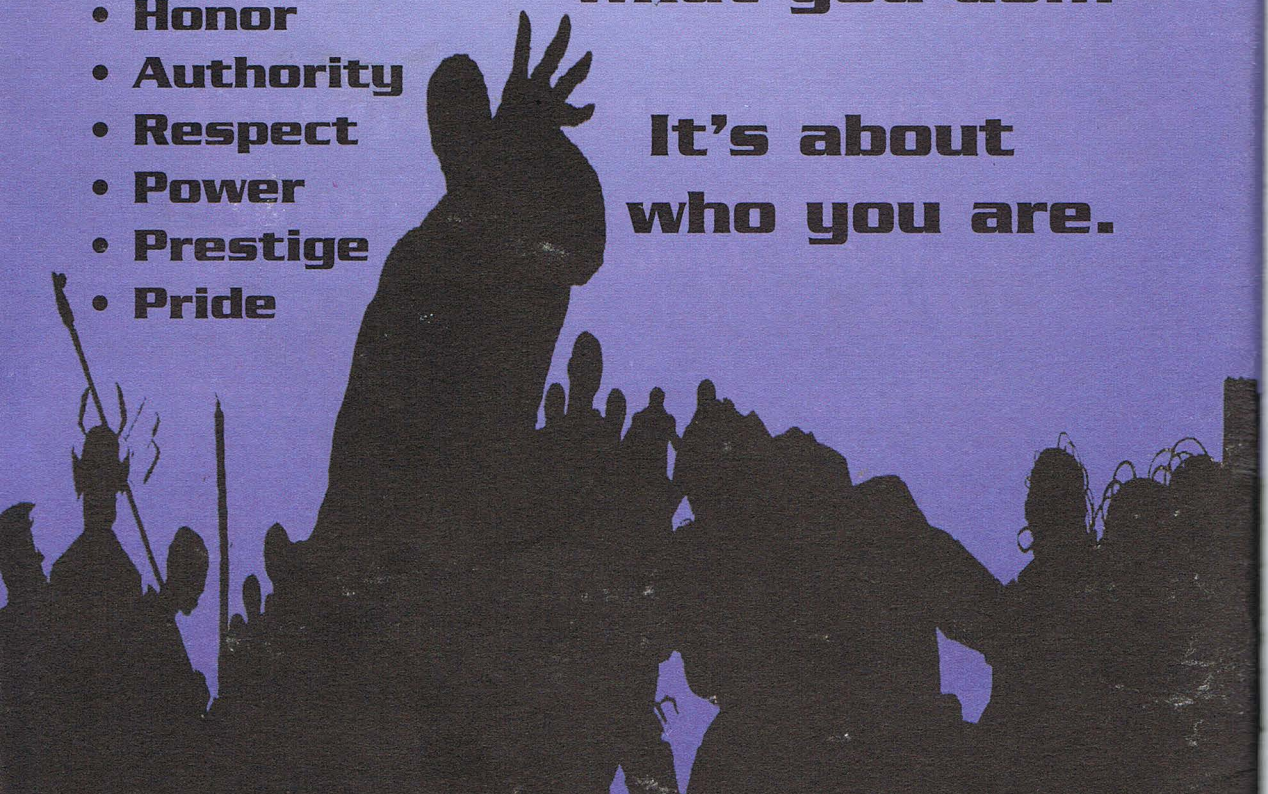


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