

EXPANSION SET



48 COLLECTIBLE PLAYING CARDS

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OverPower: Power Balance - Overview

WELCOME TO OVERPOWER: POWER BALANCE

Welcome to *OverPower: Power Balance*, the latest expansion to the *OverPower* collectible card game. Introducing a slightly altered rule set and addition of missing cards including Character, Power, Universe, Tactic cards, *Power Balance* provides a more logical and balanced way to play *OverPower*. Breathe new life into *OverPower* with *Power Balance*. *OverPower* lives once more!

FEATURES

- **New Character/Special cards** — Includes 10 missing characters listed in Location cards and 3 character remakes (Galactus, Warlock and Angel), 10 which receive new Special cards. Increases usefulness of Location cards which list these characters.
- **New Character Point Value system** — Point Value system now more accurately represents character usefulness, allowing competitive use of previously unplayable or ineffective characters.
- **Introduction of MultiPower as a recognised Power type** — Requires stats in all 4 power types to use, giving more options to characters with good overall stats, but poor primary stat.
- **Introduction of MultiPower Universe: Teamwork and Tactic: DoubleShot cards** — Providing even more options to MultiPower playing characters, further aiding in character balance.
- **New and improved Tactic: DoubleShot cards** — DoubleShot cards now do not require use with one specific power types, and can also be separated to make two separate attacks maintaining card advantage.
- **Remade Marvel version Any-Power cards** — New rulings increase usefulness of Any-Power cards, allowing construction of teams of characters with power grids that don't have to match.
- **Modified Homebase rules** — Homebase teams have added restrictions for balance purposes, which in turn make previously ineffective or weak Homebase teams more competitive.
- **Modified Battlesite rules** — Battlesites now have modified rules for KO and Special card use, and hits to Battlesites now count for venture total.

Deck Building Rules

NEW POINT VALUE SYSTEM

In previous iterations of *OverPower*, the Point Value system was disproportionate to the actual usefulness of the character. Effective and competitive teams largely consisted of characters with very high primary stat values (typically 7 or greater), due to their high offensive/defensive/venture winning capabilities. Characters which have good overall stats, but have a low primary stat were never seen in competitive play due to their much poorer aforementioned offensive/defensive/venture winning capabilities but yet disproportionately high Point Values. *OverPower: Power Balance* sees the introduction of a new Point Value system that mathematically takes into account the overall aforementioned capabilities of each character, including benefits offered by the *Power Balance* expansion, giving an appropriate weighting to the character usefulness. As a result, characters with high primary stats will have much higher Point Values, restricting construction of overpowered teams whilst opening the doors to previously unplayable and ineffective characters for competitive play. The Sum Deck Rule has been amended slightly as a result of this change.

The Sum Deck Rule - The Sum Deck Rule is an *OverPower* deck-building rule that determines the maximum Value of the Characters' Point Value in order for your deck to be considered Tournament Legal. To maintain a Tournament Legal Team, the sum of all of the Point Values of all of the Characters for your team must not exceed eighty (80) points, unless using a Home Base or Any-Power cards. Each character is allocated a Point Value based on their overall effectiveness, and is listed in the [Marvel Post-IQ \[Point Value Quick Reference Guide\]](#) overleaf.

USE OF ANY-POWER CARDS

Any-Power cards were not of great use in previous iterations of *OverPower*. In *OverPower: Power Balance*, the missing Any-Power Power cards and Teamwork card have been printed and new rules for use have been introduced to allow for effectiveness in play. As before, Any-Power cards can be played by a character that has a stat in the power grid that is greater or equal to the value on the Any-Power Power card. However, Any-Power cards are no longer considered "One Per Deck". Any-Power Universe cards can now only be used with Any-Power Power cards (e.g. Any-Power Universe: Teamwork cards and Basic Universe cards can only be used with Any-Power Power cards and vice versa). Any-Power cards cannot be used with Tactic: DoubleShot cards. Additionally, addition of Any-Power cards into a deck incurs The Any-Power Restriction.

The Any-Power Restriction - The Any-Power Restriction is an *OverPower* deck-building rule that governs the use of Any-Power cards in a Tournament Legal deck. Inclusion of Any-Power cards of any/all types (including Power, Universe and Tactic cards) into a deck introduces three restrictions:

- The Point Value limit for your team decreases to 76 points.
- The use of MultiPower cards of any/all types (including Power, Universe and Tactic cards) is not permitted.
- Only Marvel Manhattan, Marvel Universe and Team OverPower may be used as a Homebase. The new rules open doors to teams that don't have matching power grids, rather built based on their Special card armamentarium. They maintain the ability to share usable Power cards, with the trade off in reduction of Spectrum KO capability and slightly reduced Point Value limit.

USE OF SPECIALS WITH BATTLESITES

In previous iterations of *OverPower*, the Any Hero/Character cards Power Leech and Devourer of Worlds were so powerful that they could result in almost guaranteed victory. To assist in balancing these two cards, Any Hero/Character cards can only be added to the deck if Marvel Manhattan, Marvel Universe or Team Overpower are used as Battlesites. No other specials may be used with these Battlesites. If the Battlesite is KO'd during battle, the Any Hero/Character cards can no longer be used, and must also be discarded during the discard phase. Certain Battlesites, such as Onslaught's Citadel and The Outback, were heavily favoured due to the sheer number of similar offensive and defensive specials. Others, such as The Sewer, were at a disadvantage due to the absence of specials for characters listed on the location card. To balance the usefulness and playability of all the Battlesites which have fewer options, new specials have been made for the missing characters, and a new rule has been put into place.

The Battlesite Restriction — The Battlesite Restriction is an *OverPower* deck-building rule that governs the use of specials with Battlesites in a Tournament Legal deck. Each special card used with a Battlesite must have a different special code. Any two specials with the same special code (e.g. AG for Avoid 1 Attack) are considered duplicate and cannot be included. Only a maximum of twelve (12) specials may be placed into a deck, which may include a single "One Per Deck" special. Specials must be usable by the basic version of the character listed on the location card — if Storm is listed, then all specials playable by Storm are usable, but not those playable by "Storm: Neutralized", which would include Morlocks special cards.



Rules In Battle

MULTIPOWER AS A RECOGNISED POWER TYPE

MultiPower cards are now a recognised Power type and actually have requirements to play. They can now only be played if the value on the MultiPower card is less than or equal to the value of ALL four power types on a character's power grid. This assists in balance by increasing usefulness of characters with higher overall stats but low primary stat, and decreasing the overwhelming power of high primary stat characters.

Previously, characters with a high primary stat were exceptionally powerful for several reasons: a) they had more card options to play, b) they could play cards of higher value resulting in greater defensive, offensive AND venture winning capabilities, and c) they could still have access to both good Cumulative KO capability as well as Spectrum KO capability due to their ability to play MultiPower cards of any value regardless of their Power Grids. The introduction of requirements to play MultiPower cards will strip the ability of high primary stat characters to play higher level MultiPower cards and allow characters with good overall stats but low primary stats to use them, balancing out the game play to some degree. Due to the increased requirements to play MultiPower cards, they can be used in any situation where a specific Power type is required (e.g. AE specials which state "May combine with 1 Intellect card for a single attack") provided the Power type of the MultiPower Power card is declared at point of use.

The addition of the level 5 MultiPower and MultiPower Universe: Teamwork cards in *Power Balance* also provide more options for the aforementioned good overall stat characters, making them much more playable and competitive.



REDESIGNED TACTIC: DOUBLESOT CARDS

In previous iterations of *OverPower*, Tactic: DoubleShot cards were not used in competitive play due to the loss of card advantage. Additionally, the very strict requirements for use with a specific Power card type rendered them unusable in most situations. Tactic: DoubleShot cards have now been redesigned in *Power Balance* to address both issues by permitting use with any power types, as well as having the option to leave the two cards as two separate attacks to maintain card advantage or sacrifice the card advantage and combine the two cards for a single devastating attack.

The modified Tactic: DoubleShot cards will render characters with multiple stats at 6 or above more effective, giving them more options. The addition of Tactic: DoubleShot cards that have MultiPower requirements will further add to the usefulness of characters with good overall stats.

ATTACKING BATTLESITES AND KO REQUIREMENTS

In previous iterations of *OverPower*, attacking the Battlesite was of little benefit, for two reasons: a) hits on the Battlesite did not count to the venture total, b) KO'ing the Battlesite was not a requirement for victory. Additionally, the balance was again in favour of the characters with a high primary stat, as the Battlesite could only be Cumulative KO'd. To make attacking the Battlesite more useful and more balanced between all character types, new rules regarding attacking Battlesite has been put into place:

- All hits on a Battlesite now contribute to venture total, but contribution is halved (e.g. hit of 8 would count as 4 to venture total)
- Battlesite now has same KO requirements as a character – Battlesite hits to KO is now reduced to 20, and Battlesite may now be Spectrum KO'd with 3 power types.

KO of the Battlesite is still NOT a requirement for victory.

HOMEBASE ADDITIONAL RULINGS

Due to the new Point Value system put in place, many of the existing Homebase teams are too powerful. Additional rulings have been added to the Inherent Abilities to make these teams more balanced. This will in turn make the previously unplayable or ineffective Homebase teams more competitive. The additional restrictions are as follows:

- **Avalon** — An additional ruling is to be added to Avalon's Inherent Ability: "Avalon's Team may not Venture more than 1 Mission Card per battle."
- **Blue Area Of The Moon** — An additional ruling is to be added to Blue Area Of The Moon's Inherent Ability: "Blue Area Of The Moon's Team is -6 to Venture Total per battle if Point Value of team is greater than 80."
- **Department H** — An additional ruling is to be added to Department H's Inherent Ability: "Opponent may pick up one additional card for each mission ventured by Department H's Team. Discard duplicates."
- **Four Freedoms Plaza** — An additional ruling is to be added to Four Freedoms Plaza's Inherent Ability: "Any shifted attack which utilizes Four Freedoms Plaza's Inherent Ability must be defended, and can only be defended by a non-Special card."
- **Gamma Base** — An additional ruling is to be added to Gamma Base's Inherent Ability: "Gamma Base's Team is -6 to Venture Total per battle if Point Value of Team is greater than 80."

• **The Hellicarrier** — An additional ruling is to be added to The Hellicarrier's Inherent Ability: "The Hellicarrier's Team is -3 to Venture Total per battle if Point Value of Team is greater than 80."

• **Landau, Luckman & Lake** — An additional ruling is to be added to Landau, Luckman & Lake's Inherent Ability: "Landau, Luckman & Lake's Team is -6 to Venture Total per battle if Point Value of Team is greater than 80."

• **Madripor** — An additional ruling is to be added to Madripor's Inherent Ability: "Madripor's Team is -6 to Venture Total per battle if Point Value of Team is greater than 80."

• **Princess Bar** — An additional ruling is to be added to Princess Bar's Inherent Ability: "Opponent may pick up one additional card for each mission ventured by Princess Bar's Team if Point Value of Team is greater than 80. Discard duplicates."

• **Sanctum Sanctorum** — An additional ruling is to be added to Sanctum Sanctorum's Inherent Ability: "Sanctum Sanctorum's Team is -6 to Venture Total per battle if Point Value of Team is greater than 80."

• **The Savage Land** — An additional ruling is to be added to The Savage Land's Inherent Ability: "The Savage Land's Team is -2 to Venture Total per battle if Point Value of Team is greater than 80."

• **The Sewer** — An additional ruling is to be added to The Sewer's Inherent Ability: "The Sewer's Team is -4 to Venture Total per battle if Point Value of Team is greater than 80."

• **X-Mansion** — An additional ruling is to be added to X-Mansion's Inherent Ability: "X-Mansion's Team is -9 to Venture Total per battle if Point Value of Team is greater than 80."

In addition to the restrictions above, characters used for Homebase teams MUST be the basic version of the character. For example, only the basic version of Angel may be used, not "Angel: The Fallen" or "Angel: Horseman Of Apocalypse".



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THE CARDS

Each *OverPower: Power Balance* expansion pack includes 48 playable cards:

- 13 Character cards
- 11 Special cards
- 14 DoubleShot cards
- 1 Artifact card
- 1 MultiPower Power card (level 5)
- 3 Any-Power Power cards (levels 5, 6 and 8)
- 4 MultiPower Universe: Teamwork cards
- 1 Any-Power Universe: Teamwork card

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CHARACTER	STATS				PV
<i>Abomination</i>	2	4	8	3	22.0
<i>Absorbing Man</i>	5	5	7	1	19.1
<i>The Acolytes</i>	7	6	3	3	20.8
<i>Adam Warlock</i>	7	2	5	6	20.7
<i>Alpha Flight</i>	4	7	4	6	22.4
<i>Angel</i>	2	7	4	3	18.1
<i>Angel: The Fallen</i>	6	7	4	3	21.2
<i>Angel: Horseman Of Apocalypse</i>	5	7	6	2	20.7
<i>Apocalypse</i>	5	5	7	6	24.4
<i>Banshee</i>	7	5	3	5	20.7
<i>Baron Mordo</i>	7	3	2	6	19.9
<i>Bastion</i>	3	2	4	7	18.1
<i>Beast</i>	2	5	6	7	20.7
<i>Beast: The Brute</i>	3	6	7	1	19.2
<i>Beta Ray Bill</i>	5	4	7	6	22.9
<i>Beyonder</i>	∞	∞	∞	∞	27.0
<i>Bishop</i>	6	7	4	3	21.2
<i>Black Cat</i>	3	6	3	4	15.5
<i>Black King</i>	3	3	6	7	20.8
<i>Black Panther</i>	2	7	5	6	20.7
<i>Black Widow</i>	4	7	3	6	21.2
<i>Blink</i>	7	5	2	3	18.9
<i>Blob</i>	4	5	6	1	15.1
<i>Brood</i>	3	6	6	4	17.7
<i>Bullseye</i>	4	8	4	2	22.4
<i>Cable</i>	7	7	4	5	24.0
<i>Callisto</i>	2	6	3	5	15.4
<i>Captain America</i>	2	8	4	6	24.2
<i>Captain Britain</i>	4	4	7	6	22.4
<i>Captain Mar-vell</i>	6	6	6	4	19.9
<i>Carnage</i>	5	7	4	2	19.3
<i>Cerebro</i>	6	3	3	8	24.8
<i>Colossus</i>	1	5	7	4	18.7
<i>Colossus: Age Of Apocalypse</i>	2	5	7	3	18.9
<i>Crux</i>	6	6	2	3	16.4
<i>Crystal</i>	7	4	3	3	19.1
<i>Cyclops</i>	7	4	4	5	21.5
<i>Daredevil</i>	2	7	4	6	20.3
<i>Dark Beast</i>	1	6	5	7	20.1
<i>Dazzler</i>	7	3	3	3	18.4
<i>Deadpool</i>	3	7	5	3	19.9
<i>Deathbird</i>	3	7	3	3	18.4
<i>Deathlok</i>	4	5	5	6	18.4
<i>Doc Samson</i>	2	2	7	6	19.6
<i>Doctor Doom</i>	5	3	4	8	24.2
<i>Doctor Doom: 2099</i>	5	3	6	7	21.7
<i>Doctor Octopus</i>	2	5	6	7	20.7

CHARACTER	STATS				PV
<i>Dr. Strange</i>	8	3	2	6	23.8
<i>Domino</i>	4	7	3	5	20.3
<i>Donald Pierce</i>	4	2	6	7	20.3
<i>Doppelganger</i>	3	6	6	1	15.7
<i>Dracula</i>	3	5	6	8	25.6
<i>Elektra</i>	2	7	4	4	18.5
<i>The Enforcers</i>	3	6	4	3	15.5
<i>Expediter</i>	2	5	2	7	18.6
<i>Falcon</i>	3	6	5	4	16.7
<i>Forge</i>	5	5	3	7	20.7
<i>Galactus</i>	8	8	8	8	27.0
<i>Gambit</i>	6	6	4	4	18.9
<i>Ghost Rider</i>	6	6	6	2	17.7
<i>Goblin Queen</i>	7	5	2	5	19.8
<i>Green Goblin</i>	4	4	6	6	18.9
<i>Grey King</i>	6	3	5	7	21.7
<i>The Hand</i>	2	8	3	6	23.8
<i>Havok</i>	7	3	4	5	20.3
<i>Havok: Mutant X</i>	7	3	4	5	20.3
<i>Hawkeye</i>	4	7	4	2	18.5
<i>The Hellfire Club</i>	6	4	4	7	22.4
<i>Henry Pym</i>	3	4	3	7	19.1
<i>Heroes For Hire</i>	2	7	8	4	25.3
<i>Hobgoblin</i>	4	6	6	3	17.7
<i>Holocaust</i>	7	2	6	2	19.6
<i>Hulk</i>	1	3	8	6	23.2
<i>Hulk: Mr. Fix-It</i>	2	6	6	6	17.7
<i>Human Torch</i>	7	4	4	4	20.7
<i>Human Torch: Invaders</i>	7	6	4	3	21.2
<i>Hydra</i>	5	6	5	5	17.0
<i>Iceman</i>	7	4	4	3	19.4
<i>Iceman: The Ice-Man</i>	7	5	3	3	19.9
<i>The Inhumans</i>	8	4	5	4	25.4
<i>Invisible Woman</i>	6	4	3	6	17.7
<i>Invisible Woman: Malice</i>	7	6	4	2	20.3
<i>Iron Man</i>	5	3	7	7	22.8
<i>Iron Man: Original Armor</i>	4	3	5	7	20.3
<i>Jean Grey</i>	7	3	2	4	18.1
<i>Jean Grey: Dark Phoenix</i>	8	4	6	3	25.1
<i>Jubilee</i>	6	4	2	4	15.0
<i>Juggernaut</i>	4	5	8	2	23.2
<i>Ka-Zar</i>	1	7	5	5	19.1
<i>Kingpin</i>	2	4	5	6	15.8
<i>Klaw</i>	7	2	4	5	19.3
<i>The Kree</i>	6	5	4	7	22.9
<i>Landslide</i>	6	4	6	2	16.7
<i>Leader</i>	3	4	2	7	18.1

CHARACTER	STATS				PV
<i>Lizard</i>	2	4	6	6	16.7
<i>Longshot</i>	3	7	4	3	19.1
<i>Maggot</i>	4	6	4	4	17.1
<i>Magneto</i>	8	5	3	6	25.6
<i>Mandarin</i>	7	4	3	5	20.3
<i>The Marauders</i>	7	7	3	2	21.0
<i>Marrow</i>	2	6	4	4	15.0
<i>Maverick</i>	5	8	3	3	23.8
<i>Mephisto</i>	7	2	7	7	22.9
<i>Mercury</i>	6	7	5	4	22.9
<i>Mr. Fantastic</i>	2	5	2	8	22.5
<i>Mr. Sinister</i>	4	5	4	8	25.4
<i>Mojo</i>	6	3	1	6	15.7
<i>Mole Man</i>	4	4	2	6	15.0
<i>Morbius</i>	5	3	6	5	17.2
<i>The Morlocks</i>	6	3	8	2	23.8
<i>Morph</i>	4	5	3	6	16.7
<i>Multiple Man</i>	6	6	3	3	17.3
<i>Mysterio</i>	6	3	4	6	17.7
<i>Mystique</i>	5	6	3	6	18.2
<i>Namor</i>	2	7	7	4	21.3
<i>Namor: Sub-Mariner</i>	3	5	8	4	24.2
<i>New Warriors</i>	6	6	5	5	20.9
<i>Nick Fury</i>	3	7	4	6	21.2
<i>Nightcrawler</i>	6	7	3	3	20.8
<i>Omega Red</i>	6	7	5	2	20.7
<i>Onslaught</i>	8	2	6	7	26.3
<i>Phoenix</i>	7	5	4	3	20.3
<i>Polaris</i>	7	3	3	4	19.1
<i>Post</i>	1	6	4	6	16.1
<i>Professor X</i>	8	2	1	7	23.9
<i>Psycho-Man</i>	5	2	5	6	16.2
<i>Psylocke</i>	7	6	3	4	21.2
<i>Psylocke: Betsy Braddock</i>	6	3	2	5	15.4
<i>Punisher</i>	3	7	4	4	19.4
<i>Puppet Master</i>	6	3	1	6	15.7
<i>Quicksilver</i>	7	6	3	2	19.9
<i>Rapture</i>	5	7	2	3	18.9
<i>The Reavers</i>	5	7	6	3	21.7
<i>Red Skull</i>	3	5	4	7	20.3
<i>Reyes</i>	6	2	2	6	16.1
<i>Rhino</i>	2	6	7	1	18.9
<i>Rogue</i>	4	4	7	2	18.5
<i>Rogue: Brotherhood Of Evil Mutants</i>	6	5	3	2	15.4
<i>Sabra</i>	3	7	6	3	20.8
<i>Sabretooth</i>	2	8	6	3	23.8
<i>Sauron</i>	6	5	5	5	19.9

CHARACTER	STATS				PV
<i>Scarlet Spider</i>	3	7	6	5	21.7
<i>Scarlet Witch</i>	7	3	2	5	18.9
<i>Scorpion</i>	5	5	7	2	19.8
<i>Sentinels</i>	7	5	7	1	21.2
<i>The Serpent Society</i>	3	6	6	3	17.3
<i>Shadow King</i>	7	1	1	7	19.8
<i>Shadowcat</i>	6	3	3	6	17.3
<i>Shadowcat: Age Of Apocalypse</i>	6	6	3	3	17.3
<i>Shang Chi: Master Of Kung Fu</i>	2	7	5	5	19.8
<i>Shatterstar</i>	3	7	5	3	19.9
<i>She Hulk</i>	1	4	7	5	18.7
<i>The Shi'ar</i>	5	4	3	8	24.2
<i>Silver Sable</i>	4	6	2	6	16.7
<i>Silver Samurai</i>	5	7	4	3	20.3
<i>Silver Surfer</i>	7	3	6	5	21.7
<i>Spider-Girl</i>	4	6	5	3	16.7
<i>Spider-Man</i>	3	7	6	5	21.7
<i>Spider-Man: Symbiotic Costume</i>	6	5	7	2	20.7
<i>Spider-Woman</i>	6	3	6	4	17.7
<i>The Starjammers</i>	3	7	4	5	20.3
<i>Storm</i>	7	5	3	4	20.3
<i>Storm: Bloodstorm</i>	7	6	5	3	21.7
<i>Storm: Neutralized</i>	1	6	4	5	15.1
<i>Strong Guy</i>	3	4	7	3	19.1
<i>Sunfire</i>	7	5	4	4	21.5
<i>Super Skrull</i>	6	4	7	4	22.4
<i>Superpatriot</i>	3	6	7	2	19.9
<i>Taskmaster</i>	3	7	4	5	20.3
<i>Team X</i>	5	7	6	5	24.4
<i>Thing</i>	1	5	8	3	22.2
<i>Thor</i>	7	5	7	4	24.0
<i>Thunderbird</i>	2	6	7	3	19.9
<i>Thunderbolts</i>	7	5	4	6	22.9
<i>Typhoid Mary</i>	5	7	3	2	18.9
<i>Venom</i>	5	6	7	2	20.7
<i>Viper</i>	4	6	3	6	17.7
<i>Vision</i>	5	4	6	6	19.4
<i>War Machine</i>	5	4	7	3	20.3
<i>Warlock</i>	7	6	4	6	23.4
<i>White Queen</i>	7	2	2	6	19.6
<i>Wolverine</i>	2	8	5	4	23.2
<i>Wolverine: Age Of Apocalypse</i>	2	8	4	5	23.2
<i>Wolverine, Golden Age</i>	3	7	4	5	20.3
<i>X-Babies</i>	5	5	4	1	14.0
<i>X-Man</i>	8	3	3	3	22.3
<i>X-Men: Original Team</i>	7	2	4	5	19.3
<i>Xaos</i>	7	4	4	1	17.8

◆ OVERPOWER POINT VALUE QUICK REFERENCE GUIDE ◆ OVERPOWER POINT VALUE QUICK REFERENCE GUIDE ◆ OVERPOWER POINT VALUE QUICK REFERENCE GUIDE ◆