

OverPower: The Board Game

Welcome to OverPower: The Board Game! I love the original OverPower card game, and have been playing it since it first hit the shelves way back in the 1990's. But the lack of true competitive Marvel comic team-theme board games prompted me to take this card game and attempt to develop it into something more in line with the style of game I prefer these days. I've been working on this custom variant of the long out-of-print card game for more than 2 years and am now ready to share the results of my efforts. If you are looking for something a little more in-depth than what the original fast paced game offers, hopefully you will enjoy this approach as much as I do.

Below are the complete rules for how to play this variant. It does assume some knowledge about how to play the card game and I have tried to note any specific changes in **bold**. In summary, each player starts with a team of 4 players based on the location they select at the start of the game. Each hero comes with a pre-determined set of 12 cards (referred to as a battle pod in the rules below) and then shuffled along with a "basic pod" of 16 cards provided to each player, bringing the total card allotment to 64 cards. Over the course of 5-8 rounds, players will battle and secure locations to recruit heroes from other locations, adding those hero's pods to a second recruitment deck you can draw from. As your main team of heroes are KO'd, their specials can be discarded in later rounds to provide venture points that aid in completing missions (even in death I'm the hero). While the recruited heroes do not have actual hero cards in the battle, the choices you make on whose pod gets added can have significant impact on the outcome of the game even when you are losing. The winner is the player who scores the most victory points at the end of the game. Victory points are scored by controlling locations and completing missions. **Note: venture points and victory points are not the same thing.** The game ends immediately when either player's mission venture pile is empty or whenever one player controls 3 locations. (Alternatively, the first player to collect 30 victory points immediately wins.)

To begin the game, set aside the following location cards:

- Asteroid M
- Avengers Mansion
- Four Freedoms Plaza
- Ravencroft
- X-Mansion

These are your **homebase locations**.

Next, build the **battlesite deck** using the following locations:

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|------------------------|----------------------|
| • The Concrete Jungle | • Madripor |
| • The Daily Bugle | • Mojoworld |
| • The Danger Room | • Muir Island |
| • Department H | • The Outback |
| • Fall's Edge Compound | • "Ship" |
| • Hell's Kitchen | • Stark Enterprises |
| • The Helicarrier | • The Vault |
| • Latveria | • Wundagore Mountain |

Shuffle the starting location deck and set the battlesite deck aside. Then, deal each player 2 starting location cards. Both players secretly choose one of the two starting location cards they were dealt and put it facedown in front of them. The discarded starting locations are placed on top of the battlesite deck. Then, shuffle the battlesite deck and deal the top 5 cards of the deck in a line facedown between both players. Next, both players simultaneously reveal their starting location and choose 4 heroes from among those listed on their location card. Each player takes their 4 corresponding hero pods, along with their **basic battle pod**, and shuffles them together to create their own battle deck. Then both players arrange their heroes using standard game rules, with 3 in the front line and 1 in reserve. Next, both players set their 7 mission cards next to their battle deck/draw pile/power pack. Randomly determine who is going first on the first round and you are ready to begin! (Optional rule: shuffle at least 5 mission event cards for the corresponding mission deck and set them next to the mission deck. At the end of each battle round, the player who won the venture looks at the top 2 cards of the mission event deck and chooses one. That card is added to that player's hand and may be played at the appropriate time based on the card text. The other event is shuffled back into the event deck.)

At the start of the first round, the first player looks at 2 of the location cards along the **battle row** and chooses 1 to reveal. Flip those cards over. Then the second player chooses 1 to reveal from the remaining cards. The second player may choose from the cards not looked at or from the one the first player chose not to reveal but may not look at any of the hidden cards before deciding.

Each round is played in a series of phases: Preparation Phase, Deployment Phase, Mission Phase, Battle Phase, Cleanup Phase.

Preparation Phase: Each player draws up to a hand size of 8 cards from their battle deck and **discards duplicates to the bottom of the battle deck**, replacing them with the same number of cards from the top of the battle deck. Any duplicates drawn during the replacement step are also discarded to the bottom of the deck but are not replaced. Next, in turn order each player discards any unusable cards to the appropriate discard pile, adding 1 point to their venture total for each special discarded in this way. After both players have determined their starting venture total, each player in turn order places cards from their hand **face down** on their heroes as they see fit. Each hero may only have 1 special, power, and universe card. "Any Hero" cards may not be placed in this way. Once both players have finished placing cards, play proceeds to the Deployment Phase.

Deployment Phase: Each player secretly chooses a location on the battle row to deploy their team to. This can be done by numbering the locations 1-5, or by writing the name of the location, and then revealing the choice simultaneously. **A player may not choose a location that hasn't been revealed.** Once the players have both revealed their choice, each player places one of their front line hero cards next to the location card to mark the deployment decision. If both players choose the same location, play continues to the Mission Phase. Otherwise, skip the Mission Phase and Battle Phase proceed to the Recruitment Phase. (Tip: Sometimes you will want to deploy to a location you already control to avoid the risk of your opponent going there and automatically taking control of it. Choose your deployment location carefully!)

Mission Phase: In turn order, each player chooses a number of missions to attempt, up to 3. Success is based on how many **venture points** are collected during the Battle Phase. If a player scores at least 2 points more than their opponent, they complete one mission. If they score at least 5 venture points more than their opponent, they complete 2 missions. If they score at least 10 more venture points than

their opponent, they complete 3 missions. Any missions not completed are moved to the defeated missions pile. Remember: a player cannot complete more missions than the total chosen, so for example if a player choose one mission to attempt but scored 12 more venture points than their opponent, they still only complete the one mission they attempted.

Battle Phase: At the start of the Battle Phase, both players turn all their placed cards face up and play any recruited hero character cards they drew (or that were in their hand from the previous round) next to the location where the battle is taking place. In turn order, each player draws 3 cards from the top of that recruited hero's battle pod and adds them to their hand. The Battle Phase is played as described in the official rulebook, with both players taking turns performing actions either from the placed cards or from the cards in their hand, or conceding. When a player concedes a battle, they also **must** withdraw their heroes from the battlesite location. Add up the total venture points based on damage points from specials, power cards, and universe cards (when applicable). Remember to add the venture points collected from the number of discarded cards during Prep Phase as well. As long as neither player conceded and withdrew from the battlesite, the player who scored the most venture points won the round! Otherwise, the player who conceded and withdrew lost the round regardless of the venture point total. Proceed to the Recruitment Phase.

Recruitment Phase: For each location controlled by a player, that player chooses one character from the list of available heroes on that location card and shuffles its character card into your battle deck. Set that character's battle pod aside (specials only). Note: keep recruitment battle pods separate from the battle deck, and from each other. Recruited heroes support the team in their efforts. Each player may only choose one character from a location each round. Also, a player may not choose a hero who has been previously selected, even if that hero is listed on a different location card. Each player may have no more than 3 recruited heroes in their hand or on the table at any time.

Cleanup Phase: Now it's time to collect **victory points**! Victory points are collected in the following manner: 3 points for winning the battle round, 1 point for every opposing hero defeated, 2 points for every location you control (mark the location with a token or some other identifier to represent which player controls it), and 2 points for every mission you complete. Remove mission cards from the battle and check to see if either player controls 3 locations or has emptied their mission deck. If either of these cases are true, then the game immediately ends and the player with the most victory points is the winner! If not, proceed to the Discard Phase.

Discard Phase: Both players discard any cards remaining in their hands from the Battle Phase. Then, return any number of placed cards and surviving recruitment heroes to their owner's hand. **Discard any not returned.** A recruited hero who is not returned is discarded to the bottom of its owner's deck. Finally, choose 3 characters from your homebase location to be the frontline team for the next round, remove one damage card from the hero now in reserve placing the removed damage card in its owner's dead pile or power pack as appropriate, and resolve any end of round abilities as required. Play then continues to the Preparation Phase, where both players will draw up to 8 cards (including any returned to their hand during this phase).

So that's the basics. Once you've got a few games under your belt, you might want to add some of the following rules, or make up some of your own! Feel free to switch out the starting locations with other choices that reflect your personal play preference for characters and heroes. I have also added the Marvel Universe location card as a 6th non-scoreable location. Either play can deploy their team to this

location and collect any hero they want! When either player chooses this location, the Mission Phases and Battle Phases are skipped. Build the battle pods for each character however you like as well. I tend toward 8 specials with no more than 2 copies of any special and then fill out the other slots with power, ally, and training cards. For shorter games, you can also set the number of victory points needed to win to a specific value. The recommended victory point limit is 30.

For the basic battle pod deck that each player starts with, here is the deck: 2 Alien Symbiote, 1 Gamma Terror, 1 Confusion, 1 Savage Land, 1 Guardian Angel, 1 Death From Above, 1 Web-Headed Wizard, 2 of each multi-power card level 1-4.

For the individual character pods, the recommended allocation is no more than 2 copies of any non-One Per Deck (OPD) special with a total of no more than 8 specials in most cases (some of the characters in my pod box have 9), 3 power cards of appropriate type numbered between 5-8, and 1 other card – this can be a universe card, ally card, tactic, or additional power card just depending on the character and their individual skill set.

Most importantly, have fun! This is meant to be something a bit more in-depth than just random CCG card draw so change it up however you like!