OVERPOWER
CARD GAME

RULES & TERMS
GLOSSARY

1 Attack   When proceeding through steps C-H of the battle mechanic, only ONE attack may be made at a time under normal rules. A single attack may be modified by 1 or more utility cards, and some cards may allow you to make a combined single attack with 2 cards, but there should only be 1 attack to avoid / block / invalidate at a time.

Acts As   When a card "Acts as" another kind of card, for all intents and purposes it gains all the properties of that type of card when it crosses the Astral Plane without being negated, and loses any properties of the prior type of card it was. If the card doesn't cross the Astral Plane because its being used defensively, the moment it is played it immediately behaves as the kind of card it acts as. EXAMPLE 1 - a Special card that, if it successfully hits the target, acts as a level 8 Combat Power card *becomes* a level 8 Combat Power card once successful, and can be removed by a Power-Card-Removing Special card; it also can no longer be negated. EXAMPLE 2 - A numerical Special card used on defense which acts as a Power card *may* be used to block an attack that can't be defended by a special card.

Acts Identical   Similar to "Act as"; When a card "acts identical" to another card, once it crosses the Astral Plane it becomes exactly the same as that card and loses any properties of its prior class, etc. If used defensively, the card immediately has the properites of the copied card. If the card copies a card with icons, it contains all of the icons of the card it copies.

Additional Attack   A single attack, usually granted by a preceding card's text. Only 1 attack may be made at a time, using steps C-H of the battle mechanic. If a card grants an additional attack, the opponent must decide if and how to defend that attack before any additional attack(s) granted are made. An "additional attack" cannot be a card with a "1st" icon, unless another game effect allows this.

All Actions   "All Actions" refers to actions that are attacks or defenses, typically numerical. When a card mentions all actions it is often granting a numerical bonus to attacks and defense. It typically does not refer to utility cards played alone for neither offense or defense (e.g. draw 3, discard 3, etc. are not affecting by cards granting numerical bonuses)

Affects Remainder of Battle or Remainder of Game This Phrase refers only to cards that have the text "remainder of battle" or "remainder or game".

After   When a card specifies that something may be completed AFTER an action or phase, it means immediately after the card or effect is resolved. This does not grant an ongoing ability to play a card or trigger an effect at ANY time you wish following the card or effects resolution.

Any   When a card refers to "any" card, in terms of being able to use or retrieve a card, it means "any" regardless of normal ability to play that card. If the card played has any additional cost to being played, such as a required follow-up attack, that cost must still be paid unless the card or effect specifically calls out that it doesnt' have to be.

Any Character   Refers to any character on your team who can legally make the action. A character must be selected and declared to use the action.

Any Character / Any Character Specials   Any Special card which reads on the left border "Any Hero" or "Any Character" can be used by any elligible character in a legal manner. As your read and use an Any Hero or Any Character card, you should replace the words "Any Character" with the name of your character who is playing it.

Any-Power Cards   Any card with the Any-Power icon on it. ◯

Any-Power Power Cards   A Power card with an Any-Power icon on it. Only levels 5-8 will be relesed in the World Legends set of cards. These must still be played through 1 of a characters four skill types, despite not counting to spectrum KO. For all intents and purpouses, if an Any-Power Power card is played through a skill type, it counts as that skill type for the duration of the attack or defense. Additionally, Any-Power Power cards can act as any Power Type playable by a character to pay the cost of another card. For Example, the Mummy may use a level 5 Any-Power Power card to pay the cost when playing his Special "The Eternal Journey" which requires a Strength Power card to be played.

As Possible   A card which reads, a character may or must make as many attacks / actions "as possible" means as many possible legal actions playable by a character that do NOT have a 1st icon. These actions need to be actions which are playable in and of themselves; Activators and Teamworks with a 1st icon do not qualify.

Attack   An "attack" is any card that has the word "Target" (except if a card reads "Target Teammate") that can target a character or location, OR any numerical card that can legally target a character or location. Cards which refer to the "Opponent" are Utility cards and are not attacks.

Avoid   A card with the word "avoid" is referring to the act of dodging a targeted attack that crossed the Astral Plane, such that it fails to hit the target and does not become a hit-to-current-battle or later go to permanent record. An avoid will dodge an attack regardless of how large the numerical Value of an attack is, and will also dodge targeted attacks that are non-numerical.

Battle   The "battle" REFERS TO THE BATTLE PHASE and consists of players taking turns playing actions 1 at a time, and Opponent having the option to take 1 defensive action for each offensive action. The battle lasts until either player concedes on their turn, or both players pass in sucession.

Blocked In Parts   Legacy Language. If a combined attack can be blocked in whole or in parts, you can either a) defend the entire attack as 1, or 2) choose to defend each part separately. On defense you cannot choose to combine certain parts and not others. It may either be defended as 1 combined attack or as ALL separate parts.

Bonus (and bonuses inferred by + sign)   Bonuses temporaraly affect the value of a numerical attack or defense. They never count to damage or venture total unless specified. Bonuses may be conditional, temporary, or of different durations. They cannot directly affect a non-numerical defense (e.g. 9 or less avoid does not become a 10 or less avoid, etc.)

Card by Card   When a ability allows you or search or sort through a pile card by card, reveal the cards one at a time, on the table, in front of your opponent, until the criteria of the card or effect are fufilled.

Choose   "Choose" means to select between a number of options, whatever a card or effect is requiring. EXAMPLE: This may be a number of cards to be discarded, or could be a choice of icon, etc.

Combine   When 2 cards combine to make 1 combined attack, that single attack has the combined properties of both individual cards. Cards in a combined attack are played at the same time. The attack's numerical value is value of the attacks added together plus any other numerical bonuses unless otherwise specified. A combined attack only gets each numerical bonus in play once. EXAMPLE 1 - If a Special card acts as an Level 4 Combat attack and allows a teammate to combine with 1 Brute Force Power card for a single attack, and there is a +2 to all actions special in play, the combine attack only gets the bonus once at +2, *not* +4; the combined attack is 1 action. When a combined attack becomes a hit it becomes, each card counts as a single hit and it no longer is a combined attack.

Contains (an icon)   Anytime a card shows a picture of an Skill type icon (Energy, Combat, Brute Force, Intelligence, Any-Power) it contains that icon. Function icons (Swords, Shield, 1st, Astral Plane, etc.) can not be selected by a player when a Special card that asks you to "choose an icon" (unless expressed noted).

Cost   The word "cost" refers to any requirement necessary to activate a card's effect. EXAMPLE: Discarding a card in order to activate another cards effect; playing open handed; or reducing a characters Hits to KO are all examples of "costs" to activate a cards effect. Required follow-up actions to Teamwork and Ally cards are *not* considered costs, as they are attack / actions which the player gets value out of of.

Cumulative KO   Incapacitating a character by doing 20 pts or more of numerical damage on the character. It may take more or less numerical damage to Cumulative KO a character depending on in game conditions, inherent abilities, Specials in play, etc.

Damage   This refers to the numerical hits on a character's Hits to Current Battle or Permenent record.

Defend   The act of avoiding, blocking, or invalidating the target of an incoming attack. Any utility card that doesn't directly block, avoid or invalidate an attack's target is not considered a defense, even if it may be played defensively to augment a defense. Cards with utility effects which grant a bonus to defense, shifts the target of an attack, etc. are not considered defenses, but can be played defensively so long as they have a "Shield" Icon.

Defended   A card is "defended" if it does not successfully hit a target (Character, Homebase, ext).

Remove   To "remove" a card is to take it from where it's currently located on table and discard it to the appropriate pile (unless another pile / location is specified).

Discard   To move a card from where it is currently located and place it in the appropriate pile (unless other pile / location specified). Discarding a card to pay a cost is not playing a card. If a card calls for you to discard it or another card to trigger an effect of a card, this is generally done as an offensive action and cost counts as your turn.

Discarded   When a card refers to a count of any card(s) which were "discarded" that battle, it is referring to cards which were discarded as duplicate or unusable during the pre-battle discard phase, from any cards or effects during the Battle Phase, and any of the Opponent cards or effects that force you to discard. This does not include removing hits or any other voluntary discarding / cards as a cost of playing of card. (Meaning - a card that reads "Draw 1 card for each card discarded this battle," would only count the cards laid out above.)

Draw Pile   Refers to you deck of cards that you draw your hands from.

Duplicate   Cards that are the same as one another (i.e. duplicates). Duplicates can generally not be kept and are discarded during the Discard Phase or when drawn during other phases. When determinig duplicates a player's placed cards are considered an extension of their hand. The rules for duplication differ slightly by card type. For Power cards, equal numerical value Power cards are considered duplicate even if they are different Power Types. For Teamworks, if they have the same primary Power Types and to use requiements they are considered duplicates, regardless of the follow up attacks / icons; for Special cards, only cards that are the exact same character name and card name count as duplicates. (See Rule book or a more indepth description).

Exchange   To exchange a card for another card is to take it and switch it for another card, as directed by a card played during the game or effect when it's triggered. Exchange does not count as a draw.

Front Line (Character)   Refers to any character on a player's side of the Astral Plane not in Reserve. Usually this is 3 or less characteres, but temporary resurrections or Event(s) may occasionally force 4 characters to be on the front line.

Gains a +   "Gains a +" means that that a bonus is granted to a numerical attack and/or defense or a particular skill type. Bonuses never count to damage or venture total unless specified.

Guess Defense   When an opponent guesses a defense, they declare a defense to a hidden/face down attack. If the defense is insufficient or incorrect, the failed defense is discarded to the appropirate discard pile, and the attack is successful.

Hit   A hit is any card that is continuing to have an effect on an opposing character, or any numerical card that is in the Hits to Current Battle or Permanent Record of a Character, Homebase, or in Legacy a Battlesite. Some Special cards can be "hit" as well, but are usually are KO'd by 1 hit and the attack is discarded to appropriate pile. Attacks that "hit" a Special card typically do not count to venture.

Hits From Current Battle   Refers to any card that hit a legal target this battle and not during any prior battle. These hits are usually turned parallel to the target to indicate they were successful, and stay in front of the character on the battlefield until the End of Battle Phase; at which point they are turned back perpendicular and tucked under the character, signifying they are now in the Permanent Record. If a character is KO'd, all their hits to current battle are moved to the Astral Plane and still count toward the Venture Total this battle.

Hits to KO   This is the amount of numerical damage needed to KO a character. The threshold is usually 20 points of damage, but this may be modified by other cards / inherents / Events in game. This does not refer to each CARD that hits, but the cumulative damage (numerical value) added up from all numerical hits.

Icon   An icon is the graphical representation of a Power Type, either Energy, Combat, Brute Force, Inteligence, or Any-Power. If a card avoids or otherwise affects a card with an "icon", the icon must be graphically represented on the card, unless the card is a copying the effect of a card which does contain icons. Again, how to Function Icons can not be declared when a card allows you to "choose an icon."

If   The word "If" usually pecedes requirement for a conditional effect to occur. EXAMPLE, if succesful, if not successful, if Opponent has more cards placed than you, etc.

Immediately   When the word "immediately" is used, it means that the associated action or ability can, should, or must be taken at the current step in the battle mechanic, and the conditional or unconditional effect is not delayed by a turn to be activated or played.

KO'd   A KO is when a character is incapacitated and cannot take any more actions due to being Cumulative, Spectrum or Absolute KO'd (or KO'd by special condition in game e.g. Event, Special cards, etc.) Characters are perpetually being checked for whether they are KO'd and if any damage or effect makes a character meet criteria for KO, the KO is immediately processed - see 'KO'ing a Character' in the rulebook.

Level   The numeric value of an attack or defense, including any temporary bonuses from Universe, Special or other cards.

Look (Through)   The act of taking cards and physically looking at them, but not showing them to the Opponent. Cards which allow you to "Look through" any one of your piles or through any of the opponent's piles must be done within the scope of tournament guides / ettiquet (see 2024 Tournament Guide). Such actions cannot be used to undo randomness within a deck, including duplates / duplication. Unless otherwise stated, always reshuffle the Draw Pile after the looking through it.

May   The word "May" precedes another action that is optional. The action or bonuses etc. may or may not be taken.

May Only   The phrase "may only" limits an offensive or defensive action to a specific subset of action(s). It may also limit an action to a specific card class or Power Type.

May Not   The phrase "may not" excludes a class(es) of cards from being used as an elligible offensive or defensive action.

Multi-Power Cards   Any attack with multiple skill type icons such that the card can act as more than 1 skill type (teamworks are NOT multi-power because they can only act as 1 type).

Multi-Power Power Cards   Any Power card with more than 1 skill type of icon on it.

Must   The word "must' precedes a requirement for a action, and to which there is generally not an exception. The word "must" often compels the opponent to take a detrimental action, or compels your team to take a follow-up action or pay a certain cost to activate a card's effect.

Negate   A card that can "negate" another card can either neutralize the effect (the TEXT of a card before it exits the astral plane) when played defensively, OR can offensively attempt to remove the effect of a card that is in play, whether it's a hit on a character, an ability paper-clipped 📎 to a hero, or card thats in the Astral Plane 🅰 Played offensively, negates DO NOT target a character and are not an attack, but must be played to the Astral plane where they may be defensively negated.

Non-Numeric   Any card without a number on the upper left hand corner of the card relecting the attack level, defense level, or amount of damage.

Numeric   Any card with number(s) on the upper left corner that reflect the level of the attack or defense, potential damage, or a bonus.

On Your Turn / On His Turn / On Her Turn   On your turn refers to your turn to take an offensive action. The defending player's responding action(s) are not a "turn".

Open Handed   Playing "Open Handed" means specified cards or the entire hand must be placed face-up on the table for the prescribed length. These card may not be picked back up unless the effect is removed. If entire hand must be played open handed, any cards drawn during the remainder of that battle must be placed on table face up, as well.

Opponent   The "Opponent" is the other player that commands the opposing 4 characters. The "Opponent" is not a teammate of or a part of the team of characters. Cards that affect the "Opponent" are non-numeric and non-targetted, and therefore NOT attacks.

Or   The word "or" notes the ability of a player or a character to choose between two options.

Permanent Record   A character's "Permanent Record" consists of hits from prior battles which and then slid beneath character card to reflect hits / damage. They generally count to hits-to-KO or spectrum KO, but do not count to venture (unless denoted by a card or effect). Non-numeric hits which have an ongoing effect on a character are also a part of their "Permanent Record."

Placed   "Placed" cards are physically put face up on top of a character. A "placed" card must be playable by the character it is placed to. Once placed, only that character can play the card. Placed cards carry over after a battle ends and are not discarded like your hand is after a battle ends. Cards placed to a homebase may be played by any character able to normally play that card.

Play   To play a card is the foundational way that a card takes effect in OverPower. It generally involves revealing the card, and using it as prescribed by the game rules or as described in the card's text. Cards may be played from hand or from a placed slot (or in Golden Age/Legacy play, from a stored area under a Battlesite.) Playing a card is the primary way that a card takes effect in OverPower. The other way is to Discard a card, but it's important to note that Playing a card is not "discarding" it - even if it is discarded after it resolves.

Play After   Legacy Language usually associated with a card that is played in reponse to the opponents action (usually concession; opponent bringing up reserve character). (E.g. Play after 'character' takes a hit. 'Character' is +2 to all actions versus the charcter who just hit them).

Play Before   "Play Before" means a card must be played BEFORE an outlined action (often by the opponent) occurs.

Playable By   Refers to cards which can be played by a specified character. This is not affected by whether that character is currently KO'd or not - Example, if a card allows a character to play cards "playable by" a character, this effect does not go away if the character whose cards may be played dies, unless the card was paper clipped to the KO'd hero. If a card says "target teammate", the teammate does have to be a valid target for the actions and cannot be KO'd at the time this was played. If a card grants a character the ability to use another characters cards, the character who can play the new cards has the card paperclipped to them, even though they are not the target of the card.

Play In Current Battle   This card must be played during current Battle Phase, to enable an effect in the current battle OR a future battle.

Play During Battle   This card must be played during current Battle Phase, to enable an effect in the current battle OR a future battle. **Play On (target character, target site)**   Legacy Language that specified that a card, usually non numerical, targets and is an attack.

Play To (concede battle)   Instructs the player to play this card to trigger an action, usually with some modification of normal rules. If negated, the negate prevents the described action, such as concession.

Play When   Legacy Language usually associated with a card that is played in reponse to the Opponent's offensive action (EXAMPLE - concession; Opponent bringing up reserve character; etc.).

Play With   "Play with" is usually language for a card that requires another card to be played with it. This card is a not a "cost". If a special card that requires another card to be "played with" it is negated, both cards are discarded to the appropriate discard pile, unless it specified "play with" an attack or defense. For example, if a card reads "Play with a Power card and add the value of the Power card to your Venture Total." Both cards would enter the Astral Plane and if not negated, they would remain there until the End of Battle phase to be added to the Venture Total

Play This Special Card With   Same effect as the phase "Play with".

Played Against   "Played Against" refers to actions played against a specific character. EXAMPLE: Cards that affect the Opponent cannot be defended by Special card that dictates cards can't be "played against" a character. Those Special Cards do not target a character.

Power Grid   A character's "Power Grid" is the 3 or 4 Power Types listed on each character card, with their respective numerical values which range from 1 to 8. If a card affects a Character's "Power Grid", it usually is reducing or increases one or more of the characters individual Power Types on their Power Grid.

Power Type   Refers to one of Energy, Combat, Brute Force, Intelligence, MultiPower, or Any-Power card types.

Put Into Play   "Put into play" means to "immedi-ately" play a card without requiring the use of a turn. A card that is being put into play as the result of another card played CANNOT be defensively negated.

Rearrange   "Rearrange" is to move or exchange a prescribed ammount of cards, usually between similar locations (EXAMPLE - rearranging hits on a characters permanent record).

Remainder of Battle   "Remainder of battle" effects last from the moment they are played and not negated or defended, until either they are removed from play by another card, or until the End Of Battle Phase.

Remainder of Game   "Remainder of Game" effects last from the moment they are played and not negated or defended until the game ends or until they are removed by another card. If the card has a paperclip icon and the character with it clipped to them is KO'd the effect also ends and the card is discarded to the appropriate discard pile.

Remove   "Remove" is to discard a card from play into the appropriate discard pile, unless another location is specified.

Reserve   "Reserve" refers to character(s) behind "Front Line" characters. Some cards can put another character into reserve and this can result in 2 characters in reserve. In this case, unless a card or effect specifies otherwise, the Character that started the game on the Front Line moves back to the Front Line.

Reshuffle   "Reshuffle" refers to the re-integrating and fully randomizing of a pile or piles of cards (See 2024 Tournament Guide for shuffling standards)

Resolves   "Resolves" refers to the moment the effect(s) of a card, unconditional and conditional, are processed.

Ressurrect   "Resurrect" refers to retrieving a KO'd character from "Defeated Characters Pile". Place that character face up (no longer KO'd) onto the front line even if this makes 4 characters on the Front Line, unless the card which "resurrets" the character specifies they go into the reserve.

Search   "Search" means to look through a specified pile(s), and generally preform an action such as taking a card. (See 2024 Tournament Guide for current ethics or rules regarding searching) **Shift** A "shift" is the act of moving an attack from one character/teammate or target to another. Unless specified, you cannot shift an attack to one of the Opponent's characters. Shifting is a utility action and is NOT a defense.

Single Attack   When multiple cards with numerical damage can be used as 1 attack they have been "combined" into a single attack. (See Combine definition). NOTE: Sometimes attacks may gain a bonus or a numerical penalty for the opponent - but while those utilities modify the attack, they do NOT combine. For 2 cards to be combined into a single attack, they must have first been attacks separately, unless a card or effect specifies otherwise.

Skill Level   The level of one Power Type within a character's "Power Grid" in a range of 1 to 8.

Sort Through   Look through a specified pile(s) or area, generally followed by an action such as discarding a card. See tournament guide for ethics or rules re: searching

Spectrum KO   When a character is KO'd by 3 different skill type hits across the characters hits to current battle and pemanent record (Any-Power hits do not count towards specrum KO.)

Steal   Stealing means to take a card from an opponents, generally a placed card, and play it as if it were your own card. When a character steals a card from the opponent, they play it as if it is one of their cards and they gain all venture and benefits from effects if the card is played. Likewise, the opponent the card was stolen from suffers all negative effects as if the character who stole the card was the original owner of the card. Once the card is removed from active play, it is discarded in the original owners appropriate discard pile.

Successful   The word "success" or "successful" in OverPower refers to when an attack or action hits one of the Opponent's characters, unless another valid target for success is expressly written. Attacks on cards such as Cthulhu's Distracting Interference - "Play in front of Cthulhu or teammate. For remainder of game, target character may not be attacked until this card is attacked" do not count as "successful", nor do hits on a Homebases, Battlesites or Battlegrounds, unless expressly written.

Switch   "Switch" is to exchange 2 things. This might be 2 characters, 2 hits, or 2 cards etc.

Target   The word "Target" means that the card is played against a character, location or Special card, rather than played as a general effect on the Opponent. Targeted cards are attacks, unless they EXPLICITY "target teammate." Cards that target an Opponent's character cannot be used defensively unless they specifically call that ability out and have a Shield icon.

Target Opponent   Legacy Cards which read "Target Opponent" should read "Target Character" and are referring to one character on a team, *not* the Opponent.

Teammate   Teammate refers to any character on the same team that is not the character playing the action. Cards that "target teammates" offensively may only be played on a Front Line teammate unless otherwise specified.

The Effect   "The effect" is the entire text of a card, including numbers, which sums up its impact on gameplay. Sometimes a Special card may have a utility effect and be played with another action.

Usable   "Usable" means legally playable by the character in question, given base OverPower rules, plus any additional in game rule modifications already in effect OR immediately available to play. While some cards (Ally cards, Teamwork cards) may use the word "must" to require a contribution or follow-up, that contribution does NOT need to be present, placed, or in hand for the card to be considered "usable" and to be kept and not discarded. If a card for a KO'd character is drawn after the battle when the character is KO'd, and no other character can play it, it must be discarded as unusable. (To Legacy players - you no longer have to speculatively guess a cards usability. Excluding cards drawn for KO'd characters, if there is a way it could be used off a card draw later in the hand, or off an effect being negated, you can generally keep it.)

Value (of a card)   "Value" refers to the numerical value of a card in terms of the damage it does. If a card has conditional value, for the purposes of any other card referring to a cards value, the value is the value if successful.

Venture Total   "Venture Total" is the count of the total ammount of damage done in a battle to each team, plus any modification explicitly made to that total.

Winning or Up on Missions   When a player has more Objectives in the Completed Objectives pile than the Defeated Objectives pile.

Losing or Down on Mission   When a player has more Objectives in the Defeated Objectives pile than the Completed Objectives pile.