

**Game Mod Title: Underpower**  
**(requires cards from the Marvel: Overpower card game)**  
**2-3 Players**

**Characters**

1st number = damage dealt

2nd number = health

Characters are played as attacks or defensive action.

Response: equal to or greater than health number in order to cancel the card from dealing damage to the player. (Doesn't have to be the same type of power, but does need to be equal or greater than type of power VALUE. Values: 1. Energy, 2. Fighting, 3. Strength. Energy is the strongest power type in value.)

If not cancelled, the character remains in play until destroyed. Able to, if controller player chooses, deal its damage to opponent's cards each play.

If a character is successfully blocked, it is considered discarded. Even with an object or action card used together with it.

**Action cards (yellow border)**

1st number = damage dealt

2nd number = damage defense

Venture total = damage number

Duration of battle = 1 play

Player is required to have the named character in play and under their control in order to play actions. Actions are destroyed after play. Actions can be cancelled with equal or stronger force card of any type. Or by destroying the character, even after action is played.

**Turn Phases**

A hand ends, when all players have reached six PLAYS.

A play = playing a card. Each player can play 1 card or a number in one go; for missions, or combining character with action/object.

The loser of each play gets to decide whether to continue plays,

Or end the hand and pick up designated cards from the discard pile.

The final loser is the loser of the hand and they are the only one who has to pick up cards from the discard pile. They pick up how many = to how much damage was dealt to them in the last play.

The game ends when all but one player has no cards in their hand.

The winner is the first player to get to this point.

If there is no loser in the current play, continue taking turns playing cards.

If you get to 6 plays and there is no loser, then leave the discard pile in and advance to the next hand with a play count of 0.

**Objects (no border)**

Objects are played individually as attack or defense single use, then discarded.

Or a character can use an object (any character can use any object) – Character with object either as attack or defensive or special ability full damage, or addition to the character's damage.

## **Missions**

Missions are played when you have three of a kind.

Successful mission (three of a kind played in one play) = total damage for 1 play  
(unblockable except by another successful mission)

## **Card List**

(do not use horizontal character cards)

At least 62 cards for 2-3 players: (distributed evenly)

Characters:

War Machine 2

Nightcrawler 3

Longshot 3

Black Widow

Professor X

Cyclops 2

Storm 2

Century 5

Archangel 3

Sauron 4

Blackcat 2

Super Skull

Maxxed-out Super Skrull

Iron Man

Domino

Nebula

Electro 5

Objects/Actions:

Power Lines 2

Energy Booster

Energy Maximizer 2

Divine Intervention

Power Cosmic

Generator 2

Alien Technology

Hunk of Asphalt

Laser Pistol

Tree

Missions:

Fatal Attractions 3

Infestation Incident 3