

MARVEL CRISIS PROTOCOL MINIATURES GAME

Print and Play One-Shot Cards



ONE-SHOT: OSCORP CHEMICAL TRUCK

Who knows what manner of goop could be contained in such a truck... Let's throw it at them and find out!

Setup: If not already on the battlefield, place one or more Oscorp Chemical Trucks on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

What Even Is This Stuff?: When an Oscorp Chemical Truck is thrown, if it collides with a character, that character rolls dice equal to their 🎲 Defense instead of 🎲 Defense when they are dodging that collision. If the character suffers 🎲 from this collision, it gains the Poison special condition.

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ONE-SHOT: SLEEP WITH THE FISHES

Let's see if they can break through THIS!

Setup: If not already on the battlefield, place one or more Cement Mixers on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Concrete Shoes: When a Cement Mixer is Thrown, if it collides with a character, if the character suffers 🎲 from this collision, it gains the Slow special condition.

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ONE-SHOT: THE DAILY GRIND

This city runs on coffee and donuts... I see no reason why we shouldn't!

Setup: If not already on the battlefield, place one or more Daily Grind Coffee Stands on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Caffeine and Carbs: During each Power Phase, each player chooses one allied character within ⊕ 1 of a Daily Grind Coffee Stand. Each chosen character gains 1 ☘.

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ONE-SHOT: RELEVANT INFORMATION

How do they always know things before we do?

Setup: If not already on the battlefield, place one or more Daily Bugle Stands on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

New York's Finest Newspaper: While a character is within ⊕ 1 of a Daily Bugle Stand it may reroll 1 of its defense or dodge dice.

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ONE-SHOT: DEFENSIVE POSITIONS

The trench line is moving forward, bring additional emplacements!

Setup: If not already on the battlefield, place one or more Hydra Turrets on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Fire! Any character may Interact with the Hydra Turret terrain feature as if it was an objective token.

Interact (Hydra Turret): Choose an enemy character not within ⊕ 2 of the Hydra Turret and within LOS of the interacting character. Roll 5 attack dice. For each ☘, ☙, and ☚ in the roll, the chosen enemy character suffers 1 ☘.

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ONE-SHOT: FLASHING LIGHTS

The heroes sneak through the crowded streets, hidden in the crowd by the strobe and flash of color from nearby signage.

Setup: If not already on the battlefield, place one or more Cosmic Sign Posts on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Distracting Advertisement: When a character within ⊕ 2 is defending, it must reroll 1 ☘ result in its defense roll, if able.

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ONE-SHOT: FLOATING... THINGS?

The previous battle knocked loose some machinery that is now... floating away? Should it be doing that?

Setup: If not already on the battlefield, place one or more Untethered Nodes on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Gravitational Distortions: While a character is within ⊕ 2 of an Untethered Node, when determining if it can be Thrown or Pushed by an effect or special rule, the character counts as one size lower.

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ONE-SHOT: LEGAL DEFENSE

Everyone could use a little help every once in a while.

Setup: If not already on the battlefield, place one Nelson and Murdock Apartment Building on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Pro Bono: While a character within ⊕ 2 of the Nelson and Murdock Apartment Building that is controlled by the player with the least (or tied for least) VPs is defending against an attack or dodging, they may reroll one of their defense or dodge dice.

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ONE-SHOT: TAKE IT OUTSIDE

No fights in the bar, get outta here...

Setup: If not already on the battlefield, place one Josie's Bar Apartment Building on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Keep it Clean: While a character within ⊕ 2 of the Josie's Bar Apartment Building that is controlled by the player with the least (or tied for least) VPs is attacking, they may reroll one of their attack dice.

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ONE-SHOT: MYSTICAL MANSION

I feel... tingly?

Setup: If not already on the battlefield, place one Sanctum Sanctorum on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Powers Not To Be Trifled With: When a character is targeted by an attack while within ⊕ 2 of the Sanctum Sanctorum it may spend 2 ⚡. If it does, it may use its ⚡ Defense regardless of the attack's type.

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ONE-SHOT: HIGH OCTANE

Get in, we're going for a ride!

Setup: If not already on the battlefield, place one or more Cars on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

We Need To Borrow Your Vehicle: A character of Size 3 or less may interact with a Car as if it was an objective token.

Interact (Car): Place the **L** movement tool in contact with one of the front wheels of the car, extending from the front of the vehicle. Bend the knuckle however you like. The movement tool may not overlap any terrain features of an equal or larger size than the Car. Each overlapped character suffers 1 **L**. Then, place the Car terrain feature with one of its back wheels in contact with the end of the movement tool, extending from the back of the vehicle, and not overlapping any other terrain feature or character. Then place the interacting character within ⊕ 1 of the Car.

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ONE-SHOT: I WONDER WHAT'S IN HERE...

People will throw away literally anything.

Setup: If not already on the battlefield, place one or more Dumpsters on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

One Man's Trash: A character may interact with a Dumpster as if it was an objective token.

Interact (Dumpster): Roll 3 dice. Consult the below chart for each result. Resolve the results from top to bottom:

- ⊕ or ⊙ **Discarded Suit:** The interacting character gains 1 ⊕.
- ⊕ **Warm Shawarma:** The interacting character removes 1 **L**.
- ⊕ and Blank **What Even Is That...:** No effect.
- ⊕ **Angry Opossum:** The interacting character suffers 1 **L** and gains 1 ⊕.

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ONE-SHOT: THEY'RE IN THE FLOORS!

Mechanical Buzzing

Setup: If not already on the battlefield, place one Ultron Bot Infested Building on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Scrabbling Claws: When a character ends a movement within ⊕ 1 of an Ultron Bot Infested Building, after the effect is resolved, it gains the Bleed special condition.

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ONE-SHOT: DARK INTRUSIONS

When Dormammu walks the Earth he brings the power of the Dark Dimension with him.

Setup: If not already on the battlefield, place one or more Dark Intrusions on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

The Power of the Dark Dimension: While a character is within ⊕ 2 of a Dark Intrusion it may count 1 ⊕ as a success when attacking, defending, or dodging.

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ONE-SHOT: UNLIMITED POWER

Hydra has created a machine that can harness the power of the Sun!

Setup: If not already on the battlefield, place one Hydra Generator on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Interact (Hydra Generator): This Interacting character may spend any amount of ⊕ to use this Interact. Roll 10 dice, reducing the number of dice rolled by the amount of ⊕ spent to use this Interact. For each ⊕, ⊙, and ☹ in the roll, this Interacting character suffers 1 ☹. If this character is not Dazed or KO'd by this effect, it does not gain an activated token at the end of this activation and the Hydra Generator is destroyed. If this character would be Dazed, it is Pushed ⊖ Away from the Hydra Generator, then it is Dazed.

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ONE-SHOT: WEAPON X PROGRAM

Experimentation has yielded... results.

Setup: If not already on the battlefield, place one Weapon X Bunker on the battlefield not within ⊕ 2 of another terrain feature.

The following special rules are in effect during this Mission:

Weapon X-Periments: All characters without the Healing Factor [X] ☹ superpower gain the Healing Factor [1] ☹ superpower.

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ONE-SHOT: NEED A HAND?

I can never tell when S.H.I.E.L.D. is going to show up... But I'm always glad when they do!

Setup: Set aside one Quinjet.

The following special rules are in effect during this Mission:

Reinforcements: If the Quinjet is not on the battlefield, after VPs are scored during the **End Phase**, the player with the least VPs rolls dice equal to the difference between their VPs and the player with the most VPs. If there is a tie for least VPs, no dice are rolled. If there is a ⊕ in the results, shuffle all unused character cards from the losing player's roster together and pick one at random. The losing player places the Quinjet on the battlefield not overlapping any Size 3 or larger terrain and not overlapping any characters. Any Size 1 or Size 2 terrain it would overlap is destroyed. Then, place the randomly selected character within ⊕ 1 of the Quinjet. It is part of the losing player's Squad.

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