

MARVEL CRISIS PROTOCOL MINIATURES GAME

Green Goblin Correction



GREEN GOBLIN
NORMAN OSBORN

4 3 3
 7 4
 3 M

PUMPKIN BOMBS 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Before choosing a target, this character chooses whether this attack's type is or .
- Bag of Tricks:** Before is dealt, the enemy character gains one of the following special conditions: Bleed, Poison, or Incinerate.

NIGHT OF THE GOBLIN 3 7 4

- Before choosing a target, this character chooses whether this attack's type is or .
- If this attack deals , after this attack is resolved the target character gains the Poison and Incinerate special conditions.

OSCORP WEAPONRY (AFFILIATION: SPIDER-FOES)

Once per Turn, while an allied character is attacking, during the **Modify Opponent's Dice** step, it may reroll 1 opposing defense die.

HIT AND RUN 2

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per Turn.

TRICK OR TREAT 3

When an enemy character ends an Advance or is Placed within 4 of this character, this character may use this superpower. Choose an interactive terrain feature of Size 3 or less within 2 of the enemy character that was Advanced or Placed. Destroy that terrain feature. The enemy character suffers a collision as if the terrain feature had collided with it.

ARCH NEMESIS (PETER PARKER)

When attacking **Peter Parker**, this character can modify or reroll results and may reroll any number of attack dice. At the start of this character's Activation, if there is a non-Dazed enemy **Peter Parker** within 3 of this character, this character's first action must be an attack action targeting that **Peter Parker**, if possible.

FLIGHT



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GLIDER RAM 3

This character is Thrown . It does not suffer if it collides with another character or terrain feature. This superpower may be used only once per Turn.

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UNSTABLE PSYCHE

This character cannot Interact with or hold objective tokens. During the **Power Phase**, roll 5 dice. For each , , and rolled, this character gains 1 .

FLIGHT

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Doctor Octopus Correction



DOCTOR OCTOPUS
OTTO OCTAVIUS

4
 3
 4
 5
 3
 2
 M

STRIKE 3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Flurry of Arms**: When making this attack, each in the attack roll counts as two successes.

ARM LASERS 4 6 3

- This attack ignores LOS, and the defending character does not benefit from Cover.
- Pierce**: Change one of the defending character's , , or results to a blank.

Dock's CLUTCHES 3

Choose an interactive terrain feature or an enemy character, both of Size 2 or less and within 3, and Throw it . This superpower can be used only once per Turn.

SCIENTIFIC HUBRIS

When this character rolls dice, after the effect is resolved, if the roll contained 1 or more results, this character gains 1 .

WALL CRAWLER



DOCTOR OCTOPUS
OTTO OCTAVIUS

4
 3
 4
 6
 3
 2
 M

STRIKE 3 4 0

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