

MARVEL
CRISIS PROTOCOL
MINIATURES GAME
Challenger Crisis Card Set 2025



Challenger Crisis Card Set 2025

THREAT
20
SECURE

WEDDING PARTY TARGETED IN TERRIBLE ATTACK!

SETUP

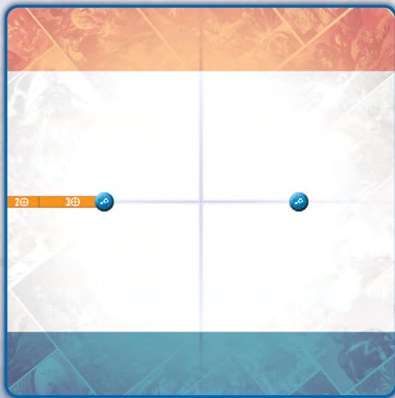
Place 2 VIP tokens (Target of Opportunity) as shown on the map below.

SCORING

Players score 2 VPs for each VIP they Secure during the Cleanup Phase.

During the **Cleanup Phase**, each of the VIPs attempts to flee. Starting with the player with Priority, each player Places all VIPs Secured by their opponent within ⊕ 2 of their current position. Each VIP may be Placed this way only once per Round.

Then, each character within ⊕ 2 of a VIP loses 1 ⚡.



THREAT
17
SECURE

GUARDIANS SAVE SHI'AR EMPRESS IN STYLE

SETUP

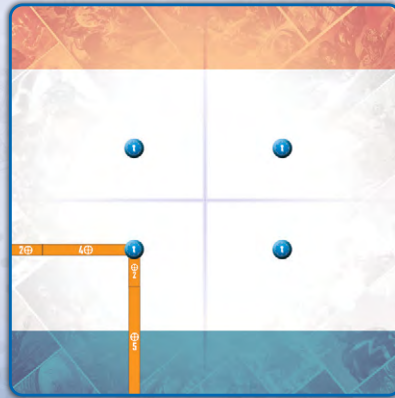
Place 4 Security Terminal tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Security Terminal they Control during the Cleanup Phase.

Interact (Security Terminal): Roll 3 dice. If the roll contains more ⚡, ⚡, or ⚡ results than the number of Healthy enemy characters Contesting this Security Terminal, you now Control this Security Terminal.

If a character is holding 1 or more Extract objective tokens, it may reroll 1 die when interacting with a Security Terminal.



THREAT
16
SECURE

DEADLINE TO DESTRUCTION

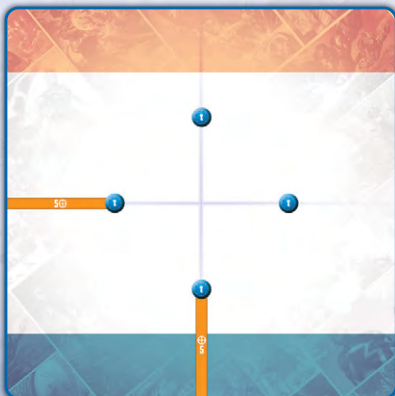
SETUP

Place 4 Detonation Console tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Detonation Console they Secure during the Cleanup Phase.

Interact (Detonation Console): Choose an enemy character within ⊕ 3 of this Detonation Console holding 1 or more Extract objective tokens. The chosen character may drop any number of objective tokens. Then, if the chosen character is holding 1 or more Extract objective tokens, it suffers 1 ⚡ and gains 1 ⚡.



THREAT
19
SECURE

M'KRAAN CRYSTAL GETS HEROES HOME!

SETUP

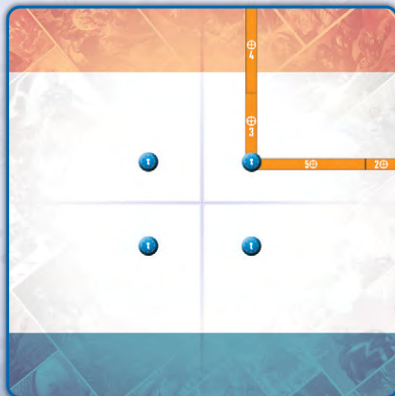
Place 4 M'Kraan Crystal tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each M'Kraan Crystal they Control during the Cleanup Phase.

Interact (M'Kraan Crystal): If no enemy characters are Contesting this M'Kraan Crystal, you now Control this M'Kraan Crystal. Otherwise roll 1 die. If the result is a ⚡, ⚡, or ⚡, you now Control this M'Kraan Crystal.

During the **Power Phase**, each character holding 1 or more Extract objective tokens that is Contesting a M'Kraan Crystal gains 1 ⚡.



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COSMIC INVASION! BLACK ORDER DESCENDS ON EARTH

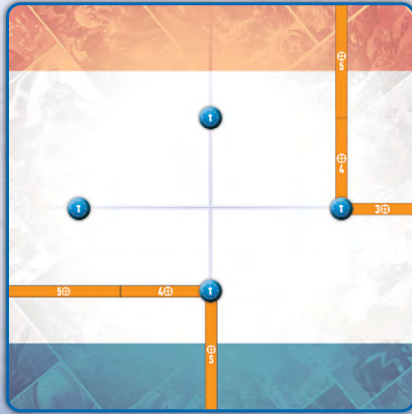
SETUP

Place 4 Cosmic Vault tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Cosmic Vault they are Securing during the Cleanup Phase.

During the **Power Phase**, some Cosmic Vaults will radiate cosmic energy. Starting with the player with Priority, players roll 1 die for each character they control within $\oplus 1$ of a Cosmic Vault. If the result is a $\opl�$ or $\omin�$, that character gains 2 $\opl�$ and is Pushed $\omin�$. The opposing player resolves this Push.



DEADLY METEORS MUTATE CIVILIANS

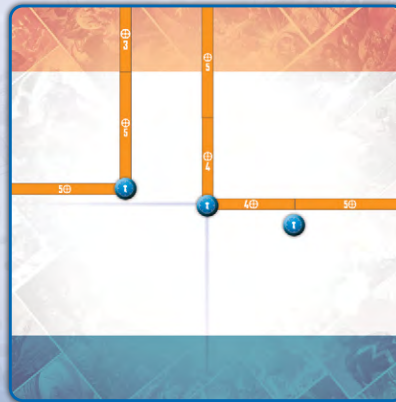
SETUP

Place 3 Origin Bomb tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Origin Bomb they Control during the Cleanup Phase.

Interact (Origin Bomb): Roll dice equal to this character's $\omin�$ Defense. If the roll contains more $\opl�$, $\omin�$, and $\omin�$ results than the number of Healthy enemy characters Contesting this Origin Bomb, this character's controlling player now Controls this Origin Bomb. If the roll contains at least 1 $\omin�$, this character suffers 1 $\omin�$.



INFINITY FORMULA GOES MISSING!

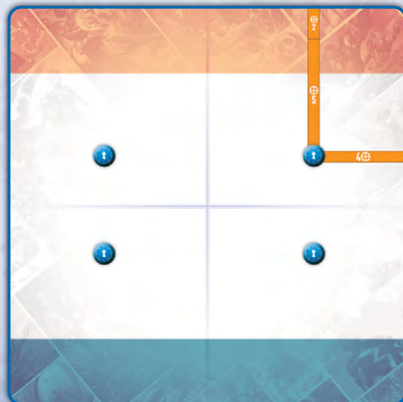
SETUP

Place 4 Serum Canister tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Serum Canister they Secure during the Cleanup Phase.

During the **Power Phase**, characters Contesting a Serum Canister gain 1 $\opl�$.



INTRUSIONS OPEN ACROSS CITY AS SEALS COLLAPSE

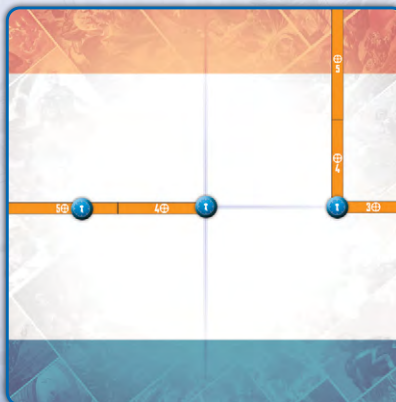
SETUP

Place 3 Dark Portal tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Dark Portal they Secure during the Cleanup Phase.

Interact (Dark Portal): This character drops all objective tokens it is holding. Then roll 1 die. If the result is a $\opl�$, $\omin�$, $\opl�$, or $\omin�$, Place this character within $\oplus 1$ of another Dark Portal. Otherwise, the opposing player Places this character within $\oplus 1$ of another Dark Portal.



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THREAT
16
SECURE

MAYOR FISK VOWS TO FIND MISSING WITNESSES

SETUP

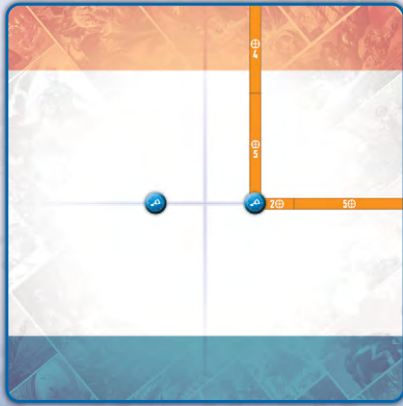
Place 2 Witness tokens (Target of Opportunity) as shown on the map below.

SCORING

Players score 2 VPs for each Witness they Secure during the Cleanup Phase.

During the **Cleanup Phase**, each of the Witnesses may flee. Starting with the player with priority, each player Places all Witnesses Secured by their opponent within $\oplus 2$ of their current position. Each Witness may be Placed this way only once per Round.

After a Witness is Placed, each character within $\oplus 1$ of it suffers 1 \ominus and gains the Stun special condition.



THREAT
18
SECURE

MUTANT MADMAN TURNS CITY INTO LETHAL AMUSEMENT PARK

SETUP

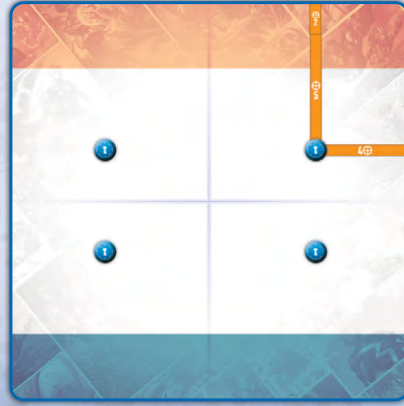
Place 4 Trap tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Trap they are Controlling during the Cleanup Phase.

Interact (Trap): Roll dice equal to this character's \ominus Defense. If the roll contains more \oplus , \ominus , and $\omin�$ results than the number of Healthy enemy characters Contesting this Trap, this character's controlling player now Controls this Trap.

During the **Cleanup Phase**, each player Controlling a Trap chooses an enemy character within $\oplus 2$ of each Trap they Control. The chosen character suffers 1 $\omin�$ and gains 1 \oplus . Resolve each Trap completely before resolving the next.



THREAT
20
SECURE

SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE

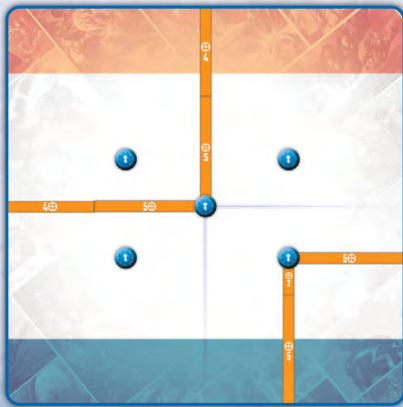
SETUP

Place 5 Ambush tokens (Point of Interest) as shown on the Map below.

SCORING

Players score 1 VP for each Ambush they Secure during the Cleanup Phase.

Characters Contesting an Ambush have Cover from characters not Contesting the same Ambush.



THREAT
17
SECURE

RIOTS SPARK OVER EXTREMIS 3.0

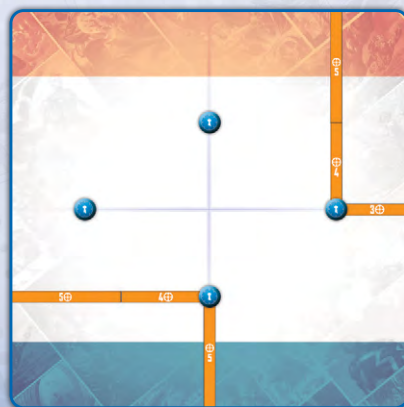
SETUP

Place 4 Extremis Console tokens (Point of Interest) as shown on the Map below.

SCORING

Players score 1 VP for each Extremis Console they Secure during the Cleanup Phase.

Interact (Extremis Console): Remove 1 $\omin�$ from a non-Dazed character within $\oplus 2$ of this Extremis Console.



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18
EXTRACT
THREAT
PRIORITY

INHUMANS DEPLOY ADVANCED WEAPONRY

SETUP

Place 4 Inhuman Weapon tokens (Asset) as shown on the map below.

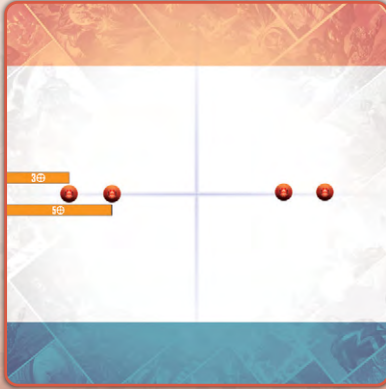
SCORING

Players score 1 VP for each character they control that is holding an Inhuman Weapon during the Cleanup Phase.

Interact (Inhuman Weapon): Pick up this Inhuman Weapon. A character can hold only 1 Inhuman Weapon at a time.

A character holding an Inhuman Weapon may use the following attack once per Turn. It cannot add additional dice to this attack or modify its dice during this attack.

INHUMAN WEAPON 0



17
EXTRACT
THREAT
PRIORITY

UNEXPECTED GUESTS CRASH ROYAL WEDDING

SETUP

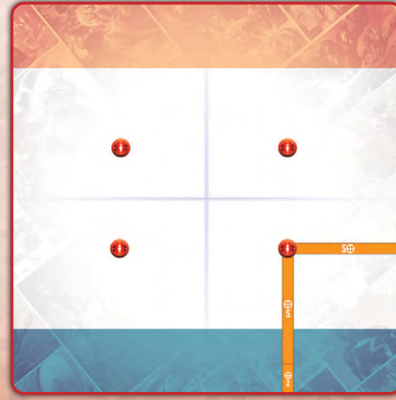
Place 4 Guest tokens (Civilians) as shown on the map below.

SCORING

Players score 1 VP for each character they control that is holding a Guest during the Cleanup Phase.

Interact (Guest): Pick up this Guest. A character can hold only 1 Guest at a time.

During the **Power Phase**, starting with the player with Priority, for each character that player controls that is not within $\oplus 2$ of a Secure objective that is also holding a Guest, the controlling player's opponent chooses a Secure objective. That character is Pushed Toward the chosen Secure objective \ominus . The opposing player resolves this Push.



17
EXTRACT
THREAT
PRIORITY

TERRIGEN CANISTERS FUEL DOOMSDAY DEVICE

SETUP

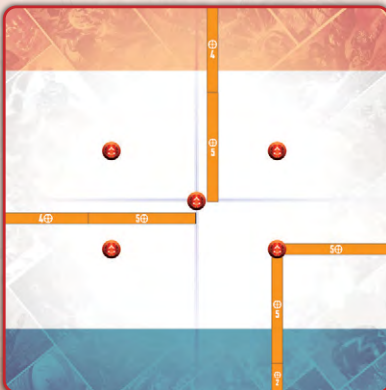
Place 5 Canister tokens (Assets) as shown on the map below.

SCORING

Players score 1 VP for each character they control that is holding a Canister during the Cleanup Phase.

Interact (Canister): Pick up this Canister. A character can hold only 1 Canister at a time.

When a character picks up a Canister, roll dice equal to this character's \ominus Defense. If the result does not contain 1 or more $\omin�$ or $\omin�$ results, this character gains the Poison special condition. Additionally, while a character is holding a Canister, its Speed becomes $\omin�$.



17
EXTRACT
THREAT
PRIORITY

SCIENTIFIC SAMPLES FOUND IN DISCOVERED UNIVERSE

SETUP

Place 4 Sample tokens (Assets) as shown on the map below.

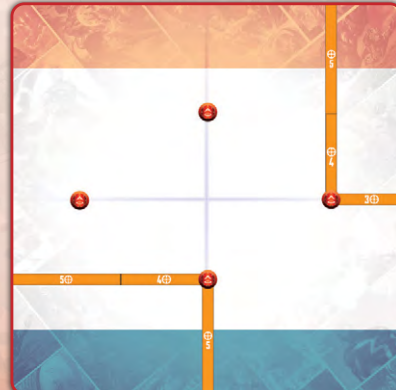
SCORING

Players score 1 VP for each character they control that is holding a Sample during the Cleanup Phase.

Interact (Sample): Pick up this Sample. A character can hold only 1 Sample at a time.

Once per Turn, when a character holding a Sample rolls dice, after the effect is resolved, if the roll contained 1 or more $\omin�$ results, that character gains 1 \oplus .

Additionally, during the **Cleanup Phase**, if all of a player's characters holding Extract objective tokens are within $\oplus 2$ of 1 or more Secure objective tokens, that player scores 1 VP.



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17

ALIEN SHIP CRASHES IN DOWNTOWN!

SETUP

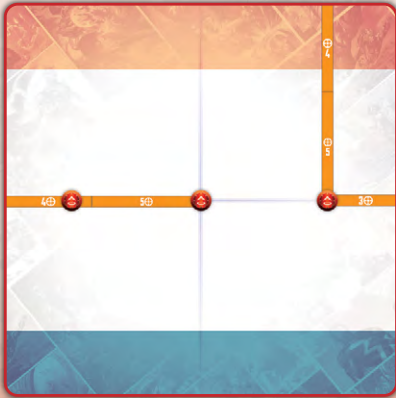
Place 3 Power Core tokens (Asset) as shown on the map below.

SCORING

Players score 1 VP for each character they control that is holding a Power Core during the **Cleanup Phase**.

Interact (Power Core): Pick up this Power Core. A character can hold only 1 Power Core at a time.

During the **Cleanup Phase**, each character with 3 or more ☼ holding a Power Core rolls 3 dice. For each ☼ and ☽ in the result, the character holding the Power Core and all characters within ☼ 2 of it suffer 1 ☹.



19

DEADLY LEGACY VIRUS CURED?

SETUP

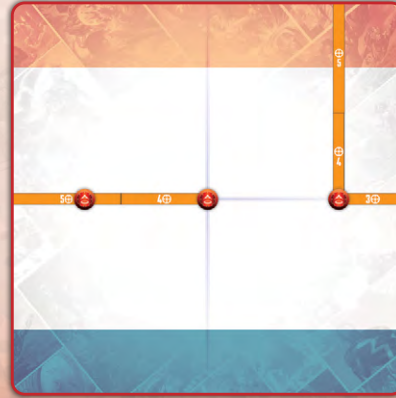
Place 3 Legacy Cure tokens (Asset) as shown on the map below.

SCORING

Players score 1 VP for each Legacy Cure held by a character they control during the **Cleanup Phase**.

Interact (Legacy Cure): Pick up this Legacy Cure. A character must spend 1 ☼ per Legacy Cure it is holding before using this Interact.

During the **Cleanup Phase**, if a non-Grunt character is holding all 3 Legacy Cures, its controlling player does not score VPs from this Crisis as normal. Instead, remove all Legacy Cures from the game. Then the character is KO'd and its controlling player scores 6 VPs.



18

FEAR GRIPS WORLD AS "WORTHY" TERRORIZE CITIES

SETUP

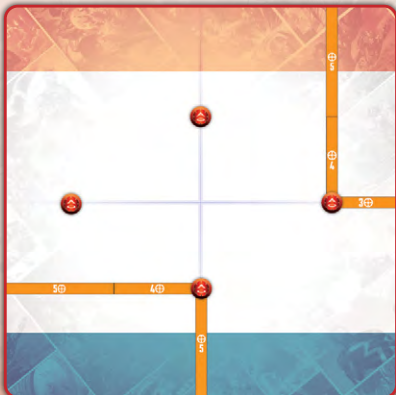
Place 4 Celestial Hammer tokens (Asset) as shown on the map below.

SCORING

Players score 1 VP for each Celestial Hammer held by a character they control during the **Cleanup Phase**.

Interact (Celestial Hammer): Pick up this Celestial Hammer.

Characters add 1 die to their attack rolls for each Celestial Hammer they are holding. Characters holding one or more Celestial Hammers must pay 1 ☼ before playing a Team Tactic Card.



19

MUTANT EXTREMISTS TARGET U.S. SENATORS!

SETUP

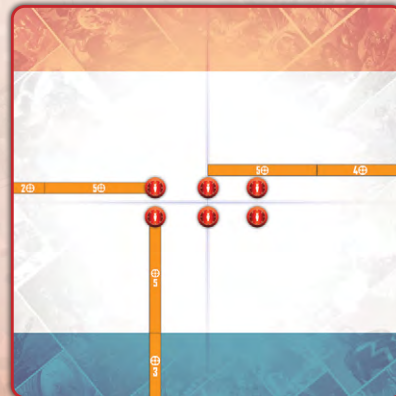
Place 6 Senator tokens (Civilian) as shown on the map below.

SCORING

Players score 1 VP per character they control holding a Senator during the **Cleanup Phase**.

Interact (Senator): Pick up this Senator. A character can hold only 1 Senator at a time.

A character holding a Senator can make only 1 move action per turn.



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20
EXTRACTION THREAT EXTRACTION THREAT

SKRULLS INFILTRATE WORLD LEADERSHIP

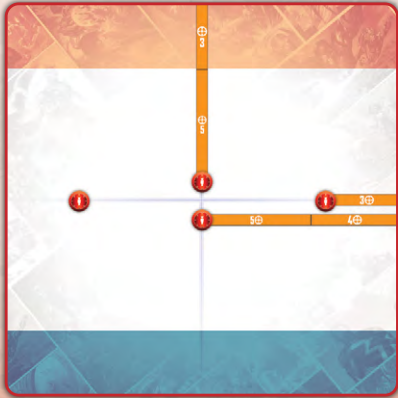
SETUP

Place 4 Skrull Agent tokens (Civilian) as shown on the map below.

SCORING

Players score 1 VP for each Skrull Agent held by a character they control during the **Cleanup Phase**.

Interact (Skrull Agent): Pick up this Skrull Agent. A character can hold only 1 Skrull Agent at a time. Then roll dice equal to this character's defense. If the result does not contain one or more 4 or 2 results, the opposing player Pushes this character 5.



17
EXTRACTION THREAT EXTRACTION THREAT

SPIDER-INFECTED INVADE MANHATTAN

SETUP

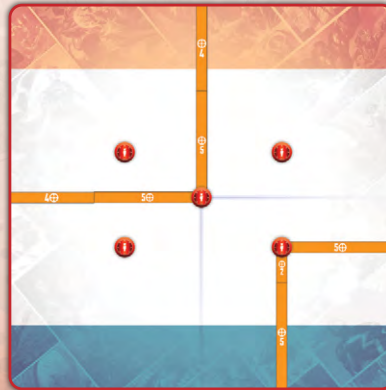
Place 5 Spider-Infected tokens (Civilian) as shown on the map below.

SCORING

Players score 1 VP for each Spider-Infected held by a character they control during the **Cleanup Phase**.

Interact (Spider-Infected): Pick up this Spider-Infected. A character can hold only 1 Spider-Infected at a time.

During the **Power Phase**, starting with the player with Priority, players roll 1 die for each character they control holding a Spider-Infected. If the result is a 4, 2, or 3, that character Advances 5 before rolling for the next character. The opposing player resolves this Advance.



17
EXTRACTION THREAT EXTRACTION THREAT

STRUGGLE FOR THE CUBE CONTINUES

SETUP

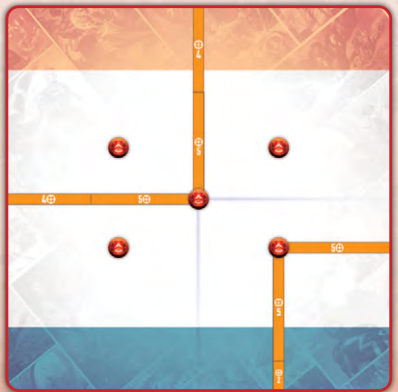
Place 5 Cosmic Cube Fragment tokens (Asset) as shown on the map below.

SCORING

Players score 1 VP for each Cosmic Cube Fragment held by a character they control during the **Cleanup Phase**.

Interact (Cosmic Cube Fragment): Pick up this Cosmic Cube Fragment.

During the **Cleanup Phase**, each character suffers 1 4 for each Cosmic Cube Fragment it is holding. Characters gain 1 2 for each 4 they suffered this way.



18
EXTRACTION THREAT EXTRACTION THREAT

THE MONTESI FORMULA FOUND

SETUP

Place 3 Spellbook tokens (Asset) as shown on the map below.

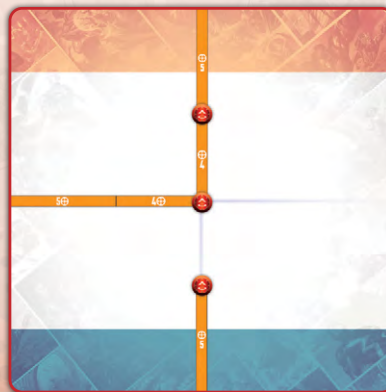
SCORING

Players score 1 VP for each Spellbook held by a character they control during the **Cleanup Phase**.

Interact (Spellbook): Pick up this Spellbook. A character can hold only 1 Spellbook at a time.

A character holding a Spellbook may use the following attack once per turn. It cannot add additional dice to this attack or modify its dice during this attack.

MYSTIC BEAM B3 6 0



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