

MARVEL CRISIS PROTOCOL MINIATURES GAME

May 2025 Updated Cards

SEVEN SUNS OF CINNIBUS

SEVEN SUNS OF CINNIBUS ⚡B5 ⚡8 ⚡0

- After each attack is resolved, if that attack dealt ⚡, the target character gains the Incinerate special condition.

UNAFFILIATED

Active: Action

If it is **Doctor Strange's** Activation and there are 2 other non-Dazed allied characters within ⚡ 2 of him, he may spend 3 ⚡ to play this card.

Doctor Strange makes the **Seven Suns of Cinnibus** attack shown above.

© MARVEL © AMG Scott Cohn and Mohammed Agbadi

VAPORS OF VALTORR

UNAFFILIATED

Active

If there are 2 other non-Dazed allied characters within ⚡ 2 of **Doctor Strange**, he may spend 3 ⚡ to play this card.

Choose a character within ⚡ 3 of **Doctor Strange**. The chosen character gains 3 Obscuring Mist tokens. Each time the chosen character is targeted by an attack, shuffle the tokens and reveal 1 at random. If the token has a blank on the back, **Doctor Strange** may reroll any number of the attacker's dice. If it has a silhouette, the attack continues as normal. At the end of the Round, remove all Obscuring Mist tokens from the chosen character.

© MARVEL © AMG

MAGNETIC CRUSH

MAGNETIC CRUSH ⚡4 ⚡6 ⚡0

- When creating the dice pool for this attack, this character may destroy any number of interactive terrain features of ⚡ 3 or less within ⚡ 2 of the defender. If it does, add dice to the attack roll equal to the combined ⚡ of all the destroyed terrain features.
- Before ⚡ is dealt, other enemy characters within ⚡ 2 of the defender suffer 1 ⚡.

UNAFFILIATED

Active

Magneto may spend 5 ⚡ to play this card.

Magneto may use the attack listed above once this Activation.

© MARVEL © AMG Rodrigo Lorenzo

MUTANT TRAITOR

AMPLIFIED AMMUNITION ⚡B3 ⚡6 ⚡0

- After all attacks are resolved from this beam attack, if any attack roll contained 2 or more ⚡ results, this character suffers 1 ⚡.
- ⚡ Kinetic: After each attack is resolved, Push the defender Away ⚡.
- ⚡ Overcharged: This character counts all ⚡ results in this attack roll as 2 successes.
- ⚡ Gambit's Grace: During the **Modify Dice** step of each attack, this character may change all ⚡ results in the attack roll to ⚡ results.

UNAFFILIATED

Active: Action

During **Gambit's** Activation, he may play this card while within ⚡ 3 of an allied **Lucas Bishop**.

The allied **Lucas Bishop** immediately makes the attack shown above.

© MARVEL © AMG Eric Guerrero

ASTRAL RING

CONVOCACTION

Active

At the start of a **Convocation** character's Activation, it may spend 2 ⚡ to play this card.

Place an allied Projection token within ⚡ 3 of this character. While that token is on the battlefield, this character cannot Advance or be Placed. Measure the ⚡ of this character's attacks and superpowers from that token instead of this character. This character Contests objective tokens as if that Projection token was its base instead of Contesting objective tokens normally. Remove that Projection token from the battlefield during the next **Cleanup Phase**.

© MARVEL © AMG Rodrigo Lorenzo



© 2025 MARVEL

Permission granted to print or photocopy for personal use.
Atomic Mass Games and logo are TM of Atomic Mass Games. Atomic Mass Games,
1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.



MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards



BULLSEYE
BENJAMIN POINDEXTER

3 3 2

4 2

2 M

© MARVEL © AMG Patrick Brown

THROWING KNIFE 3 4 0

- After this attack is resolved, this character gains 1 .
- The defending character does not benefit from Cover.
- Bleed**: After this attack is resolved, the target character gains the Bleed special condition.

PIN CUSHION 4 5 4

- The defending character does not benefit from Cover.
- After this attack is resolved, the target character gains the Bleed special condition.
- Rapid Fire**: After this attack is resolved, this character may make an additional **Pin Cushion** attack without paying the cost. The additional attack must target the original target character. The additional attack does not have the **Rapid Fire** special rule.

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.

I NEVER MISS 1

After an attack made by this character is resolved, if no was dealt as a result of that attack, this character may use this superpower. The target character suffers 1 .

PARTING SHOT 2

After an attack targeting this character is resolved, this character may use this superpower. The attacking character suffers 1 . This character may Advance Away from the attacking character S.



BULLSEYE
BENJAMIN POINDEXTER

3 3 2

4 2

2 M

© MARVEL © AMG Patrick Brown

THROWING KNIFE 3 4 0

- After this attack is resolved, this character gains 1 .
- The defending character does not benefit from Cover.
- Bleed**: After this attack is resolved, the target character gains the Bleed special condition.

PIN CUSHION 4 5 4

- The defending character does not benefit from Cover.
- After this attack is resolved, the target character gains the Bleed special condition.
- Rapid Fire**: After this attack is resolved, this character may make an additional **Pin Cushion** attack without paying the cost. The additional attack must target the original target character. The additional attack does not have the **Rapid Fire** special rule.

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.

I NEVER MISS 1


After an attack made by this character is resolved, if no was dealt as a result of that attack, this character may use this superpower. The target character suffers 1 .

PARTING SHOT 2

After an attack targeting this character is resolved, this character may use this superpower. The attacking character suffers 1 . This character may Advance Away from the attacking character S.

MARVEL CRISIS PROTOCOL MINIATURES GAME

May 2025 Updated Cards



DOCTOR STRANGE
STEPHEN VINCENT STRANGE

3
 4
 4

6
 5

2
 M

BOLTS OF BEDEVILMENT 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it dealt , this character may Push the target character .
- Pierce: Change 1 of the defender's , , or results to a Blank.

CRIMSON BANDS OF CYTTORAK 3 6 4

- After this attack is resolved, the target character gains the Stagger special condition.
- Mystic Binding:** After this attack is resolved, instead of inflicting the Stagger special condition, if the target character does not have an Activated token, this character may give it an Activated token.

JUDGMENT OF THE VISHANTI (AFFILIATION: DEFENDERS)

Once per Turn, after an attack made by an allied character is resolved, if that attack dealt or if the target character has a of 5 or more, the attacking character may use this Leadership ability. If they do, the target character gains the Hex special condition.

DSHTUR'S REFUGE 3

This character or an allied character within 3 of this character removes up to 3 . This superpower can be used only once per Turn.

HOGGOTH'S HOARY WISDOM 2

When this character or an allied character within 3 is targeted by an attack or would make a dodge roll, this character may use this superpower. This character adds 2 dice to the defense or dodge roll.


EYE OF AGAMOTTO

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

SHIELD OF THE SERAPHIM

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1 .

FLIGHT, GEM BEARER [SOUL, TIME]



DOCTOR STRANGE
STEPHEN VINCENT STRANGE

3
 4
 4

7
 5

2
 M

BOLTS OF BEDEVILMENT 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it dealt , this character may Push the target character .
- Pierce: Change 1 of the defender's , , or results to a Blank.

CRIMSON BANDS OF CYTTORAK 3 6 4

- After this attack is resolved, the target character gains the Stagger special condition.
- Mystic Binding:** After this attack is resolved, instead of inflicting the Stagger special condition, if the target character does not have an Activated token, this character may give it an Activated token.

JUDGMENT OF THE VISHANTI (AFFILIATION: DEFENDERS)

Once per Turn, after an attack made by an allied character is resolved, if that attack dealt or if the target character has a of 5 or more, the attacking character may use this Leadership ability. If they do, the target character gains the Hex special condition.

DSHTUR'S REFUGE 3

This character or an allied character within 3 of this character removes up to 3 . This superpower can be used only once per Turn.

HOGGOTH'S HOARY WISDOM 2

When this character or an allied character within 3 is targeted by an attack or would make a dodge roll, this character may use this superpower. This character adds 2 dice to the defense or dodge roll.

EYE OF AGAMOTTO

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

SHIELD OF THE SERAPHIM

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1 .

FLIGHT, GEM BEARER [SOUL, TIME]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards



CLEA
CLEA STRANGE

2 3 4

6 3

2 M

© MARVEL © AMG

DEMON CLAWS OF DENAK ⚡ 3 ⚡ 4 ⚡ 0

- After this attack is resolved, this character gains 1 ⚡.
- ☠ **Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

ICY TENDRILS OF IKTHALON ⚡ 4 ⚡ 6 ⚡ 3

- ⚡ **Slow**: After this attack is resolved, the defender gains the Slow special condition.
- ☠ ⚡ **Stun**: After this attack is resolved, the defender gains the Stun special condition.
- ⚡ ☠ ⚡ **Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

DESCENDANT OF THE FALTINE ⚡ 0

Action: This character gains 3 ⚡. Roll 5 dice. If the roll contains any ☠ results, this character suffers 2 ⚡. This superpower can be used only once per Turn.

OSHTUR'S MIGHTY HAND ⚡ 3

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


VAPORS OF DORMAMMU ⚡ 3

Choose this character or another allied character within ⚡ 4 and Place it within ⚡ 2 of its current position. A character can be Placed by this superpower only once per Turn.

TALONS OF FARALLAH ⚡ 3

When this character or another allied character within ⚡ 4 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. The attacker adds 2 dice to its attack roll. If that attack deals ⚡ and the defender has a ⚡ of 5 or more, after the attack is resolved, the defender gains the Judgment special condition. This superpower can be used only once per Turn.

IMMUNITY [INCINERATE]



CLEA
CLEA STRANGE

2 3 4

5 3

2 M

© MARVEL © AMG

DEMON CLAWS OF DENAK ⚡ 3 ⚡ 4 ⚡ 0

- After this attack is resolved, this character gains 1 ⚡.
- ☠ **Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

ICY TENDRILS OF IKTHALON ⚡ 4 ⚡ 6 ⚡ 3

- ⚡ **Slow**: After this attack is resolved, the defender gains the Slow special condition.
- ☠ ⚡ **Stun**: After this attack is resolved, the defender gains the Stun special condition.
- ⚡ ☠ ⚡ **Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

DESCENDANT OF THE FALTINE ⚡ 0

Action: This character gains 3 ⚡. Roll 5 dice. If the roll contains any ☠ results, this character suffers 2 ⚡. This superpower can be used only once per Turn.

OSHTUR'S MIGHTY HAND ⚡ 3

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

VAPORS OF DORMAMMU ⚡ 3

Choose this character or another allied character within ⚡ 4 and Place it within ⚡ 2 of its current position. A character can be Placed by this superpower only once per Turn.

TALONS OF FARALLAH ⚡ 3

When this character or another allied character within ⚡ 4 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. The attacker adds 2 dice to its attack roll. If that attack deals ⚡ and the defender has a ⚡ of 5 or more, after the attack is resolved, the defender gains the Judgment special condition. This superpower can be used only once per Turn.

IMMUNITY [INCINERATE]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

DOCTOR STRANGE, SORCERER SUPREME
STEPHEN VINCENT STRANGE

3
 3
 5

6
 5

2
 M

BALEFUL BOLTS OF BALTHAKK 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce**: Change 1 of the defender's , , or results to a Blank.

DEADLY DAGGERS OF DAVEROTH 5 6 1

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

SHINING CIRCLE OF THE SERAPHIM A2 7 6

- Allied characters in of this attack do not suffer from it.
- Cleanse**: After each attack is resolved, remove 1 special condition from this character and each allied character within 2 of it.
- Salve**: After each attack is resolved, remove 1 from this character and each allied character within 2 of it.

SCALPEL OF STRANGE 4

Choose this character or a character within 2 and Place it within 3 of its current position. A character can be Placed by this superpower only once per Turn.

CHOSEN OF THE VISHANTI

During the **Power Phase**, this character gains 2 additional .

EYE OF AGAMOTTO

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

MYSTIC ARMOR OF STRANGE

When this character is defending against an or attack, for each in the defense roll, it may change one of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

FLIGHT

DOCTOR STRANGE, SORCERER SUPREME
STEPHEN VINCENT STRANGE

3
 3
 5

6
 5

2
 M

BALEFUL BOLTS OF BALTHAKK 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce**: Change 1 of the defender's , , or results to a Blank.

DEADLY DAGGERS OF DAVEROTH 5 6 1

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

SHINING CIRCLE OF THE SERAPHIM A2 7 6

- Allied characters in of this attack do not suffer from it.
- Cleanse**: After each attack is resolved, remove 1 special condition from this character and each allied character within 2 of it.
- Salve**: After each attack is resolved, remove 1 from this character and each allied character within 2 of it.

SCALPEL OF STRANGE 4

Choose this character or a character within 2 and Place it within 3 of its current position. A character can be Placed by this superpower only once per Turn.

CHOSEN OF THE VISHANTI

During the **Power Phase**, this character gains 2 additional .

EYE OF AGAMOTTO

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

MYSTIC ARMOR OF STRANGE

When this character is defending against an or attack, for each in the defense roll, it may change one of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

FLIGHT



© 2025 MARVEL

Permission granted to print or photocopy for personal use.
Atomic Mass Games and logo are TM of Atomic Mass Games. Atomic Mass Games,
1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.




MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards



COSMIC GHOST RIDER
FRANK CASTLE

4 4 4

9 6

3 M

© MARVEL © AMG PATRICK BROWN

HELLFIRE BLASTERS 4 6 0

- After this attack is resolved, this character gains 1 .

POWER COSMIC PENANCE STARE 2 12 8

- The target character does not gain for dealt by this attack.
- Dust to Dust:** Change each of the target character's results to a .

INTERSTELLAR HELLCYCLE X

This character may spend 1 to 5 to use this superpower. Place this character within X of its current position, where X is the amount of spent. This superpower can be used only once per Turn.

CHAINS OF CYTTORAK 2

Choose a character within 3 of this character and Push it Toward this character S. Then the chosen character gains the Incinerate special condition. This superpower can be used only once per Turn.

COSMIC JUSTICE ON WHEELS 3

If an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character may use this superpower. It makes a **Hellfire Blasters** attack against the enemy character that caused the effect.


I'M THE SPIRIT OF VENGEANCE, BEARER OF THE POWER COSMIC, AND JUST A BIT UNSTABLE

During the **Cleanup Phase**, remove all Psychosis tokens from this character. Then, this character rolls 5 dice. For each , , and result rolled, this character gains 1 . Then, if this character has 5 or more , this character gains a Psychosis token and drops all objective tokens it is holding.

READY TO ROLL

At the start of the first **Power Phase**, and when this character would be Dazed, this character gains a Psychosis token. While it has a Psychosis token, it counts results in its attack, defense, and dodge rolls as successes. While this character has a Psychosis token, it cannot hold, Contest, or Interact with objective tokens. This character can have a maximum of 1 Psychosis token at any time.

FLIGHT, IMMUNITY [BLEED, HEX, INCINERATE, POISON]



COSMIC GHOST RIDER
FRANK CASTLE

4 4 4

7 6

3 M

© MARVEL © AMG PATRICK BROWN

HELLFIRE BLASTERS 4 6 0

- After this attack is resolved, this character gains 1 .

POWER COSMIC PENANCE STARE 2 12 8

- The target character does not gain for dealt by this attack.
- Dust to Dust:** Change each of the target character's results to a .

INTERSTELLAR HELLCYCLE X

This character may spend 1 to 5 to use this superpower. Place this character within X of its current position, where X is the amount of spent. This superpower can be used only once per Turn.

CHAINS OF CYTTORAK 2

Choose a character within 3 of this character and Push it Toward this character S. Then the chosen character gains the Incinerate special condition. This superpower can be used only once per Turn.

COSMIC JUSTICE ON WHEELS 3

If an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character may use this superpower. It makes a **Hellfire Blasters** attack against the enemy character that caused the effect.

I'M THE SPIRIT OF VENGEANCE, BEARER OF THE POWER COSMIC, AND JUST A BIT UNSTABLE

During the **Cleanup Phase**, remove all Psychosis tokens from this character. Then, this character rolls 5 dice. For each , , and result rolled, this character gains 1 . Then, if this character has 5 or more , this character gains a Psychosis token and drops all objective tokens it is holding.

READY TO ROLL

At the start of the first **Power Phase**, and when this character would be Dazed, this character gains a Psychosis token. While it has a Psychosis token, it counts results in its attack, defense, and dodge rolls as successes. While this character has a Psychosis token, it cannot hold, Contest, or Interact with objective tokens. This character can have a maximum of 1 Psychosis token at any time.

FLIGHT, IMMUNITY [BLEED, HEX, INCINERATE, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

May 2025 Updated Cards

X-23
LAURA KINNEY

3
 3
 2

5
 3

2
 M



© MARVEL © AMG PATRICK BROWN

ADAMANTIUM SLASH 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Bleed**: After this attack is resolved, the defender gains the Bleed special condition.
- Pierce**: Change 1 of the defender's , , or results to a Blank.

CLAW RUSH 3 6 2

- After this attack is resolved, this character may Advance .
- Pierce**: Change 1 of the defender's , , or results to a Blank.

FRENZY 2

When this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character Advances then makes an Adamantium Slash attack. This superpower can be used only once per Turn.

ASSASSIN TRAINING

This character may reroll 1 die in its attack or defense rolls.

BIG SIS

When an allied **Gabrielle Kinney** within 3 of this character is damaged by an enemy effect, after the effect is resolved, this character may Advance Toward the character that damaged **Gabrielle Kinney**. This character may move only once per Turn as a result of this superpower.

HEALING FACTOR [2]

X-23
LAURA KINNEY

3
 3
 2

5
 3

2
 M



© MARVEL © AMG PATRICK BROWN

ADAMANTIUM SLASH 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Bleed**: After this attack is resolved, the defender gains the Bleed special condition.
- Pierce**: Change 1 of the defender's , , or results to a Blank.

CLAW RUSH 3 6 2

- After this attack is resolved, this character may Advance .
- Pierce**: Change 1 of the defender's , , or results to a Blank.

FRENZY 2

When this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character Advances then makes an Adamantium Slash attack. This superpower can be used only once per Turn.

ASSASSIN TRAINING


This character may reroll 1 die in its attack or defense rolls.

BIG SIS

When an allied **Gabrielle Kinney** within 3 of this character is damaged by an enemy effect, after the effect is resolved, this character may Advance Toward the character that damaged **Gabrielle Kinney**. This character may move only once per Turn as a result of this superpower.

HEALING FACTOR [2]

May 2025 Updated Cards



ANGELA

ALDRIF ODINSDOTTIR

4
 4
 4

7
 5

2
 L

XIPHOS, THE SWORD OF THE STARS

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, Place this character within 2 of the target.

BLADES OF ICHOR

- Pursuit: Before is dealt, this character may Advance Toward the target character .

HEVEN'S WRATH

- Add dice to the attack roll equal to the target's .
- Cleave: After this attack is resolved, this character may make an additional Heven's Wrath attack without paying the cost. The additional attack must target the original target character. This additional attack does not have the Cleave special rule.

ODINSDOTTIR'S MIGHT

Choose an interactive terrain feature of 4 or less and within 2 and Throw it . This superpower can be used only once per Turn.

ANGELIC ASSASSIN

If this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character immediately Advances , then makes a Xiphos, the Sword of the Stars attack. This superpower can be used only once per Turn.

ASGARDIAN

During the Power Phase, this character gains 1 additional .

LIVING RIBBONS

While an enemy character is Advancing or Climbing, it cannot Place the Movement Tool overlapping this character's base. Enemy characters cannot reroll or modify attack dice when targeting this character with attacks.

FLIGHT

© MARVEL © AMC

PATRICK BROWN

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

HEIMDALL, THE ALL-SEEING

HEIMDALL

3

3

3

6

3

2

M

STRIKE

2

5

0

- After this attack is resolved, this character gains equal to the dealt.

HOFUND

2

7

3

- If this attack deals , after this attack is resolved, this character may Push the target character Away M.

GUARDIAN OF THE BIFROST

3

Choose this character or another allied character within 4 and Place it within 2 of its current position. A character can be Placed by this superpower only once per Turn.

ALL-SEEING EYES

2

When an allied character within 4 is attacking, defending, or dodging, during the **Modify Dice** step, this character may use this superpower. The allied character may reroll up to 2 of its own dice.

Alternatively, when an allied character within 4 rolls dice for a Crisis Card or Team Tactic Card, this character may use this superpower. The allied character may reroll up to 2 of its own dice.

FOREFEND

2

When an enemy character ends a movement within 2 of this character, this character may use this superpower. Immediately make a **Strike** attack against the enemy character. This superpower can be used only once per Turn.

ASGARDIAN

During the **Power Phase**, this character gains 1 additional .

HEIMDALL, THE ALL-SEEING

HEIMDALL

3

3

3

5

3

2

M

STRIKE

2

5

0

- After this attack is resolved, this character gains equal to the dealt.

HOFUND

2

7

3

- If this attack deals , after this attack is resolved, this character may Push the target character Away M.

GUARDIAN OF THE BIFROST

3

Choose this character or another allied character within 4 and Place it within 2 of its current position. A character can be Placed by this superpower only once per Turn.

ALL-SEEING EYES

2

When an allied character within 4 is attacking, defending, or dodging, during the **Modify Dice** step, this character may use this superpower. The allied character may reroll up to 2 of its own dice.

Alternatively, when an allied character within 4 rolls dice for a Crisis Card or Team Tactic Card, this character may use this superpower. The allied character may reroll up to 2 of its own dice.

FOREFEND

2

When an enemy character ends a movement within 2 of this character, this character may use this superpower. Immediately make a **Strike** attack against the enemy character. This superpower can be used only once per Turn.

ASGARDIAN

During the **Power Phase**, this character gains 1 additional .

MARVEL

© 2025 MARVEL

Permission granted to print or photocopy for personal use.
Atomic Mass Games and logo are TM of Atomic Mass Games. Atomic Mass Games,
1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.


ATOMIC
MASS
GAMES

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards



© MARVEL © AMG PATRICK BROWN

BISHOP
LUCAS BISHOP

3 4 3
6 4
2 M

XSE BLASTER 4 5 0

- After this attack is resolved, this character gains 4 equal to the 4 dealt.
- After this attack is resolved, if the defender is within 3, it gains the Incinerate special condition.

RETURN WITH INTEREST A2 7 5

- When this attack is chosen, this character chooses whether this attack's type is 4, 4, or 4.
- During the **Pay Cost** step of this attack, this character may spend up to 3 additional 4. Add 1 die to each attack for each 4 spent in this way.
- Extreme Force**: After each attack is resolved, this character Pushes the defender Away S. Then the defender gains the Slow special condition.

ABSORBED ENERGY CONVERSION 3

Choose an interactive terrain feature or enemy character, both of 4 or less and within 2, and Throw it M. This superpower can be used only once per Turn.


MUTANT ENERGY ABSORPTION

When this character is defending against an attack, for each 4 in the defense roll, it may change 1 of the attacker's 4, 4, or 4 results to a Blank. This character gains 1 4 for each die changed this way.

OVERLOAD

During the **Cleanup Phase**, if this character has 8 or more 4, it suffers 1 4.

IMMUNITY [INCINERATE, POISON, STUN]



© MARVEL © AMG PATRICK BROWN

BISHOP
LUCAS BISHOP

3 4 3
5 4
2 M

XSE BLASTER 4 5 0

- After this attack is resolved, this character gains 4 equal to the 4 dealt.
- After this attack is resolved, if the defender is within 3, it gains the Incinerate special condition.

RETURN WITH INTEREST A2 7 5

- When this attack is chosen, this character chooses whether this attack's type is 4, 4, or 4.
- During the **Pay Cost** step of this attack, this character may spend up to 3 additional 4. Add 1 die to each attack for each 4 spent in this way.
- Extreme Force**: After each attack is resolved, this character Pushes the defender Away S. Then the defender gains the Slow special condition.

ABSORBED ENERGY CONVERSION 3

Choose an interactive terrain feature or enemy character, both of 4 or less and within 2, and Throw it M. This superpower can be used only once per Turn.

MUTANT ENERGY ABSORPTION

When this character is defending against an attack, for each 4 in the defense roll, it may change 1 of the attacker's 4, 4, or 4 results to a Blank. This character gains 1 4 for each die changed this way.

OVERLOAD

During the **Cleanup Phase**, if this character has 8 or more 4, it suffers 1 4.

IMMUNITY [INCINERATE, POISON, STUN]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME


May 2025 Updated Cards

COLOSSUS
PIOTR RASPUTIN

4 3 3

6 4

3 M



© MARVEL © AMG GARY DANIELS III

STRIKE +2 -5 0

- After this attack is resolved, this character gains + equal to the - dealt.
- + **Push**: Before - is dealt, if the defender is + 4 or less, this character may Push it +.

X-SLAM +3 -7 3

- After this attack is resolved, the defender gains the Stun special condition.
- + **Throw**: Before - is dealt, if the defender is + 4 or less, this character may Throw it +.

PLAYING CATCH 3

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

BIG BROTHER 2

When an enemy character within + 4 of this character targets another allied character with an attack, this character may use this superpower. If this character is within + 2 of the attacking character, this character becomes the target of the attack regardless of + and LOS. Otherwise, after that attack is resolved, Advance this character Toward the attacking character +.

BOZHE MOI 2

When this character is targeted by a + or - attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

ORGANIC STEEL

When this character would suffer - from an enemy effect, reduce the amount suffered by 1 to a minimum of 1.

Additionally, this character cannot be Pushed by enemy effects.


IMMUNITY [BLEED]

COLOSSUS
PIOTR RASPUTIN

4 3 3

7 4

3 M



© MARVEL © AMG GARY DANIELS III

STRIKE +2 -5 0

- After this attack is resolved, this character gains + equal to the - dealt.
- + **Push**: Before - is dealt, if the defender is + 4 or less, this character may Push it +.

X-SLAM +3 -7 3

- After this attack is resolved, the defender gains the Stun special condition.
- + **Throw**: Before - is dealt, if the defender is + 4 or less, this character may Throw it +.

PLAYING CATCH 3

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

BIG BROTHER 2

When an enemy character within + 4 of this character targets another allied character with an attack, this character may use this superpower. If this character is within + 2 of the attacking character, this character becomes the target of the attack regardless of + and LOS. Otherwise, after that attack is resolved, Advance this character Toward the attacking character +.

BOZHE MOI

When defending against + or - attacks, this character adds Blanks in its defense roll to its total successes.

ORGANIC STEEL

When this character would suffer - from an enemy effect, reduce the amount suffered by 1 to a minimum of 1.

Additionally, this character cannot be Pushed by enemy effects.

IMMUNITY [BLEED]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

MAGIK
ILLYANA RASPUTIN

3 3 4

6 3

2 M



© MARVEL © AMG PATRICK BROWN

SOULSWORD 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

BOLTS OF OSHTUR 4 4 0

- After this attack is resolved, this character gains 1 .
- Hex:** After this attack is resolved, the defender gains the Hex special condition.

DARKCHYLDE 3 6 4

- When calculating successes for this attack, this character adds the number of results in both the attack and defense rolls to its total successes.
- After this attack is resolved, the defender gains the Bleed and Incinerate special conditions.

LIMBO STEP X

This character may spend 1 to 3 to use this superpower. Place this character within X of its current position, where X is the amount of spent. This superpower can be used only once per Turn.

SCRYING MIRRORS OF LIMBO

When this character is defending against a attack, for each in the defense roll, it may change 1 of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

IMMUNITY [INCINERATE]

MAGIK
ILLYANA RASPUTIN

3 3 4

5 3

2 M



© MARVEL © AMG PATRICK BROWN

SOULSWORD 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

BOLTS OF OSHTUR 4 4 0

- After this attack is resolved, this character gains 1 .
- Hex:** After this attack is resolved, the defender gains the Hex special condition.

DARKCHYLDE 3 6 4

- When calculating successes for this attack, this character adds the number of results in both the attack and defense rolls to its total successes.
- After this attack is resolved, the defender gains the Bleed and Incinerate special conditions.

LIMBO STEP X

This character may spend 1 to 3 to use this superpower. Place this character within X of its current position, where X is the amount of spent. This superpower can be used only once per Turn.

SCRYING MIRRORS OF LIMBO

When this character is defending against a attack, for each in the defense roll, it may change 1 of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

IMMUNITY [INCINERATE]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

NIGHTCRAWLER

KURT WAGNER

4

3

3

6

4

2

M



© MARVEL © AMG

TELEPORTING STRIKE

3

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Ha-HA!**: After this attack is resolved, if it dealt and this character is not within 2 of the defender, the defender gains the Stun special condition.

BRIMSTONE BLITZ

2

5

1

- Add dice to this attack equal to the number of times this character has been Placed this Turn.
- Flurry of Blows**: After this attack is resolved, this character may make an additional attack action. This attack must target the original target character.

BAMF!

X

This character may spend 1 to 3 to use this superpower. Place this character within X of itself, where X is the amount of spent. This superpower can be used only once per Turn.

PUFF OF SMOKE

0

When this character makes an attack, after that attack is resolved, this character may use this superpower. Place this character within 2 of the defender.

UNGLAUBLICH ACROBATICS

2

When this character is targeted by a or attack or would make a dodge roll, it may use this superpower. Add 2 dice to this character's defense or dodge roll.

INVISIBLE IN SHADOW

While this character is within 1 of a terrain feature of 2 or more, this character gains the Stealth superpower.

WALLCRAWLER

NIGHTCRAWLER

KURT WAGNER

4

3


3

5

4

2

M



© MARVEL © AMG

TELEPORTING STRIKE

3

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Ha-HA!**: After this attack is resolved, if it dealt and this character is not within 2 of the defender, the defender gains the Stun special condition.

BRIMSTONE BLITZ

2

5

1

- Add dice to this attack equal to the number of times this character has been Placed this Turn.
- Flurry of Blows**: After this attack is resolved, this character may make an additional attack action. This attack must target the original target character.

BAMF!

X

This character may spend 1 to 3 to use this superpower. Place this character within X of itself, where X is the amount of spent. This superpower can be used only once per Turn.

PUFF OF SMOKE

0

When this character makes an attack, after that attack is resolved, this character may use this superpower. Place this character within 2 of the defender.

UNGLAUBLICH ACROBATICS

2

When this character is targeted by a or attack or would make a dodge roll, it may use this superpower. Add 2 dice to this character's defense or dodge roll.

INVISIBLE IN SHADOW

While this character is within 1 of a terrain feature of 2 or more, this character gains the Stealth superpower.

WALLCRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

AGENT VENOM
FLASH THOMPSON

4
 2
 3

6
 4

2
 M

© MARVEL © AMG PATRICK BROWN

KLYNTAR FIREPOWER 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

INCENDIARY GRENADE 3 5 1

- After this attack is resolved, the defender gains the Incinerate special condition.

SYMBIOTE SPECIAL FORCES B3 7 4

- Lashing Tendrils:** After each attack is resolved, deal 1 to each other enemy character within 2 of this character.

SYMBIOTE WEB SWING 2

Place this character within 3 of its current position. This superpower can be used only once per Turn.

PROJECT REBIRTH 2.0 1

This character immediately makes a Shake action.

ALL-STAR QUARTERBACK 3

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

SYMBIOTIC INSTINCTS

While this character is attacking, the defending character cannot modify its defense dice.

WALLCRAWLER

AGENT VENOM
FLASH THOMPSON

4
 2
 3

6
 4

2
 M

© MARVEL © AMG PATRICK BROWN

KLYNTAR FIREPOWER 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

INCENDIARY GRENADE 3 5 1

- After this attack is resolved, the defender gains the Incinerate special condition.

SYMBIOTE SPECIAL FORCES B3 7 4

- Lashing Tendrils:** After each attack is resolved, deal 1 to each other enemy character within 2 of this character.

SYMBIOTE WEB SWING 2

Place this character within 3 of its current position. This superpower can be used only once per Turn.

PROJECT REBIRTH 2.0 1

This character immediately makes a Shake action.

ALL-STAR QUARTERBACK 3

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


SYMBIOTIC INSTINCTS

While this character is attacking, the defending character cannot modify its defense dice.

WALLCRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

May 2025 Updated Cards



GAMBIT
REMY LEBEAU

3 3 3

5 3

2 M

© MARVEL © AMG

BO STAFF 2 4 0

- After this attack is resolved, this character gains 1 .
- Push:** Before is dealt, if the defender is 3 or less, it may be Pushed Away from this character S.

KINETIC ACE 3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

52 CARD PICKUP B4 5 3

- Stun:** After this attack is resolved, the defender gains the Stun special condition.

A LITTLE SOMETHING EXTRA 1

While this character is attacking, during the **Modify Dice** step, it may use this superpower. This character may change 1 in its attack roll to a .

ENHANCED AGILITY 2

After an attack targeting this character is resolved, it may use this superpower. The attacking character suffers 1 . This character may Advance S.

THE CARDS ALWAYS BE IN MY FAVOR

When this character is attacking, defending, or dodging, each in its roll counts as 2 successes.



GAMBIT
REMY LEBEAU

3 3 3

5 3

2 M

© MARVEL © AMG

BO STAFF 2 4 0

- After this attack is resolved, this character gains 1 .
- Push:** Before is dealt, if the defender is 3 or less, it may be Pushed Away from this character S.

KINETIC ACE 3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

52 CARD PICKUP B4 5 3

- Stun:** After this attack is resolved, the defender gains the Stun special condition.

A LITTLE SOMETHING EXTRA 1

While this character is attacking, during the **Modify Dice** step, it may use this superpower. This character may change 1 in its attack roll to a .

ENHANCED AGILITY 2

After an attack targeting this character is resolved, it may use this superpower. The attacking character suffers 1 . This character may Advance S.

THE CARDS ALWAYS BE IN MY FAVOR

When this character is attacking, defending, or dodging, each in its roll counts as 2 successes.

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

TOAD

MORTIMER TOYNBEE

3

3

3

4

2

2

M

© MARVEL © AMG

PATRICK BROWN

TONGUE LASH

3

4

0

- After this attack is resolved, this character gains equal to the dealt.
- Poison:** After this attack is resolved, the defender gains the Poison special condition.

SPIT ACID

2

5

2

- After this attack is resolved, the defender gains the Incinerate special condition.

FINDERS KEEPERS

2

Action: Choose an allied character within 2 of this character. Move 1 Asset or Civilian token the chosen character is holding to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

HOP

2

Place this character within 2 of its current position. This superpower can be used only once per Turn.

SLIPPERY

2

After an attack targeting this character is resolved, if that attack dealt , this character may use this superpower. This character Advances M.

PREHENSILE TONGUE

This character may Interact with objective tokens within 2 of it instead of the normal 1.

WALL CRAWLER

TOAD

MORTIMER TOYNBEE

3

3

3

4

2

2

M

© MARVEL © AMG

PATRICK BROWN

TONGUE LASH

3

4

0

- After this attack is resolved, this character gains equal to the dealt.
- Poison:** After this attack is resolved, the defender gains the Poison special condition.

SPIT ACID

2

5

2

- After this attack is resolved, the defender gains the Incinerate special condition.

FINDERS KEEPERS

2

Action: Choose an allied character within 2 of this character. Move 1 Asset or Civilian token the chosen character is holding to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

HOP

2

Place this character within 2 of its current position. This superpower can be used only once per Turn.

SLIPPERY

2

After an attack targeting this character is resolved, if that attack dealt , this character may use this superpower. This character Advances M.

PREHENSILE TONGUE

This character may Interact with objective tokens within 2 of it instead of the normal 1.

WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

May 2025 Updated Cards

CARNAGE

CLETUS KASADY

5

1


1

8

4

2

M



SYMBIOTE TENDRILS

3

5

0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, the defender gains the Bleed special condition.

MAXIMUM CARNAGE

A2

7

5

- After each attack is resolved, the defender gains the Bleed special condition.
- Rampage:** After each attack is resolved, deal 1 to each other enemy character within 2 of this character.

SADISTIC GLEE

2

During the next attack action made by this character this Turn, add 2 dice to each of its attack rolls.

After each attack is resolved, if that attack roll contains any results, this character suffers 1. This superpower can be used only once per Turn.

PAINT THE TOWN RED

3

If this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character removes all from itself, Advances S, makes a Symbiote Tendrils attack, and adds 2 dice to that attack roll. This superpower can be used only once per Turn.

ARCHNEMESIS [EDDIE BROCK]

When attacking Eddie Brock, 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 Eddie Brock within 3 of this character, this character's first action must be an attack action targeting that Eddie Brock, if possible.

SYMBIOTIC SERIAL KILLER

When this character is attacking, the defender does not add dice to its defense roll for results.

WALL CRAWLER

CARNAGE

CLETUS KASADY

5

1


1

7

4

2

M



SYMBIOTE TENDRILS

3

5

0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, the defender gains the Bleed special condition.

MAXIMUM CARNAGE

A2

7

5

- After each attack is resolved, the defender gains the Bleed special condition.
- Rampage:** After each attack is resolved, deal 1 to each other enemy character within 2 of this character.

SADISTIC GLEE

2

During the next attack action made by this character this Turn, add 2 dice to each of its attack rolls.

After each attack is resolved, if that attack roll contains any results, this character suffers 1. This superpower can be used only once per Turn.

PAINT THE TOWN RED

3

If this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character removes all from itself, Advances S, makes a Symbiote Tendrils attack, and adds 2 dice to that attack roll. This superpower can be used only once per Turn.

ARCHNEMESIS [EDDIE BROCK]

When attacking Eddie Brock, 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 Eddie Brock within 3 of this character, this character's first action must be an attack action targeting that Eddie Brock, if possible.

SYMBIOTIC SERIAL KILLER

When this character is attacking, the defender does not add dice to its defense roll for results.

WALL CRAWLER

MARVEL

© 2025 MARVEL

Permission granted to print or photocopy for personal use.
Atomic Mass Games and logo are TM of Atomic Mass Games. Atomic Mass Games,
1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905.

ATOMIC
MASS
GAMES