

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Crisis Cards



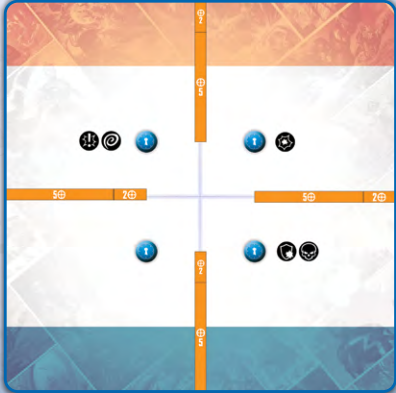
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LOCKDOWN! SECURITY SYSTEMS STYMIE BREAKOUT

SETUP	SCORING
Place 4 Prison Block tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Prison Block they Secure during the Cleanup Phase.

Characters Contest Prison Blocks within $\oplus 2$ instead of $\oplus 1$.

During the **Cleanup Phase**, remove all  tokens on Prison Blocks. Then roll a die. Put a  token on the Prison Block marked with the matching result on the map below. The unmarked Prison Block matches the Blank result. A Prison Block with a  token on it cannot be Interacted with, Contested, or Secured.





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JAILBREAK LEADS TO MASS MUTANT ESCAPE!

SETUP	SCORING
Place 4 Unexhausted Cell tokens (Source) as shown on the map below. Set aside 4 Prisoner tokens (Civilian).	Players score 1 VP for each character they control that is holding a Prisoner during the Cleanup Phase.

Interact (Cell): Flip this Cell and pick up a Prisoner from it. Prisoners are Limited. A character cannot Interact with a Cell while it is holding a Prisoner.

When a character holding a Prisoner ends its Activation, if it is within $\oplus 5$ of any battlefield edge and not within $\oplus 1$ of a Cell, it drops that Prisoner.

Escape: During the **Cleanup Phase**, remove all Prisoners from the Game and Flip each Exhausted Cell.

