

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

DORMAMMU
DORMAMMU

4 4 5

10 8

5 M



© MARVEL © AMG PATRICK BROWN

SHADOW BOLT 4 6 0

- Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .
- Hex:** After this attack is resolved, the defender gains the Hex special condition.

INCANTATION OF OBLITERATION 3 8 5

- Dark Miasma:** After this attack is resolved, this character may make an additional **Incantation of Obliteration** attack without paying the cost. The additional attack must target a character within 2 of the defender that has not been targeted by **Incantation of Obliteration** this Round.

★ FLAMES OF THE FALTINE (AFFILIATION: DARK DIMENSION)

If **Dormammu** is included in a Squad, that Squad is affiliated with **Dark Dimension** and must use this . This character and each other character you control gains 1 additional during the **Power Phase**. During the **Cleanup Phase**, if another allied character has 5 or more , it suffers 1 .

✦ NOT OF THIS DIMENSION 3

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

⚡ FEEL THE POWER OF DARKNESS! 2

After an attack targeting this character is resolved, it may use this superpower. The attacking character gains the Hex special condition and is Pushed Away from this character . If the attacking character already had the Hex special condition, it gains the Incinerate special condition.

∞ MASTER OF THE REALM OF DARKNESS

When this character suffers from an enemy effect, it gains 1 instead of equal to the suffered. When another allied character is damaged by an enemy effect or by **Flames of the Faltine**, this character gains 1 .

Additionally, when attacking, at the end of the **Modify Dice** step, add 1 result to this character's roll for each in the defense roll. When attacking, this character adds results in its roll to its total successes.

∞ FLIGHT, IMMUNITY [BLEED, INCINERATE, STAGGER], PEERLESS

DORMAMMU
DORMAMMU

4 4 5

12 8

5 M



© MARVEL © AMG PATRICK BROWN

SHADOW BOLT 4 6 0

- Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .
- Hex:** After this attack is resolved, the defender gains the Hex special condition.

INCANTATION OF OBLITERATION 3 8 5

- Dark Miasma:** After this attack is resolved, this character may make an additional **Incantation of Obliteration** attack without paying the cost. The additional attack must target a character within 2 of the defender that has not been targeted by **Incantation of Obliteration** this Round.

★ FLAMES OF THE FALTINE (AFFILIATION: DARK DIMENSION)

If **Dormammu** is included in a Squad, that Squad is affiliated with **Dark Dimension** and must use this . This character and each other character you control gains 1 additional during the **Power Phase**. During the **Cleanup Phase**, if another allied character has 5 or more , it suffers 1 .

✦ NOT OF THIS DIMENSION 3

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

⚡ FEEL THE POWER OF DARKNESS! 2

After an attack targeting this character is resolved, it may use this superpower. The attacking character gains the Hex special condition and is Pushed Away from this character . If the attacking character already had the Hex special condition, it gains the Incinerate special condition.

∞ MASTER OF THE REALM OF DARKNESS

When this character suffers from an enemy effect, it gains 1 instead of equal to the suffered. When another allied character is damaged by an enemy effect or by **Flames of the Faltine**, this character gains 1 .

Additionally, when attacking, at the end of the **Modify Dice** step, add 1 result to this character's roll for each in the defense roll. When attacking, this character adds results in its roll to its total successes.

∞ FLIGHT, IMMUNITY [BLEED, INCINERATE, STAGGER], PEERLESS

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

CASSANDRA NOVA
CASSANDRA NOVA XAVIER

2
 3
 4

7
 5

2
 M



© MARVEL © AMG TYLER WALPOLE

PSIONIC BOLT 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .

MIND POSSESSION 3 6 1

- After this attack is resolved, this character may Advance the defender .

FLESH MANIPULATION 2 8 3

- Explosive Force:** After this attack is resolved, Push each other character within 2 of this character Away . Pushed characters suffer 1 .

BIOKINESIS 3

Choose an enemy character within 3. It gains the Root and Slow special conditions.

PSYCHIC DISTRACTION 2

When an enemy character ends a movement within 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 for each and rolled. If this superpower deals at least 1 , this character may Advance .

TELEKINETIC DEFLECTION 2

If this character would suffer a collision, it may use this superpower. This character does not suffer from that collision.

TELEPATHIC CLOAK

Characters must be within 3 of this character to target it with attacks. Additionally, during the **Power Phase**, this character gains 1 additional .

FLIGHT, HEALING FACTOR [1]

CASSANDRA NOVA
CASSANDRA NOVA XAVIER

2
 3
 4

7
 5

2
 M



© MARVEL © AMG TYLER WALPOLE

PSIONIC BOLT 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .

MIND POSSESSION 3 6 1

- After this attack is resolved, this character may Advance the defender .

FLESH MANIPULATION 2 8 3

- Explosive Force:** After this attack is resolved, Push each other character within 2 of this character Away . Pushed characters suffer 1 .

BIOKINESIS 3

Choose an enemy character within 3. It gains the Root and Slow special conditions.

PSYCHIC DISTRACTION 2

When an enemy character ends a movement within 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 for each and rolled. If this superpower deals at least 1 , this character may Advance .

TELEKINETIC DEFLECTION 2

If this character would suffer a collision, it may use this superpower. This character does not suffer from that collision.

TELEPATHIC CLOAK

Characters must be within 3 of this character to target it with attacks. Additionally, during the **Power Phase**, this character gains 1 additional .

FLIGHT, HEALING FACTOR [1]

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

SENTINEL MK4

SENTINEL MK4

4

4

3

8

4

5

5

© MARVEL © AMG GARY DANIELS III

PLASMA BLAST

• After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
 • During the **Pay Cost** step of this attack, this character may spend up to 2 additional $\oplus$. Add 1 die to the attack for each $\oplus$ spent this way.

SUPPRESSION PROTOCOLS

• **Suppression:** After this attack is resolved, for each $\otimes$ in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

RESTRAINT CABLES

Choose an enemy character within $\oplus$ 4 and in LOS. Push the chosen character Toward this character $\otimes$. This superpower can be used only once per Turn.

MASTER MOLD

When building a Roster or a Squad, a player may include 2 of this character instead of the normal 1.

POWER MATRIX

At the end of this character's Activation, it gains 2 $\oplus$.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by $\otimes$ attacks or enemy superpowers. When defending against $\otimes$ attacks, this character counts $\otimes$ results in the defense roll as 2 successes.

ACCEPTABLE COLLATERAL DAMAGE

This character may end an Advance or a Climb partially overlapping interactive terrain features of $\otimes$ 2 or less. If it would, destroy those terrain features before that movement ends.

FLIGHT, IMMUNITY [BLEED, POISON]

SENTINEL MK4

SENTINEL MK4

4

4

3

6

4

5

5

© MARVEL © AMG GARY DANIELS III

PLASMA LEAK

• Before $\otimes$ is dealt, this character gains 1 $\oplus$.
 • **System Overload:** After this attack is resolved, this character and each other character within $\oplus$ 2 of it suffers 1 $\otimes$. Then this character loses 1 $\oplus$.

SUPPRESSION PROTOCOLS

• **Suppression:** After this attack is resolved, for each $\otimes$ in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

RESTRAINT CABLES

Choose an enemy character within $\oplus$ 4 and in LOS. Push the chosen character Toward this character $\otimes$. This superpower can be used only once per Turn.

DAMAGED POWER MATRIX

At the end of this character's Activation, it gains 1 $\oplus$.

MASTER MOLD

When building a Roster or a Squad, a player may include 2 of this character instead of the normal 1.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by $\otimes$ attacks or enemy superpowers. When defending against $\otimes$ attacks, this character counts $\otimes$ results in the defense roll as 2 successes.

ACCEPTABLE COLLATERAL DAMAGE

This character may end an Advance or a Climb partially overlapping interactive terrain features of $\otimes$ 2 or less. If it would, destroy those terrain features before that movement ends.

FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

SENTINEL PRIME MK4

SENTINEL PRIME MK4

4

4

3

9

5

5

5



© MARVEL © AMG PATRICK BROWN

PLASMA BLAST MK2

3
6
0

- After this attack is resolved, this character gains 3 equal to the dealt.
- During the Pay Cost step of this attack, this character may spend up to 2 additional . Add 1 die to the attack for each spent this way.

SUPPRESSION PROTOCOLS MK2

4
8
3

- Suppression: After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

MUTANT HUNTERS (AFFILIATION: SENTINELS)

When an enemy character is Dazed or KO'd, after the effect is resolved, choose a number of allied characters up to that enemy character's . Each chosen character gains 1 . A character cannot gain more than 1 as a result of this Leadership ability each Turn.

RESTRAINT CABLES

2

Choose an enemy character within 4 and in LOS. Push the chosen character Toward this character . This superpower can be used only once per Turn.

PATTERN ANALYSIS

X

While this character or another allied character within 4 is attacking or defending, during the Modify Dice step, this character may spend up to 3 to use this superpower. For each spent, that allied character may reroll 1 die in their roll. A character can reroll dice with this superpower only once per Turn.

POWER MATRIX

At the end of this character's Activation, it gains 2 .

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by attacks or enemy superpowers. When defending against attacks, this character counts results in the defense roll as 2 successes.

FLIGHT, IMMUNITY [BLEED, POISON]

SENTINEL PRIME MK4

SENTINEL PRIME MK4

4

4

3

7

5

5

5



© MARVEL © AMG PATRICK BROWN

PLASMA BLAST MK2

3
6
0

- After this attack is resolved, this character gains 3 equal to the dealt.
- During the Pay Cost step of this attack, this character may spend up to 2 additional . Add 1 die to the attack for each spent this way.

SUPPRESSION PROTOCOLS MK2

4
8
3

- Suppression: After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

MUTANT HUNTERS (AFFILIATION: SENTINELS)

When an enemy character is Dazed or KO'd, after the effect is resolved, choose a number of allied characters up to that enemy character's . Each chosen character gains 1 . A character cannot gain more than 1 as a result of this Leadership ability each Turn.

RESTRAINT CABLES

2

Choose an enemy character within 4 and in LOS. Push the chosen character Toward this character . This superpower can be used only once per Turn.

PATTERN ANALYSIS

X

While this character or another allied character within 4 is attacking or defending, during the Modify Dice step, this character may spend up to 3 to use this superpower. For each spent, that allied character may reroll 1 die in their roll. A character can reroll dice with this superpower only once per Turn.

OVERLOADING POWER CORE

During the Power Phase, roll 5 dice. For each and rolled, this character gains 1 . If at least 1 was rolled, this character suffers 1 .

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by attacks or enemy superpowers. When defending against attacks, this character counts results in the defense roll as 2 successes.

FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

**BLACK WIDOW,
AGENT OF S.H.I.E.L.D.**
NATASHA ROMANOFF

4 3 3

6 3

2 M



© MARVEL © AMG
PATRICK BROWN, GARY DANIELS III, AND ALEX TRIP

AUTOMATIC PISTOL 3 4 0

- After this attack is resolved, this character gains 1 .
- Rapid Fire:** After this attack is resolved, this character may make an additional **Automatic Pistol** attack. This additional attack must target the original defender. The additional attack does not have the **Rapid Fire** special rule.

TEAR GAS A2 4 2

- The defender does not gain for dealt by this attack.
- After each attack is resolved, the defender gains the **Poison** special condition.

WIDOW'S KISS 2 6 3

- Add 1 die to this attack roll for each special condition the defender has.
- Push:** Before is dealt, this character may Push the defender Away S.

INTERROGATE 3

At the start of the **Cleanup Phase**, if this character is within 2 of 1 or more Dazed enemy characters, it may use this superpower. Its controlling player increases the amount of VPs they score from Crisis Cards during this **Cleanup Phase** by 1.

PARTING SHOT 2

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

STEALTH

**BLACK WIDOW,
AGENT OF S.H.I.E.L.D.**
NATASHA ROMANOFF

4 3 3

6 3

2 M



© MARVEL © AMG
PATRICK BROWN, GARY DANIELS III, AND ALEX TRIP

AUTOMATIC PISTOL 3 4 0

- After this attack is resolved, this character gains 1 .
- Rapid Fire:** After this attack is resolved, this character may make an additional **Automatic Pistol** attack. This additional attack must target the original defender. The additional attack does not have the **Rapid Fire** special rule.

TEAR GAS A2 4 2

- The defender does not gain for dealt by this attack.
- After each attack is resolved, the defender gains the **Poison** special condition.

WIDOW'S KISS 2 6 3

- Add 1 die to this attack roll for each special condition the defender has.
- Push:** Before is dealt, this character may Push the defender Away S.

INTERROGATE 3

At the start of the **Cleanup Phase**, if this character is within 2 of 1 or more Dazed enemy characters, it may use this superpower. Its controlling player increases the amount of VPs they score from Crisis Cards during this **Cleanup Phase** by 1.

PARTING SHOT 2

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

STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

HAWKEYE

CLINTON BARTON

4

2

2

5

3

2

M



© MARVEL © AMG
PATRICK BROWN, GARY DANIELS III, AND ALEX TRIP

ARROW SHOT

5 5 0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Full Quiver: After this attack is resolved, the defender gains 1 of the following special conditions: Bleed, Poison, Shock, or Slow.

HOOK ARROW

2

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

TRICK SHOT

1

The next **Arrow Shot** attack this character makes ignores LOS, and the defender does not benefit from Cover.

FAST DRAW

1

When this character is targeted by an attack, if the attacker is not within 3 of this character, this character may use this superpower. This character immediately makes an **Arrow Shot** attack targeting the attacking character.

HAWKEYE

CLINTON BARTON

4

2

2

6

3

2

M



© MARVEL © AMG
PATRICK BROWN, GARY DANIELS III, AND ALEX TRIP

ARROW SHOT

5 5 0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Full Quiver: After this attack is resolved, the defender gains 1 of the following special conditions: Bleed, Poison, Shock, or Slow.

HOOK ARROW

2

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

TRICK SHOT

1

The next **Arrow Shot** attack this character makes ignores LOS, and the defender does not benefit from Cover.

FAST DRAW

1

When this character is targeted by an attack, if the attacker is not within 3 of this character, this character may use this superpower. This character immediately makes an **Arrow Shot** attack targeting the attacking character.



© 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

Ministravaganza 2025 Updated Cards



NICK FURY
NICHOLAS J. FURY, JR.

4 3 4

7 4

2 M

TACTICAL KNIFE 2 5 0

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

FURY SPECIAL 3 5 0

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

LEAD FROM THE FRONT 3 7 3

- After this attack is resolved, an allied **S.H.I.E.L.D. Agents** within 3 of this character may Advance S Toward the defender. Then that **S.H.I.E.L.D. Agents** may make a **Pistols** attack targeting the defender.

★ LAST LINE OF DEFENSE (AFFILIATION: S.H.I.E.L.D.)

If you have fewer VPs than your opponent, the first time each Round an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, you score 1 VP.

If you have an equal number or more VPs than your opponent, when an enemy character damages an allied character with an attack, the allied character may spend 1 . If it does, after the attack is resolved, the allied character may Advance S Toward the attacking character.

CALL IN THE CAVALRY 2

If there is no allied **S.H.I.E.L.D. Agents** in play, Place it in play within 3 of this character with an Activated token. It may immediately interact with one Extract objective token. It is part of your Squad.

∞ DIRECTOR OF S.H.I.E.L.D.

When an Allied **S.H.I.E.L.D. Agents** is within 3 of this character, it may reroll 1 of its attack or defense dice. Additionally, when an Allied **S.H.I.E.L.D. Agents** within 3 of this character deals or suffers from an enemy effect, this character gains 1 .



NICK FURY
NICHOLAS J. FURY, JR.

4 3 4

6 4

2 M

TACTICAL KNIFE 2 5 0

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

FURY SPECIAL 3 5 0

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

LEAD FROM THE FRONT 3 7 3

- After this attack is resolved, an allied **S.H.I.E.L.D. Agents** within 3 of this character may Advance S Toward the defender. Then that **S.H.I.E.L.D. Agents** may make a **Pistols** attack targeting the defender.

★ LAST LINE OF DEFENSE (AFFILIATION: S.H.I.E.L.D.)

If you have fewer VPs than your opponent, the first time each Round an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, you score 1 VP.

If you have an equal number or more VPs than your opponent, when an enemy character damages an allied character with an attack, the allied character may spend 1 . If it does, after the attack is resolved, the allied character may Advance S Toward the attacking character.

CALL IN THE CAVALRY 2

If there is no allied **S.H.I.E.L.D. Agents** in play, Place it in play within 3 of this character with an Activated token. It may immediately interact with one Extract objective token. It is part of your Squad.

∞ DIRECTOR OF S.H.I.E.L.D.

When an Allied **S.H.I.E.L.D. Agents** is within 3 of this character, it may reroll 1 of its attack or defense dice. Additionally, when an Allied **S.H.I.E.L.D. Agents** within 3 of this character deals or suffers from an enemy effect, this character gains 1 .

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

EMMA FROST (NORMAL)
EMMA FROST

2

3

5

6

4

2

M



© MARVEL © AMG Patrick Brown

PSYCHIC SPIKE

4

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Bend Will:** After this attack is resolved, this character may Advance the defender S.

HANDS OFF

3

8

4

- Terrify:** Before is dealt, this character may Advance the defender its Away from this character. If it does, the defender suffers 1.

TELEPATHIC LASH

3

Choose an enemy character within 3 of this character and roll 3 dice. The chosen character suffers 1 for each , , and rolled. If this superpower deals at least 1 , Advance the chosen character S. This superpower can be used only once per Turn.

DIAMOND FORM

0

When this character is targeted by an attack or would make a dodge roll, it may use this superpower. This character transforms into **Emma Frost (Diamond)**.

SHIELD MIND

2

When this character or an allied character within 4 of it would be Advanced, Placed, or Pushed by the effects of an enemy attack or enemy superpower, this character may use this superpower. The allied character is not Advanced, Placed, or Pushed.

POWER INHIBITION

During this character's Activation, enemy characters cannot use superpowers or Reactive Team Tactic Cards.

EMMA FROST (NORMAL)
EMMA FROST

2

3

5

6

4

2

M



© MARVEL © AMG Patrick Brown

PSYCHIC SPIKE

4

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Bend Will:** After this attack is resolved, this character may Advance the defender S.

HANDS OFF

3

8

4

- Terrify:** Before is dealt, this character may Advance the defender its Away from this character. If it does, the defender suffers 1.

TELEPATHIC LASH

3

Choose an enemy character within 3 of this character and roll 3 dice. The chosen character suffers 1 for each , , and rolled. If this superpower deals at least 1 , Advance the chosen character S. This superpower can be used only once per Turn.

DIAMOND FORM

0

When this character is targeted by an attack or would make a dodge roll, it may use this superpower. This character transforms into **Emma Frost (Diamond)**.

SHIELD MIND

2

When this character or an allied character within 4 of it would be Advanced, Placed, or Pushed by the effects of an enemy attack or enemy superpower, this character may use this superpower. The allied character is not Advanced, Placed, or Pushed.

POWER INHIBITION

During this character's Activation, enemy characters cannot use superpowers or Reactive Team Tactic Cards.

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

EMMA FROST (DIAMOND)

EMMA FROST

5

5

4

6

4

2

M

© MARVEL © AMG Patrick Brown

DIAMOND STRIKE

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

SHATTER

• After all attacks are resolved, this character may transform into **Emma Frost (Normal)**.
 • **Pierce**: Change 1 of the defender's , , or results to a Blank.

SOMETIMES ONE MUST GET THEIR HANDS DIRTY

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.

DIAMOND MIND

This character cannot play Team Tactic Cards.

FAR FROM MY BEST LOOK

At the start of this character's Activation, it may transform into **Emma Frost (Normal)**. If it does, this character loses all of its .

At the end of this character's Activation, if it began that Activation as **Emma Frost (Diamond)**, it transforms into **Emma Frost (Normal)**.

PSYCHIC IMMUNITY

This character cannot be Pushed or Advanced by the special rules of attacks or enemy superpowers. Additionally, when defending against attacks, this character counts Blank results in its defense roll as successes.

IMMUNITY [BLEED, INCINERATE, POISON, STUN]

EMMA FROST (DIAMOND)

EMMA FROST

5

5

4

6

4

2

M

© MARVEL © AMG Patrick Brown

DIAMOND STRIKE

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

SHATTER

• After all attacks are resolved, this character may transform into **Emma Frost (Normal)**.
 • **Pierce**: Change 1 of the defender's , , or results to a Blank.

SOMETIMES ONE MUST GET THEIR HANDS DIRTY

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.

DIAMOND MIND

This character cannot play Team Tactic Cards.

FAR FROM MY BEST LOOK

At the start of this character's Activation, it may transform into **Emma Frost (Normal)**. If it does, this character loses all of its .

At the end of this character's Activation, if it began that Activation as **Emma Frost (Diamond)**, it transforms into **Emma Frost (Normal)**.

PSYCHIC IMMUNITY

This character cannot be Pushed or Advanced by the special rules of attacks or enemy superpowers. Additionally, when defending against attacks, this character counts Blank results in its defense roll as successes.

IMMUNITY [BLEED, INCINERATE, POISON, STUN]

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

PROFESSOR X
CHARLES XAVIER

2
 2
 6

6
 4

2
 M



© MARVEL © AMG CHUCK PAVONI

PSYCHIC DART 4 5 0

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

MENTAL SUGGESTION 3 6 1

- After this attack is resolved, if it dealt , this character may Advance the defender its .

ASTRAL DUEL 3 4 3

- Add dice to the attack roll equal to the defender's Defense.
- The defender cannot reroll or modify dice in the defense roll during this attack.

XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS (AFFILIATION: UNCANNY X-MEN)

Once per Turn, when an allied character spends 1 or more to use an or superpower, after the effect is resolved, another allied character may gain 1 .

PROFESSOR'S GUIDANCE X

While another allied character within 4 is attacking or defending, during the **Modify Dice** step of the attack, this character may spend 1-3 to use this superpower. For each spent, the allied attacking or defending character may reroll 1 of its dice. This superpower can be used only once per Turn.

TELEPATHIC LOCK

When an enemy character targets this character with an attack, it may use its Defense regardless of the attack's type unless the attacker pays 2 .

OMEGA-LEVEL TELEPATH

This character cannot be Pushed or Advanced by the effects of attacks or enemy superpowers.

PROFESSOR X
CHARLES XAVIER

2
 2
 6

6
 4

2
 M



© MARVEL © AMG CHUCK PAVONI

PSYCHIC DART 4 5 0

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

MENTAL SUGGESTION 3 6 1

- After this attack is resolved, if it dealt , this character may Advance the defender its .

ASTRAL DUEL 3 4 3

- Add dice to the attack roll equal to the defender's Defense.
- The defender cannot reroll or modify dice in the defense roll during this attack.

XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS (AFFILIATION: UNCANNY X-MEN)

Once per Turn, when an allied character spends 1 or more to use an or superpower, after the effect is resolved, another allied character may gain 1 .

PROFESSOR'S GUIDANCE X

While another allied character within 4 is attacking or defending, during the **Modify Dice** step of the attack, this character may spend 1-3 to use this superpower. For each spent, the allied attacking or defending character may reroll 1 of its dice. This superpower can be used only once per Turn.

TELEPATHIC LOCK

When an enemy character targets this character with an attack, it may use its Defense regardless of the attack's type unless the attacker pays 2 .

OMEGA-LEVEL TELEPATH

This character cannot be Pushed or Advanced by the effects of attacks or enemy superpowers.

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

PSYLOCKE

ELIZABETH BRADDOCK

3

3

4

6

4

2

M

© MARVEL © AMG Patrick Brown

TELEKINETIC KATANA

2 5 0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Neural Disruption: Before is dealt, for each in the attack roll, the defender loses 1 .

PSI-BOW

4 4 0

- After this attack is resolved, this character gains 1 .
- Pursuit: Before is dealt, this character may Advance Toward the defender .

PSIONIC ASSAULT

3 7 3

- Before is dealt, the defender gains the Stun special condition.

TELEKINETIC COMBAT ENHANCEMENT

2

This character may immediately Advance . The next time it makes a **Telekinetic Katana** attack this Turn, add 2 dice to the attack roll. This superpower can be used only once per Turn.

TELEPATHIC PRECOGNITION

X

While this character is attacking or defending, during the **Modify Dice** step of the attack, it may spend any amount of to use this superpower. For each 1 spent, this character may reroll 1 of its attack or defense dice. This superpower can be used only once per Turn.

MARTIAL ARTIST

When this character is defending against a or attack targeting it from within 2, this character adds Blanks in its defense roll to its total successes.

STEALTH

PSYLOCKE

ELIZABETH BRADDOCK

3

3

4

6

4

2

M

© MARVEL © AMG Patrick Brown

TELEKINETIC KATANA

2 5 0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Neural Disruption: Before is dealt, for each in the attack roll, the defender loses 1 .

PSI-BOW

4 4 0

- After this attack is resolved, this character gains 1 .
- Pursuit: Before is dealt, this character may Advance Toward the defender .

PSIONIC ASSAULT

3 7 3

- Before is dealt, the defender gains the Stun special condition.

TELEKINETIC COMBAT ENHANCEMENT

2

This character may immediately Advance . The next time it makes a **Telekinetic Katana** attack this Turn, add 2 dice to the attack roll. This superpower can be used only once per Turn.

TELEPATHIC PRECOGNITION

X

While this character is attacking or defending, during the **Modify Dice** step of the attack, it may spend any amount of to use this superpower. For each 1 spent, this character may reroll 1 of its attack or defense dice. This superpower can be used only once per Turn.

MARTIAL ARTIST

When this character is defending against a or attack targeting it from within 2, this character adds Blanks in its defense roll to its total successes.

STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards

STAR-LORD

PETER QUILL

3

3

3

6

3

2

M



© MARVEL © AMG Patrick Brown

ELEMENT GUN

4

5

0

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

FULL AUTO

4

7

3

- Elemental Blast:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Shock, Slow, or Stun.

★ WINGING IT (AFFILIATION: GUARDIANS OF THE GALAXY)

During the **Power Phase**, choose up to 3 allied characters. Each chosen character gains 1 Winging It token. While a character with a Winging It token is attacking, defending, or dodging, it may spend a Winging It token during the **Modify Dice** step to reroll up to 2 of its dice. At the end of the Round, remove all Winging It tokens from characters.

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.

PLUCKY ATTITUDE

When attacking, if this character rolled no , it may reroll all of its current attack dice. When defending, if this character rolled no , it may reroll all of its current defense dice.

FLIGHT, GEM BEARER [POWER]

STAR-LORD

PETER QUILL

3

3

3

6

3

2

M



© MARVEL © AMG Patrick Brown

ELEMENT GUN

4

5

0

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

FULL AUTO

4

7

3

- Elemental Blast:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Shock, Slow, or Stun.

★ WINGING IT (AFFILIATION: GUARDIANS OF THE GALAXY)

During the **Power Phase**, choose up to 3 allied characters. Each chosen character gains 1 Winging It token. While a character with a Winging It token is attacking, defending, or dodging, it may spend a Winging It token during the **Modify Dice** step to reroll up to 2 of its dice. At the end of the Round, remove all Winging It tokens from characters.

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.

PLUCKY ATTITUDE

When attacking, if this character rolled no , it may reroll all of its current attack dice. When defending, if this character rolled no , it may reroll all of its current defense dice.

FLIGHT, GEM BEARER [POWER]

MARVEL CRISIS PROTOCOL MINIATURES GAME

Ministravaganza 2025 Updated Cards



YONDU
YONDU UDONTA

3 4 3

7 4

2 M

© MARVEL © AMG GARY DANIELS III

YAKA ARROW 5 5 0

- After this attack is resolved, this character gains 5 equal to the dealt.
- The defender does not benefit from Cover.
- Slow: After this attack is resolved, the defender gains the Slow special condition.

WHISTLE WHILE YOU WORK 4 6 3

- Pierce: Change 1 of the defender's 4, 5, or 6 results to a Blank.
- Yaka Mastery: After this attack is resolved, this character may make a Whistle While You Work attack without paying the 4 cost. This attack must target another character within 3 of the original target character and any distance from this character that has not been targeted by a Whistle While You Work attack this Round.

HIT AND RUN 2

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

RAVAGER CODE: STEAL EVERYTHING 1

When a character within 2 of this character would drop 1 or more objective tokens, this character may use this superpower. Move 1 objective token that character would drop to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

QUICKDRAW 2

When this character is targeted by an attack and the attacker is not within 2 of this character, this character may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. Then, if this character suffers no from the attack, after the attack is resolved, the attacker suffers 2.

THE PIRATE WAY

While this character is holding 1 or more objective tokens or Contesting a Secure objective, it may reroll 1 die in its attack and defense rolls.



YONDU
YONDU UDONTA

3 4 3

6 4

2 M

© MARVEL © AMG GARY DANIELS III

YAKA ARROW 5 5 0

- After this attack is resolved, this character gains 5 equal to the dealt.
- The defender does not benefit from Cover.
- Slow: After this attack is resolved, the defender gains the Slow special condition.

WHISTLE WHILE YOU WORK 4 6 3

- Pierce: Change 1 of the defender's 4, 5, or 6 results to a Blank.
- Yaka Mastery: After this attack is resolved, this character may make a Whistle While You Work attack without paying the 4 cost. This attack must target another character within 3 of the original target character and any distance from this character that has not been targeted by a Whistle While You Work attack this Round.

HIT AND RUN 2

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

RAVAGER CODE: STEAL EVERYTHING 1

When a character within 2 of this character would drop 1 or more objective tokens, this character may use this superpower. Move 1 objective token that character would drop to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

QUICKDRAW 2

When this character is targeted by an attack and the attacker is not within 2 of this character, this character may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. Then, if this character suffers no from the attack, after the attack is resolved, the attacker suffers 2.

THE PIRATE WAY

While this character is holding 1 or more objective tokens or Contesting a Secure objective, it may reroll 1 die in its attack and defense rolls.

MARVEL
CRISIS PROTOCOL
MINIATURES GAME
Ministravaganza 2025 Updated Cards

S.H.I.E.L.D. AGENTS

 2  M  2

 1  1  1

 **PISTOLS**  3  4  0

 **BUY YOU TIME**

When this character drops an objective token, its controlling player Places it on the battlefield instead of their opponent.

 **S.H.I.E.L.D. OPERATIVES**

This character cannot contest Secure objective tokens. This character does not have to pay  when interacting with Extract objective tokens.

 **GRUNTS [NICK FURY]**

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
Ministravaganza 2025 Updated Cards

UNDER YOUR SKIN

SENTINELS
 Reactive

When this card is revealed during **Deployment**, you may play it.

Choose 1 non-**Sentinels**-affiliated character in your Squad. When the chosen character is deployed, it gains a Nanite token and is now a **Sentinels**-affiliated character.

A character with a Nanite token gains the **Flight** and **Immunity [Poison, Bleed]** superpowers.

© MARVEL © AMG Rodrigo Lorenzo

PROFESSIONALS

UNAFFILIATED
 Active

Natasha Romanoff and **Clinton Barton** may spend 2 ☼ each to play this card.

If **Clinton Barton** damages a character with an attack this Round and **Natasha Romanoff** is within ☼ 2 of the damaged character, you may move one Extract objective token from the damaged character to **Natasha Romanoff**. She is now holding that token. This card does not allow a character to hold more tokens than the Crisis specifies.

© MARVEL © AMG French! Carlomagno

THE INITIATIVE
S.H.I.E.L.D.
 Reactive

When this card is revealed during **Deployment**, you may play it.

Choose 1 non-**S.H.I.E.L.D.**-affiliated character in your Squad. When the chosen character is deployed, it gains a Gadget token and is now a **S.H.I.E.L.D.**-affiliated character.

The character with the Gadget token may use any of the following special rules:

- When this character is defending, it may discard the Gadget token to reroll 1 of its defense dice.
- During this character's Activation, it may discard the Gadget token to remove 1 special condition from itself.
- During this character's Activation, it may discard the Gadget token to move 1 objective token it is holding from itself to an allied character within ☼ 1 of itself or from an allied character within ☼ 1 of this character to this character. This card does not allow a character to hold more tokens than the Crisis specifies.

© MARVEL © AMG Evgeny Loginov