

Ministravaganza 2025 Updated Cards

DORMAMMU **(1)** 4 **(4)** 4 **(6)** 5

SHADOW BOLT









- (1)4 (1)6 (1)€0 Sap Power: Before Ø 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.

O Incantation of Obliteration





🚇 @ 🚱 🗩 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 ②. This character and each other character you control gains 1 additional ③ during the Power Phase. During the Cleanup Phase, if another allied character has 5 or more 🚱, it suffers 1 🚳

NOT OF THIS DIMENSION



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

$^{4}\omega$ Feel the Power of Darkness!



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

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

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

DORMAMMU













SHADOW BOLT







- Sap Power: Before Ø 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





🚇 @ 🕲 🕲 Dark Miasma: After this attack is resolved, this character may make an additional Incantation of Obliteration attack without paying the ② cost. The additional attack must target a character within ④ 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



Place this character within

2 of its current position. This superpower can be used only once per Turn.

FEEL THE POWER OF DARKNESS!



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 So. 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 .

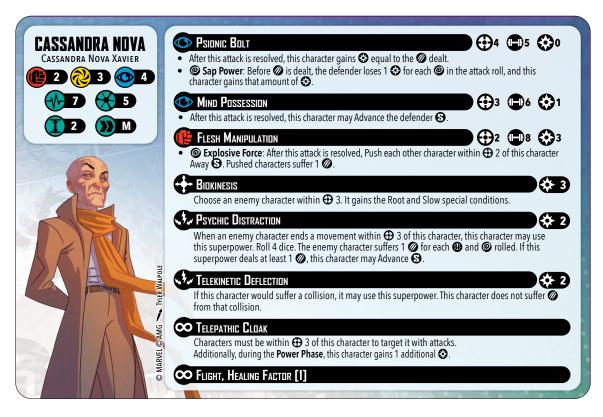
Additionally, when attacking, at the end of the **Modify Dice** step, add 1 result to this character's roll for each in the defense roll. When attacking, this character adds results in its roll to its total successes.

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



















🧨 Plasma Blast







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

Suppression Protocols





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

RESTRAINT CABLES



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

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 .

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.

ACCEPTABLE COLLATERAL DAMAGE

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

System Overload: After this attack is resolved, this character and each other character within 3 2 of it

ELIGHT, IMMUNITY (BLEED, POISON)

Before is dealt, this character gains 1 .

suffers 1 . Then this character loses 1 .

SENTINEL MK4

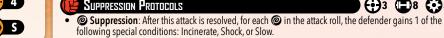












🤏 Plasma Leak





⊕2 **⊕**5 **♦**0







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

O DAMAGED POWER MATRIX

At the end of this character's Activation, it gains 1 🚱

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 🚳 attacks or enemy superpowers. When defending against attacks, this character counts @ 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 **①** 2 or less. If it would, destroy those terrain features before that movement ends.

▼ FLIGHT, IMMUNITY [BLEED, POISON]







Ministravaganza 2025 Updated Cards



PLASMA BLAST MK2







- After this attack is resolved, this character gains 😵 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





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



Choose an enemy character within 😝 4 and in LOS. Push the chosen character Toward this character 3. This superpower can be used only once per Turn.

PATTERN ANALYSIS



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











PLASMA BLAST MK2





- After this attack is resolved, this character gains 😵 equal to the 🕢 dealt. During the **Pay Ocst** step of this attack, this character may spend up to 2 additional **October 2**. Add 1 die to the attack for each **October 3** spent this way.
- Suppression Protocols MK2







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)

S. This superpower can be used only once per Turn.

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 Choose an enemy character within

4 and in LOS. Push the chosen character Toward this character



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 较. If at least 1 🥮 was rolled, this character suffers 1 @

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

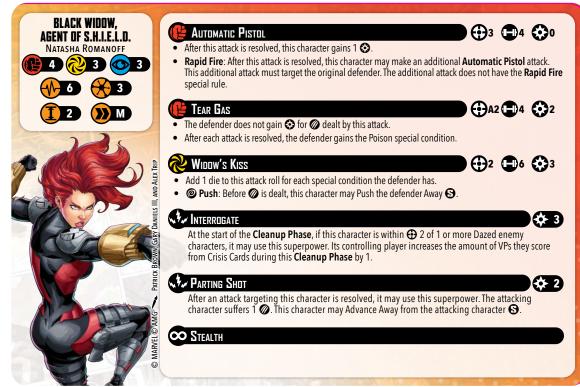
∞ Flight, Immunity [Bleed, Poison]







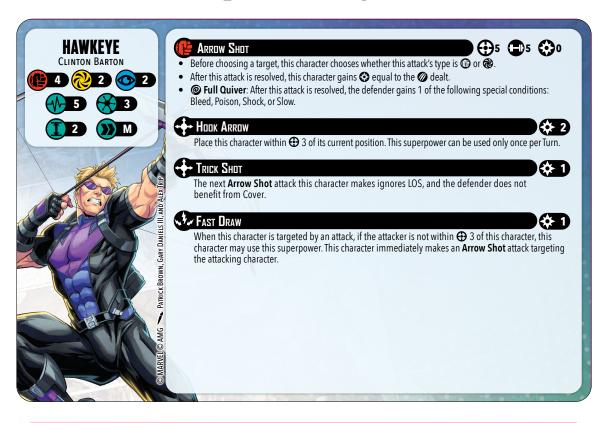










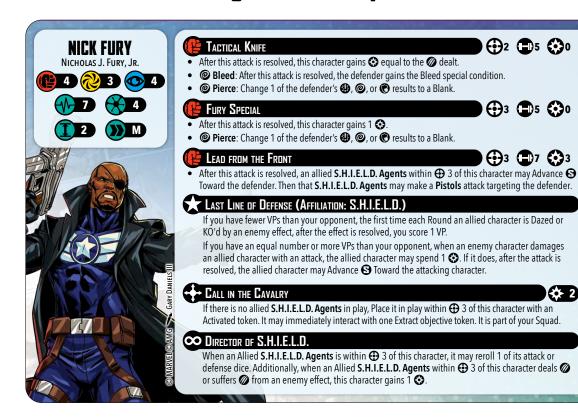
















TACTICAL KNIFE





- 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 49, O, or results to a Blank.

FURY SPECIAL







- 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





After this attack is resolved, an allied S.H.I.E.L.D. Agents within 🕀 3 of this character may Advance 🔇 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



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.

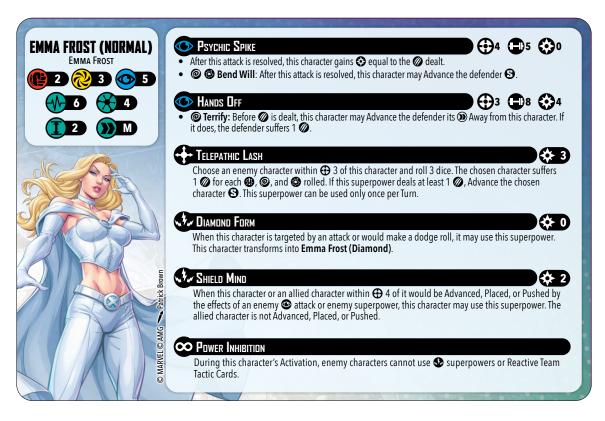
When an Allied S.H.I.E.L.D. Agents is within
 3 of this character, it may reroll 1 of its attack or defense dice. Additionally, when an Allied S.H.I.E.L.D. Agents within

3 of this character deals or suffers of from an enemy effect, this character gains 1 .







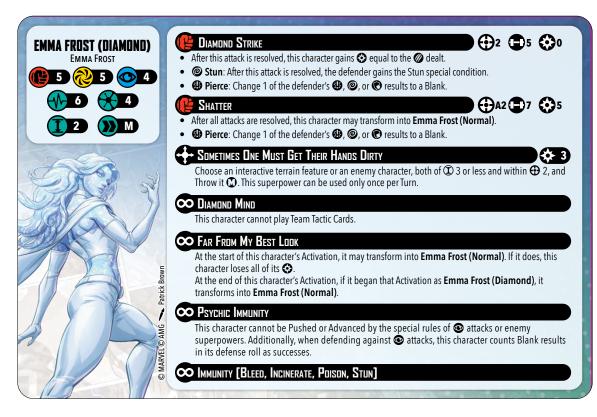










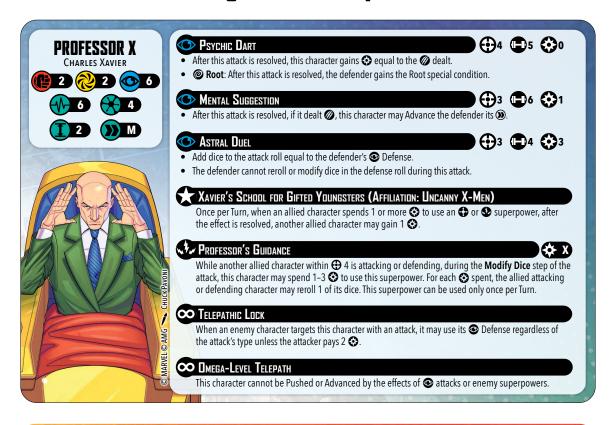


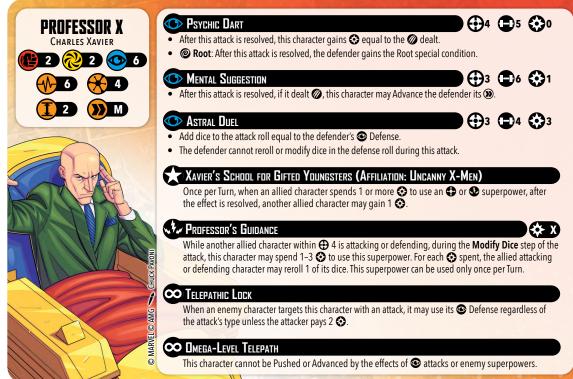








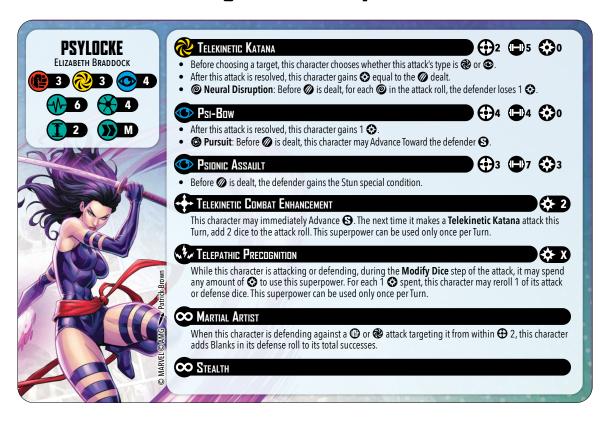


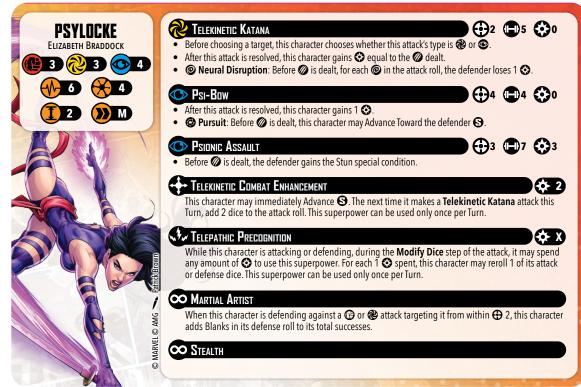








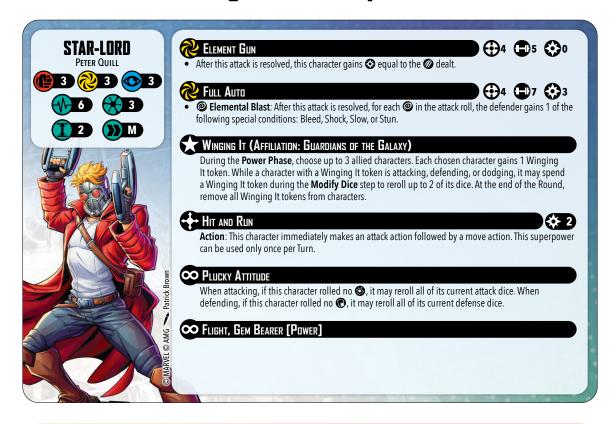






















YAKA **A**RROW





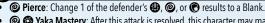
- After this attack is resolved, this character gains 😵 equal to the 🕢 dealt.
- The defender does not benefit from Cover.
- **Slow**: After this attack is resolved, the defender gains the Slow special condition.

WHISTLE WHILE YOU WORK









② Yaka Mastery: After this attack is resolved, this character may make a **Whistle While You Work** attack without paying the 😵 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

→ HIT AND RUN



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



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.



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











After this attack is resolved, this character gains 😵 equal to the 🖉 dealt. The defender does not benefit from Cover.

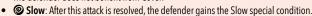
YAKA ARROW











WHISTLE WHILE YOU WORK





- Pierce: Change 1 of the defender's 49, @, or results to a Blank.
- ② Yaka Mastery: After this attack is resolved, this character may make a Whistle While You Work attack without paying the 😵 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



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



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.



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.





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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.



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.

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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.

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