MARVEL
CRISIS PROTOCOL
MINIATURES GAME
Timeline Crisis Card Set 2026

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Timeline Crisis Card Set 2026

THREAT 20 / SECURE

## WEDDING PARTY TARGETED IN TERRIBLE ATTACK!

SETUP	SCORING
Place 2 VIP tokens (Target of Opportunity) as shown on the map below.	Players score 2 VPs for each VIP they Secure during the **Cleanup Phase**.

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

Then, each character within ⊕ 2 of a VIP loses 1 ✪.
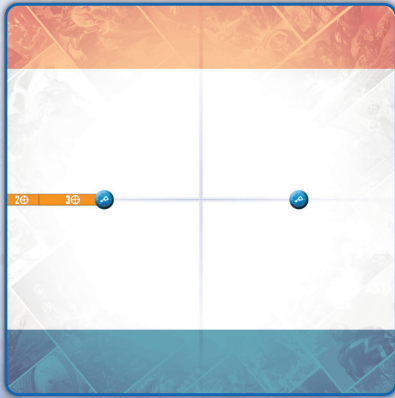
THREAT 17 / SECURE

## GUARDIANS SAVE SHI'AR EMPRESS IN STYLE

SETUP	SCORING
Place 4 Security Terminal tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Security Terminal they Control during the **Cleanup Phase**.

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

If a character is holding 1 or more Extract objective tokens, it may reroll 1 die when interacting with a Security Terminal.
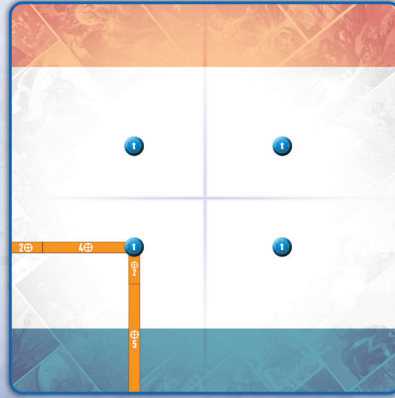
THREAT 16 / SECURE

DEADLINE TO DESTRUCTION

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

Interact (Detonation Console): Choose an enemy character within ⊕ 3 of this Detonation Console holding 1 or more Extract objective tokens. The chosen character may drop any number of objective tokens. Then, if the chosen character is holding 1 or more Extract objective tokens, it suffers 1 ⊘ and gains 1 ✪.
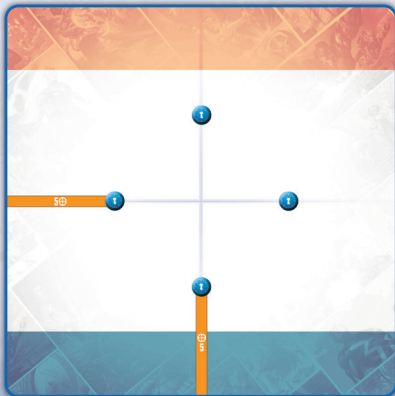
THREAT 19 / SECURE

M'KRAAN CRYSTAL GETS HEROES HOME!

| SETUP	SCORING
Place 4 M'Kraan Crystal tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each M'Kraan Crystal they Control during the **Cleanup Phase**.

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

During the **Power Phase**, each character holding 1 or more Extract objective tokens that is Contesting a M'Kraan Crystal gains 1 ✪.
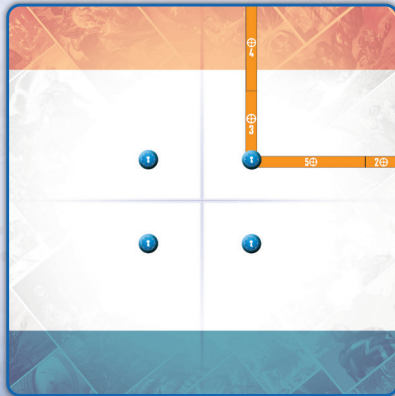
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## THREAT 16 · COSMIC INVASION! BLACK ORDER DESCENDS ON EARTH

SETUP	SCORING
Place 4 Cosmic Vault tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Cosmic Vault they are Securing during the **Cleanup Phase**.

During the **Power Phase**, some Cosmic Vaults will radiate cosmic energy. Starting with the player with Priority, players roll 1 die for each character they control within ⊕ 1 of a Cosmic Vault. If the result is a 🟦 or ◎, that character gains 2 ✦ and is Pushed ⑤. The opposing player resolves this Push.
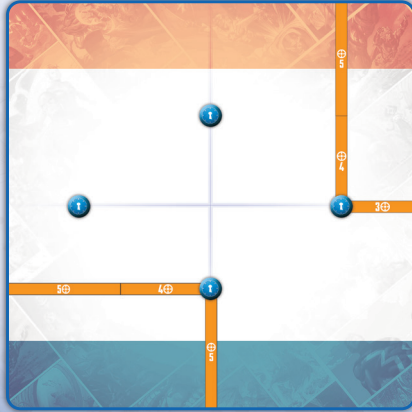
THREAT 17 · DEADLY METEORS MUTATE CIVILIANS

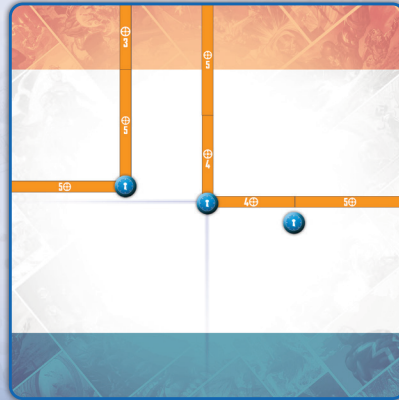| SETUP	SCORING
Place 3 Origin Bomb tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Origin Bomb they Control during the **Cleanup Phase**.

Interact (Origin Bomb): Roll dice equal to this character's ↻ Defense. If the roll contains more 🟦, ◎, and ◉ results than the number of Healthy enemy characters Contesting this Origin Bomb, this character's controlling player now Controls this Origin Bomb. If the roll contains at least 1 ◉, this character suffers 1 ⬦.

THREAT 17 · INFINITY FORMULA GOES MISSING!

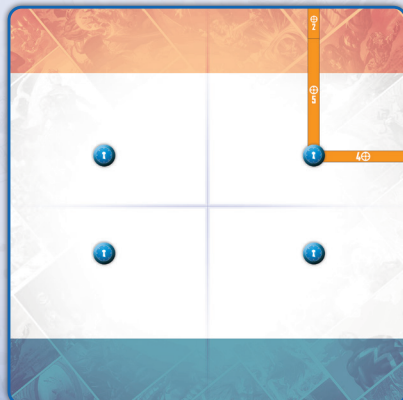| SETUP	SCORING
Place 4 Serum Canister tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Serum Canister they Secure during the **Cleanup Phase**.

During the **Power Phase**, characters Contesting a Serum Canister gain 1 ✦.

## THREAT 19 · INTRUSIONS OPEN ACROSS CITY AS SEALS COLLAPSE

SETUP	SCORING
Place 3 Dark Portal tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Dark Portal they Secure during the **Cleanup Phase**.

Interact (Dark Portal): This character drops all objective tokens it is holding. Then roll 1 die. If the result is a 🟦, ◎, ◉, or 🔷, Place this character within ⊕ 1 of another Dark Portal. Otherwise, the opposing player Places this character within ⊕ 1 of another Dark Portal.
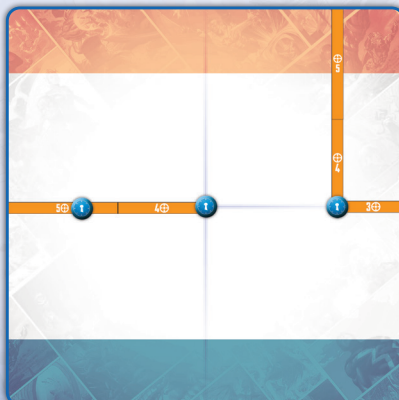
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THREAT 16 / SECURE — MAYOR FISK VOWS TO FIND MISSING WITNESSES
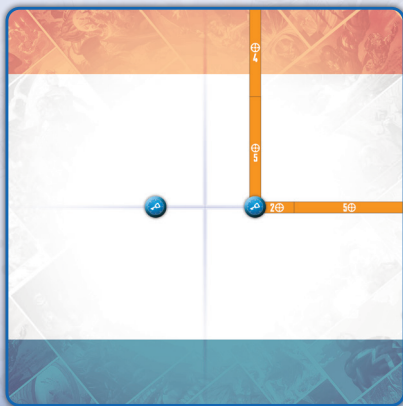
SETUP	SCORING
Place 2 Witness tokens (Target of Opportunity) as shown on the map below.	Players score 2 VPs for each Witness they Secure during the **Cleanup Phase**.

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

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

THREAT 18 / SECURE — MUTANT MADMAN TURNS CITY INTO LETHAL AMUSEMENT PARK

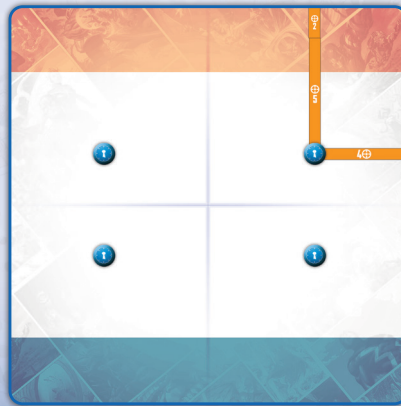| SETUP	SCORING
Place 4 Trap tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Trap they are Controlling during the **Cleanup Phase**.

Interact (Trap): Roll dice equal to this character's ⬡ Defense. If the roll contains more ✹, ◉, and ◎ results than the number of Healthy enemy characters Contesting this Trap, this character's controlling player now Controls this Trap.

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

THREAT 20 / SECURE — SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE
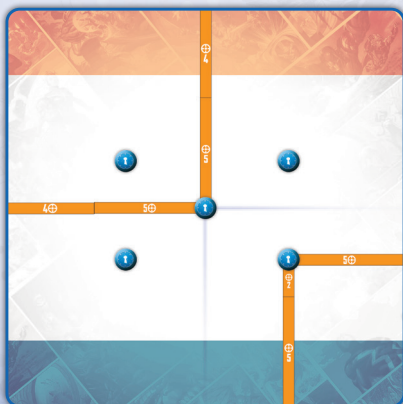
SETUP	SCORING
Place 5 Ambush tokens (Point of Interest) as shown on the Map below.	Players score 1 VP for each Ambush they Secure during the **Cleanup Phase**.

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

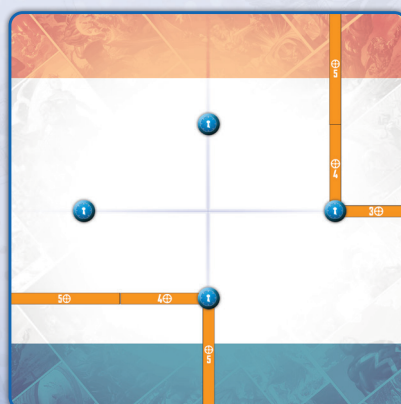## THREAT 17 / SECURE — RIOTS SPARK OVER EXTREMIS 3.0

SETUP	SCORING
Place 4 Extremis Console tokens (Point of Interest) as shown on the Map below.	Players score 1 VP for each Extremis Console they Secure during the **Cleanup Phase**.

Interact (Extremis Console): Remove 1 ⃠ from a non-Dazed character within ⊕ 2 of this Extremis Console.

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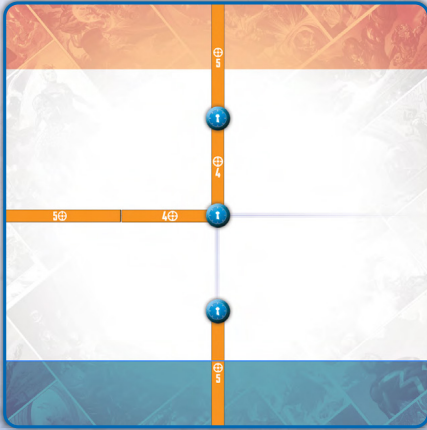## THREAT 19 — DEMONS DOWNTOWN! HAS OUR COMEUPPANCE COME DUE?

SETUP	SCORING
Place 3 Flaming Portal tokens (Point of Interest) as shown on the map below.	Players score 1 VP for each Flaming Portal they are Securing during the **Cleanup Phase**.

During the **Power Phase**, characters within ⊕ 1 of a Flaming Portal gain the Incinerate special condition.

## THREAT 18 — 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 ⊕ 2 instead of ⊕ 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.
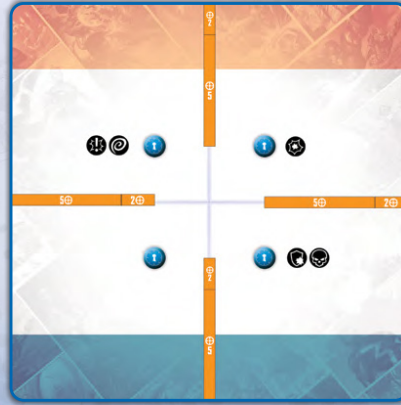
## THREAT 17 — STRIKE TEAM SECURES SHIELD RELAY!

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

Interact (Generator): Roll dice equal to this character's 🛡 defense. If the roll contains more 💥, ◎, and ◉ results than the number of Healthy enemy characters Contesting this Generator, this character's controlling player now Controls this Generator.

Characters within ⊕ 2 of a Generator they Control may reroll 1 die in their defense rolls.
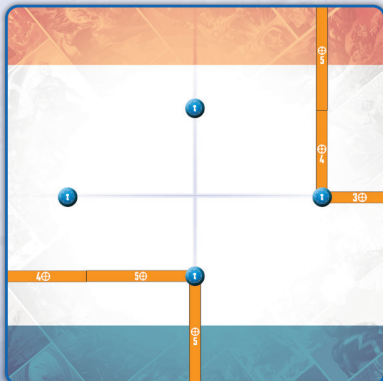
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18 — INHUMANS DEPLOY ADVANCED WEAPONRY

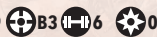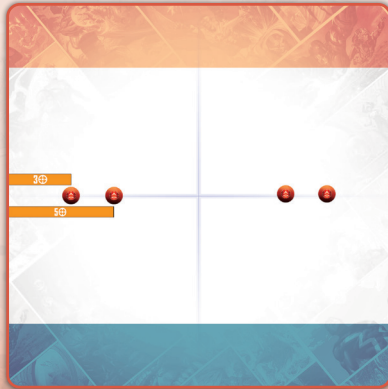| SETUP	SCORING
Place 4 Inhuman Weapon tokens (Asset) as shown on the map below.	Players score 1 VP for each character they control that is holding an Inhuman Weapon during the **Cleanup Phase**.

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

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

INHUMAN WEAPON — B3 | 6 | 0

## 17 — UNEXPECTED GUESTS CRASH ROYAL WEDDING

SETUP	SCORING
Place 4 Guest tokens (Civilians) as shown on the map below.	Players score 1 VP for each character they control that is holding a Guest during the **Cleanup Phase**.

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

During the **Power Phase**, starting with the player with Priority, for each character that player controls that is not within ⊕ 2 of a Secure objective that is also holding a Guest, the controlling player's opponent chooses a Secure objective. That character is Pushed Toward the chosen Secure objective S. The opposing player resolves this Push.
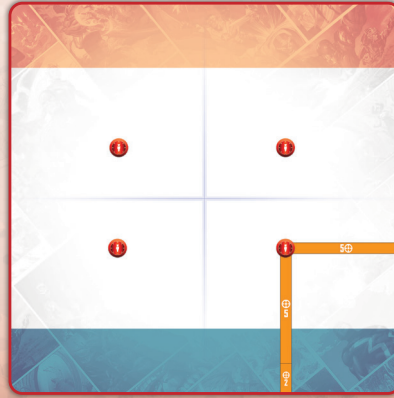
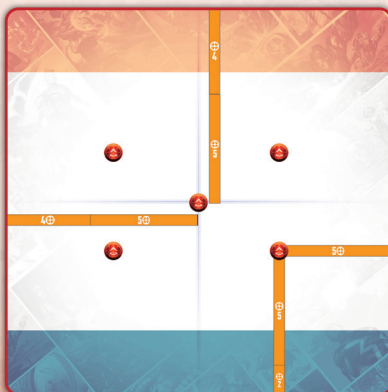## 17 — TERRIGEN CANISTERS FUEL DOOMSDAY DEVICE

SETUP	SCORING
Place 5 Canister tokens (Assets) as shown on the map below.	Players score 1 VP for each character they control that is holding a Canister during the **Cleanup Phase**.

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

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

17 — SCIENTIFIC SAMPLES FOUND IN DISCOVERED UNIVERSE

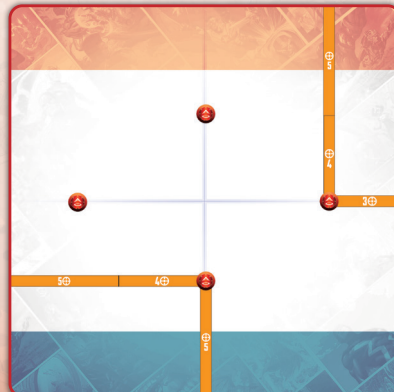| SETUP	SCORING
Place 4 Sample tokens (Assets) as shown on the map below.	Players score 1 VP for each character they control that is holding a Sample during the **Cleanup Phase**.

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

Once per Turn, when a character holding a Sample rolls dice, after the effect is resolved, if the roll contained 1 or more ☻ results, that character gains 1 ✪.

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

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17 — ALIEN SHIP CRASHES IN DOWNTOWN!

EXTRACTION / THREAT

SETUP	SCORING
Place 3 Power Core tokens (Asset) as shown on the map below.	Players score 1 VP for each character they control that is holding a Power Core during the **Cleanup Phase**.

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

During the **Cleanup Phase**, each character with 3 or more ⚙ holding a Power Core rolls 3 dice. For each 🎯 and ◎ in the result, the character holding the Power Core and all characters within ⊕ 2 of it suffer 1 ⬩.
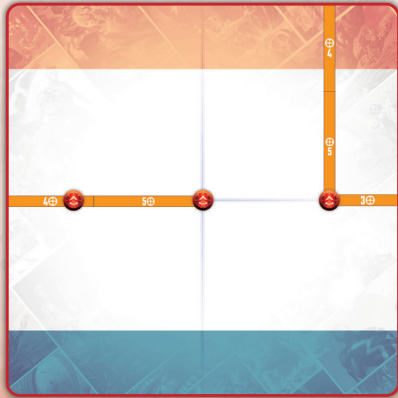
19 — DEADLY LEGACY VIRUS CURED?

EXTRACTION / THREAT

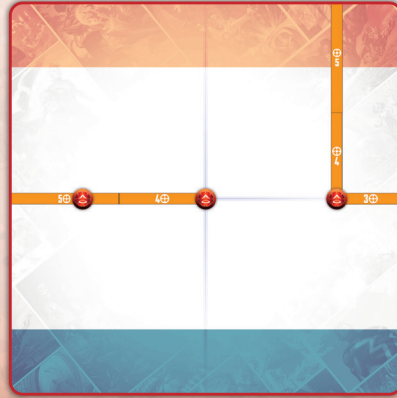| SETUP	SCORING
Place 3 Legacy Cure tokens (Asset) as shown on the map below.	Players score 1 VP for each Legacy Cure held by a character they control during the **Cleanup Phase**.

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

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

## 18 — FEAR GRIPS WORLD AS "WORTHY" TERRORIZE CITIES

EXTRACTION / THREAT

SETUP	SCORING
Place 4 Celestial Hammer tokens (Asset) as shown on the map below.	Players score 1 VP for each Celestial Hammer held by a character they control during the **Cleanup Phase**.

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

Characters add 1 die to their attack rolls for each Celestial Hammer they are holding. Characters holding one or more Celestial Hammers must pay 1 ⚙ before playing a Team Tactic Card.
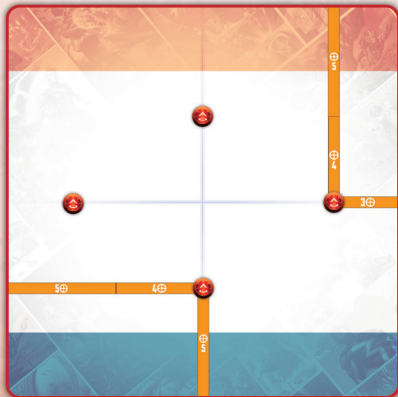
19 — MUTANT EXTREMISTS TARGET U.S. SENATORS!
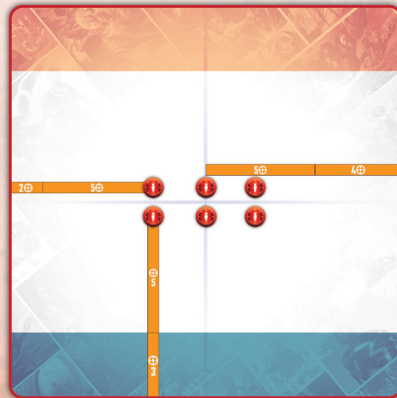
EXTRACTION / THREAT

SETUP	SCORING
Place 6 Senator tokens (Civilian) as shown on the map below.	Players score 1 VP per character they control holding a Senator during the **Cleanup Phase**.

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

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

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ATOMIC MASS GAMES

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SKRULLS INFILTRATE WORLD LEADERSHIP

THREAT 20 — EXTRACTION

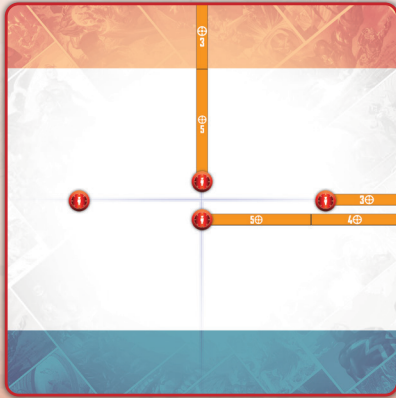| SETUP	SCORING
Place 4 Skrull Agent tokens (Civilian) as shown on the map below.	Players score 1 VP for each Skrull Agent held by a character they control during the **Cleanup Phase**.

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

SPIDER-INFECTED INVADE MANHATTAN
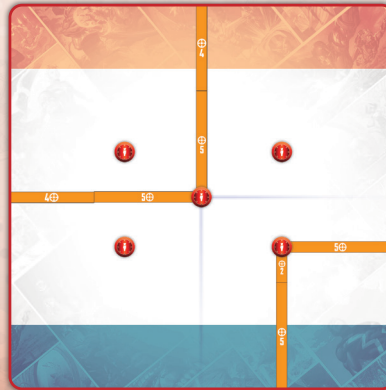
THREAT 17 — EXTRACTION

SETUP	SCORING
Place 5 Spider-Infected tokens (Civilian) as shown on the map below.	Players score 1 VP for each Spider-Infected held by a character they control during the **Cleanup Phase**.

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

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

STRUGGLE FOR THE CUBE CONTINUES
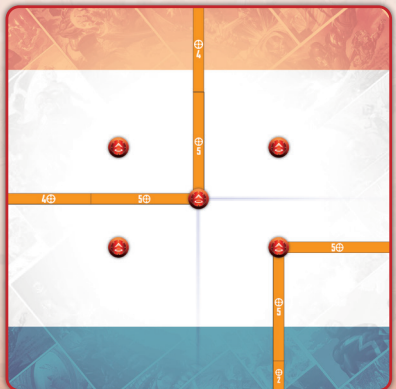
THREAT 17 — EXTRACTION

SETUP	SCORING
Place 5 Cosmic Cube Fragment tokens (Asset) as shown on the map below.	Players score 1 VP for each Cosmic Cube Fragment held by a character they control during the **Cleanup Phase**.

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

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

THE MONTESI FORMULA FOUND

THREAT 18 — EXTRACTION

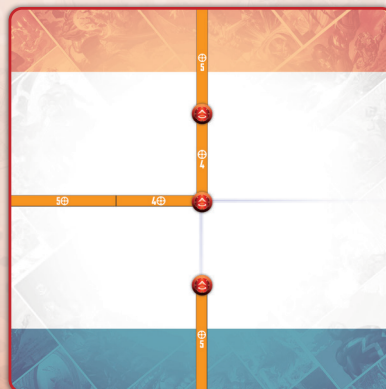| SETUP	SCORING
Place 3 Spellbook tokens (Asset) as shown on the map below.	Players score 1 VP for each Spellbook held by a character they control during the **Cleanup Phase**.

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

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

👁 **MYSTIC BEAM** — 🎯 B3 ⚔ 6 ✸ 0

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THREAT EXTRACTION 16 — PARANOIA PUMMELS POPULACE!

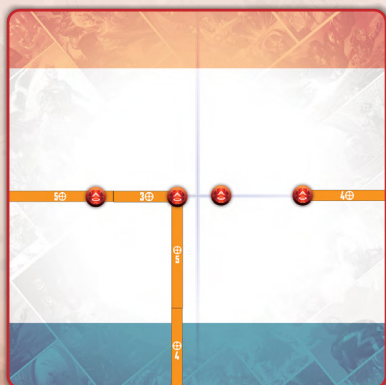| SETUP	SCORING
Place 4 Disturbance tokens (Asset) as shown on the map below.	Players score 1 VP for each Disturbance a character they control is holding during the **Cleanup Phase**.

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

When a character picks up a Disturbance, if there is not another allied character within ⊕ 2 of it, it suffers 1 🚫.

During the **Cleanup Phase**, if one or more characters holding a Disturbance are within ⊕ 2 of another allied character, those characters' controlling player scores 1 VP.

THREAT EXTRACTION 20 — JAILBREAK LEADS TO MASS MUTANT ESCAPE!

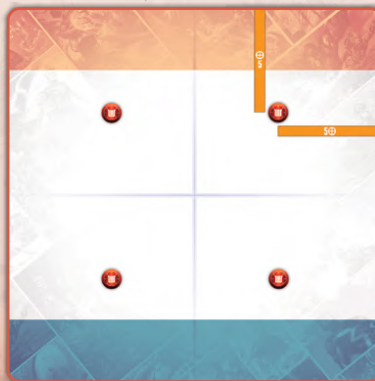| SETUP	SCORING
Place 4 Unexhausted Cell tokens (Source) as shown on the map below. Set aside 4 Prisoner tokens (Civilian).	Players score 1 VP for each character they control that is holding a Prisoner during the **Cleanup Phase**.

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 ⊕ 5 of any battlefield edge and not within ⊕ 1 of a Cell, it drops that Prisoner.

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

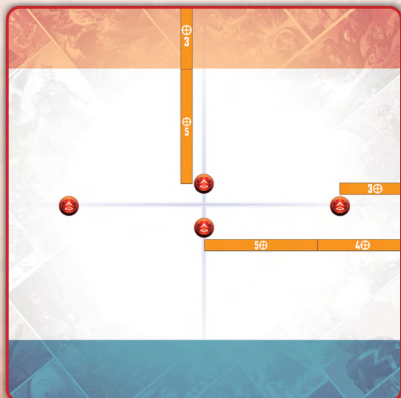## THREAT EXTRACTION 20 — SHIP SECURITY BREACHED IN ROYAL RESCUE

SETUP	SCORING
Place 4 Keycard tokens (Asset) as shown on the map below.	Players score 1 VP for each character they control that is holding a Keycard during the **Cleanup Phase**.

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

When a character holding a Keycard interacts with an objective token, after the effect is resolved, it gains 1 ✸.