

MARVEL
CRISIS PROTOCOL
MINIATURES GAME
Challenger Crisis Card Set 2026



Challenger Crisis Card Set 2026

THREAT
16
SECURE

ASSAULT SHIPS MAKE SWEEPING SEARCH!

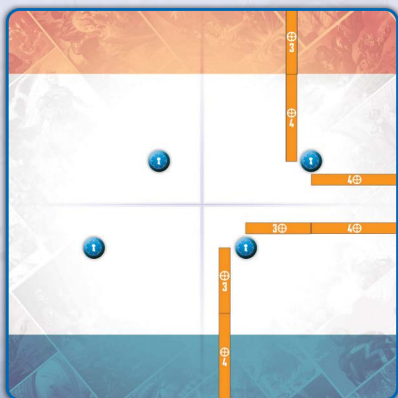
SETUP

Place 4 Spotlight tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Spotlight they Secure during the **Cleanup Phase**.

Once per Turn, when a character is attacking during its Activation, if the defender is within ⊕ 2 of a Spotlight, the attacker may reroll 1 of its attack dice.



THREAT
17
SECURE

DEADLY METEORS MUTATE CIVILIANS

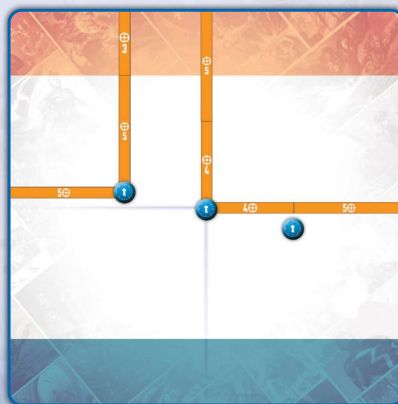
SETUP

Place 3 Origin Bomb tokens (Point of Interest) as shown on the map below.

SCORING

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
SECURE

GUARDIANS SAVE SHI'AR EMPRESS IN STYLE

SETUP

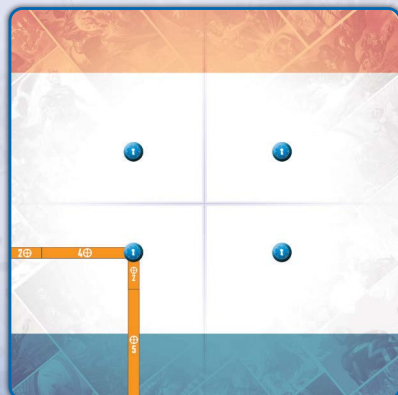
Place 4 Security Terminal tokens (Point of Interest) as shown on the map below.

SCORING

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
17
SECURE

INFINITY FORMULA GOES MISSING!

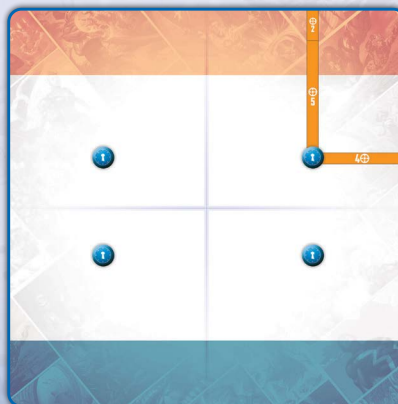
SETUP

Place 4 Serum Canister tokens (Point of Interest) as shown on the map below.

SCORING

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 ☹.



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THREAT
18
THREAT

LOCKDOWN! SECURITY SYSTEMS STYMIE BREAKOUT

SETUP

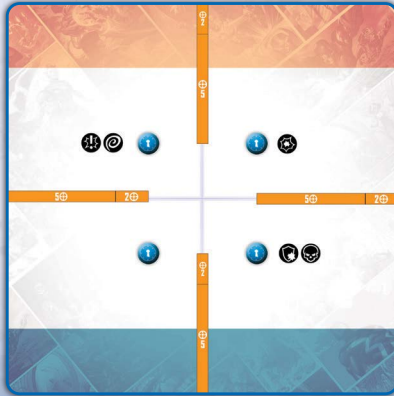
Place 4 Prison Block tokens (Point of Interest) as shown on the map below.

SCORING

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 $\otimes$ tokens on Prison Blocks. Then roll a die. Put a $\otimes$ 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 $\otimes$ token on it cannot be Interacted with, Contested, or Secured.



THREAT
18
THREAT

MUTANT MADMAN TURNS CITY INTO LETHAL AMUSEMENT PARK

SETUP

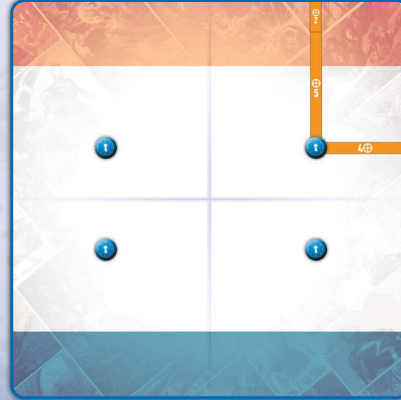
Place 4 Trap tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Trap they are Controlling during the Cleanup Phase.

Interact (Trap): Roll dice equal to this character's $\oplus$ Defense. If the roll contains more $\oplus$, $\otimes$, and $\ominus$ 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 $\oplus 2$ of each Trap they Control. The chosen character suffers 1 $\otimes$ and gains 1 $\oplus$. Resolve each Trap completely before resolving the next.



THREAT
19
THREAT

POWER OVERLOAD! FACTORY GOES UP IN FLAMES

SETUP

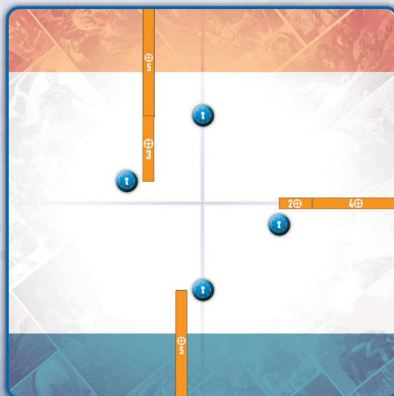
Place 4 Power Conduit tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Power Conduit they Secure during the Cleanup Phase.

During the Score VPs part of the Cleanup Phase, if a player is Securing 2 or more Power Conduits and at least 2 of those Power Conduits are not within $\oplus 5$ of each other, that player scores 1 additional VP.

During the Cleanup Phase, for each Power Conduit, if 3 or more characters are within $\oplus 1$ of that Power Conduit, each of those characters suffers 1 $\otimes$.



THREAT
17
THREAT

STRIKE TEAM SECURES SHIELD RELAY!

SETUP

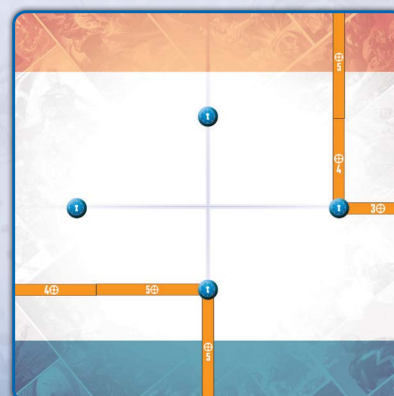
Place 4 Generator tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Generator they Control during the Cleanup Phase.

Interact (Generator): Roll dice equal to this character's $\oplus$ defense. If the roll contains more $\oplus$, $\otimes$, and $\ominus$ results than the number of Healthy enemy characters Contesting this Generator, this character's controlling player now Controls this Generator.

Characters within $\oplus 2$ of a Generator they Control may reroll 1 die in their defense rolls.



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THREAT
20
SECURE

SUPER-POWERED SCOUNDRELS FORM SINISTER SYNDICATE

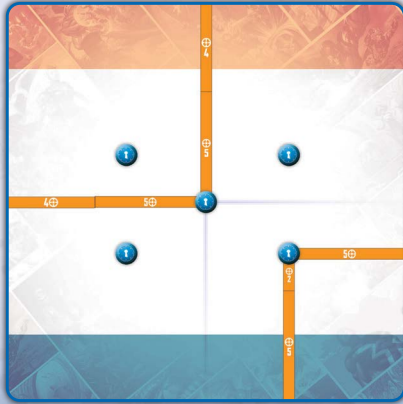
SETUP

Place 5 Ambush tokens (Point of Interest) as shown on the Map below.

SCORING

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
20
SECURE

SURVIVORS SEARCH FOR SAFE SHELTER

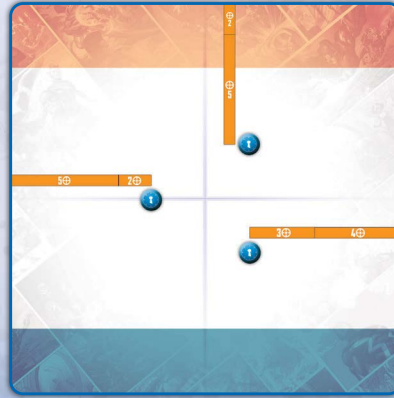
SETUP

Place 3 Shelter tokens (Point of Interest) as shown on the map below.

SCORING

Players score 1 VP for each Shelter they Secure during the **Cleanup Phase**.

When a character Contesting a Shelter is targeted by an attack, 1 other allied character that is also Contesting that Shelter may spend 1 ⚙️. If it does, the defender adds 1 die to its defense roll. A character can add dice to its roll in this way only once per turn.



THREAT
20
SECURE

WEDDING PARTY TARGETED IN TERRIBLE ATTACK!

SETUP

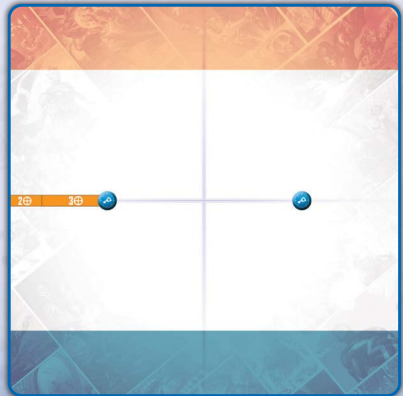
Place 2 VIP tokens (Target of Opportunity) as shown on the map below.

SCORING

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

X-MEN INFILTRATE SECRET WEAPONS FACILITY

SETUP

Place 4 Grid tokens (Zone) as shown on the map below.

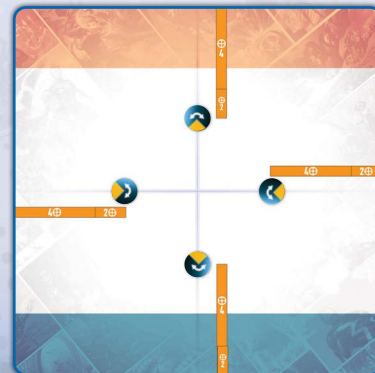
SCORING

Players score 1 VP for each Grid they Control during the **Cleanup Phase**.

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

During the **Score VPs** part of the **Cleanup Phase**, if a player Controls 2 or more Grids that have at least 1 enemy character in their Arc, that player scores 1 additional VP.

During the **Cleanup Phase**, each player Places up to 1 Grid they Control within ⊕ 1 of its current position.



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17

ALIEN SHIP CRASHES IN DOWNTOWN!

SETUP

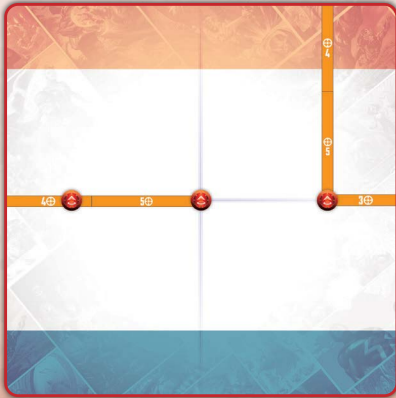
Place 3 Power Core tokens (Asset) as shown on the map below.

SCORING

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

EVIDENCE OF EXPERIMENTAL SOLDIERS EXPOSED

SETUP

Place 3 Unexhausted Server tokens (Source) as shown on the map below. Set aside 3 Evidence tokens (Asset).

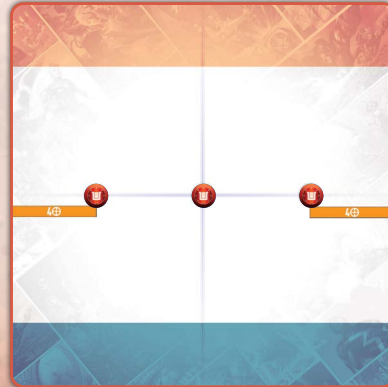
SCORING

Players score 1 VP for each character they control that is holding an Evidence during the **Cleanup Phase**.

Interact (Server): Flip this Server and pick up an Evidence from it. Evidence are Limited. A character cannot Interact with a Server while it is holding an Evidence.

When a character holding an Evidence is attacked, it may reroll 1 of its defense dice.

Upload: During the **Cleanup Phase**, remove all Evidence from the Game and Flip each Exhausted Server.



18

INHUMANS DEPLOY ADVANCED WEAPONRY

SETUP

Place 4 Inhuman Weapon tokens (Asset) as shown on the map below.

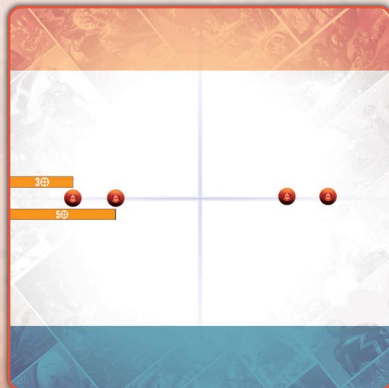
SCORING

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



20

JAILBREAK LEADS TO MASS MUTANT ESCAPE!

SETUP

Place 4 Unexhausted Cell tokens (Source) as shown on the map below. Set aside 4 Prisoner tokens (Civilian).

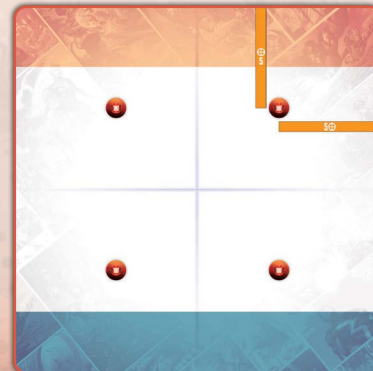
SCORING

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.



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19
EXTRACTION THREAT EXTRACTION THREAT

MUTANT EXTREMISTS TARGET U.S. SENATORS!

SETUP

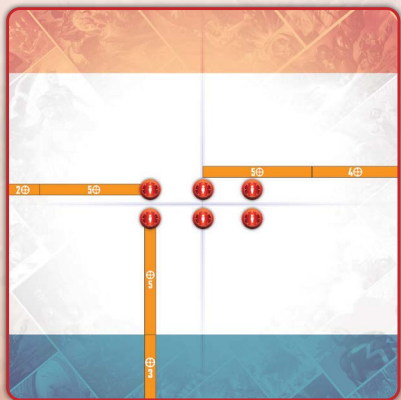
Place 6 Senator tokens (Civilian) as shown on the map below.

SCORING

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.



18
EXTRACTION THREAT EXTRACTION THREAT

SALVAGED SUPPLIES FUEL RESISTANCE EFFORTS

SETUP

Place 2 Supply tokens (Asset) as shown on the map below.

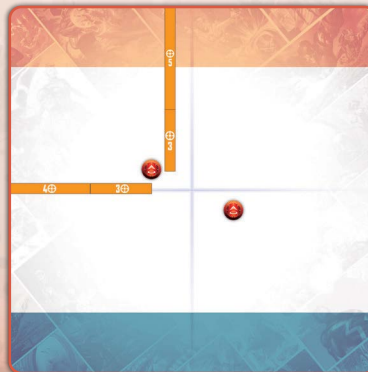
SCORING

Players score 2 VPs for each character they control that is holding Supplies during the **Cleanup Phase**.

Interact (Supplies): If another allied non-Grunt character is Contesting these Supplies, pick them up. Supplies are Limited.

When a character that is holding Supplies ends its Activation, if it is not within $\oplus 2$ of another allied character, it drops those Supplies.

When Supplies would be moved to another character, they are dropped instead.



17
EXTRACTION THREAT EXTRACTION THREAT

SCIENTIFIC SAMPLES FOUND IN DISCOVERED UNIVERSE

SETUP

Place 4 Sample tokens (Asset) as shown on the map below.

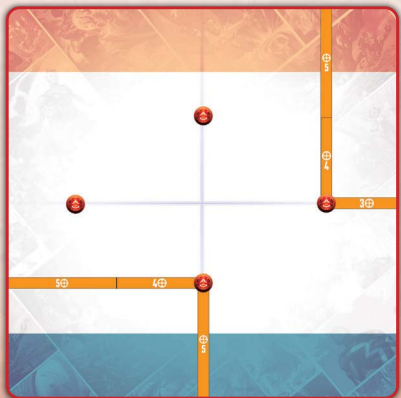
SCORING

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 $\ominus$ results, that character gains 1 $\oplus$.

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



17
EXTRACTION THREAT EXTRACTION THREAT

SENTINEL SCHEMATICS SABOTAGED!

SETUP

Place 4 Unexhausted Factory tokens (Source) as shown on the map below. Set aside 4 Nanite tokens (Asset).

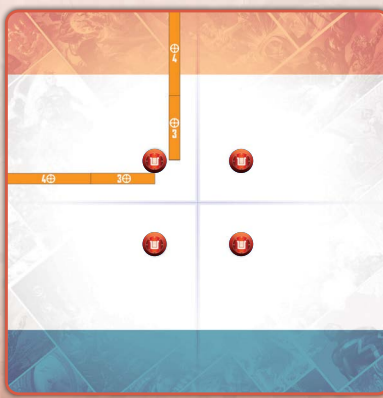
SCORING

Players score 1 VP for each character they control that is holding a Nanite during the **Cleanup Phase**.

Interact (Factory): Flip this Factory and pick up a Nanite from it. Nanites are Limited. A character cannot Interact with a Factory while it is holding a Nanite.

When a character holding a Nanite attacks a character within $\oplus 2$, add 1 die to that attack roll.

Disintegrate: During the **Cleanup Phase**, remove all Nanites from the Game and Flip each Exhausted Factory.



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20
EXTREMATION THREAT EXTREMATION

SKRULLS INFILTRATE WORLD LEADERSHIP

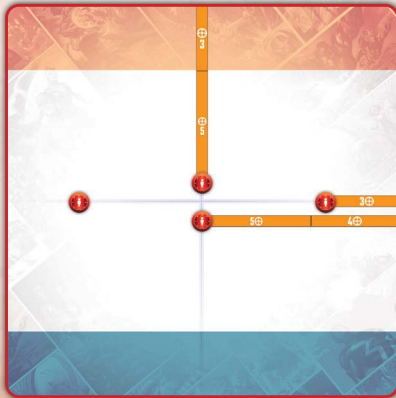
SETUP

Place 4 Skrull Agent tokens (Civilian) as shown on the map below.

SCORING

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 4s or 2s results, the opposing player Pushes this character S.



17
EXTREMATION THREAT EXTREMATION

SPIDER-INFECTED INVADE MANHATTAN

SETUP

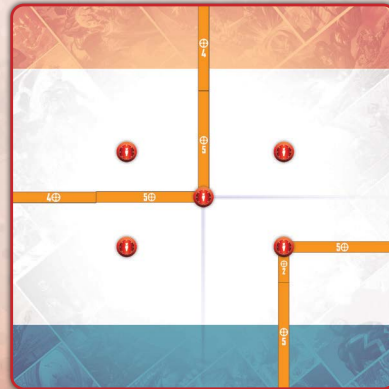
Place 5 Spider-Infected tokens (Civilian) as shown on the map below.

SCORING

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 4, 2, or 3, that character Advances S before rolling for the next character. The opposing player resolves this Advance.



16
EXTREMATION THREAT EXTREMATION

SURPRISE ASSAULT! MUTANT HOMES DESTROYED

SETUP

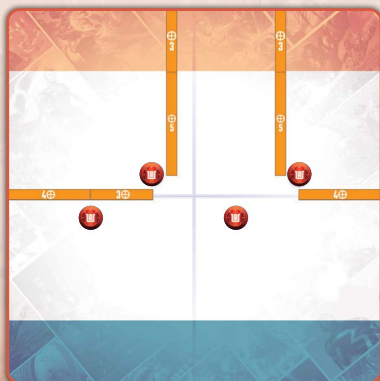
Place 4 Unexhausted Haven tokens (Source) as shown on the map below. Set aside 4 Mutant tokens (Civilian).

SCORING

Players score 1 VP for each character they control that is holding a Mutant during the **Cleanup Phase**.

Interact (Haven): Flip this Haven and pick up a Mutant from it. Mutants are Limited. A character cannot Interact with a Haven while it is holding a Mutant.

Flee! During the **Cleanup Phase**, remove all Mutants from the Game and Flip each Exhausted Haven.



17
EXTREMATION THREAT EXTREMATION

UNEXPECTED GUESTS CRASH ROYAL WEDDING

SETUP

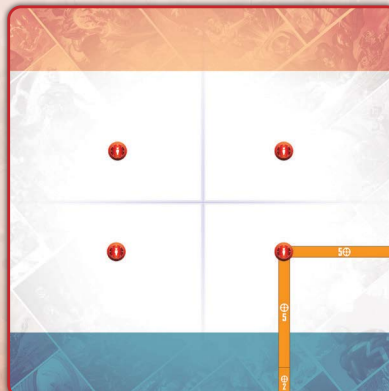
Place 4 Guest tokens (Civilian) as shown on the map below.

SCORING

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.



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