

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
 August 2026 Grunt Stat Card Updates

HYDRA TROOPERS

2 5 2
 1 2 2

HYDRA ENERGY WEAPONS 3 4 0

HYDRA ASSAULT 0

Action: This character makes a move action. During its next attack action this turn, this character may reroll any number of its attack dice. After the attack is resolved this character is KO'd.

OCCUPATION FORCE
 This character cannot pick up, hold, or Interact with Extract objective tokens. This character does not have to pay to Interact with Secure Objective tokens.

GRUNTS [RED SKULL, MASTER OF HYDRA]

ULTRON DRONES

3 M 2
 2 2 2

ENERGY BLAST 3 4 0

ROUGH AROUND THE EDGES 0

When this character would be removed from the battlefield, enemy characters within 2 of this character suffer 1 . An allied **Ultron, Metal Tyrant** gains 1 for each dealt this way. Then this character is removed from the battlefield.

PROGRAMMED FOR DESTRUCTION
 This character cannot pick up, hold, Interact with, or Contest objective tokens.

FLIGHT, GRUNTS [ULTRON, METAL TYRANT], IMMUNITY [BLEED, POISON]



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SAND CONSTRUCT

2
 S
 3
 1
 1
 1

SAND SLAP 2 4 0

- **Underfoot:** After this attack is resolved, if it dealt , this character Pushes the defender S.

CRUMBLING FORM
 This character cannot pick up, hold, Contest, or Interact with objective tokens.

DIFFICULT TERRAIN
 When this character suffers from a attack, reduce the amount of suffered by 1, to a minimum of 1.
 Additionally, this character cannot be Thrown and does not suffer from collisions.

DUST TO DUST
 At the end of an allied **Sandman's** Activation, if this character is not within 3 of it, this character is KO'd.
 Additionally, when an allied **Sandman** is Dazed, this character is KO'd.

GRUNTS [SANDMAN]

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]

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HAND NINJAS

2
 M
 2

1
 1
 2

NINJA WEAPONS
 2
 4
 0

- Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

NINJA VANISH
 0

Action: Move one objective token being held by this character to another allied character within 3. The allied character is now holding that token. A character cannot hold more tokens than allowed by the Crisis due to this superpower. Then this character is KO'd.

NINJA AMBUSH

When this character is Placed onto the battlefield as a result of the special rules of **Coordinated Strike** or **Ancient Throwing Blades**, it may immediately make an attack.

THE HAND

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

GRUNTS [ELEKTRA, SHADOWLAND DAREDEVIL]



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