

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
 August 2026 Horsemen Card Updates

WAR

Horsemen Card
 The assigned character gains the following superpowers:

FURY  2

During the next attack made by this character this Turn, if the defender is within $\oplus 2$, this character may change 1 die result to a $\oplus$ for each $\oplus$ or $\ominus$ in the attack roll. This superpower can be used only once per Turn.

HORSEMAN OF WAR

The first time each Turn this character suffers $\otimes$ from an enemy effect and the first time each Turn this character deals $\otimes$, after the effect is resolved, **Master of the Horsemen** gains 1 Evolution token.

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DEATH

Horsemen Card
 The assigned character gains the following superpowers:

CREATED TO END  2

During the next attack this character makes this Turn, add 1 die to the attack roll for each $\otimes$ the defender has, to a maximum of 3. This superpower can be used only once per Turn.

HORSEMAN OF DEATH

Once per Turn, when another character is Dazed or KO'd by this character or this character is Dazed or KO'd, after the effect is resolved, **Master of the Horsemen** gains 3 Evolution tokens.

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FAMINE

Horsemen Card
 The assigned character gains the following superpowers:

VANISH INTO DUST  2
 Choose up to 1 enemy character within $\oplus$ 2 of this character. If an enemy character is chosen this way, it loses 1 .

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

HORSEMAN OF FAMINE
 At the end of this character's Activation, if no non-Dazed enemy characters are within $\oplus$ 3 of it, **Master of the Horsemen** gains 1 Evolution token.

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PESTILENCE

Horsemen Card
 The assigned character gains the following superpowers:

CONSUMING BLIGHT  3
 For each enemy character within $\oplus$ 2, choose 1 of the following effects:

- If that character has the Poison, Root, or Slow special conditions, it suffers 1 .
- That character gains one of the following special conditions: Poison, Root, or Slow. This superpower can be used only once per Turn.

HORSEMAN OF PESTILENCE
 At the end of this character's Activation, **Master of the Horsemen** gains 1 Evolution token for each enemy character that gained one or more special conditions during this character's Activation.

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MASTER OF THE HORSEMEN

Horsemen Card

Once per Turn during his Activation, **Apocalypse** may use 1 of the ⚡ superpowers on any Horsemen Card that was assigned to an allied character by the **Apocalypse's Horsemen Leadership**.

When **Apocalypse** is KO'd, this card is removed from play after the effect is resolved.

During the **Cleanup Phase**, this card gains 1 Evolution token.

This card can have a maximum of 6 Evolution tokens on it.

Once per Turn, while an allied character assigned a Horsemen Card is defending, during the **Modify Dice** step, it may remove up to 3 Evolution tokens from this card. For each Evolution token removed by a character in this way, that character may reroll 1 of its dice.

An allied character assigned a Horsemen Card may spend Evolution tokens on this card as if they were ⚡ on its Stat Card to pay the ⚡ cost of superpowers on Horsemen Cards.

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