

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

ABOMINATION

EMIL BLONSKY

4

3

3

7

5

4

M



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STRIKE

2

7

0

- After this attack is resolved, this character gains 1 .
- ☉ **Poison**: After this attack is resolved, the defender gains the Poison special condition.
- ☉ ☉ **Push**: After this attack is resolved, Push the defender Away S.

HURL DEBRIS

3

5

0

- After this attack is resolved, this character gains 1 .

GAMMA BOMB

3

8

4

- After this attack is resolved, if it dealt ☹, the defender gains the Poison special condition.
- After this attack is resolved, Place this character within ⊕ 1 of the defender.
- ☉ **Throw**: Before ☹ is dealt, if the defender is ⊕ 4 or less, Throw it S.

I'M THE STRONGEST THERE IS!

3

Choose an interactive terrain feature of ⊕ 4 or less and within ⊕ 2 and Throw it L. This superpower can be used only once per Turn.

RADIATION ZONE

3

Each enemy character within ⊕ 2 that has the Poison special condition suffers 2 ☹. Then each enemy character within ⊕ 2 gains the Poison special condition. Each character that gained the Poison special condition in this way loses 1 . This superpower can be used only once per Turn.

GAMMA MUTATED HIDE

When this character would suffer ☹ from an enemy effect, reduce the amount suffered by 1, to a minimum of 1. After the effect is resolved, if this character suffered ☹, it gains 1 .

IRRADIATED STRENGTH

During the **Power Phase**, this character gains 1 additional .

IMMUNITY [POISON]

ABOMINATION

EMIL BLONSKY

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M



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When this character would suffer ☹ from an enemy effect, reduce the amount suffered by 1, to a minimum of 1. After the effect is resolved, if this character suffered ☹, it gains 1 .

IRRADIATED STRENGTH

During the **Power Phase**, this character gains 1 additional .

IMMUNITY [POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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ADAM WARLOCK
ADAM WARLOCK

3 4 3

7 7

2 M

KARMIC BLAST 3 6 0

- After this attack is resolved, this character gains 3 equal to the 6 dealt.
- Sap Power:** Before 6 is dealt, the defender loses 1 3 for each 6 result in the attack roll and this character gains that amount of 3.

QUANTUM BOLT 4 9 5

- After this attack is resolved, if the defender is 4 or less, this character may Throw it Away M.
- Avatar of Life:** After this attack is resolved, for each 6 result in the attack roll, this character may choose another allied character within 4. Each chosen character may remove 1 6 or 1 special condition from itself.

UNIVERSAL TRANSLATION 2

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

COSMIC ENERGY CONSTRUCT 2

When this character or another allied character within 4 is targeted by an attack, this character may use this superpower. Add 2 dice to that character's defense roll against that attack.

CHRONOKINESIS 4

When this character or another allied character within 4 is attacking or defending, at the end of the **Modify Dice** step, this character may use this superpower. The attacker and defender reroll all of their attack and defense dice.

BEING OF IMMEASURABLE POWER

When this character would suffer 6 from an enemy effect, reduce the amount of 6 suffered by 1. Additionally, this character may have 2 Infinity Gems rather than the normally allowed 1.

FLIGHT, GEM BEARER [BONDED SOUL, MIND, POWER, REALITY, SPACE, TIME], PEERLESS



ADAM WARLOCK
ADAM WARLOCK

3 4 3

8 7

2 M

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- Sap Power:** Before 6 is dealt, the defender loses 1 3 for each 6 result in the attack roll and this character gains that amount of 3.

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- Avatar of Life:** After this attack is resolved, for each 6 result in the attack roll, this character may choose another allied character within 4. Each chosen character may remove 1 6 or 1 special condition from itself.

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

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FLIGHT, GEM BEARER [BONDED SOUL, MIND, POWER, REALITY, SPACE, TIME], PEERLESS

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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AGENT VENOM

FLASH THOMPSON

4

2

3

7

4

2

M

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KLYNTAR FIREPOWER

4

5

0

- 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.

INCENDIARY GRENADE

3

5

1

- After this attack is resolved, the defender gains the Incinerate special condition.

SYMBIOTE SPECIAL FORCES

B3

7

4

- Lashing Tendrils**: After each attack is resolved, deal 1 to each other enemy character within 2 of this character.

SYMBIOTE WEB SWING

2

Place this character within 3 of its current position. This superpower can be used only once per Turn.

PROJECT REBIRTH 2.0

1

This character immediately makes a Shake action.

ALL-STAR QUARTERBACK

3

Choose an interactive terrain feature or an enemy character, both of 3 or less and within 2, and Throw it . This superpower can be used only once per Turn.

SYMBIOTIC INSTINCTS

While this character is attacking, the defender cannot modify its defense dice.

WALL CRAWLER

AGENT VENOM

FLASH THOMPSON

4

2

3

7

4

2

M

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4

5

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WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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AMAZING SPIDER-MAN
PETER PARKER

4 4 3

7 5

2 L

SPIDER STRIKE 3 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Momentum**: After this attack is resolved, choose another enemy character within 2 of the defender. Place this character within 1 of the chosen character. The chosen character suffers a collision as if this character were Thrown into them.

WHATEVER A SPIDER CAN 2 8 4

- After this attack is resolved, this character may Advance M.
- Catch!**: After this attack is resolved, you may choose an interactive terrain feature of 2 or less within 3 of this character and destroy it. The defender suffers a collision as if the terrain feature were Thrown into it.

FRIENDLY NEIGHBORHOOD SPIDER-TEAM (AFFILIATION: WEB WARRIORS)

Once per Turn, during an allied character's Activation, it may spend 1 and choose an enemy character within 2. The chosen character gains the Slow special condition. If the chosen character already had the Slow special condition, Place it within 1 of its current position and remove the Slow special condition.

WEB SWING 2

Place this character within 3 of its current position. The next time it makes a Spider Strike this Turn, add 2 dice to the attack roll. This superpower can be used only once per Turn.

WITTY BANTER 1

If an enemy character within 3 of this character is attacking an allied character, this character may use this superpower during the **Modify Opponent's Dice** step. This character may reroll 1 die in the attack roll.

MASTERED SPIDER-SENSE

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1. Additionally, this character may reroll any number of its defense or dodge dice.

WALL CRAWLER



AMAZING SPIDER-MAN
PETER PARKER

4 4 3

7 5

2 L

SPIDER STRIKE 3 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Momentum**: After this attack is resolved, choose another enemy character within 2 of the defender. Place this character within 1 of the chosen character. The chosen character suffers a collision as if this character were Thrown into them.

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

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ANCIENT ONE

ANCIENT ONE

2

3

5

7

4

2

M

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SHARDS OF THE SERAPHIM

• After this attack is resolved, this character gains equal to the dealt.
 • **Pierce**: Change one of the defender's , , or results to a Blank.

FANGS OF FARALLAH

• After this attack is resolved, this character gains 1 .
 • If this attack deals , after this attack is resolved, the defender gains the Poison special condition.

ASTRAL STRIKE

• The defender does not add results in its defense roll to its total successes and cannot add additional dice to its defense roll as a result of results.
 • If this attack deals , after this attack is resolved, the defender gains the Stagger special condition.

MISTS OF HOGGOTH

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

WINDS OF WATOOMB

When this character is targeted by an attack, it may use this superpower. Push the attacker Toward this character .

KEEPER OF THE EYE OF AGAMOTTO

When this character is making a defense or dodge roll, it may reroll up to 2 of its defense or dodge dice. Additionally, during the **Power Phase**, this character gains 1 additional .

MARTIAL ARTIST

When this character is defending against a or attack, if the attacker is within 2, this character adds Blanks in its defense roll to its total successes.

ANCIENT ONE

ANCIENT ONE

2

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2

M

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ANGEL

WARREN WORTHINGTON III

3

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3

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3

2

M

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FLYBY

B3

4

0

- After each attack is resolved, this character gains 1 .
- After all attacks generated by this attack are resolved, Place this character within 1 of the last character targeted by this attack.

AVENGING ANGEL

3

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3

- After this attack is resolved, if the defender is 3 or less, this character may Throw it S.
- Stun: After this attack is resolved, the defender gains the Stun special condition.

AIR LIFT

2

During its Activation, when this character begins a move action within 2 of another allied character of 2 or less, it may use this superpower. After this move action is resolved, Place that allied character within 2 of its current position. This superpower can be used only once per Turn.

HOSTILE TAKEOVER

2

During its Activation, when this character begins a move action within 2 of an enemy character, this character may use this superpower. After this move action is resolved, Push the enemy character Toward this character S. This superpower can be used only once per Turn.

HEALING FACTOR [1], FLIGHT

ANGEL

WARREN WORTHINGTON III

3

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3

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M

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FLYBY

B3

4

0

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3

7

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HEALING FACTOR [1], FLIGHT

MARVEL

CRISIS PROTOCOL

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ANGELA

ALDRIF ODINSDOTTIR

4

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XIPHOS, THE SWORD OF THE STARS

2

6

0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- After this attack is resolved, Place this character within $\oplus$ 2 of the defender.

BLADES OF ICHOR

4

5

0

- Pursuit: Before $\otimes$ is dealt, this character may Advance Toward the defender $\mathbb{S}$.

HEVEN'S WRATH

3

5

4

- Add dice to the attack roll equal to the defender's $\otimes$.
- $\otimes$ $\otimes$ $\otimes$ Cleave: After this attack is resolved, this character may make an attack that has a $\otimes$ cost of 0.

ODINSDOTTIR'S MIGHT

2

Choose an interactive terrain feature of $\oplus$ 4 or less and within $\oplus$ 2, and Throw it $\mathbb{M}$. This superpower can be used only once per Turn.

ANGELIC ASSASSIN

2

If this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character immediately Advances $\mathbb{S}$, then makes a Xiphos, the Sword of the Stars attack. This superpower can be used only once per Turn.

ASGARDIAN

During the Power Phase, this character gains 1 additional $\oplus$.

LIVING RIBBONS

While an enemy character is Advancing or Climbing, it cannot Place the Movement Tool overlapping this character's base. Enemy characters cannot reroll or modify attack dice when targeting this character with attacks.

FLIGHT

ANGELA

ALDRIF ODINSDOTTIR

4

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FLIGHT

MARVEL

CRISIS PROTOCOL

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ANT-MAN (NORMAL)

SCOTT LANG

3

2

3

6

3

2

M



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PYM PARTICLE PUNCH

2 4 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, this character may transform into **Ant-Man (Tiny)**. If it transforms, it drops all Civilian objective tokens it is holding before transforming.

BULLET ANT BARRAGE

B3 7 4

- After each attack is resolved, if it dealt , the defender gains the Poison and Stun special conditions.

CHANGE SIZE

1

This character drops all Civilian objective tokens it is holding, then transforms into **Ant-Man (Tiny)**. The **Change Size** superpower can be used only once per Turn.

PYM PARTICLE CONTROL

1

When this character is targeted by an enemy attack or would suffer a collision, it may use this superpower. This character drops all Civilian objective tokens it is holding, then transforms into **Ant-Man (Tiny)** before the attack or collision continues.

ANT-MAN (NORMAL)

SCOTT LANG

3

2

3

6

3

2

M



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CRISIS PROTOCOL

MINIATURES GAME

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ANT-MAN (TINY)

SCOTT LANG

3

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3

1

5



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ANT-SIZED UPPERCUT

• After this attack is resolved, this character gains $\oplus 1$ equal to the $\otimes$ dealt.
 • After this attack is resolved, this character transforms into **Ant-Man (Normal)**.

CHANGE SIZE

This character transforms into **Ant-Man (Normal)**. The **Change Size** superpower can be used only once per Turn.

HITCH A RIDE

This character drops all objective tokens it is holding. Then, Place this character within $\oplus 3$ of its current position. This superpower can be used only once per Turn.

TINY SUPERHERO

This character may reroll any number of its defense or dodge dice. Additionally, this character cannot hold Civilian objective tokens.

STEALTH

ANT-MAN (TINY)

SCOTT LANG

3

2

3

6

3

1

5



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STEALTH

MARVEL

CRISIS PROTOCOL

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APOCALYPSE

EN SABAH NUR

4

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BIOMORPHIC ARSENAL

3 7 0

- Before choosing a target, this character chooses whether this attack's type is , , or .
- After this attack is resolved, this character gains equal to the dealt.
- Cower Before Me:** After this attack is resolved, the defender gains either the Shock or Root special condition. Then, if the defender already had the Shock and Root special conditions before this attack was chosen, Throw it Away S.

EN SABAH NUR'S JUDGMENT

2 8 3

- Add 2 dice to this attack roll for each special condition the defender has.

APOCALYPSE'S HORSEMEN (AFFILIATION: SERVANTS OF THE APOCALYPSE)

When this is chosen, this character is assigned the **Master of the Horsemen** Card. Then you may assign the **Death, Famine, Pestilence**, and **War** Horsemen Cards to eligible **Servants of the Apocalypse** characters in your Squad. No character may be assigned more than 1 Horsemen Card.

CELESTIAL TECHNOLOGY

4

During the **Power Phase**, choose up to 2 other allied characters within 5 of this character. Each chosen character drops all objective tokens they are holding and is Placed within 1 of this character.

YOU WILL BE REMADE THROUGH ME

1

When an enemy character within 5 of this character would gain a special condition it already has, this character may use this superpower. The enemy character gains the Bleed, Shock, Slow, or Incinerate special condition instead. A character can be affected by this superpower only once per Turn.

ONLY THE STRONG REMAIN

After an attack against this character is resolved, if this character suffered , it may remove 1 from itself. Additionally, once per Turn when this character would gain a special condition it is immune to, after the effect is resolved, it may either gain 1 or remove 1 from itself.

IMMUNITY [BLEED, INCINERATE, STUN], PEERLESS

APOCALYPSE

EN SABAH NUR

4

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M



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IMMUNITY [SPECIAL CONDITIONS], PEERLESS

MARVEL

CRISIS PROTOCOL

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ARCHANGEL

WARREN WORTHINGTON III

4

3

4

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4

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M



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RAZOR WING STRIKE

3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Toxic Flechettes:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed or Poison.
- Overwing:** After this attack is resolved, Place this character within 1 of the defender.

AVATAR OF DEATH

3 7 3

- Neurotoxin:** After this attack is resolved, the defender gains the Stagger special condition. If the defender has the Bleed and Poison special conditions, and it does not have an Activated token, it gains an Activated token instead of gaining the Stagger special condition.

CHARGE

2

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

WING SHIELD

2

When this character is targeted by a or attack or is making a dodge roll, it may use this superpower. Add 2 dice to this character's defense or dodge roll.

CHOSEN OF APOCALYPSE

When this character makes an attack, it may change 1 die result to a for each in the attack roll.

FLIGHT

ARCHANGEL

WARREN WORTHINGTON III

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RAZOR WING STRIKE

3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Toxic Flechettes:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed or Poison.
- Overwing:** After this attack is resolved, Place this character within 1 of the defender.

AVATAR OF DEATH

3 7 3

- Neurotoxin:** After this attack is resolved, the defender gains the Stagger special condition. If the defender has the Bleed and Poison special conditions, and it does not have an Activated token, it gains an Activated token instead of gaining the Stagger special condition.

CHARGE

2

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

WING SHIELD

2

When this character is targeted by a or attack or is making a dodge roll, it may use this superpower. Add 2 dice to this character's defense or dodge roll.

CHOSEN OF APOCALYPSE

When this character makes an attack, it may change 1 die result to a for each in the attack roll.

FLIGHT

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ARNIM ZOLA
ARNIM ZOLA

2
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PROTOTYPE WEAPONS 4 4 0

- Before choosing a target, this character chooses whether this attack's type is , , or .
- After this attack is resolved, this character gains 1 .
- Hydra Ingenuity**: After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Shock, Slow, or Stun.

FOCUSED ESP BOX BLAST 3 6 2

- After this attack is resolved, if it dealt , this character may Advance the defender .
- Slow**: After this attack is resolved, the defender gains the Slow special condition.

EXPERIMENTAL ENHANCEMENTS 3

During the next attack made by this character this turn, add 2 dice to its attack roll. After the attack is resolved, if the attack roll contains any results, this character suffers 1 .

HYDRA ENGINEERING X

While this character or another allied character within 4 of this character is attacking or defending, during the **Modify Dice** step of the attack, this character may spend up to 3 to use this superpower. For each 1 spent, this character or the allied character may reroll 1 of their attack or defense dice.

After the attack is resolved, if the allied roll contained 1 or more results, the allied character gains the Bleed special condition.

SCIENTIFIC HUBRIS

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1 .

IMMUNITY [BLEED, POISON]

ARNIM ZOLA
ARNIM ZOLA

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PROTOTYPE WEAPONS 4 4 0

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- After this attack is resolved, this character gains 1 .
- Hydra Ingenuity**: After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Shock, Slow, or Stun.

FOCUSED ESP BOX BLAST 3 6 2

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

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IMMUNITY [BLEED, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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AVALANCHE

DOMINIKOS PETRAKIS

4

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SEISMOKINESIS

• After each attack is resolved, this character gains 1 .

 • **Stun:** After each attack is resolved, the defender gains the Stun special condition.

EPICENTER OF DESTRUCTION

• After each attack is resolved, the defender gains the Stun special condition.

LANDSLIDE

Choose an enemy character of 4 or less within 3. Push the chosen character Away S. This superpower can be used only once per Turn.

BEWARE FALLING DEBRIS

When an enemy character ends an Advance within 3 of this character, this character may use this superpower. Choose an interactive terrain feature of 3 or less within 2 of the enemy character that was Advanced. Destroy that terrain feature. The enemy character suffers a collision as if the terrain feature had collided with it.

AVALANCHE

DOMINIKOS PETRAKIS

4

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M



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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BARON HELMUT ZEMO
HELMUT ZEMO

4
 3
 4

6
 4

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 M



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⚔️ SWORD STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce**: Change 1 of the defender's , , or results to a Blank.
- Dancing Strike**: After this attack is resolved, this character may Advance .

⚔️ ADHESIVE X PISTOL 4 5 0

- Slow**: After this attack is resolved, the defender gains the Slow special condition.
- Stun**: After this attack is resolved, the defender gains the Stun special condition.
- Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

⚔️ COUP DE GRÂCE 3 7 3

- After this attack is resolved, if the defender was Dazed or KO'd by this attack, this character may Advance .

★ ARMY OF EVIL (AFFILIATION: HYDRA)

When this becomes active, add 1 **Hydra** or **Unaffiliated** Team Tactic Card from your unused Team Tactic Cards to your available Team Tactic Cards. It may be played this Game.

Additionally, once each Turn, after 1 or more allied characters pay to play a Team Tactic Card, choose 1 of the characters that paid to play the card. The chosen character gains 1 .

⚡ QUICK STEP 2

This character Advances M. This superpower can be used only once per Turn.

∞ MASTER DUELIST

If this character makes a **Sword Strike** attack against a character it has already made an attack against this Turn, add 2 dice to the attack roll.

∞ STRATEGIC GENIUS

This character and allied characters within 2 of it may reroll 1 die in their attack or defense rolls.

BARON HELMUT ZEMO
HELMUT ZEMO

4
 3
 4

7
 4

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 M



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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BARON MORDO

KARL AMADEUS MORDO

2

4

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6

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2

M

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STAFF OF THE LIVING TRIBUNAL

• After this attack is resolved, this character gains equal to the dealt.
 • Push: If the defender is 2 or less, before is dealt, this character may Push it Away .

BOLTS OF BISHRU

• After this attack is resolved, this character gains 1 .
 • Hex: After this attack is resolved, the defender gains the Hex special condition.

RAINS OF RAGGADORR

• **Burning Rain:** After this attack is resolved, the defender gains the Incinerate and Poison special conditions.

MASTER OF THE OCCULT

Action: This character gains 2 . This superpower can be used only once per Turn.

SOUL BARB

Choose an enemy character within 3 of this character with 1 or more of the following special conditions: Hex, Incinerate, Poison, or Slow. Choose 1 of these special conditions on that character. Each enemy character within 2 of the chosen character gains the chosen special condition.

FEROCITY OF CYTTORAK

When another allied character within 3 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. The attacker adds 2 dice to its attack roll. After the attack is resolved, the attacker suffers 1 . This superpower can be used only once per Turn.

VAULTING BOOTS OF VALTORR

When this character is Pushed, after the effect is resolved, it may use this superpower. This character Advances .

FLIGHT

BARON MORDO

KARL AMADEUS MORDO

2

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M

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STAFF OF THE LIVING TRIBUNAL

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 • Push: If the defender is 2 or less, before is dealt, this character may Push it Away .

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 • Hex: After this attack is resolved, the defender gains the Hex special condition.

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FLIGHT

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BARON ZEMO

HELMUT ZEMO

3

3

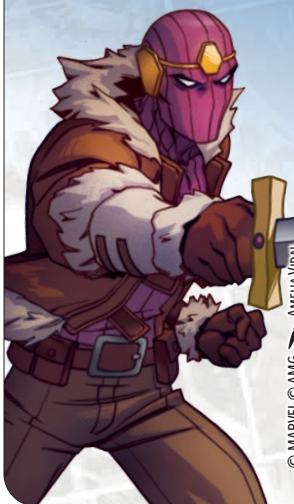
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2

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SWORD STRIKE

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\otimes$ **Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

3

6

2

STEEL RUSH

- After this attack is resolved, this character may Advance $\mathbb{M}$.
- $\otimes$ **Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

2

CHARGE

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

2

COUNTER-STRIKE

After an attack against this character is resolved, it may use this superpower. If the attacker is within $\oplus 3$, roll 4 dice. Deal 1 $\otimes$ to the attacker for each $\oplus$ and each $\otimes$ rolled.

3

MASTER SWORDSMAN

When it is the target of a $\oplus$ attack or targets a character with a $\oplus$ attack, this character may use this superpower. If the enemy character is within $\oplus 2$, this character may reroll any number of its attack or defense dice. This superpower can be used only once per Turn.

1

TACTICAL INSIGHT

While this character or another allied character within $\oplus 2$ is attacking or defending, during the **Modify Dice** step, this character may use this superpower. That allied character may reroll 1 die in their roll. This superpower can be used only once per Turn.

BARON ZEMO

HELMUT ZEMO

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3

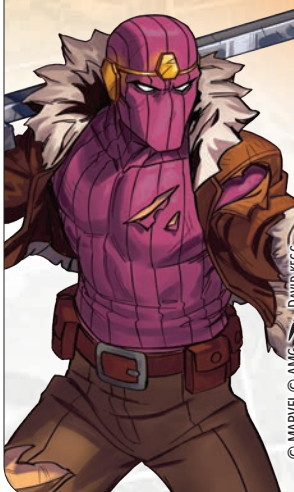
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SWORD STRIKE

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3

6

2

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CHARGE

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

2

COUNTER-STRIKE

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3

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BEAST

HENRY MCCOY

4

2

3

6

3

3

M



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ACROBATIC STRIKE

3 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\odot$ **Ambush:** After this attack is resolved, Place this character within $\oplus$ 1 of the defender.

ANIMALISTIC FREESTYLE

2 6 4

- After this attack is resolved, the defender gains the Bleed special condition.
- After this attack is resolved, this character may Advance **M**.
- $\odot$ **Float Like a . . .**: Before $\otimes$ is dealt, if the defender is $\oplus$ 3 or less, Push it Away **S**.

BASER INSTINCTS

2

Choose an interactive terrain feature or an enemy character, both of $\oplus$ 2 or less and within $\oplus$ 2, and Throw it **S**. This superpower can be used only once per Turn.

STARS AND GARTERS

X

While this character is defending or dodging, during the **Modify Dice** step, it may spend up to 3 $\oplus$ to use this superpower. For each 1 $\oplus$ spent, this character may reroll 1 of its defense or dodge dice.

DISCONCERTING, YET PROVOCATIVE!

Whenever this character rolls dice, after the effect is resolved, it gains 1 $\oplus$ if it rolled at least 1 $\otimes$.

WALL CRAWLER

BEAST

HENRY MCCOY

4

2

3

5

3

3

M



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3 5 0

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BETA RAY BILL

BILL

4

4

3

6

4

2

M



STORMBREAKER

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stun**: After this attack is resolved, the defender gains the Stun special condition.

SUMMON THE STORM

4 6 2

- If the defender has the **Flight** superpower, this character may reroll up to 2 of its attack dice, including results.
- Shock**: After this attack is resolved, the defender gains the Shock special condition.

GODHUNTER

2 5 3

- Add dice to the attack roll equal to the defender's.
- Hurl**: After this attack is resolved, Throw the defender.

IMMEASURABLE STRENGTH

3

Choose an interactive terrain feature or an enemy character, both of 4 or less and within 2, and Throw it. This superpower can be used only once per Turn.

KORBINITE CYBERNETICS

1

If this character would suffer, it may use this superpower. Reduce the amount of suffered by 1.

HONORBOUND

After an attack targeting this character is resolved, if this character suffered, it may Advance S Toward the attacker.

BLESSED BY THE ALL-FATHER

During the **Power Phase** this character gains 1 additional.

FLIGHT, IMMUNITY [BLEED, INCINERATE, POISON]

BETA RAY BILL

BILL

4

4

3

6

4

2

M



STORMBREAKER

2 5 0

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FLIGHT, IMMUNITY [BLEED, INCINERATE, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BISHOP

LUCAS BISHOP

3

4

3

7

4

2

M

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XSE BLASTER

4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if the defender is within 3, it gains the Incinerate special condition.

RETURN WITH INTEREST

A2 7 5

- When this attack is chosen, this character chooses whether this attack's type is , , or .
- During the Pay Cost step of this attack, this character may spend up to 3 additional . Add 1 die to each attack for each spent in this way.
- Extreme Force: After each attack is resolved, this character Pushes the defender Away S. Then the defender gains the Slow special condition.

ABSORBED ENERGY CONVERSION

3

Choose an interactive terrain feature or enemy character, both of 4 or less and within 2, and Throw it M. This superpower can be used only once per Turn.

MUTANT ENERGY ABSORPTION

When this character is defending against an attack, for each in the defense roll, it may change 1 of the attacker's , , or results to a Blank. This character gains 1 for each die changed this way.

OVERLOAD

During the Cleanup Phase, if this character has 8 or more , it suffers 1 .

IMMUNITY [INCINERATE, POISON, STUN]

BISHOP

LUCAS BISHOP

3

4

3

6

4

2

M

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XSE BLASTER

4 5 0

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IMMUNITY [INCINERATE, POISON, STUN]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLACK BOLT

BLACKAGAR BOLTAGON

4

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M



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4

6

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ENERGY BOLT

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\otimes$ **Pierce**: Change 1 of the defender's $\oplus$, $\otimes$, or $\ominus$ results to a Blank.

3

7

3

MASTER PUNCH

- After this attack is resolved, Place this character within $\oplus$ 1 of the defender.
- After this attack is resolved, if it dealt $\otimes$ and the defender is $\oplus$ 4 or less, this character may Throw it $\otimes$.

5

1

KING OF THE INHUMANS (AFFILIATION: INHUMANS)

Once during each of your Turns, 1 allied character within $\oplus$ 5 of an Activating character may spend 1 $\otimes$ at any time. If it does, the Activating character gains 1 $\otimes$.

2

ANTI-GRAVITON FIELD

When this character is targeted by an attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

1

A KING SERVES HIS PEOPLE

When another allied character within $\oplus$ 2 is targeted by an attack, this character may use this superpower. This character becomes the target of the attack regardless of $\oplus$ and LOS.

1

FOCUS POWER

During the **Power Phase**, this character gains 1 additional $\otimes$.

1

INHUMAN

This character may reroll 1 die in its attack and defense rolls.

1

FLIGHT, IMMUNITY [POISON], PEERLESS

BLACK BOLT

BLACKAGAR BOLTAGON

4

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2

M



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4

6

0

ENERGY BOLT

- After this attack is resolved, this character gains $\otimes$ equal to the $\otimes$ dealt.
- $\otimes$ **Pierce**: Change 1 of the defender's $\oplus$, $\otimes$, or $\ominus$ results to a Blank.

3

7

3

MASTER PUNCH

- After this attack is resolved, Place this character within $\oplus$ 1 of the defender.
- After this attack is resolved, if it dealt $\otimes$ and the defender is $\oplus$ 4 or less, this character may Throw it $\otimes$.

4

10

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WHISPER

- After this attack is resolved, the defender gains the Stun special condition.
- $\otimes$ **Stagger**: After this attack is resolved, the defender gains the Stagger special condition.
- After the Range Tool is placed for this attack, destroy all $\oplus$ 2 or smaller interactive terrain features it overlaps.

5

1

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1

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1

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1

FLIGHT, IMMUNITY [POISON], PEERLESS

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ATOMIC
MASS
GAMES

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLACK CAT

FELICIA HARDY

3

3

3

5

3

2

L

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GARY DANIELS III

CAT CLAWS

2 4 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it dealt , the defender gains the Bleed special condition.
- ◎ Pierce: Change 1 of the defender's , ◎, or results to a Blank.

TROUBLEMAKER

3 6 2

- If this attack would deal 1 or more , it deals 1 instead.
- After this attack is resolved, the defender gains the Stagger special condition.
- ◎ Elusive: After this attack is resolved, this character may Advance S.

GRAPPLING HOOK

2

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

MASTER CAT BURGLAR

3

Action: Choose an enemy character within 1 of this character. Move 1 Asset or Civilian token the chosen character is holding to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

BAD LUCK

When targeting this character with attacks, enemy characters cannot modify their attack dice and they do not roll additional dice for results in their attack rolls.

STEALTH

Characters must be within 3 of this character to target it with attacks.

BLACK CAT

FELICIA HARDY

3

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3

2

L

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GARY DANIELS III

CAT CLAWS

2 4 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it dealt , the defender gains the Bleed special condition.
- ◎ Pierce: Change 1 of the defender's , ◎, or results to a Blank.

TROUBLEMAKER

3 6 2

- If this attack would deal 1 or more , it deals 1 instead.
- After this attack is resolved, the defender gains the Stagger special condition.
- ◎ Elusive: After this attack is resolved, this character may Advance S.

GRAPPLING HOOK

2

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

MASTER CAT BURGLAR

3

Action: Choose an enemy character within 1 of this character. Move 1 Asset or Civilian token the chosen character is holding to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

BAD LUCK

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STEALTH

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLACK DWARF

BLACK DWARF

4

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4

4

5



AXE STRIKE

• After this attack is resolved, this character gains equal to the dealt.

BRUTAL END

• **Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

BLACK FURY

Choose an interactive terrain feature or an enemy character, both of 4 or less and within 2, and Throw it M. This superpower can be used only once per Turn.

ENFORCED OBLIVION

Action: This character makes a Move action. The next attack it makes this activation adds 2 dice to its attack roll.

INTIMIDATING PRESENCE

When an enemy character within 2 of this character targets another allied character with an attack, this character may use this superpower. This character becomes the target of the attack regardless of and LOS.

INVULNERABLE SKIN

When this character would suffer from an enemy effect, reduce the amount suffered by 1 to a minimum of 1.

BLACK DWARF

BLACK DWARF

4

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AXE STRIKE

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLACK PANTHER

T'CHALLA

4

3

3

6

4

2

L



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STRIKE

2

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Before is dealt, if the defender is 3 or less, Push it Away S.

KINETIC BURST

2

6

3

- When making this attack, during the Pay Cost step of the attack, this character may spend up to 3 additional . Add 1 die to this attack for each spent in this way.
- Explosive Force:** After this attack is resolved, Push each other character within 2 Away from this character S. Pushed characters suffer 1 .

KING OF WAKANDA (AFFILIATION: WAKANDA)

While an allied character is attacking, defending, or dodging, during the Modify Dice step, it may spend 1 . If it does, it may reroll 1 of its dice.

MANTLE OF THE BLACK PANTHER

2

When making attacks this turn, this character may reroll any number of its attack dice.

POUNCE

2

Throw this character S. It does not suffer if it collides with another character or terrain feature. This superpower can be used only once per Turn.

VIBRANIUM ARMOR

When defending against or attacks, this character adds Blanks in its defense roll to its total successes.

BLACK PANTHER

T'CHALLA

4

3

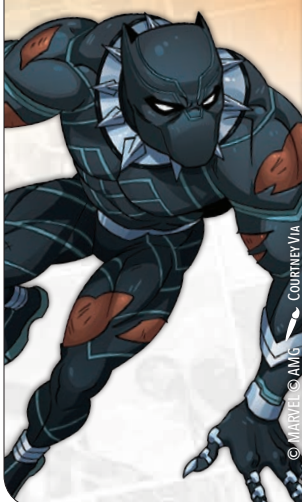
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4

2

L



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STRIKE

2

5

0

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KINETIC BURST

2

6

3

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MANTLE OF THE BLACK PANTHER

2

When making attacks this turn, this character may reroll any number of its attack dice.

POUNCE

2

Throw this character S. It does not suffer if it collides with another character or terrain feature. This superpower can be used only once per Turn.

VIBRANIUM ARMOR

2

When this character is targeted by a or attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLACK PANTHER, CHOSEN OF BAST
T'CHALLA

3
 3
 3

6
 3

2
 M

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PANTHER STRIKE 2 5 0

- 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.

SPIRIT PREDATOR 2 7 4

- Finisher**: After this attack is resolved, this character may make a **Panther Strike** attack. This character may reroll any number of its attack dice during that attack.

POUNCE 2

Throw this character . It does not suffer if it collides with another character or terrain feature. This superpower can be used only once per Turn.

INSIGHT OF THE ANCIENTS 1

When this character rolls dice while Interacting with an objective token, after the dice are rolled, it may use this superpower. This character may reroll any number of its dice, including results.

SUPERIOR AGILITY

Enemy characters cannot modify attack dice when targeting this character with attacks.

STEALTH, WALL CRAWLER

BLACK PANTHER, CHOSEN OF BAST
T'CHALLA

3
 3
 3

6
 3

2
 M

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PANTHER STRIKE 2 5 0

- 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.

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STEALTH, WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

BLACK SWAN

BLACK SWAN

4

4

3

7

4

2

M

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STRIKE

⚡ 2 ⚡ 5 ⚡ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- ⚡ Push: Before ⚡ is dealt, if the defender is ⚡ 4 or less, this character may Push it Away ⚡.

EYE BEAM

⚡ 3 ⚡ 5 ⚡ 1

- After this attack is resolved, the defender gains the Incinerate special condition.
- ⚡ Pierce: Change 1 of the defender's ⚡, ⚡, or ⚡ results to a Blank.

EVERYTHING DIES

⚡ 2 ⚡ 8 ⚡ 4

- ⚡ Throw: After this attack is resolved, Throw the defender ⚡.
- ⚡ Follow-Up: After this attack is resolved, this character may make an **Eye Beam** attack without paying the ⚡ cost. The additional **Eye Beam** attack must target the original defender and ignores ⚡ and LOS.

CHARGE

⚡ 2

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per turn.

MIDNIGHT FIELD

⚡ X

When this character is defending, it may spend any amount of ⚡ to use this superpower during the **Modify Opponent's Dice** step of the attack. For each ⚡ spent to use this superpower, this character may change 1 ⚡ in the attack roll to a Blank.

TELEPATHIC SUGGESTION

⚡ 1

When this character is attacking, it can use this superpower during the **Modify Opponent's Dice** step of the attack. If it does, it may reroll 1 opposing defense die.

FLIGHT, GEM BEARER [POWER]

BLACK SWAN

BLACK SWAN

4

4

3

7

4

2

M

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STRIKE

⚡ 2 ⚡ 5 ⚡ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- ⚡ Push: Before ⚡ is dealt, if the defender is ⚡ 4 or less, this character may Push it Away ⚡.

EYE BEAM

⚡ 3 ⚡ 5 ⚡ 1

- After this attack is resolved, the defender gains the Incinerate special condition.
- ⚡ Pierce: Change 1 of the defender's ⚡, ⚡, or ⚡ results to a Blank.

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⚡ 1

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FLIGHT, GEM BEARER [POWER]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLACK WIDOW

NATASHA ROMANOFF

3

2

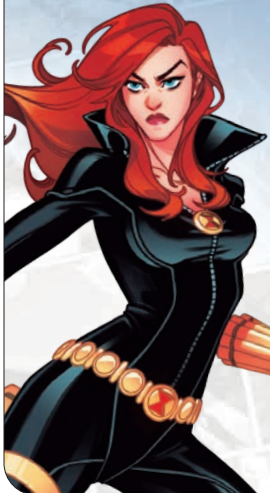
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4

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STRIKE

2

4

0

- After this attack is resolved, this character gains equal to the dealt.
- Widow's Sting:** After this attack is resolved, the defender loses 1 .

PISTOL

3

4

0

MIXED TECHNIQUE

2

4

2

- After this attack is resolved, if it dealt , the defender gains the Stagger special condition.
- Elusive:** After this attack is resolved, this character may Advance S.

COUNTER-STRIKE

2

After an attack against this character is resolved, it may use this superpower. If the attacker is within +3, roll 4 dice. Deal 1 to the attacker for each and result rolled.

MARTIAL ARTIST

When this character is defending against a or attack, if the attacker is within +2, this character adds Blanks in its defense roll to its total successes.

STEALTH

BLACK WIDOW

NATASHA ROMANOFF

3

2

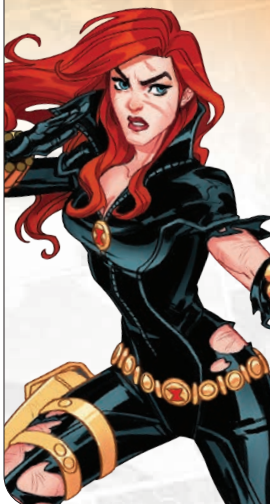
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2

2

L



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STRIKE

2

4

0

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0

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STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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**BLACK WIDOW,
AGENT OF S.H.I.E.L.D.**
NATASHA ROMANOFF

4 3 3

6 3

2 M



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PATRICK BROWN, GARY DANIELS III, AND ALEX TRIP

AUTOMATIC PISTOL 3 4 0

- After this attack is resolved, this character gains 1 .
- Rapid Fire:** After this attack is resolved, this character may make an additional **Automatic Pistol** attack. This additional attack must target the original defender. The additional attack does not have the **Rapid Fire** special rule.

TEAR GAS A2 4 2

- The defender does not gain for dealt by this attack.
- After each attack is resolved, the defender gains the **Poison** special condition.

WIDOW'S KISS 2 6 3

- Add 1 die to this attack roll for each special condition the defender has.
- Push:** Before is dealt, this character may Push the defender Away S.

INTERROGATE 3

At the start of the **Cleanup Phase**, if this character is within 2 of 1 or more Dazed enemy characters, it may use this superpower. Its controlling player increases the amount of VPs they score from Crisis Cards during this **Cleanup Phase** by 1.

PARTING SHOT 2

After an attack targeting this character is resolved, it may use this superpower. The attacking character suffers 1 . This character may Advance Away from the attacking character S.

STEALTH

**BLACK WIDOW,
AGENT OF S.H.I.E.L.D.**
NATASHA ROMANOFF

4 3 3

6 3

2 M



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STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

BLADE

ERIC BROOKS

4

3

4

6

4

2

M

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PATRICK BROWN

KATANA

2

5

0

- After this attack is resolved, this character gains 1 equal to the dealt.
- After this attack is resolved, the defender gains the Bleed special condition.
- Pierce: Change 1 of the defender's , , or results to a Blank.

THROWING GLAIVES

4

4

0

- After this attack is resolved, this character gains 1 .
- Pursuit: Before is dealt, this character may Advance Toward the defender S.
- Bleed: After this attack is resolved, the defender gains the Bleed special condition.

NIGHT OF THE DHAMPIR

3

7

4

- If the defender has the Bleed special condition, this character may reroll any number of attack dice.
- After this attack is resolved, the defender gains the Bleed special condition.
- After this attack is resolved, this character may Advance M.

BUMP IN THE NIGHT (AFFILIATION: MIDNIGHT SONS)

Once per Turn, at any time during an allied character's Activation, it may spend 1 . If it does, Place that character within 1 of its current position.

HALF-BLOOD PHYSIOLOGY

This character immediately makes a Shake action.

SUPERNATURAL SENSES

2

While this character is defending against a or attack, during the Modify Dice step of the attack, it may use this superpower. This character may reroll any number of its defense dice, including results.

VAMPIRIC IMMORTALITY

At the end of this character's Activation, it gains 1 and removes 1 from itself for each other character within 2 of it that has the Bleed special condition.

BLADE

ERIC BROOKS

4

3

4

7

4

2

M

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PATRICK BROWN

KATANA

2

5

0

- After this attack is resolved, this character gains 1 equal to the dealt.
- After this attack is resolved, the defender gains the Bleed special condition.
- Pierce: Change 1 of the defender's , , or results to a Blank.

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4

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BLUE MARVEL

ADAM BRASHEAR

4

4

4

7

5

2

M



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ANTI-MATTER BLAST

4 6 0

- After this attack is resolved, this character gains 4 equal to the dealt.
- Stun: After the attack is resolved, the defender gains the Stun special condition.

LET LOOSE

A2 8 5

- Energy Pulse: After each attack is resolved, deal 1 to each other enemy character within 2 of this character. Then this character loses 1.

TIME'S UP

3

Choose an interactive terrain feature or an enemy character, both of 4 or less and within 3, and Throw it M. This superpower can be used only once per Turn.

ANTI-MATTER BARRIER

3

When this character or another allied character within 3 is defending, during the Modify Dice step, this character may use this superpower. The defender may reroll any number of defense dice, including results.

HYPER COSMIC AWARENESS

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1.

LIVING ANTI-MATTER REACTOR

When attacking, defending, or dodging, this character adds results to its total successes.

FLIGHT, IMMUNITY [INCINERATE, STUN]

BLUE MARVEL

ADAM BRASHEAR

4

4

4

6

5

2

M



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ANTI-MATTER BLAST

4 6 0

- After this attack is resolved, this character gains 4 equal to the dealt.
- Stun: After the attack is resolved, the defender gains the Stun special condition.

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A2 8 5

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FLIGHT, IMMUNITY [INCINERATE, STUN]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BOB, AGENT OF HYDRA

ROBERT DOBALINA

2

2

2

3

2

2

M

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HYDRA PISTOL

3 4 0

- After this attack is resolved, this character gains 1 .

EXCESSIVE VIOLENCE

4 9 0

- This character may only choose this attack if it has a Loaded token.
- During the Pay Cost step of this attack, this character loses all Loaded tokens it has.
- Before is dealt, all other characters within 2 of the defender suffer 2 .
- After this attack is resolved, Throw this character Away from the Defender . This Throw is resolved by the player controlling the defender. Then, if this character does not have a Dazed token, it suffers 3 .

HYDRA TACTICS

2

Choose another allied character within 2. Place this character within 1 of the chosen character.

MAKE IT SPICY, BOB!

8

Action: This character gains a Loaded token.

MUY CALIENTE

This character gains 1 Loaded token at the start of the Game.

BOB, AGENT OF HYDRA

ROBERT DOBALINA

2

2

2

3

2

2

M

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HYDRA PISTOL

3 4 0

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4 9 0

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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BULLSEYE

BENJAMIN POINDEXTER

3

3

2

4

2

2

M

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THROWING KNIFE

3 4 0

- After this attack is resolved, this character gains 1 .
- The defender does not benefit from Cover.
- Bleed**: After this attack is resolved, the target character gains the Bleed special condition.

PIN CUSHION

4 5 4

- The defender does not benefit from Cover.
- After this attack is resolved, the defender gains the Bleed special condition.
- Rapid Fire**: After this attack is resolved, this character may make an additional **Pin Cushion** attack without paying the cost. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

HIT AND RUN

2

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per Turn.

I NEVER MISS

1

After an attack made by this character is resolved, if no was dealt as a result of that attack, this character may use this superpower. The defender suffers 1 .

PARTING SHOT

2

After an attack targeting this character is resolved, this character may use this superpower. The attacking character suffers 1 . This character may Advance Away from the attacking character S.

BULLSEYE

BENJAMIN POINDEXTER

3

3

2

4

2

2

M

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THROWING KNIFE

3 4 0

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4 5 4

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CABLE
NATHAN SUMMERS

3 3 4

7 5

2 5

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PLASMA RIFLE ⚡ 5 ⚔ 5 ⚙ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚔ dealt.
- If the defender is within ⚡ 3, this character may reroll up to 2 dice in the attack roll.
- 🔥 **Incinerate:** After this attack is resolved, the defender gains the Incinerate special condition.

ASKANI'SON ⚡ A2 ⚔ 7 ⚙ 5

- After each attack is resolved, if it dealt ⚔, remove 1 ⚔ from this character.

★ **WETWORKS (AFFILIATION: X-FORCE)**

Each allied character may reroll 1 die in their attack rolls once per Turn, including 🌀 results. If they do and the enemy character is within ⚡ 3, the enemy character does not benefit from Cover during the attack.

⚡ **BODY SLIDE BY ONE** ⚙ 2

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

⚡ **OMEGA LEVEL THREAT** ⚙ X

This character may spend 1 to 4 ⚡ to use this superpower. Choose an interactive terrain feature within ⚡ 3 with a ⚡ equal to or less than the ⚡ spent to use this superpower. Throw the chosen terrain feature 🌀. This superpower can be used only once per Turn.

⚡ **TELEKINETIC SHIELD** ⚙ 2

When this character or an allied character within ⚡ 3 of this character is targeted by an attack, this character may use this superpower. Add 2 dice to the target character's defense roll against that attack.

∞ **TECHNO-ORGANIC VIRUS SUPPRESSION**

During the **Power Phase**, this character gains 1 additional ⚡.

∞ **IMMUNITY [POISON]**



CABLE
NATHAN SUMMERS

3 3 4

8 5

2 5

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PLASMA RIFLE ⚡ 5 ⚔ 5 ⚙ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚔ dealt.
- If the defender is within ⚡ 3, this character may reroll up to 2 dice in the attack roll.
- 🔥 **Incinerate:** After this attack is resolved, the defender gains the Incinerate special condition.

ASKANI'SON ⚡ A2 ⚔ 7 ⚙ 5

- After each attack is resolved, if it dealt ⚔, remove 1 ⚔ from this character.

★ **WETWORKS (AFFILIATION: X-FORCE)**

Each allied character may reroll 1 die in their attack rolls once per Turn, including 🌀 results. If they do and the enemy character is within ⚡ 3, the enemy character does not benefit from Cover during the attack.

⚡ **BODY SLIDE BY ONE** ⚙ 2

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

⚡ **OMEGA LEVEL THREAT** ⚙ X

This character may spend 1 to 4 ⚡ to use this superpower. Choose an interactive terrain feature within ⚡ 3 with a ⚡ equal to or less than the ⚡ spent to use this superpower. Throw the chosen terrain feature 🌀. This superpower can be used only once per Turn.

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When this character or an allied character within ⚡ 3 of this character is targeted by an attack, this character may use this superpower. Add 2 dice to the target character's defense roll against that attack.

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

CAPTAIN AMERICA

STEVE ROGERS

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AMELIA VIDAL

STRIKE

• After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
 • $\otimes$ **Push:** Before $\otimes$ is dealt, if the defender is $\oplus$ 3 or less, this character may Push it Away $\otimes$.

SHIELD THROW

• After this attack is resolved, this character gains 1 $\oplus$.
 • This attack ignores LOS, and the defender does not benefit from Cover.
 • $\otimes$ **Ricochet:** After this attack is resolved, this character may make an additional **Shield Throw** attack. This additional attack must target another character within $\oplus$ 3 of the original defender and may be any distance from this character. This additional attack does not have the **Ricochet** special rule.

SHIELD SLAM

• After this attack is resolved, if the defender is $\oplus$ 3 or less, this character may Throw it $\otimes$.

A DAY UNLIKE ANY OTHER (AFFILIATION: AVENGERS)

The first time each Turn that each allied character spends $\oplus$ to use a superpower, after the $\oplus$ is spent, that allied character gains 1 $\oplus$.

BODYGUARD

When another allied character within $\oplus$ 2 is targeted by an attack, this character may use this superpower. This character becomes the target of the attack regardless of $\oplus$ and LOS.

VIBRANIUM SHIELD

When this character is targeted by a $\oplus$ or $\otimes$ attack, it may use this superpower. Add 2 dice to this character's defense roll.

CAPTAIN AMERICA

STEVE ROGERS

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M

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DAVID KEGG

STRIKE

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BODYGUARD

When another allied character within $\oplus$ 2 is targeted by an attack, this character may use this superpower. This character becomes the target of the attack regardless of $\oplus$ and LOS.

VIBRANIUM SHIELD

When this character is targeted by a $\oplus$ or $\otimes$ attack, it may use this superpower. Add 2 dice to this character's defense roll.

I CAN DO THIS ALL DAY

When defending against attacks, this character adds Blanks in its defense roll to its total successes.

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

CAPTAIN AMERICA

SAM WILSON

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SHIELD THROW

- After this attack is resolved, this character gains 1 .
- This attack ignores LOS, and the defender does not benefit from Cover.
- After this attack is resolved, if it dealt and the defender is or less, this character may Push it Away .
- Ricochet**: After this attack is resolved, this character may make an additional **Shield Throw** attack. This attack must target another character within of the original defender and may be any distance from this character. This additional attack does not have the **Ricochet** special rule.

REDWING ASSAULT

- After this attack is resolved, if it dealt and the defender is or less, this character may Throw it Away .
- After this attack is resolved, Place this character within of its current position.

ALL NEW, ALL DIFFERENT (AFFILIATION: AVENGERS)

When this character or another allied non-Grunt character is Dazed or KO'd by an enemy effect, choose another non-Dazed allied character. After the effect is resolved, the chosen character removes 1 , removes 1 special condition, and may Advance . A character can be affected by this ability only once per Round.

CHARGE

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

AIR LIFT

During its Activation, when this character begins a move action within of another allied character of or less, it may use this superpower. After this move action is resolved, Place that allied character within of its current position. This superpower can be used only once per Turn.

VIBRANIUM SHIELD

When this character is targeted by a or attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

FLIGHT

CAPTAIN AMERICA

SAM WILSON

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SHIELD THROW

- After this attack is resolved, this character gains 1 .
- This attack ignores LOS, and the defender does not benefit from Cover.
- After this attack is resolved, if it dealt and the defender is or less, this character may Push it Away .
- Ricochet**: After this attack is resolved, this character may make an additional **Shield Throw** attack. This attack must target another character within of the original defender and may be any distance from this character. This additional attack does not have the **Ricochet** special rule.

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FLIGHT

MARVEL

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CAPTAIN AMERICA, FIRST AVENGER
STEVE ROGERS

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SHIELD BOUNCE 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Bounce:** After this attack is resolved, this character may make an additional **Shield Bounce** attack. The additional attack must target another character within 3 of the original defender, may be any distance from this character, and does not have the **Bounce** special rule.

BROOKLYN BRAWLER 3 5 4

- Add dice to the attack roll equal to the defender's .
- Push:** After this attack is resolved, if the defender is 3 or less, this character may Push it Away .
- Frontliner:** After this attack is resolved, this character may make an additional **Brooklyn Brawler** attack without paying the cost. The additional attack must target a different defender and does not have the **Frontliner** special rule.

★ EARTH'S MIGHTIEST HEROES (AFFILIATION: AVENGERS)

Once per turn, when an allied character is attacking, during the **Modify Dice** step, if there are 1 or more results in the attack roll, it may spend 1 . If it does, it changes 1 of its results to any other result.

CHARGE 2

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per turn.

PERFECT BLOCK 2

When this character is targeted by an attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

CAPTAIN AMERICA, FIRST AVENGER
STEVE ROGERS

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SHIELD BOUNCE 3 5 0

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- Bounce:** After this attack is resolved, this character may make an additional **Shield Bounce** attack. The additional attack must target another character within 3 of the original defender, may be any distance from this character, and does not have the **Bounce** special rule.

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∞ I CAN DO THIS ALL DAY

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CAPTAIN MARVEL

CAROL DANVERS

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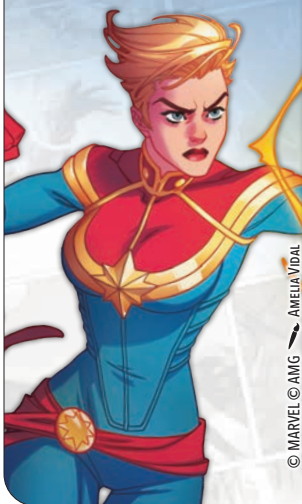
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STRIKE

• After this attack is resolved, this character gains 1 equal to the dealt.

ENERGY BLAST

• After this attack is resolved, this character gains 1.

• This character may reroll any number of attack dice for this attack.

ROCKET PUNCH

• **Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

BINARY FORM

Until the start of this character's next Activation, it adds 2 dice to its attack and defense rolls.

DANVERS' SPECIAL

Choose an interactive terrain feature or an enemy character, both of 4 or less and within 2, and Throw it M. This superpower can be used only once per Turn.

ENERGY ABSORPTION

When this character is defending against an attack, for each in the defense roll, it may change 1 of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

FLIGHT, IMMUNITY [INCINERATE, POISON]

CAPTAIN MARVEL

CAROL DANVERS

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M



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STRIKE

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FLIGHT, IMMUNITY [INCINERATE, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CAPTAIN MARVEL, COSMIC AVENGER (NORMAL)
CAROL DANVERS

4 4 4

7 5

2 M



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PHOTON BLAST 4 5 0

- After this attack is resolved, this character gains 4 equal to the dealt.
- Pursuit:** Before is dealt, this character may Advance Toward the defender S.

SONIC BOOM 3 6 0

- After this attack is resolved, this character gains 3 equal to the dealt.
- Concussive:** After this attack is resolved, the defender loses 1 .

ENHANCED ENERGY ABSORPTION

When this character is defending against an or attack, for each in the defense roll, it may change 1 of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

HIGHER, FURTHER, FASTER

At the start of this character's Activation, if it has six or more , it transforms into **Captain Marvel, Cosmic Avenger (Binary)**.

YOU CALL THAT A PUNCH?

When this character is dealt by an enemy effect, after the effect is resolved, it gains 1 .

FLIGHT, IMMUNITY [INCINERATE, POISON]

CAPTAIN MARVEL, COSMIC AVENGER (NORMAL)
CAROL DANVERS

4 4 4

8 5

2 M



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PHOTON BLAST 4 5 0

- After this attack is resolved, this character gains 4 equal to the dealt.
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FLIGHT, IMMUNITY [INCINERATE, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CAPTAIN MARVEL, COSMIC AVENGER (BINARY)
CAROL DANVERS

4 4 4

7 5

2 M



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BINARY BLAST 2 6 1

- After this attack is resolved, this character Pushes the target character S.
- Incinerate: After this attack is resolved, the defender gains the Incinerate special condition.

WARBIRD 3 8 3

- After this attack is resolved, Place this character within 2 of the defender.
- Throw: After this attack is resolved, this character may Throw the defender S.
- Explosive: Before is dealt, other enemy characters within 2 of the defender suffer 1.

I'M JUST GETTING WARMED UP 2

Choose an interactive terrain feature or enemy character, both of 4 or less and within 2, and Throw it M. This superpower can be used only once per Turn.

READY OR NOT . . . 0

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

I DON'T NEED A POWERUP TO KICK YOUR BUTT 0

When this character spends or loses , after the effect is resolved, if this character has 3 or less , it may use this superpower. This character transforms into **Captain Marvel, Cosmic Avenger (Normal)**.

ENHANCED ENERGY ABSORPTION

When this character is defending against an or attack, for each in the defense roll it may change 1 of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

FLIGHT, IMMUNITY [INCINERATE, POISON, STAGGER, STUN]

CAPTAIN MARVEL, COSMIC AVENGER (BINARY)
CAROL DANVERS

4 4 4

8 5

2 M



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BINARY BLAST 2 6 1

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FLIGHT, IMMUNITY [INCINERATE, POISON, STAGGER, STUN]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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CARNAGE
CLETUS KASADY

5 1 1

8 4

2 M

SYMBIOTE TENDRILS +3 -5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, the defender gains the Bleed special condition.

MAXIMUM CARNAGE +A2 -7 5

- After each attack is resolved, the defender gains the Bleed special condition.
- Rampage**: After each attack is resolved, deal 1 to each other enemy character within +2 of this character.

SADISTIC GLEE 2

During the next attack action made by this character this Turn, add 2 dice to each of its attack rolls. After each attack is resolved, if that attack roll contains any results, this character suffers 1 . This superpower can be used only once per Turn.

PAINT THE TOWN RED 3

If this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character removes all from itself, Advances S, makes a **Symbiote Tendrils** attack, and adds 2 dice to that attack roll. This superpower can be used only once per Turn.

ARCHNEMESIS [EDDIE BROCK]

When attacking **Eddie Brock**, this character can modify or reroll results and may reroll any number of attack dice. At the start of this character's Activation, if there is a non-Dazed enemy **Eddie Brock** within +3 of this character, this character's first action must be an attack action targeting that **Eddie Brock**, if possible.

SYMBIOTIC SERIAL KILLER

When this character is attacking, the defender does not add dice to its defense roll for results.

WALL CRAWLER



CARNAGE
CLETUS KASADY

5 1 1

7 4

2 M

SYMBIOTE TENDRILS +3 -5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, the defender gains the Bleed special condition.

MAXIMUM CARNAGE +A2 -7 5

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CASSANDRA NOVA

CASSANDRA NOVA XAVIER

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PSIONIC BOLT

4 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\odot$ **Sap Power:** Before $\otimes$ is dealt, the defender loses 1 $\oplus$ for each $\odot$ in the attack roll, and this character gains that amount of $\oplus$.

MIND POSSESSION

3 6 1

- After this attack is resolved, this character may Advance the defender $\$$.

FLESH MANIPULATION

2 8 3

- $\odot$ **Explosive Force:** After this attack is resolved, Push each other character within $\oplus$ 2 of this character Away $\$$. Pushed characters suffer 1 $\otimes$.

BIOKINESIS

3

Choose an enemy character within $\oplus$ 3. It gains the Root and Slow special conditions.

PSYCHIC DISTRACTION

2

When an enemy character ends a movement within $\oplus$ 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 $\otimes$ for each $\oplus$ and $\odot$ rolled. If this superpower deals at least 1 $\otimes$, this character may Advance $\$$.

TELEKINETIC DEFLECTION

2

If this character would suffer a collision, it may use this superpower. This character does not suffer $\otimes$ from that collision.

TELEPATHIC CLOAK

Characters must be within $\oplus$ 3 of this character to target it with attacks. Additionally, during the **Power Phase**, this character gains 1 additional $\oplus$.

FLIGHT, HEALING FACTOR [1]

CASSANDRA NOVA

CASSANDRA NOVA XAVIER

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PSIONIC BOLT

4 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\odot$ **Sap Power:** Before $\otimes$ is dealt, the defender loses 1 $\oplus$ for each $\odot$ in the attack roll, and this character gains that amount of $\oplus$.

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3 6 1

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FLESH MANIPULATION

2 8 3

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FLIGHT, HEALING FACTOR [1]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CLEA

CLEA STRANGE

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DEMON CLAWS OF DENAK

4 4 0

- After this attack is resolved, this character gains 1 .
- Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

ICY TENDRILS OF IKTHALON

4 6 3

- Slow:** After this attack is resolved, the defender gains the Slow special condition.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.
- Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

DESCENDANT OF THE FALTINE

0

Action: This character gains 3 . Roll 5 dice. If the roll contains any results, this character suffers 2 . This superpower can be used only once per Turn.

OSHTUR'S MIGHTY HAND

3

Choose an interactive terrain feature or an enemy character, both of 2 or less and within 3, and Throw it . This superpower can be used only once per Turn.

VAPORS OF DORMAMMU

3

Choose this character or another allied character within 4 and Place it within 2 of its current position. A character can be Placed by this superpower only once per Turn.

TALONS OF FARALLAH

3

When this character or another allied character within 4 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. The attacker adds 2 dice to its attack roll. If that attack deals and the defender has a of 5 or more, after the attack is resolved, the defender gains the Judgment special condition. This superpower can be used only once per Turn.

IMMUNITY [INCINERATE]

CLEA

CLEA STRANGE

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DEMON CLAWS OF DENAK

4 4 0

- After this attack is resolved, this character gains 1 .
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ICY TENDRILS OF IKTHALON

4 6 3

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TALONS OF FARALLAH

3

When this character or another allied character within 4 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. The attacker adds 2 dice to its attack roll. If that attack deals and the defender has a of 5 or more, after the attack is resolved, the defender gains the Judgment special condition. This superpower can be used only once per Turn.

IMMUNITY [INCINERATE]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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COLOSSUS

PIOTR RASPUTIN

4

3

3

7

4

3

M



STRIKE

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Push:** Before is dealt, if the defender is 4 or less, this character may Push it S.

X-SLAM

3 7 3

- After this attack is resolved, the defender gains the Stun special condition.
- Throw:** Before is dealt, if the defender is 4 or less, this character may Throw it S.

PLAYING CATCH

2

Choose an interactive terrain feature of 3 or less and within 2 and Throw it M. This superpower can be used only once per Turn.

BIG BROTHER

2

When an enemy character within 4 of this character targets another allied character with an attack, this character may use this superpower. If this character is within 2 of the attacking character, this character becomes the target of the attack regardless of and LOS. Otherwise, after that attack is resolved, Advance this character Toward the attacking character S.

BOZHE MOI

2

When this character is targeted by a or attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack.

ORGANIC STEEL

When this character would suffer from an enemy effect, reduce the amount suffered by 1 to a minimum of 1.

Additionally, this character cannot be Pushed by enemy effects.

IMMUNITY [BLEED]

COLOSSUS

PIOTR RASPUTIN

4

3

3

7

4

3

M



STRIKE

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Push:** Before is dealt, if the defender is 4 or less, this character may Push it S.

X-SLAM

3 7 3

- After this attack is resolved, the defender gains the Stun special condition.
- Throw:** Before is dealt, if the defender is 4 or less, this character may Throw it S.

PLAYING CATCH

2

Choose an interactive terrain feature of 3 or less and within 2 and Throw it M. This superpower can be used only once per Turn.

BIG BROTHER

2

When an enemy character within 4 of this character targets another allied character with an attack, this character may use this superpower. If this character is within 2 of the attacking character, this character becomes the target of the attack regardless of and LOS. Otherwise, after that attack is resolved, Advance this character Toward the attacking character S.

BOZHE MOI

When defending against or attacks, this character adds Blanks in its defense roll to its total successes.

ORGANIC STEEL

When this character would suffer from an enemy effect, reduce the amount suffered by 1 to a minimum of 1.

Additionally, this character cannot be Pushed by enemy effects.

IMMUNITY [BLEED]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CORVUS GLAIVE

CORVUS GLAIVE

3

3

3

7

4

2

M



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DAVID KEGG

STRIKE

2

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

ATOM SPLITTER

4

4

0

- After this attack is resolved, this character gains 1 .
- Pursuit:** After this attack is resolved, this character may Advance Toward the defender .

DEATH BLOW

3

7

4

- After this attack is resolved, this character may Advance .
- Flurry:** After this attack is resolved, this character may make a **Strike** attack.

GLAIVE'S EDGE

3

Action: Place this character within 1 of its current position. Then this character may make a **Strike** or **Death Blow** attack. During that attack, this character adds Blanks in its attack roll to its total successes.

HUSBAND OF PROXIMA MIDNIGHT

1

At the end of this character's Activation, if it is within 3 of an allied **Proxima Midnight**, this character may use this superpower. If the allied **Proxima Midnight** does not have an activated token, she may Activate before your Turn ends.

GLAIVE OF IMMORTALITY

When this character would suffer from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

GEM BEARER [REALITY, TIME]

CORVUS GLAIVE

CORVUS GLAIVE

3

3

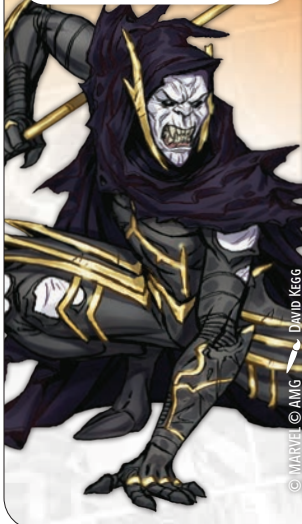
3

6

4

2

M



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DAVID KEGG

STRIKE

2

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

ATOM SPLITTER

4

4

0

- After this attack is resolved, this character gains 1 .
- Pursuit:** After this attack is resolved, this character may Advance Toward the defender .

DEATH BLOW

3

7

4

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- Flurry:** After this attack is resolved, this character may make a **Strike** attack.

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Action: Place this character within 1 of its current position. Then this character may make a **Strike** or **Death Blow** attack. During that attack, this character adds Blanks in its attack roll to its total successes.

HUSBAND OF PROXIMA MIDNIGHT

1

At the end of this character's Activation, if it is within 3 of an allied **Proxima Midnight**, this character may use this superpower. If the allied **Proxima Midnight** does not have an activated token, she may Activate before your Turn ends.

GLAIVE OF IMMORTALITY

When this character would suffer from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

GEM BEARER [REALITY, TIME]

MARVEL

CRISIS PROTOCOL

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COSMIC GHOST RIDER
FRANK CASTLE

4 4 4

9 6

3 M

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HELLFIRE BLASTERS 4 6 0

- After this attack is resolved, this character gains 1 .

POWER COSMIC PENANCE STARE 2 12 8

- The defender does not gain for dealt by this attack.
- Dust to Dust: Change each of the defender's results to a .

INTERSTELLAR HELLCYCLE X

This character may spend 1 to 5 to use this superpower. Place this character within X of its current position, where X is the amount of spent. This superpower can be used only once per Turn.

CHAINS OF CYTTORAK 2

Choose a character within 3 of this character and Push it Toward this character S. Then the chosen character gains the Incinerate special condition. This superpower can be used only once per Turn.

COSMIC JUSTICE ON WHEELS 3

If an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character may use this superpower. It makes a **Hellfire Blasters** attack against the enemy character that caused the effect.

I'M THE SPIRIT OF VENGEANCE, BEARER OF THE POWER COSMIC, AND JUST A BIT UNSTABLE

During the **Cleanup Phase**, remove all Psychosis tokens from this character. Then, this character rolls 5 dice. For each , , and result rolled, this character gains 1 . Then, if this character has 5 or more , this character gains a Psychosis token and drops all objective tokens it is holding.

READY TO ROLL

At the start of the first **Power Phase**, and when this character would be Dazed, this character gains a Psychosis token. While it has a Psychosis token, it counts results in its attack, defense, and dodge rolls as successes. While this character has a Psychosis token, it cannot hold, Contest, or Interact with objective tokens. This character can have a maximum of 1 Psychosis token at any time.

FLIGHT, IMMUNITY [BLEED, HEX, INCINERATE, POISON], PEERLESS



COSMIC GHOST RIDER
FRANK CASTLE

4 4 4

7 6

3 M

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HELLFIRE BLASTERS 4 6 0

- After this attack is resolved, this character gains 1 .

POWER COSMIC PENANCE STARE 2 12 8

- The defender does not gain for dealt by this attack.
- Dust to Dust: Change each of the target defender's results to a .

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FLIGHT, IMMUNITY [BLEED, HEX, INCINERATE, POISON], PEERLESS

MARVEL

CRISIS PROTOCOL

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CRIMSON DYNAMO

DIMITRI BUKHARIN

4

3

4

6

4

3

5



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ELECTRIC BLAST

B4

5

0

- After each attack is resolved, this character gains 1 .
- Shock: After each attack is resolved, the defender gains the Shock special condition.

HOMING ROCKETS

5

5

2

- This attack ignores LOS and the defender does not benefit from Cover.
- Explosive: Before is dealt, other enemy characters within 2 of the defender suffer 1 .

UNBREAKABLE RED LINE (AFFILIATION: WINTER GUARD)

At the start of an allied character's Activation it may remove 1 special condition.

When an allied character is Contesting a Secure objective and would be Pushed, it may roll a die. On a , , or result, it is not Pushed.

OVERCHARGE CAPACITORS

0

Action: This character gains 2 .

PROPULSION THRUSTERS

2

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

DISRUPTION FIELD

2

When this character or another allied character is targeted by an attack, if the attacker is within 3 of this character, this character may use this superpower. Reroll up to 2 of the attacker's dice.

CARBORUNDUM MATRIX ALLOY

When this character would suffer from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

FLIGHT

CRIMSON DYNAMO

DIMITRI BUKHARIN

4

3

4

6

4

3

5



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B4

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FLIGHT

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CROSSBONES

BROCK RUMLOW

4

2

2

6

3

2

M

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STRIKE

2

5

0

After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.

OVERPOWER

3

5

2

After this attack is resolved, place this character within $\oplus$ 1 of the target.

☉ **Throw:** If the target character is Size 2 or less, before $\otimes$ is dealt, this character may Throw it $\$$.

HAYMAKER

4

The next Strike or Overpower attack made by this character this turn adds three dice to its attack roll.

INURED TO PAIN

1

If this character would suffer $\otimes$, it may use this superpower. Reduce the amount of $\otimes$ suffered by 1.

AGGRESSIVE

After an attack targeting this character is resolved, if this character suffered $\otimes$, it may Advance $\$$ Toward the attacking character.

CROSSBONES

BROCK RUMLOW

4

2

2

5

3

2

M

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STRIKE

2

5

0

After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.

OVERPOWER

3

5

2

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After an attack targeting this character is resolved, if this character suffered $\otimes$, it may Advance $\$$ Toward the attacking character.

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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CROSSBONES, MERCILESS MERC
BROCK RUMLOW

4
 2
 2

6
 3

2
 M

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PLASMA BEAM B3 5 0

- After each attack is resolved, this character gains 1 .
- Pierce**: Change 1 of the defender's , , or results to a Blank.

UP CLOSE AND PERSONAL 2 8 4

- After this attack is resolved, if the defender is 2 or less, this character Throws it .

HIT AND RUN 2

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per Turn.

AGGRESSIVE

After an attack targeting this character is resolved, if this character suffered , it may Advance Toward the attacker .

I CAN TAKE IT

When this character would suffer from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

CROSSBONES, MERCILESS MERC
BROCK RUMLOW

4
 2
 2

5
 3

2
 M

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PLASMA BEAM B3 5 0

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- Pierce**: Change 1 of the defender's , , or results to a Blank.

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MARVEL

CRISIS PROTOCOL

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CRYSTAL

CRYSTALIA AMAQUELIN

3

3

3

6

3

2

L

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EARTH-SHAKER

⊕A1 ⊖5 ⚙0

- After each attack is resolved, this character gains 1 ⚙.
- Ⓢ Stun: After each attack is resolved, the defender gains the Stun special condition.

HURRICANE BLAST

⊕4 ⊖4 ⚙0

- After this attack is resolved, this character gains 1 ⚙.
- Ⓢ Push: Before ⚡ is dealt, if the defender is ⊖2 or less, this character may Push it Away Ⓢ.

HYDROKINESIS

⊕4 ⊖4 ⚙0

- After this attack is resolved, this character gains 1 ⚙.
- Ⓢ Slow: After this attack is resolved, the defender gains the Slow special condition.

VOLCANIC SURGE

⊕4 ⊖4 ⚙0

- After each attack is resolved, this character gains 1 ⚙.
- Ⓢ Incinerate: After each attack is resolved, the defender gains the Incinerate special condition.

ELEMENTAL ONSLAUGHT

⚙4

After an attack made by this character during its Activation is resolved, it may use this superpower. This character makes an attack action and must choose an attack it has not used yet this Activation. This superpower can be used only once per Turn.

ELEMENTAL EMPOWERMENT

Enemy characters making a Shake action while within ⊕3 of this character may not remove the Incinerate, Slow, or Stun special conditions.

INHUMAN

This character may reroll 1 die in its attack and defense rolls.

FLIGHT, IMMUNITY [POISON]

CRYSTAL

CRYSTALIA AMAQUELIN

3

3

3

6

3

2

L

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EARTH-SHAKER

⊕A1 ⊖5 ⚙0

- After each attack is resolved, this character gains 1 ⚙.
- Ⓢ Stun: After each attack is resolved, the defender gains the Stun special condition.

HURRICANE BLAST

⊕4 ⊖4 ⚙0

- After this attack is resolved, this character gains 1 ⚙.
- Ⓢ Push: Before ⚡ is dealt, if the defender is ⊖2 or less, this character may Push it Away Ⓢ.

HYDROKINESIS

⊕4 ⊖4 ⚙0

- After this attack is resolved, this character gains 1 ⚙.
- Ⓢ Slow: After this attack is resolved, the defender gains the Slow special condition.

VOLCANIC SURGE

⊕B3 ⊖4 ⚙0

- After each attack is resolved, this character gains 1 ⚙.
- Ⓢ Incinerate: After each attack is resolved, the defender gains the Incinerate special condition.

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⚙4

After an attack made by this character during its Activation is resolved, it may use this superpower. This character makes an attack action and must choose an attack it has not used yet this Activation. This superpower can be used only once per Turn.

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FLIGHT, IMMUNITY [POISON]

MARVEL

CRISIS PROTOCOL

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CYCLOPS

SCOTT SUMMERS

4

3

3

7

4

2

M



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OPTIC BLAST

4 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- Push:** Before $\otimes$ is dealt, if the defender is $\otimes$ 3 or less, this character may Push it Away $\otimes$.
- Speed of Sight:** After this attack is resolved, this character may make an additional Optic Blast attack. This additional attack may not target the original target character and does not have the Speed of Sight special rule.

OPTIC DEVASTATION

B5 7 4

- Suppression:** After each attack is resolved, the defender loses 1 $\oplus$ for each $\otimes$ in the attack roll.

X-MEN BLUE (AFFILIATION: UNCANNY X-MEN)

When an allied character deals $\otimes$ to an enemy character with an attack, another allied character within $\oplus$ 5 of the attacking character may gain 1 $\oplus$ after the attack is resolved. A character may gain only 1 $\oplus$ as a result of this Leadership ability per Turn.

FIELD LEADER

3

Choose another allied character within $\oplus$ 4. That character Advances $\otimes$. A character can be made to Advance by this superpower only once per Turn.

HIT AND RUN

2

Action: This character immediately makes an attack action followed by a move action. This superpower can be used only once per Turn.

QUICK DRAW

2

When this character is targeted by an attack and the attacker is not within $\oplus$ 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 $\otimes$ from the attack, after the attack is resolved, the attacker suffers 2 $\otimes$.

CYCLOPS

SCOTT SUMMERS

4

3

3

7

4

2

M



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OPTIC BLAST

4 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- Push:** Before $\otimes$ is dealt, if the defender is $\otimes$ 3 or less, this character may Push it Away $\otimes$.
- Speed of Sight:** After this attack is resolved, this character may make an additional Optic Blast attack. This additional attack may not target the original target character and does not have the Speed of Sight special rule.

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MARVEL

CRISIS PROTOCOL

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DAREDEVIL
MATT MURDOCK

4 3 3

6 4

2 L

STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stun**: After this attack is resolved, the defender gains the Stun special condition.

BATON HOOK 4 4 0

- This attack ignores LOS and the **Stealth** superpower, and the defender does not benefit from Cover.
- Pull**: After this attack is resolved, if the defender is 2 or less, This character may Push it Toward this character S.

DEVIL'S DELIVERANCE A2 6 5

- This attack adds 1 die to each of its attack rolls for each non-Dazed enemy character within 2 of this character when this attack was chosen.
- After each attack is resolved, Push the defender Away S.

MARVEL KNIGHTS (AFFILIATION: DEFENDERS)

Once per Turn, an allied character may reroll a number of its attack dice equal to the number of enemy characters within 2 of itself.

MAN WITHOUT FEAR 2

After an attack targeting this character is resolved, this character may use this superpower. This character Advances Toward the attacker S. Then, if the attacker is within 2, this character may make a **Strike** attack targeting it.

RADAR SENSE

When defending against or attacks, this character adds Blanks in its defense roll to its total successes.

WALL CRAWLER



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DAREDEVIL
MATT MURDOCK

4 3 3

7 4

2 L

STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stun**: After this attack is resolved, the defender gains the Stun special condition.

BATON HOOK 4 4 0

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- Pull**: After this attack is resolved, if the defender is 2 or less, This character may Push it Toward this character S.

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- After each attack is resolved, Push the defender Away S.

MARVEL KNIGHTS (AFFILIATION: DEFENDERS)

Once per Turn, an allied character may reroll a number of its attack dice equal to the number of enemy characters within 2 of itself.

DEVIL OF HELL'S KITCHEN 2

This character may make an attack with a cost of 0. After the attack is resolved, if the attack roll contains any results, this character suffers 1 . This superpower can be used only once per Turn.

RADAR SENSE

When defending against or attacks, this character adds Blanks in its defense roll to its total successes.

WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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DARKSTAR

LAYNIA PETROVNA

3

3

4

6

3

2

M

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4

5

0

DARKFORCE STRIKE

- After this attack is resolved, this character gains 1 .
- This character may reroll all of the attack dice for this attack.

3

8

3

RENDING FORCE

- Before choosing a target, this character chooses whether this attack's type is or .
- Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

3

DIMENSIONAL PORTAL

Choose this character or another allied character within 3 and Place it within 3 of its current position. A character can be Placed by this superpower only once per Turn.

3

DARKFORCE BARRIER

When this character or an allied character within 3 is targeted by a or attack, this character may use this superpower. Add 2 dice to the defense roll against that attack. This character or the allied character cannot be Advanced, Pushed, or Placed by the effects of that attack.

FLIGHT

DARKSTAR

LAYNIA PETROVNA

3

3

4

6

3

2

M

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4

5

0

DARKFORCE STRIKE

- After this attack is resolved, this character gains 1 .
- This character may reroll all of the attack dice for this attack.

3

8

3

RENDING FORCE

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FLIGHT

MARVEL CRISIS PROTOCOL MINIATURES GAME

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DEADPOOL
WADE WILSON

3
 3
 4

5
 3

2
 M



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STAB 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stab, Stab:** After this attack is resolved, this character may make another **Stab** attack. The additional attack must target the original defender and does not have the **Stab, Stab** special rule.

BANG 4 4 0

- After this attack is resolved, this character gains 1 .
- Bang, Bang:** After this attack is resolved, this character may make another **Bang** attack. The additional attack must target the original defender and does not have the **Bang, Bang** special rule.

DUODENUM POKE 2 6 3

- After this attack is resolved, if it dealt , the defender gains the Bleed and Slow special conditions.

MERC WITH A MOUTH 3

Choose an enemy character within 3 of this character. It loses 2 . A character may be affected by this superpower only once per Round.

YOU CAN'T SPELL LEGENDARY WITHOUT LEG DAY 2

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

I KNOW KARATE

This character may reroll 1 die in its attack and defense rolls.

UNICORNS, RAINBOWS, AND SUGAR PLUMS DANCING THROUGH MY HEAD

This character cannot be Pushed or Advanced by the effects of attacks or enemy superpowers.

HEALING FACTOR [2]

DEADPOOL
WADE WILSON

3
 3
 4

6
 3

2
 M



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STAB 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stab, Stab:** After this attack is resolved, this character may make another **Stab** attack. The additional attack must target the original defender and does not have the **Stab, Stab** special rule.

BANG 4 4 0

- After this attack is resolved, this character gains 1 .
- Bang, Bang:** After this attack is resolved, this character may make another **Bang** attack. The additional attack must target the original defender and does not have the **Bang, Bang** special rule.

MAXIMUM EFFORT 2 7 4

- Dance Party:** After this attack is resolved, this character may Advance . After this Advance, each other character within 2 of this character suffers 1 . This character gains 1 for each dealt in this way.

MERC WITH A MOUTH 3

Choose an enemy character within 3 of this character. It loses 2 . A character may be affected by this superpower only once per Round.

YOU CAN'T SPELL LEGENDARY WITHOUT LEG DAY 2

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

ALL RIGHT, NOW IT'S SERIOUS...

This character always counts as Healthy instead of Injured for the purposes of contesting objectives. Additionally, this character may reroll 1 die in its attack and defense rolls.

UNICORNS, RAINBOWS, AND SUGAR PLUMS DANCING THROUGH MY HEAD

This character cannot be Pushed or Advanced by the effects of attacks or enemy superpowers.

HEALING FACTOR [2]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates



**DOC OCK,
SINISTER SCIENTIST**
OTTO OCTAVIUS

4 4 3

7 4

2 M

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STRIKING TENTACLES 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Flurry of Arms:** When making this attack, each in the attack roll counts as 2 successes.

ARM LASERS 2.0 B4 4 0

- Incinerate:** After each attack is resolved, the defender gains the Incinerate special condition.

SCIENTIFIC BREAKTHROUGH 3 7 4

- If this attack deals , after this attack is resolved, the defender gains the Bleed, Poison, and Shock special conditions.

SINISTER SIX (AFFILIATION: SPIDER-FOES)

Once per Turn, after an attack targeting an allied character is resolved, if that character is not Dazed, it gains 1 .

Additionally, once per Turn, when an allied character suffers from an enemy attack, after that attack is resolved, it may remove 1 of the following special conditions from itself: Shock, Slow, or Incinerate.

OCK'S GRASP 3

Choose an interactive terrain feature or enemy character, both of 3 or less and within 3, and Throw it S. This superpower can be used only once per Turn.

SCIENTIFIC HUBRIS

When this character rolls dice, after the effect is resolved, if the roll contained 1 or more results, this character gains 1 .

WALL CRAWLER



**DOC OCK,
SINISTER SCIENTIST**
OTTO OCTAVIUS

4 4 3

7 4

2 M

© MARVEL © AMG PATRICK BROWN

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

DOCTOR OCTOPUS

OTTO OCTAVIUS

4

3

4

6

3

2

M



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STRIKE

3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Flurry of Arms:** When making this attack, each in the attack roll counts as 2 successes.

ARM LASERS

4 6 3

- This attack ignores LOS, and the defender does not benefit from Cover.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

Dock's CLUTCHES

3

Choose an interactive terrain feature or an enemy character, both of 2 or less and within 3, and Throw it S. This superpower can be used only once per Turn.

SCIENTIFIC HUBRIS

When this character rolls dice, after the effect is resolved, if the roll contained 1 or more results, this character gains 1 .

WALL CRAWLER

DOCTOR OCTOPUS

OTTO OCTAVIUS

4

3

4

6

3

2

M



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STRIKE

3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Flurry of Arms:** When making this attack, each in the attack roll counts as 2 successes.

ARM LASERS

4 6 3

- This attack ignores LOS, and the defender does not benefit from Cover.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

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SCIENTIFIC HUBRIS

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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DOCTOR STRANGE

STEPHEN VINCENT STRANGE

3

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M

BOLTS OF BEDEVILMENT ⊕4 ⚡5 ☀0

- After this attack is resolved, this character gains ☀ equal to the ⚡ dealt.
- After this attack is resolved, if it dealt ⚡, this character may Push the defender S.
- ⚡ Pierce: Change 1 of the defender's ⚡, ☀, or ☀ results to a Blank.

CRIMSON BANDS OF CYTTORAK ⊕3 ⚡6 ☀4

- After this attack is resolved, the defender gains the Stagger special condition.
- ⚡ ☀ ☀ Mystic Binding: After this attack is resolved, instead of inflicting the Stagger special condition, if the defender does not have an Activated token, this character may give it an Activated token.

JUDGMENT OF THE VISHANTI (AFFILIATION: DEFENDERS)

Once per Turn, after an attack made by an allied character is resolved, if that attack dealt ⚡ or if the defender has a ⊕ of 5 or more, the attacking character may use this ⚡ ability. If they do, the defender gains the Hex special condition.

OSHTUR'S REFUGE ☀3

Remove up to 3 ⚡ from this character or an allied character within ⊕3. This superpower can be used only once per Turn.

HOGGOTH'S HOARY WISDOM ☀2

When this character or an allied character within ⊕3 is targeted by an attack or would make a dodge roll, this character may use this superpower. This character adds 2 dice to the defense or dodge roll.

EYE OF AGAMOTTO

This character can modify and reroll ☀ results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

SHIELD OF THE SERAPHIM

Whenever this character rolls dice, after the effect is resolved, it gains 1 ☀ if it rolled at least 1 ☀.

FLIGHT, GEM BEARER [SOUL, TIME]

DOCTOR STRANGE

STEPHEN VINCENT STRANGE

3

4

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7

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2

M

BOLTS OF BEDEVILMENT ⊕4 ⚡5 ☀0

- After this attack is resolved, this character gains ☀ equal to the ⚡ dealt.
- After this attack is resolved, if it dealt ⚡, this character may Push the defender S.
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FLIGHT, GEM BEARER [SOUL, TIME]

MARVEL

CRISIS PROTOCOL

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DOCTOR STRANGE, SORCERER SUPREME
STEPHEN VINCENT STRANGE

3 3 5
7 5
2 M

BALEFUL BOLTS OF BALTHAKK 3 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

DEADLY DAGGERS OF DAVEROTH 5 6 1

- Before choosing a target, this character chooses whether this attack's type is , , or .
- If this attack deals , after this attack is resolved, the defender gains the Poison special condition.

SHINING CIRCLE OF THE SERAPHIM A2 7 6

- Allied characters in of this attack do not suffer from it.
- Cleanse:** After each attack is resolved, remove 1 special condition from this character and each allied character within 2 of it.
- Salve:** After each attack is resolved, remove 1 from this character and each allied character within 2 of it.

SCALPEL OF STRANGE 4

Choose this character or a character within 2 and Place it within 3 of its current position. A character can be Placed by this superpower only once per Turn.

CHOSEN OF THE VISHANTI

During the **Power Phase**, this character gains 2 additional .

EYE OF AGAMOTTO

This character can modify and reroll results. When this character is attacking, defending, or dodging, it may reroll all of its dice.

MYSTIC ARMOR OF STRANGE

When this character is defending against an or attack, for each in the defense roll, it may change one of the attacker's , , or results to a Blank. This character gains 1 for each die changed in this way.

FLIGHT



DOCTOR STRANGE, SORCERER SUPREME
STEPHEN VINCENT STRANGE

3 3 5
7 5
2 M

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FLIGHT

MARVEL CRISIS PROTOCOL MINIATURES GAME

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DOCTOR VOODOO

JERICHO DRUMM

👊 2

🌀 2

👁 4

🫖 6

🔥 4

🛡 2

➡ M

👁 SPIRIT VENOM ⚡ 3 ⚡ 5 ⚡ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- 👁 **Sap Power:** Before ⚡ is dealt, the defender loses 1 ⚡ for each 👁 in the attack roll, and this character gains that amount of ⚡.
- 👁 **Spiritual Strength:** After this attack is resolved, if the defender is ⚡ 2 or less, Throw it S.

👁 STAFF OF LEGBA ⚡ 2 ⚡ 7 ⚡ 3

- 👁 **Power Burn:** Before ⚡ is dealt, the defender loses 1 ⚡ for each 👁 in the attack roll. The defender suffers 1 ⚡ for each ⚡ lost in this way, and does not gain ⚡ for ⚡ suffered as a result of Power Burn.

✚ POSSESSION ⚡ X

This character may spend any number of ⚡ to use this superpower. Choose an enemy character within ⚡ 3 of this character that has a ⚡ equal to or lower than the amount of ⚡ spent to use this superpower. Move the Brother Daniel token to the chosen character. That character drops all objective tokens it is holding. While that character has the Brother Daniel token, it cannot hold objective tokens.

⚡ RECALL SPIRIT ⚡ 3

When this character is targeted by an attack, it may use this superpower. Move the Brother Daniel token to this character from anywhere.

∞ SPIRIT OF BROTHER DANIEL

This character begins the Game with a Brother Daniel token. While this character has the token, add 2 dice to all of its defense and dodge rolls. Whenever this character is Dazed, or another character is Dazed or KO'd while it has the Brother Daniel token, move the token to this character. This character cannot have a Brother Daniel token except the one it begins the game with. When this character is removed from the battlefield, remove its Brother Daniel token from the Game.

Whenever this character rolls dice, after the effect is resolved, it gains 1 ⚡ if it rolled at least 1 🎲.

∞ FLIGHT, IMMUNITY [Hex, INCINERATE]

DOCTOR VOODOO

JERICHO DRUMM

👊 2

🌀 2

👁 4

🫖 6

🔥 4

🛡 2

➡ M

👁 SPIRIT VENOM ⚡ 3 ⚡ 5 ⚡ 0

- After this attack is resolved, this character gains ⚡ equal to the ⚡ dealt.
- 👁 **Sap Power:** Before ⚡ is dealt, the defender loses 1 ⚡ for each 👁 in the attack roll, and this character gains that amount of ⚡.
- 👁 **Spiritual Strength:** After this attack is resolved, if the defender is ⚡ 2 or less, Throw it S.

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∞ FLIGHT, IMMUNITY [Hex, INCINERATE]

MARVEL

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ATOMIC
MASS
GAMES

MARVEL CRISIS PROTOCOL MINIATURES GAME

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DOMINO
NEENA THURMAN

3
 3
 3
 5
 3
 2
 M



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AUTOMATIC PISTOLS 3 4 0

- After this attack is resolved, this character gains 1 .
- Rapid Fire:** After this attack is resolved, this character may make one additional **Automatic Pistol** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

GRENADE BOUNCE 4 4 1

- This attack ignores LOS, and the defender does not benefit from Cover.
- Incinerate:** After this attack is resolved, the defender gains the Incinerate special condition.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

LUCKY SHOT 3 6 3

- The defender does not gain for dealt by this attack.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.

PROBABILITY MANIPULATION X

After this character rolls attack, defense, or dodge dice, before the **Resolve Criticals** step, it may spend any amount of to use this superpower. For each 1 spent, choose 1 to treat as a for the remainder of that attack or collision.

THINGS TEND TO GO MY WAY

When this character is attacking or defending, enemy characters do not roll additional dice for results in their attack or defense rolls.

DOMINO
NEENA THURMAN

3
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 3
 6
 3
 2
 M



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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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DORMAMMU
DORMAMMU

4 4 5

10 8

5 M

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SHADOW BOLT 4 6 0

- Sap Power:** Before 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 3 8 5

- 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 . 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 3

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

⚡ FEEL THE POWER OF DARKNESS! 2

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 . 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.

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



DORMAMMU
DORMAMMU

4 4 5

12 8

5 M

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

MARVEL

CRISIS PROTOCOL

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DRACULA

VLAD DRACULA

4

3

4

7

5

3

M

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ANCESTRAL BLADE

2 7 0

- After this attack is resolved, this character gains equal to the dealt.
- Curse of Shadows:** After this attack is resolved, the defender gains 1 of the following special conditions: Bleed, Slow, Root, or Hex.

BLOOD FEAST

2 6 1

- After this attack is resolved, this character removes 1 from itself for each dealt.
- After this attack is resolved, the defender gains the Bleed special condition.

FURY OF THE VAMPIR

3 8 4

- If the defender has the Bleed special condition, this character may reroll any number of attack dice.
- After this attack is resolved, if the defender is 4 or less, this character may Throw it Away M.

HYPNOTIC STARE

2

Choose an enemy character within 3. Advance the chosen character S. This superpower can be used only once per Turn.

ETERNAL HUNGER

2

After an attack against this character is resolved, it may use this superpower. If the attacker is within 3, this character may make an attack against the attacker. This superpower can be used only once per Turn.

SHAPESHIFTING

1

When this character begins a move action during its Activation, it may use this superpower. If it does, choose 1 of the following effects to resolve before moving:

- Bat:** This character gains the **Flight** superpower during this move action.
- Wolf:** Increase this character's Speed to 1 during this move action.
- Mist:** Drop all objective tokens and remove all special conditions and up to 2 from this character.

UNHOLY VAMPIRIC IMMORTALITY

At the end of this character's Activation, it gains 1 and removes 1 from itself for each other character within 3 of it that has the Bleed special condition.

DRACULA

VLAD DRACULA

4

3

4

7

5

3

M

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DRAX THE DESTROYER

DRAX

3

3

2

6

3

2

M



BLADES

⊕2 ⊖5 ⊛0

- After this attack is resolved, this character gains ⊛ equal to the ⊖ dealt.
- If the defender has the Bleed special condition, this character may reroll 2 attack dice during this attack.
- ⊙ **Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

HEADBUTT

⊕2 ⊖4 ⊛2

- ⊙ **Stun:** After this attack is resolved, the defender gains the Stun special condition.
- After this attack is resolved, if the defender is ⊖ 3 or less, this character may Push it Away ⊖.

TITAN KILLER

⊕2 ⊖3 ⊛3

- Add 1 die to this attack roll for every ⊖ on this character.
- ⊙ **Throw:** Before ⊖ is dealt, if the defender is ⊖ 4 or less, this character may Throw it Away ⊖.

THE DESTROYER

⊕2 ⊛3

Choose an interactive terrain feature or an enemy character, both of ⊖ 3 or less and within ⊕ 2, and Throw it ⊖. This superpower can be used only once per Turn.

DRIVEN BY VENGEANCE

⊛0

When this character is damaged by an enemy attack, this character may use this superpower. Place a Vengeance token on or move an existing Vengeance token to the enemy character that caused the effect. While this character is attacking a character that has a Vengeance token, this character rolls 3 additional attack dice. After this attack is resolved, the Vengeance token is removed. This character may have only 1 Vengeance token in play at a time.

I CAN TAKE IT

When this character would suffer 1 or more ⊖ from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

DRAX THE DESTROYER

DRAX

3

3

2

6

3

2

M



BLADES

⊕2 ⊖5 ⊛0

- After this attack is resolved, this character gains ⊛ equal to the ⊖ dealt.
- If the defender has the Bleed special condition, this character may reroll 2 attack dice during this attack.
- ⊙ **Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

HEADBUTT

⊕2 ⊖4 ⊛2

- ⊙ **Stun:** After this attack is resolved, the defender gains the Stun special condition.
- After this attack is resolved, if the defender is ⊖ 3 or less, this character may Push it Away ⊖.

TITAN KILLER

⊕2 ⊖3 ⊛3

- Add 1 die to this attack roll for every ⊖ on this character.
- ⊙ **Throw:** Before ⊖ is dealt, if the defender is ⊖ 4 or less, this character may Throw it Away ⊖.

THE DESTROYER

⊕2 ⊛3

Choose an interactive terrain feature or an enemy character, both of ⊖ 3 or less and within ⊕ 2, and Throw it ⊖. This superpower can be used only once per Turn.

DRIVEN BY VENGEANCE

⊛0

When this character is damaged by an enemy attack, this character may use this superpower. Place a Vengeance token on or move an existing Vengeance token to the enemy character that caused the effect. While this character is attacking a character that has a Vengeance token, this character rolls 3 additional attack dice. After this attack is resolved, the Vengeance token is removed. This character may have only 1 Vengeance token in play at a time.

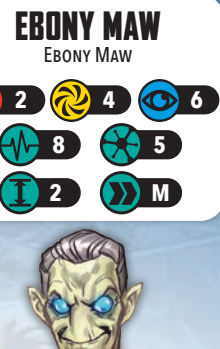
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MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
 August 2026 Stat Card Updates

EBONY MAW

EBONY MAW



STATS
 HP 2 AGILITY 4 STRENGTH 6
 ENDURANCE 8 DEFENSE 5
 INITIATIVE 2 MOVEMENT M

BLACK TONGUE

- After this attack is resolved, this character gains 1 ☼.
- ☹️ **Sinister Influence:** After this attack is resolved, this character may Advance the defender S.

HERALD OF DOOM

- The defender does not gain ☼ for ⚔️ dealt by this attack.
- ☹️ **Throw:** After this attack is resolved, if the defender is ⬇️ 2 or less, this character may Throw it S.

TELEKINETIC POWERHOUSE

Choose an interactive terrain feature of ⬇️ 4 or less within ☼ 3 and Throw it L. This superpower can be used only once per Turn.

TELEKINETIC DEFLECTION

If this character would suffer a collision, it may use this superpower. This character does not suffer ⚔️ from this collision.

MIND OVER MATTER

When an enemy character targets this character with an attack, this character may use its 🌀 Defense regardless of the attack's type, unless the attacking character pays 2 ☼.

INCREDIBLE PSYCHIC POTENTIAL

During the **Power Phase**, this character gains 2 additional ☼.

FLIGHT, GEM BEARER [MIND, SPACE]

EBONY MAW
EBONY MAW

2 4 6
7 5
2 M

BLACK TONGUE 4 6 0

- After this attack is resolved, this character gains 1.
- Sinister Influence:** After this attack is resolved, this character may Advance the defender S.

HERALD OF DOOM 4 8 4

- The defender does not gain for dealt by this attack.
- Throw:** After this attack is resolved, if the defender is 2 or less, this character may Throw it S.

TELEKINETIC POWERHOUSE 3

Choose an interactive terrain feature of 4 or less within 3 and Throw it L. This superpower can be used only once per Turn.

TELEKINETIC DEFLECTION 2

If this character would suffer a collision, it may use this superpower. This character does not suffer from this collision.

MIND OVER MATTER

When an enemy character targets this character with an attack, this character may use its Defense regardless of the attack's type, unless the attacking character pays 2.

INCREDIBLE PSYCHIC POTENTIAL

During the **Power Phase**, this character gains 2 additional.

FLIGHT, GEM BEARER [MIND, SPACE]

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MARVEL

CRISIS PROTOCOL

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ECHO

MAYA LOPEZ

3

3

3

5

3

2

L

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STUDIED STRIKE

2 4 0

- After this attack is resolved, this character gains 1 .
- If this character has already attacked the defender this Turn, add 3 dice to this attack roll.

BULLSEYE

4 4 0

- After this attack is resolved, this character gains 1 .
- The defender cannot modify its defense dice during this attack.

I KNOW YOUR MOVES BETTER THAN YOU

2 6 3

- The defender does not add results in its defense roll to its total successes and cannot add additional dice to its defense roll from results.
- After this attack is resolved, this character may Advance .

CHARGE

2

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

DEATH DANGER

While attacking, during the **Modify Dice** step, this character may change 1 of its attack dice to a for each in the opposing defense roll. While defending, during the **Modify Dice** step, this character may change 1 of its defense dice to a for each in the opposing attack roll.

ON THE PROWL

While this character is within 1 of a terrain feature of 2 or more, this character gains the **Stealth** superpower.

WALLCRAWLER

ECHO

MAYA LOPEZ

3

3

3

6

3

2

L

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STUDIED STRIKE

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2 6 3

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WALLCRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ELECTRO

MAX DILLON

3

4

3

7

4

2

5



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ELECTRIC DISCHARGE

4

5

0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\otimes$ Shock: After this attack is resolved, the defender gains the Shock special condition.

OVERLOAD THE GRID

3

6

4

- When creating the dice pool for this attack, this character may destroy a terrain feature of $\ominus$ 3 or less within $\oplus$ 3 of this character. If it does, add dice to the attack roll equal to the destroyed terrain feature's $\ominus$.

RIDE THE WIRES

2

Choose a terrain feature of $\ominus$ 2 or greater within $\oplus$ 3 of this character. This character drops all objective tokens it is holding, then is Placed within $\oplus$ 2 of the chosen terrain feature. This superpower can be used only once per Turn.

LIVE WIRE

2

When an enemy character ends a movement within $\oplus$ 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 $\otimes$ for each $\oplus$ and $\ominus$ rolled.

ELECTROSTATIC

1

After an attack targeting this character is resolved, it may use this superpower. If the attacking character is within $\oplus$ 3, it suffers 1 $\otimes$ and gains the Shock special condition.

FLIGHT, IMMUNITY [SHOCK]

ELECTRO

MAX DILLON

3

4

3

7

4

2

5



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ELECTRIC DISCHARGE

4

5

0

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- $\otimes$ Shock: After this attack is resolved, the defender gains the Shock special condition.

OVERLOAD THE GRID

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6

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1

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FLIGHT, IMMUNITY [SHOCK]

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CRISIS PROTOCOL

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ELEKTRA

ELEKTRA NATCHIOS

4

3

3

7

4

2

M

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3

5

0

ANCIENT THROWING BLADES

- After this attack is resolved, this character gains 1 .
- After this attack is resolved, if there is not an allied **Hand Ninjas** character in play, Place it in play within 1 of this character with an Activated token. It is part of your Squad.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

1

8

5

IMPALE

- If an allied **Hand Ninjas** character is within 2 of the defender, add 2 dice to the attack roll.
- The defender does not add results in its defense roll to its total successes and cannot add additional dice to its defense roll as a result of results.
- After this attack is resolved, this character may Advance M.

2

ASSASSIN'S STEP

When this character deals to an enemy character with an attack, after the attack is resolved, it may use this superpower. Place this character within 1 of the enemy character. This superpower can be used only once per Turn.

2

MARTIAL PROWESS

When this character is targeted by an attack within 2, it may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. Then, if this character suffered no from the attack, after the attack is resolved, the attacker suffers 2 .

OUT FOR BLOOD

When this character deals to an enemy character with an attack or superpower, after the attack or superpower is resolved, this character gains 1 .

STEALTH

ELEKTRA

ELEKTRA NATCHIOS

4

3

3

7

4

2

M

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3

5

0

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1

8

5

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2

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OUT FOR BLOOD

When this character deals to an enemy character with an attack or superpower, after the attack or superpower is resolved, this character gains 1 .

STEALTH

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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ELSA BLOODSTONE
ELSA BLOODSTONE

4
 3
 4

7
 4

2
 M

MONSTER HUNTING WEAPONS 4 5 0

- Before choosing a target, this character chooses whether the attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Hellfire**: After this attack is resolved, the defender gains the Incinerate and Slow special conditions.

BLOODGEM BLAST 3 6 1

- During the **Pay** step of this attack, this character may spend up to three additional . Add 1 die to this attack for each spent in this way.
- Degeneration**: After this attack is resolved, the defender cannot have removed from it during this Activation Phase.

★ LEGION OF MONSTERS (AFFILIATION: MIDNIGHT SONS)

Once per Turn, when an allied character targets a character with an attack, it may pay 1 . If it does, the attack gains your choice of 1 of the following effects:

- Boom!**: Before is dealt, each other character within 2 of the target character suffers 1 .
- Horri-fy**: After this attack is resolved, the target character gains the Root special condition.
- Silver Bullet**: caused by this attack cannot be reduced or prevented by superpowers or Team Tactic Cards.

✦ RUN AND GUN 2

Action: This character immediately makes an attack action followed by a move action.

⚡ SUPERNATURAL SENSES 2

While this character is defending against a or attack, during the **Modify Dice** step of the attack, it may use this superpower. This character may reroll any number of its defense dice, including results.

∞ BEARER OF THE BLOODGEM

When an enemy character causes this character to gain one or more special conditions, after the effect is resolved, the enemy character suffers 1 . Additionally, this character cannot be Advanced or Placed by the effects of attacks or enemy superpowers.



ELSA BLOODSTONE
ELSA BLOODSTONE

4
 3
 4

7
 4

2
 M

MONSTER HUNTING WEAPONS 4 5 0

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- After this attack is resolved, this character gains equal to the dealt.
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CRISIS PROTOCOL

MINIATURES GAME

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EMMA FROST (NORMAL)

EMMA FROST

2

3

5

7

4

2

M



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4

5

0

PSYCHIC SPIKE

- After this attack is resolved, this character gains equal to the dealt.
- Bend Will:** After this attack is resolved, this character may Advance the defender S.

3

8

4

HANDS OFF

- Terrify:** Before is dealt, this character may Advance the defender its Away from this character. If it does, the defender suffers 1.

3

TELEPATHIC LASH

Choose an enemy character within 3 of this character and roll 3 dice. The chosen character suffers 1 for each , , and rolled. If this superpower deals at least 1 , Advance the chosen character S. This superpower can be used only once per Turn.

0

DIAMOND FORM

When this character is targeted by an attack or would make a dodge roll, it may use this superpower. This character transforms into **Emma Frost (Diamond)**.

2

SHIELD MIND

When this character or an allied character within 4 of it would be Advanced, Placed, or Pushed by the effects of an enemy attack or enemy superpower, this character may use this superpower. The allied character is not Advanced, Placed, or Pushed.

0

POWER INHIBITION

During this character's Activation, enemy characters cannot use superpowers or Reactive Team Tactic Cards.

EMMA FROST (NORMAL)

EMMA FROST

2

3

5

7

4

2

M



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4

5

0

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8

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CRISIS PROTOCOL

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EMMA FROST (DIAMOND)

EMMA FROST

5

5

4

7

4

2

M



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DIAMOND STRIKE

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

SHATTER

A2 7 5

- After all attacks are resolved, this character may transform into **Emma Frost (Normal)**.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

SOMETIMES ONE MUST GET THEIR HANDS DIRTY

3

Choose an interactive terrain feature or an enemy character, both of 3 or less and within 2, and Throw it M. This superpower can be used only once per Turn.

DIAMOND MIND

This character cannot play Team Tactic Cards.

FAR FROM MY BEST LOOK

At the start of this character's Activation, it may transform into **Emma Frost (Normal)**. If it does, this character loses all of its .

At the end of this character's Activation, if it began that Activation as **Emma Frost (Diamond)**, it transforms into **Emma Frost (Normal)**.

PSYCHIC IMMUNITY

This character cannot be Pushed or Advanced by the special rules of attacks or enemy superpowers. Additionally, when defending against attacks, this character counts Blank results in its defense roll as successes.

IMMUNITY [BLEED, INCINERATE, POISON, STUN]

EMMA FROST (DIAMOND)

EMMA FROST

5

5

4

7

4

2

M



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DIAMOND STRIKE

2 5 0

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IMMUNITY [BLEED, INCINERATE, POISON, STUN]

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ENCHANTRESS

AMORA

2

2

5

7

4

2

M



SPURNED AFFECTION

• After each attack is resolved, this character gains 1 .
 • **Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .

ENTHRALL

• **Slow:** After this attack is resolved, the defender gains the Slow special condition.
 • **Stun:** After this attack is resolved, the defender gains the Stun special condition.
 • **Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

AMORA'S KISS

Action: Choose an enemy character within 1 of this character. Move 1 objective token the chosen character is holding to this character. This character is now holding that token. This character cannot hold more tokens than the Crisis specifies.

HEL HATH NO FURY. . .

Choose an interactive terrain feature of 2 or less within 3 and Throw it M. This superpower can be used only once per Turn.

SIREN'S CALL

Choose an enemy character within 3 and Advance that character S. This superpower can be used only once per Turn.

ASGARDIAN

During the **Power Phase**, this character gains 1 additional .

ENCHANTING

When an enemy character targets this character with an attack, it may use its Defense regardless of the attack's type unless the attacking character pays 2 .

FLIGHT

ENCHANTRESS

AMORA

2

2

5

6

4

2

M



SPURNED AFFECTION

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FLIGHT

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MARVEL

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FRANKENSTEIN'S MONSTER

ADAM

4

3

3

8

4

3

M

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FRANK'S FISTS

• After this attack is resolved, this character gains 1 .

 • @ Push: After this attack is resolved, if the defender is 4 or less, this character may Push it S.

THICK SKULL

• After this attack is resolved, if was dealt, the defender gains the Stagger special condition.

THE MONSTER'S FURY

• Add dice to the attack roll equal to the amount of this character has.

 • @ Hurl: After this attack is resolved, if the defender is 4 or less, Throw it M.

CHARGE

Action: This character immediately makes a move action followed by an attack action. This superpower can be used only once per Turn.

FRANK'S RAMPAGE

Choose an interactive terrain feature of 4 or less and within 2 and Throw it M. This superpower can be used only once per Turn.

REPLACEMENT PARTS

Remove 2 from this character. This superpower can be used only once per Turn.

IMMUNITY [SHOCK]

FRANKENSTEIN'S MONSTER

ADAM

4

3

3

7

4

3

M

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IMMUNITY [SHOCK]

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CRISIS PROTOCOL

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GAMBIT

REMY LEBEAU

3

3

3

5

3

2

M

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Bo STAFF

2

4

0

- After this attack is resolved, this character gains 1 .
- Push:** Before is dealt, if the defender is 3 or less, this character may Push it away S.

KINETIC ACE

3

4

0

- After this attack is resolved, this character gains equal to the dealt.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

52 CARD PICKUP

B4

5

3

- Stun:** After each attack is resolved, the defender gains the Stun special condition.

A LITTLE SOMETHING EXTRA

1

While this character is attacking, during the **Modify Dice** step, it may use this superpower. This character may change 1 in its attack roll to a .

ENHANCED AGILITY

2

After an attack targeting this character is resolved, it may use this superpower. The attacking character suffers 1 . This character may Advance S.

THE CARDS ALWAYS BE IN MY FAVOR

When this character is attacking, defending, or dodging, each in its roll counts as 2 successes.

GAMBIT

REMY LEBEAU

3

3

3

6

3

2

M

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Bo STAFF

2

4

0

- After this attack is resolved, this character gains 1 .
- Push:** Before is dealt, if the defender is 3 or less, this character may Push it away S.

KINETIC ACE

3

4

0

- After this attack is resolved, this character gains equal to the dealt.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

52 CARD PICKUP

B4

5

3

- Stun:** After each attack is resolved, the defender gains the Stun special condition.

A LITTLE SOMETHING EXTRA

1

While this character is attacking, during the **Modify Dice** step, it may use this superpower. This character may change 1 in its attack roll to a .

ENHANCED AGILITY

2

After an attack targeting this character is resolved, it may use this superpower. The attacking character suffers 1 . This character may Advance S.

THE CARDS ALWAYS BE IN MY FAVOR

When this character is attacking, defending, or dodging, each in its roll counts as 2 successes.

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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GAMORA

GAMORA

3

3

3

7

4

2

L

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GOD SLAYER

2

6

0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it dealt , the defender gains the Bleed special condition.

COSMIC ASSASSIN

3

6

4

- Pierce**: Change 1 of the defender's , , or results to a Blank.
- Rapid Strike**: After this attack is resolved, this character may make an additional **Cosmic Assassin** attack without paying the cost. The additional attack must target another character within 2 of the original target character and may be any distance from this character. This additional attack does not have the **Rapid Strike** special rule.

ASSASSIN LEAP

2

Throw this character . This character does not suffer if it collides with another character or terrain feature. This superpower can be used only once per Turn.

MARTIAL PROWESS

2

When this character is targeted by an attack within 2, it may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. If this character suffers no from the attack, after the attack is resolved, the attacker suffers 2 .

DEADLIEST WOMAN IN THE GALAXY

When this character makes an attack, it may change 1 die result to a for each in the attack roll.

STEALTH

GAMORA

GAMORA

3

3

3

7

4

2

L

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PATRICK BROWN AND ALEX TRIP

GOD SLAYER

2

6

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STEALTH

MARVEL

CRISIS PROTOCOL

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GHOST RIDER

JOHNATHON BLAZE

3
 4
 4

8
 5

3
 M



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CHAINS OF DAMNATION

3
 6
 0

- After this attack is resolved, this character gains equal to the dealt.
- Hex: After this attack is resolved, the defender gains the Hex special condition.

FLAMES OF HELL

B3
 5
 2

- If this attack deals , after this attack is resolved, the defender gains the Incinerate special condition.

PENANCE STARE

3
 5
 5

- Add dice to the attack roll equal to the amount of the defender has, to a maximum of 5.
- Instead of gaining for the dealt by this attack, the defender loses 1 for each dealt.

HELL ON WHEELS

3

Advance this character . This superpower can be used only once per Turn.

WICKED'S JUDGMENT

2

After an attack made by a character within 3 of this character is resolved, if that attack targeted another allied character, this character may use this superpower. The attacking character suffers 1 for each in its attack roll.

SPIRIT OF VENGEANCE

After an attack targeting another allied character is resolved, if it dealt , this character gains 1 .

IMMUNITY [BLEED, HEX, INCINERATE, POISON]

GHOST RIDER

JOHNATHON BLAZE

3
 4
 4

7
 5

3
 M



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CHAINS OF DAMNATION

3
 6
 0

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IMMUNITY [BLEED, HEX, INCINERATE, POISON]

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CRISIS PROTOCOL

MINIATURES GAME

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GHOST-SPIDER

GWEN STACY

3

3

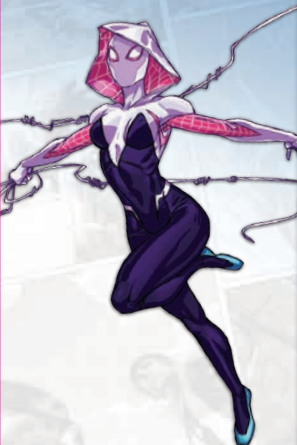
3

5

3

2

L



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SPIDER TECHNIQUE

$\oplus 2$ $\ominus 4$ $\odot 0$

- After this attack is resolved, this character gains $\oplus$ equal to the $\odot$ dealt.
- If this character has already attacked the defender during its Activation this Turn, add 3 dice to this attack roll.
- After this attack is resolved, if this character has Advanced or been Placed during its Activation this Turn, it may Advance $\ominus$.

IMPACT WEBBING

$\oplus 4$ $\ominus 4$ $\odot 0$

- After this attack is resolved, this character gains 1 $\oplus$.
- $\odot$ Push: Before $\odot$ is dealt, If the defender is $\ominus 2$ or less, this character may Push it Away $\odot$.

FREESTYLE BEATDOWN

$\oplus 2$ $\ominus 6$ $\odot 3$

- After this attack is resolved, If it dealt $\odot$ and the defender is $\odot 3$ or less, this character may Throw it Away $\odot$.

WEB LINE

$\odot 2$

Push an enemy character within $\oplus 4$ and in LOS Toward this character $\odot$. A character can be Pushed by this superpower only once per Turn.

LIFE SAVER

$\odot 2$

When an enemy character targets another allied character with an attack, if the defender is within LOS and $\oplus 4$, this character may use this superpower. Push the defender Toward this character $\odot$. If, at the end of the Push, the defender is outside of the attack's $\oplus$ or the attacker's LOS, the attack ends. If it is the attacker's Activation and the attack did not target multiple characters, it may make another action. This superpower can be used only once per Turn.

WALL CRAWLER

GHOST-SPIDER

GWEN STACY

3

3

3

6

3

2

L



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$\oplus 2$ $\ominus 4$ $\odot 0$

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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GLADIATOR

KALLARK

4

5

4

9

6

2

M



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⚔️ PRAETOR PUNCH

⊕3 ⊖6 ⚙0

- After this attack is resolved, this character gains ⚙ equal to the ☹ dealt.
- ☹ **Suppressive**: After this attack is resolved, the target character loses 1 ⚙ for each ☹ in the attack roll.

🌀 EYE BEAM

⊕B4 ⊖5 ⚙2

- ☹ **Incinerate**: After this attack is resolved, the target character gains the Incinerate special condition.

⚔️ MAJESTOR'S MIGHT

⊕3 ⊖10 ⚙5

- ☹ **Stagger**: After this attack is resolved, the target character gains the Stagger special condition.
- ☹ **Throw**: Before ☹ is dealt, this character may Throw the target character Away Ⓢ.

✦ FOR THE EMPRESS AND EMPIRE!

⚙3

Action: This character immediately makes a move action followed by a **Praetor Punch** attack. If this attack deals ☹, this character gains 1 Confidence token. This superpower can be used only once per Turn.

✦ IMPERIAL AUTHORITY

⚙3

Choose an interactive terrain feature of Size 4 or less within ⊕ 2 of this character and Throw it Ⓛ. This superpower can be used only once per Turn.

∞ THE MAJESTOR'S BRAVADO

When this character deals ☹ with a **Praetor Punch** attack, after the attack is resolved this character gains 1 Confidence token. When this character suffers ☹, it loses 1 Confidence token. This character may have a maximum of 5 Confidence tokens at any time.

When this character makes an attack, it adds 1 die to the attack roll for each Confidence token it has.

∞ ALPHA STRONTIAN PHYSIOLOGY

During the **Power Phase**, this character gains 1 additional ⚙.

∞ FLIGHT

GLADIATOR

KALLARK

4

5

4

9

6

2

M



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