

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### GORGON

GORGON PETRAGON

4

3

3

6

3

2

M



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MADE 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.

HOOF QUAKE

B3

4

0

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

GOD CRUSHER

3

8

4

- After this attack is resolved, if the defender is 4 or less, this character may Throw it Away.
- Stagger: After this attack is resolved, the defender gains the Stagger special condition.

CHARGE

2

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

YOU'RE GOING TO HAVE TO DEAL WITH ME FIRST

2

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.

INHUMAN

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

IMMUNITY [POISON]

### GORGON

GORGON PETRAGON

4

3

3

5

3

2

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IMMUNITY [POISON]

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### GREEN GOBLIN

NORMAN OSBORN

4

3

3

8

4

3

M



#### PUMPKIN BOMBS

• 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.
 • ☹️ **Bag of Tricks:** Before ☹️ is dealt, the defender gains 1 of the following special conditions: Bleed, Incinerate, or Poison.

#### NIGHT OF THE GOBLIN

• Before choosing a target, this character chooses whether this attack's type is ☹️ or ☹️.
 • After this attack is resolved, if it dealt ☹️, the defender gains the Poison and Incinerate special conditions.

#### ★ OSCORP WEAPONRY (AFFILIATION: SPIDER-FOES)

Once per Turn, while an allied character is attacking, during the **Modify Opponent's Dice** step, it may reroll 1 opposing defense die.

#### ✚ HIT AND RUN

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

#### ⚡ TRICK OR TREAT

When an enemy character ends an Advance or is Placed within ☹️ 4 of this character, this character may use this superpower. Choose an interactive terrain feature of ☹️ 3 or less within ☹️ 2 of that enemy character. Destroy the chosen terrain feature. That enemy character suffers a collision as if the chosen terrain feature had collided with it.

#### ∞ ARCHNEMESIS (PETER PARKER)

When attacking **Peter Parker**, this character may 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 **Peter Parker** within ☹️ 3 of this character, this character's first action must be an attack action targeting that **Peter Parker**, if possible.

#### ∞ FLIGHT

### GREEN GOBLIN

NORMAN OSBORN

3

3

5

6

4

3

M



#### PUMPKIN BOMBS

• Before choosing a target, this character chooses whether this attack's type is ☹️ or ☹️.
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 • After this attack is resolved, if it dealt ☹️, the defender gains the Poison and Incinerate special conditions.

#### ★ OSCORP WEAPONRY (AFFILIATION: SPIDER-FOES)

Once per Turn, while an allied character is attacking, during the **Modify Opponent's Dice** step, it may reroll 1 opposing defense die.

#### ✚ GLIDER RAM

This character is Thrown M. It does not suffer ☹️ if it collides with another character or terrain feature. This superpower may be used only once per Turn.

#### ∞ ARCHNEMESIS (PETER PARKER)

When attacking **Peter Parker**, this character may 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 **Peter Parker** within ☹️ 3 of this character, this character's first action must be an attack action targeting that **Peter Parker**, if possible.

#### ∞ UNSTABLE PSYCHE

This character cannot Interact with or hold objective tokens. During the **Power Phase**, roll 5 dice. For each ☹️, ☹️, and ☹️ rolled, this character gains 1 ☹️.

#### ∞ FLIGHT



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### August 2026 Stat Card Updates

### GROOT

I AM GROOT

4

2

3

7

3

3

5



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#### STRIKE

3 5 0

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

#### I AM GROOT!

2 8 5

- Before is dealt, this character may Throw the defender M.
- After this attack is resolved, the defender gains the Stagger special condition.

#### LIVING PLANT

2

Remove up to 3 from this character. This superpower can be used only once per Turn.

#### TANGLING VINES

2

Choose an enemy character within 3. The chosen character gains the Root special condition.

### GROOT

I AM GROOT

4

2

3

7

3

3

5



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#### STRIKE

3 5 0

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

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# MARVEL

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## MINIATURES GAME

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**GWENOM**  
GWEN STACY

4 2 3

7 4

2 L

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**SYMBIOTE SPIDER TECHNIQUE** +3 -5 0

- After this attack is resolved, this character gains + equal to the dealt.
- If this character has already attacked the defender during its Activation this Turn, this character may reroll any number of its attack dice for this attack.
- After this attack is resolved, if this character has Advanced or been Placed during its Activation this Turn, it may Advance L.

**MAXIMUM GWENOM** +3 -7 3

- After this attack is resolved, this character removes 1 from itself for each dealt.
- Rampage:** After this attack is resolved, deal 1 to each other enemy character within + 3 of this character.

**DARK RAGE** 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.

**PICK ON SOMEONE YOUR OWN SIZE** 2

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

**SPIDER-SENSE**

When this character is defending against a or attack or making a dodge roll, it may reroll up to 2 of its defense or dodge dice.

**WALL CRAWLER**



**GWENOM**  
GWEN STACY

4 2 3

8 4

2 L

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- After this attack is resolved, this character gains + equal to the dealt.
- If this character has already attacked the defender during its Activation this Turn, this character may reroll any number of its attack dice for this attack.
- After this attack is resolved, if this character has Advanced or been Placed during its Activation this Turn, it may Advance L.

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**WALL CRAWLER**



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### August 2026 Stat Card Updates

### GWENPOOL

GWENDOLYN POOLE

4

3

4

6

4

2

M



#### STABBY SWORDS

• After this attack is resolved, this character gains  $\oplus$  equal to the  $\text{⚡}$  dealt.  
 •  $\text{⦿}$  **Pierce**: Change 1 of the defender's  $\text{⚡}$ ,  $\text{⦿}$ , or  $\text{⚡}$  results to a Blank.

#### GWENPOOL'S BAG OF TRICKS

• After this attack is resolved, this character gains 1  $\text{⚡}$ .  
 •  $\text{⦿}$   $\text{⚡}$  **Gwenpool Special**: After this attack is resolved, the defender gains 1 of the following special conditions: Bleed, Incinerate, Poison, or Shock.

#### THIS END TOWARD TARGET

• After this attack is resolved, the defender gains the Incinerate and Stun special conditions.  
 •  $\text{⦿}$  **Scorched Earth**: Before  $\text{⚡}$  is dealt, all other characters within  $\oplus 2$  of the defender suffer 1  $\text{⚡}$  and gain the Incinerate special condition.

#### TRAVEL THROUGH GUTTER SPACE

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.

#### RETCON POWERS ACTIVATE!

While this character is attacking or defending, during the **Modify Dice** step, it may spend up to 3  $\text{⚡}$  to use this superpower. For each 1  $\text{⚡}$  spent, this character may reroll 1 of its attack or defense dice. This superpower may be used only once per Turn.

#### PLOT ARMOR

When this character would suffer  $\text{⚡}$  from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

### GWENPOOL

GWENDOLYN POOLE

4

3

4

7

4

2

M



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### HAWKEYE

CLINTON BARTON

4

2

2

5

3

2

M

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#### ARROW SHOT

5 5 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.
- Full Quiver:** After this attack is resolved, the defender gains 1 of the following special conditions: Bleed, Poison, Shock, or Slow.

#### HOOK ARROW

2

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

#### TRICK SHOT

1

The next **Arrow Shot** attack this character makes ignores LOS, and the defender does not benefit from Cover.

#### FAST DRAW

1

When this character is targeted by an attack, if the attacker is not within 3 of this character, this character may use this superpower. This character immediately makes an **Arrow Shot** attack targeting the attacking character.

### HAWKEYE

CLINTON BARTON

4

2

2

6

3

2

M

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### August 2026 Stat Card Updates

HEIMDALL, THE ALL-SEEING

HEIMDALL

3

3

3

6

3

2

M

STRIKE

2

5

0

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

HOFUND

2

7

3

- If this attack deals , after this attack is resolved, this character may Push the defender Away M.

GUARDIAN OF THE BIFROST

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.

ALL-SEEING EYES

2

When an allied character within 4 is attacking, defending, or dodging, during the **Modify Dice** step, this character may use this superpower. The allied character may reroll up to 2 of its own dice.

Alternatively, when an allied character within 4 rolls dice for a Crisis Card or Team Tactic Card, this character may use this superpower. The allied character may reroll up to 2 of its own dice.

FOREFEND

2

When an enemy character ends a movement within 2 of this character, this character may use this superpower. Immediately make a **Strike** attack against the enemy character. This superpower can be used only once per Turn.

ASGARDIAN

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

HEIMDALL, THE ALL-SEEING

HEIMDALL

3

3

3

6

3

2

M

STRIKE

2

5

0

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2

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# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### HELA, QUEEN OF HEL

HELA

4

4

4

7

4

2

M



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#### HELFORGED BLADE

3 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.

#### CLAIM SOUL

4 6 1

- After this attack is resolved, If it dealt , this character gains 1 Captured Soul token.

#### RAIN OF HEL

3 7 3

- If the defender has the Bleed special condition, it does not count results as successes when defending against this attack.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

#### ARMY OF HEL

0

Spend 1 or more Captured Soul tokens. During the next **Hel-Forged Blade** or **Rain of Hel** attack made by this character this Turn, add 1 die to its attack roll for each Captured Soul token that was spent. If a Captured Soul token was spent, after the attack is resolved, the defender gains the Bleed special condition. This superpower can be used only once per Turn.

#### DEATH'S EMBRACE

2

Choose an enemy character within 3. Advance this character Toward the chosen character S. Then, if this character is within 1 of the chosen character, roll 4 dice. For each and in the result, the chosen character suffers 1 . For each suffered this way, this character may remove 1 from itself. This superpower can be used only once per Turn.

#### ASGARDIAN

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

#### GODDESS OF DEATH

When another character is Dazed or KO'd, this character gains 1 Captured Soul token. This character may have a maximum of 3 Captured Soul tokens at any time.

### HELA, QUEEN OF HEL

HELA

4

4

4

5

4

2

M



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#### HELFORGED BLADE

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#### QUEEN OF HEL

0

When this charcter would be KO'd, If it has 3 Captured Soul tokens, it may use this superpower. Remove all and Captured Soul tokens from this character. It is not KO'd.

#### ASGARDIAN

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

#### GODDESS OF DEATH

When another character is Dazed or KO'd, this character gains 1 Captured Soul token. This character may have a maximum of 3 Captured Soul tokens at any time.



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## MINIATURES GAME

### August 2026 Stat Card Updates

### HONEY BADGER

GABRIELLE KINNEY

3

2

2

5

2

2

M

#### CLAW SLASH

- 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.

#### HAMSTRING

- After this attack is resolved, if it dealt ☹, the defender gains the Slow and Bleed special conditions.
- ☹ Elusive: After this attack is resolved, this character may Advance M.

#### TOO DANGEROUS TO IGNORE

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.

#### ANKLEBITER

This character cannot Contest or Interact with Secure objective tokens. Additionally, when an enemy character within ☼ 1 of this character is attacked by another allied character, that enemy character rolls 1 less defense die.

#### LIL' SIS

When an allied **Laura Kinney** within ☼ 3 of this character is damaged by an enemy effect, after the effect is resolved, this character may Advance M Toward the character that damaged **Laura Kinney**. This character may move only once per Turn as a result of this superpower.

#### HEALING FACTOR [1]

### HONEY BADGER

GABRIELLE KINNEY

3

2

2

4

2

2

M

#### CLAW SLASH

- 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.

#### HAMSTRING

- After this attack is resolved, if it dealt ☹, the defender gains the Slow and Bleed special conditions.
- ☹ Elusive: After this attack is resolved, this character may Advance M.

#### TOO DANGEROUS TO IGNORE

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.

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#### HEALING FACTOR [1]

# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates

### HOOD (NORMAL)

PARKER ROBBINS

2
 2
 3

5
 3

2
 M

#### HEX SHOT

3
 4
 0

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

#### DARK LIGHTNING

3
 6
 3

- After this attack is resolved, the defender gains the Shock special condition.
- Arc:** After this attack is resolved, choose a number of other enemy characters within 3 of the defender equal to or less than the number of in the attack roll. The chosen characters suffer 1 .

#### BLACK ARTS

3

Choose another allied character within 3 of this character. The chosen character may remove up to 3 . If it does, the chosen character gains the Bleed special condition. A character may be affected by this superpower only once per Round.

#### INVISIBILITY CLOAK

2

When this character is targeted by an attack or would make a dodge roll, it may use this superpower. This character uses its Defense to defend or dodge. During this defense or dodge roll, this character adds Blanks in its roll to its total successes.

#### POSSESSED BY NISANTI

When this character suffers from an enemy effect, after the effect is resolved, this character may transform into **Hood (Possessed)**. If this character would be Dazed, before being Dazed, it transforms into **Hood (Possessed)**, then it is Dazed.

### HOOD (NORMAL)

PARKER ROBBINS

2
 2
 3

6
 3

2
 M

#### HEX SHOT

3
 4
 0

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

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3
 6
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- Arc:** After this attack is resolved, choose a number of other enemy characters within 3 of the defender equal to or less than the number of in the attack roll. The chosen characters suffer 1 .

#### BLACK ARTS

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#### INVISIBILITY CLOAK

2

When this character is targeted by an attack or would make a dodge roll, it may use this superpower. This character uses its Defense to defend or dodge. During this defense or dodge roll, this character adds Blanks in its roll to its total successes.

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### August 2026 Stat Card Updates



**HOOD (POSSESSED)**  
PARKER ROBBINS

2
 2
 3  
 5
 3  
 2
 M

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**RAZOR TALONS** 2 6 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if the defender was Dazed or KO'd by this attack, this character transforms into **Hood (Normal)**.
- Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

**EMPOWERED DARK LIGHTNING** 3 8 4

- After this attack is resolved, the defender gains the Shock special condition.
- After this attack is resolved, this character transforms into **Hood (Normal)**.
- Empowered Arc**: After this attack is resolved, choose a number of other enemy characters within 3 of the defender equal to or less than the number of in the attack roll. The chosen characters suffer 2 .

**CHARGE** 2

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

**DEMONIC RESILIENCE**

When this character would suffer from an enemy effect, reduce the amount suffered by 2, to a minimum of 1.

**MYSTIC VULNERABILITY**

While defending against a attack, this character does not add additional dice to its defense roll as a result of results. If this character is damaged by a attack, after the attack is resolved it transforms into **Hood (Normal)**. If this character would be Dazed by a attack, before being Dazed, it transforms into **Hood (Normal)**, then it is Dazed.



**HOOD (POSSESSED)**  
PARKER ROBBINS

2
 2
 3  
 6
 3  
 2
 M

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**RAZOR TALONS** 2 6 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if the defender was Dazed or KO'd by this attack, this character transforms into **Hood (Normal)**.
- Bleed**: After this attack is resolved, the defender gains the Bleed special condition.

**EMPOWERED DARK LIGHTNING** 3 8 4

- After this attack is resolved, the defender gains the Shock special condition.
- After this attack is resolved, this character transforms into **Hood (Normal)**.
- Empowered Arc**: After this attack is resolved, choose a number of other enemy characters within 3 of the defender equal to or less than the number of in the attack roll. The chosen characters suffer 2 .

**CHARGE** 2

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

**DEMONIC RESILIENCE**

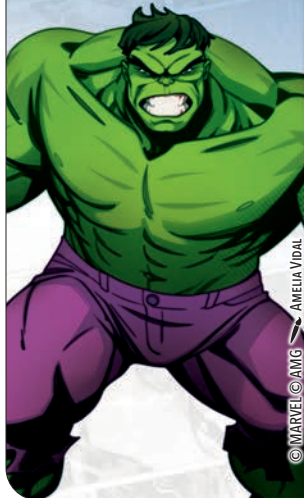
When this character would suffer from an enemy effect, reduce the amount suffered by 2, to a minimum of 1.

**MYSTIC VULNERABILITY**

While defending against a attack, this character does not add additional dice to its defense roll as a result of results. If this character is damaged by a attack, after the attack is resolved it transforms into **Hood (Normal)**. If this character would be Dazed by a attack, before being Dazed, it transforms into **Hood (Normal)**, then it is Dazed.

# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates



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**HULK**  
BRUCE BANNER

4  
 3  
 3  
 20  
 6  
 4  
 5

**STRIKE**  2 7 0

- After this attack is resolved, this character gains equal to the dealt.
- Push**: Before is dealt, this character may Push the defender Away .

**THUNDER CLAP**  B3 5 3

**HULK SMASH!**  2 8 4

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

**GAMMA LEAP**  4

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

**STRONGEST ONE THERE IS**  2

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

**HULK NOT PUNY BANNER**  4

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

**INNER RAGE**

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

**YOU WON'T LIKE ME WHEN I'M ANGRY**

Add 1 die to this character's attack rolls for every 4 it has. Additionally, if this character would flip its Stat Card to the Injured side, it is KO'd instead.

**IMMUNITY [POISON, STUN], PEERLESS**



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# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

### August 2026 Stat Card Updates

#### HULKBUSTER

TONY STARK

4

3

3

14

6

4

M

**HEAVY REPULSOR BLAST** ⊕3 ⊖6 ⚙0

- After this attack is resolved, this character gains ⚙ equal to the ⚡ dealt.
- After this attack is resolved, if it did not deal ⚡, this character gains 1 ⚙.
- After this attack is resolved, Push the defender Away S.

**METEOR PUNCH** ⊕3 ⊖8 ⚙3

- The defender does not gain ⊕ for ⚡ dealt by this attack.
- After this attack is resolved, if it dealt ⚡ and the defender is ⊖4 or less, this character may Throw it Away M.
- ⚡ Explosive: Before ⚡ is dealt, other enemy characters within ⊕2 of the defender suffer 1 ⚡.

**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.

**NOW I'M MAD** ⚙3

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

**BUILT TO TAKE IT** ⚙2

When this character would be Pushed or Thrown, it may use this superpower. This character is not Pushed or Thrown.

**HULK-SCALE ARMOR**

When this would suffer ⚡ from an enemy effect, reduce the amount of ⚡ suffered by 1, to a minimum of 1. Additionally, during the **Power Phase**, this character gains 1 additional ⚙.

**ENHANCED SUPPORT SYSTEMS [IRON MAN (HULKBUSTER)]**

If this character would flip its Stat Card to the Injured side, Place **Iron Man (Hulkbuster)** within ⊕2 of it, then remove this character from the battlefield. **Iron Man (Hulkbuster)** has no ⚡, ⚙, special conditions, or effects and is now part of your Squad.

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#### IRON MAN (HULKBUSTER)

TONY STARK

2

2

3

6

6

2

M

**RAPID REPULSOR BLAST** ⊕4 ⊖4 ⚙0

- After this attack is resolved, this character gains 1 ⚙.
- After this attack is resolved, if the defender is ⊖4 or less, Push it Away S.
- ⚡ Rapid Fire: After this attack is resolved, this character may make an additional **Rapid Repulsor Blast** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

**ALWAYS HAVE A BACKUP** ⚙10

Place a **Hulkbuster** character within ⊕1 of this character. It has no ⚡, ⚙, special conditions, or effects. That **Hulkbuster** gains an Activated token. It is now part of your Squad. Remove this character from the Game.

**NEW PLAN** ⚙2

After an attack targeting this character is resolved, if this character was damaged by that attack, it may use this superpower. This character Advances M.

**AGILE ARMOR**

When this character is defending against a ⊕ or ⚡ attack or making a dodge roll, it may reroll up to 2 of its defense or dodge dice.

**SECONDARY SUPPORT SUIT**

When this character would be Dazed, it is KO'd instead.

**FLIGHT, RESERVE**

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### ICEMAN

BOBBY DRAKE

4

3

3

6

3

2

M

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#### FREEZING BLAST

B3 4 0

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

#### CHILL

3 7 3

- Ⓢ Stagger: After this attack is resolved, the defender gains the Stagger special condition.

#### FREEZE AND FADE

2

**Action:** This character immediately makes an attack action followed by a move action. This character counts as 5 during this move action. This superpower can be used only once per Turn.

#### ICE SLIDE

2

During this character's Activation, when it 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 the allied character within 2 of its current position. This superpower can be used only once per Turn.

#### COLD SNAP

When an enemy character ends a move action or attack action within 2 of this character, it gains the Slow special condition. If the enemy character already has the Slow special condition, it suffers 1 instead.

### ICEMAN

BOBBY DRAKE

4

3

3

6

3

2

M

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#### FREEZING BLAST

B3 4 0

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# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

**INVINCIBLE IRON MAN**  
TONY STARK

4
 3
 3

7
 4

2
 M

**REPULSOR Mk 2** 4 5 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it did not deal , this character gains 1 .
- Push**: Before is dealt, Push the defender Away .

**BILLION-DOLLAR PUNCH** 3 7 3

- Before is dealt, Place this character within 1 of the defender.
- Throw**: After the attack is resolved, if the defender is 3 or less, Throw it Away .

**FOCUSED UNIBEAM** 5 7 4

- When rolling additional dice for results during this attack, roll 2 additional dice instead of 1 for each in the attack roll.
- After this attack is resolved, if the attack roll contains any results, this character suffers 2 .

**★ LET'S GET YOU AN UPGRADE (AFFILIATION: S.H.I.E.L.D.)**

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.

**J.A.R.V.I.S.** X

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

**I AM IRON MAN** 1

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

**∞ FLIGHT**

**INVINCIBLE IRON MAN**  
TONY STARK

4
 3
 3

7
 4

2
 M

**REPULSOR Mk 2** 4 5 0

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- After this attack is resolved, if it did not deal , this character gains 1 .
- Push**: Before is dealt, Push the defender Away .

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**∞ FLIGHT**

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### IRON FIST

DANNY RAND

3

3

3

5

3

2

M



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#### CHI STRIKE

2 5 0

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

#### FLYING KICK

3 4 0

- After this attack is resolved, this character gains 1  $\oplus$ .
- After this attack is resolved, Place this character within  $\oplus$  1 of the defender.

#### THE IRON FIST

2 9 8

- Before  $\otimes$  is dealt, other enemy characters within  $\oplus$  3 of the defender suffer 1  $\otimes$ .
- Before  $\otimes$  is dealt, if the defender has an Activated token, it gains the Stagger special condition and Throw it Away  $\otimes$ . If the defender does not have an Activated token, it gains an Activated token.

#### IMMORTAL WEAPON

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

#### MASTER MARTIAL ARTIST

When this character is defending against a  $\oplus$  or  $\otimes$  attack, if the attacker is within  $\oplus$  3, this character adds Blanks in its defense roll to its total successes.

### IRON FIST

DANNY RAND

3

3

3

6

3

2

M



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#### CHI STRIKE

2 5 0

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

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# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

### August 2026 Stat Card Updates



**IRON LAD**  
NATHANIEL RICHARDS

4 3 3

6 3

2 M

**CONCUSSION BLASTS** 3 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Discombobulate:** After this attack is resolved, for each result in the attack roll, the defender gains 1 of the following special conditions: Slow or Stun.

**ENERGY BLAST** 4 4 0

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

**THE ONCE AND FUTURE IRON LAD** 3 7 3

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

**NEUROKINETIC ARMOR** 1

This character removes 1 or special condition from itself. This superpower can be used only once per Turn.

**STRENGTH ACTUATORS** 2

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

**TEMPORAL DIVERGENCE** 2

When this character is defending, during the **Modify Opponent's Dice** step of the attack, it may use this superpower. This character may reroll up to 2 of the attacker's dice. This superpower can be used only once per Turn.

**FLIGHT**



**IRON LAD**  
NATHANIEL RICHARDS

4 3 3

6 3

2 M

**CONCUSSION BLASTS** 3 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Discombobulate:** After this attack is resolved, for each result in the attack roll, the defender gains 1 of the following special conditions: Slow or Stun.

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**TEMPORAL DIVERGENCE** 2

When this character is defending, during the **Modify Opponent's Dice** step of the attack, it may use this superpower. This character may reroll up to 2 of the attacker's dice. This superpower can be used only once per Turn.

**FLIGHT**

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### IRON MAN

TONY STARK

4

3

3

5

3

2

M



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#### REPULSOR BLAST

4 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Push: Before is dealt, Push the defender Away .

#### 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 .

#### FRIDAY AI

2

During the next attack action made by this character this Turn, add 2 dice to its attack rolls.

#### INVINCIBLE IRON MAN

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

#### FLIGHT

### IRON MAN

TONY STARK

4

3

3

6

3

2

M



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#### REPULSOR BLAST

4 4 0

- After this attack is resolved, this character gains equal to the dealt.
- Push: Before is dealt, Push the defender Away .

#### 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 .

#### UNIBEAM

B5 6 4

- This attack ignores LOS, and the defender does not benefit from Cover.

#### FRIDAY AI

2

During the next attack action made by this character this Turn, add 2 dice to its attack rolls.

#### INVINCIBLE IRON MAN

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

#### FLIGHT



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates



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### IRON MONGER

OBADIAH STANE

3
 3
 3

6
 3

4
 5

#### INTEGRATED ARMAMENTS

3
 5
 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.

#### AGGRESSIVE ACQUISITION

2
 7
 4

- Throw:** After this attack is resolved, if the defender is 3 or less, this character may Throw it Away .
- Hostile Takeover:** After this attack is resolved, move 1 Asset or Civilian token the defender is holding to this character. This character is now holding that token. This character cannot hold more tokens than the Crisis specifies.

#### JUMP JETS

2

Place this character within 1 of its current position. This superpower can be used only once per Turn.

#### ONBOARD TACTICAL COMPUTER

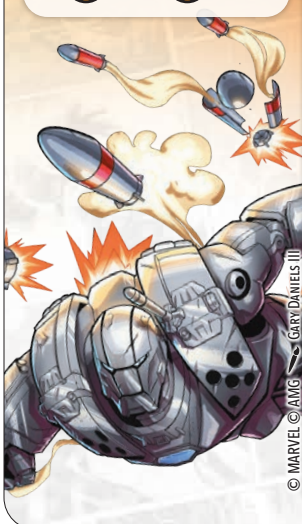
2

When this character is attacking or defending, during the **Modify Dice** step, this character may use this superpower. This character may reroll 2 of its attack or defense dice. This superpower can be used only once per Turn.

#### REINFORCED ARMOR PLATING

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

#### FLIGHT



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### IRON MONGER

OBADIAH STANE

3
 3
 3

5
 3

4
 5

#### INTEGRATED ARMAMENTS

3
 5
 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.

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2
 7
 4

- Throw:** After this attack is resolved, if the defender is 3 or less, this character may Throw it Away .
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2

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#### FLIGHT

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

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### JEAN GREY

JEAN GREY

3 4 5

7 5

2 M

**PSIONIC BOLT** 4 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 .
- Pierce:** Change 1 of the defender's , , or results to a Blank.

**TELEKINETIC FORCE** 3 9 5

- Before is dealt, if the defender is 4 or less, this character may Throw it Away S.
- Explosive:** Before is dealt, other enemy characters within 2 of the defender suffer 1 .

**BATTLEFIELD MANIPULATION** 3

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

**MATTER TRANSMUTATION** 3

Choose another character with an Activated token within 2 and Push it S. A character can be moved by this superpower only once per Turn.

**SHIELD MIND** 2

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.

**LATENT PSYCHIC POTENTIAL**

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

**FLIGHT**



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### JEAN GREY

JEAN GREY

3 4 5

8 5

2 M

**PSIONIC BOLT** 4 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 .
- Pierce:** Change 1 of the defender's , , or results to a Blank.

**TELEKINETIC FORCE** 3 9 5

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

**FLIGHT**



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### JUGGERNAUT

CAIN MARKO

4

3

5

8

5

4

5



#### STRIKE

• After this attack is resolved, this character gains  $\oplus$  equal to the  $\ominus$  dealt.  
 •  $\odot$  Push: Before  $\ominus$  is dealt, this character may Push the defender Away  $\$$ .

#### I'M THE JUGGERNAUT!

•  $\odot$  Rush: After this attack is resolved, if it is this character's Activation, it may immediately use the **Nothing Stops the Juggernaut!**  $\oplus$  superpower without paying the  $\oplus$  cost.

#### NOTHING STOPS THE JUGGERNAUT!

Push this character  $\$$ . It does not stop its movement if it contacts a  $\textcircled{1}$  3 or smaller interactive terrain feature. Instead, the contacted terrain feature is destroyed, then this character continues being Pushed. If this character contacts 1 or more other characters, choose 1 contacted character. The chosen character suffers 1  $\ominus$ . Then this character stops as normal. A character can be damaged by this superpower only once per Turn. Finally, if this character has the Stagger special condition, it loses it.

#### NICE PUNCH...

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

#### HELMET

This character cannot be Pushed or Advanced by the special rules of  $\odot$  attacks or enemy superpowers.

#### UNSTOPPABLE MOMENTUM

After this character resolves a move action during its Activation, it gains 2  $\oplus$ . Add 3 dice to the attack roll of the next attack made by this character this Activation. This character can be affected by this superpower only once per Turn.

#### IMMUNITY [STUN]

### JUGGERNAUT

CAIN MARKO

4

3

2

8

5

4

5



#### STRIKE

• After this attack is resolved, this character gains  $\oplus$  equal to the  $\ominus$  dealt.  
 •  $\odot$  Push: Before  $\ominus$  is dealt, this character may Push the defender Away  $\$$ .

#### I'M THE JUGGERNAUT!

•  $\odot$  Rush: After this attack is resolved, if it is this character's Activation, it may immediately use the **Nothing Stops the Juggernaut!**  $\oplus$  superpower without paying the  $\oplus$  cost.

#### AVATAR OF CYTTORAK

Choose an interactive terrain feature or an enemy character, both of  $\textcircled{1}$  3 or less and within  $\oplus$  2, and Throw it  $\textcircled{M}$ . This superpower can be used only once per Turn.

#### NOTHING STOPS THE JUGGERNAUT!

Push this character  $\$$ . It does not stop its movement if it contacts a  $\textcircled{1}$  3 or smaller interactive terrain feature. Instead, the contacted terrain feature is destroyed, then this character continues being Pushed. If this character contacts 1 or more other characters, choose 1 contacted character. The chosen character suffers 1  $\ominus$ . Then this character stops as normal. A character can be damaged by this superpower only once per Turn. Finally, if this character has the Stagger special condition, it loses it.

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#### IMMUNITY [STUN]

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### KANG THE CONQUEROR

NATHANIEL RICHARDS

3

4

4

8

6

2

M



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#### 30TH CENTURY ARSENAL

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- If the defender is within  $\oplus 2$ , this character may reroll 1 die in the attack roll.
- Future Tech:** After this attack is resolved, the defender gains 1 of the following special conditions: Incinerate, Bleed, Hex, or Slow.

#### NEUROSHOCK FIELD

- After each attack is resolved, if  $\otimes$  was dealt, the defender gains the Shock and Stun special conditions.

#### THE ONCE AND FUTURE KANG

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

#### ★ THE KANG DYNASTY (AFFILIATION: CABAL)

Once per Turn, each allied character may reroll 1 die in its attack roll. Additionally, allied characters can modify and reroll  $\otimes$  results while they are holding or Contesting an objective token.

#### ✦ ANTI-GRAVITY DEVICE

Choose an interactive terrain feature of  $\oplus 3$  or less within  $\oplus 3$  and Throw it  $\otimes$ . This superpower can be used only once per Turn.

#### ⚡ TEMPORAL REWIND

When this character is attacking or defending, at the end of the **Modify Dice** step or after the **Temporal Rewind**  $\otimes$  superpower has been resolved, this character may use this superpower. The attacking and defending characters reroll all their attack and defense dice.

#### ∞ NEUROKINETIC CHRONAL ARMOR

At the start of this character's Activation, it may Place itself within  $\oplus 1$  of its current position, remove up to 1  $\otimes$  from itself, or remove up to 1 special condition from itself. Additionally, the first time each Turn that this character rerolls dice, after the effect is resolved, it gains 1  $\otimes$ .

#### ∞ FLIGHT, PEERLESS

### KANG THE CONQUEROR

NATHANIEL RICHARDS

3

4

4

7

6

2

M



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GARY DANIELS III

#### 30TH CENTURY ARSENAL

- After this attack is resolved, this character gains  $\otimes$  equal to the  $\otimes$  dealt.
- If the defender is within  $\oplus 2$ , this character may reroll 1 die in the attack roll.
- Future Tech:** After this attack is resolved, the defender gains 1 of the following special conditions: Incinerate, Bleed, Hex, or Slow.

#### NEUROSHOCK FIELD

- After each attack is resolved, if  $\otimes$  was dealt, the defender gains the Shock and Stun special conditions.

#### THE ONCE AND FUTURE KANG

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

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#### ∞ FLIGHT, PEERLESS



# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates

**KARNAK**  
KARNAK MANDER-AZUR

3 3 4

5 3

2 M

**SHATTERING STRIKE** 2 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Push:** After this attack is resolved, Push the defender Away S.

**LET ME SHOW YOU YOUR FLAW** 3 7 4

- When calculating successes for this attack, this character adds the number of in both the attack and defense rolls to its total successes.

**MEDITATE** 0

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

**PINPOINT WEAKNESS** 2

After an attack against this character is resolved or this character resolves an attack, it may use this superpower. Place a Weakness token on or move an existing Weakness token to the attacking or defending enemy character. This character may only have 1 Weakness token in play at a time.

**TEACHINGS OF THE THREE WORLDS** 4

After another allied character within 3 makes an attack or defense roll, during the **Calculate Success** step, this character may use this superpower. The allied character may add up to 2 of their results to its total successes.

**ANALYZING STRIKE**

When this character attacks or defends against an attack from an enemy character with a Weakness token, this character rolls 3 additional dice. Before is dealt, the Weakness token is removed.

**INHUMAN**

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

**MARTIAL ARTIST**

When this character is defending against a or attack targeting it from within 2, this character adds Blanks in its defense roll to its total successes.

**KARNAK**  
KARNAK MANDER-AZUR

3 3 4

5 3

2 M

**SHATTERING STRIKE** 2 5 0

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### KILLMONGER

N'JADAKA

4

3

3

7

4

2

M

#### VIBRANIUM WEAPONS

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.

#### BLACK OPS STRIKE

3

7

3

- After this attack is resolved, if it dealt , Place this character within 1 of the defender.
- Stagger:** After this attack is resolved, the defender gains 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.

#### SPECIAL FORCES

1

While this character is attacking, during the **Calculate Success** step of the attack, it may use this superpower. This character counts results as successes **instead** of results.

#### FOCUSED ON THE KILL

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

#### KILL COUNT

When this character Dazes or KO's an enemy character, it gains a Kill Count token. While this character is attacking, it may reroll 1 die in its attack roll for each Kill Count token it has.

### KILLMONGER

N'JADAKA

4

3

3

7

4

2

M

#### VIBRANIUM WEAPONS

2

5

0

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3

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# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### KILLMONGER, USURPER

N'JADAKA

4

3

4

7

4

2

M

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#### VIBRANIUM WEAPONS

2

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.

#### COVERT ARMAMENT

4

4

0

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

#### K'LILUNA'S FURY

3

6

3

- Add dice to the attack roll equal to the number of this character has.
- The defender cannot modify its defense dice during this attack.

#### ★ STRENGTH OF THE NEW GENERATION (AFFILIATION: WAKANDA)

During the **Power Phase**, choose up to 3 allied characters. Give each chosen character an Herb token. When a character with an Herb token attacks, during the **Create Attack Dice Pool** step, it may spend its token to add 1 die to its attack roll. During the **Cleanup Phase**, remove all Herb tokens from non-Dazed characters. A character that has an Herb token removed in this way suffers 1 and gains 1 .

#### 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.

#### UNTAMED FORCE

2

After an attack targeting this character is resolved, it may use this superpower. If the attacker is within 3, this character may make an attack that has a cost of 0. This superpower can be used only once per Turn.

### KILLMONGER, USURPER

N'JADAKA

4

3

4

7

4

2

M

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#### VIBRANIUM WEAPONS

2

5

0

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- 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

### August 2026 Stat Card Updates

### KING BLACK BOLT

BLACKAGAR BOLTAGON

4

4

4

7

6

2

M



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#### SONIC BLAST

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

#### WRATH OF THE MIDNIGHT KING

- After this attack is resolved, this character may Advance M.
- Throw:** Before is dealt, this character may Throw the defender S.

#### INCREASE THE VOLUME

During the next attack action made by this character this Turn, add 2 dice to the attack rolls.

#### HIT AND RUN

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

#### TELEPATHIC COMMAND

Choose another allied character within 4. The chosen character Advances S. This superpower can be used only once per Turn.

#### INHUMAN

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

#### ANTI-GRAVITON CONTROL

When this character would suffer , reduce the amount of suffered by 1, to a minimum of 1. Additionally, during the **Power Phase**, this character gains 1 additional .

#### INHUMAN KING

At the start of the **Activation Phase**, you may choose 1 allied character that has the **Inhuman** superpower. The chosen character removes 1 special condition.

#### FLIGHT, IMMUNITY [POISON], PEERLESS

### KING BLACK BOLT

BLACKAGAR BOLTAGON

4

4

4

8

6

2

M



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#### FLIGHT, IMMUNITY [POISON], PEERLESS



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### KING T'CHALLA

T'CHALLA

4

4

4

7

5

2

L

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#### VIBRANIUM SPEAR

3

6

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- If the defender is within  $\oplus$  2 of this character, this character may reroll up to 2 of its attack dice. If it is not and the defender is  $\otimes$  3 or less, after the attack is resolved, Push it Toward this character  $\otimes$ .

#### THE PANTHER'S FURY

2

8

4

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

#### STRENGTH OF THE ANCESTORS (AFFILIATION: WAKANDA)

Once per Turn, when an allied character Pushes an enemy character, if that character contacts a terrain feature during the Push, it suffers 1  $\otimes$ .

#### BOUND

3

Place this character within  $\oplus$  2 of its current position. During the next **Vibranium Spear** attack this character makes this Activation, it may reroll up to 2 of its attack dice. This superpower can be used only once per Turn.

#### ROYAL REBUKE

2

After an attack targeting this character is resolved, if the attacker is within  $\oplus$  3 of this character, this character may use this superpower. This character rolls 4 dice. For each  $\otimes$  and  $\otimes$  in the result, the attacker suffers 1  $\otimes$ .

#### DEFENDER OF WAKANDA

The first time each Turn that another allied character is dealt  $\otimes$  by an enemy effect, after the effect is resolved, this character gains 1  $\otimes$ .

#### PEERLESS

### KING T'CHALLA

T'CHALLA

4

4

4

7

5

2

L

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#### VIBRANIUM SPEAR

3

6

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- If the defender is within  $\oplus$  2 of this character, this character may reroll up to 2 of its attack dice. If it is not and the defender is  $\otimes$  3 or less, after the attack is resolved, Push it Toward this character  $\otimes$ .

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#### PEERLESS

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### KINGPIN

WILSON FISK

4

3

3

7

4

3

S



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HEADBUTT

2

5

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\ominus$  dealt.
- Push:** Before  $\ominus$  is dealt, if the defender is  $\oplus$  3 or less, this character may Push it Away **S**.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.

CANE LASER

B3

4

0

- This attack ignores LOS, and the defender does not benefit from Cover.

HAIL TO THE KING

2

7

3

- Before  $\ominus$  is dealt, if the defender is  $\oplus$  3 or less, this character may Throw it **S**.
- After this attack is resolved, the defender gains the Stagger special condition.

★ ILLICIT NETWORK (AFFILIATION: CRIMINAL SYNDICATE)

Once per Turn, at any time during an allied character's Activation, it may spend 2  $\oplus$  to use this ★ Ability. Move 1 Asset or Civilian token being held by the active character to another allied character within  $\oplus$  3. A character cannot hold more tokens than allowed by the Crisis due to this ★ Ability. Additionally, each Healthy non-Grunt allied character Contesting a Secure objective token counts as 2 Healthy characters when determining who is Securing the objective token.

✦ STREET-LEVEL NEGOTIATIONS

2

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

⚡ INTENSE PHYSICAL CONDITIONING

1

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

∞ SOLID FRAME

This character does not suffer  $\ominus$  from collisions with other characters.

### KINGPIN

WILSON FISK

4

3

3

7

4

3

S



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HEADBUTT

2

5

0

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CANE LASER

B3

4

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7

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# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### KLAW

ULYSSES KLAW

3

5

3

8

5

2

M

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#### SONIC BLAST

3

6

0

- After this attack is resolved, this character gains equal to the dealt.
- Suppressive:** Before is dealt, for each in the attack roll, the defender loses 1 .
- Stun:** Before is dealt, the defender suffers the Stun special condition.

#### SONIC SHOCKWAVE

B5

7

5

- After the Range Tool is placed for this attack, destroy all 2 or smaller interactive terrain features it overlaps.
- Pierce:** Change 1 of the defender's , , or results to a Blank.

#### ★ BLACK MARKET ENTREPRENEUR (AFFILIATION: CRIMINAL SYNDICATE)

When an allied character is Dazed or KO'd, after the effect is resolved, **Klaw** may Advance .

#### ✦ RECONSTITUTE FORM

This character removes up to 2 from itself. This superpower can be used only once per Turn.

#### ⚡ SOUNDWAVE BARRIER

3

When an enemy character ends its Activation within 3 of this character, it may use this superpower. This character may Push the enemy character Away .

#### ∞ ABSORB VIBRATIONS

When this character is targeted by an enemy or attack or makes a Dodge roll, after the effect is resolved, it gains 1 .

Additionally, this character cannot be Pushed or Advanced by effects of attacks or enemy superpowers.

#### ∞ IMMUNITY [BLEED, INCINERATE, POISON, SHOCK]

### KLAW

ULYSSES KLAW

3

5

3

7

5

2

M

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#### SONIC BLAST

3

6

0

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### KRAVEN THE HUNTER

SERGEI NIKOLAEVICH KRAVINOFF

3

3

3

6

3

2

M

#### KUKRI STRIKE

2 5 0

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

#### SPEAR THRUST

3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- If this character has already attacked the defender during its Activation this Turn with a Kukri Strike attack, 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 M.

#### CORNER THE BEAST

2

Choose an enemy character within 3 of this character. Until the end of its next Activation, each time the chosen character Advances or Climbs, it suffers 1 . If the chosen character has the Wall Crawler superpower, it loses the Wall Crawler superpower until the end of its next Activation.

#### EXPERT TRACKER

3

Choose an enemy character. Allied characters roll 1 additional attack die when attacking the chosen character this Round.

#### ELIXIR OF CALYPSO

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

### KRAVEN THE HUNTER

SERGEI NIKOLAEVICH KRAVINOFF

3

3

3

6

3

2

M

#### KUKRI STRIKE

2 5 0

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

#### SPEAR THRUST

3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- If this character has already attacked the defender during its Activation this Turn with a Kukri Strike attack, add 3 dice to this attack roll.
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3

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



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### LADY MASTERMIND

REGAN WYNGARDE

3

3

4

7

4

2

M

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#### DEADLY ILLUSIONS

5 5 0

- After this attack is resolved, this character gains 1 .
- If this attack would deal 1 or more , it deals 1 instead.
- Mind Over Matter:** Before is dealt, this character may remove 2 special conditions from the defender. If it does, the defender suffers 2 .
- Psychosomatic Effects:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Poison, Shock, or Incinerate.

#### MASS HALLUCINATIONS

A2 6 4

- Puppeteer:** After each attack is resolved, this character may Advance the defender S.

#### YOUR REALITY IS WHATEVER I WANT IT TO BE

X

This character may spend any amount of to use this superpower. Choose an enemy character within 5 of this character that has a Defense equal to or less than the amount of spent to use this superpower. Then this character may make an attack targeting a different enemy character with a , , and type equal to 1 of the chosen character's attacks that has a cost of 0. and LOS are measured from the chosen enemy character instead of **Lady Mastermind** during this attack. This superpower can be used only once per Turn.

#### BRAIN FOG

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

#### MENTAL LOCK

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 .

#### TRY A LITTLE HARDER NEXT TIME

When an enemy character within 3 of this character rolls 1 or more in any roll, after the effect is resolved, this character gains 1 .

### LADY MASTERMIND

REGAN WYNGARDE

3

3

4

7

4

2

M

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#### DEADLY ILLUSIONS

5 5 0

- After this attack is resolved, this character gains 1 .
- If this attack would deal 1 or more , it deals 1 instead.
- Mind Over Matter:** Before is dealt, this character may remove 2 special conditions from the defender. If it does, the defender suffers 2 .
- Psychosomatic Effects:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Poison, Shock, or Incinerate.

#### MASS HALLUCINATIONS

A2 6 4

- Puppeteer:** After each attack is resolved, this character may Advance the defender S.

#### YOUR REALITY IS WHATEVER I WANT IT TO BE

X

This character may spend any amount of to use this superpower. Choose an enemy character within 5 of this character that has a Defense equal to or less than the amount of spent to use this superpower. Then this character may make an attack targeting a different enemy character with a , , and type equal to 1 of the chosen character's attacks that has a cost of 0. and LOS are measured from the chosen enemy character instead of **Lady Mastermind** during this attack. This superpower can be used only once per Turn.

#### BRAIN FOG

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

#### MENTAL LOCK

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 .

#### TRY A LITTLE HARDER NEXT TIME

When an enemy character within 3 of this character rolls 1 or more in any roll, after the effect is resolved, this character gains 1 .

**MARVEL**

# CRISIS PROTOCOL

## August 2026 Stat Card Updates

## LADY SIF

SIF



● 2 ● 5 ● 0

- After this attack is resolved, this character gains **+** equal to the **W** dealt.
- **Push**: After this attack is resolved, if the defender is **1** 3 or less, this character may Push it **S**.
- **Follow-Up**: After this attack is resolved, this character may Advance **S** Toward the defender.

● 3 ● 7 ● 3

- **Mighty Bash:** After this attack is resolved, if the defender is **I** 3 or less, Throw it **M**. Then this character Advances **S**.



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



When this character is targeted by a ☹️ attack or targets a character with a ☹️ attack, it may use this superpower. If the enemy character is within ☹️ 2, this character may reroll any number of its attack or defense dice.

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

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

## LADY SIF

SIE



● 2 ● 5 ● 0

- After this attack is resolved, this character gains **⚡** equal to the **⚡** dealt.
- **⚡ Push:** After this attack is resolved, if the defender is **⚡** 3 or less, this character may Push it **S**.
- **⚡ ⚡ Follow-Up:** After this attack is resolved, this character may Advance **S** Toward the defender.

● 3 ● 7 ● 3

- **Mighty Bash:** After this attack is resolved, if the defender is **I** 3 or less, Throw it **M**. Then this character Advances **S**.

## 2

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

2

When this character is targeted by a ☹️ attack or targets a character with a ☹️ attack, it may use this superpower. If the enemy character is within ☹️ 2, this character may reroll any number of its attack or defense dice.

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

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



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### LIZARD

CURTIS CONNORS

4

3

3

6

3

3

M



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TAIL WHIP

3

4

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\text{⚡}$  dealt.
- $\text{⌚}$  Push: Before  $\text{⚡}$  is dealt, if the defender is  $\text{⌚}$  3 or less, this character may Push it Away  $\text{S}$ .

COLD-BLOODED

2

7

3

- After this attack is resolved, if it dealt  $\text{⚡}$ , the defender gains the Bleed and Slow special conditions.

BIOCHEMICAL BREAKTHROUGH

3

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

THICK HIDE

When this character would suffer  $\text{⚡}$  from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

HEALING FACTOR [1], WALL CRAWLER

### LIZARD

CURTIS CONNORS

4

3

3

5

3

3

M



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TAIL WHIP

3

4

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\text{⚡}$  dealt.
- $\text{⌚}$  Push: Before  $\text{⚡}$  is dealt, if the defender is  $\text{⌚}$  3 or less, this character may Push it Away  $\text{S}$ .

COLD-BLOODED

2

7

3

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

THICK HIDE

When this character would suffer  $\text{⚡}$  from an enemy effect, reduce the amount suffered by 1, to a minimum of 1.

HEALING FACTOR [1], WALL CRAWLER

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### LOCKJAW

LOCKJAW

3

3

3

6

3

3

5

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#### BITE

2

4

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.

#### DROP IT!

3

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

#### INTER-DIMENSIONAL BLOODHOUND

3

Choose an enemy character. Allied characters roll 1 additional attack die when targeting the chosen character with attacks this Round.

#### TELEPORT

2

**Action:** 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.

#### INHUMAN

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

#### WHO'S A GOOD BOY?

At the start of each of this character's Activations, if there is another allied character within 2 of it, this character gains 3.

#### IMMUNITY [POISON]

### LOCKJAW

LOCKJAW

3

3

3

6

3

3

5

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#### BITE

2

4

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.

#### DROP IT!

3

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

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3

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#### IMMUNITY [POISON]



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### LOGAN, THE WOLVERINE

JAMES LOGAN HOWLETT

4

4

2

6

4

2

M

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X-SLASH

3

5

0

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

TORNADO CLAW

B3

7

4

- After all attacks generated by this attack have been resolved, Place this character within 1 of the last character targeted by this attack.
- Pierce: Change 1 of the defender's , , or results to a Blank.
- Bleed: After this attack is resolved, the defender gains the Bleed special condition.

WHAT I DO ISN'T VERY NICE

3

**Action:** This character immediately makes an **X-Slash** attack action. After the attack is resolved, if the defender is 3 or less, this character may Throw it S. This superpower may be used only once per Turn.

ADAMANTIUM SKELETON

When determining whether this character can be Thrown or Pushed by an effect or special rule or when it is colliding with another character or terrain feature, this character counts as 1.

GET OUT OF MY HEAD!

The first time this character is damaged by an enemy attack each turn, after the attack is resolved, other allied characters within 3 of this character suffer 1 . Characters that suffer this way gain 1 .

ON THE HUNT

When this character makes an attack, if there are no allied characters within 3 of it, this character may reroll up to 2 of its attack dice.

HEALING FACTOR [2], IMMUNITY [STUN]

### LOGAN, THE WOLVERINE

JAMES LOGAN HOWLETT

4

4

2

7

4

2

M

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X-SLASH

3

5

0

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

TORNADO CLAW

B3

7

4

- After all attacks generated by this attack have been resolved, Place this character within 1 of the last character targeted by this attack.
- Pierce: Change 1 of the defender's , , or results to a Blank.
- Bleed: After this attack is resolved, the defender gains the Bleed special condition.

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HEALING FACTOR [2], IMMUNITY [STUN]

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### LOKI, GOD OF MISCHIEF

LOKI LAUFEYSON

3

3

4

6

4

2

M



STRIKE

2

5

0

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

FROST BLAST

B3

4

0

- After each attack is resolved, if it dealt  $\otimes$ , the defender gains the Slow special condition.

ILLUSIONS

4

6

3

- $\otimes \otimes$  **Mesmerize**: After this attack is resolved, this character may advance the defender its  $\otimes$ . After the Advance is resolved, all other characters within  $\oplus 2$  of the defender suffer 1  $\otimes$ .

I AM A GOD!

2

Before rolling attack or defense dice, this character may use this superpower. During this attack, this character adds Blanks in its attack or defense roll to its total successes.

TRICKSTER

3

When this character is targeted by an attack, it may use this superpower. This character makes a  $\otimes$  Advance. If at the end of the Advance this character 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, the attacker may make another action. This superpower can be used only once per Turn.

ASGARDIAN

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

GOD OF MISCHIEF

While within  $\oplus 4$  of this character, enemy characters must spend 1  $\oplus$  before using an  $\oplus$  or  $\otimes$  superpower.

GEM BEARER [MIND, SPACE]

### LOKI, GOD OF MISCHIEF

LOKI LAUFEYSON

3

3

4

6

4

2

M



STRIKE

2

5

0

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

FROST BLAST

B3

4

0

- After each attack is resolved, if it dealt  $\otimes$ , the defender gains the Slow special condition.

ILLUSIONS

4

6

3

- $\otimes \otimes$  **Mesmerize**: After this attack is resolved, this character may advance the defender its  $\otimes$ . After the Advance is resolved, all other characters within  $\oplus 2$  of the defender suffer 1  $\otimes$ .

I AM A GOD!

2

Before rolling attack or defense dice, this character may use this superpower. During this attack, this character adds Blanks in its attack or defense roll to its total successes.

TRICKSTER

3

When this character is targeted by an attack, it may use this superpower. This character makes a  $\otimes$  Advance. If at the end of the Advance this character 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, the attacker may make another action. This superpower can be used only once per Turn.

ASGARDIAN

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

GOD OF MISCHIEF

While within  $\oplus 4$  of this character, enemy characters must spend 1  $\oplus$  before using an  $\oplus$  or  $\otimes$  superpower. **Additionally, while within  $\oplus 4$  of this character, enemy characters do not roll additional dice for  $\otimes$  results.**

GEM BEARER [MIND, SPACE]



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates



**LOKI, PRINCE OF LIES**  
LOKI LAUFEYSON

4 4 5

7 5

2 L

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**MISCHIEFS AND MAGICKS** 3 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Bamboozle**: After the attack is resolved, this character may Advance the defender S. Then the defender gains the Root special condition.

**CLEVER PLOY** A3 5 4

- After each attack is resolved, if that attack dealt , this character Advances the defender S.
- Allied characters in of this attack do not suffer from it.

**I COME BEARING GIFTS (AFFILIATION: ASGARD)**

While another 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 and this character gains 1 .

**GO FORTH!** 2

Choose another allied character within . Place the chosen character within 2 of its current position. This superpower can be used only once per Turn.

**OH MY, WHAT A PITY** 1

After an attack targeting this character or an allied character within , or after an attack made by this character is resolved, it may use this superpower. If the enemy character's roll contains any results, that character suffers 1 .

**ASGARDIAN**

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

**THIS ISN'T MISCHIEF, THIS IS MAYHEM**

When attacking or defending, this character adds results in the enemy character's roll to its total successes.



**LOKI, PRINCE OF LIES**  
LOKI LAUFEYSON

4 4 5

6 5

2 L

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**MISCHIEFS AND MAGICKS** 3 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Bamboozle**: After the attack is resolved, this character may Advance the defender S. Then the defender gains the Root special condition.

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- After each attack is resolved, if that attack dealt , this character Advances the defender S.
- Allied characters in of this attack do not suffer from it.

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**GO FORTH!** 2

Choose another allied character within . Place the chosen character within 2 of its current position. This superpower can be used only once per Turn.

**OH MY, WHAT A PITY** 1

After an attack targeting this character or an allied character within , or after an attack made by this character is resolved, it may use this superpower. If the enemy character's roll contains any results, that character suffers 1 .

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

**THIS ISN'T MISCHIEF, THIS IS MAYHEM**

When attacking or defending, this character adds results in the enemy character's roll to its total successes.

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

LUKE CAGE

LUKE CAGE

4

3

3

6

3

2

M

POWER MAN PUNCH

2

5

0

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

SWEET CHRISTMAS

3

7

4

- After this attack is resolved, the defender gains the Slow and Stun special conditions.
- $\otimes$  **Throw**: After this attack is resolved, if the defender is  $\otimes$  3 or less, it may be Thrown  $\otimes$ .

STREET FIGHTER

2

Choose an interactive terrain feature of  $\otimes$  2 or less within  $\oplus$  2 and Throw it  $\otimes$ . This superpower can be used only once per Turn.

TOO DANGEROUS TO IGNORE

2

When an enemy character within  $\oplus$  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  $\oplus$  and LOS.

UNBREAKABLE SKIN

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

IMMUNITY [BLEED]

LUKE CAGE

LUKE CAGE

4

3

3

5

3

2

M

POWER MAN PUNCH

2

5

0

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

SWEET CHRISTMAS

3

7

4

- After this attack is resolved, the defender gains the Slow and Stun special conditions.
- $\otimes$  **Throw**: After this attack is resolved, if the defender is  $\otimes$  3 or less, it may be Thrown  $\otimes$ .

STREET FIGHTER

2

Choose an interactive terrain feature of  $\otimes$  2 or less within  $\oplus$  2 and Throw it  $\otimes$ . This superpower can be used only once per Turn.

TOO DANGEROUS TO IGNORE

2

When an enemy character within  $\oplus$  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  $\oplus$  and LOS.

UNBREAKABLE SKIN

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

IMMUNITY [BLEED]



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

MAGIK

ILLYANA RASPUTIN

3

3

4

6

3

2

M

SOULSWORD

2

5

0

- 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.

BOLTS OF OSHTUR

4

4

0

- After this attack is resolved, this character gains 1  $\oplus$ .
- $\oplus$   $\otimes$  Hex: After this attack is resolved, the defender gains the Hex special condition.

DARKCHYLDE

3

6

4

- When calculating successes for this attack, this character adds the number of  $\oplus$  results in both the attack and defense rolls to its total successes.
- After this attack is resolved, the defender gains the Bleed and Incinerate special conditions.

LIMBO STEP

X

This character may spend 1 to 3  $\oplus$  to use this superpower. Place this character within  $\oplus$  X of its current position, where X is the amount of  $\oplus$  spent. This superpower can be used only once per Turn.

SCRYING MIRRORS OF LIMBO

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

IMMUNITY [INCINERATE]

MAGIK

ILLYANA RASPUTIN

3

3

4

6

3

2

M

SOULSWORD

2

5

0

- 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.

BOLTS OF OSHTUR

4

4

0

- After this attack is resolved, this character gains 1  $\oplus$ .
- $\oplus$   $\otimes$  Hex: After this attack is resolved, the defender gains the Hex special condition.

DARKCHYLDE

3

6

4

- When calculating successes for this attack, this character adds the number of  $\oplus$  results in both the attack and defense rolls to its total successes.
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X

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IMMUNITY [INCINERATE]

MARVEL

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ATOMIC  
MASS  
GAMES

# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates



**MAGNETO**  
MAX EISENHARDT

4 4 6

7 6

2 5

**REVERSE POLARITY** +3 -6 0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- If the defender is within  $\oplus 2$  of this character during the **Modify Dice** step, this character may reroll any number of its attack dice; if it is not, after the attack is resolved, Push the defender  $\otimes$ .

**MAGNETIC CRUSH** +4 -7 5

- When creating the dice pool for this attack, this character destroys all interactive terrain features of  $\otimes 3$  or less within  $\oplus 2$  of the defender. Choose up to 1 terrain feature destroyed in this way. Add dice to the attack roll equal to  $\otimes 1$  of the chosen terrain feature. Add an additional dice to the attack roll for each other terrain feature destroyed in this way.
- Before  $\otimes$  is dealt, other enemy characters within  $\oplus 2$  of the defender suffer 1  $\otimes$ .

**★ FROM THE RUINS . . . (AFFILIATION: BROTHERHOOD OF MUTANTS)**

When a terrain feature is destroyed, after the effect is resolved, choose a number of allied characters equal to or less than the terrain feature's  $\otimes$ . Each chosen character gains 1  $\otimes$ . A character may gain only 1  $\otimes$  as a result of this Leadership ability per Turn.

**FATAL ATTRACTION** 2

Choose an interactive terrain feature of  $\otimes 4$  or less within  $\oplus 3$  and Throw it  $\otimes$ . Before using this superpower, this character must pay 1  $\otimes$  for each time it has already been used this Turn.

**POLARITY SHIELDING** 2

When this character would be Advanced, Pushed, or Thrown, it may use this superpower. This character is not Advanced, Pushed, or Thrown.

**∞ MASTER OF MAGNETISM**

During the **Power Phase**, if there are fewer than 2 allied **Metal Construct** terrain features in play, Place 1 allied **Metal Construct** terrain feature within  $\oplus 3$  of this character. It is a  $\otimes 2$  interactive terrain feature. Additionally, during the **Power Phase**, this character gains 1  $\otimes$  for each allied **Metal Construct** in play.

**∞ FLIGHT, IMMUNITY [SHOCK], PEERLESS**



**MAGNETO**  
MAX EISENHARDT

4 4 6

8 6

2 5

**REVERSE POLARITY** +3 -6 0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- If the defender is within  $\oplus 2$  of this character during the **Modify Dice** step, this character may reroll any number of its attack dice; if it is not, after the attack is resolved, Push the defender  $\otimes$ .

**MAGNETIC CRUSH** +4 -7 5

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When this character would be Advanced, Pushed, or Thrown, it may use this superpower. This character is not Advanced, Pushed, or Thrown.

**∞ MASTER OF MAGNETISM**

During the **Power Phase**, if there are fewer than 2 allied **Metal Construct** terrain features in play, Place 1 allied **Metal Construct** terrain feature within  $\oplus 3$  of this character. It is a  $\otimes 2$  interactive terrain feature. Additionally, during the **Power Phase**, this character gains 1  $\otimes$  for each allied **Metal Construct** in play.

**∞ FLIGHT, IMMUNITY [SHOCK], PEERLESS**



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

### August 2026 Stat Card Updates

**MALEKITH THE ACCURSED**  
MALEKITH

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**BLADE OF MIDNIGHT** 2 7 0

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

**BLOOD BOIL** B4 5 0

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

**BUTCHER OF THORS** 3 10 4

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

**THE DARK COUNCIL (AFFILIATION: CABAL)**

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

**FEROCITY** 3

**Action:** This character immediately makes a move action followed by a **Blade of Midnight** attack. After that attack is resolved, If it dealt and the defender is 3 or less, this character may Throw the defender . This superpower can be used only once per Turn.

**CLOAK OF SHADOWS** X

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

**CONQUEROR OF THE TEN REALMS**

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

**FLIGHT, IMMUNITY [HEX, STUN], PEERLESS**

**MALEKITH THE ACCURSED**  
MALEKITH

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**FLIGHT, IMMUNITY [HEX, STUN], PEERLESS**

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### MAN-THING

THEODORE SALLIS

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LASHING TENDRILS

3 5 0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- $\otimes$   $\otimes$  **Reel In:** After this attack is resolved, if the defender is  $\otimes$  3 or less, This character may Push the defender Toward this character  $\otimes$ .

EMOTIONAL AGITATION

3 7 3

- After this attack is resolved, the defender gains the Incinerate and Poison special conditions.

GUARDIAN OF THE NEXUS OF ALL REALITIES

3

Choose this character or another allied character within  $\oplus$  3 of it and Place the chosen character within  $\oplus$  3 of its current position. A character can be affected by this superpower only once per Turn.

ALL WHO KNOW FEAR BURN AT THE MAN-THING'S TOUCH

After an attack made by this character is resolved or after an attack targeting this character is resolved, if  $\otimes$  was dealt and the enemy character is within  $\oplus$  2 of this character, the enemy character gains the Incinerate special condition.

MOSS AND MUD AND SWAMP

When this character is defending, enemy characters do not roll additional dice for  $\otimes$  results in their attack rolls.

HEALING FACTOR [2], IMMUNITY [Hex, Stun]

### MAN-THING

THEODORE SALLIS

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3 5 0

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HEALING FACTOR [2], IMMUNITY [Hex, Stun]



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

MAVERICK

CHRISTOPH NORD

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PLASMA BLASTERS

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

ADAMANTIUM KNIFE

2

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- 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.

AGENT ZERO

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- Throw:** After this attack is resolved, if the defender is 3 or less, this character may Throw it Away .

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.

ANTI-HEALING FACTOR CORROSIVE

2

When an enemy character within 3 would remove from itself, this character may use this superpower. The enemy character does not remove any .

KINETIC ENERGY ABSORPTION

When this character is dealt by a attack, after the attack is resolved, if it is not Dazed, it gains 1 and may Advance .

HEALING FACTOR [1]

MAVERICK

CHRISTOPH NORD

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0

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HEALING FACTOR [1]

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### MAXIMUS THE MAD

MAXIMUS BOLTAGON

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**MARVEL**  
**CRISIS PROTOCOL**  
 MINIATURES GAME  
 August 2026 Stat Card Updates



## M'BAKU

M'BAKU

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- KNOBKERRIE**
  - After this attack is resolved, this character gains equal to dealt.
  - Pursuit:** Before is dealt, this character may Advance Toward the defender **S**.
  - Push:** Before is dealt, this character may Push the defender Away **S**.
- WRATH OF THE JABARI**
  - Before is dealt, if the defender is 4 or less, this character may Throw it **M**.
  - Avalanche:** After this attack is resolved, this character may Advance **S**. It may then make a Knobkerrie attack targeting a different enemy character.
- BLESSED BY GHEKRE (AFFILIATION: WAKANDA)**

Once per Turn, when an allied character is Contesting an objective token and would be Pushed or Placed by an enemy effect, roll a die. If the result is a , , or , the character is not Pushed or Placed. Additionally, once per Turn, when an allied character makes an attack, if there are 1 or more results in its attack roll, it may change 1 of its dice to a .
- STRENGTH OF THE WHITE GORILLA**

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

This character cannot be Pushed or Advanced by the special effects of or attacks from characters of 3 or less.
- SOLID FRAME**

This character does not suffer from collisions with other characters.
- IMMUNITY [STUN]**



**M'BAKU**

M'BAKU

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 M

**KNOKKERRIE**

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**IMMUNITY [STUN]**

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### MEDUSA

MEDUSALITH AMAQUELIN-BOLTAGON

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#### BRAID BASH

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- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- $\otimes$  **Push**: Before  $\otimes$  is dealt, if the defender is  $\otimes$  3 or less, this character may Push it  $\otimes$ .
- $\otimes$  **Flurry**: After this attack is resolved, this character may make a **Braid Bash** attack. This additional attack does not have the **Flurry** special rule.

#### SPLIT ENDS

A2

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- Before  $\otimes$  is dealt, if the defender is  $\otimes$  3 or less, Place it within  $\oplus$  1 of this character.
- $\otimes$  **Bleed**: After each attack is resolved, the defender gains the Bleed special condition.

#### HAIR FLIP

3

Choose an enemy character of  $\otimes$  3 or less within  $\oplus$  3 and Throw it  $\otimes$ . This superpower can be used only once per Turn.

#### ROYAL DECREE

2

Choose another allied character within  $\oplus$  2. Place this character within  $\oplus$  1 of the chosen character or Place the chosen character within  $\oplus$  1 of this character. A character can be Placed by this superpower only once per Turn.

#### INHUMAN

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

#### LIVING STRANDS

When Advancing or Climbing, enemy characters cannot Place the movement tool overlapping this character's base. Additionally, enemy characters cannot modify attack dice when targeting this character with attacks.

#### IMMUNITY [POISON]

### MEDUSA

MEDUSALITH AMAQUELIN-BOLTAGON

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#### BRAID BASH

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#### IMMUNITY [POISON]



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

MEPHISTO, LORD OF TEMPTATION

MEPHISTO

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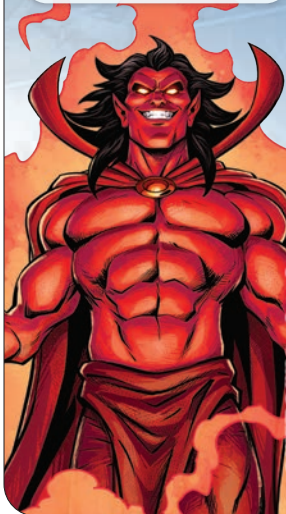
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HELLFIRE LASH

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

INFERNAL BARGAIN

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- After this attack is resolved, if was dealt, this character gains 1 Devil's Deal token.
- If this attack would deal 1 or more , it deals 1 instead.

TERMINATION CLAUSE

B4

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- For each Devil's Deal token this character has, add 1 die to its attack rolls for this attack.
- After each attack is resolved, the defender gains the Incinerate special condition.

DEVIL'S DUE

1

Choose an enemy character within 3 of this character. Spend 1 Devil's Deal token. If you do, roll 5 dice. For each rolled, the chosen character loses 1 and this character gains 1 . Then for each rolled, the chosen character suffers 1 . A character can be affected by this superpower only once per Round.

HOW CAN I BE OF SERVICE?

2

Choose an enemy character within 3. Place this character within 1 of it. Then this character makes an **Infernal Bargain** attack targeting that character. This superpower can be used only once per Turn.

MEET MY ASSOCIATE

1

When this character is targeted by an attack, it may use this superpower. Spend 1 Devil's Deal token. If you do, choose another allied character within 3 and Place it within 1 of this character. Then the chosen character becomes the new target of the attack regardless of and LOS.

DEMONIC CONTRACT

This character may have a maximum of 3 Devil's Deal tokens at any time and begins the game with 1 Devil's Deal token. During the **Power Phase**, this character gains 1 additional for each Devil's Deal token it has.

IMMUNITY [INCINERATE, POISON], PEERLESS

MEPHISTO, LORD OF TEMPTATION

MEPHISTO

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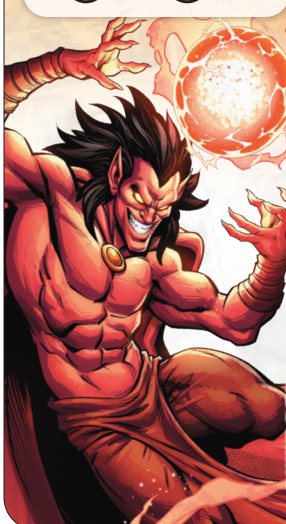
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HELLFIRE LASH

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

INFERNAL BARGAIN

2

6

0

- After this attack is resolved, if was dealt, this character gains 1 Devil's Deal token.
- If this attack would deal 1 or more , it deals 1 instead.

TERMINATION CLAUSE

B4

6

5

- For each Devil's Deal token this character has, add 1 die to its attack rolls for this attack.
- After each attack is resolved, the defender gains the Incinerate special condition.

DEVIL'S DUE

1

Choose an enemy character within 3 of this character. Spend 1 Devil's Deal token. If you do, roll 5 dice. For each rolled, the chosen character loses 1 and this character gains 1 . Then for each rolled, the chosen character suffers 1 . A character can be affected by this superpower only once per Round.

HOW CAN I BE OF SERVICE?

2

Choose an enemy character within 3. Place this character within 1 of it. Then this character makes an **Infernal Bargain** attack targeting that character. This superpower can be used only once per Turn.

MEET MY ASSOCIATE

1

When this character is targeted by an attack, it may use this superpower. Spend 1 Devil's Deal token. If you do, choose another allied character within 3 and Place it within 1 of this character. Then the chosen character becomes the new target of the attack regardless of and LOS.

DEMONIC CONTRACT

This character may have a maximum of 3 Devil's Deal tokens at any time and begins the game with 1 Devil's Deal token. During the **Power Phase**, this character gains 1 additional for each Devil's Deal token it has.

IMMUNITY [INCINERATE, POISON], PEERLESS

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### MISTER SINISTER

NATHANIEL ESSEX

3

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4

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M



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**GENETIC SPLICING**

B4

5

0

- After all attacks generated by this attack have been resolved, this character gains 1 and 1 Genetic Sample token.

**RECOMBINANT DISINTEGRATION**

A2

6

5

- When creating the dice pool for each attack, this character may remove 1 Genetic Sample token from itself. If it does, add 2 dice to that attack roll.
- Genetic Burst:** After each attack is resolved, this character gains 1 Genetic Sample token and each enemy character within of this attack suffers 1.

**ENGINEERED PERFECTION**

0

Remove any number of Genetic Sample tokens from this character. Remove 1 special condition from this character for each Genetic Sample token removed. This superpower can be used only once per Turn.

**GENETIC NEGATION**

1

Choose an enemy character within 3 of this character and remove 1 Genetic Sample token from this character. If you do, the chosen character gains the Root special condition.

**SUCH FUN LITTLE PLAYTHINGS**

2

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

**MOLECULAR REGENERATION**

0

If this character would suffer , it may use this superpower. Remove any number of Genetic Sample tokens from this character. Reduce the amount of suffered by 1 for each Genetic Sample removed.

**DNA DATABASE**

This character starts the Game with 1 Genetic Sample token and may have a maximum of 3 Genetic Sample tokens at any time. Additionally, whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1.

**FLIGHT**

### MISTER SINISTER

NATHANIEL ESSEX

3

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M



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**GENETIC SPLICING**

B4

5

0

- After all attacks generated by this attack have been resolved, this character gains 1 and 1 Genetic Sample token.

**RECOMBINANT DISINTEGRATION**

A2

6

5

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- Genetic Burst:** After each attack is resolved, this character gains 1 Genetic Sample token and each enemy character within of this attack suffers 1.

**ENGINEERED PERFECTION**

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**GENETIC NEGATION**

1

Choose an enemy character within 3 of this character and remove 1 Genetic Sample token from this character. If you do, the chosen character gains the Root special condition.

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2

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0

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This character starts the Game with 1 Genetic Sample token and may have a maximum of 3 Genetic Sample tokens at any time. Additionally, whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1.

**FLIGHT**



# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates

**M.O.D.O.K.**  
GEORGE TARLETON

2
 3
 3

10
 5

4
 5



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**PSIONIC BLAST** 4 6 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 .

**DOOMSDAY CHAIR** 4 7 3

- Whirling Blades:** After this attack is resolved, this character may make an additional **Doomsday Chair** attack without paying the cost. The additional attack must target another character within 2 of the original defender and does not have the **Whirling Blades** special rule.
- Bleed:** After this attack is resolved, the defender gains the Bleed special condition.

**BOW TO THE WILL OF M.O.D.O.K.!** 2

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

**IMBECILE! ALL THE WORLD IS A WEAPON TO M.O.D.O.K.!** 2

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

**PEA-BRAIN! M.O.D.O.K.'S GENIUS IS INFINITE!** X

While this character is attacking or defending, during the **Modify Dice** step of the attack, it may spend any amount of to use this superpower. For each spent, this character may reroll 1 of its attack or defense dice. This superpower can be used only once per Turn.

**PSIONIC FORCE FIELD**

When defending against an attack, this character changes results in the attack roll to Blanks.

**M.O.D.O.K.**  
GEORGE TARLETON

2
 3
 3

5
 5

4
 5



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**PEA-BRAIN! M.O.D.O.K.'S GENIUS IS INFINITE!** X

While this character is attacking or defending, during the **Modify Dice** step of the attack, it may spend any amount of to use this superpower. For each spent, this character may reroll 1 of its attack or defense dice. This superpower can be used only once per Turn.

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

**M.O.D.O.K. SCIENTIST SUPREME**  
GEORGE TARLETON

3 3 5

8 4

3 5



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**DOOMSDAY CHAIR ARSENAL** 4 1-5 0

- Before choosing a target, this character chooses whether the attack type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Incinerate: After this attack is resolved, the defender gains the Incinerate special condition.

**PSIONIC ASSAULT** 3 1-7 4

- Before is dealt, this character may Advance the defender S.
- Disorient: Before is dealt, the defender gains the Stun special condition.

**★ ADVANCED IDEA MECHANICS (AFFILIATION: CRIMINAL SYNDICATE)**

Once per Turn, when an allied character is attacking or defending, if it is holding or Contesting an objective token and has 1 or more results in its roll, it may change 1 of its dice to a or .

**✦ BY MY CALCULATIONS, YOU'LL BE DEAD IN SECONDS!** 2

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

**⚡ ALL IN THIS WORLD ARE BENEATH ME!** X

While this character is attacking, during the **Modify Dice** step, if there is another allied character within 3 of it, this character may use this superpower. The allied character may spend up to 3 . For each spent this way, this character may reroll 1 attack die.

**⚡ GENIUS REQUIRES SACRIFICE; YOUR SACRIFICE TO BE PRECISE!** 2

When this character is targeted by an enemy attack, this character may use this superpower. Choose another allied character within 2. The chosen character becomes the target of the attack regardless of and LOS.

**∞ I AM M.O.D.O.K., MASTER OF THE MENTAL ARTS!**

While this character is defending against a attack, it adds Blanks in its roll to its total successes. Additionally, this character cannot be Pushed or Advanced by the effect of enemy attacks or enemy superpowers.

**M.O.D.O.K. SCIENTIST SUPREME**  
GEORGE TARLETON

3 3 5

6 4

3 5



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**DOOMSDAY CHAIR ARSENAL** 4 1-5 0

- Before choosing a target, this character chooses whether the attack type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Incinerate: After this attack is resolved, the defender gains the Incinerate special condition.

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While this character is attacking, during the **Modify Dice** step, if there is another allied character within 3 of it, this character may use this superpower. The allied character may spend up to 3 . For each spent this way, this character may reroll 1 attack die.

**⚡ GENIUS REQUIRES SACRIFICE; YOUR SACRIFICE TO BE PRECISE!** 0

When this character is targeted by an enemy attack, this character may use this superpower. Choose another allied character within 2. The chosen character becomes the target of the attack regardless of and LOS.

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While this character is defending against a attack, it adds Blanks in its roll to its total successes. Additionally, this character cannot be Pushed or Advanced by the effect of enemy attacks or enemy superpowers.



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### MOON KNIGHT

MARC SPECTOR

3

3

3

6

3

2

M



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#### BO STAFF

2

4

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- This character may reroll any number of attack dice for this attack.
- $\oplus$   $\otimes$   $\otimes$  **Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

#### THROWING CRESCENTS

4

4

0

- After this attack is resolved, this character gains 1  $\oplus$ .
- $\otimes$  **Rapid Fire**: After this attack is resolved, this character may make 1 additional **Throwing Crescents** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

#### AVATAR OF KHONSHU

3

7

4

- After this attack is resolved, Place this character within  $\oplus$  1 of the defender.
- Push**: Before  $\otimes$  is dealt, if the defender is  $\oplus$  2 or less, this character may Push it Away  $\otimes$ .

#### CHOSEN OF KHONSHU

2

When this character is targeted by a  $\otimes$  attack, it may use this superpower. Add 2 dice to this character's defense roll against that attack. This character cannot be Advanced, Pushed, or Placed by the effects of this attack.

#### MULTIPLE PERSONALITIES

At the start of this character's Activation, roll 1 die. If the result is a  $\oplus$ , this character may make an additional action this Turn that must be a move action. If the result is a  $\otimes$  or a  $\otimes$ , the next attack made this Activation adds 2 dice to its attack roll. If the result is a  $\otimes$  or a Blank, this character gains 1  $\oplus$ . If the result is a  $\otimes$ , there is no effect.

#### STEALTH, WALL CRAWLER

### MOON KNIGHT

MARC SPECTOR

3

3

3

6

3

2

M



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#### BO STAFF

2

4

0

- After this attack is resolved, this character gains  $\oplus$  equal to the  $\otimes$  dealt.
- This character may reroll any number of attack dice for this attack.
- $\oplus$   $\otimes$   $\otimes$  **Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

#### THROWING CRESCENTS

4

4

0

- After this attack is resolved, this character gains 1  $\oplus$ .
- $\otimes$  **Rapid Fire**: After this attack is resolved, this character may make 1 additional **Throwing Crescents** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

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3

7

4

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#### STEALTH, WALL CRAWLER

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### MOONDRAGON

HEATHER DOUGLAS

3

3

4

6

3

2

M

**PSIONIC BARRAGE** 3 4 0

- After this attack is resolved, this character gains 1 +.
- Rapid Fire:** After this attack is resolved, this character may make 1 additional **Psionic Barrage** attack targeting the original target character. This additional attack does not have the **Rapid Fire** special rule.

**DRAGON OF THE MOON** 2 7 3

- Add + results in the defender's roll to this attack's total successes.
- Hex:** After this attack is resolved, the defender gains the Hex 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.

**DISTRACTING ILLUSIONS** 1

When an enemy character within 3 makes an attack, during the **Modify Dice** step, this character may use this superpower. This character rerolls 1 of the attacker's dice. This superpower can be used only once per Turn.

**SHIELD MIND** 2

When this character or another allied character within 4 would be Advanced, Placed, or Pushed by the effect of an enemy + attack or enemy superpower, this character may use this superpower. That character is not Advanced, Placed, or Pushed.

**SHAD-LOM MARTIAL ARTIST**

When this character is defending against an attack targeting it from within 2, this character adds Blanks in its defense roll to its total successes.

**FLIGHT, GEM BEARER [MIND]**

### MOONDRAGON

HEATHER DOUGLAS

3

3

4

6

3

2

M

**PSIONIC BARRAGE** 3 4 0

- After this attack is resolved, this character gains 1 +.
- Rapid Fire:** After this attack is resolved, this character may make 1 additional **Psionic Barrage** attack targeting the original target character. This additional attack does not have the **Rapid Fire** special rule.

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**FLIGHT, GEM BEARER [MIND]**



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### MS. MARVEL (NORMAL)

KAMALA KHAN

3

4

3

6

3

2

M



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MORPHO-PUNCH

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 Toward this character S.

EMBIGGEN

3

This character transforms into **Ms. Marvel (Embiggened)**. This superpower can be used only once per Turn.

TAKE OUT THE TRASH

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.

INHUMAN

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

IMMUNITY [POISON]

### MS. MARVEL (NORMAL)

KAMALA KHAN

3

4

3

6

3

2

M



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MORPHO-PUNCH

4

4

0

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IMMUNITY [POISON]

**MARVEL**

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### MYSTERIO

QUENTIN BECK

1

1

5

6

3

2

M

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#### HYPNOSIS GAS

3 4 0

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if it dealt , this character may Advance the defender S.

#### CURTAIN CALL

2 6 4

- After this attack is resolved, if it dealt and the defender is 2 or less, this character may Throw the defender S.
- Stagger: After this attack is resolved, the defender gains the Stagger special condition.

#### TRICKS AND TRAPS

3

When an enemy character ends a movement within 3 of this character, this character may use this superpower. Roll 4 dice. That enemy character suffers 1 for each and rolled. If this superpower deals at least 1 , this character may Advance S.

#### MASTER OF ILLUSIONS

Whenever this character rolls dice, after the effect is resolved, it gains 1 if it rolled at least 1 Blank. Additionally, this character uses its Defense when making a dodge roll.

#### SMOKE AND MIRRORS

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 .

#### STEALTH

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

#### FLIGHT

### MYSTERIO

QUENTIN BECK

1

1

5

6

3

2

M

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#### HYPNOSIS GAS

3 4 0

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- After this attack is resolved, if it dealt , this character may Advance the defender S.

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2 6 4

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#### FLIGHT

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### MYSTIQUE

RAVEN DARKHÖLME

3

3

3

6

3

2

L



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PISTOL

3 4 0

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

ESPIONAGE

2 6 3

- Before is dealt, the defender gains the Stun special condition.

★ FREEDOM FORCE (AFFILIATION: BROTHERHOOD OF MUTANTS)

Once per Turn, after an allied character Interacts with an Extract objective token, after all effects are resolved, the allied character gains 1 .

Additionally, allied characters may use the following Interact ability:

**Interact (Secure Objective Token):** Place a token on that objective token. While that token is in play, this character's controlling player Secures that objective. Remove that token if an enemy character Contests that objective. Only 1 token at a time may be in play as a result of this ★ ability.

✦ EXPERT SABOTAGE

3

**Action:** Choose an interactive terrain feature of 3 or less within 4 of this character. Enemy characters within 1 of the terrain feature suffer 2 . The terrain feature is destroyed and removed from the battlefield. This superpower can be used only once per Turn.

∞ 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.

∞ SHAPESHIFTER

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

∞ STEALTH

### MYSTIQUE

RAVEN DARKHÖLME

3

3

3

6

3

2

L



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PISTOL

3 4 0

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∞ STEALTH



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates



**NAMOR, THE SUB-MARINER**  
NAMOR MCKENZIE

4 4 3

7 5

2 L

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**TRIDENT** 2 6 0

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

**ARMIES OF THE DEEP** 2 7 3

Each time this attack is chosen, this character may use 1 of the following effects:

- Swarm of Crabs:** Before is dealt, the defender drops all Asset tokens it is holding.
- Octopus' Grasp:** Before is dealt, other enemy characters within 2 of the defender suffer 1 and are Pushed Away from the defender S.
- Wave of Turtles:** After this attack is resolved, this character may immediately Interact with any number of objective tokens without spending . If it does, after all effects are resolved, this character may Advance S.

**IMPERIUS REX!** 3

**Action:** This character immediately makes a move action followed by a **Trident** attack. If this attack deals at least 1 , the defender gains the Stagger special condition. This superpower can be used only once per Turn.

**ATLANTEAN MIGHT**

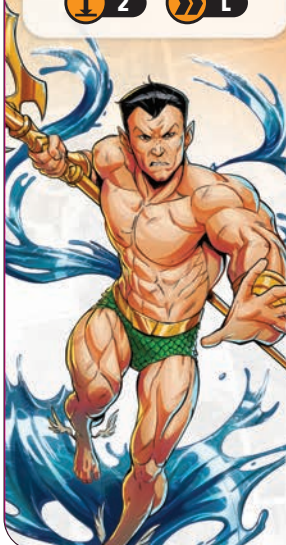
During the **Power Phase**, this character gains 1 additional .

caused by this character's attacks and effects cannot be reduced or prevented by superpowers or Team Tactic Cards.

**CHARISMATIC LEADER**

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

**FLIGHT, GEM BEARER [TIME]**



**NAMOR, THE SUB-MARINER**  
NAMOR MCKENZIE

4 4 3

7 5

2 L

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**TRIDENT** 2 6 0

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- Swarm of Crabs:** Before is dealt, the defender drops all Asset tokens it is holding.
- Octopus' Grasp:** Before is dealt, other enemy characters within 2 of the defender suffer 1 and are Pushed Away from the defender S.
- Wave of Turtles:** After this attack is resolved, this character may immediately Interact with any number of objective tokens without spending . If it does, after all effects are resolved, this character may Advance S.

**IMPERIUS REX!** 3

**Action:** This character immediately makes a move action followed by a **Trident** attack. If this attack deals at least 1 , the defender gains the Stagger special condition. This superpower can be used only once per Turn.

**ATLANTEAN MIGHT**

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

caused by this character's attacks and effects cannot be reduced or prevented by superpowers or Team Tactic Cards.

**CHARISMATIC LEADER**

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

**FLIGHT, GEM BEARER [TIME]**

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### NEBULA

NEBULA

3

3

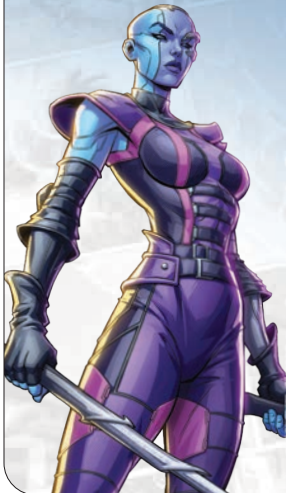
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PATRICK BROWN AND ALEX TRIP

STRIKE

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0

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

BLASTER PISTOL

3

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0

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

SHOCK SWORD ASSAULT

3

6

3

- After this attack is resolved, Place this character within 1 of the defender.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.

ASSASSIN

This character cannot Contest, Interact with, or hold objective tokens. Additionally, this character may reroll any number of its attack dice when attacking a character that is holding or Contesting an objective token.

CYBERNETIC ENHANCEMENTS

This character may reroll 1 die in its defense rolls. Additionally, at the start of this character's Activation, it may remove 1 from itself.

IMMUNITY [BLEED, POISON, STUN]

### NEBULA

NEBULA

3

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PATRICK BROWN AND ALEX TRIP

STRIKE

2

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IMMUNITY [BLEED, POISON, STUN]



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates



**NICK FURY**  
NICHOLAS J. FURY, JR.

4 3 4

7 4

2 M

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**TACTICAL KNIFE** 2 5 0

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

**FURY SPECIAL** 3 5 0

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

**LEAD FROM THE FRONT** 3 7 3

- After this attack is resolved, an allied **S.H.I.E.L.D. Agents** within 3 of this character may Advance S Toward the defender. Then that **S.H.I.E.L.D. Agents** may make a **Pistols** attack targeting the defender.

**★ LAST LINE OF DEFENSE (AFFILIATION: S.H.I.E.L.D.)**

If you have fewer VPs than your opponent, the first time each Round an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, you score 1 VP.

If you have an equal number or more VPs than your opponent, when an enemy character damages an allied character with an attack, the allied character may spend 1 . If it does, after the attack is resolved, the allied character may Advance S Toward the attacking character.

**✦ CALL IN THE CAVALRY** 2

If there is no allied **S.H.I.E.L.D. Agents** in play, Place it in play within 3 of this character with an Activated token. It may immediately interact with one Extract objective token. It is part of your Squad.

**∞ DIRECTOR OF S.H.I.E.L.D.**

When an Allied **S.H.I.E.L.D. Agents** is within 3 of this character, it may reroll 1 of its attack or defense dice. Additionally, when an Allied **S.H.I.E.L.D. Agents** within 3 of this character deals or suffers from an enemy effect, this character gains 1 .



**NICK FURY**  
NICHOLAS J. FURY, JR.

4 3 4

6 4

2 M

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**TACTICAL KNIFE** 2 5 0

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- Bleed**: 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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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

**NICK FURY & THE HOWLING COMMANDOS**  
NICHOLAS FURY, SR.; TIMOTHY "DUM DUM" DUGAN;  
GABRIEL JONES

3 3 3

6 3

2 M



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**PROTOTYPE WEAPONS** 4 5 0

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

**GRENADES!** 3 4 1

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

**THE SHOW'S OVER** 3 6 3

- Before choosing a target, this character chooses whether this attack's type is or .
- Pour It On:** After this attack is resolved, this character may make a **Prototype Weapons** attack.

**SIBLINGS IN ARMS** 2

Choose another allied character within 2. Place this character within 1 of the chosen character or Place the chosen character within 1 of this character. A character can be placed by this superpower only once per Turn.

**GOT YOUR BACK** 2

When an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character may use this superpower. This character makes a **Prototype Weapons** attack against the enemy character that caused the effect.

**STEALTH**

**NICK FURY & THE HOWLING COMMANDOS**  
NICHOLAS FURY, SR.; TIMOTHY "DUM DUM" DUGAN;  
GABRIEL JONES

3 3 3

6 3

2 M



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**PROTOTYPE WEAPONS** 4 5 0

- After this attack is resolved, this character gains 1 .
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**GRENADES!** 3 4 1

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When an allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character may use this superpower. This character makes a **Prototype Weapons** attack against the enemy character that caused the effect.

**STEALTH**



# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates

### NIGHTCRAWLER

KURT WAGNER

4

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3

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M



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TELEPORTING STRIKE

3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Ha-HA!: After this attack is resolved, if it dealt and this character is not within 2 of the defender, the defender gains the Stun special condition.

BRIMSTONE BLITZ

2 5 1

- Add dice to this attack equal to the number of times this character has been Placed this Turn.
- Flurry of Blows: After this attack is resolved, this character may make an additional attack action. This attack must target the original defender.

BAMF!

X

This character may spend 1 to 3 to use this superpower. Place this character within X of itself, where X is the amount of spent. This superpower can be used only once per Turn.

PUFF OF SMOKE

0

When this character makes an attack, after that attack is resolved, this character may use this superpower. Place this character within 2 of the defender.

UNGLAUBLICH ACROBATICS

2

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

INVISIBLE IN SHADOW

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

WALL CRAWLER

### NIGHTCRAWLER

KURT WAGNER

4

3

3

7

4

2

M



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WALL CRAWLER

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

### August 2026 Stat Card Updates

**N'KANTU, THE LIVING MUMMY**  
N'KANTU

4
 2
 4

5
 3

2
 M



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**SWARILI STRIKE** 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Push**: After this attack is resolved, if the defender is 3 or less, Push it Away .
- Mummy's Curse**: After this attack is resolved, the defender gains the Hex special condition.

**SEVER SOUL** 4 6 2

- After this attack is resolved, if was dealt, this character gains a Captured Soul token.

**LIVING DEATH** 0

This character may spend any number of Captured Soul tokens. For each Captured Soul token spent, this character may remove 1 special condition from itself, remove 1 from itself, or gain 1 .

**UNDEAD EMPOWERMENT** 0

While this character is attacking, at the end of the **Modify Dice** step, it may use this superpower. Spend 1 or more Captured Soul tokens. For each Captured Soul token spent in this way, this character may treat 1 result in its roll as a for the remainder of the attack roll.

**ALCHEMICAL CURSE OF NEPHRUS**

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

**ANUBIS'S SOUL HARVESTER**

When another character is Dazed or KO'd, this character gains a Captured Soul token. This character may have a maximum of 3 Captured Soul tokens at any time.

**IMMUNITY [BLEED, HEX, POISON]**

**N'KANTU, THE LIVING MUMMY**  
N'KANTU

4
 2
 4

5
 3

2
 M



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**IMMUNITY [BLEED, HEX, POISON]**



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### NOVA

RICHARD RIDER

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#### NOVA BURST

2

5

0

- After this attack is resolved, this character gains 1 .
-  **Throw:** After this attack is resolved, if the defender is  4 or less, this character may Throw it Away .

#### GRAVIMETRIC CANNON

4

6

0

- After this attack is resolved, this character gains 1 .
- Push:** After this attack is resolved, if it dealt , Push the defender Away .
-  **Judgment:** After this attack is resolved, the defender gains the Judgment special condition.

#### LIGHTSPEED LANCE

B5

7

5

- After all attacks generated by this attack are resolved, Place this character within  1 of the last character targeted by this attack.
-  **Push:** After each attack is resolved, Push the defender Away .

#### FASTER THAN LIGHT

2

**Action:** This character makes an attack action. After the attack is resolved, Place this character within  2 of its current position. This superpower can be used only once per Turn.

#### XANDARIAN WORLDWIND

X

When this character or an allied character within  3 makes a defense or dodge roll, during the **Modify Dice** step, this character may spend up to 3  to use this superpower. For each  spent, the allied character may reroll 1 of its defense or dodge dice. This superpower can be used only once per Turn.

#### NOVA FORCE

When this character makes a move action during its Activation, after the effect is resolved, it gains 2  and may remove all special conditions from itself. Add 3 dice to the next attack roll made as part of a **Nova Burst** or **Lightspeed Lance** attack made by this character this Activation. This character can be affected by this superpower only once per Turn.

#### FLIGHT, IMMUNITY [INCINERATE]

### NOVA

RICHARD RIDER

4

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4

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#### NOVA BURST

2

5

0

- After this attack is resolved, this character gains 1 .
-  **Throw:** After this attack is resolved, if the defender is  4 or less, this character may Throw it Away .

#### GRAVIMETRIC CANNON

4

6

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B5

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#### FLIGHT, IMMUNITY [INCINERATE]

**MARVEL**

# MINIATURES GAME

**OKOYE**

OKOYE



## STRIKE

2 4 0

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

## VIBRANIUM SPEAR BLAST

 4
  4
  0

## VIBRANIUM SPEAR THRUST

2 5 4

- **⚡ Pierce:** Change 1 of the defender's ⚡, ⚡, or ⚡ results to a Blank.
- **⚡ Flurry:** After this attack is resolved, this character may make a **Strike** attack.

## BODYGUARD

2

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

## GENERAL OF THE DORA MILAJE

This character may reroll 1 die in its defense rolls.

## 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.

## OKOYE



## STRIKE

 2
  4
  0

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

## VIBRANIUM SPEAR BLAST

4 4 0

### VIBRANIUM SPEAR THRUST

 2
  5
  4

- **Pierce:** Change 1 of the defender's , , or  results to a Blank.
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# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates



**OMEGA RED**  
ARKADY GREGORIVICH ROSSOVICH

3
 3
 4  
 7
 4  
 3
 M

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**CARBONADIUM COILS** 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Drain Life:** After this attack is resolved, if it dealt , this character removes 1 from itself.

**RED TERROR** 3 7 4

- Before choosing a target, this character chooses whether this attack's type is or .
- Absorb Essence:** Change 1 of the defender's , , or results to a . This character gains 1 if a die was changed in this way.

**DEATH FACTOR** 2

This character and enemy characters within 2 that have the Poison special condition suffer 2 in the order of your choosing. This superpower can be used only once per Turn.

**ENSNARE** 2

Push an enemy character within 4 and in this character's LOS Toward this character . A character can be Pushed by this superpower only once per Turn.

**CARBONADIUM ARMOR**

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

**DEATH SPORES**

Enemy characters that end their Activation within 2 of this character gain the Poison special condition. Additionally, at the end of this character's Activation, enemy characters within 2 of it gain the Poison special condition.

**IMMUNITY [POISON]**



**OMEGA RED**  
ARKADY GREGORIVICH ROSSOVICH

3
 3
 4  
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 4  
 3
 M

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- Drain Life:** After this attack is resolved, if it dealt , this character removes 1 from itself.

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**DEATH SPORES**

Enemy characters that end their Activation within 2 of this character gain the Poison special condition. Additionally, at the end of this character's Activation, enemy characters within 2 of it gain the Poison special condition.

**IMMUNITY [POISON]**

# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### PHOENIX

JEAN GREY

4

4

5

8

6

2

M



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#### Bolts of Flame

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

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

#### Firestorm

• Allied characters within ☹ of this attack may remove 1 ☹.

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

#### Cosmically Empowered Telekinesis

Choose an enemy character of ☹ 5 or less or an interactive terrain feature of ☹ 4 or less within ☹ 2 and Throw it ☹. This superpower can be used only once per Turn.

#### Rejuvenating Flames

Choose an allied character within ☹ 3. The chosen character removes up to 2 ☹ and up to 1 special condition from itself. A character may be targeted by this superpower only once per Turn.

#### Burning Resolve

When another allied character within ☹ 3 would be Advanced, Placed, or Pushed by an enemy effect, this character may use this superpower. The allied character is not Advanced, Placed, or Pushed.

#### I Am Fire and Life Incarnate

Whenever an allied non-Grunt character is Dazed or KO'd, this character gains 1 Phoenix token. When this character would be Dazed, it gains 3 Phoenix tokens. If this character has 3 or more Phoenix tokens at the start of your Turn, or if this character would flip its Stat Card to the Injured side, Place **Phoenix Unleashed** within ☹ 2 of it. **Phoenix Unleashed** is now part of your Squad. Move all ☹, all Activated tokens, and all Phoenix tokens from this character to **Phoenix Unleashed**. Then, remove this character from the battlefield.

#### Psionic Nexus

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

#### Flight, Immune [Incinerate, Poison], Peerless

### PHOENIX UNLEASHED

JEAN GREY

4

5

3

13

6

4

S



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#### Phoenix Blast

• **Destructive Force**: When creating the dice pool for this attack, this character may choose an interactive terrain feature of ☹ 2, 3, or 4 within ☹ 4 and destroy it. Add a number of dice to the attack pool equal to the ☹ of the terrain feature destroyed. Then, if there are fewer than 2 of this character's Flame Pillars in play, Place 1 Flame Pillar within ☹ 4 of this character. It is a ☹ 1 interactive terrain feature.

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

#### Molecular Disintegration

• After each attack is resolved, if the defender is not Dazed or KO'd, this character loses 1 Phoenix token.

#### Temporal Domination

When this character is attacking or defending, during the **Modify Dice** step, it may use this superpower. This character gains 1 Phoenix token and may reroll up to 3 dice in its attack or defense roll. This superpower can be used only once per Turn.

#### All Are Beneath Me

When measuring the ☹ and LOS for this character's attacks, you may choose 1 of this character's Flame Pillars and measure ☹ and LOS from it. If you do, after all the attacks are resolved, each target character gains the Incinerate special condition. Then the chosen Flame Pillar is destroyed.

#### Untamed Cosmic Entity

During the **Power Phase**, this character gains 1 additional ☹ for each Phoenix token it has. When this character Dazes or KO's an enemy character, this character loses 1 Phoenix token. When another allied non-Grunt character is Dazed or KO'd, this character gains 1 Phoenix token. Additionally, if this character would flip its Stat Card to the Injured side, or if it has 5 or more Phoenix tokens at the end of its Activation, roll dice equal to the number of Phoenix tokens this character has. Each character within ☹ 5 of this character suffers 1 ☹ for each ☹, ☹, and ☹ result rolled. Destroy each terrain feature within ☹ 5 of this character with a ☹ equal to or less than the number of ☹, ☹, and ☹ results rolled. Then this character is KO'd.

#### Flight, Immune [Incinerate, Poison, Stagger, Stun], Peerless, Reserve



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### PROFESSOR X

CHARLES XAVIER

2

2

6

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4

2

M



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#### PSYCHIC DART

4 5 0

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

#### MENTAL SUGGESTION

3 6 1

- After this attack is resolved, if it dealt 4, this character may Advance the defender its 2.

#### ASTRAL DUEL

3 4 3

- Add dice to the attack roll equal to the defender's 4 Defense.
- The defender cannot reroll or modify dice in the defense roll during this attack.

#### XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS (AFFILIATION: UNCANNY X-MEN)

Once per Turn, when an allied character spends 1 or more 4 to use an 4 or 4 superpower, after the effect is resolved, another allied character may gain 1 4.

#### PROFESSOR'S GUIDANCE

X

While another allied character within 4 is attacking or defending, during the **Modify Dice** step of the attack, this character may spend 1-3 4 to use this superpower. For each 4 spent, the allied attacking or defending character may reroll 1 of its dice. This superpower can be used only once per Turn.

#### TELEPATHIC LOCK

When an enemy character targets this character with an attack, it may use its 4 Defense regardless of the attack's type unless the attacker pays 2 4.

#### OMEGA-LEVEL TELEPATH

This character cannot be Pushed or Advanced by the effects of 4 attacks or enemy superpowers.

### PROFESSOR X

CHARLES XAVIER

2

2

6

7

4

2

M



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#### PSYCHIC DART

4 5 0

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

#### MENTAL SUGGESTION

3 6 1

- After this attack is resolved, if it dealt 4, this character may Advance the defender its 2.

#### ASTRAL DUEL

3 4 3

- Add dice to the attack roll equal to the defender's 4 Defense.
- The defender cannot reroll or modify dice in the defense roll during this attack.

#### XAVIER'S SCHOOL FOR GIFTED YOUNGSTERS (AFFILIATION: UNCANNY X-MEN)

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates



**PROWLER**  
AARON DAVIS

4 4 3

7 4

2 L

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**PROWLER GAUNTLET STRIKE** 2 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Pierce:** Change 1 of the defender's 4, 5, or 6 results to a Blank.
- Suppressive:** Before 6 is dealt, for each 5 in the attack roll, the defender loses 1 6.

**COVERT ARMAMENT** 4 4 0

- After this attack is resolved, this character gains 1 6.
- The defender cannot modify its defense dice during this attack.

**NOTHING PERSONAL, JUST BUSINESS** 3 8 4

- After this attack is resolved, this character may Advance M.
- Throw:** Before 6 is dealt, if the defender is 3 or less, this character may Throw it S.

**CHARGE** 2

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

**YOU'RE RIGHT, I CAN DO BETTER** 2

When this character attacks, during the **Modify Dice** step, it may use this superpower. This character may reroll all of its attack dice, including 5 results.

**CUSTOM-DESIGNED BURGLAR GADGETS**

The first time this character interacts with an objective each Turn, after the effect is resolved, this character gains 1 6.

**STEALTH, WALL CRAWLER**



**PROWLER**  
AARON DAVIS

4 4 3

7 4

2 L

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**PROWLER GAUNTLET STRIKE** 2 5 0

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- Pierce:** Change 1 of the defender's 4, 5, or 6 results to a Blank.
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**STEALTH, WALL CRAWLER**



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### PROXIMA MIDNIGHT

PROXIMA MIDNIGHT

3

3

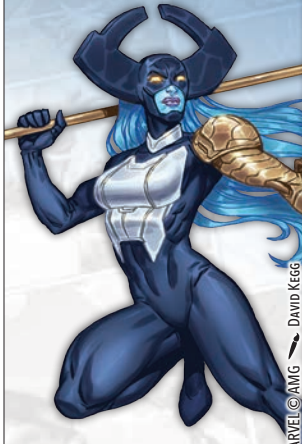
3

6

3

2

L



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#### 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.

#### SPEAR THROW

3

5

0

- After this attack is resolved, Place this character within 1 of the defender.
- Poison:** After this attack is resolved, the defender gains the Poison special condition.

#### QUANTUM STARBURST

4

7

4

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

#### 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 five defense dice. If this character suffers no from the attack, after the attack is resolved, the attacker suffers 2 .

#### WIFE OF CORVUS GLAIVE

1

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

#### INVULNERABILITY

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

### PROXIMA MIDNIGHT

PROXIMA MIDNIGHT

3

3

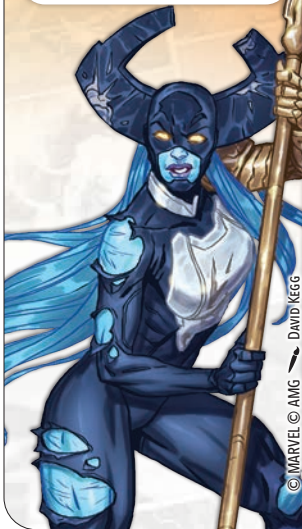
3

5

3

2

L



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#### STRIKE

2

5

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

#### INVULNERABILITY

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# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

#### August 2026 Stat Card Updates

### PSYLOCKE

ELIZABETH BRADDOCK

3

3

4

7

4

2

M

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TELEKINETIC KATANA

2 5 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.
- Neural Disruption: Before is dealt, for each in the attack roll, the defender loses 1 .

PSI-BOW

4 4 0

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

PSIONIC ASSAULT

3 7 3

- Before is dealt, the defender gains the Stun special condition.

TELEKINETIC COMBAT ENHANCEMENT

2

This character may immediately Advance . The next time it makes a **Telekinetic Katana** attack this Turn, add 2 dice to the attack roll. This superpower can be used only once per Turn.

TELEPATHIC PRECOGNITION

X

While this character is attacking or defending, during the **Modify Dice** step of the attack, it may spend any amount of to use this superpower. For each 1 spent, this character may reroll 1 of its attack or defense dice. This superpower can be used only once per Turn.

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

### PSYLOCKE

ELIZABETH BRADDOCK

3

3

4

6

4

2

M

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STEALTH



# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates



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**PUNISHER**  
FRANK CASTLE

3

3

3

6

3

2

M

**HIP FIRE** +3 -4 0

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

**AIMED SHOT** +5 -7 3

- Pierce:** Change 1 of the defender's , , or results to a Blank.
- After this attack is resolved, if it dealt , the defender gains the Stun and Slow special conditions.

**NO MORE SECOND CHANCES** 0

Remove up to 3 Punishment tokens from this character. During the next attack made by this character this Turn, add 1 die to its attack roll for each Punishment token removed. This superpower can be used only once per Turn.

**SPEC OPS TRAINING** 2

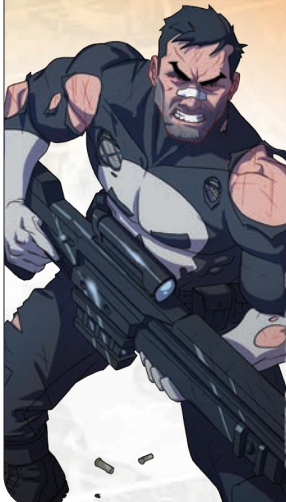
Advance this character . This superpower can be used only once per turn.

**WAR ZONE** 0

**Action:** Choose an interactive terrain feature of 3 or less within 4. Enemy characters within 1 of the chosen terrain feature suffer 2 . Then the chosen terrain feature is destroyed and removed from the battlefield. This superpower can be used only once per Turn.

**THE FALLEN**

When another allied character is Dazed or KO'd by an enemy effect, after the effect is resolved, this character gains a Punishment token. This character can have a maximum of 3 Punishment tokens at any time.



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**PUNISHER**  
FRANK CASTLE

3

3

3

6

3

2

M

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### PYRO

ST. JOHN ALLERDYCE

3

4

3

6

3

2

M



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FIRE BLAST

4

5

0

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

FLAME JET

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.

INFERNO

2

7

3

- After this attack is resolved, the defender gains the Incinerate special condition.
- Before is dealt, other enemy characters within 2 of the defender suffer 1 .

FIREWALL

3

Choose an enemy character within 3 of this character. The chosen character gains the Root and Slow special conditions. This superpower can be used only once per Turn.

STOKE THE FLAMES

2

During the next attack action made by this character this Turn, add 2 dice to its attack rolls.

FIRE MANIPULATION

When this character attacks, after the attack is resolved, if the defender has the Incinerate special condition, this character may choose another enemy character within 2 of the defender. The chosen character gains the Incinerate special condition.

### PYRO

ST. JOHN ALLERDYCE

3

4

3

6

3

2

M



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FIRE BLAST

4

5

0

- After this attack is resolved, this character gains 1 .
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B3

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7

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FIRE MANIPULATION

When this character attacks, after the attack is resolved, if the defender has the Incinerate special condition, this character may choose another enemy character within 2 of the defender. The chosen character gains the Incinerate special condition.



# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

QUASAR

PHYLA-VELL

3

4

4

7

4

2

M

QUANTUM SWORD

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.

NEGA-QUANTUM BLAST WAVE

B3

8

5

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

CHARGE

2

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

QUANTUM BANDS

2

Choose an enemy character within ☼ 2 and roll 4 dice. The chosen character loses ☼ equal to the number of ☹, ☹, and ☹ results. If the chosen character would lose more ☼ than it has, it suffers 1 ☹ for each ☼ it could not lose. The chosen character does not gain ☼ for ☹ suffered in this way. This superpower can be used only once per Turn.

FORCE FIELD

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.

KREE-TITAN HYBRID PHYSIOLOGY

1

When this character suffers ☹ from an enemy effect, after the effect is resolved, it may use this superpower. This character removes 1 ☹ or 1 special condition from itself. This superpower can be used only once per Turn.

FLIGHT, IMMUNITY [POISON, STUN]

QUASAR

PHYLA-VELL

3

4

4

6

4

2

M

QUANTUM SWORD

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.

NEGA-QUANTUM BLAST WAVE

B3

8

5

- ☹ Incinerate: After each 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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Choose an enemy character within ☼ 2 and roll 4 dice. The chosen character loses ☼ equal to the number of ☹, ☹, and ☹ results. If the chosen character would lose more ☼ than it has, it suffers 1 ☹ for each ☼ it could not lose. The chosen character does not gain ☼ for ☹ suffered in this way. This superpower can be used only once per Turn.

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FLIGHT, IMMUNITY [POISON, STUN]

# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

### QUICKSILVER

PIETRO MAXIMOFF

3

3

3

6

3

2

L

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#### SUPERSONIC STRIKE

3

4

0

- After this attack is resolved, this character gains equal to the dealt.
- Dash:** After this attack is resolved, this character may Advance **S**.
- Velocity:** After this attack is resolved, this character may make a **Supersonic Strike** attack. This attack may not target the original defender.

#### CYCLONIC VORTEX

3

6

2

- After this attack is resolved, this character may Advance **M**.

#### SPEEDSTER

2

This character drops all objective tokens it is holding. Then it Advances **L**. This superpower can be used only once per Turn.

#### CAN'T CATCH ME

3

When this character is targeted by an attack, it may use this superpower. This character Advances **S**. If, at the end of the Advance, this character is outside of the attack's or the attacker's LOS, the attack ends. If it is the attacker's Activation and the attack did not target multiple characters, the attacker may make another action. This superpower can be used only once per Turn.

#### SUPERSONIC REFLEXES

When this character is defending against an or attack or making a dodge roll, it may reroll up to 2 of its defense or dodge dice.

#### WALL CRAWLER

### QUICKSILVER

PIETRO MAXIMOFF

3

3

3

6

3

2

L

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#### SUPERSONIC STRIKE

3

4

0

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#### WALL CRAWLER



# MARVEL

## CRISIS PROTOCOL

### MINIATURES GAME

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### RED GUARDIAN

NIKOLAI KRYLENKO

3

3

4

6

3

2

M



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#### STRIKE

2

5

0

- After this attack is resolved, this character gains 1 .
- After this attack is resolved, if the defender is 3 or less, Push it Away S.

#### SHIELD THROW

4

4

0

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

#### SIBERIAN SHIELD SLAM

2

5

2

- Before is dealt, if the defender is 3 or less, this character may Throw it S.

#### FOCUSED REPULSION FIELD

2

When this character is targeted by a 1 or 2 attack, it may use this superpower. This character adds Blanks in its defense roll to its total successes.

#### RED GUARDIAN'S SUIT

When this character is damaged by an enemy or allied effect, after the effect is resolved, if this character is not Dazed it gains 1 .

### RED GUARDIAN

NIKOLAI KRYLENKO

3

3

4

6

3

2

M



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#### STRIKE

2

5

0

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- After this attack is resolved, if the defender is 3 or less, Push it Away S.

#### SHIELD THROW

4

4

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2

5

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When this character is damaged by an enemy or allied effect, after the effect is resolved, if this character is not Dazed it gains 1 .

# MARVEL CRISIS PROTOCOL MINIATURES GAME

## August 2026 Stat Card Updates

**RED SKULL**  
JOHANN SCHMIDT

4 3 3

7 4

2 M

**STRIKE** 2 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Push:** Before is dealt, this character may Push the defender Away S.

**COSMIC BLAST** 4 5 0

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

**UNLEASH THE CUBE** 4 7 4

- After this attack is resolved, if it dealt , this character may Throw the defender S.
- Reality Warp:** After this attack is resolved, the defender and each other character within 1 of it gain the Stun special condition. This character is not affected by Reality Warp.

★ **MASTER OF EVIL (AFFILIATION: CABAL)**

Each time an allied character damages an enemy character with an attack, after the attack is resolved, the attacker gains 1 .

✦ **COSMIC CUBE** 0

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

✦ **MASTER OF THE CUBE** 3

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

⚡ **HAIL HYDRA** 2

When this character is targeted by an attack, it may use this superpower. Choose another allied character within 2 to become the new target of the attack regardless of or LOS.

**RED SKULL**  
JOHANN SCHMIDT

4 3 3

7 4

2 M

**STRIKE** 2 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Push:** Before is dealt, this character may Push the defender Away S.

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# MARVEL

# CRISIS PROTOCOL

## MINIATURES GAME

### August 2026 Stat Card Updates

RED SKULL,  
MASTER OF THE WORLD

JOHANN SCHMIDT

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M



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PATRICK BROWN

COSMIC BURST

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

REALITY BOWS TO ME!

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- Reality Rupture:** After this attack is resolved, this character may make an additional Reality Bows to Me! attack without paying the cost. This additional attack must target a character within 2 of the original defender that has not been targeted by Reality Bows to Me! this Round.

MY CABAL IS ONLY FOR THE STRONG (AFFILIATION: CABAL)

Once per Turn, after a non-Grunt allied character rolls attack dice but before the Resolve Criticals step, it may treat 1 result in the attack roll as a result for the remainder of the roll. If it does, after the attack is resolved, the attacking character loses 1 . If it does not lose , it suffers 1 instead.

RESHAPE THE WORLD

3

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

NOTHING IS BEYOND MY REACH

4

Choose this character or another character within 2 of it and Place it within 3 of its current position. This superpower can be used only once per Turn.

POWER IS ONLY FOR THE ONE WHO RULES

When this character spends to make an attack action or to use a superpower, it may spend for the attack or superpower from an allied character within 3 of it.

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MASTER OF THE WORLD

JOHANN SCHMIDT

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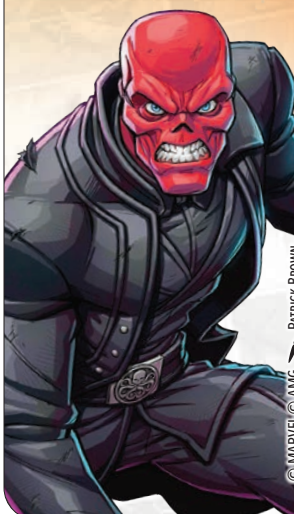
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