

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

RED SKULL, MASTER OF HYDRA

JOHANN SCHMIDT

4

2

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M



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BLITZ STRIKE

3

6

0

- After this attack is resolved, this character gains 1 .
- ⚡ Blitz: After this attack is resolved, Push the defender S. Then this character may Advance S.

KNEEL BEFORE ME!

2

9

5

- ⚡ Throw: Before is dealt, if the defender is 4 or less, this character may Throw it Away M.

★ WORLD DOMINATION (AFFILIATION: HYDRA)

During the **Power Phase**, allied characters gain 1 if they are holding or Contesting an objective token.

ALL-CONSUMING OBSESSION

0

This character suffers 1 and gains 2. This superpower can be used only once per Turn.

EMPOWERED GAUNTLETS

2

When this character makes a **Blitz Strike** attack, before the **Resolve Criticals** step, it may use this superpower. Treat each result currently in the roll as a result for the remainder of the attack.

∞ LEVIATHAN ARMOR

During the **Power Phase**, this character chooses a Shielding Type. The chosen type lasts until a new type is chosen:

- Dispersion Field** - This character rolls 3 additional dice when defending against attacks and cannot be Pushed or Advanced by the effects of enemy attacks or enemy superpowers.
- Null Field** - This character rolls 3 additional dice when defending against attacks and does not suffer collision.

∞ CUT OFF ONE HEAD...

If an allied **Hydra Troopers** is not in play when this character is chosen to Activate, Place them into play within 1 of this character. They gain the Stagger special condition and are part of your Squad.

∞ PEERLESS

RED SKULL, MASTER OF HYDRA

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RESCUE

PEPPER POTTS

4

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3

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3

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TRIAGE

4 5 0

- After this attack is resolved, this character gains 1 .
- If this attack would deal more than 1 , it deals 1 instead.
- Medic:** After this attack is resolved, choose up to 1 other allied character within +3. Remove 1 special condition from the chosen character or remove 1 for each in the attack roll from the chosen character.

SONIC BARRAGE

B4 7 4

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

LIFE SUPPORT SYSTEMS

1

This character immediately makes a Shake action.

MEDEVAC

3

Action: This character immediately Advances 1. Then this character may choose another allied character within +2 that has an Activated token. If it does, Place the chosen character within +1 of this character. Then this character may remove up to 2 or 1 special condition from the chosen character. This superpower can be used only once per Turn.

SONIC FORCE FIELDS

2

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

RESCUE ARMOR

When this character would suffer from an enemy effect, reduce the amount of suffered by 1, to a minimum of 1.
Additionally, when this character removes 1 or more or special conditions from another allied character, after the effect is resolved, this character gains 1 .

FLIGHT

RESCUE

PEPPER POTTS

4

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3

2

M

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FLIGHT

MARVEL

CRISIS PROTOCOL

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RHINO

ALEKSEI SYTSEVICH

3

3

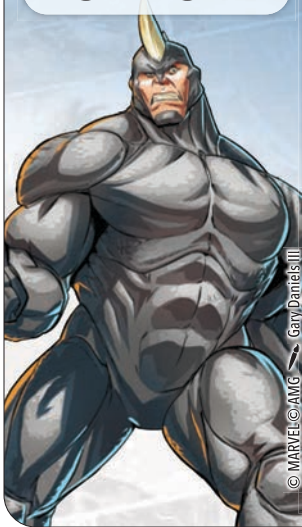
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GORE

3

5

0

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

STAMPEDE

3

This character is Pushed $\mathbf{M}$. It does not stop its movement if it contacts a $\oplus$ 2 or smaller interactive terrain feature. Instead, the contacted terrain feature is destroyed, then this character continues being Pushed. The next time it makes a **Gore** attack this Turn, add 2 dice to the attack roll. This superpower can be used only once per Turn.

NOBODY EVER ACCUSED THE RHINO OF GOOD MANNERS

3

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

AGGRESSIVE

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

DRNERY

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

RHINO HIDE

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

RHINO

ALEKSEI SYTSEVICH

3

3

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© MARVEL © AMG Gary Daniels III

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CRISIS PROTOCOL

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August 2026 Stat Card Updates

ROCKET RACCOON

ROCKET RACCOON

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2

1

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PLASMA RIFLE

5

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0

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

HADRON ENFORCER

5

7

4

- Vortex:** Before is dealt, other enemy characters within $\oplus 2$ of the defender suffer 1 and are Pushed Toward the defender .

BOOBY TRAPS

3

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

PERSONAL BODYGUARD

0

When this character is the target of an attack and an allied **Groot** is within $\oplus 2$ of this character, this character may use this superpower. The allied **Groot** becomes the target of the attack regardless of $\oplus$ and LOS.

NIMBLE

This character does not suffer from collisions.

SMALL STATURE

This character always benefits from Cover.

ROCKET RACCOON

ROCKET RACCOON

2

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1

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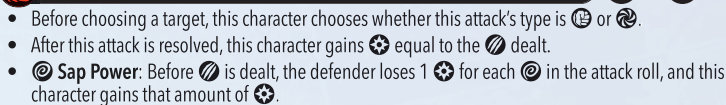
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August 2026 Stat Card Updates

ANNA MARIE LEBEAU



ABSORBING STRIKE



SOUTHERN HOSPITALITY



- After this attack is resolved, if the defender is **I** 4 or less, this character may Throw it **S**

CHARGE



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

MARVELOUS STRENGTH



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

MUTANT ABSORPTION



Choose an enemy character within $\oplus 2$ of this character. Roll 5 dice. The chosen character loses $\otimes$ equal to the number of $\oplus$, $\otimes$, and $\otimes$ results. If the chosen character would lose more $\otimes$ than it has, it suffers 1 $\otimes$ for each $\otimes$ it could not lose. The chosen character does not gain $\otimes$ for $\otimes$ suffered in this way. This superpower can be used only once per Turn.

KREE-MUTANT PHYSIOLOGY

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

FLIGHT, IMMUNITY [POISON]

ANNA MARIE LEBEAU



ABSORBING STRIKE



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

Southern Hospitality



- After this attack is resolved, if the defender is **Ⓡ** 4 or less, this character may Throw it **Ⓢ**.

CHARGE



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

MARVELOUS STRENGTH



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

MUTANT ABSORPTION



Choose an enemy character within ⊕ 2 of this character. Roll 5 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]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

RONAN THE ACCUSER

RONAN THE ACCUSER

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STRIKE

2

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- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\otimes$ Throw: Before $\otimes$ is dealt, if the defender is $\oplus$ 4 or less, this character may Throw it Away $\$$.

UNIVERSAL WEAPON

4

5

0

- $\otimes$ Push: Before $\otimes$ is dealt, if the defender is $\oplus$ 4 or less, this character may Push it Away $\$$.
- After this attack is resolved, if $\otimes$ was dealt, the defender gains the Shock special condition.

KREE JUSTICE

2

8

4

- After this attack is resolved, if $\otimes$ was dealt, the defender gains the Stun and Stagger special conditions.
- $\otimes$ Explosive: Before $\otimes$ is dealt, other enemy characters within $\oplus$ 2 of the defender suffer 1 $\otimes$.

JUDGMENT

2

When this character or an allied character within $\oplus$ 3 of this character is damaged by an enemy effect, after the effect is resolved, this character may use this superpower. The character that caused the effect gains the Judgment special condition.

THE ACCUSER

0

If an enemy effect would cause this character to be Dazed or KO'd, it may use this superpower. It is not Dazed or KO'd. After the effect is resolved, this character Advances $\$$, makes one attack targeting the enemy character that caused the effect, and is then Dazed or KO'd.

GEM BEARER [POWER], IMMUNITY [POISON]

RONAN THE ACCUSER

RONAN THE ACCUSER

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M

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STRIKE

2

5

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MARVEL

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RONIN

CLINTON BARTON

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

THE HAWK'S BLADES

4 4 0

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

THE CUTTING WIND

B3 6 4

- After all attacks generated by this attack are 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.

GRAPPLING HOOK

2

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

SPECTER OF DEATH

2

When this character targets a character with an attack, this character may use this superpower. During the **Modify Dice** step, this character may change 1 of its attack dice to a for each or in its attack roll.

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.

STEALTH

RONIN

CLINTON BARTON

4

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4

2

M



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STEALTH

MARVEL

CRISIS PROTOCOL

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SABRETOOTH

VICTOR CREED

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CLAW SLASH

2 5 0

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

SAVAGE PREDATOR

2 7 4

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

NO MERCY

3

During the next attack this character makes this Turn, add 1 die to its attack roll for each the target character has, to a maximum of 3.

UNTAMED FORCE

2

After an attack against this character is resolved, it may use this superpower. If the attacker is within 2, this character may make a **Claw Slash** attack targeting it. This superpower can be used only once per Turn.

AGGRESSIVE

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

HEALING FACTOR [1]

SABRETOOTH

VICTOR CREED

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CLAW SLASH

2 5 0

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CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SABRETOOTH, APEX PREDATOR

VICTOR CREED

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PATRICK BROWN

MARVEL © AMG

CLAW SLASH

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

BLOODTHIRSTY ONSLAUGHT

3

6

2

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

CATCH, RUNT!

3

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

PRIMAL POUNCE

3

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

STOP SQUEALING AND DIE

4

The next Claw Slash or Bloodthirsty Onslaught attack made by this character this turn adds 3 dice to its attack roll.

HEALING FACTOR [1]

SABRETOOTH, APEX PREDATOR

VICTOR CREED

4

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3

M



PATRICK BROWN

MARVEL © AMG

CLAW SLASH

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SANDMAN
FLINT MARKO

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SILICATE STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Throw**: After this attack is resolved, if the defender is 2 or less, this character may Throw it .

SAND BLAST B3 5 0

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

PUNCHIN' YOUR TICKET 2 8 4

- Add 2 dice to this attack for each allied **Sand Construct** within 2 of the defender.

REABSORB 3

Choose an allied **Sand Construct** within 3 of this character. Place this character within 1 of the chosen **Sand Construct**. Then the chosen **Sand Construct** is KO'd, and this character removes 1 from itself.

CREATE SAND CONSTRUCT

You may have 2 **Sand Constructs** in your Squad instead of the normal 1. You must Activate all allied **Sand Constructs** before this character's Activation.

At the start of this character's Activation, if there are fewer than 2 **Sand Constructs** in play, this character may suffer 2 . If it does, Place 1 **Sand Construct** into play within 2 of this character. It gains an Activated token and is part of your Squad.

SAND MANIPULATION

This character gains 1 whenever an allied **Sand Construct** deals or suffers from an enemy effect.

HEALING FACTOR [1], WALL CRAWLER

SANDMAN
FLINT MARKO

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 4
 3

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 S



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SCARLET SPIDER

BEN REILLY

4

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M



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SCARLET STRIKE

2 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\ominus$ dealt.
- $\odot$ $\oplus$ **Elusive**: After this attack is resolved, this character may Advance $\$$.

IMPACT WEBBING

4 4 0

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

WHATEVER A SPIDER CAN

2 8 5

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

WEB WHIP

2

Choose an enemy character within $\oplus$ 3 and in LOS, and Push it Toward this character $\$$. Then Place this character within $\oplus$ 1 of the enemy character. This superpower can be used only once per Turn.

PROPORTIONATE STRENGTH OF A SPIDER

3

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

SPIDER-SENSE

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

WALL CRAWLER

SCARLET SPIDER

BEN REILLY

4

3

3

6

4

2

M



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SCARLET STRIKE

2 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\ominus$ dealt.
- $\odot$ $\oplus$ **Elusive**: After this attack is resolved, this character may Advance $\$$.

IMPACT WEBBING

4 4 0

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

WHATEVER A SPIDER CAN

2 8 5

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

WEB WHIP

2

Choose an enemy character within $\oplus$ 3 and in LOS, and Push it Toward this character $\$$. Then Place this character within $\oplus$ 1 of the enemy character. This superpower can be used only once per Turn.

PROPORTIONATE STRENGTH OF A SPIDER

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SCARLET WITCH

WANDA MAXIMOFF

3

4

4

7

5

2

M



HEX BOLT

4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Chaos Magic:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Hex, Incinerate, or Poison.

CRUEL TWIST

3 8 6

- The defender does not add results in its defense roll to its total successes and cannot add additional dice to its defense roll as a result of results.
- Reality Contortion:** Change 1 of the defender's , , or results to a Blank.

TELEKINESIS

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.

CURSE

2

When this character is damaged by an enemy effect, after the effect is resolved, it may use this superpower. The enemy character that caused the effect gains the Judgment special condition.

CHOSEN OF C'HTHON

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

HEX FIELD

Enemy characters performing a Shake action while within 3 of this character may not remove the Hex, Judgment, or Poison special conditions.

FLIGHT

SCARLET WITCH

WANDA MAXIMOFF

3

4

4

7

5

2

M



HEX BOLT

4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Chaos Magic:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Bleed, Hex, Incinerate, or Poison.

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3 8 6

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

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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.

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2

When this character is damaged by an enemy effect, after the effect is resolved, it may use this superpower. The enemy character that caused the effect gains the Judgment special condition.

CHOSEN OF C'HTHON

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

HEX FIELD

Enemy characters performing a Shake action while within 3 of this character may not remove the Hex, Judgment, or Poison special conditions.

FLIGHT

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



SENTINEL MK4
SENTINEL MK4

4 4 3

8 4

5 5

PLASMA BLAST 3 5 0

- After this attack is resolved, this character gains 3 equal to the 5 dealt.
- During the Pay Cost step of this attack, this character may spend up to 2 additional 5. Add 1 die to the attack for each 5 spent this way.

SUPPRESSION PROTOCOLS 3 8 3

- Suppression: After this attack is resolved, for each 3 in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

RESTRAINT CABLES 2

Choose an enemy character within 4 and in LOS. Push the chosen character Toward this character 5. This superpower can be used only once per Turn.

MASTER MOLD

When building a Roster or a Squad, a player may include 2 of this character instead of the normal 1.

POWER MATRIX

At the end of this character's Activation, it gains 2 5.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by 5 attacks or enemy superpowers. When defending against 5 attacks, this character counts 5 results in the defense roll as 2 successes.

ACCEPTABLE COLLATERAL DAMAGE

This character may end an Advance or a Climb partially overlapping interactive terrain features of 2 or less. If it would, destroy those terrain features before that movement ends.

FLIGHT, IMMUNITY [BLEED, POISON]



SENTINEL MK4
SENTINEL MK4

4 4 3

6 4

5 5

PLASMA LEAK 2 5 0

- Before 5 is dealt, this character gains 1 5.
- System Overload: After this attack is resolved, this character and each other character within 2 of it suffers 1 5. Then this character loses 1 5.

SUPPRESSION PROTOCOLS 3 8 3

- Suppression: After this attack is resolved, for each 3 in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

RESTRAINT CABLES 2

Choose an enemy character within 4 and in LOS. Push the chosen character Toward this character 5. This superpower can be used only once per Turn.

DAMAGED POWER MATRIX

At the end of this character's Activation, it gains 1 5.

MASTER MOLD

When building a Roster or a Squad, a player may include 2 of this character instead of the normal 1.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by 5 attacks or enemy superpowers. When defending against 5 attacks, this character counts 5 results in the defense roll as 2 successes.

ACCEPTABLE COLLATERAL DAMAGE

This character may end an Advance or a Climb partially overlapping interactive terrain features of 2 or less. If it would, destroy those terrain features before that movement ends.

FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SENTINEL PRIME MK4

SENTINEL PRIME MK4

4 4 3

9 5

5 5



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PLASMA BLAST MK2

3 6 0

- After this attack is resolved, this character gains equal to the dealt.
- During the **Pay Cost** step of this attack, this character may spend up to 2 additional . Add 1 die to the attack for each spent this way.

SUPPRESSION PROTOCOLS MK2

4 8 3

- Suppression:** After this attack is resolved, for each in the attack roll, the defender gains 1 of the following special conditions: Incinerate, Shock, or Slow.

MUTANT HUNTERS (AFFILIATION: SENTINELS)

When an enemy character is Dazed or KO'd, after the effect is resolved, choose a number of allied characters up to that enemy character's . Each chosen character gains 1 . A character cannot gain more than 1 as a result of this Leadership ability each Turn.

RESTRAINT CABLES

2

Choose an enemy character within 4 and in LOS. Push the chosen character Toward this character . This superpower can be used only once per Turn.

PATTERN ANALYSIS

X

While this character or another allied character within 4 is attacking or defending, during the **Modify Dice** step, this character may spend up to 3 to use this superpower. For each spent, that allied character may reroll 1 die in their roll. A character can reroll dice with this superpower only once per Turn.

POWER MATRIX

At the end of this character's Activation, it gains 2 .

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by attacks or enemy superpowers. When defending against attacks, this character counts results in the defense roll as 2 successes.

FLIGHT, IMMUNITY [BLEED, POISON]

SENTINEL PRIME MK4

SENTINEL PRIME MK4

4 4 3

7 5

5 5



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PLASMA BLAST MK2

3 6 0

- After this attack is resolved, this character gains equal to the dealt.
- During the **Pay Cost** step of this attack, this character may spend up to 2 additional . Add 1 die to the attack for each spent this way.

SUPPRESSION PROTOCOLS MK2

4 8 3

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RESTRAINT CABLES

2

Choose an enemy character within 4 and in LOS. Push the chosen character Toward this character . This superpower can be used only once per Turn.

PATTERN ANALYSIS

X

While this character or another allied character within 4 is attacking or defending, during the **Modify Dice** step, this character may spend up to 3 to use this superpower. For each spent, that allied character may reroll 1 die in their roll. A character can reroll dice with this superpower only once per Turn.

OVERLOADING POWER CORE

During the **Power Phase**, roll 5 dice. For each and rolled, this character gains 1 . If at least 1 was rolled, this character suffers 1 .

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by attacks or enemy superpowers. When defending against attacks, this character counts results in the defense roll as 2 successes.

FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

SHADOW KING

AM AHL FAROUK

3

4

5

8

5

3

5



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MENTAL SHACKLE +3 -6 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.
- Root:** After this attack is resolved, the defender gains the Root special condition.

ASTRAL DISINTEGRATION +2 -5 4

- Add dice to the attack roll equal to the amount of + the target character has, to a maximum of 5.
- The defender cannot reroll or modify dice in the defense roll during this attack.

ASTRAL FIEND 0

Action: Place a Projection token within + 3 of this character. When measuring + for this character's attacks and superpowers, measure from the Projection token. When measuring + for enemy attacks, enemy characters may measure to this character or its Projection token. When this character is dealt by an enemy attack, remove this token. At the beginning of the **Cleanup Phase**, remove this token. This superpower can be used only once per Turn.

IMMORTAL ESSENCE 3

This character removes up to 3 from itself. This superpower can be used only once per Turn.

NIGHTMARE VISIONS 4

When a character ends an Advance within + 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 for each and in the result. If this superpower deals at least 1 , this character may Advance the enemy character S. This superpower can be used only once per Turn.

OMEGA LEVEL MULTI-VERSAL ENTITY

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

SHADOW KING

AM AHL FAROUK

3

4

5

7

5

3

5



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MENTAL SHACKLE +3 -6 0

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

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CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SHADOWCAT

KATHERINE "KITTY" PRYDE

3

3

3

6

3

2

L



PHASING STRIKE

2 4 0

- After this attack is resolved, this character gains equal to the dealt.
- During this attack, the defender does not add results in its defense roll to its total successes and cannot add additional dice to the defense roll as a result of results.
- Sidestep:** After this attack is resolved, Place this character within 1 of its current position.

GET 'EM LOCKHEED!

3 4 0

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

INTANGIBLE ASSAULT

3 7 3

- During this attack, the defender does not add results in its defense roll to its total successes and cannot add additional dice to the defense roll as a result of results.
- Ghosted:** After this attack is resolved, Place this character within 2 of itself.

PHASE RUSH

2

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

CAN'T TOUCH THIS

2

When this character or an allied character within 2 is targeted by a or attack or would make a dodge roll, this character may use this superpower. This character adds 2 dice to the defense or dodge roll. If this character or the allied character is Pushed or Thrown by the special rules of the attack, after the effect is resolved, this character may Place the Pushed or Thrown character within 1 of its current position.

STEALTH

SHADOWCAT

KATHERINE "KITTY" PRYDE

3

3

3

6

3

2

L



PHASING STRIKE

2 4 0

- After this attack is resolved, this character gains equal to the dealt.
- During this attack, the defender does not add results in its defense roll to its total successes and cannot add additional dice to the defense roll as a result of results.
- Sidestep:** After this attack is resolved, Place this character within 1 of its current position.

GET 'EM LOCKHEED!

3 4 0

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

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STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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SHADOWLAND DAREDEVIL

MATT MURDOCK

4

3

3

6

4

2

M

GARY DANIELS III

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2

5

0

COORDINATED STRIKE

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if there is not an allied **Hand Ninjas** character in play, Place it in play within 1 of this character with an Activated token. It is part of your Squad.

4

4

0

BATON SNARE

- This attack ignores LOS, and the defender does not benefit from Cover.
- Pursuit:** Before is dealt, this character may Advance Toward the defender.

2

7

3

DEMON'S DEVASTATION

- If an allied **Hand Ninjas** character is within 2 of the defender, add 2 dice to the attack roll.
- Vanish:** After this attack is resolved, Place this character within 2.

★

SHADOW WAR (CRIMINAL SYNDICATE)

When an allied character attacks an enemy character holding or Contesting an objective token, it may reroll 1 of its attack dice. This ★ ability can reroll results.

∞

RADAR SENSE

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

∞

STEALTH, WALL CRAWLER

SHADOWLAND DAREDEVIL

MATT MURDOCK

3

3

4

8

4

2

M

GARY DANIELS III

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2

5

0

COORDINATED STRIKE

- After this attack is resolved, this character gains equal to the dealt.
- After this attack is resolved, if there is not an allied **Hand Ninjas** character in play, Place it in play within 1 of this character with an Activated token. It is part of your Squad.

4

4

0

BATON SNARE

- This attack ignores LOS, and the defender does not benefit from Cover.
- Pursuit:** Before is dealt, this character may Advance Toward the defender.

2

7

3

DEMON'S DEVASTATION

- If an allied **Hand Ninjas** character is within 2 of the defender, add 2 dice to the attack roll.

★

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When an allied character attacks an enemy character holding or Contesting an objective token, it may reroll 1 of its attack dice. This ★ ability can reroll results.

✦

THERE IS ONLY THE BEAST

The next time the **Demon's Devastation** attack is used this Activation, its becomes A2.

∞

RADAR SENSE

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

∞

STEALTH, WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SHANG-CHI

ZHENG SHANG-CHI

4

3

4

6

4

2

M

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TEN THOUSAND SHAPES STRIKE

2 6 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.
- Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

RISING PHOENIX KICK

3 5 0

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

HIDDEN FLOWER UNDER THE LEAVES

2

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

DRAGON CHASES ITS TAIL

2

After an attack against this character is resolved, if the attacking character is within 2 and this character did not suffer from the attack, this character may use this superpower. Throw the enemy character .

FIVE ELEMENTS FIST

1

When this character makes a **Ten Thousand Shapes Strike** attack, before is dealt, it may use this superpower. Choose and resolve 1 of the following effects:

- Flow like Water**: This character Advances .
- One-Inch Punch**: Choose an enemy character within 1 and of 3 or less. Push the chosen character Away .

SUPREME MARTIAL ARTIST

When this character is defending against an attack, if the attacker is within 3, this character adds Blanks in its defense roll to its total successes.

SHANG-CHI

ZHENG SHANG-CHI

4

3

4

6

4

2

M

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TEN THOUSAND SHAPES STRIKE

2 6 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.
- Stagger**: After this attack is resolved, the defender gains the Stagger special condition.

DIM MAK

2 10 5

- After this attack is resolved, if the defender has the Stagger special condition, it loses the Stagger special condition and gains an Activated token.

HIDDEN FLOWER UNDER THE LEAVES

2

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

SIXTY-FOUR INFINITE PALMS

2

When this character makes a **Ten Thousand Shapes Strike** attack, before is dealt, it may use this superpower. Choose and resolve 1 of the following effects:

- Cleansing Strike**: This character removes up to 1 and up to 1 special condition from itself.
- One-Inch Punch**: Choose an enemy character within 1 and of 3 or less. Push the chosen character Away .

WILD GOOSE LEAVES THE FLOCK

3

After an attack against this character is resolved, if the attacking character is within 2, this character may use this superpower. This character may Advance . Then Place the attacking character within 1 of this character. This superpower can be used only once per Turn.

SUPREME MARTIAL ARTIST

When this character is defending against an attack, if the attacker is within 3, this character adds Blanks in its defense roll to its total successes.

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SHE-HULK

JENNIFER WALTERS

4

4

3

10

6

3

M

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SENSATIONAL UPPERCUT

2 7 0

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

THE DEFENSE RESTS

3 10 5

- After this attack is resolved, if it dealt , the defender gains the Slow and Stun special conditions. If the defender already had the Slow special condition, it gains the Stagger special condition.

DEFENDERS OF ARCADIA (AFFILIATION: A-FORCE)

When an allied character is damaged by an enemy effect, another allied character may gain 1 . A character cannot gain more than 1 from this ability per Turn.

CLEAR THE COURT

3

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

SUPERIOR WEIGHT TRAINING

3

During the next attack made by this character this Turn, add dice to the attack roll equal to the 1 of the defender.

LEGAL DEFENSE

2

When an 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 2 and LOS.

GAMMA TRANSFUSION

During the **Power Phase**, this character gains 1 additional . Additionally, after an attack targeting this character is resolved, if this character suffered , it may Advance Toward the attacker S.

IMMUNITY [POISON]

SHE-HULK

JENNIFER WALTERS

4

4

3

10

6

3

M

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SENSATIONAL UPPERCUT

2 7 0

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

THE DEFENSE RESTS

3 10 5

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

SUPERIOR WEIGHT TRAINING

3

During the next attack made by this character this Turn, add dice to the attack roll equal to the 1 of the defender.

LEGAL DEFENSE

2

When an 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 2 and LOS.

GAMMA TRANSFUSION

During the **Power Phase**, this character gains 1 additional . Additionally, after an attack targeting this character is resolved, if this character suffered , it may Advance Toward the attacker S.

IMMUNITY [POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SHOCKER

HERMAN SCHULTZ

4

3

3

6

3

2

M

VIBRO-SHOCK STRIKE

3 5 0

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

SHAKE 'EM DOWN

3 7 4

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

VIBRATIONAL SHIELD

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.

IF THE GROUND IS ROCKING...

When an enemy character within 2 of this character makes an attack, it rolls 1 fewer die on its attack roll.

IMMUNITY [STUN]

SHOCKER

HERMAN SCHULTZ

4

3

3

6

3

2

M

VIBRO-SHOCK STRIKE

3 5 0

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

SHAKE 'EM DOWN

3 7 4

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

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2

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When an enemy character within 2 of this character makes an attack, it rolls 1 fewer die on its attack roll.

IMMUNITY [STUN]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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SHURI

SHURI

3

3

3

6

3

2

M



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COURTESY VIA

PANTHER GAUNTLETS

5

6

0

- After this attack is resolved, this character gains 1 .
- If this attack would deal 1 or more , it deals 1 instead.
- After this attack is resolved, if the defender is 3 or less, Push it Away .

SONIC CRUSH

2

7

4

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

SUPER GENIUS

1

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

UPGRADES

X

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

HEAD OF WAKANDA R&D

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

SHURI

SHURI

3

3

3

6

3

2

M



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COURTESY VIA

PANTHER GAUNTLETS

5

6

0

- After this attack is resolved, this character gains 1 .
- If this attack would deal 1 or more , it deals 1 instead.
- After this attack is resolved, if the defender is 3 or less, Push it Away .

SONIC CRUSH

2

7

4

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

SUPER GENIUS

1

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

UPGRADES

X

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

HEAD OF WAKANDA R&D

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

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SILK

CINDY MOON

4

3

3

6

4

2

L

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SPIDER STRIKE

3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Push:** After this attack is resolved, if the defender is 2 or less, this character may Push it S.

FINGERTIP SPINNERETS

B3 5 0

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

THE SPECTACULAR SPINNING JENNY

A2 7 5

- After each attack is resolved, the defender is Pushed Toward this character S.
- After all attacks generated by this attack have been resolved, Place this character within 3 of itself.

CAUGHT IN THE WEB

2

When an enemy character ends a movement within 3 of this character, this character may use this superpower. Roll 4 dice. The enemy character suffers 1 for each and result rolled. Then, if this superpower dealt 1 or more, this character may Advance S.

SILK SENSE

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

WEB OF THE BRIDE

When an enemy character with the Slow special condition ends a movement within 3 of this character, this character gains 1.

WALL CRAWLER

SILK

CINDY MOON

4

3

3

6

4

2

L

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SPIDER STRIKE

3 5 0

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When an enemy character with the Slow special condition ends a movement within 3 of this character, this character gains 1.

WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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SILVER SABLE

SILVIJA SABLINOVA

3

3

3

7

4

2

M

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TACTICAL TAKEDOWN

5 5 0

- After this attack is resolved, this character gains 1 .
- Tranquilized:** After this attack is resolved, the defender gains the Root special condition.
- Bringing You In:** After this attack is resolved, this character may Push the defender Toward this character S.

HEADSHOT

5 6 3

- If the target character is not within 3 and does not benefit from Cover, if this attack would deal , increase the amount dealt by 2.
- Concussion:** After this attack is resolved, the defender gains the Stun special condition.

SHOT CALLER

3

Choose another allied character within 4 and Advance it S. Then the chosen character gains 1 . A character can be affected by this superpower only once per Turn.

WANT MY HELP? PAY UP.

0

When another allied character within 4 of this character makes an attack, during the Create Attack Dice Pool step of the attack, this character may use this superpower. The allied character loses 2 . If it does, this character gains 1 , and the allied character adds 1 die to its attack roll. This superpower can be used only once per Turn.

SNIPER NEST

When this character is targeted by a 10 or 20 attack, if this character is overlapping a terrain feature of 3 or more and the attacking character is not overlapping the same terrain feature, this character adds 2 dice to its defense roll.

WALL CRAWLER

SILVER SABLE

SILVIJA SABLINOVA

3

3

3

7

4

2

M

© MARVEL © AMG GARY DANIELS III

TACTICAL TAKEDOWN

5 5 0

- After this attack is resolved, this character gains 1 .
- Tranquilized:** After this attack is resolved, the defender gains the Root special condition.
- Bringing You In:** After this attack is resolved, this character may Push the defender Toward this character S.

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5 6 3

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

SHOT CALLER

3

Choose another allied character within 4 and Advance it S. Then the chosen character gains 1 . A character can be affected by this superpower only once per Turn.

PROTECT THE ASSET!

2

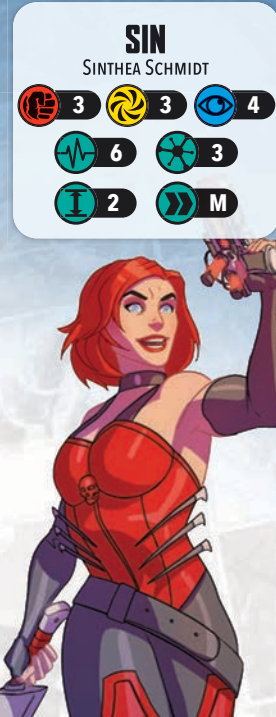
When an enemy character within 4 of this character targets an allied character with an attack, if the allied character is holding an Asset or Civilian token, this character may use this superpower. After the attack is resolved, this character makes a **Tactical Takedown** attack targeting the attacking character. This superpower can be used only once per Turn.

SNIPER NEST

When this character is targeted by a 10 or 20 attack, if this character is overlapping a terrain feature of 3 or more and the attacking character is not overlapping the same terrain feature, this character adds 2 dice to its defense roll.

WALL CRAWLER

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
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SIN

SINTHEA SCHMIDT

3

3

4

6

3

2

M

AUTOMATIC PISTOL

3
 4
 0

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

MAKE IT PERSONAL

2
 6
 3

- Insult to Injury:** After this attack is resolved, this character may make 1 additional **Make it Personal** attack without paying the cost. This additional attack must target the original defender, is a attack instead of its normal type, and does not have the **Rapid Fire** special rule.

RED MAYHEM (AFFILIATION: CABAL)

During the **Cleanup Phase**, resolve the following effects in either order:

- Roll a die for each object token contested by an allied character. If the result is a , , or , Push each enemy character contesting the objective Away from it .
- Roll a die for each enemy character holding an Asset token within 2 of an allied character. If the result is a , , or , the enemy character drops 1 Asset token of your choice.

HIT AND RUN

2

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

PARTNERS IN CRIME

0

At the end of this character's Activation, if it is within 4 of an allied **Brock Rumlow**, this character may use this superpower. If the allied **Brock Rumlow** does not have an activated token, it may Activate before your Turn ends.

HEIR TO THE WICKED

When this character is damaged by an enemy or allied effect, after the effect is resolved, this character gains 1 .

STEALTH

© MARVEL © AMG

NAME _____

SYNTHIA SCHMIDT

3 3 4

6 3

2 M

RED MAYHEM (AFFILIATION: CABAL)

During the **Cleanup Phase**, resolve the following effects in either order:

- Roll a die for each object token contested by an allied character. If the result is a 1, 2, or 3, Push each enemy character contesting the objective Away from it.
- Roll a die for each enemy character holding an Asset token within 2 of an allied character. If the result is a 1, 2, or 3, the enemy character drops 1 Asset token of your choice.

HIT AND RUN

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

PARTNERS IN CRIME

At the end of this character's Activation, if it is within 4 of an allied **Brock Rumlow**, this character may use this superpower. If the allied **Brock Rumlow** does not have an activated token, it may Activate before your Turn ends.

HEIR TO THE WICKED

When this character is damaged by an enemy or allied effect, after the effect is resolved, this character gains 1.

STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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SKURGE, THE EXECUTIONER

SKURGE

4

3

2

6

3

2

M



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BATTLE-AXE

2

6

0

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

THE EXECUTIONER

3

8

4

- If the defender has the Bleed special condition, this character may reroll up to 2 of its attack dice.
- Ⓢ Bleed: After this attack is resolved, the defender gains the Bleed special condition.

STORM GIANT STRENGTH

3

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

RIGHT-HAND MAN

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 2 and LOS.

AGGRESSIVE

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

ASGARDIAN

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

SKURGE, THE EXECUTIONER

SKURGE

4

3

2

6

3

2

M



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BATTLE-AXE

2

6

0

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THE EXECUTIONER

3

8

4

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates



SPECTACULAR SPIDER-MAN
PETER PARKER

3
 3
 3
 5
 3
 2
 M

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SWINGING STRIKE 3 5 0

- After this attack is resolved, this character gains 1 .
- Elusive**: After this attack is resolved, this character may Advance .

IMPACT WEBBING 4 4 0

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

WEB-HEAD WALLOP 2 7 4

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

WEB-SLINGER 2

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

PROPORTIONATE STRENGTH OF A SPIDER 3

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

SPIDER-SENSE

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



SPECTACULAR SPIDER-MAN
PETER PARKER

3
 3
 3
 5
 3
 2
 M

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SWINGING STRIKE 3 5 0

- After this attack is resolved, this character gains 1 .
- Elusive**: After this attack is resolved, this character may Advance .

IMPACT WEBBING 4 4 0

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WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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SPECTRUM
MONICA RAMBEAU

3 4 4

6 4

2 L



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GAMMA STRIKE 2 6 0

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

PHOTON BLAST B4 4 0

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

PULSAR WAVE 3 8 4

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, Place this character within 1 of its current position.
- Throw: Before is dealt, if the defender is 4 or less, this character may Throw it Away M.

★ STRONGER TOGETHER THAN APART (AFFILIATION: MIGHTY AVENGERS)

Once per Turn, when an allied character would gain 1 or more , it may choose to gain 1 less . If it does, after the effect is resolved, choose an allied character. The chosen character gains 1 .

⚡ ENERGY BOOST 2

When this character or another allied character within 4 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. The attacking character adds 2 dice to its attack roll. This superpower can be used only once per Turn.

∞ MULTI-SPECTRUM ENERGY ABSORPTION

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

∞ FLIGHT, IMMUNITY [BLEED, INCINERATE, POISON]

SPECTRUM
MONICA RAMBEAU

3 4 4

7 4

2 L



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GAMMA STRIKE 2 6 0

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

PHOTON BLAST B4 4 0

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- Throw: Before is dealt, if the defender is 4 or less, this character may Throw it Away M.

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∞ FLIGHT, IMMUNITY [BLEED, INCINERATE, POISON]

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
 August 2026 Stat Card Updates

SPIDER-HAM
PETER PORKER

2 2 2
3 2
1 M

PORKER HIJINKS 2 1-4 0

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

HERE'S PIE IN YOUR EYE 4 1-4 0

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

WHO'S YOU CALLING A CARTOON? 2 1-6 4

- Outrageously Oversized Cartoon Hammer**: After this attack is resolved, if the defender has the Shock and Stun special conditions, it gains the Stagger special condition.

WEB YOINK 2

Choose an enemy character within 4 and roll a die. On a 4, 2, or 3 result, if the chosen character is 3 or less, Push it Toward this character S. On any other result, Push this character Toward the chosen character S. This superpower can be used only once per Turn.

ANIMATION DOMINATION

When this character would suffer 1 or more , it reduces the amount of suffered by 1 to a minimum of 1.

SPIDER-NONSENSE

When this character is defending against a 4 or 2 attack or making a dodge roll, it may reroll up to 2 of its defense or dodge dice.
Additionally, when this character suffers , after the effect is resolved, it drops any objective tokens it is holding.

WALL CRAWLER

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SPIDER-HAM
PETER PORKER

Stats: 2 (Health), 2 (Speed), 2 (Strength), 3 (Agility), 2 (Endurance), 1 (Intelligence), M (Might)

PORKER HIJINKS (Cost: 2, Range: 1-4, Stars: 0)

- After this attack is resolved, this character gains 1.
- Slow**: After this attack is resolved, the defender gains the Slow special condition.
- Stun**: After this attack is resolved, the defender gains the Stun special condition.
- Elusive**: After this attack is resolved, this character may Advance.
- Push**: After this attack is resolved, Push the defender.

HERE'S PIE IN YOUR EYE (Cost: 4, Range: 1-4, Stars: 0)

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

WHO'S YOU CALLING A CARTOON? (Cost: 2, Range: 1-6, Stars: 4)

- Outrageously Oversized Cartoon Hammer**: After this attack is resolved, if the defender has the Shock and Stun special conditions, it gains the Stagger special condition.

WEB YOINK (Cost: 2, Stars: 2)

Choose an enemy character within 4 and roll a die. On a 4, 3, or 2 result, if the chosen character is 3 or less, Push it Toward this character. On any other result, Push this character Toward the chosen character. This superpower can be used only once per Turn.

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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SPIDER-MAN

MILES MORALES

3

3

3

5

3

2

M

WEBLINE KICK

3

4

0

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

VENOM BLAST

2

7

3

- After the attack is resolved, the defender drops all objective tokens they are holding.

GREAT RESPONSIBILITY (AFFILIATION: WEB WARRIORS)

Allied characters may re-roll 1 defense die. Additionally, they may modify and reroll $\otimes$ results while they are holding or Contesting an objective token.

WEB SWING

2

Place this character within $\oplus$ 3 of its current position. The next time it makes a **Web Line Kick** attack this Turn, add 2 dice to that attack roll. This superpower can be used only once per Turn.

SPIDER-SENSE

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

STEALTH, WALL CRAWLER

SPIDER-MAN

MILES MORALES

3

3

3

5

3

2

M

WEBLINE KICK

3

4

0

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VENOM BLAST

2

7

3

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SPIDER-SENSE

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

STEALTH, WALL CRAWLER

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
 August 2026 Stat Card Updates

This is a character card for Spider-Man from the Marvel Champions Game. The card features a full-body illustration of Spider-Man in his iconic red and blue suit, crouching in a ready position. At the top left, his name "SPIDER-MAN" is written in large, bold letters, followed by "PETER PARKER" in smaller text. Below the name are six icons representing different abilities or traits, each with a number: a fist icon with "3", a yellow spider web icon with "3", a blue eye icon with "3", a heart rate monitor icon with "7", a green spider web icon with "4", and a blue shield icon with "2". To the right of these icons is a black bar with the letter "L". The card lists several powers: "STRIKE" (costs 2 resources, deals 5 damage), "IMPACT WEBBING" (costs 4 resources, deals 4 damage), "TASER WEBS" (costs 3 resources, deals 6 damage), "WEB LINE" (costs 2 resources, pushes enemy characters), "WEB-A-PULT" (costs 3 resources, throws interactive terrain or enemy characters), "SPIDER-SENSE" (costs infinity resources, allows rerolling dice), and "WALL CRAWLER" (costs infinity resources). Each power has a detailed description of its effects. The bottom left corner includes the copyright notice "© MARVEL © AMG" and the artist's name "AMELIA VIDAL".

SPIDER-MAN
PETER PARKER

[Fist Icon] 3 [Web Icon] 3 [Eye Icon] 3
 [Heartbeat Icon] 6 [Spider Icon] 4
 [Iron Man Icon] 2 [Double Arrow Icon] L

STRIKE

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

IMPACT WEBBING

- After this attack is resolved, this character gains 1 ☉.
- ☹ Push: Before ⚔ is dealt, if the defender is ⌚ 2 or less, this character may Push it Away S.

TASER WEBS

- After this attack is resolved, if it dealt ⚔, the defender gains the Stun special condition.

WEB LINE

Push an enemy character within ☉ 4 Toward this character S. A character can be Pushed by this superpower only once per Turn.

WEB-A-PULT

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.

SPIDER-SENSE

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

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates



SPIDER-MAN 2099
MIGUEL O'HARA

4 4 3
7 5
2 M

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SPIDER TALONS 2 6 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.
- ☹ **Heal**: After this attack is resolved, if it dealt 1 or more ☹, this character may remove 1 ☹ from itself.

ORGANIC WEB SHOT 4 5 0

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

2099 SENDS ITS REGARDS 3 8 4

- Before ☹ is dealt, the defender gains the Poison and Stun special conditions.
- After this attack is resolved, this character may Place itself within ⊕ 1 of the defender.
- ☹ **Throw**: Before ☹ is dealt, if the defender is ⊕ 4 or less, this character may Throw it Away S.

WEB WHIP 2

Choose an enemy character within ⊕ 3 and in LOS and Push it Toward this character S. Then, Place this character within ⊕ 1 of the chosen character. This superpower can be used only once per Turn.

ACCELERATION DECOY 3

While this character is defending, during the **Modify Dice** step of the attack, it may use this superpower. This character may reroll any number of its defense dice, including ☹ results. After the attack is resolved, this character may Place itself within ⊕ 2 of its current position.

FUTURE TECH GENIUS

When this character rolls dice, after the effect is resolved, it gains 1 ☼ if it rolled at least 1 ☹. When this character attacks, it ignores the **Stealth** ☹ superpower and the defender does not benefit from Cover.

HEALING FACTOR [1], WALL CRAWLER



SPIDER-MAN 2099
MIGUEL O'HARA

4 4 3
7 5
2 M

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SPIDER TALONS 2 6 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.
- ☹ **Heal**: After this attack is resolved, if it dealt 1 or more ☹, this character may remove 1 ☹ from itself.

ORGANIC WEB SHOT 4 5 0

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

2099 SENDS ITS REGARDS 3 8 4

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WEB WHIP 2

Choose an enemy character within ⊕ 3 and in LOS and Push it Toward this character S. Then, Place this character within ⊕ 1 of the chosen character. This superpower can be used only once per Turn.

ACCELERATION DECOY 3

While this character is defending, during the **Modify Dice** step of the attack, it may use this superpower. This character may reroll any number of its defense dice, including ☹ results. After the attack is resolved, this character may Place itself within ⊕ 2 of its current position.

FUTURE TECH GENIUS

When this character rolls dice, after the effect is resolved, it gains 1 ☼ if it rolled at least 1 ☹. When this character attacks, it ignores the **Stealth** ☹ superpower and the defender does not benefit from Cover.

HEALING FACTOR [1], WALL CRAWLER

MARVEL
CRISIS PROTOCOL
 MINIATURES GAME
 August 2026 Stat Card Updates

SPIDER-MAN NOIR
PETER PARKER EARTH-90214

3 3 3
5 3
2 M

THE OL' ONE, TWO 3 1-4 0

- After this attack is resolved, this character gains 3 equal to the dealt.
- If this character has already attacked the defender during its Activation this Turn, it adds 3 dice to this attack roll.
- Elusive:** After this attack is resolved, this character may Advance S.

CRIME FIGHTING ARSENAL 4 B4 1-5 3

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

HIT THE PAVEMENT 2

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

INURED TO PAIN 1

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

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

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SPIDER-MAN NOIR

PETER PARKER EARTH-90214

 3
  3
  3

 5
  3

 2
  M

 **THE OL' ONE, TWO**

 3
  4
  0

- After this attack is resolved, this character gains  equal to the  dealt.
- If this character has already resolved an attack against the defender during its Activation this Turn, it adds 3 dice to this attack roll.
-   **Elusive:** After this attack is resolved, this character may Advance .

 **CRIME FIGHTING ARSENAL**

 B4
  5
  3

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

 **HIT THE PAVEMENT**

 2

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

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 **WALL CRAWLER**

PATRICK BROWN

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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SPIDER-WOMAN

JESSICA DREW

4

3

3

7

4

2

L



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BIO-ELECTRIC STRIKE

3

11-15

0

- After this attack is resolved, this character gains $\oplus$ equal to the ⚡ dealt.
- ⚡ **Neuro-Disruption:** Before ⚡ is dealt, for each ⚡ in the attack roll, the defender gains 1 of the following special conditions: Poison, Shock, or Stun.

INTOXICATING BLAST

2

7

3

- ⚡ **Sensory Overload:** If the defender has the Poison special condition, before ⚡ is dealt, this character may Advance it ⚡ .
- After this attack is resolved, the defender drops all objective tokens it is holding.

I DON'T FLY, I GLIDE

2

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

INTERROGATE

3

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

MARTIAL ARTIST

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

IMMUNITY [POISON], STEALTH, WALL CRAWLER

SPIDER-WOMAN

JESSICA DREW

4

3

3

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4

2

L



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11-15

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7

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IMMUNITY [POISON], STEALTH, WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SQUIRREL GIRL

DOREEN GREEN

3

3

3

7

4

2

M

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✊ KNUCKLE SPIKE STRIKE

3 5 0

- After this attack is resolved, this character gains ☀ equal to the ☹ dealt.
- 🕒 **Ambush:** After this attack is resolved, Place this character within ☀ 1 of the defender.

✊ ARMY OF SQUIRRELS

4 6 2

- After this attack is resolved, if it dealt ☹, the defender gains the Bleed and Stun special conditions.
- 🕒 **Push:** Before ☹ is dealt, if the defender is ⚡ 3 or less, Push it ⚡.

✈ TIPPY-TOE TAKEDOWN!

X

This character may spend any amount of ☀ to use this superpower. Choose an enemy character within ☀ 3 of this character that has ☀ equal to or lower than the amount of ☀ spent to use this superpower. Move the Tippy-Toe token to that character. While that character has the Tippy-Toe token, it does not add ☹ results in its attack, defense, or dodge rolls to its total successes and cannot add dice to its attack, defense, or dodge rolls as a result of ☹ results.

⚡ TIPPY COME BACK!

0

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

∞ SQUIRRELESE

This character begins the Game with a Tippy-Toe token. While this character has the Tippy-Toe token, it may reroll up to 2 dice when making an attack, defense, or dodge roll. During the **Power Phase**, you may move the token from anywhere to this character. Whenever a character is Dazed or KO'd while it has the Tippy-Toe token, move the Tippy-Toe token to this character. This character cannot have a Tippy-Toe token except the one it begins the Game with. When this character is removed from the battlefield, remove its Tippy-Toe token from the Game.

Additionally, when this character is Dazed, move the Tippy-Toe token to this character from anywhere.

∞ WALL CRAWLER

SQUIRREL GIRL

DOREEN GREEN

3

3

3

6

4

2

M

© MARVEL © AMG GARY DANIELS III

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- After this attack is resolved, this character gains ☀ equal to the ☹ dealt.
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4 6 2

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X

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∞ GUARDIAN SQUIRREL

When this character would be KO'd by an enemy effect, if it has the Tippy-Toe token, remove the token from the Game. This character removes 1 ☹, is not KO'd, and may be Placed within ☀ 2 of its current position. Then this character cannot have Tippy-Toe tokens for the rest of the Game.

∞ SQUIRRELESE

This character begins the Game with a Tippy-Toe token. While this character has the Tippy-Toe token, it may reroll up to 2 dice when making an attack, defense, or dodge roll. During the **Power Phase**, you may move the token from anywhere to this character. Whenever a character is Dazed or KO'd while it has the Tippy-Toe token, move the Tippy-Toe token to this character. This character cannot have a Tippy-Toe token except the one it begins the Game with. When this character is removed from the battlefield, remove its Tippy-Toe token from the Game.

∞ WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

STAR-LORD

PETER QUILL

3

3

3

6

3

2

M



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ELEMENT GUN

4

5

0

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

FULL AUTO

4

7

3

- ☹ Elemental Blast: After this attack is resolved, for each ☹ in the attack roll, the defender gains 1 of the following special conditions: Bleed, Shock, Slow, or Stun.

★ WINGING IT (AFFILIATION: GUARDIANS OF THE GALAXY)

During the **Power Phase**, choose up to 3 allied characters. Each chosen character gains 1 Winging It token. While a character with a Winging It token is attacking, defending, or dodging, it may spend a Winging It token during the **Modify Dice** step to reroll up to 2 of its dice. At the end of the Round, remove all Winging It tokens from characters.

✦ 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.

∞ PLUCKY ATTITUDE

When attacking, if this character rolled no ☹, it may reroll all of its current attack dice. When defending, if this character rolled no ☹, it may reroll all of its current defense dice.

∞ FLIGHT, GEM BEARER [POWER]

STAR-LORD

PETER QUILL

3

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M



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ELEMENT GUN

4

5

0

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7

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∞ FLIGHT, GEM BEARER [POWER]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

STEVE ROGERS, CAPTAIN AMERICA

STEVE ROGERS

4

4

3

7

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2

M

STARS AND STRIPES STRIKE

3

5

0

- After this attack is resolved, this character gains equal to the dealt.
- Flurry**: After this attack is resolved, this character may make a **Stars and Stripes Strike** attack. This additional attack does not have the **Flurry** special rule.

I DON'T LIKE BULLIES

2

7

3

- Throw**: After this attack is resolved, if the defender is 3 or less, this character may Throw it .
- Language!**: After the attack is resolved, the defender gains the Stun and Slow special conditions.

ON YOUR LEFT

2

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

I'VE KNOCKED OUT TYRANTS OVER 200 TIMES

3

While this character is attacking, during the **Modify Dice** step of the attack, it may use this superpower. This character may reroll any number of its attack dice.

VIBRANIUM SHIELD

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.

STEVE ROGERS, CAPTAIN AMERICA

STEVE ROGERS

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STARS AND STRIPES STRIKE

3

5

0

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2

7

3

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CRISIS PROTOCOL

MINIATURES GAME

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STORM

ORORO MUNROE

3

4

3

6

3

2

M

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LIGHTNING BOLT

4

4

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.

ICE BLIZZARD

B3

4

0

- After each attack is resolved, if it dealt ❄, the defender gains the Stun special condition.

HURRICANE

A2

6

4

- This attack ignores LOS, and the defender does not benefit from Cover.
- After all attacks are resolved from this area attack, each enemy character with the **Flight** ∞ superpower targeted by this attack suffers 1 ⚡.
- Allied characters in ⊕ of this attack do not suffer ⚡ from this attack.

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

Once per Round, you may use this Leadership ability during an allied character's Activation if it is not holding an objective token. If you do, the active character may spend 1 ⚡. If it does, choose another allied character within ⊕ 2 of it. Place the active character within ⊕ 1 of the chosen character. Additionally, when an enemy character targets an allied character with an attack, if the enemy character is not within ⊕ 2 of it, the allied character may reroll 1 of its defense die.

EYE OF THE STORM

2

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

TEMPEST

3

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

GODDESS OF STORMS

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

FLIGHT, IMMUNITY [SHOCK]

STORM

ORORO MUNROE

3

4

3

6

3

2

M

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LIGHTNING BOLT

4

4

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.

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B3

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FLIGHT, IMMUNITY [SHOCK]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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SUNSPOT

ROBERTO DA COSTA

3

4

3

7

4

2

M

UV STRIKE

⊕2 ⚡5 ☀0

- After this attack is resolved, this character gains ☀ equal to the ☹ dealt.
- ☀ ☀ **Heating Up:** After this attack is resolved, this character gains 1 Flare token.

DARK SOLAR BLAST

⊕3 ⚡7 ☀3

- ☀ ☀ **Thermokinetic Concussion:** After this attack is resolved, other characters within ⊕2 of the defender suffer 1 ☹. Characters dealt ☹ by this special rule do not gain ☀ for this ☹. This character cannot damage itself with this special rule.

HIGH ENERGY CONVERSION

⊕2

Choose an interactive terrain feature or enemy character, both within ⊕2 and of ⚡ equal to or less than the number of Flare tokens this character has, and Throw it ☹. This superpower can be used only once per Turn.

SUNBURN

☀2

Action: This character Advances its ⚡. If it has 3 Flare tokens, it Advances ⚡ instead and gains the **Flight** ☹ superpower during this Advance. After Advancing, it makes an attack action. This superpower can be used only once per Turn.

THERMOKINESIS

☀0

Before rolling attack dice, this character may use this superpower. Spend 1 or more Flare tokens. Add 1 die to the attack roll for each Flare token spent. If at least 1 Flare token was spent, after the attack is resolved, the defender gains the Incinerate special condition.

FLARE STATE

After this character ends a movement, it gains 1 Flare token. This character can have a maximum of 3 Flare tokens at any time.

Additionally, when this character would become Dazed or KO'd, this character may choose to spend all its Flare tokens. If it does, this character deals 1 ☹ to all enemy characters within ⊕X of it, where X is the number of Flare tokens spent. Then this character is Dazed or KO'd.

SUNSPOT

ROBERTO DA COSTA

3

4

3

7

4

2

M

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⊕2 ⚡5 ☀0

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

SUPERGIANT

SUPERGIANT

1

3

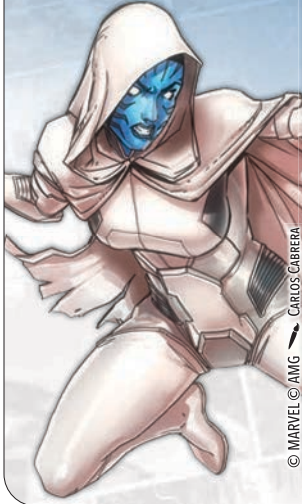
4

6

3

2

M



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MENTAL VAMPIRE

3 5 0

- After this attack is resolved, this character gains 1 .
- Drain Life:** After this attack is resolved, if it dealt damage, remove 1 from this character.

DEVASTATE INTELLECT

2 8 8

- If this attack would deal , it does not and the defender loses that much instead.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.
- Stagger:** After this attack is resolved, the defender gains the Stagger special condition.
- Devour Mind:** After this attack is resolved, if the defender is Healthy, it becomes Dazed. If the defender is Injured, it becomes KO'd.

SUBMIT!

X

This character may spend up to 5 to use this superpower. Choose a Civilian token within X of this character, where X is the amount of spent to use this superpower. This character may interact with the chosen token without paying the Cost.

SUPREME CONTROL

2

When an allied character within 4 of this character would be pushed, this character may use this superpower. The allied character is not Pushed.

ETHEREAL

If this character would suffer 2 or more from a attack or collision, it suffers 1 instead. Additionally, if this character suffers damage from a attack or collision, it drops all objective tokens it is holding.

OMNIPATHY

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 .

GEM BEARER [SOUL]

SUPERGIANT

SUPERGIANT

1

3

4

6

3

2

M



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MENTAL VAMPIRE

3 5 0

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GEM BEARER [SOUL]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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TASKMASTER

ANTHONY MASTERS

3

3

3

6

3

2

M



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TYLER WALPOLE

SWORD STRIKE

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

SHIELD THROW

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

MNEMONIC TECHNIQUE

• Add dice to the attack roll equal to the defender's $\oplus$ Defense.
 • The defender cannot modify or reroll dice in the defense roll during this attack.

PHOTOGRAPHIC REFLEXES

After an attack targeting this character is resolved, this character may use this superpower. If the attacker is within $\oplus$ 3, roll 4 dice. Deal 1 $\otimes$ to the attacker for each $\oplus$ and each $\otimes$ rolled. If the attacker has already targeted this character with an attack this turn, roll 6 dice instead of 4.

INTUITIVE PATTERN RECOGNITION

If an enemy character targets this character with an attack and has already targeted this character with an attack this turn, add 2 dice to the defense roll.

MARTIAL ARTIST

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

ROGUE AGENT

One character with **Rogue Agent** counts as an affiliated character during Squad building.

TASKMASTER

ANTHONY MASTERS

3

3

3

6

3

2

M



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TYLER WALPOLE

SWORD STRIKE

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

THANOS, THE MAD TITAN

THANOS

3

3

4

8

6

3

M

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STRIKE

2

6

0

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

COSMIC BLAST

3

5

0

- When creating the dice pool for this attack, this character may spend up to 3 . Add 1 die to this attack roll for each spent in this way.
- Titan's Will**: After this attack is resolved, Push the defender Away . The Pushed character gains the Slow special condition.

DEATH'S AGENDA (AFFILIATION: BLACK ORDER)

When an enemy non-Grunt character is KO'd, this character's controlling player scores 1 VP. Additionally, this character may use the or superpowers of Infinity Gems without paying the Cost.

COSMIC PORTAL

2

Choose another allied character within 4 of this character. Place the chosen character within 2 of its current position. This superpower can be used only once per Turn.

DEATH'S DECREE

2

When another allied character within 4 of this character makes an attack, during the **Create Attack Dice Pool** step, this character may use this superpower. If the attacker is Healthy, it adds 2 dice to its attack roll. If the attacker is Injured, it adds 4 dice to its attack roll. This superpower can be used only once per Turn.

BEING OF IMMEASURABLE POWER

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

GEM BEARER [MIND, POWER, REALITY, SOUL, SPACE, TIME], IMMUNITY [STUN], PEERLESS

THANOS, THE MAD TITAN

THANOS

3

3

4

9

6

3

M

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STRIKE

2

6

0

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

COSMIC BLAST

3

5

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GEM BEARER [MIND, POWER, REALITY, SOUL, SPACE, TIME], IMMUNITY [STUN], PEERLESS

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CRISIS PROTOCOL

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THE BLACK WIDOW

NATASHA ROMANOFF

4

3

4

7

4

2

L



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SHOCK BATONS

2 5 0

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

WIDOW STINGERS

4 4 0

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

DEADLY ORIGINS

2 7 4

- After this attack is resolved, this character may Advance M.
- Finisher:** After this attack is resolved, this character may make a Shock Batons attack. This character may reroll any number of its dice during that attack, including results.

CALCULATED RISK

2

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

ALL THAT MATTERS IS THE MISSION

When this character would drop an objective token, its controlling player chooses where to Place the token instead of their opponent.

MARTIAL ARTIST

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

STEALTH

THE BLACK WIDOW

NATASHA ROMANOFF

4

3

4

6

4

2

L



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STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

THE BLOB

FRED DUKES

4

2

2

6

3

3

5

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STRIKE

2

5

0

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

THUNDEROUS SPLASH

3

7

3

- Before $\otimes$ is dealt, Place this character within $\oplus$ 1 of the defender.
- $\otimes$ Explosive Force: After this attack is resolved, other characters within $\oplus$ 2 of this character are Pushed Away from this character $\otimes$. Characters Pushed this way suffer 1 $\otimes$.

CATCH, LITTLE MAN!

3

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

HA, HA, HA, THAT TICKLES!

1

If this character would suffer $\otimes$ from an attack, it may use this superpower. Reduce the amount of $\otimes$ suffered by 1 to a minimum of 1. After the attack is resolved, if the attacker is within $\oplus$ 3 of this character, this character may Push it Away $\otimes$.

HA, HA, HA, THAT TICKLES!

NOTHING CAN MOVE THE BLOB!

This character cannot be Pushed or Thrown as a result of attack special rules.

THE BLOB

FRED DUKES

4

2

2

7

3

3

5

PATRICK BROWN, GARY DANIELS III & ALEX TRIP
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STRIKE

2

5

0

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7

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CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

THE IMMORTAL HULK

BRUCE BANNER

4
 3
 5

15
 7

4
 5

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ERIC GUERRERO

SMASH

2
 7
 0

- After this attack is resolved, this character gains equal to the dealt.
- Throw**: After this attack is resolved, if the target character is Size 4 or less, this character may Throw the target character .

GAMMA BURST

3
 10
 5

- Before is dealt, this character may Throw the target character .
- The target character does not gain for dealt by this attack.

GAMMA LEAP

3

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

LEAVE HULK ALONE!!!

3

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

ENDLESS RAGE

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

IMMORTALITY

During the Cleanup Phase, if this character has a Dazed token and an Immortality token, it is KO'd.

Otherwise, during the Cleanup Phase, while this character is Dazed, if this character does not have an Immortality token, it removes all special conditions and all from itself. For each removed this way, it removes 1 from itself. It then removes its Dazed token and gains an Immortality token.

THE GREEN DOOR

At the end of each turn, if this character has an Immortality token, it may remove 1 from itself. If this character ever has no , it removes its Immortality token.

IMMUNITY [Hex, Poison, Stun], PEERLESS



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August 2026 Stat Card Updates



THE MIGHTY THOR
JANE FOSTER

4
 4
 4

8
 5

2
 M

HAMMER STRIKE 3 6 0

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

LIGHTNING BLAST 4 8 4

- After this attack is resolved, the defender gains the Shock special condition.
- Electric Shock**: Before is dealt, all other characters within 2 of the defender suffer 2 .

★ RENEGADE THOR OF ASGARDIA (AFFILIATION: ASGARD)

Once per Turn, when an allied character attacks an enemy character within 2 of itself, the allied character may reroll 1 of its attack dice.

Additionally, once per Turn, when an enemy character targets an allied character with an attack, if the enemy character is not within 2 of it, the allied character may reroll 1 of its defense dice.

✦ FOR MIDGARD! 3

Action: This character makes a move action followed by an attack action. When making this attack, this character may reroll up to 2 of its dice. This superpower can be used only once per Turn.

✦ INNER STRENGTH 3

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

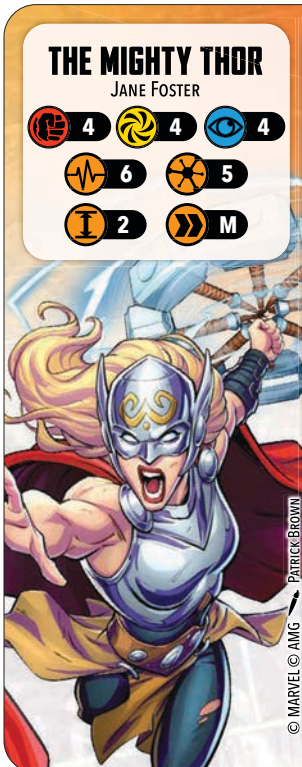
⚡ IF SHE BE WORTHY 2

When 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.

∞ BLESSED BY THE ALL-MOTHER

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

∞ FLIGHT, IMMUNITY [SHOCK]



THE MIGHTY THOR
JANE FOSTER

4
 4
 4

6
 5

2
 M

HAMMER STRIKE 3 6 0

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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THE ORIGINAL HUMAN TORCH

JIM HAMMOND

3

4

2

6

3

2

M



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BURN BABY BURN

B3 I-4 0

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

NOVA BURST

B2 I-4 1

- When this attack is chosen, during the Pay ☼ Cost step of the attack, this character may spend up to 7 additional ☼. Add 1 die to each attack made for each ☼ spent in this way.
- After each attack is resolved, the defender gains the Incinerate special condition.
- After each attack is resolved, if it dealt ☹, this character suffers 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.

TOO HOT TO HANDLE

3

Choose an enemy character within ☼ 2 of this character. The chosen character drops 1 Asset token it is holding.

LIKE TOUCHING A STOVETOP

2

When an enemy character Pushes or Throws this character, after the effect is resolved, this character may use this superpower. The character that caused this effect suffers 1 ☹.

CONTROLLED BURN

When this character ends an Advance, it gains 1 ☼ for each character within ☼ 2 of it that has the Incinerate special condition.

FLIGHT, IMMUNITY [INCINERATE]

THE ORIGINAL HUMAN TORCH

JIM HAMMOND

3

4

2

6

3

2

M



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FLIGHT, IMMUNITY [INCINERATE]

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CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

THE WRECKING CREW

BRIAN CALUSKY, DIRK GARTHWAITE,
ELIOT FRANKLIN, HENRY CAMP

4

3

4

7

4

2

5

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INDESTRUCTI-BALL

After this attack is resolved, this character gains 1 .

Thunderous Impact: After this attack is resolved, the defender gains the Stun special condition.

PILEDRIIVER

After this attack is resolved, if was dealt and the defender is 3 or less, this character may Push it Away S.

Suplex: After this attack is resolved, if the defender has the Stun special condition, it gains the Stagger special condition.

WRECKING BAR FLING

After the Range Tool is placed for this attack, destroy all 2 or smaller interactive terrain features it overlaps. Add 1 die to each attack roll made as part of this attack for each terrain feature destroyed in this way.

After each attack is resolved, this character gains 1 .

After each attack is resolved, if was dealt and the defender has the Stagger special condition, Throw it Away S.

BULLDOZE

Push this character M. It does not stop its movement if it contacts a 2 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 . Then this character stops as normal. This superpower can be used only once per Turn.

LET'S TAKE 'EM DOWN BOYS!

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

ENCHANTED BY KARNILLA

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

THE WRECKING CREW

BRIAN CALUSKY, DIRK GARTHWAITE,
ELIOT FRANKLIN, HENRY CAMP

4

3

4

7

4

2

5

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CRISIS PROTOCOL

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THOR, HERO OF MIDGARD

THOR ODINSON

4

4

4

9

6

3

M



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PATRICK BROWN

ODINSON'S IRE

3

6

0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- $\odot$ **Lightning Arc:** After this attack is resolved, choose a number of other enemy characters within $\oplus$ 3 of the defender equal to or less than the number of $\odot$ results in the attack roll. The chosen characters suffer 1 $\otimes$.
- $\odot$ $\oplus$ **Push:** After this attack is resolved, this character may Push the defender $\otimes$.

I WOULD HAVE WORDS WITH THEE!

3

10

4

- Before $\otimes$ is dealt, this character Places itself within $\oplus$ 1 of the defender.
- After this attack is resolved, if the defender is $\oplus$ 4 or less, Throw it Away $\otimes$.

HAVE AT THEE!

3

This character Throws itself $\otimes$. It does not suffer $\otimes$ if it collides with another character or terrain feature. This superpower can be used only once per Turn.

THE POWER OF THOR

3

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

I SAY THEE NAY, VILLAIN!

3

After an attack targeting this character is resolved, it may use this superpower. If the attacker is within $\oplus$ 3 of this character, roll 7 dice. The attacker suffers 1 $\otimes$ for each $\oplus$ and $\odot$ in the result. This superpower can be used only once per Turn.

ASGARDIAN

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

FLIGHT, IMMUNITY [SHOCK], PEERLESS

THOR, HERO OF MIDGARD

THOR ODINSON

4

4

4

8

6

3

M



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PATRICK BROWN

ODINSON'S IRE

3

6

0

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10

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FLIGHT, IMMUNITY [SHOCK], PEERLESS

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CRISIS PROTOCOL

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THOR, PRINCE OF ASGARD

THOR ODINSON

4

4

4

7

5

2

M



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PATRICK BROWN

STRIKE

2

6

0

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

HAMMER THROW

5

5

1

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

GOD OF THUNDER

A2

7

4

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

PRINCE OF ASGARD (AFFILIATION: ASGARD)

At the start of each of your Turns, 1 allied character may spend 1 . If it does, remove 1 or 1 special condition from that character. Each allied character may use this only once per Round.

FOR ASGARD!

3

Action: This character immediately makes a move action followed by a **Strike** attack. After this attack is resolved, if it dealt , the defender gains the Stagger special condition. This superpower can be used only once per Turn.

STRONGEST AVENGER

3

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

ASGARDIAN

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

FLIGHT, IMMUNITY [SHOCK, STUN]

THOR, PRINCE OF ASGARD

THOR ODINSON

4

4

4

8

5

2

M



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PATRICK BROWN

STRIKE

2

6

0

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FLIGHT, IMMUNITY [SHOCK, STUN]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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TIGRA

GREER NELSON

4

3

4

7

4

2

L

FELINE SLASH

3

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

SORRY, NO AUTOGRAPHS

3

7

3

- After this attack is resolved, Place this character within $\oplus$ 3 of itself.
- $\otimes$ Stagger: After this attack is resolved, the defender gains the Stagger special condition.

AMBUSH PREDATOR

3

Throw this character M . It does not suffer $\otimes$ when colliding with another character or terrain feature. If this character began the Throw overlapping a terrain feature with a I larger than itself, ends the Throw no longer overlapping it, and collides with a character, that character suffers 4 collision $\otimes$ instead of 3. This superpower can be used only once per Turn.

MESS WITH THE CAT AND YOU GET THE CLAWS

2

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

EMPATHETIC AURA

Other allied characters within $\oplus$ 2 may reroll 1 die in their defense rolls.

ON THE PROWL

While this character is within $\oplus$ 1 of a terrain feature of I 2 or more, this character gains the Stealth $\otimes$ superpower.

SUPERIOR AGILITY

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

TIGRA

GREER NELSON

4

3

4

7

4

2

L

FELINE SLASH

3

5

0

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EMPATHETIC AURA

Other allied characters within $\oplus$ 2 may reroll 1 die in their defense rolls.

ON THE PROWL

While this character is within $\oplus$ 1 of a terrain feature of I 2 or more, this character gains the Stealth $\otimes$ superpower.

SUPERIOR AGILITY

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

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

TOAD

MORTIMER TOYNBEE

3

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TONGUE LASH

3

4

0

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

SPIT ACID

2

5

2

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

FINDERS KEEPERS

2

Action: Choose an allied character within $\oplus$ 2 of this character. Move 1 Asset or Civilian token the chosen character is holding to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

HOP

2

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

SLIPPERY

2

After an attack targeting this character is resolved, if that attack dealt $\otimes$, this character may use this superpower. This character Advances $\mathbb{M}$.

PREHENSILE TONGUE

This character may Interact with objective tokens within $\oplus$ 2 of it instead of the normal $\oplus$ 1.

WALL CRAWLER

TOAD

MORTIMER TOYNBEE

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© MARVEL © AMG

TONGUE LASH

3

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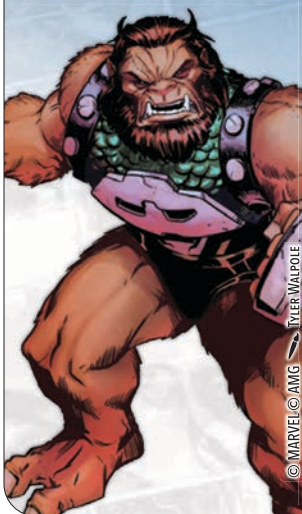
WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ULIK
Ulik

4 3 4

7 5

3 M

POUNDERS +2 -6 0

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

SHATTER MOUNTAINS, SHATTER BONES +2 -9 5

- After this attack is resolved, the defender gains the Stagger special condition.
- +, -, +, - **Shatter**: After this attack is resolved, instead of inflicting the Stagger special condition, if the defender does not have an Activated token, you may give it an Activated token.

BAD MANNERS 3

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

CRUSHING LEAP 3

Action: This character makes a + Advance. Then this character is Placed within + 2 of its current position. Then this character may make a **Pounders** attack.

TROLLISH TEMPER

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

TROLLHIDE

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



ULIK
Ulik

4 3 4

7 5

3 M

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ULTIMATE SPIDER-MAN
MILES MORALES

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 L

SWINGING STRIKE 3 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Web Up:** After this attack is resolved, the defender gains the Slow special condition. Then, if the defender is 3 or less, this character may Push it Toward this character .

STUN WEB 4 4 0

- After this attack is resolved, this character gains 1 .
- After this attack is resolved, if it dealt , the defender gains the Stun special condition.

MASTERED VENOM BLAST 2 8 4

- Before is dealt, the defender gains the Shock and Stun special conditions.
- Electric 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 results in the attack roll. The chosen characters suffer 2 .

WEB SWING 3 2

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

YOU DID YOU. NOW IMMA DO MY THING. 2

After an attack targeting this character is resolved, this character may use this superpower. This character Advances Toward the attacker . Then, if the attacker is within 2, this character may make a **Swinging Strike** attack targeting it. This superpower can be used only once per Turn.

ULTIMATE SPIDER-SENSE

This character can reroll results in its defense and dodge rolls. This character may reroll up to 2 of its defense or dodge dice.

STEALTH, WALL CRAWLER



ULTIMATE SPIDER-MAN
MILES MORALES

4
 4
 3

6
 4

2
 L

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STEALTH, WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ULTRON

ULTRON

4

3

4

7

4

3

M



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STRIKE

2

6

0

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

ENERGY BLAST

4

5

0

- 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.

METALLIC FURY

3

7

3

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

KINETIC FIELD GENERATOR

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.

ALL WILL BE METAL

When defending against attacks, count each result in the defense roll as 2 successes.

ANALYZE AND ANNIHILATE

While attacking, this character may reroll 1 of its attack dice for each in the opposing defense roll.

FLIGHT, IMMUNITY [BLEED, POISON]

ULTRON

ULTRON

4

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4

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4

3

M



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STRIKE

2

6

0

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4

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FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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ULTRON, METAL TYRANT

ULTRON

4

4

5

8

5

3

M



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CONCUSSION BLASTERS

4 6 0

- After this attack is resolved, this character gains equal to the dealt.
- Nano-Corruption:** After this attack is resolved, the defender gains the Poison and Bleed special conditions.

EXTINCTION PROTOCOLS

3 8 4

- Before is dealt, if the target character is 4 or less, this character Throws it S.
- Explosive Force:** After this attack is resolved, other characters within 2 of this character are Pushed Away from this character S. Pushed characters suffer 1.

KINETIC FIELD GENERATOR

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.

ENCEPHALO-BEAM

2

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

METAL MIND

When this character is defending against a attack, count each in the defense roll as 2 successes. Additionally, this character cannot be Pushed or Advanced by the special rules of enemy attacks or enemy superpowers.

I WILL CREATE A BETTER AGE

When a terrain feature is destroyed by an allied effect, if there is not an allied **Ultron Drones** in play, you may Place an **Ultron Drones** into play within 3 of this character. It gains the Stagger special condition and is part of your Squad.

FLIGHT, IMMUNITY [BLEED, POISON]

ULTRON, METAL TYRANT

ULTRON

4

4

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3

M



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FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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URSA MAJOR

MIKHAIL URSUS

4

3

4

8

4

3

5

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SCOTT COHN

BEAR-HANDED SLAP

2

5

0

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

BEAR-ARMED BRAWLER

2

7

3

- Before $\ominus$ is dealt, if the defender is $\oplus$ 4 or less, this character may Throw it $\$$.
- 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.

URSINE TEMPER

2

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

AGGRESSIVE

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

URSA MAJOR

MIKHAIL URSUS

4

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4

3

5

© MARVEL © AMG
SCOTT COHN

BEAR-HANDED SLAP

2

5

0

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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VALKYRIE

BRUNNHILDE

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M



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PATRICK BROWN

STRIKE

2

5

0

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

DRAGON FANG

2

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3

- After this attack is resolved, the defender gains the Bleed special condition.
- Flurry: After this attack is resolved, this character may make a Strike attack.

ASGARDIAN MIGHT

3

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

CHARGE

2

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

WARRIOR OF LEGEND

2

During the next attack made by this character this turn, it may change one die to a for each or in its attack roll.

ASGARDIAN

During the Power Phase, this character gains 1 additional.

VALKYRIE

BRUNNHILDE

3

3

3

6

3

2

M



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DAVID KEGG

STRIKE

2

5

0

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DRAGON FANG

2

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3

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MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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VALKYRIE AND ELENIL

VALKYRIE

4

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4

4

M

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DRAGONFANG

2 5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
- Elusive:** After this attack is resolved, this character may Advance S.

GEIRR

3 4 0

- After this attack is resolved, this character gains 1.
- If this character has Advanced or been Placed this Turn, it may add 3 dice to this attack roll. This special rule can be used only once per Turn.
- Vault:** After this attack is resolved, Place this character within 2 of the defender.

FURY OF THE VALKYRIOR

3 5 4

- Add dice to this attack roll equal to the defender's.
- Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

TAKE WING

3

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

NEED A LIFT?

2

During its Activation, when this character begins a move action within 2 of another allied character of 3 or less, it may use this superpower. After that move action is resolved, Place that allied character within 2 of its current position. This superpower can be used only once per Turn.

GUARDIAN OF VALHALLA

When another allied non-Grunt character is Dazed or KO'd, this character gains 1 and may remove 1 or 1 special condition from itself.

ASGARDIAN

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

FLIGHT

VALKYRIE AND ELENIL

VALKYRIE

4

3

3

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4

M

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FLIGHT

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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VENOM

EDDIE BROCK

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4

3

5



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SYMBIOTE TENDRILS

3 5 0

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

WE ARE VENOM

3 7 3

- After this attack is resolved, this character removes 1 from itself for each 1 inflicted.

KLYNTAR 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.

WEB SNARE

2

Push an enemy character within 4 Toward this character M. A character can be Pushed by this superpower only once per Turn.

SO MANY SNACKS

2

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

SYMBIOTIC INSTINCTS

When this character is attacking, the defender cannot modify their defense dice.

WALL CRAWLER

VENOM

EDDIE BROCK

4

2

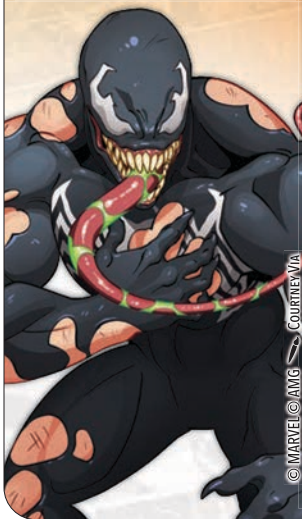
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WALL CRAWLER

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

VIPER

OPHELIA SARKISSIAN

3

3

3

6

3

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POISONED BLADE

2

5

0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
- Poison:** After this attack is resolved, the defender gains the Poison special condition.
- Elusive:** After this attack is resolved, this character may Advance $\mathbb{S}$.

ASSASSIN'S PISTOL

3

4

0

- After this attack is resolved, this character gains 1 $\oplus$.
- Pursuit:** After this attack is resolved, this character may Advance Toward the defender $\mathbb{S}$.
- Stun:** After this attack is resolved, the defender gains the Stun special condition.

VIPER STRIKE

3

6

3

- If the defender has the Poison special condition, this character may reroll up to 2 of its attack dice.
- After this attack is resolved, Place this character within $\oplus$ 1 of the defender.
- Venom:** After this attack is resolved, the defender gains the Slow and Stun special conditions.

DISPLACEMENT RING

2

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

COILED SERPENT

2

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

STEALTH

VIPER

OPHELIA SARKISSIAN

3

3

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POISONED BLADE

2

5

0

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STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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VISION

VICTOR SHADE

2

2

4

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4

2

M



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SOLAR ENERGY BEAM

B4

5

0

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


SYNTHEZOID AVENGER

3

7

4

- The defender does not add ☹ results in its defense roll to its total successes and cannot add additional dice to their defense roll as a result of ☹ results.


CALCULATED TRAJECTORY

2

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


SYNTHESIS

0

Action: This character gains 2 ☼.


RAPID PHASE

2

When this character is targeted by an enemy attack, this character may use this superpower. Remove the current Phasing Type then choose a new Phasing type.


PHASING

During the **Power Phase**, this character chooses a Phasing type:
Enhanced Density: This character rolls 3 additional dice when defending against ☹ attacks and cannot be Pushed until the start of the next **Power Phase**.
Phased: This character rolls 3 additional dice when defending against ☹ attacks and does not suffer collision ☹ until the start of the next **Power Phase**.


FLIGHT, IMMUNITY [BLEED, POISON]

VISION

VICTOR SHADE

2

2

4

7

4

2

M



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SOLAR ENERGY BEAM

B4

5

0

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RAPID PHASE

2

When this character is targeted by an enemy attack, this character may use this superpower. Remove the current Phasing Type then choose a new Phasing type.


PHASING

During the **Power Phase**, this character chooses a Phasing type:
Enhanced Density: This character rolls 3 additional dice when defending against ☹ attacks and cannot be Pushed until the start of the next **Power Phase**.
Phased: This character rolls 3 additional dice when defending against ☹ attacks and does not suffer collision ☹ until the start of the next **Power Phase**.


FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL

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ATOMIC
MASS
GAMES

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

VULTURE

ADRIAN TOOMES

3

3

3

6

3

2

M

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RAPTOR STRIKE

2

5

0

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

SKYLINE HUNTER

3

8

4

- Before $\otimes$ is dealt, if the defender is $\oplus$ 3 or less, this character may Throw it $\otimes$.

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.

ABDUCT

2

During its Activation, when this character begins a move action within $\oplus$ 2 of an enemy character, it may use this superpower. After this move action is resolved, Place the enemy character within $\oplus$ 2 of its current position. This superpower can be used only once per Turn.

SCIENTIFIC HUBRIS

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

FLIGHT

VULTURE

ADRIAN TOOMES

3

3

3

6

3

2

M

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2

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FLIGHT

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

WAR MACHINE

JAMES RHODES

4
 3
 3

5
 3

2
 M



METAL STORM

B3
 5
 0

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

ROCKET PODS

4
 4
 0

- Barrage**: After this attack is resolved, this character may make an additional **Rocket Pods** attack. This attack must target another character within 2 of the original defender and does not have the Barrage special rule.

EMPTY THE CLIP

3
 8
 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 roll contains any results, this character suffers 2 .

RELOAD

3

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

TITANIUM ARMOR PLATING

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

FLIGHT

WAR MACHINE

JAMES RHODES

4
 3
 3

6
 3

2
 M



METAL STORM

B3
 5
 0

- After each attack is resolved, this character gains equal to the dealt.
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4
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 0

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 4

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FLIGHT

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

WARLOCK

WARLOCK

3

3

4

6

3

3

M



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T-O TALONS

2

5

0

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

BUSTER CANNON

4

5

0

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

SELF MUST PROTECT SELFRIEND

3

7

4

- When creating the dice pool for this attack, this character may choose an interactive terrain feature of $\oplus$ 3 or less within $\oplus$ 3 and destroy it. If it does, it may reroll a number of its attack dice up to the destroyed terrain feature's $\oplus$.
- $\otimes$ **Throw**: After this attack is resolved, if the defender is $\oplus$ 3 or less, this character may Throw it Away $\otimes$.

TECHNO-ORGANIC ABSORPTION

2

Choose an interactive terrain feature within $\oplus$ 3 of $\oplus$ 3 or less and destroy it. Then this character removes $\otimes$ from itself up to the destroyed terrain feature's $\oplus$.

TRANSMODE VIRUS INFECTION

2

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

UNSTABLE OUTLINE

When this character is defending against a $\oplus$ or $\otimes$ attack, if the attacker is not within $\oplus$ 3 of this character, this character may add 1 die to its defense roll.

IMMUNITY [BLEED, POISON]

WARLOCK

WARLOCK

3

3

4

6

3

3

M



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T-O TALONS

2

5

0

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

BUSTER CANNON

4

5

0

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

SELF MUST PROTECT SELFRIEND

3

7

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When this character is defending against a $\oplus$ or $\otimes$ attack, if the attacker is not within $\oplus$ 3 of this character, this character may add 1 die to its defense roll.

IMMUNITY [BLEED, POISON]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

WARRIORS THREE

FANDRAL, HOGUN, VOLSTAGG

3
 3
 3

5
 3

2
 5



HRIÐGANDR

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.

FIMBULDRAUGR

3
 4
 0

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

BRANDRHEID UNDRSIGR

2
 4
 4

- Add dice to this attack roll equal to the defender's .
- Clumsy Warrior**: After this attack is resolved, the defender suffers 3 and this character gains the Stagger special condition.

STRIKE ONE FOR VOLSTAGG!

2

This character may immediately make an attack with a cost of 0 targeting an enemy character within 2. After that attack is resolved, if the attack roll contains any results, this character suffers 1 . This superpower can be used only once per Turn.

MY STEEL SHALL STRIKE FOR THEE!

2

After an attack targeting this character is resolved, this character may use this superpower. If the attacker is within 3, this character may make a **Fimbuldraugr** attack targeting it.

GRIM RESOLVE

When this character suffers from an enemy attack, after that attack is resolved, this character may Advance Toward the attacker. If it does, after that Advance is resolved, it may remove 1 from itself.

ASGARDIAN

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

WARRIORS THREE

FANDRAL, HOGUN, VOLSTAGG

3
 3
 3

6
 3

2
 5



HRIÐGANDR

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.

FIMBULDRAUGR

3
 4
 0

- After this attack is resolved, this character gains 1 .
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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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This character may immediately make an attack with a cost of 0 targeting an enemy character within 2. After that attack is resolved, if the attack roll contains any results, this character suffers 1 . This superpower can be used only once per Turn.

MY STEEL SHALL STRIKE FOR THEE!

2

After an attack targeting this character is resolved, this character may use this superpower. If the attacker is within 3, this character may make a **Fimbuldraugr** attack targeting it.

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When this character suffers from an enemy attack, after that attack is resolved, this character may Advance Toward the attacker. If it does, after that Advance is resolved, it may remove 1 from itself.

ASGARDIAN

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

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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WASP (NORMAL)

JANET VAN DYNE

3

2

3

6

3

2

M

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NICK ROBLES

SIZE-CHANGING SMACK DOWN

3 5 0

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

CHANGE SIZE

1

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

PYM DISCS

3

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

PYM PARTICLE CONTROL

1

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

FLIGHT

WASP (NORMAL)

JANET VAN DYNE

3

2

3

6

3

2

M

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NICK ROBLES

SIZE-CHANGING SMACK DOWN

3 5 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\otimes$ dealt.
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Choose an interactive terrain feature of $\otimes$ 3 or less within $\oplus$ 2 and Throw it **M**. This superpower can be used only once per Turn.

PYM PARTICLE CONTROL

1

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

FLIGHT

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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WASP (TINY)

JANET VAN DYNE

3

2

3

6

3

1

L



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STINGER BLAST

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- The defender does not gain for dealt by this attack.

WASP'S FURY

3 6 2

- After this attack is resolved, this character may Advance .
- After this attack is resolved, this character transforms into **Wasp (Normal)**.

CHANGE SIZE

1

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

TINY SUPERHERO

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

FLIGHT, STEALTH

WASP (TINY)

JANET VAN DYNE

3

2

3

6

3

1

L



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STINGER BLAST

2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- The defender does not gain for dealt by this attack.

WASP'S FURY

3 6 2

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FLIGHT, STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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WEAPON X

JAMES LOGAN HOWLETT

3

2

3

5

3

2

M



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BERSERKER RAGE

• After this attack is resolved, this character gains 1 .
 • If this character has already attacked the defender this Turn, add 1 die to its attack roll.
 • **Pierce**: Change 1 of the defender's , , or results to a Blank.

UNCONTROLLABLE WEAPON

• **Rampage**: After this attack is resolved, deal 1 to each other character within 2 of this character.
 • **Wild Abandon**: After this attack is resolved, this character may make an additional **Uncontrollable Weapon** attack without paying the cost. The additional attack must target the original defender and does not have the **Wild Abandon** special rule.

CHARGE

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

ADAMANTIUM SKELETON

When determining if this character can be Thrown or Pushed by an effect or special rule, or when it is colliding with another character or a terrain feature, this character counts as 3.

SAVAGERY PROTOCOLS

This character cannot pick up, hold, Contest, or Interact with Extract objective tokens. Additionally, while within 1 of a Secure objective token, this character adds 2 dice to its attack rolls and removes 1 die from its defense rolls.

HEALING FACTOR [3]

WEAPON X

JAMES LOGAN HOWLETT

3

2

3

5

3

2

M



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BERSERKER RAGE

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

UNCONTROLLABLE WEAPON

• **Rampage**: After this attack is resolved, deal 1 to each other character within 2 of this character.
 • **Wild Abandon**: After this attack is resolved, this character may make an additional **Uncontrollable Weapon** attack without paying the cost. The additional attack must target the original defender and does not have the **Wild Abandon** special rule.

CHARGE

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

ADAMANTIUM SKELETON

When determining if this character can be Thrown or Pushed by an effect or special rule, or when it is colliding with another character or a terrain feature, this character counts as 3.

AIMLESS AGGRESSION

When this character would be KO'd, it rolls 5 dice. For each and result in the roll, it deals 1 to all other characters within 2 of it. Then it is KO'd.

BERSERKER WRATH

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

HEALING FACTOR [3]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

WEREWOLF BY NIGHT

JACK RUSSELL

4

4

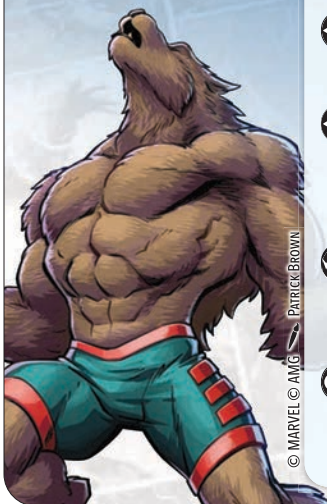
2

7

5

3

M



SAVAGE SLASH

3 6 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\ominus$ dealt.
- After this attack is resolved, if $\ominus$ was dealt, the defender gains the Bleed special condition.
- $\odot$ Leap: Before $\ominus$ is dealt, Place this character within $\oplus$ 1 of the defender.

LETHAL LYCANTHROPE

2 7 3

- After this attack is resolved, if the target character is $\oplus$ 3 or less, this character may Throw it Away $\$$.
- $\odot$ Curse of the Wolf: After this attack is resolved, the defender gains the Bleed and Hex special conditions.

POUNCE

2

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

UNEARTHLY HOWL

2

Choose an enemy character within $\oplus$ 3 of this character. Roll 4 dice. The chosen character loses $\oplus$ equal to the number of $\oplus$, $\odot$, and $\odot$ results. Additionally, for each $\odot$ rolled, the chosen character gains 1 of the following special conditions: Slow or Root. A character can be affected by this superpower only once per Turn.

MIDNIGHT MASSACRE

2

After an attack against this character is resolved, it may use this superpower. If the attacker is within $\oplus$ 3, this character may make a **Savage Slash** attack targeting the attacker. This superpower can be used only once per Turn.

HEALING FACTOR [2]

WEREWOLF BY NIGHT

JACK RUSSELL

4

4

2

8

5

3

M



SAVAGE SLASH

3 6 0

- After this attack is resolved, this character gains $\oplus$ equal to the $\ominus$ dealt.
- After this attack is resolved, if $\ominus$ was dealt, the defender gains the Bleed special condition.
- $\odot$ Leap: Before $\ominus$ is dealt, Place this character within $\oplus$ 1 of the defender.

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POUNCE

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

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HEALING FACTOR [2]

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

WINTER SOLDIER, OPERATIVE
JAMES "BUCKY" BARNES

4
 3
 4

7
 4

2
 M



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PATRICK BROWN

SPEC OPS RIFLE 5 5 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 .

CONCUSSION GRENADE 3 5 1

- If this attack deals , after the attack is resolved, the defender gains the Stun special condition.
- Blinding Flash:** After the attack is resolved, the defender and enemy characters within 2 of it gain the Shock special condition.

THE RED AGENT 3 7 3

- Clean Sweep:** After this attack is resolved, deal 1 to each other enemy character within 3 of this character.

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.

KILL BOX 3

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 and within 2 of the enemy character that was Advanced or Placed. Destroy that terrain feature. The enemy character suffers a collision as if the terrain feature had collided with it. This superpower can be used only once per Turn.

SPETSNAZ TRAINING

This character may reroll 1 die when either attacking or being attacked by a character that is within 1.

STEALTH

WINTER SOLDIER, OPERATIVE
JAMES "BUCKY" BARNES

4
 3
 4

7
 4

2
 M



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SPEC OPS RIFLE 5 5 0

- After this attack is resolved, this character gains equal to the dealt.
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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 and within 2 of the enemy character that was Advanced or Placed. Destroy that terrain feature. The enemy character suffers a collision as if the terrain feature had collided with it. This superpower can be used only once per Turn.

SPETSNAZ TRAINING

This character may reroll 1 die when either attacking or being attacked by a character that is within 1.

STEALTH

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

WINTER SOLDIER

JAMES "BUCKY" BARNES

3

3

2

6

3

2

M



ASSAULT RIFLE

5 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.
- Rapid Fire**: After this attack is resolved, this character may make 1 additional **Assault Rifle** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

RED FURY

2 7 4

- After this attack is resolved, if the defender is 3 or less, Push it Away from this character S. Then, if the defender was Pushed, immediately make an **Assault Rifle** attack targeting it.

HYDRA TACTICS

2

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

GOT YOUR BACK

3

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

ROGUE AGENT

One character with **Rogue Agent** counts as an affiliated character during Squad building.

SPETSNAZ TRAINING

This character may reroll 1 die when either attacking or being attacked by a character that is within 1.

WINTER SOLDIER

JAMES "BUCKY" BARNES

3

3

2

6

3

2

M



ASSAULT RIFLE

5 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.
- Rapid Fire**: After this attack is resolved, this character may make 1 additional **Assault Rifle** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.

RED FURY

2 7 4

- After this attack is resolved, if the defender is 3 or less, Push it Away from this character S. Then, if the defender was Pushed, immediately make an **Assault Rifle** attack targeting it.

HYDRA TACTICS

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

GOT YOUR BACK

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This character may reroll 1 die when either attacking or being attacked by a character that is within 1.

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

August 2026 Stat Card Updates

WOLVERINE

JAMES LOGAN HOWLETT

4

3

2

8

4

2

M



ADAMANTIUM SLASH

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

BERSERKER BARRAGE

• Before $\otimes$ is dealt, Place this character within $\oplus$ 1 of the defender.
 • After this attack is resolved, if it dealt $\otimes$ and if the defender is $\oplus$ 3 or less, this character may Throw it $\otimes$.

THE BEST AT WHAT I DO . . .

Action: This character immediately makes a move action followed by an attack action. When making this attack, each $\otimes$ in the attack roll counts as 2 successes. This superpower can be used only once per Turn.

ADAMANTIUM SKELETON

When determining if 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 $\oplus$ 3.

HEALING FACTOR [2], IMMUNITY [STUN]

WOLVERINE

JAMES LOGAN HOWLETT

4

3

2

6

4

2

M



ADAMANTIUM SLASH

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

THE BEST AT WHAT I DO . . .

Action: This character immediately makes a move action followed by an attack action. When making this attack, each $\otimes$ in the attack roll counts as 2 successes. This superpower can be used only once per Turn.

ADAMANTIUM SKELETON

When determining if 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 $\oplus$ 3.

WILD RAGE

Add 1 die to this character's attack rolls for each $\otimes$ it has. Additionally, this character cannot Interact with or hold objective tokens.

HEALING FACTOR [2], IMMUNITY [STAGGER, STUN]

MARVEL

CRISIS PROTOCOL

MINIATURES GAME

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WONG

WONG

3

3

3

4

2

2

M

STRIKE

2

4

0

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

FAITHFUL ASSISTANT

2

Choose another allied character within 3 of this character. It gains 1 . A character can be affected by this superpower only once per Round.

MEDITATE

0

Action: This character gains 1 .

THE VISHANTI'S BLESSING

1

Action: This character or an allied character within 3 of this character removes up to 2 or 1 special condition. A character can be affected by this superpower only once per Round.

SERVANT TO THE SORCERER SUPREME

While within 3 of an allied Stephen Vincent Strange, this character adds 1 die to its defense rolls.

WONG

WONG

3

3

3

4

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MARVEL

CRISIS PROTOCOL

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X-23

LAURA KINNEY

3

3

2

5

3

2

M

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ADAMANTIUM SLASH

2 5 0

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

CLAW RUSH

3 6 2

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

FRENZY

2

When this character Dazes or KO's an enemy character with an attack during its Activation, after that attack is resolved, this character may use this superpower. This character Advances then makes an Adamantium Slash attack. This superpower can be used only once per Turn.

ASSASSIN TRAINING

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

BIG SIS

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

HEALING FACTOR [2]

X-23

LAURA KINNEY

3

3

2

5

3

2

M

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HEALING FACTOR [2]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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YONDU
YONDU UDONTA

3
 4
 3

7
 4

2
 M



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YAKA ARROW 5 5 0

- After this attack is resolved, this character gains equal to the dealt.
- The defender does not benefit from Cover.
- Slow**: After this attack is resolved, the defender gains the Slow special condition.

WHISTLE WHILE YOU WORK 4 6 3

- Pierce**: Change 1 of the defender's , , or results to a Blank.
- Yaka Mastery**: After this attack is resolved, this character may make a **Whistle While You Work** attack without paying the cost. This attack must target another character within 3 of the original target character and any distance from this character that has not been targeted by a **Whistle While You Work** attack this Round.

HIT AND RUN 2

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

RAVAGER CODE: STEAL EVERYTHING 1

When a character within 2 of this character would drop 1 or more objective tokens, this character may use this superpower. Move 1 objective token that character would drop to this character. This character is now holding that token. This character may not hold more tokens than the Crisis specifies.

QUICKDRAW 2

When this character is targeted by an attack and the attacker is not within 2 of this character, this character may use this superpower. Instead of rolling dice equal to its Defense, it rolls 5 defense dice. Then, if this character suffers no from the attack, after the attack is resolved, the attacker suffers 2 .

THE PIRATE WAY

While this character is holding 1 or more objective tokens or Contesting a Secure objective, it may reroll 1 die in its attack and defense rolls.

YONDU
YONDU UDONTA

3
 4
 3

6
 4

2
 M



© MARVEL © AMG GARY DANIELS III

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

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