

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

MAGIK
ILLYANA RASPUTIN

3
 3
 4

6
 3

2
 M



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SOULSWORD 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.

BOLTS OF OSHTUR 4 4 0

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

DARKCHYLDE 3 6 4

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

LIMBO STEP X

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

SCRYING MIRRORS OF LIMBO

When this character is defending against a 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.

IMMUNITY [INCINERATE]

MAGIK
ILLYANA RASPUTIN

3
 3
 4

6
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2
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IMMUNITY [INCINERATE]

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MAGNETO
MAX EISENHARDT

4 4 6

7 6

2 5

REVERSE POLARITY 3 6 0

- After this attack is resolved, this character gains 3 equal to the dealt.
- If the defender is within 2 of this character during the **Modify Dice** step, this character may reroll any number of its attack dice; if it is not, after the attack is resolved, Push the defender S.

MAGNETIC CRUSH 4 7 5

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

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

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

✦ **FATAL ATTRACTION** 2

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

⚡ **POLARITY SHIELDING** 2

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

∞ **MASTER OF MAGNETISM**

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

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



MAGNETO
MAX EISENHARDT

4 4 6

8 6

2 5

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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MALEKITH THE ACCURSED
MALEKITH

4 4 4

9 7

4 M

BLADE OF MIDNIGHT 2 7 0

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

BLOOD BOIL B4 5 0

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

BUTCHER OF THORS 3 10 4

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

★ THE DARK COUNCIL (AFFILIATION: CABAL)

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

✦ FEROCITY 3

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

⚡ CLOAK OF SHADOWS X

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

∞ CONQUEROR OF THE TEN REALMS

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

∞ FLIGHT, IMMUNITY [HEX, STUN], PEERLESS



MALEKITH THE ACCURSED
MALEKITH

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7 7

4 M

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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MAN-THING
THEODORE SALLIS

3
 3
 4

6
 3

3
 5

LASHING TENDRILS 3 5 0

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

EMOTIONAL AGITATION 3 7 3

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

GUARDIAN OF THE NEXUS OF ALL REALITIES 3

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

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

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

MOSS AND MUD AND SWAMP

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

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



MAN-THING
THEODORE SALLIS

3
 3
 4

5
 3

3
 5

LASHING TENDRILS 3 5 0

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MAVERICK
CHRISTOPH NORD

3
 3
 3

6
 3

2
 M

PLASMA BLASTERS 3 4 0

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

ADAMANTIUM KNIFE 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.

AGENT ZERO 3 7 3

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

HIT AND RUN 2

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

ANTI-HEALING FACTOR CORROSIVE 2

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

KINETIC ENERGY ABSORPTION

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

HEALING FACTOR [1]

MAVERICK
CHRISTOPH NORD

3
 3
 3

6
 3

2
 M

PLASMA BLASTERS 3 4 0

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HEALING FACTOR [1]

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MAXIMUS THE MAD

MAXIMUS BOLTAGON

🔴 2

🟡 3

🔵 5

🟢 7

🟠 4

🟦 2

🟩 M



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👁️ BRAIN FREEZE ⊕4 ⚡5 ⚙0

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

👁️ NEURO-ANNIHILATION ⊕3 ⚡9 ⚙5

- The defender cannot add additional dice to its defense roll or modify its defense dice.
- 👁 **Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

★ CALL ME MAXIMUS THE MAGNIFICENT! (AFFILIATION: INHUMANS)

The first time each Turn an allied character attacks or defends, during the **Modify Dice** step, it must use this ★ ability. Reroll 1 of its attack or defense dice. If the rerolled result is a 🟡, after the attack is resolved, your opponent Places the allied character within ⊕ 1 of its current position and this character gains 1 ⚙.

⚡ DID YOU FORGET WHY YOU'RE HERE? ⚙2

Choose a character within ⊕ 3 that has an Activated token. Advance the chosen character ⚡. This superpower can be used only once per Turn.

⚡ IT'S MADNESS, MY FAVORITE KIND ⚙2

When an enemy character within ⊕ 3 of this character makes an attack, during the **Modify Dice** step, this character may use this superpower. This character rerolls 2 of the attacker's dice.

∞ INHUMAN

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

∞ IMMUNITY [POISON]

MAXIMUS THE MAD

MAXIMUS BOLTAGON

🔴 2

🟡 3

🔵 5

🟢 7

🟠 4

🟦 2

🟩 M



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∞ INHUMAN

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∞ IMMUNITY [POISON]

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M'BAKU
M'BAKU

4
 2
 4

8
 4

3
 M



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Knobkerrie 3 5 0

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

Wrath of the Jabari 2 8 4

- Before is dealt, if the defender is 4 or less, this character may Throw it .
- Avalanche: After this attack is resolved, this character may Advance . It may then make a Knobkerrie attack targeting a different enemy character.

Blessed by Ghekere (Affiliation: Wakanda)

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

Strength of the White Gorilla 2

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

Chieftain of the Jabari

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

Solid Frame

This character does not suffer from collisions with other characters.

Immunity [Stun]

M'BAKU
M'BAKU

4
 2
 4

7
 4

3
 M



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MEDUSA

MEDUSALITH AMAQUELIN-BOLTAGON

🔥 3

🌀 3

👁️ 3

📶 7

🔥 4

🛡️ 2

➡️ M



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BRAID BASH ⚡ 3 🛡️ 5 ⚙️ 0

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

SPLIT ENDS ⚡ A2 🛡️ 7 ⚙️ 6

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

HAIR FLIP ⚙️ 3

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

ROYAL DECREE ⚙️ 2

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

INHUMAN

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

LIVING STRANDS

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

IMMUNITY [POISON]

MEDUSA

MEDUSALITH AMAQUELIN-BOLTAGON

🔥 3

🌀 3

👁️ 3

📶 7

🔥 4

🛡️ 2

➡️ M



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BRAID BASH ⚡ 3 🛡️ 5 ⚙️ 0

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

SPLIT ENDS ⚡ A2 🛡️ 7 ⚙️ 6

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IMMUNITY [POISON]

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 3
 M



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

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

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

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

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

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

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

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MISTER SINISTER

NATHANIEL ESSEX



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GENETIC SPLICING

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

RECOMBINANT DISINTEGRATION

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

ENGINEERED PERFECTION

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

GENETIC NEGATION

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

SUCH FUN LITTLE PLAYTHINGS

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

MOLECULAR REGENERATION

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

DNA DATABASE

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

FLIGHT

MISTER SINISTER

NATHANIEL ESSEX



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GENETIC SPLICING

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

RECOMBINANT DISINTEGRATION

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

ENGINEERED PERFECTION

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

GENETIC NEGATION

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

SUCH FUN LITTLE PLAYTHINGS

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

MOLECULAR REGENERATION

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

DNA DATABASE

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

FLIGHT



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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

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

2
 3
 3

10
 5

4
 5



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PSIONIC BLAST 4 6 0

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

DOOMSDAY CHAIR 4 7 3

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

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

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

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

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

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

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

PSIONIC FORCE FIELD

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

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

2
 3
 3

5
 5

4
 5



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

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

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

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

3 3 5

8 4

3 5

DOOMSDAY CHAIR ARSENAL 4 5 0

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

PSIONIC ASSAULT 3 7 4

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

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

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

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

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

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

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

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

When this character is targeted by an enemy attack, this character may use this superpower. Choose another allied character within 2. The chosen character becomes the target of the attack regardless of 3 and LOS.

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

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

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

3 3 5

6 4

3 5

DOOMSDAY CHAIR ARSENAL 4 5 0

- Before choosing a target, this character chooses whether the attack type is ☹️ or ☹️.
- After this attack is resolved, this character gains ☹️ equal to the ☹️ dealt.
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MARVEL CRISIS PROTOCOL MINIATURES GAME

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MOON KNIGHT

MARC SPECTOR

3
 3
 3

6
 3

2
 M

BO STAFF

2
 4
 0

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

THROWING CRESCENTS

4
 4
 0

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

AVATAR OF KHONSHU

3
 7
 4

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

CHOSEN OF KHONSHU

2

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

MULTIPLE PERSONALITIES

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

STEALTH, WALL CRAWLER



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MOON KNIGHT

MARC SPECTOR

3
 3
 3

6
 3

2
 M

BO STAFF

2
 4
 0

- After this attack is resolved, this character gains equal to the dealt.
- This character may reroll any number of attack dice for this attack.
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 4
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STEALTH, WALL CRAWLER

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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MOONDRAGON
HEATHER DOUGLAS

3 3 4

6 3

2 M

PSIONIC BARRAGE 3 4 0

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

DRAGON OF THE MOON 2 7 3

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

CHARGE 2

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

DISTRACTING ILLUSIONS 1

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

SHIELD MIND 2

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

SHAD-LOM MARTIAL ARTIST

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

FLIGHT, GEM BEARER [MIND]



MOONDRAGON
HEATHER DOUGLAS

3 3 4

6 3

2 M

PSIONIC BARRAGE 3 4 0

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

DRAGON OF THE MOON 2 7 3

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

CHARGE 2

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

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FLIGHT, GEM BEARER [MIND]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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MS. MARVEL (NORMAL)
KAMALA KHAN

3
 4
 3

6
 3

2
 M

MORPHO-PUNCH 4 4 0

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

EMBIGGEN 3

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

TAKE OUT THE TRASH 3

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

INHUMAN

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

IMMUNITY [POISON]

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MS. MARVEL (NORMAL)
KAMALA KHAN

3
 4
 3

6
 3

2
 M

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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MS. MARVEL (EMBIGGENED)
KAMALA KHAN

3
 4
 3

6
 3

4
 M



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HIGH FIVE 3 5 0

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

INHUMAN

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

MORPHOGENETICS

When making attacks, if the defender is smaller than this character, this character may reroll 2 of its attack dice.
Additionally, at the end of this character's Activation, it transforms into **Ms. Marvel (Normal)**.

POLYMORPH

This character may interact with objective tokens within 2 of it instead of the normal 1.

IMMUNITY [POISON]

MS. MARVEL (EMBIGGENED)
KAMALA KHAN

3
 4
 3

6
 3

4
 M



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IMMUNITY [POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

MYSTERIO
QUENTIN BECK

1
 1
 5

6
 3

2
 M



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HYPNOSIS GAS 3 4 0

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

CURTAIN CALL 2 6 4

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

TRICKS AND TRAPS 3

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

MASTER OF ILLUSIONS

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

SMOKE AND MIRRORS

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

STEALTH

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

FLIGHT

MYSTERIO
QUENTIN BECK

1
 1
 5

6
 3

2
 M



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FLIGHT

MARVEL CRISIS PROTOCOL MINIATURES GAME

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MYSTIQUE
RAVEN DARKHÖLME

3
 3
 3

6
 3

2
 L



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PISTOL 3 4 0

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

ESPIONAGE 2 6 3

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

★ FREEDOM FORCE (AFFILIATION: BROTHERHOOD OF MUTANTS)

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

Additionally, allied characters may use the following Interact ability:

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

✦ EXPERT SABOTAGE 3

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

∞ MARTIAL ARTIST

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

∞ SHAPESHIFTER

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

∞ STEALTH

MYSTIQUE
RAVEN DARKHÖLME

3
 3
 3

6
 3

2
 L



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PISTOL 3 4 0

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∞ STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

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NAMOR, THE SUB-MARINER
NAMOR MCKENZIE

4
 4
 3

7
 5

2
 L

TRIDENT

2
 6
 0

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

ARMIES OF THE DEEP

2
 7
 3

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

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

IMPERIUS REX!

3

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

ATLANTEAN MIGHT

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

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

CHARISMATIC LEADER

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

FLIGHT, GEM BEARER [TIME]

NAMOR, THE SUB-MARINER
NAMOR MCKENZIE

4
 4
 3

7
 5

2
 L

TRIDENT

2
 6
 0

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ARMIES OF THE DEEP

2
 7
 3

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FLIGHT, GEM BEARER [TIME]

MARVEL CRISIS PROTOCOL MINIATURES GAME

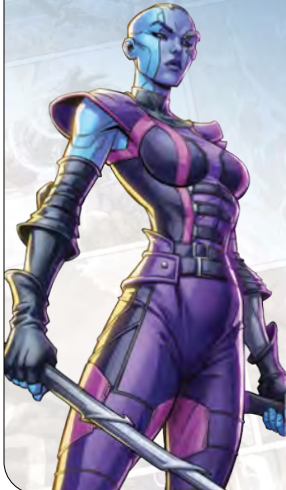
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NEBULA
NEBULA

3
 3
 2

4
 2

2
 L



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STRIKE 2 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.

BLASTER PISTOL 3 4 0

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

SHOCK SWORD ASSAULT 3 6 3

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

ASSASSIN

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

CYBERNETIC ENHANCEMENTS

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

IMMUNITY [BLEED, POISON, STUN]

NEBULA
NEBULA

3
 3
 2

5
 2

2
 L



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

ASSASSIN

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

CYBERNETIC ENHANCEMENTS

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

IMMUNITY [BLEED, POISON, STUN]

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

NICK FURY

NICHOLAS J. FURY, JR.

4

3

4

7

4

2

M

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TACTICAL KNIFE

2
 5
 0

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

FURY SPECIAL

3
 5
 0

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

LEAD FROM THE FRONT

3
 7
 3

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

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

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

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

CALL IN THE CAVALRY

2

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

DIRECTOR OF S.H.I.E.L.D.

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

NICK FURY

NICHOLAS J. FURY, JR.

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2

M

© MARVEL © AMG GARY DANIELS III

TACTICAL KNIFE

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FURY SPECIAL

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

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 3

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MARVEL

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MASS
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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

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



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PROTOTYPE WEAPONS

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

GRENADES!

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

THE SHOW'S OVER

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

SIBLINGS IN ARMS

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

GOT YOUR BACK

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

STEALTH

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



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PROTOTYPE WEAPONS

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STEALTH



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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

NIGHTCRAWLER

KURT WAGNER

4

3

3

7

4

2

M

4

3

3

7

4

2

M

TELEPORTING STRIKE 3 5 0

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

BRIMSTONE BLITZ 2 5 1

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

BAMF! X

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

PUFF OF SMOKE 0

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

UNGLAUBLICH ACROBATICS 2

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

INVISIBLE IN SHADOW

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

WALL CRAWLER

NIGHTCRAWLER

KURT WAGNER

4

3

3

7

4

2

M

4

3

3

7

4

2

M

TELEPORTING STRIKE 3 5 0

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WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

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

4
 2
 4

5
 3

2
 M

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SWARILI STRIKE 2 5 0

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

SEVER SOUL 4 6 2

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

LIVING DEATH 0

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

UNDEAD EMPOWERMENT 0

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

ALCHEMICAL CURSE OF NEPHRUS

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

ANUBIS'S SOUL HARVESTER

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

IMMUNITY [BLEED, HEX, POISON]

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

4
 2
 4

5
 3

2
 M

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SWARILI STRIKE 2 5 0

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- Push**: After this attack is resolved, if the defender is 3 or less, Push it Away .
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IMMUNITY [BLEED, HEX, POISON]

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NOVA
RICHARD RIDER

4 4 4

7 5

2 L



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NOVA BURST +2 -5 0

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

GRAVIMETRIC CANNON +4 -6 0

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

LIGHTSPEED LANCE +B5 -7 5

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

FASTER THAN LIGHT 2

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

XANDARIAN WORLDWIND X

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

NOVA FORCE

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

FLIGHT, IMMUNITY [INCINERATE]

NOVA
RICHARD RIDER

4 4 4

8 5

2 L



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NOVA BURST +2 -5 0

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

GRAVIMETRIC CANNON +4 -6 0

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

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

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

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FLIGHT, IMMUNITY [INCINERATE]

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OKOYE
OKOYE

👊 3

🌀 3

👁 3

🩸 4

🌀 2

🛡 2

➡ M

👊 STRIKE ⚡ 2 🛡 4 ⚙ 0

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

🌀 VIBRANIUM SPEAR BLAST ⚡ 4 🛡 4 ⚙ 0

👊 VIBRANIUM SPEAR THRUST ⚡ 2 🛡 5 ⚙ 4

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

⚡ BODYGUARD ⚙ 2

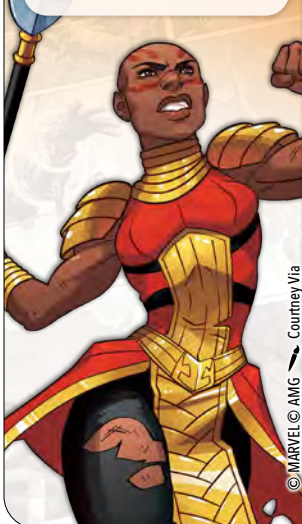
When another allied character within ⚡ 2 of this character is targeted by an attack, this character may use this superpower. This character becomes the target of the attack regardless of ⚡ and LOS.

∞ GENERAL OF THE DORA MILAJE

This character may reroll 1 die in its defense rolls.

∞ MARTIAL ARTIST

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



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OKOYE
OKOYE

👊 3

🌀 3

👁 3

🩸 4

🌀 2

🛡 2

➡ M

👊 STRIKE ⚡ 2 🛡 4 ⚙ 0

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

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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OMEGA RED
ARKADY GREGORIVICH ROSSOVICH

3
 3
 4

7
 4

3
 M

CARBONADIUM COILS 3 5 0

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

RED TERROR 3 7 4

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

DEATH FACTOR 2

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

ENSNARE 2

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

CARBONADIUM ARMOR

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

DEATH SPORES

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

IMMUNITY [POISON]



OMEGA RED
ARKADY GREGORIVICH ROSSOVICH

3
 3
 4

6
 4

3
 M

CARBONADIUM COILS 3 5 0

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IMMUNITY [POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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PHOENIX

JEAN GREY

4

4

5

8

6

2

M

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PATRICK BROWN

Bolts of Flame ⊕3 ⊖6 ⚡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.

Firestorm ⊕A3 ⊖6 ⚡6

- Allied characters within ⊕ of this attack may remove 1 ⚡.
- Ⓢ **Incinerate**: After this attack is resolved, the defender gains the Incinerate special condition.

Cosmically Empowered Telekinesis ⚡3

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

Rejuvenating Flames ⚡2

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

Burning Resolve ⚡3

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

I Am Fire and Life Incarnate

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

Psionic Nexus

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

Flight, Immune [Incinerate, Poison], Peerless

PHOENIX UNLEASHED

JEAN GREY

4

5

3

13

6

4

S

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PATRICK BROWN

Phoenix Blast ⊕4 ⊖6 ⚡0

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

Molecular Disintegration ⊕B4 ⊖8 ⚡6

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

Temporal Domination ⚡0

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

All Are Beneath Me

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

Untamed Cosmic Entity

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

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

MARVEL CRISIS PROTOCOL MINIATURES GAME

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PROFESSOR X

CHARLES XAVIER

👁️ 2

🌀 2

👁️ 6

👁️ 7

🌀 4

👁️ 2

➡️ M



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👁️ PSYCHIC DART ⚡ 4 ⚡ 5 ⚡ 0

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

👁️ MENTAL SUGGESTION ⚡ 3 ⚡ 6 ⚡ 1

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

👁️ ASTRAL DUEL ⚡ 3 ⚡ 4 ⚡ 3

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

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

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

🌀 PROFESSOR'S GUIDANCE ⚡ X

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

∞ TELEPATHIC LOCK

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

∞ ΩMEGA-LEVEL TELEPATH

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

PROFESSOR X

CHARLES XAVIER

👁️ 2

🌀 2

👁️ 6

👁️ 7

🌀 4

👁️ 2

➡️ M



© MARVEL © AMG CHUCK PAVONI

👁️ PSYCHIC DART ⚡ 4 ⚡ 5 ⚡ 0

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

👁️ MENTAL SUGGESTION ⚡ 3 ⚡ 6 ⚡ 1

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

👁️ ASTRAL DUEL ⚡ 3 ⚡ 4 ⚡ 3

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- The defender cannot reroll or modify dice in the defense roll during this attack.

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

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

🌀 PROFESSOR'S GUIDANCE ⚡ X

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

∞ TELEPATHIC LOCK

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

∞ ΩMEGA-LEVEL TELEPATH

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



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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



PROWLER
AARON DAVIS

4
 4
 3

7
 4

2
 L

PROWLER GAUNTLET 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.
- Suppressive:** Before is dealt, for each in the attack roll, the defender loses 1 .

COVERT ARMAMENT 4 4 0

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

NOTHING PERSONAL, JUST BUSINESS 3 8 4

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

CHARGE 2

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

YOU'RE RIGHT, I CAN DO BETTER 2

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

CUSTOM-DESIGNED BURGLAR GADGETS

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

STEALTH, WALL CRAWLER



PROWLER
AARON DAVIS

4
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2
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PROWLER GAUNTLET 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.
- Suppressive:** Before is dealt, for each in the attack roll, the defender loses 1 .

COVERT ARMAMENT 4 4 0

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

NOTHING PERSONAL, JUST BUSINESS 3 8 4

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

CHARGE 2

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

YOU'RE RIGHT, I CAN DO BETTER 2

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

CUSTOM-DESIGNED BURGLAR GADGETS

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

STEALTH, WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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PROXIMA MIDNIGHT

PROXIMA MIDNIGHT

3

3

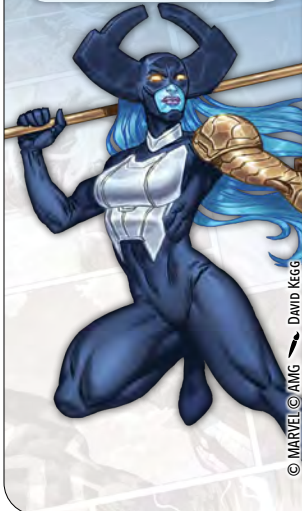
3

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3

2

L



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STRIKE

2

5

0

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

SPEAR THROW

3

5

0

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

QUANTUM STARBURST

4

7

4

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

MARTIAL PROWESS

2

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

WIFE OF CORVUS GLAIVE

1

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

INVULNERABILITY

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

PROXIMA MIDNIGHT

PROXIMA MIDNIGHT

3

3

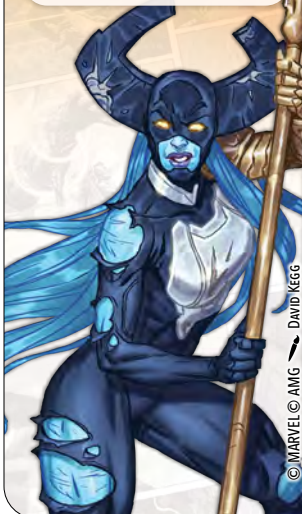
3

5

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2

L



© MARVEL © AMG — DAVID KEGG

STRIKE

2

5

0

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

SPEAR THROW

3

5

0

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

QUANTUM STARBURST

4

7

4

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

MARTIAL PROWESS

2

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

WIFE OF CORVUS GLAIVE

1

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

INVULNERABILITY

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

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



PSYLOCKE
ELIZABETH BRADDOCK

3
 3
 4

7
 4

2
 M

TELEKINETIC KATANA 2 5 0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Neural Disruption**: Before is dealt, for each in the attack roll, the defender loses 1 .

PSI-BOW 4 4 0

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

PSIONIC ASSAULT 3 7 3

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

TELEKINETIC COMBAT ENHANCEMENT 2

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

TELEPATHIC PRECOGNITION X

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

MARTIAL ARTIST

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

STEALTH



PSYLOCKE
ELIZABETH BRADDOCK

3
 3
 4

6
 4

2
 M

TELEKINETIC KATANA 2 5 0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Neural Disruption**: Before is dealt, for each in the attack roll, the defender loses 1 .

PSI-BOW 4 4 0

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

PSIONIC ASSAULT 3 7 3

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TELEKINETIC COMBAT ENHANCEMENT 2

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

TELEPATHIC PRECOGNITION X

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

MARTIAL ARTIST

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

STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

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PUNISHER

FRANK CASTLE

🔥 3

🌀 3

👁 3

📶 6

☢ 3

🛡 2

➡ M



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🔥 HIP FIRE

⚡ 3
🛡 4
⚙ 0

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

🔥 AIMED SHOT

⚡ 5
🛡 7
⚙ 3

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

⚡ NO MORE SECOND CHANCES

⚙ 0

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

⚡ SPEC OPS TRAINING

⚙ 2

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

⚡ WAR ZONE

⚙ 3

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

∞ THE FALLEN

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

PUNISHER

FRANK CASTLE

🔥 3

🌀 3

👁 3

📶 6

☢ 3

🛡 2

➡ M



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🔥 HIP FIRE

⚡ 3
🛡 4
⚙ 0

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

🔥 AIMED SHOT

⚡ 5
🛡 7
⚙ 3

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

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⚙ 2

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

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⚙ 3

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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PYRO
ST. JOHN ALLERDYCE

 3
  4
  3

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  3

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FIRE BLAST  4  5  0

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

FLAME JET  B3  4  0

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

INFERNO  2  7  3

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

FIREWALL  3

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

STOKE THE FLAMES  2

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

FIRE MANIPULATION

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

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PYRO
ST. JOHN ALLERDYCE

 3
  4
  3

 6
  3

 2
  M

FIRE BLAST  4  5  0

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

FLAME JET  B3  4  0

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

INFERNO  2  7  3

- After this attack is resolved, the defender gains the Incinerate special condition.
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FIREWALL  3

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

STOKE THE FLAMES  2

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

FIRE MANIPULATION

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

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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QUASAR
PHYLA-VELL

3
 4
 4

7
 4

2
 M



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QUANTUM SWORD 2 5 0

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

NEGA-QUANTUM BLAST WAVE B3 8 5

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

CHARGE 2

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

QUANTUM BANDS 2

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

FORCE FIELD 2

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

KREE-TITAN HYBRID PHYSIOLOGY 1

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

FLIGHT, IMMUNITY [POISON, STUN]

QUASAR
PHYLA-VELL

3
 4
 4

6
 4

2
 M



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QUANTUM SWORD 2 5 0

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

NEGA-QUANTUM BLAST WAVE B3 8 5

- Incinerate:** After each attack is resolved, the defender gains the Incinerate special condition.
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FORCE FIELD 2

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

KREE-TITAN HYBRID PHYSIOLOGY 1

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

FLIGHT, IMMUNITY [POISON, STUN]



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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QUICKSILVER

PIETRO MAXIMOFF

3

3

3

6

3

2

L



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SUPERSONIC STRIKE ⊕3 ⊖4 ⚙0

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

CYCLONIC VORTEX ⊕3 ⊖6 ⚙2

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

SPEEDSTER ⚙2

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

CAN'T CATCH ME ⚙3

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

SUPERSONIC REFLEXES

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

WALL CRAWLER

QUICKSILVER

PIETRO MAXIMOFF

3

3

3

6

3

2

L



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SUPERSONIC STRIKE ⊕3 ⊖4 ⚙0

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CAN'T CATCH ME ⚙3

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WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

RED GUARDIAN

NIKOLAI KRYLENKO

3

3

4

6

3

2

M

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STRIKE 2 5 0

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

SHIELD THROW 4 4 0

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

SIBERIAN SHIELD SLAM 2 5 2

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

FOCUSED REPULSION FIELD 2

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

RED GUARDIAN'S SUIT

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

RED GUARDIAN

NIKOLAI KRYLENKO

3

3

4

6

3

2

M

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STRIKE 2 5 0

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

SHIELD THROW 4 4 0

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

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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

RED SKULL
JOHANN SCHMIDT

4
 3
 3

7
 4

2
 M



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STRIKE 2 5 0

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

COSMIC BLAST 4 5 0

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

UNLEASH THE CUBE 4 7 4

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

MASTER OF EVIL (AFFILIATION: CABAL)

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

COSMIC CUBE 0

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

MASTER OF THE CUBE 3

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

HAIL HYDRA 2

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

RED SKULL
JOHANN SCHMIDT

4
 3
 3

7
 4

2
 M



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STRIKE 2 5 0

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

COSMIC BLAST 4 5 0

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

UNLEASH THE CUBE 4 7 4

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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

**RED SKULL,
MASTER OF THE WORLD**
JOHANN SCHMIDT

4
 3
 3

7
 4

2
 M

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🌀 COSMIC BURST 4 5 0

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

👁 REALITY BOWS TO ME! 4 7 4

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

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

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

✦ RESHAPE THE WORLD 3

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

✦ NOTHING IS BEYOND MY REACH 4

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

∞ POWER IS ONLY FOR THE ONE WHO RULES

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

**RED SKULL,
MASTER OF THE WORLD**
JOHANN SCHMIDT

4
 3
 3

6
 4

2
 M

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🌀 COSMIC BURST 4 5 0

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

👁 REALITY BOWS TO ME! 4 7 4

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

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

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

✦ RESHAPE THE WORLD 3

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

✦ NOTHING IS BEYOND MY REACH 4

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

∞ POWER IS ONLY FOR THE ONE WHO RULES

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

MARVEL CRISIS PROTOCOL MINIATURES GAME

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RED SKULL, MASTER OF HYDRA

JOHANN SCHMIDT



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BLITZ STRIKE

- 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!

- ⚡ 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

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

⚡ EMPOWERED GAUNTLETS

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

JOHANN SCHMIDT



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BLITZ STRIKE

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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RESCUE
PEPPER POTTS

4
 3
 3

5
 3

2
 M



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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
 3
 3

6
 3

2
 M



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TRIAGE 4 5 0

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FLIGHT



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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RHINO
ALEKSEI SYTSEVICH

3
 3
 2

7
 4

4
 5

GORE 3 5 0

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

STAMPEDE 3

This character is Pushed . 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. 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 4 or less and within 2 and Throw 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 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 .

RHINO HIDE

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



RHINO
ALEKSEI SYTSEVICH

3
 3
 2

6
 4

4
 5

GORE 3 5 0

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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ROCKET RACCOON

ROCKET RACCOON

2
 2
 3

3
 2

1
 M

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PLASMA RIFLE

⊕5
⊖5
⚙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 ⊕ 2 of the defender suffer 1 ⚡ and are Pushed Toward the defender S.

BOOBY TRAPS

⚙3

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.

PERSONAL BODYGUARD

⚙0

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

NIMBLE

This character does not suffer ⚡ from collisions.

SMALL STATURE

This character always benefits from Cover.

ROCKET RACCOON

ROCKET RACCOON

2
 2
 3

3
 2

1
 M

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PLASMA RIFLE

⊕5
⊖5
⚙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 ⊕ 2 of the defender suffer 1 ⚡ and are Pushed Toward the defender S.

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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ROGUE

ANNA MARIE LEBEAU

4

3

3

6

4

2

M

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ABSORBING STRIKE ⊕2 ⊖5 ⚙0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .

SOUTHERN HOSPITALITY ⊕2 ⊖7 ⚙3

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

CHARGE ⚙2

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

MARVELOUS STRENGTH ⚙3

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

MUTANT ABSORPTION ⚙2

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.

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]

ROGUE

ANNA MARIE LEBEAU

4

3

3

7

4

2

M

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ABSORBING STRIKE ⊕2 ⊖5 ⚙0

- Before choosing a target, this character chooses whether this attack's type is or .
- After this attack is resolved, this character gains equal to the dealt.
- Sap Power:** Before is dealt, the defender loses 1 for each in the attack roll, and this character gains that amount of .

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

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

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

FLIGHT, IMMUNITY [POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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RONAN THE ACCUSER
RONAN THE ACCUSER

3
 4
 4

7
 4

3
 M

STRIKE 2 5 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 .

UNIVERSAL WEAPON 4 5 0

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

KREE JUSTICE 2 8 4

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

JUDGMENT 2

When this character or an allied character within 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

3
 4
 4

8
 4

3
 M

STRIKE 2 5 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 .

UNIVERSAL WEAPON 4 5 0

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

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GEM BEARER [POWER], IMMUNITY [POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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RONIN

CLINTON BARTON

4

3

3

6

4

2

M

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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 .
- 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

3

3

7

4

2

M

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SHADOW STRIKE

2
 5
 0

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

VICTOR CREED

3

3

3

7

4

3

L



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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 .

HEALING FACTOR [1]

SABRETOOTH

VICTOR CREED

3

3

3

7

4

3

L



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CLAW SLASH 2 5 0

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

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HEALING FACTOR [1]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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SABRETOOTH, APEX PREDATOR

VICTOR CREED

4

3

4

7

4

3

M



PATRICK BROWN

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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

3

4

7

4

3

M



PATRICK BROWN

MARVEL © AMG

CLAW SLASH

2

5

0

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3

6

2

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HEALING FACTOR [1]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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SANDMAN

FLINT MARKO

4

4

3

7

4

3

5

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

4

4

3

8

4

3

5

SILICATE STRIKE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
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SAND BLAST B3 5 0

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

HEALING FACTOR [1], WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

SCARLET SPIDER

BEN REILLY

4

3

3

7

4

2

M

SCARLET STRIKE

2
 5
 0

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

WHATEVER A SPIDER CAN

2
 8
 5

- After this attack is resolved, this character may Advance .
- Catch!**: After this attack is resolved, this character may choose an interactive terrain feature of 2 or less within 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 3 and in LOS, and Push it Toward this character . Then Place this character within 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 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 a or 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

SCARLET STRIKE

2
 5
 0

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4
 4
 0

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WHATEVER A SPIDER CAN

2
 8
 5

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SPIDER-SENSE

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WALL CRAWLER

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SCARLET WITCH

WANDA MAXIMOFF

3

4

4

7

5

2

M

HEX BOLT

- 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

- 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

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

CURSE

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 CHTHON

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

- 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

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TELEKINESIS

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

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FLIGHT

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SENTINEL MK4

SENTINEL MK4



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PLASMA BLAST

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

SUPPRESSION PROTOCOLS

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

RESTRAINT CABLES

Choose an enemy character within $\oplus 4$ and in LOS. Push the chosen character Toward this character $\ominus$. 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 $\oplus$.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by $\ominus$ attacks or enemy superpowers. When defending against $\ominus$ attacks, this character counts $\ominus$ 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 $\ominus 2$ or less. If it would, destroy those terrain features before that movement ends.

FLIGHT, IMMUNITY [BLEED, POISON]

SENTINEL MK4

SENTINEL MK4



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PLASMA LEAK

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

SUPPRESSION PROTOCOLS

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

RESTRAINT CABLES

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

DAMAGED POWER MATRIX

At the end of this character's Activation, it gains 1 $\oplus$.

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 $\ominus$ attacks or enemy superpowers. When defending against $\ominus$ attacks, this character counts $\ominus$ 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 $\ominus 2$ or less. If it would, destroy those terrain features before that movement ends.

FLIGHT, IMMUNITY [BLEED, POISON]



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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SENTINEL PRIME MK4

SENTINEL PRIME MK4

4

4

3

9

5

5

5



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PATRICK BROWN

PLASMA BLAST MK2

3 11-16 0

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

SUPPRESSION PROTOCOLS MK2

4 11-18 3

- Suppression:** After this attack is resolved, for each 1 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 1. Each chosen character gains 1 1. A character cannot gain more than 1 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 1. 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 1 to use this superpower. For each 1 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 1.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by 1 attacks or enemy superpowers. When defending against 1 attacks, this character counts 1 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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PATRICK BROWN

PLASMA BLAST MK2

3 11-16 0

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

SUPPRESSION PROTOCOLS MK2

4 11-18 3

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RESTRAINT CABLES

2

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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 1 to use this superpower. For each 1 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 1 and 1 rolled, this character gains 1 1. If at least 1 1 was rolled, this character suffers 1 1.

SENTINEL PROGRAMMING

This character cannot be Advanced or Pushed by 1 attacks or enemy superpowers. When defending against 1 attacks, this character counts 1 results in the defense roll as 2 successes.

FLIGHT, IMMUNITY [BLEED, POISON]

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SHADOW KING

AMAHL FAROUK

3

4

5

8

5

3

S

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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 .
- 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 . 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

AMAHL FAROUK

3

4

5

7

5

3

S

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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 .
- 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.

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OMEGA LEVEL MULTI-VERSAL ENTITY

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

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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SHADOWCAT

KATHERINE "KITTY" PRYDE

3

3

3

6

3

2

L

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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

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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



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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SHADOWLAND DAREDEVIL
MATT MURDOCK

4
 3
 3

6
 4

2
 M



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✊ COORDINATED STRIKE 2 5 0

- 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.

✊ BATON SNARE 4 4 0

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

✊ DEMON'S DEVASTATION 2 7 3

- 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.

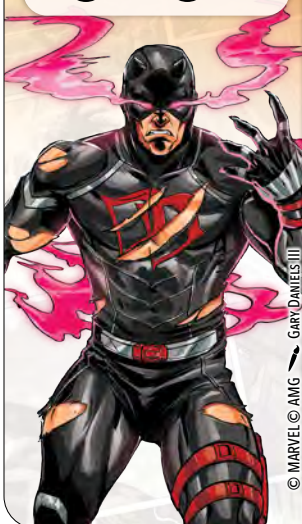
∞ STEALTH, WALL CRAWLER

SHADOWLAND DAREDEVIL
MATT MURDOCK

3
 3
 4

8
 4

2
 M



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✊ COORDINATED STRIKE 2 5 0

- 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.

✊ BATON SNARE 4 4 0

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

✊ DEMON'S DEVASTATION 2 7 3

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

★ 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.

✊ THERE IS ONLY THE BEAST 3

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



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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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

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SHE-HULK

JENNIFER WALTERS

4

4

3

10

6

3

M



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 . 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 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 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 .

IMMUNITY [POISON]

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SHE-HULK

JENNIFER WALTERS

4

4

3

10

6

3

M



SENSATIONAL UPPERCUT 2 7 0

- After this attack is resolved, this character gains equal to the dealt.
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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 . This superpower can be used only once per Turn.

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

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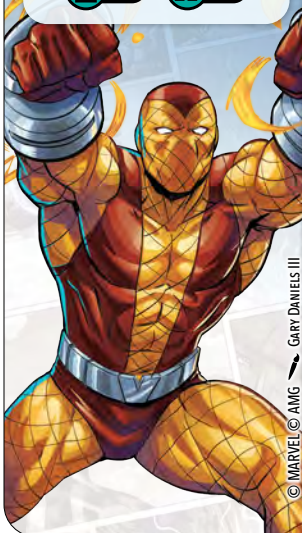
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IMMUNITY [POISON]

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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

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SHAKE 'EM DOWN 3 7 4

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IMMUNITY [STUN]

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SHURI
SHURI

3

3

3

6

3

2

M

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COURTNEY 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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COURTNEY VIA

PANTHER GAUNTLETS 5 6 0

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

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SILK
CINDY MOON

4 3 3

6 4

2 L

SPIDER STRIKE +3 -5 0

- After this attack is resolved, this character gains 1 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

SPIDER STRIKE +3 -5 0

- After this attack is resolved, this character gains 1 equal to the dealt.
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WALL CRAWLER

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SILVER SABLE

SILVIJA SABLINOVA



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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 ⊕ or ⊖ 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



© MARVEL © AMG GARY DANIELS III

TACTICAL TAKEDOWN

⊕5 ⊖5 ⚙0

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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 ⊕ or ⊖ 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



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SIN
SINTHEA SCHMIDT

3 3 4

6 3

2 M



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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 **Insult to Injury** special rule.

★ RED MAYHEM (AFFILIATION: CABAL)

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

- Roll a die for each objective 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

SIN
SINTHEA SCHMIDT

3 3 4

6 3

2 M



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AUTOMATIC PISTOL 3 4 0

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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 . 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 and LOS.

AGGRESSIVE

After an attack targeting this character is resolved, if this character suffered , it may Advance 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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SPECTACULAR SPIDER-MAN
PETER PARKER

3
 3
 3

5
 3

2
 M

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 a 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

SWINGING STRIKE 3 5 0

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WALL CRAWLER

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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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MARVEL CRISIS PROTOCOL MINIATURES GAME

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SPIDER-HAM

PETER PORKER

👊 2

🌀 2

👁️ 2

🩸 3

🔥 2

🛡️ 1

➡️ M



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👊 **PORKER HIJINKS** ⚡2 🛡️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 ⚡.
- 👊👊 **Push**: After this attack is resolved, Push the defender ⚡.

👊 **HERE'S PIE IN YOUR EYE** ⚡4 🛡️4 ⚙️0

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

👊 **WHO'S YOU CALLING A CARTOON?** ⚡2 🛡️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 YDINK** ⚙️2

Choose an enemy character within ⚡4 and roll a die. On a 🌀, 👁️, or 🛡️ 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.

∞ **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 🛡️ or 🌀 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**

SPIDER-HAM

PETER PORKER

👊 2

🌀 2

👁️ 2

🩸 3

🔥 2

🛡️ 1

➡️ M



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∞ **WALL CRAWLER**

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SPIDER-MAN
MILES MORALES

3
 3
 3

5
 3

2
 M

WEBLINE KICK 3 4 0

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

VENDM 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 re-roll results while they are holding or Contesting an objective token.

WEB SWING 2

Place this character within 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 a or 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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STEALTH, WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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SPIDER-MAN

PETER PARKER

3

3

3

7

4

2

L

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STRIKE

2
 5
 0

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

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 .

TASER WEBS

3
 6
 2

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

WEB LINE

2

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

WEB-A-PULT

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.

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

SPIDER-MAN

PETER PARKER

3

3

3

6

4

2

L

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STRIKE

2
 5
 0

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IMPACT WEBBING

4
 4
 0

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TASER WEBS

3
 6
 2

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

WEB LINE

2

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

WEB-A-PULT

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.

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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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



SPIDER-MAN 2099
MIGUEL O'HARA

4 4 3

7 5

2 M

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 ⚡.

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 ⚡.

WEB WHIP ⚡2

Choose an enemy character within ⚡ 3 and in LOS and Push it Toward this character ⚡. 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

SPIDER TALONS ⚡2 ⚡6 ⚡0

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WEB WHIP ⚡2

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HEALING FACTOR [1], WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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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 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 📍.

👊 **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.

🔥 **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**

SPIDER-MAN NOIR

PETER PARKER EARTH-90214

👊 3

🌀 3

👁 3

🏥 5

☢ 3

🛡 2

➡ M



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∞ **WALL CRAWLER**

MARVEL CRISIS PROTOCOL MINIATURES GAME

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SPIDER-WOMAN
JESSICA DREW

4
 3
 3

7
 4

2
 L

BIO-ELECTRIC STRIKE 3 5 0

- After this attack is resolved, this character gains 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 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 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 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

7
 4

2
 L

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IMMUNITY [POISON], STEALTH, WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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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



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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

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STAR-LORD
PETER QUILL

3

3

3

6

3

2

M

ELEMENT GUN +4 -5 0

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



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STAR-LORD
PETER QUILL

3

3

3

6

3

2

M

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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STEVE ROGERS, CAPTAIN AMERICA

STEVE ROGERS

4

4

3

7

4

2

M

DOMINIC GLOVER

MARVEL © AMG

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

4

4

3

7

4

2

M

DOMINIC GLOVER

MARVEL © AMG

STARS AND STRIPES STRIKE

3

5

0

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7

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STORM

ORORO MUNROE

3

4

3

6

3

2

M

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 dice.

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

LIGHTNING BOLT 4 4 0

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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 1 equal to or less than the number of Flare tokens this character has, and Throw it S. This superpower can be used only once per Turn.

SUNBURN 2

Action: This character Advances its 2. If it has 3 Flare tokens, it Advances 1 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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MARVEL CRISIS PROTOCOL MINIATURES GAME

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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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