

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



TASKMASTER
ANTHONY MASTERS

3 3 3

6 3

2 M

SWORD STRIKE ⚔️ 2 ⚔️ 5 ⚔️ 0

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

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 within ⚔️ 3 of the original defender, may be any distance from this character, and does not have the **Ricochet** special rule.

MNEMONIC TECHNIQUE ⚔️ 2 ⚔️ 4 ⚔️ 2

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

PHOTOGRAPHIC REFLEXES ⚔️ 2

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

INTUITIVE PATTERN RECOGNITION

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

MARTIAL ARTIST

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

ROGUE AGENT

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



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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THANOS, THE MAD TITAN

THANOS

3

3

4

8

6

3

M

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⚔️ STRIKE

⚡ 2
⚡ 6
⚡ 0

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

💥 COSMIC BLAST

⚡ 3
⚡ 5
⚡ 0

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

★ DEATH'S AGENDA (AFFILIATION: BLACK ORDER)

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

⚡ COSMIC PORTAL

⚡ 2

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

⚡ DEATH'S DECREE

⚡ 2

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

∞ BEING OF IMMEASURABLE POWER

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

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

THANOS, THE MAD TITAN

THANOS

3

3

4

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6

3

M

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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THE BLACK WIDOW

NATASHA ROMANOFF

4

3

4

7

4

2

L

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PATRICK BROWN

SHOCK BATONS

2

5

0

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

WIDOW STINGERS

4

4

0

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

DEADLY ORIGINS

2

7

4

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

CALCULATED RISK

2

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

ALL THAT MATTERS IS THE MISSION

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

MARTIAL ARTIST

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

STEALTH

THE BLACK WIDOW

NATASHA ROMANOFF

4

3

4

6

4

2

L

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PATRICK BROWN

SHOCK BATONS

2

5

0

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

WIDOW STINGERS

4

4

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STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

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THE BLOB

FRED DUKES

4

2

2

6

3

3

5

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STRIKE 2 5 0

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

THUNDEROUS SPLASH 3 7 3

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

CATCH, LITTLE MAN! 3

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

HA, HA, HA, THAT TICKLES! 1

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

NOTHING CAN MOVE THE BLOB!

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

THE BLOB

FRED DUKES

4

2

2

7

3

3

5

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THE IMMORTAL HULK

BRUCE BANNER



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SMASH ⚡+2 👊-7 ⚙️0

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

GAMMA BURST ⚡+3 👊-10 ⚙️5

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

GAMMA LEAP ⚡+2 ⚙️3

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

LEAVE HULK ALONE!!! ⚡+2 ⚙️3

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

ENDLESS RAGE ⚡+2

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

IMMORTALITY ⚡+2

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

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

THE GREEN DOOR ⚡+2

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

IMMUNITY [Hex, Poison, Stun], PEERLESS



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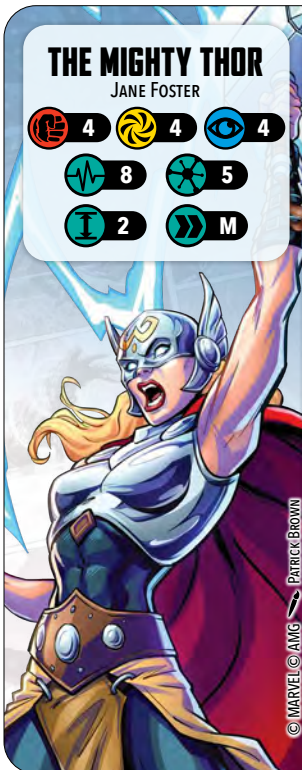
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MARVEL CRISIS PROTOCOL MINIATURES GAME

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THE MIGHTY THOR
JANE FOSTER

4
 4
 4
 8
 5
 2
 M

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HAMMER STRIKE 3 6 0

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

LIGHTNING BLAST 4 8 4

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

★ **RENEGADE THOR OF ASGARDIA (AFFILIATION: ASGARD)**

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

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

FOR MIDGARD! 3

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

INNER STRENGTH 3

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

IF SHE BE WORTHY 2

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

BLESSED BY THE ALL-MOTHER

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

FLIGHT, IMMUNITY [SHOCK]



THE MIGHTY THOR
JANE FOSTER

4
 4
 4
 6
 5
 2
 M

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FLIGHT, IMMUNITY [SHOCK]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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THE ORIGINAL HUMAN TORCH
JIM HAMMOND

🔥 3

🌀 4

👁️ 2

💓 6

☢️ 3

🛡️ 2

➡️ M



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BURN BABY BURN ⚡ B3 ⚡ 4 ⚡ 0

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

NOVA BURST ⚡ B2 ⚡ 4 ⚡ 1

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

HIT AND RUN ⚡ 2

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

TOO HOT TO HANDLE ⚡ 3

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

LIKE TOUCHING A STOVETOP ⚡ 2

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

CONTROLLED BURN

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

FLIGHT, IMMUNITY [INCINERATE]

THE ORIGINAL HUMAN TORCH
JIM HAMMOND

🔥 3

🌀 4

👁️ 2

💓 6

☢️ 3

🛡️ 2

➡️ M



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FLIGHT, IMMUNITY [INCINERATE]

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THE WRECKING CREW

BRIAN CALUSKY, DIRK GARTHWAITE,
ELIOT FRANKLIN, HENRY CAMP



INDESTRUCTI-BALL

3 5 0

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

PILEDRIIVER

2 6 0

- After this attack is resolved, if was dealt and the defender is 3 or less, this character may Push it Away S.
- Suplex:** After this attack is resolved, if the defender has the Stun special condition, it gains the Stagger special condition.

WRECKING BAR FLING

B4 4 0

- After the Range Tool is placed for this attack, destroy all 2 or smaller interactive terrain features it overlaps. Add 1 die to each attack roll made as part of this attack for each terrain feature destroyed in this way.
- After each attack is resolved, this character gains 1.
- After each attack is resolved, if was dealt and the defender has the Stagger special condition, Throw it Away S.

BULLDOZE

3

Push this character M. It does not stop its movement if it contacts a 2 or smaller interactive terrain feature. Instead, the contacted terrain feature is destroyed. Then this character continues being Pushed. If this character contacts 1 or more enemy characters, choose 1 of those characters. The chosen character suffers 1. Then this character stops as normal. This superpower can be used only once per Turn.

LET'S TAKE 'EM DOWN BOYS!

3

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

ENCHANTED BY KARNILLA

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

THE WRECKING CREW

BRIAN CALUSKY, DIRK GARTHWAITE,
ELIOT FRANKLIN, HENRY CAMP



INDESTRUCTI-BALL

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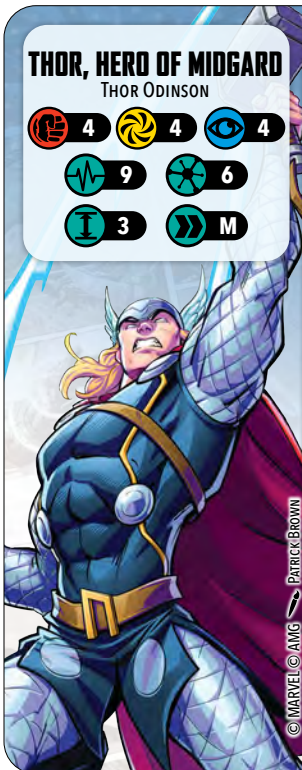
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MARVEL CRISIS PROTOCOL MINIATURES GAME

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THOR, HERO OF MIDGARD
THOR ODINSON

4 4 4

9 6

3 M

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ODINSON'S IRE ⚡ 3 ⚡ 6 ⚡ 0

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

I WOULD HAVE WORDS WITH THEE! ⚡ 3 ⚡ 10 ⚡ 4

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

HAVE AT THEE! ⚡ 3

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

THE POWER OF THOR ⚡ 3

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

I SAY THEE NAY, VILLAIN! ⚡ 3

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

ASGARDIAN

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

FLIGHT, IMMUNITY [SHOCK], PEERLESS



THOR, HERO OF MIDGARD
THOR ODINSON

4 4 4

8 6

3 M

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THE POWER OF THOR ⚡ 3

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

I SAY THEE NAY, VILLAIN! ⚡ 3

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

ASGARDIAN

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

FLIGHT, IMMUNITY [SHOCK], PEERLESS

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



THOR, PRINCE OF ASGARD
THOR ODINSON

4
 4
 4

7
 5

2
 M

STRIKE 2 6 0

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

HAMMER THROW 5 5 1

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

GOD OF THUNDER A2 7 4

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

★ PRINCE OF ASGARD (AFFILIATION: ASGARD)

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

✦ FOR ASGARD! 3

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

✦ STRONGEST AVENGER 3

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

∞ ASGARDIAN

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

∞ FLIGHT, IMMUNITY [SHOCK, STUN]



THOR, PRINCE OF ASGARD
THOR ODINSON

4
 4
 4

8
 5

2
 M

STRIKE 2 6 0

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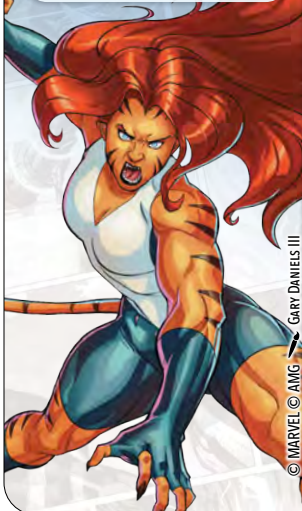
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During the **Power Phase**, this character gains 1 additional .

∞ FLIGHT, IMMUNITY [SHOCK, STUN]

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



TIGRA
GREER NELSON

4 3 4

7 4

2 L

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FELINE SLASH ⚔️ 3 ⚔️ 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.
- ⚔️ **Hex:** After this attack is resolved, the defender gains the Hex special condition.

SORRY, NO AUTOGRAPHS ⚔️ 3 ⚔️ 7 ⚔️ 3

- After this attack is resolved, Place this character within ⚔️ 3 of itself.
- ⚔️ **Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

AMBUSH PREDATOR ⚔️ 3

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

MESS WITH THE CAT AND YOU GET THE CLAWS ⚔️ 2

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

EMPATHETIC AURA

Other allied characters within ⚔️ 2 may reroll 1 die in their defense rolls.

ON THE PROWL

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

SUPERIOR AGILITY

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



TIGRA
GREER NELSON

4 3 4

7 4

2 L

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FELINE SLASH ⚔️ 3 ⚔️ 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.
- ⚔️ **Hex:** After this attack is resolved, the defender gains the Hex special condition.

SORRY, NO AUTOGRAPHS ⚔️ 3 ⚔️ 7 ⚔️ 3

- After this attack is resolved, Place this character within ⚔️ 3 of itself.
- ⚔️ **Stagger:** After this attack is resolved, the defender gains the Stagger special condition.

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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TOAD
MORTIMER TOYNBEE

 3
  3
  3

 4
  2

 2
  M

 **TONGUE LASH**  3  4  0

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

 **SPIT ACID**  2  5  2

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

 **FINDERS KEEPERS**  2

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

 **HOP**  2

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

 **SLIPPERY**  2

After an attack targeting this character is resolved, if that attack dealt  , this character may use this superpower. This character Advances  .

 **PREHENSILE TONGUE**

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

 **WALL CRAWLER**



TOAD
MORTIMER TOYNBEE

 3
  3
  3

 4
  2

 2
  M

 **TONGUE LASH**  3  4  0

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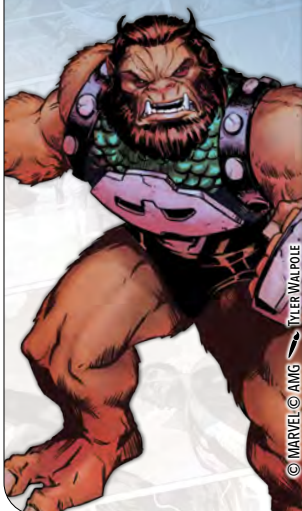
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 **WALL CRAWLER**

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



ULIK
Ulik

4 3 4

7 5

3 M

POUNDERS +2 -6 0

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

SHATTER MOUNTAINS, SHATTER BONES +2 -9 5

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

BAD MANNERS 3

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

CRUSHING LEAP 3

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

TROLLISH TEMPER

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

TROLLHIDE

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



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Ulik

4 3 4

7 5

3 M

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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ULTIMATE SPIDER-MAN

MILES MORALES

4

4

3

7

4

2

L

SWINGING STRIKE 3 5 0

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

STUN WEB 4 4 0

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

MASTERED VENOM BLAST 2 8 4

- Before is dealt, the defender gains the Shock and Stun special conditions.
- Electric Arc**: After this attack is resolved, choose a number of other enemy characters within 3 of the defender equal to or less than the number of results in the attack roll. The chosen characters suffer 2 .

WEB SWING 2

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

YOU DID YOU. NOW IMMA DO MY THING. 2

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

ULTIMATE SPIDER-SENSE

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

STEALTH, WALL CRAWLER

ULTIMATE SPIDER-MAN

MILES MORALES

4

4

3

6

4

2

L

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STEALTH, WALL CRAWLER

MARVEL CRISIS PROTOCOL MINIATURES GAME

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ULTRON
ULTRON

4
 3
 4

7
 4

3
 M

STRIKE 2 6 0

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

ENERGY BLAST 4 5 0

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

METALLIC FURY 3 7 3

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

KINETIC FIELD GENERATOR 3

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

ALL WILL BE METAL

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

ANALYZE AND ANNIHILATE

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

FLIGHT, IMMUNITY [BLEED, POISON]



ULTRON
ULTRON

4
 3
 4

7
 4

3
 M

STRIKE 2 6 0

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FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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ULTRON, METAL TYRANT

ULTRON

4

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3

4

5

M

5



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CONCUSSION BLASTERS +4 -6 0

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

EXTINCTION PROTOCOLS +3 -8 4

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

KINETIC FIELD GENERATOR 3

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

ENCEPHALO-BEAM 2

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

METAL MIND

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

I WILL CREATE A BETTER AGE

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

FLIGHT, IMMUNITY [BLEED, POISON]

ULTRON, METAL TYRANT

ULTRON

4

7

3

4

5

M

5



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FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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URSA MAJOR

MIKHAIL URSUS

4

3

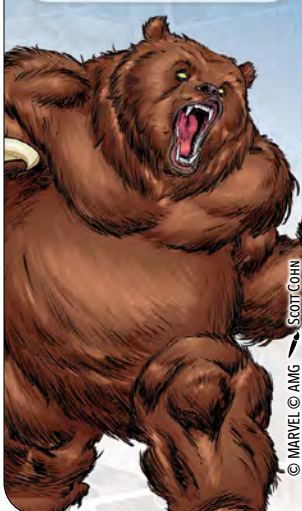
4

8

4

3

5



BEAR-HANDED SLAP

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.

BEAR-ARMED BRAWLER

2
 7
 3

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

CHARGE

2

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

URSINE TEMPER

2

Choose an interactive terrain feature of 3 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 attacker.

URSA MAJOR

MIKHAIL URSUS

4

3

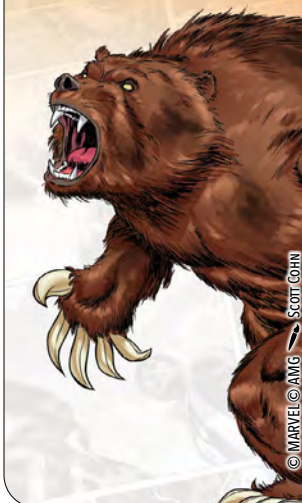
4

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**ATOMIC
MASS
GAMES**

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VALKYRIE

BRUNNHILDE

3

3

3

6

3

2

M

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STRIKE 2 5 0

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

DRAGON FANG 2 7 3

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

ASGARDIAN MIGHT 3

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

CHARGE 2

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

WARRIOR OF LEGEND 2

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

ASGARDIAN

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

VALKYRIE

BRUNNHILDE

3

3

3

6

3

2

M

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STRIKE 2 5 0

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

DRAGON FANG 2 7 3

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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VALKYRIE AND ELENDIL

VALKYRIE

4

3

3

7

4

4

M

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DRAGONFANG 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 .

GEIRR 3 4 0

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

FURY OF THE VALKYRIOR 3 5 4

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

TAKE WING 3

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

NEED A LIFT? 2

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

GUARDIAN OF VALHALLA

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

ASGARDIAN

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

FLIGHT

VALKYRIE AND ELENDIL

VALKYRIE

4

3

3

7

4

4

M

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FLIGHT



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VENOM
EDDIE BROCK

4
 2
 3

8
 4

3
 5

SYMBIOTE TENDRILS 3 5 0

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

WE ARE VENOM 3 7 3

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

KLYNTAR RAGE 3

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

WEB SNARE 2

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

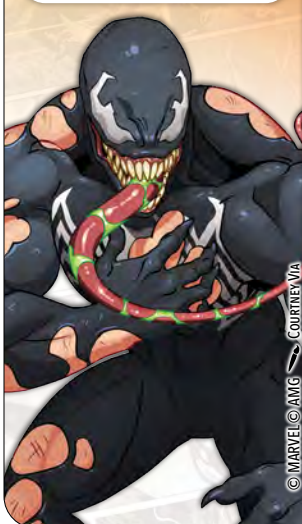
SO MANY SNACKS 2

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

SYMBIOTIC INSTINCTS

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

WALL CRAWLER



VENOM
EDDIE BROCK

4
 2
 3

7
 4

3
 5

SYMBIOTE TENDRILS 3 5 0

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

WE ARE VENOM 3 7 3

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

KLYNTAR RAGE 3

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

WEB SNARE 2

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

SO MANY SNACKS 2

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

SYMBIOTIC INSTINCTS

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

WALL CRAWLER



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MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

VIPER
OPHELIA SARKISSIAN

3
 3
 3

6
 3

2
 L



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POISONED BLADE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Poison:** After this attack is resolved, the defender gains the Poison special condition.
- Elusive:** After this attack is resolved, this character may Advance .

ASSASSIN'S PISTOL 3 4 0

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

VIPER STRIKE 3 6 3

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

DISPLACEMENT RING 2

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

COILED SERPENT 2

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

STEALTH

VIPER
OPHELIA SARKISSIAN

3
 3
 3

6
 3

2
 L



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POISONED BLADE 2 5 0

- After this attack is resolved, this character gains equal to the dealt.
- Poison:** After this attack is resolved, the defender gains the Poison special condition.
- Elusive:** After this attack is resolved, this character may Advance .

ASSASSIN'S PISTOL 3 4 0

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

VIPER STRIKE 3 6 3

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

DISPLACEMENT RING 2

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

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

STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

VISION

VICTOR SHADE

👁️ 2

🌀 2

👁️ 4

👁️ 7

🌀 4

👁️ 2

➡️ M



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☀️ SOLAR ENERGY BEAM

⚡ B4
👁️ 5
⚙️ 0

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

👊 SYNTHEZOID AVENGER

⚡ 3
👁️ 7
⚙️ 4

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

✚️ CALCULATED TRAJECTORY

⚙️ 2

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

✚️ SYNTHESIS

⚙️ 0

Action: This character gains 2 ⚙️.

⚡ RAPID PHASE

⚙️ 2

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

∞ PHASING

During the **Power Phase**, this character chooses a Phasing type:

Enhanced Density: This character rolls 3 additional dice when defending against 🌀 attacks and cannot be Pushed until the start of the next **Power Phase**.

Phased: This character rolls 3 additional dice when defending against 👁️ attacks and does not suffer collision 🌀 until the start of the next **Power Phase**.

∞ FLIGHT, IMMUNITY [BLEED, POISON]

VISION

VICTOR SHADE

👁️ 2

🌀 2

👁️ 4

👁️ 7

🌀 4

👁️ 2

➡️ M



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☀️ SOLAR ENERGY BEAM

⚡ B4
👁️ 5
⚙️ 0

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

👊 SYNTHEZOID AVENGER

⚡ 3
👁️ 7
⚙️ 4

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

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⚙️ 2

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

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⚙️ 0

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Enhanced Density: This character rolls 3 additional dice when defending against 🌀 attacks and cannot be Pushed until the start of the next **Power Phase**.

Phased: This character rolls 3 additional dice when defending against 👁️ attacks and does not suffer collision 🌀 until the start of the next **Power Phase**.

∞ FLIGHT, IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates



VULTURE
ADRIAN TOOMES

3
 3
 3

6
 3

2
 M

RAPTOR STRIKE 2 5 0

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

SKYLINE HUNTER 3 8 4

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

HIT AND RUN 2

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

ABDUCT 2

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

SCIENTIFIC HUBRIS

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

FLIGHT



VULTURE
ADRIAN TOOMES

3
 3
 3

6
 3

2
 M

RAPTOR STRIKE 2 5 0

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

SKYLINE HUNTER 3 8 4

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

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

FLIGHT

MARVEL CRISIS PROTOCOL MINIATURES GAME

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WAR MACHINE

JAMES RHODES



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METAL STORM

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

ROCKET PODS

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

EMPTY THE CLIP

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

RELOAD

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

TITANIUM ARMOR PLATING

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

FLIGHT

WAR MACHINE

JAMES RHODES



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METAL STORM

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

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FLIGHT

MARVEL CRISIS PROTOCOL MINIATURES GAME

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WARLOCK
WARLOCK

3
 3
 4

6
 3

3
 M



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T-O TALONS 2 5 0

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

BUSTER CANNON 4 5 0

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

SELF MUST PROTECT SELFRIEND 3 7 4

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

TECHNO-ORGANIC ABSORPTION 2

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

TRANSMODE VIRUS INFECTION 2

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

UNSTABLE OUTLINE

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

IMMUNITY [BLEED, POISON]

WARLOCK
WARLOCK

3
 3
 4

6
 3

3
 M



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T-O TALONS 2 5 0

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

BUSTER CANNON 4 5 0

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

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IMMUNITY [BLEED, POISON]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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WARRIORS THREE

FANDRAL, HOGUN, VOLSTAGG

3
 3
 3

5
 3

2
 5

HRIDGANDR 2 5 0

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

FIMBULDRAUGR 3 4 0

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

BRANDRHEID UNDRSIGR 2 4 4

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

STRIKE ONE FOR VOLSTAGG! 2

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

MY STEEL SHALL STRIKE FOR THEE! 2

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

GRIM RESOLVE

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

ASGARDIAN

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



WARRIORS THREE

FANDRAL, HOGUN, VOLSTAGG

3
 3
 3

6
 3

2
 5

HRIDGANDR 2 5 0

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

FIMBULDRAUGR 3 4 0

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

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MY STEEL SHALL STRIKE FOR THEE! 2

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GRIM RESOLVE

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

ASGARDIAN

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

MARVEL CRISIS PROTOCOL MINIATURES GAME

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WASP (NORMAL)
JANET VAN DYNE

3
 2
 3

6
 3

2
 M

SIZE-CHANGING SMACK DOWN 3 5 0

- After this attack is resolved, this character gains 3 equal to the 3 dealt.
- After this attack is resolved, this character may transform into **Wasp (Tiny)**. If it transforms, it drops all Civilian objective tokens it is holding before transforming.

CHANGE SIZE 1

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

PYM DISCS 3

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

PYM PARTICLE CONTROL 1

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

FLIGHT



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WASP (NORMAL)
JANET VAN DYNE

3
 2
 3

6
 3

2
 M

SIZE-CHANGING SMACK DOWN 3 5 0

- After this attack is resolved, this character gains 3 equal to the 3 dealt.
- After this attack is resolved, this character may transform into **Wasp (Tiny)**. If it transforms, it drops all Civilian objective tokens it is holding before transforming.

CHANGE SIZE 1

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

PYM DISCS 3

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

PYM PARTICLE CONTROL 1

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

FLIGHT



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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WASP (TINY)

JANET VAN DYNE

3

2

3

6

3

1

L

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STINGER BLAST

2 5 0

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

WASP'S FURY

3 6 2

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

CHANGE SIZE

1

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

TINY SUPERHERO

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

FLIGHT, STEALTH

WASP (TINY)

JANET VAN DYNE

3

2

3

6

3

1

L

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STINGER BLAST

2 5 0

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

WASP'S FURY

3 6 2

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

CHANGE SIZE

1

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

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FLIGHT, STEALTH



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WEAPON X
JAMES LOGAN HOWLETT

3
 2
 3

5
 3

2
 M



BERSERKER RAGE 2 5 0

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

UNCONTROLLABLE WEAPON 2 7 4

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

CHARGE 2

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

ADAMANTIUM SKELETON

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

SAVAGERY PROTOCOLS

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

HEALING FACTOR [3]

WEAPON X
JAMES LOGAN HOWLETT

3
 2
 3

5
 3

2
 M



BERSERKER RAGE A2 5 0

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

UNCONTROLLABLE WEAPON 2 7 4

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

CHARGE 2

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

ADAMANTIUM SKELETON

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

AIMLESS AGGRESSION

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

BERSERKER WRATH

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

HEALING FACTOR [3]



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MARVEL CRISIS PROTOCOL MINIATURES GAME

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WEREWOLF BY NIGHT

JACK RUSSELL

4

4

2

7

5

3

M

SAVAGE SLASH

3 6 0

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

LETHAL LYCANTHROPE

2 7 3

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

POUNCE

2

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

UNEARTHLY HOWL

2

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

MIDNIGHT MASSACRE

2

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

HEALING FACTOR [2]

WEREWOLF BY NIGHT

JACK RUSSELL

4

4

2

8

5

3

M

SAVAGE SLASH

3 6 0

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

LETHAL LYCANTHROPE

2 7 3

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

POUNCE

2

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

UNEARTHLY HOWL

2

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

MIDNIGHT MASSACRE

2

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

HEALING FACTOR [2]

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MARVEL CRISIS PROTOCOL MINIATURES GAME

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WINTER SOLDIER, OPERATIVE
JAMES "BUCKY" BARNES

4
 3
 4

7
 4

2
 M

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SPEC OPS RIFLE 5 5 0

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

CONCUSSION GRENADE 3 5 1

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

THE RED AGENT 3 7 3

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

HIT AND RUN 2

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

KILL BOX 3

When an enemy character ends an Advance or is Placed within 4 of this character, this character may use this superpower. Choose an interactive terrain feature of 3 or less and within 2 of the enemy character that was Advanced or Placed. Destroy that terrain feature. The enemy character suffers a collision as if the terrain feature had collided with it. This superpower can be used only once per Turn.

SPETSNAZ TRAINING

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

STEALTH

WINTER SOLDIER, OPERATIVE
JAMES "BUCKY" BARNES

4
 3
 4

7
 4

2
 M

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SPEC OPS RIFLE 5 5 0

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

CONCUSSION GRENADE 3 5 1

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

THE RED AGENT 3 7 3

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SPETSNAZ TRAINING

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

STEALTH

MARVEL CRISIS PROTOCOL MINIATURES GAME

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WINTER SOLDIER

JAMES "BUCKY" BARNES



ASSAULT RIFLE

⊕5 ⊖4 ⚙0

- After this attack is resolved, this character gains ⚙ equal to the ☹ dealt.
- ☹ **Bleed**: After this attack is resolved, the defender gains the Bleed special condition.
- ☹ **Rapid Fire**: After this attack is resolved, this character may make 1 additional **Assault Rifle** attack. The additional attack must target the original defender and does not have the **Rapid Fire** special rule.



RED FURY

⊕2 ⊖7 ⚙4

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



HYDRA TACTICS

⚙2

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



GOT YOUR BACK

⚙3

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



ROGUE AGENT

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



SPETSNAZ TRAINING

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

WINTER SOLDIER

JAMES "BUCKY" BARNES



ASSAULT RIFLE

⊕5 ⊖4 ⚙0

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WOLVERINE

JAMES LOGAN HOWLETT

4

3

2

8

4

2

M

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ADAMANTIUM SLASH 2 5 0

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

BERSERKER BARRAGE 3 7 3

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

THE BEST AT WHAT I DO . . . 2

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

ADAMANTIUM SKELETON

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

HEALING FACTOR [2], IMMUNITY [STUN]

WOLVERINE

JAMES LOGAN HOWLETT

4

3

2

6

4

2

M

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ADAMANTIUM SKELETON

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

WILD RAGE

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

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

MARVEL CRISIS PROTOCOL MINIATURES GAME

August 2026 Stat Card Updates

WONG
WONG

3
 3
 3

4
 2

2
 M

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STRIKE 2 4 0

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

FAITHFUL ASSISTANT 2

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

MEDITATE 0

Action: This character gains 1 .

THE VISHANTI'S BLESSING 1

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

SERVANT TO THE SORCERER SUPREME

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

WONG
WONG

3
 3
 3

4
 2

2
 M

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STRIKE 2 4 0

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X-23
LAURA KINNEY

3
 3
 2

5
 3

2
 M



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ADAMANTIUM SLASH 2 5 0

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

CLAW RUSH 3 6 2

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

FRENZY 2

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

ASSASSIN TRAINING

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

BIG SIS

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

HEALING FACTOR [2]

X-23
LAURA KINNEY

3
 3
 2

5
 3

2
 M



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ADAMANTIUM SLASH 2 5 0

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

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HEALING FACTOR [2]

MARVEL CRISIS PROTOCOL MINIATURES GAME

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YONDU

YONDU UDONTA

3

4

3

7

4

2

M

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YAKA ARROW

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

5
 5
 0

WHISTLE WHILE YOU WORK

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

4
 6
 3

HIT AND RUN

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

2

RAVAGER CODE: STEAL EVERYTHING

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

1

QUICKDRAW

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

2

THE PIRATE WAY

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

YONDU

YONDU UDONTA

3

4

3

6

4

2

M

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YAKA ARROW

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

5
 5
 0

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4
 6
 3

HIT AND RUN

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

2

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