ALLEN, TEXAS

Marvel Crisis Protocol Championships



EVENT SUMMARY

The Lone Star Open is back for the 3rd year - this is competitive wargaming at its finest! Come battle it out with the best of the best and see if you are worth your salt!

Welcome to Marvel Crisis Protocol Tournament at the Lone Star Open 2023!

The Marvel Crisis Protocol Tournament will be a two day event on Saturday and Sunday. The number of rounds and the possible cut will be decided based on the number of people; however, we will ensure that there will be enough for everyone to participate in games. We are following the LVO Invitational Rules for this event so the winner will receive the invite as well as others receiving points towards the invite. More information on Prize Support will be announced here, so please check back.

Friday will be an open play day until 7pm. Please come practice and meet the other players.

A huge thanks to Frontline Gaming for their support of this event!

The Lone Star Open, is dedicated to our community members who are (or have been) part of The US Armed Forces. The event is held in the Marriott Dallas-Allen Hotel & the attached Watters Creek Convention Center (777 Watters Creek Blvd, Allen, TX 75013). This venue is just North of Dallas, Texas and across the street from over 50 restaurants, bars, and shops right outside the front door at **Watters Creek,** a resort-style mixed-use development. The Marriott hotel attached to the convention center, has a highly discounted room block which Frontline Gaming has secured for event players and can only be accessed by this link HERE.

Purchase your event ticket, here.

ORGANIZER CONTACT

Event Manager: Kicker Kalozdi

Frontline Gaming Community Group Page

Tournament Organizer Names	Contact Information
Justice Buras	jvburas@gmail.com



Event Room: Terrell Hall - Watters Creek Convention Center

Registration Start Time: 8:30 AM

Rounds	Start Time	End Time
Registration	8:30	9:15
Round 1	9:30	11:15
Lunch	11:15	12:15
Round 2	12:30	2:15
Round 3	2:30	4:15

Day 2:

Rounds	Start Time	End Time
Round 4	9:30	11:15
Round 5	11:15	12:45
Awards		
Open Play		

FORMAT + FAQ

This will of course be an ITC formatted event.

Event Specific FAQ's/Errata

This document is a living document and may change to adjust for changes within the game if necessary. The current release of rules and cards at the time of event will always be used.

1. **Standard Marvel Crisis Protocol Tournament rules:**
    a. Fillable player roster PDF here. https://www.dropbox.com/s/lg4fwhv5niwmjon/LVO%202022%20MCP%20Player%20Sheet%20-%20Standard%20-%20Editable.pdf?dl=0

b. You are at this event to have fun. Feel free to drop anytime you want.
c. Tournaments will use the MCP Standard format by default.
d. Swiss Pairings Tournament with rounds.
e. All games will be played on vertical deployment.
f. Each game will have a 10-minute set up period to choose Crisis Cards and their rosters. The round timer will start once the set up period is over.
g. Crises are picked in this way:
    i. Put your three Crises face down and have your opponent pick one for you.
    ii. Put your three Crises face down on the table. Roll a D6. 1-2 leftmost card, 3-4 center card, 5-6 rightmost card.
    iii. Flip the remaining two cards and show them to your opponent.
h. There will be a new release cut-off date of the Thursday before. If characters are released/pre-released at the event and for sale you may use them.

Pairings

a. We will be using Longshanks for this event.
b. https://www.longshanks.org/
    i. https://mcp.longshanks.org/event/8308/
    ii.
c. Additionally we recommend putting your roster in Longshanks. You build a list and copy paste the text out of https://cerebromcp.com/ or the Assemble app on your phone. Doing this makes it much easier for people to follow along, and will be required at LVO.
d. If you do not have a user please register.
e. Make note of your player number. This will be the easiest way to add you at the tournament.
f. By using Longshanks people can follow along online and pairings can also be pushed to your phone.
g. If you do not have an account we can add you manually.
h. Check in for an event will be 1 hour before the dice roll.

Miniatures: Each player must have the miniature for each character on their roster. Players are allowed to customize their miniatures as they like but must follow these guidelines.

a. The miniature must be made from a majority of Atomic Mass Games miniature parts from the Crisis Protocol miniatures line.
b. The miniature must be easily identifiable as the character it represents.
c. Miniatures must always be attached to a modeled base that is the appropriate size and shape of the original miniature.

1. **Supplies to bring**
    a. One copy of your filled out paper roster list for each event. This will be for your opponent to look at and also keep scores for each of your rounds.
    b. Official miniatures and official cards for the list you are playing
    c. Official Atomic Mass Games Dice
    d. Official Atomic Mass Games measuring tools, or comparable 3rd party tools
    e. Tactics cards
    f. Rules (have the current pdf downloaded on your phone/tablet)
    g. Pen/pencil
    h. All pertinent tokens

Round Timer

a. Alternate Chess clock timing:

i. For this event, we will be using chess clocks since making loud announcements will be hard in a full hall.

ii. Chess clocks may be used as an alternative to an overall round timer

1. Each player's chess clock is set to 45 minutes with an overall round timer of 1 hour 45 min.
2. Each round will have a 10 minute set up timer. Once this time has expired the T.O. will come around and start any clock that has not already started.
3. At the start of the game, the clocks will remain paused until deployment and the first power phase is complete, at which point the priority player will start their clock and take their first turn.
4. Each player is responsible for their own time. A player has the right to pass the time to their opponent whenever the opponent is making an action or spending time thinking about a decision. For example, an opponent deciding on using or resolving a reactive superpower such as Tricks And Traps or Lifesaver would be an instance to flip the clock onto the opponents time. While an opponent simply rolling defense dice would be an instance where you would keep the time running on your own clock.
5. The chess clock will be paused during every Power & Cleanup Phase, along with any Crisis effects.
6. All defense rolls are made on the clock of the attacker
7. When switching the clock to the opponent you must verbally acknowledge the clock has switched to them.
8. When a player's clock runs out the game ends and that player loses.
9. Players are responsible for managing their clock. A T.O. is unable to adjust the time if a player forgets to switch the clock back to their opponent.

b. Tie Breakers

a. In case of a tie the following actions will be taken, the TO reserves the right to choose between the options before the event starts.
    1. Strength of Schedule
    2. Victory Points Scored

Please refer to Atomic Mass Games FAQ/Errata page when constructing your rosters. Improper use of restricted or banned cards will result in disqualification

https://static1.squarespace.com/static/5ce432b1f9d2be000134d8ae/t/64a840cb0a52261656508bad/1688748235394/OP_CrisisProtocol_BNR_071423.pdf

Any further roster questions should be directed to the Tournament Organizer at a minimum 24 hours before play begins.