

**CABLE'S
CONQUESTS**

PRESENTS

CRISIS ON THE COAST

A  **EVENT**

13/12/2025

Entoyment (Poole)

**Event Organiser (EO): Archie Cable,
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In a world of heroes and villains, whose side are you on?

Welcome to the very first installment of **Crisis on the Coast!** This document should provide you with all the information you need to play in the event. Contained herein are details of the venue, gaming schedule, roster conditions and special rules.

Players are not required to be playing with a fully painted roster, but it's strongly encouraged!

The Format

This will be a 4 round [Challenger Event](#) for Marvel Crisis Protocol from Atomic Mass Games. Roster building will follow the rules outlined in the Marvel Crisis Protocol Rulebook, and we will be using the Banned & Restricted List for the Standard Timeline shown [here](#).

Placings will be done using a Swiss Format, and we will use Longshanks for the event.

This is designed to be a fun, beginner-friendly event, where we get to see our favourite heroes (or villains) from the Marvel Universe battle it out on the tabletop, while we roll some dice! If you do have any questions about the format (or anything else!), please reach out to the EO.

Tickets Pricing & Registration

Tickets can be purchased on the Entoyment website for **£15** at:

<https://entoyment.co.uk/products/marvel-crisis-protocol-crisis-on-the-coast>

Once you have bought a ticket, please sign up to Longshanks:

<https://www.longshanks.org/event/28577/>

The Venue

The tournament will be held at *Entoyment Wargaming and Hobby Centre, 27-29 Harwell Road, Nuffield Industrial Estate, Poole, Dorset, BH17 0GE.*

Parking is available at the venue.

There is a cafe at the venue which will be open for drinks and snacks throughout the event. Lunch is not included in the ticket but the cafe serves plenty of fantastic lunch options at a very reasonable price.

Link to the store website is [here](#).

Gaming Schedule

This will be a 4 round event, with each round lasting 1h 45min. When the round timer finishes, finish the round you are on. If you finish a turn within the last 10-minutes of the round, please do not start a new round unless you are confident you can finish it within the time.

In the happy event that all games are finished ahead of schedule, we may start the next round early at the EO's discretion.

09:00 - 09:30	Set-up and registration
09:30 - 11:15	Game 1
11:15 - 11:25	Break
11:25 - 13:10	Game 2
13:10 - 13:40	Lunch
13:50 - 15:35	Game 3
15:35 - 15:45	Break
15:45 - 17:30	Game 4
17:30 - 18:00	Pack-up and Awards

Gameplay and Scoring

Rounds will be drawn and games recorded on Longshanks (see link above). ***Please sign up to Longshanks before arriving at the event.*** Any questions about this, please contact the EO.

In the first round players will be drawn randomly. After this, players will be matched using Swiss ranking format. Players will not play the same opponent twice. The leaderboard will be determined using Longshanks.

Board Layout

Games will be played on a 3' x 3' table and will be covered in different sized terrain, following the guidance on the [Atomic Mass Games website](#) as far as possible. Terrain will be pre-set on boards by the EO. If terrain is moved (or, more likely destroyed!) throughout the course of your game, please return it to its starting position after your game is finished.

Sportsmanship

All games should be played in a friendly manner. Any player not acting in accordance will be penalized. For repeat offenders, the player will be asked to leave. In the unlikely event that you have a grievance with another player's behaviour, please raise it with the EO.

If you suspect your opponent of cheating intentionally, please notify the EO. Any player found to be playing outside the boundaries of the rules will be notified. Where cheating is intentional the player will be asked to leave with no refund.

Should there be a rules dispute, both players should first consult the main rule book (or relevant FAQ). If the dispute cannot be settled this way, players are encouraged to call the EO over. Any ruling made by the EO at this point will be final.

Prizes

We will be doing a raffle at this event, instead of the usual prizes for 1st, 2nd, 3rd etc. During Registration, each player will be given a slip of paper with in-game achievements. At the end of each game, players should fill out their slip, giving themselves a tick next to each achievement they managed in their game¹. After the final round has been played, players should hand their slip to the EO, who will tally up the number of ticks. Each tick will give a player an entry to the raffle.

Names will be drawn at random and winners will get a prize from the swag bag! Prizes have been generously provided by Entoyment.

Examples of in-game achievements are:

- *Play a game fully painted*
- *KO the enemy leader*

¹ Players can only gain a tick for a given achievement once per game.