

Friendly Neighbourhood Crisis Monster Crisis Protocol Event Pack

Tickets

Tickets can be purchased from the Dark Fire cafe website.

Ticket purchase link here – [Link](#)

After buying your ticket, please register for the event on Longshanks here - [Link](#)

The Event

Friendly Neighbourhood Crisis will be a 4 round Swiss Challenger event for Marvel Crisis Protocol using the challenger standard timeline as outlined in the Atomic Mass Games Challenger rules document. A link to that document and other game related documents can be found at the end of this pack.

This is a special unrated Halloween event and it differs from the AMG rules pack as per the following:

The following characters cannot be taken as part of a players' roster:

- Dracula
- Frankenstein's Monster
- N'Kantu The Living Mummy
- Werewolf By Night

For each of the four games each player will be provided with one of the four above monster characters that must be taken in their squad for that game. Each game will be played at +3 threat above what is chosen as part of game setup. The aim will be that each player will run each monster in through the 4 games of the day.

Third party miniatures are allowed but it should be clear which character they represent. Please ensure at the start of your game that your opponent is aware of any third party miniatures you are using and which game character it represents. Miniatures should also be of an "all age appropriate nature", please be aware some of our game community members are under 18.

Miniatures do not need to be painted for this event (but the effort is appreciated).

Rosters should be registered on Longshanks by 10pm the day prior to the event. If you need help using Longshanks and/or registering for the event, please get in touch.

Entering your list as MCT code on Longshanks will be appreciated by the wider community. This can be done by building your roster using the Jarvis' Protocol app and exporting the list as MCT code to paste into Longshanks.

Round Length and End

Each game will last 2 hours (give or take a couple of minutes). The TO will announce when the first 10 minutes has elapsed and when there is 10 minutes left in the round. After the final 10 minutes have been announced players may not start a new round. If end time is called, it will be dice down and the scores are entered as they stand, DO NOT perform a final cleanup phase.

Regarding clocks: As this is an unrated event, no chess clocks will be used.

Special for this event – Round pairings will be swiss, but manually adjusted to try and ensure that the monster characters are evenly rotated across all players through the day. With this in mind, please allow 5-10 minutes between game rounds for the TO to organise the pairings.

The aim of the event is to have fun playing games with like minded people and enjoy the day. People attending will have a range of experience of playing the game and attending organised events. All players should endeavour to be a good sport.

Running Order

Saturday 31st December 2026. Doors open at 9:00am, with a view to start the first game at 9:30am, and have the day wrapped up by 6:45pm.

The running order for the day.

Arrival / Registration	9:00am – 9:30am
Game 1	9:30am – 11:30am
Game 2	11:30am – 1:30pm
Lunch	1:30pm – 2:30pm
Game 3	2:30pm – 4:30pm
Game 4	4:30pm - 6:30pm
Prizes / End	6:30pm – 6:45pm

The Venue

Dark Fire Café, Gravel Unit, Porters Wood, St Albans, AL3 6PQ

Dark Fire Café is a board game café and miniatures game event space. They serve a variety of hot and cold drinks, alongside a hot food menu of pizzas and paninis. You will be invited to pre-order hot food in the days leading up to the tournament to ensure food can be ready for the lunch break.

External food and drink (apart from bottles of water) are not permitted to be consumed on site. The venue will remind players if seen consuming outside food and may eject a player from the event if they continue to ignore this rule.

Getting here

Dark Fire Café is located in the North of St Albans on the Valley Road Industrial Estate.

By Road

The café is easily accessible by road. It has several designated parking spaces. Please do not park in the direct neighbouring business spaces in the Gravel Unit (those businesses directly next door to the cafe). The venue cannot advise on other business spaces that may be acceptable to park in. But there will be ample parking for all, the vast majority of the business estate is closed on a weekend and their spaces not in use. The warehouse across the road called Zund is vacant and all their spaces will likely be empty on the day. There are several other businesses slightly further up the road that also do not operate on the weekend.

By Rail

St Alban's City station is the nearest train station, being a 30-40 minute walk from the venue. Please note, St Albans has two train stations. St Albans Abbey station is much smaller with a less frequent service, and further from the venue.

By Air

Luton Airport is the nearest airport, with a direct train from Luton Airport Parkway to St Albans City station. Gatwick Airport also has a direct train to St Albans City station.

Useful Links

Challenger Document - [Link](#)

Banned and Restricted List - [Link](#)

Affiliation List - [Link](#)

Jarvis Protocol, list builder - [Link](#)

Longshanks - [Link](#)