

Marvel: Crisis Protocol

Event Structure:

Style Of Event: Standard Challenger, with six rounds played during the event.

Round Times: 1.5hrs each round with 15mins set up time at the start of each round.

Running Times: Saturday

Registration: 09:30am - 10:00am

Event Briefing: 10:00am - 10:15am

Game One: 10:15am - 12:00pm (*followed by a 15min break*)

Game Two: 12:15pm - 2:00pm

Lunch: 2:00pm - 2:45pm

Game Three: 2:45pm - 4:30pm (*followed by a 15min break*)

Game Four: 4:45pm - 6:30pm

Running Times: Saturday

2nd Day Briefing: 10:00am - 10:30am

Game Five: 10:30am - 12:15pm

Lunch: 12:15pm - 1:00pm

Game Six: 1:00pm - 2:15pm

Award and Closing Ceremony: 2:45pm – 3:45pm

Timeline: Event will be using the Challenger format, as is the standard format for MCP events and we will be using the Standard timeline.

Please check the Atomic Mass Games website for updates on the Challenger format and updates on the Banned & Restricted list of cards that you can use.

Rosters: Rosters will need to consist of 10 characters, 6 crisis (*3 extracts, 3 secures*) and 10 tactic cards. There is no painting requirement and if you feel that you will struggle to fill a full roster, please get in touch, so that we can help where possible.

All rosters must be registered on Longshanks 1 week prior to the event taking place. If you need any help with using Longshanks or registering for the event, then please get in touch.

Event Tie Breakers: In the event of a tie, the Event Tie Breakers will be as follows:

- Strength of Schedule (SOS)
- Victory Points Scored (VPS)
- Margin of Victory (MOV)

Terrain: UKTC will provide all maps and terrain. These will be themed sets, found [here](#).

Pairing: Swiss pairings will be used for the entire event, with no 'Top Cut'. The pairings for Round 5 will happen on the Sunday morning during the briefing.

Scoring: Upon finishing a game, players are responsible for inputting all the relevant data into Longshanks, please ensure to include:

- Players Scores
- Used Crisis'
- Players Leader and Affiliation
- Who won Priority

At the end of the round, if players have not finished their games, they are required to put down dice and take no further action. Whichever player has the most VP's at this time will win the game.

Prizes: The level of prize support will depend on the number of players that attend and, at a minimum prizes will be given for the following and we intend to expand upon this greatly as the event fills up.

- 1st, 2nd & 3rd place for gaming (the overall winner will be 'crowned' as the champion).
- Wooden Spoon (last placed player).
- 1st, 2nd & 3rd place for painting (rosters must be fully painted to be entered).
- Players Award (voted for by the players)

Third Party/3D Printed Models: All models must be official AMG models, with no 3rd party or 3D printed models allowed. 3rd Party dice will not be allowed for the event, however custom tokens and measurement tools will be allowed.