

## Player Packet - Multiverse of Malmö Vol 2: Swedish Wind

Multiverse of Malmö Volume 2: Swedish Wind will be a Challenger event using the challenger standard timeline as outlined in the AMG Challenger rules document <https://www.atomicmassgames.com/marvel/op>. In a few cases, we diverge from the rules template provided there, which are detailed below.

### Miniatures

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

- The miniature must be easily identifiable as the character it represents. **Contact the TO beforehand in regards to heavily customized miniatures.**
- The size or pose of a customized miniature cannot interfere with game play.
- Miniatures must always be attached to an Atomic Mass Games base or a modelled base that is the appropriate size and shape of the original miniature.
- Your tournament list needs to be entered into the Longshanks event (link: <https://www.longshanks.org/event/13008/>) before the first round of the tournament. Please try and enter your list in MCT-code for statistics.

### Cards

A player must have all Character cards, Team Tactic cards, and Crisis cards included in their roster. Proxies of cards are allowed if approved by the TO and must have the full rules text included.

### Dice

Players should use official Marvel: Crisis Protocol dice, which includes the dice found in the Core Box, Dice Expansions, and/or promotional material distributed by Atomic Mass Games. Custom dice may be used **if your opponent agrees to their use**. The main focus here is legibility, and not that we think any specific dice maker makes dice that are unfair. **Players should have a set of official AMG dice with them to use if the opponent does not wish for them to play with custom dice.**

### Measurement Tools

Choose one set of widgets and use those for the entire game. Alternatively manufactured widgets are allowed as long as they can be measured up with the official ones. If in question, TO may make a final call on tools used.

## Deployment

The full extent of the deployment rules are in effect, and any table edge can be chosen for the deployment area.

## Round Timers and Chess Clocks

Chess clocks will be used for MoMV2: SW. Chess clocks should be set to 50 minutes per player. **When a player's clock runs out, they immediately lose the game regardless of current VPs.**

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.

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. If an opponent is simply rolling defence dice you should keep the time running on your own clock.

The clock is paused for the power phase and cleanup phase. A player should start their clock if they are taking a long time making decisions in either of these phases.

## Scoring

- If a player concedes a game they keep their current points and their opponent goes up to 14 points or whatever their current score is if greater.
- If you table your opponent the game ends and players gain the victory points they currently have. Force the player who tabled their opponent as winner on Longshanks
- If a player reaches the Deathclock timer the game ends and players gain the victory points they currently have. Force the player who has time left as winner on Longshanks.

## Sportsmanship, cheating and rules-disputes

Players are required to adhere to the sportsmanship guidelines setup in the challenger document provided by AMG. Players found to be intentionally cheating may be subject to sanctions from a judge, or if especially egregious, ejection from the event. Judge calls are final. Players should call a judge for any rule dispute. Once a judge has been called, pause the clock of the active player.

## Tournament Structure

Day 1 will be played as a 4-round Swiss event with all players in the Swiss. Positioning during day 1 will determine in which timeline (pod) players will be placed for day 2. During day 2, players will be divided into branches on the timeline (pods of 8) and play 3 rounds to determine overall winners **using the same list as day 1**. Each pod will have an individual winner, with the winner of the main timeline (pod 1) being crowned the Champion of the Multiverse.

## Tournament Schedule

**Day 1: Saturday 8/6 Schedule** *(schedule subject to change in unforeseen circumstances)*

09:00-09:30 Roll call, rules and information  
09:30-11:30 Game 1  
11:30-13:30 Game 2  
13:30-14:45 Lunch  
14:45-16:45 Game 3  
16:45-18:45 Game 4

**Day 2: Sunday 9/6 Schedule** *(schedule subject to change, but the End of Event time is set in stone to accommodate for flights)*

09:00-11:00 Game 1  
11:00-13:00 Game 2  
13:00-14:15 Lunch and painting competition  
14:15-16:15 Game 3  
16:15 End of Event ceremony and prizes

## Painting competition

There will be a painting competition held during lunch day 2 where players can enter a single model, and the other players of the event will get to vote for the winner. If you have a cool centrepiece model, this is where to enter it!

## Prize Structure

Winner and runner up of group 1, as well as the winners of each other group, and the winner of the painting competition will each get to pick prizes from a diverse prize table. All remaining prizes will be raffled among all the other players who completed the event and have not yet received a prize.

## Sponsors and shoutouts!

We really want to thank Malmö Brewing Co and Deep Cut Studio for the aid they have provided in making sure this event is taking place!

