

Event Type and Policies

Challenger Event and Timeline

This will be a Challenger event with the current declared Standard timeline.

Swiss Rounds

After pairing is announced, 5 minutes will be given for players to find their respective tables before a 90-minute clock is announced and started.

If a game has not concluded when the 90-minute clock runs out, the players will finish the current game round and calculate their scores.

Pairings and Winning the Event

The event will use a Swiss Pairing system that awards event points to the winner of each game (see “Event Points” below). Each Swiss Round pairs players in head-to-head games, attempting to match players with the same number of event points while preventing players from playing the same opponent more than once. At the end of all Swiss Rounds, the winner of the event is the player with the most Event Points.

For the first round of Swiss Pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of event points.

If there is an odd number of players in the event, one player is chosen at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, the bye is given to the lowest-ranked player who has not yet received a bye. When a player is given a bye, that player receives a win with 14 VPs for that round of the event.

Players can leave an event early in several ways:

- If a player no longer wishes to continue playing, that player must notify the event organizer of their intent to drop. The event organizer will avoid pairing that player in future rounds by dropping them from the event. Players should notify the event organizer of their intent to drop as soon as possible, and the event organizer may apply penalties to players who fail to do so, such as withholding prizes, if any, at their discretion.
- Players can also be dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for any other reason
- Ejected players are removed from the event and cannot rejoin.

Players earn event points at the end of each round as follows:

- Win – 3 points
- Loss – 0 points
- Draw – 1 point

At the end of an event, the player with the most event points wins the event.

End of Match and Event Points

Each *Marvel: Crisis Protocol* match ends in one of the following ways:

- Victory: One player wins the match.

- Time: The round timer runs out. The players finish the current round of the game. After the Cleanup Phase, the player with the most VPs is considered the winner. If they are tied, both players are given a draw.
- Concession: One player voluntarily concedes the match. The conceding player receives a loss and their opponent receives a win. The winning player receives 14 VPs or their current total, whichever is greater. Collusion between players is not permitted under the sportsmanship rules of this document. If a judge believes players are attempting to manipulate the scoring system, the players should either be given warnings or be ejected from the event.
- Draw: If no player has won, or if both players decide not to play the match for any reason, both players are awarded a draw.

Players earn event points at the end of each round as follows:

- Win – 3 points
- Loss – 0 points
- Draw – 1 point

At the end of an event, the player with the most event points wins the event.

Tiebreakers

If two or more players have the same number of event points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- Strength of Schedule: A player's Strength of Schedule is calculated by dividing each opponent's total Event Points by the number of rounds that opponent has played, then adding this result for each opponent played together, and then dividing that total by the number of opponents the player has played. The player with the highest Strength of Schedule score is ranked above all other players in the group not yet ranked. The player with the second highest Strength of Schedule is ranked second among all players in the group not yet ranked, and so on.
- Victory Points Scored: The player with the higher number of cumulative VPs is ranked above all other players with the same number of Event Points and the same Strength of Schedule. The player with the second-highest cumulative VPs is ranked second among those players, and so on.
- Random: If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

Terrain

Terrain and game mats will be provided and reset between each round. All attempts will be made to use consistently sized terrain for all tables if possible, with equal distribution between all tables.

All terrains will be marked with the size of the terrain to remove the possibility of any player disputes. If the size of the terrain is unclear, due to the marking being removed through the course of the day, the Judge can be consulted as to the intended size and replace the marking.

Judges

The event will have at least one Judge who is not participating in the event as a player to keep games moving and resolve players' issues that arise during game play.

A judges' ruling is final, even if it is found later to be incorrect. Individual rulings are never a binding precedent. Should a judge get a rule wrong, that does not bind the event to continue getting it wrong.

Judges are also responsible for issuing warnings to players and determining if a player should be ejected from the event. Judges should issue warnings to players not following one or more of the sportsmanship rules listed in this document. Judges should also warn any player attempting to abuse margin of error or the open information state of the game or for failing to maintain a clean and clear game state.

Judges could immediately eject a player from the event if they believe it is necessary. Here are some examples that could result in immediate ejection from the event:

- A player has become upset and threatens or becomes violent toward their opponent, a spectator, or any other person.
- A judge has reason to believe a player is intentionally cheating.
- A player has received three or more warnings during the event.

Player Responsibility

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:

1. The miniature must be made from a majority of Atomic Mass Games miniature parts from the *Marvel: Crisis Protocol* miniatures line and fully assembled.
2. The miniature must be easily identifiable as the character it represents.
3. The size or pose of a customized miniature cannot interfere with gameplay.
4. Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape of the original miniature.
5. Third party alternate sculpts of the miniature will allowed but player must present and use the original model if requested by tournament organizer, judge, or opponent.

All characters used must be of legal official release as of 7th October 2022.

Cards

A player must have all Character Cards, Team Tactic Cards, and Crisis Cards included in their Roster. Proxies of cards are allowed but must be clearly printed for reference of judges, tournament organizers, and opponent.

Dice and Dice Roll

Players must use official *Marvel: Crisis Protocol* dice. This includes the dice found in the Core Box, Dice Expansions, and/ or promotional material distributed by Atomic Mass Games.

Players may not use replacement dice.

For a dice roll to count, it must be rolled. The dice cannot be spun, flip or dropped. Dice also must be rolled in view of your opponents and not behind terrain where it cannot be seen. Players should not pick up dice or modify dice result using a game effect before their opponent could verify the result of the dice roll or intentionally obscure the result from the opponent.

If a dice tray is used, please agree with your opponent before the start of the game what happens if a die falls out of the tray after a roll and be consistent throughout a game.

Measurement Rulers and Movement Templates

Players are required to bring their own set of measuring tools. This includes both Range and Movement Tools.

Players are never allowed to modify the size or shape of their measuring tools but may replace them.

Players using substitutions should check with the tournament organizers before the event begins so the tools can be verified as being the correct size and shape. Players may not use measuring devices that do not have an equivalent tool supplied by Atomic Mass Games.

Tokens

There are two types of tokens in *Marvel: Crisis Protocol*: **essential** and **nonessential**. Essential tokens are tokens placed on the game board to represent specific effects. These tokens have a specific size and are supplied with the characters or cards that require them. Nonessential tokens are usually placed on character cards and are used to track damage, power, or an effect.

Players are never allowed to modify their essential tokens but may replace them. Players using substitutions should check with the EO before the event begins so the tokens can be verified as being the correct size and shape. Players using replacement essential tokens must declare and explain their representation to the opponent before the start of the game.

Players may modify or replace nonessential tokens as long as the tokens used are clear and do not interfere with game play. Players using replacement non-essential tokens must declare and explain their representation to the opponent before the start of the game.

Roster

A player must submit a Roster to the tournament organizers by 7th of October 2022 and may not change their roster once it is submitted. A Roster is built as described in the *Marvel: Crisis Protocol* Core Rules book, which can be found at [AtomicMassGames.com/Rules](https://www.atomicmassgames.com/Rules).

Rosters may use only characters, Team Tactic Cards, and Crisis Cards allowed by the Standard Timeline as of 7th October 2022, which can be found at [AtomicMassGames.com/Rules](https://www.atomicmassgames.com/Rules).

Additionally, during a Challenger Event, players must build their Roster following the restrictions of the associated Banned and Restricted list for the Standard Timeline. The list of Banned and Restricted components for each Timeline can be found here:

<https://www.atomicmassgames.com/marvel/op>.

Sportsmanship

All players are expected to act in a civil way during the event. Disputes and disagreements will happen during games, but players should remain respectful of other players, tournament organizers,

judges, and the space they are playing in. Should a dispute or an argument arise, the players should immediately call for a judge to help resolve the issue.

Marvel: Crisis Protocol is an open information game. Players can always request to see Stat Cards, Team Tactic Cards, and Crisis Cards that are in an opponent's Roster both before and during the game. Players should never attempt to obscure or mislead their opponent about any stats, cards, or superpowers they have available.

Players who do not behave in a civil and respectful way can be ejected from the event or issued a warning, at the discretion of a Judge or the tournament organizers.

Examples of unsportsmanlike conduct include, but are not limited to:

- Treating other players, judges, tournament organizers, or spectators disrespectfully.
- Intentionally attempting to mislead your opponent, a judge, or the tournament organizer.
- Intentionally disrupting the placement of miniatures, terrain, or tokens on the table.
- Quickly removing dice from the table before your opponent can verify your roll.

Missed Opportunities

Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state and to ensure that all mandatory abilities and game steps are acknowledged.

If a player forgets to use an effect during the timing specified by that effect, they cannot retroactively use it. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

Picking Threat Value and Revealing your Squad

After picking the crisis, the player without priority will pick the Threat value to play at. The crisis with the chosen threat value should be clearly communicated to and acknowledged by the opponent.

Players will fill in the squad selection form with their chosen characters and tactic cards and reveal it to their opponent at the same time. Once revealed, the chosen characters and tactic cards can no longer be changed.

In the event a player reveals an illegal Squad (too high threat value), the player will not be allowed to change his squad but has to model(s) to eject from the squad in order to bring it as close as possible to the exact threat value if possible.

If an illegal tactic card is chosen, the player may choose to remove characters from his squad to make the tactic card legal if possible otherwise that card would not be able to be played for that game.

Margin of Error

Characters are sometimes moved accidentally or placed inexactly during the normal course of the game. This is acceptable within a reasonable margin. Players must not abuse this margin of error, however, and they must use the components included with the game to help them be as accurate as possible. If a player feels their opponent is abusing this margin of error or if they need to make a particularly difficult movement, they should call a judge for assistance before moving any miniatures.