

MARVEL CRISIS PROTOCOL

Melton's Mightiest Heroes

Sunday 16th February 2025

9.30am to 6pm

Format:	Casual Tournament
Event Type:	Standard Timeline
Duration:	One day
Number of Games:	Three
Location:	Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE
Free Parking:	<ul style="list-style-type: none">• Free parking is available in Burton Street car park (2 minute walk from the shop)• <i>Please check parking restrictions carefully</i>
Food:	<ul style="list-style-type: none">• Snacks and refreshments are available in-store• There are a number of venues close to Black Dragon Games that serve food• You are welcome to bring your own food to the shop

Casual Tournament

Our Casual tournaments are all about getting together to play games in a relaxed and friendly environment. These events require minimal preparation and you will not need a competitive list to place well - just bring your favourite characters and have fun!

But this is a tournament and tournaments need winners...

To maintain the casual nature of the tournament, players will score points spread across 4 categories: game wins, sportsmanship, miniature painting and best squad theme (the last 3 will be voted on by all players).



Preparation

Roster Building

This is a **Standard Timeline** event.

We strongly recommend using the Jarvis app for roster building.

You must bring a roster of 10 Characters, 10 Team Tactic Cards and 6 Crisis Cards, according to the **MCP Core Rules**.

Full details for Standard Timeline events:

- All Characters are allowed
- See the *Challenger Event Document** for a list of legal Team Tactic Cards and Crisis Cards
- See the *Banned and Restricted List** for a list of Restricted Team Tactic Cards and Crisis Cards

**These documents are available here: www.atomicmassgames.com/mcp-op*

Competitive vs Thematic

Players are encouraged to bring thematic rosters full of their favourite characters rather than competitive rosters. Points are awarded for painting, squad theme and sportsmanship as well as winning games, so a skilled player will score higher with a thematic roster than a competitive roster.

Painting and Modelling

Painting Requirement:

All models and bases must be fully painted.

Proxies:

Proxy models are not permitted - all models must be Atomic Mass Games miniatures.

Conversions and Kit-bashing:

We love conversions and kit-bashing!

All models must still be easily recognisable as the character that they represent, and bases must be the same size as the base specified in the *Base Size Document***.

The judge reserves the right to disallow any converted or kit-bashed model if they feel that it could be used to provide an unfair gameplay advantage.

Rules

This event uses the following rules sources:

- MCP Core Rulebook**
- FAQ and Errata**

***These documents are available here: www.atomicmassgames.com/mcp-rules*



Games & Scoring

Battlefields

All games will be played on fully painted battlefields made up of official Marvel Crisis Protocol terrain. These battlefields will have a thematic feel and may not be entirely balanced.

Battlefields will be set up by staff before games begin and should not be adjusted without the judge's approval.

Interactive terrain pieces have size numbers on the bottom. Any terrain pieces without numbers will be explained in the briefing.

Participants will play on a different battlefield in each battle, wherever possible. Some players may repeat a battlefield during the tournament.

Scoring

Players will score points in the following 4 categories:

- Match wins
- Painting (as voted by all players)
- Squad theme (as voted by all players)
- Sportsmanship (as voted by opponents)

The maximum number of points available in each category is equal to the number of players in the tournament. Ties will be awarded the same number of points.

Players' final tournament placement will be determined by the total of their scores across all 4 categories.

Playing your games

- Games will be played best-of-1.
- Games are expected to be played to completion. A player who concedes a game will score zero points for that game.
- Games should take no longer than 120 minutes to complete. The judge will give guidance on how to conclude games that exceed this time.
- Scores should be reported to the Judge at the end of the round. Games will be recorded as Win (3 points), Draw (1 point) or Loss (0 points).

Pairing

Games will be paired randomly in the first round and follow the Swiss system in later rounds.



On the Day

Event Schedule

09:30 - 09:45	Registration
09:45 - 10:00	Briefing
10:00 - 12:00	Game 1
12:00 - 12:45	Lunch
12:45 - 14:45	Game 2
14:45 - 15:15	Break & Painting Competition
15:15 - 17:15	Game 3
17:15 - 17:30	Tidy up
17:30 - 17:45	Announce Winners & Prizes

What to bring

- Your miniatures
- Stat Cards*
- Team Tactics Cards*
- Crisis Cards*
- Rulers
- Dice

The latest version of all cards can be downloaded from the Atomic Mass Games website. Make sure you are using the latest Crisis Cards and check the **FAQ and Errata to find out if your Stat Cards and Team Tactics Cards have been updated. Printed cards are required.*

Judges

If players are unable to determine or agree on a ruling then the event judge will make a final decision on how any given rule is to be interpreted.

Please note that the Judge may be participating in the tournament.

Game Components

Replacement Components: Players may use custom measuring tools and tokens during their games. Measuring tools and essential tokens must be the same size as the official version that they replace.

Dice: Players must use official Marvel Crisis Protocol dice.

Prizes

1st place: £15 Black Dragon Games voucher

2nd place: £10 Black Dragon Games voucher

3rd place: £5 Black Dragon Games voucher

