

MARVEL

CRISIS PROTOCOL

Melton's Mightiest Heroes

Sunday 26th April 2026
10am to 6pm

Format:	Challenger (Competitive Tournament)
Event Type:	Standard Timeline
Duration:	One day
Number of Games:	Four
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

Challenger (Competitive Tournament)

Build your most powerful roster and compete for victory!

This format is aimed at players looking for a competitive experience that relies on optimised list-building and precise play to exploit the synergies within your team. While good sportsmanship should always be at the forefront of players' minds, players should expect every battle to be hard-fought with little room for error!



Preparation

Roster Building

This is a **Standard Timeline Challenger** event.
We recommend using the Jarvis app for roster building.

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

Full details for Standard Timeline Challenger 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*

Longshanks

The tournament will be run using Longshanks. Before the tournament, players must:

- 1) Sign up for a Longshanks account: <https://www.longshanks.org/players/new/>
- 2) Register for the tournament on Longshanks: <https://www.longshanks.org/event/32270/>
Please ensure that you have purchased a ticket through our website before registering on Longshanks.
- 3) Submit your tournament roster on Longshanks.

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***.

Rules

This event uses the following rules sources:

- MCP Core Rulebook**
- Challenger Event Document*
- 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. All battlefields will consist of a minimum of 12 terrain pieces of sizes ranging from 1 to 5. The exact distribution of terrain features will vary slightly from one battlefield to another. *Battlefields will be set up by the judge 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 as follows:

Win: 3 points

Draw: 1 point

Loss: 0 points

Points scored during each game will be recorded and used as a tiebreaker.

Painting Competition

Players may present a single miniature for the painting competition, which will be peer voted.

Most Sporting Player

Most sporting player will be peer voted.

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.

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.
- Each game will last 90 minutes. When time is called, players will have an additional 15 minutes to complete their current game round.

Pairing

Games will be paired using the Swiss system.



On the Day

Event Schedule

10:00 - 10:15	Registration
10:15 - 10:30	Briefing
10:30 - 12:00	Game 1
12:00 - 12:45	Lunch & Painting Competition
12:45 - 14:15	Game 2
14:15 - 14:30	Break
14:30 - 16:00	Game 3
16:00 - 16:15	Break
16:15 - 17:45	Game 4
17:45 - 18:00	Prize Giving

Prizes (X-Men Themed)

Top 3: £10 store voucher + choice of *Top 3 Prizes* (1st place chooses first)

Top 4: Top 4 Cerebro Promo Card

All Participants: 4 Promo Stat Cards + 4 X-Men Themed Team Tactics Promo Cards

Best Painted: £10 store voucher

Most Sporting: £10 store voucher

Top 3 Prizes: *Exclusive MCP Dice Set, Plastic Cyclops Promo Stat Card, X-Men miniatures box*

What to bring

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

**Printed copies of the most up-to-date 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.

