



MARVEL CRISIS PROTOCOL MINIATURES GAME

2026 ATC Doubles Tournament

Greeting True Believers!

This is the 2026 ATC Doubles tournament event primer. Please review this document for the rules concerning this event. If you have any questions, please contact us using Longshanks, Discord or Facebook.

Crisis Protocol at ATC Overview

Please join us for Marvel Crisis Protocol at ATC 2026! For the first time this year we are excited to offer a couple events for the community including a singles event and a doubles event. Players can enjoy games all weekend with people from across the region. For this weekend events please note that any releases, changes to the FAQ, timeline, Errata, Banned and restricted list and any relevant card updates WILL be used if they are published officially by Atomic Mass Games by (date of tournament)

Doubles Team-Up Tournament Synopsis

Join forces with your ally, your nemesis, your multiversal variant, or even a stranger to compete in our doubles team-up tournament! This event hosts 2v2 matches with modified roster rules to see who is clever, strong, or quick enough to adapt to the challenge!

This event requires two players to participate. Pairings will use the team name.

Event Schedule

- Registration- TBD
- Round 1- TBD
- Round 2- TBD
- Lunch- TBD
- Round 3- TBD
- Round 4- TBD
- Round 5- TBD
- Awards- TBD

Roster Timelines

Atomic Mass Games uses the timeline system to determine sets of legal choices for roster building at events. For ATC 2026 the Grand Tournament will follow the **Timeline: Standard** for **Challenger Events**.

Tournament Format

- This event uses the standard game rules for Crisis determination, Threat level, and deployment with the following modifications
 - When BUILDING A SQUAD (page 11) each team member will select miniatures. One player must select miniatures equal to half the determined threat value +/- 2 and the remaining player selects miniatures to make up the difference.
 - Each player will select 3 Tactics cards and form a combined Team Tactics deck of 6 cards.
 - The combined team's miniatures, tactics and crisis cards must be UNIQUE and all banned and restricted lists apply.
 - The combined team can have one leader and team affiliation across both squads.
 - Each team member is responsible for the decision making and moving of their models.
 - • This event will be using Swiss Round Times outlined in the Challenger Rules with the following exceptions: The base round time will be 120 minutes instead of 90 and the round timer will start 10 minutes after the scheduled start time to the round.

Doubles Team-up Roster building Rules

- The ATC DoublesTeam Up! will use the MCP Standard game format with the following modifications to the BUILDING A ROSTER section found on page 9 of the Crisis Protocol Rulebook from the Earth's Mightiest Core Set.
- A team will consist of 2 team members
- Each team member will build a roster of 7 miniatures, 5 Tactics cards.
- The combined team will have 3 Secure and 3 Extraction Crisis Cards.
- The Team Up! The event will add 4 to the maximum threat value. When BUILDING A SQUAD (page 11) each team member will select miniatures. One player must select miniatures equal to half the determined threat value +/- 2 and the remaining player selects miniatures to make up the difference.
- Each player will select 3 Tactics cards and form a combined Team Tactics deck of 6 cards. (The same restriction for restricted cards applies to both players. Meaning between the both of you there can only be **2** restricted cards. Which players has them does not matter.)
- The combined team's miniatures, tactics and crisis cards must be UNIQUE and all banned and restricted lists apply.

- The combined team can have [one](#) leader and [one](#) team affiliation across both squads. (this means when building a squad between both team members you must still be affiliated as if you were one person)

Round Times

- Each round will begin with a 10-minute set up period to get to your tables, pick crisis cards and rosters. This period will begin with the announcement of pairings for the round. Round timers begin after the setup period is complete and will be announced by judges.
- The round will be 120 minutes with the 15 minute overtime rule
- Turn clocks will not be used unless requested in the case of suspected intentional slow play.
- Time remaining will be announced at 30-minutes left and when the overtime 15 minutes start. All other questions about time during the rounds will not be answered.
- When the round time is called players will have 15 additional minutes to finish the current round. If there are still games in progress after 15 minutes a Judge will call dice down and you will score the game immediately as if the round had ended.

Match End

- VP victory- One team wins by the standard rules
- Table Victory- if only one team has models remaining, the game ends and they record a win. The winning team uses their current VPS at the time of tabling. The other team scores their current VPs.
- Tournament Bye- if an odd number of teams remain, one team will receive a bye. They receive a win and a score of 14 VPs
- Time- teams score their current round and determine victory by standard rules.
- Concession- The conceding team records a loss and scores their current VPs. the other team records a win and scores 14 VPs or more if they have already scored above 14.
- Draw- Both teams receive a draw and enter their current VPs.

Event Scoring

- Scoring will be determined using the longshanks gaming software.

Event Tie-Breakers

The following tie breakers will be used for the overall event winners, in order

- Top table (if possible)- meaning if their are 3 undefeated at the start of last round it will not be used
- Strength of Schedule
- Total VPs scored

Convention Rules

Player Requirements and responsibilities

- Roster- Players must follow the roster creation rules as described on pg. 6 of the core rulebook and following the restrictions unless otherwise noted per event
 - Two 7 character rosters
 - Two sets of 5 Tactics cards (one set per player)
 - 3 secure and 3 extract crisis cards
 - Official and current cards for each character
 - 2 printed copies of your roster or have your roster loaded into longshanks before the event starts. Copies will be available if needed please ask the judge.
(recommend having this done the night before)

Our convention events will be using Longshanks for round pairings, result tracking, and roster sharing. The longshanks events will be live alongside the events and the links will be sent to attendees once the event tickets are purchased. Player rosters can be created in advance of the event at (<https://www.jarvis-protocol.com/>) and easily imported into longshanks. If players do not have a longshanks account we suggest creating one prior to the event. If you need assistance with Longshanks please arrive early and a judge will help you.

Miniatures

- Miniatures must be painted in at least 3 color basecoats (with effort shown), including the base. Shading, highlight , etc, are optional.
- Conversions are allowed; however, the miniature must be from the majority of official atomic mass games marvel crisis protocol line of miniatures.
- Customized size and shape must not interfere with game play, especially near the base
- The base size must match the official base size listed in the base size reference
- Any questions as to the legality of conversions will be resolved by TOs at the event.
- Anything found violating the above will be excluded/pulled from tables

Supplies

- Two copies of your roster (if not in longshanks)
- Official Atomic Mass Games dice. Other dice can be used if the opponent agrees to it. You should have official dice in case.
- Range and movement measuring tools. Third party replacements matching size and shape may be used. Measurement tools without an official AMG product equivalent are not allowed.
- Essential tokens: matching replacements are allowed.
- Custom damage and power trackers will be allowed if the opponent can easily read them from across the table.

Sportsmanship

- Players are expected to treat other players with respect, clearly indicate intention of plays **BEFORE** models are moved, and play in a timely fashion.

- If a judge finds a player acting in violation of these guidelines, they may issue a warning. If the behavior is repeated or continues, the offender may be penalized with a game forfeit or being removed from the event. If removed, no refunds will be given for event fees.

Rule disputes

- If players are unable to come to a satisfactory conclusion to a question after reading the rulebook and FAQ, players are encouraged to call a judge over to help resolve the dispute. Just raise your hand and holler “Judge” . Keep your hand up until a judge acknowledges you.
- This also applies to resolving issues such as line of sight, elevation changes, range etc.

Time

- Players are required to play in a timely fashion, providing their opponent with roughly an equal amount of playing time during the round.
- If a player feels their opponent is playing too slow, whether intentionally or not, inform a judge.
- If a player is found to continuously be playing at a pace that is too slow, that player will be placed on a time clock for the remainder of the event.

Missed Opportunities

- It is the players responsibility to maintain the game state and ensure all mandatory abilities and steps are followed.
- If a player forgets to use an ability within the timeframe specified by the ability, they cannot retroactively use it.
- Players intentionally rushing or distracting opponents to force errors should be brought to the attention of a judge.

Margin of Error

- Accidental placements, adjustments, or bumps are normal in play within a reasonable margin. Players must use the measuring tools to be as precise as possible.
- If a player feels their opponent is abusing this margin of error or if a player feels a movement is particularly difficult, they should call a judge over to observe before moving any miniatures.

Reporting results

- Our official events will be using Longshanks for pairing and recording match results.
- Players will record their own matches in longshanks, showing their opponent before submitting the results to make sure the entry is correct. Any issues or unfamiliar with longshanks call a judge over for assistance.
- Any disputes with the reported match results should be raised with the TO as soon as possible. Please be polite and our TOs will make every reasonable effort to correct the results. The TOs have the final say when updating match results.

Miscellaneous Behavior

- Treating other players, judges, or event officials with disrespect is poor sportsmanship and will not be tolerated if repeated.
- Intentionally misleading your opponent, the judge or event officials.
- Intentionally disrupting the placement of miniatures, terrain or tokens.
- Intentionally removing dice from the table your opponent can review the result. (Fast Rolling or Hiding dice rolls)

Links

- Marvel Crisis Protocol Organized Play - <https://www.atomicmassgames.com/mcp-op/>
- Marvel Crisis Protocol Rules including
 - Affiliation lists
 - Base sizes
 - Banned and restricted list
 - Errata and FAQ
 - <https://www.atomicmassgames.com/mcp-rules/>
- Jarvis protocol for roster building - <https://www.jarvis-protocol.com/>
- Longshanks for pairing and event details - TBD once event is opened