

## **Basic Rules:**

- The Salt City GT Challenger Event will use the MCP Standard game format.
- Standard Game Format rules can be found on pages 9-13 of the Crisis Protocol Rulebook
- All models must be from a majority of Atomic Mass Games miniature parts from the Marvel: Crisis Protocol miniatures line.
- Players must use the same roster throughout the tournament.
- This event will be using the Standard Timeline
- This event will be using Swiss Round Times outlined in the Challenger Rules with the following exception: The timer will start 5 minutes after the scheduled start time to the round. This will allow 10 minutes at the end of the round for players to clean up.
  - At the end of Round 4, there will be a cut to the Top 8. Only the Top 8 will play on Sunday. The rounds on Sunday will be single elimination.
- Players are responsible for having all components required to play including models, current cards, measuring tools, dice, and rules.
- Players should bring a filled-out copy of their roster. A form will be available. This is for your opponents before the game and for Player's Choice voting.
- This event will be using the tournament software Longshanks.
- Check in for the event will be 30 minutes before the dice roll.

## **Affiliation Battle Roster Construction Requirements:**

All models on a player's roster should have the same affiliation or the rogue agent rule. A roster of 10 is not required if the affiliation played doesn't have enough models.

## **Games:**

- All players will play four 1 hour and 45-minute games on the day allowing for 90 minutes of play, and 15 minutes for pre/post game. There will then be a cut to the top 8 to play on Sunday.
- This event will be using the Challenger Event rules found [HERE](#).
- Pairings for the first game will be randomly determined. Subsequent games will be randomly paired by Win/Loss record.

## **Terrain:**

- The event will provide terrain and methods for terrain setup.
- Terrain will be classified by size, and typically noted on the bottom of each terrain piece. If there are any questions please refer to the terrain section of the Crisis Protocol Rulebook
- Players are expected to talk over terrain and be in agreement before the game.
- Tables will include the following quantities:
  - 4-6 Size 1
  - 4-6 Size 2
  - 3-5 Size 3
  - 1-3 Size 4

0-1 Size 5

### **Scoring:**

Each Game Round WIN/LOSS will be determined by:

- **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 14VPs or their current total, whichever is greater. Collusion between players is not permitted under the sportsmanship rules of the Challenger Event pack. If a judge or TO believes the 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.

Overall Standings will be decided by the person who has the most event points. If players have the same number of event points, the following tiebreakers will be used.

Full descriptions can be found in the Challenger Event rules:

- **Tiebreaker #1 - Strength of Schedule**
- **Tiebreaker #2 - Total Victory Points Scored**
- **Tiebreaker #3 - Random**

### **Schedule:**

Saturday (LVO Event - Singles):

9:00AM Registration and Check In  
9:30AM Round 1  
11:15AM Round 2  
1:00PM Lunch  
2:00PM Round 3  
3:45PM Round 4  
5:30PM Round 5 (If needed for 1 undefeated)

Sunday (Affiliation Battle):

9:00AM Round 1  
10:45AM Round 2  
12:30AM Lunch  
1:15PM Round 3  
3:00PM Awards

