

# Crisis Competition

Unofficial Tournament System for the Marvel: Crisis Protocol Miniatures Game

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## 1.0 - INTRODUCTION

In this packet you will find rules and guidelines for running a Crisis Competition event for the Marvel: Crisis Protocol miniatures game. This document is intended to provide a guideline for competitive play and is an unofficial, fan-made supplement to the game.

Crisis Competitions are competitive, tournament-style events meant to test players' skill, reward victory and encourage smart play. Such events can be run with any size group, and while the focus of these rules are on competitive play it is strongly recommended that prizes for non-placing players, playing with fully-painted teams and other objectives not related to wins are awarded as well (as described in Section 3.4.1).

Many of these rules and guidelines are identical to those found in the official Crisis Event rules packet (found on [atomicmassgames.com/marvel/op](http://atomicmassgames.com/marvel/op)) - this is to create a rules consistency across events of different formats.

## 2.0 - PLAYER RESPONSIBILITIES

Players attending a Crisis Competition event are responsible for supplying their own miniatures, cards, dice, measuring tools, tokens, rosters, and other game pieces that are required during play.

### 2.1 - ROSTER

A player must submit a roster to the EO before the event begins and may not change their roster once the event starts. A roster is built as described on page 9 of the Crisis Protocol Core Rules book, (found at [atomicmassgames.com/rules](http://atomicmassgames.com/rules)).

The EO should label their event as either a Timeline or an Unlimited event. In a Timeline event, rosters may use only characters, Team Tactic cards, and Crisis cards from the list of current Timeline packs (found at [atomicmassgames.com/rules](http://atomicmassgames.com/rules)). In an Unlimited event, rosters may use characters, Team Tactic cards, and Crisis cards from any pack.

Additionally, there is a list of restricted Team Tactic cards that can be found at [atomicmassgames.com/rules](http://atomicmassgames.com/rules). A player may include only 2 Team Tactic cards found on this list in their roster.

Players should also note on their roster if they belong to a gaming group. Players within the same gaming group will not be paired in the first round of the event.

### 2.2 - MINIATURES

Each player must have the miniature for each character on their roster. Players can 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 Crisis Protocol miniatures line.
2. The miniature must be easily identifiable as the character it represents.
3. Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party except Marvel, including copyrighted logos, symbols, iconic elements, or other iconography.
4. The size or pose of a customized miniature cannot interfere with game play.
5. Miniatures must always be attached to a modeled base that is the appropriate size and shape of the original miniature

In any case, the EO has final say whether a customized miniature will be allowed in their event.

## 2.3 - CARDS

A player must have all Character cards, Team Tactic cards, and Crisis cards included in their roster. Proxies of cards are not allowed.

## 2.4 - DICE

Players must use official 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.

## 2.5 - MEASURING TOOLS

Players are required to bring their own set of measuring tools. This includes both range and movement tools. Players are never allowed to modify their measuring tools but may replace them.

Players using substitutions should check with the EO 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.

## 2.6 - TOKENS

There are two types of tokens in 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 may modify or replace nonessential tokens if the tokens used are clear and do not interfere with game play.

## 2.7 - PLAYER CONDUCT

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, EOs, 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.

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.

### 2.7.1 - 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 without the consent of their opponent. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

### 2.7.2 - 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 an event organizer for assistance before moving any miniatures.

### 2.7.3 - UNACCEPTABLE CONDUCT

Players who do not behave in a civil and respectful way can be subject to corrective action at the discretion of the EO. Examples of unacceptable conduct include:

- Treating other players, judges, EOs, or spectators disrespectfully.
- Intentionally attempting to mislead your opponent, a judge, or the EO.
- 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.
- Stalling or playing slowly to delay the natural conclusion of the game.

Corrective action should take the form of verbal warnings for early offenses, escalating to disqualification from the event and any possible prizes.

### 3.3.3 - CONCEEDING THE GAME

While it is discouraged, a player may concede their game at any time during the round. If they choose to do so, their opponent immediately wins the game. Score the game as if the round had ended at that point, with the winning player scoring 16 VPs or the number they had scored by that time (whichever is higher).

## 3.0 – EVENT ORGANIZER RESPONSIBILITIES

The Event Organizer, or EO, is the person, store, or event that is putting on the event. Much like players, the EO has a set of responsibilities for the event.

### 3.1 – JUDGING AND ADJUDICATION

The EO must be knowledgeable enough about the Marvel: Crisis Protocol core rules to answer any rules questions.

Players may call upon the EO's judgement at any time during the event if they encounter a rules question or game situation that they cannot resolve on their own (such as a measurement or line of sight determination).

The EO has the final determination in all judgement and rules calls, and players must be prepared to accept their ruling without question. Failure to do so may be considered unacceptable conduct.

#### 3.1.1 – EO SECOND

At the start of the event, if they are participating in the event, the EO should choose another player to act as their Second. If a judgement call should be required in a game in which the EO is a participant, the Second should be called in place of the EO. If both the EO and second are involved in the same game, another player should be recruited to make the determination for a judgement call.

### 3.2 – TERRAIN SETUP

The EO is responsible for placing the terrain at the start of the event and maintaining the integrity of the terrain setup each round, following the official Battlefield Setup directions found here

([www.atomicmassgames.com/transmissions/battlefield-setup](http://www.atomicmassgames.com/transmissions/battlefield-setup)).

In accordance with these directions, the recommended terrain composition is:

Terrain Size	Approx. Dimensions	No. of Pieces
Size 1	1" x 1"	2-4
Size 2	3" x 4"	3-6
Size 3	3.5" x 6"	3-6
Size 4	4.5" x 8"	1-2
Size 5	8" x 8"	0-1

Care should be taken not to place terrain in areas where it would limit or prohibit access to crisis objective tokens, and distribute terrain evenly so that neither table side has a significant advantage.

After each round the EO should ensure that all terrain destroyed during the round on each table is replaced in its original position.

### 3.3 – ROUND PAIRINGS

The EO is responsible for impartially creating all pairings and calculating the final rank of each player.

#### 3.3.1 – FIRST ROUND PAIRINGS

Pair each player randomly with another player that does not share the same gaming group, and then randomly assign each pair a table to play on.

This can be easily accomplished by creating "piles" of player roster sheets for each separate gaming group and pairing them together randomly. This allows groups that commonly play against each other to play against new opponents for as long as possible.

#### 3.3.2 – SUBSEQUENT ROUND PAIRINGS

Each match that a player wins is worth 3 Tournament points (TP) to their overall score, draws are worth 2 TP and losses are worth 1 TP. Games that end in a timeout are worth 0 TPs.

A bracket includes all players with the same number of tournament points.

For each round beyond the first, players are paired against a random opponent in their bracket. Continue this process for subsequent rounds until only one undefeated player remains.

Based on the size of an event, the situation may arise in which a bracket does not have an even number of players. This creates a differential pair, where players from adjacent brackets are paired together. In this case, pair a random eligible player from a bracket without an even number of players with a random eligible player from next lowest bracket.

If possible, each player is only eligible to be included in a differential pair once during an event.

#### 3.3.2 – Byes

If the event does not have an even number of players a bye is required. Each round, choose an eligible player at random from the lowest possible bracket to receive the bye. This player does not have an opponent for that round and instead receives a score of 16 points for the game. For the purposes of strength of schedule their opponent for that round is considered to score 1.5 TPs each round.





## ACHIEVEMENTS (con't)

**FLAWLESS VICTORY!**

Deal all of the damage to daze or KO an enemy character in a single turn.

**THE BIGGER THEY ARE**

Deal all of the damage to daze or KO an enemy character of Size 4 or greater in single round.

**MOUSE THAT ROARED**

Daze or KO an enemy character with one of your characters that is one half (or less) of its Threat level (rounding up).

**SURPRISE!**

Daze or KO an enemy character during your opponent's turn.

**PERFECT SHOT**

Target 3 or more enemies with a single beam or area attack.

**FLURRY**

Perform 4 or more non-beam non-area attacks with a single one of your characters in a single round.

**POWER OVERWHELMING**

Have one of your characters dazed or KO'd as a result of holding Cosmic Cube Fragments.

**ARACHNOPHOBIA**

Have one of your characters advance 2 or more times in a game as a result of a Spider Mutant.

**CUT THE RED ONE?**

Have one of your characters damaged as the result of an Origin Bomb.

**RADIATION SICKNESS**

Have at least two of your characters damaged as a result of a Gamma Wave in a single round.

**EXTREME TREATMENT**

Have one of your characters heal 2 or more damage from Extremis Consoles in a single turn.

**ROID RAGE**

Daze or KO an enemy character with one of your characters carrying a Wakandan Herb.