

CK03

MARVEL

CRISIS PROTOCOL

MINIATURES GAME



CRISIS EVENT



CRISIS EVENT

In this packet you will find official rules and helpful suggestions for running a Crisis Event. This kit will help you engage your community with an easy event format that can be run in just a few hours.

This kit is designed to be used as a three-round event and supports eight players. If you have more players, you can combine multiple kits to have enough prizes for each player, although the event should still be run as a three-round event. Players receive prizes based on games played, games won, and miniatures painted (see Prize Support below for details).

Below we outline the responsibilities of players and Event Organizers (EOs), how to create pairings for a Random Pairing event, and suggested guidelines for running this event, including how to handle prize support, hobby, and modeling.

PLAYER RESPONSIBILITIES

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

MINIATURES

Each player must have the miniature for each character on their roster. Players are allowed to 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.

CARDS

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

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.

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.

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 as long as the tokens used are clear and do not interfere with game play.

ROSTER

A player must submit a roster to the EO before the event begins and may not change their roster once the event begins. A roster is built as described on page 9 of the *Crisis Protocol* Core Rules book, which can be found at atomicmassgames.com/rules.

When building their roster, players need to be aware of whether the event is a **Timeline** event 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, which can be found at 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. A player may include only 2 Team Tactic cards found on this list in their roster.

SPORTSMANSHIP

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.

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 ex-

pected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.

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.

Unsportsmanlike Conduct

Players who do not behave in a civil and respectful way can be ejected from the event or issued a warning, at the discretion of a judge or the EO.

Examples of unsportsmanlike 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.

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.

EVENT RULES

The EO should make it clear to players ahead of time what type of event it will be. Will it use Timeline or Unlimited rosters? Will there be any other special rules governing the event?

EVENT TYPE

The EO should label their event as either a **Timeline** or an **Unlimited** event. This will let players know which type of roster to bring and how to plan for the event. In Timeline events, players may use only characters, Team Tactic cards, and Crisis cards from the allowed packs (found at atomicmassgames.com/rules). In Unlimited events, players may use characters, Team Tactic cards, and Crisis cards from any pack.

Event Round Times

Each event round of *Crisis Protocol* is a predetermined length, giving players a certain amount of time to complete their games. The EO should start the timer for an event round after most players have found their seats and begun to set up. If a game has not concluded when the time for an event round runs out, the players finish the current game round, and the player with the most victory points (VPs) at the end of that round is the winner. Standard events will use a 90-minute round timer.

Pairings

This event uses randomized pairings. The event organizer shuffles all of the player sheets then deal out two sheets. If these players have not played yet in the event that will be their pairing for the round. If they have played in a previous round in this event set one of the player sheets aside and deal another sheet. Repeat this process until a pair of players has been made where they have not played each other. Return all set aside sheets and repeat this process until all players have been paired. If there is an odd number of players, the last remaining player will receive a bye for the round. This is treated as if they player has won the round. A player should never receive two byes in the same event.

If a player decides to concede a game or otherwise must end a game early their opponent is considered to have won the round.

TERRAIN

EOs are responsible for supplying 3D terrain and game mats for events they run as well as setting up the terrain between each round. EOs should attempt to use consistently sized terrain for all tables if possible. If using terrain other than official

Atomic Mass Games terrain, EOs should find a way to mark the size of the terrain to remove the possibility of any player disputes. See page 24 of the *Core Rules* book for a reference chart describing the sizes of terrain.

PRIZE SUPPORT

In this kit, you received 32 Power (1) tokens and 8 Power (3) tokens. Each time a player begins a match in this event, they receive 1 Power (1) token. After the three rounds of the event, if a player played in all three rounds they receive an additional 1 Power (1) token. If the player's roster is fully painted, they receive a Power (3) token rewarding their efforts in the hobby. A miniature is considered painted if it is completely painted and based. This means every miniature on the roster must be painted with a reasonable diversity of color and be presented on a completed modeled base.