MARVEL
CRISIS PROTOCOL
MINIATURES GAME

LEAGUE PACKET 2025
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ATOMIC MASS GAMES

LEAGUE RULES

Welcome to the League Packet 2025 for *Marvel: Crisis Protocol*! We are looking forward to you creating a league for your community or game club. In this packet you will find official rules for running a *Marvel: Crisis Protocol* League event.

Leagues use Swiss Rounds for pairing and are played over several rounds. Unlike a tournament, Leagues do not require players to play their games on simultaneous days. The Event Organizer determines the intervals at which players are paired. It is up to the players to play their game and report the results to the Event Organizer before the interval of play has expired. At the League's conclusion, players are ranked based on their games played and their final standings.

Below we outline the responsibilities of players and Event Organizers (EOs), how to create player pairings, how players earn Event Points in a League, and how final standings are determined.

PLAYER RESPONSIBILITIES

Players participating in a league 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 *Marvel: 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 gameplay.

5. Miniatures must always be attached to an Atomic Mass Games base or a modeled base that is the appropriate size and shape of the original miniature.

ROSTER

A player does not need to submit a Roster to the EO before the event begins and may change their roster between games. A Roster is built as described in the *Marvel: Crisis Protocol* Core Rulebook, which can be found at AtomicMassGames.com/Rules.

During a League, players must build their Roster following the restrictions of the associated Banned and Restricted list for the Challenger Event's Standard Timeline. Rosters may use only characters, Team Tactic Cards, Crisis Cards, and Infinity Gems allowed by the Challenger Event's Standard Timeline. The Challenger Event Standard Timeline and the Banned and Restricted components for that Timeline can be found here: https://www.atomicmassgames.com/marvel/op.

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.

LEAGUE INTERVALS

A League Interval encapsulates a single round of games and tells players how long they have to play their paired game before that round is complete. The Event Organizer determines the length of each League Interval. It is up to the players to play their game and report the results to the Event Organizer before the interval concludes. It is suggested an EO use an interval of one week or two weeks, allowing players ample time to schedule their games with each other and complete their matches, but any length of time may be chosen.

Should two players not be able to complete their game during the designated Interval, both players receive a loss. If one player can show they reasonably attempt to schedule their game, but their opponent was unresponsive or otherwise unable to complete the game, the scheduling player receives a win (scored as a bye, see below) and their opponent receives a loss.

At an EO's discretion they may give allowances or additional time where possible for players to play their matches should issues arise.

A League is made up of a number of Intervals determined by the EO, and then it ends. Leagues do not always run until there is one single undefeated player.

PAIRINGS

Each Swiss Round, players are paired with an opponent for a game of *Marvel: Crisis Protocol*. League Events use Swiss pairings (see "Swiss Pairing" below).

When necessary, a player may be assigned a bye during a round instead of being paired against an opponent. That player receives a win and 14 VPs for that round. The rules for when to assign a bye are detailed below.

A player should not be paired against the same opponent more than once during a League, if possible.

SWISS PAIRING

Leagues use a Swiss Pairing system that awards Event Points to the winner of each game (see "Event Points" below). Each Swiss Round pairs players in head-to-head games, attempting to match players with the same number of Event Points while preventing players from playing the same opponent more than once. At the end of all Swiss Rounds, the winner of the event is the player with the most Event Points.

For the first round of Swiss Pairings, players are matched randomly against an opponent. For each round after the first, players are paired at random against another player with the same number of Event Points.

To determine pairings, identify the group of players with the highest number of Event Points and pair them at random. If there is an odd number of players in that group, pair the remaining player with a random player from the group of players with the next most Event Points. Then, pair all remaining players in the second group at random. Continue until all players are paired.

If there is an odd number of players in the event, one player is chosen at random to receive a bye in the first round. In later rounds, if there is an odd number of players remaining in the event, the bye is given to the lowest-ranked player who has not yet received a bye. When a player is given a bye, that player receives a win with 14 VPs for that round of the event.

EVENT POINTS

Players earn event points at the end of each round as follows:

- Win – 3 points
- Loss – 0 points
- Draw – 1 point

At the end of an event, the player with the most event points wins the event.

PLAYER RESPONSIBILITIES

Slow Grow Leagues are a variant that allows players to slowly increase their game size as their collection grows and can help players to incrementally learn the rules of the game and their favorite characters. If an EO would like to run a Slow Grow League, we suggest running it over three Intervals using the special rules below.

SLOW GROW ROSTERS

Normal rosters are not used until the end of a Slow Grow League – instead the provided scenarios instruct players on the Threat Level of the squad they bring, how many Team Tactic Cards they may use during the game and provide a mission for each Interval.
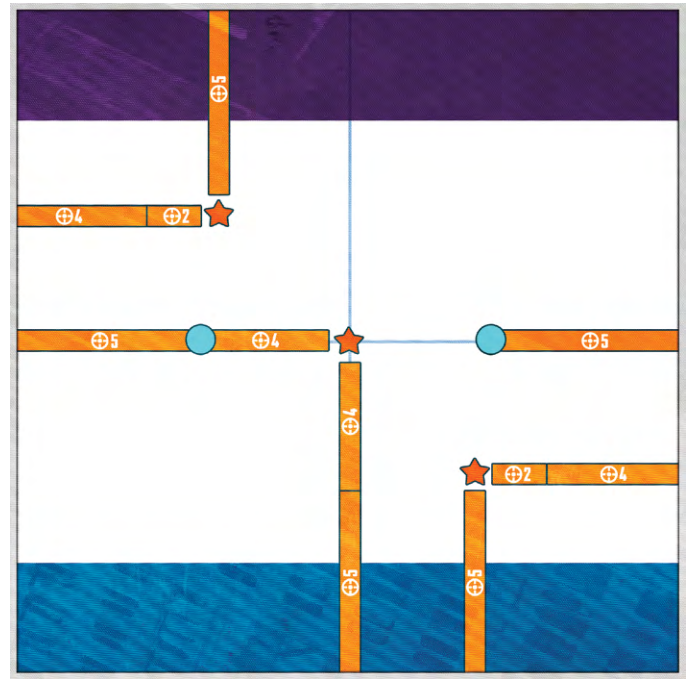
INTERVAL 1: INITIATION:

SQUAD BUILDING

Players do not use a normal roster when playing this League. Instead, when selecting their Squads, players select characters totaling 12 Threat Value and three Team Tactic Cards from their collection. Players do not build a mission as normal, they must use the mission shown below.

SET UP:

Place 3 Cosmic Cube Fragments at the locations marked with stars on the map above. Place 2 Extremis Consoles at the locations marked with circles on the map to the right.

CRISIS RULES:

Interact (Cosmic Cube Fragment): Pick up a Cosmic Cube Fragment.

Interact (Extremis Console): Remove 1 ⊘ from a non-Dazed character within ⊕ 2 of the Extremis Console.

During the **Power Phase**, each character suffers 1 ⊘ for each Cosmic Cube Fragment it holds. Characters gain ✦ equal to the damage they suffered in this way.

SCORING:

Players score 1 VP for each Extremis Console they Secure and 1 VP for each Cosmic Cube Fragment held by a character they control during the **Cleanup Phase**.

INTERVAL 2: TRAINING:

SQUAD BUILDING

Players do not use a normal roster when playing this League. Instead, when selecting their Squads, players select characters totaling 17 Threat Value and 5 Team Tactic Cards from their collection. Players do not build a mission as normal; they must use the mission shown in the setup section.

SET UP:

Set up the Riots Over Extremis 3.0 and the Struggle for the Cube Continues Crisis Cards.

INTERVAL 3: FIRST MISSION:

Players play a full game of *Crisis Protocol* with all Roster building rules found on page 9 of the Core Rules (available at atomicmassgames.com/rules).