

MARVEL

CRISIS PROTOCOL

MINIATURES GAME



TIMELINE EVENT

EFFECTIVE 12/19/25



INTRODUCTION

Atomic Mass Games is excited to introduce a new competitive format for *Marvel: Crisis Protocol* designed to be run at large, multi-day events. Each Timeline introduces unique Roster restrictions that encourage players to be creative and thoughtful in designing 3 Rosters, with 30 unique characters, from the Timeline. Players use all 3 Rosters during the tournament, swapping between them in a prescribed order.

WHAT IS A TIMELINE?

Each Timeline is a snapshot of the Marvel Universe, a theme that restricts the characters and cards available to players. By having players focus on a certain time, location, or hypothetical event, rather than having all the characters at their disposal, we hope that players will think outside the box and end up finding new and interesting Roster combinations. Since each Timeline will be unique, they will allow the format to remain fresh and interesting.

LOGISTICS

TIMELINE EVENT

Timeline Events use Swiss Rounds for pairing before making a Progression Cut where the 8 highest ranked players in the Swiss Rounds proceed to Final Rounds. Those players then play single elimination rounds to determine their event rank. Players are ranked based on their games played as detailed below.

Below we outline the responsibilities of players, Watchers, and Event Organizers (EOs), how to create player pairings, and how players are ranked in a Timeline Event.

PLAYER RESPONSIBILITIES

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

MINIATURES

Each player must have the miniature for each character on their Timeline List. Players are allowed to customize their miniatures as they like but must follow these guidelines:

- Miniatures must be painted in an appropriate and deliberate fashion.
- Miniatures must be made from a majority of Atomic Mass Games miniature parts from the *Marvel: Crisis Protocol* miniatures line.
- Miniatures must be easily identifiable as the character it represents.
- Players may not customize any 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.

- The size or pose of a customized miniature cannot interfere with game play.
- 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.

If a player has questions or concerns about the legality of any of their miniatures, they should check with the Head Judge of the event before the event begins.

CARDS

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

DICE

Players must use official *Marvel: 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 the size or shape of 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 *Marvel: 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.

TIMELINE LIST

A player must submit a Timeline List to the EO before the event begins and may not change their Timeline List once the event starts. A Timeline List is 3 normal Rosters built as described in the *Marvel: Crisis Protocol* Core Rules book, which can be found at AtomicMassGames.com/MCP-Rules. However, Timeline Lists may not contain any duplicate Characters, Team Tactics Cards, Crisis Cards, or Infinity Gems. Each Roster in a Timeline List must be uniquely designated as Roster 1, Roster 2, or Roster 3.

Timeline Lists must also follow the restrictions of a particular Timeline. A list of Timelines can be found at the end of this Document.



© 2026 MARVEL



Atomic Mass Games and logo are TM of Atomic Mass Games. Atomic Mass Games, 1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905. Actual components may vary from those shown.

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 Watcher to help resolve the issue.

Marvel: 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.

MISSSED 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. Players are expected 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 a Watcher 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 Watcher or the EO.

Examples of unsportsmanlike conduct include, but are not limited to:

- Treating other players, Watchers, EOs, or spectators disrespectfully.
- Intentionally attempting to mislead your opponent, a Watcher, 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.

PREMIER EVENT

Timeline Events must have at least 32 active players on the day of the event. They are intended to attract more competitively focused players at large scale events, allowing a balanced schedule of events.

ROUND TIMES

Each round of *Marvel: Crisis Protocol* is a variable length, giving players a certain amount of time to complete their games. The EO should start the timer for a Round after most players have found their seats and begun to set up. The EO should never tell players the remaining time in the round. The base round time is 90 minutes. To create a variable game length, roll 5 dice. Add

one minute to the round for each Critical (⚡) and Wild (🌀) result. If a game has not concluded when the time for a Swiss Round runs out, the players finish the current game round and calculate their scores.

PAIRINGS

Each Swiss Round, players are paired with an opponent for a game of *Marvel: Crisis Protocol*. All Timeline Events use Swiss-style pairings (see "Swiss Pairing" below). The EO should announce how many Swiss Rounds the event will contain before the event begins, as well as the details of the Progression Cut.

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 single stage of an event. A single stage of an event ends when a Progression Cut is made.

Players can leave an event early in several ways:

- If a player no longer wishes to continue playing, that player must notify the EO of their intent to drop. The EO will avoid pairing that player in future rounds by dropping them from the event. Players should notify the EO of their intent to drop as soon as possible, and the EO may apply penalties to players who fail to do so, such as withholding prizes, if any, at their discretion.
- Players can also be dropped if they do not appear within a reasonable time limit for a round in which they are paired, or if they are no longer able to play for any other reason. Players can request that the EO allow them to rejoin an event from which they were dropped. A player who rejoins in this way is assigned an unpaired loss for each round they did not participate in.
- Ejected players are removed from the event and cannot rejoin.

SWISS PAIRING

Timeline Events 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 players with the most Event Points will progress through the Progression Cut.



© 2026 MARVEL



Atomic Mass Games and Logo are TM of Atomic Mass Games. Atomic Mass Games, 1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905. Actual components may vary from those shown.

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.

ROSTER SELECTION

Each Round of a Timeline Event is played with the Roster shown on the table below.

ROUND	ROSTER
Swiss Round 1	Roster 1
Swiss Round 2	Roster 2
Swiss Round 3	Roster 3
Swiss Round 4	Roster 1
Swiss Round 5	Roster 2
Swiss Round 6	Roster 3
Final Round 1	Roster 3
Final Round 2	Roster 2
Final Round 3	Roster 1

SWISS ROUNDS END OF MATCH

Each *Marvel: Crisis Protocol* match during Swiss Rounds ends in one of the following ways:

- **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 14 VPs or their current total, whichever is greater. Collusion between players is not permitted under the sportsmanship rules of this document. If a Watcher believes 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.

SWISS ROUNDS EVENT POINTS

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

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

At the end of Swiss Rounds, the 8 players with the most Event Points progress past the Progression Cut.

SWISS ROUNDS TIEBREAKERS

If two or more players have the same number of Event Points, tiebreakers are used to determine each player's standing within that group. Tiebreakers are used in the following order until all players within that group have been given a standing.

- **Strength of Schedule:** A player's Strength of Schedule is calculated by dividing each opponent's total Event Points by the number of rounds that opponent has played, then adding this result for each opponent played together, and then dividing that total by the number of opponents the player has played. The player with the highest Strength of Schedule score is ranked above all other players in the group not yet ranked. The player with the second-highest Strength of Schedule is ranked second among all players in the group not yet ranked, and so on.
- **Victory Points Scored:** The player with the higher number of cumulative VPs is ranked above all other players with the same number of Event Points and the same Strength of Schedule. The player with the second-highest cumulative VPs is ranked second among those players, and so on.
- **Random:** If any players are still tied after all other tiebreakers have been applied, then those players are ranked in a random order below any players already ranked in the group.

PROGRESSION CUT

Timeline Events set a predetermined number of Swiss Rounds, at the end of which all players that meet certain criteria advance to the Final Rounds and all other players are dropped. This is commonly referred to as "making a cut."

If a player who qualified for a Progression Cut drops from the event before any games are played during the next stage of the event, the next highest-ranking player not in the next stage of the event should be added to the cut as the lowest-ranked player in the cut.

NUMBER OF PLAYERS	NUMBER OF SWISS ROUNDS	PROGRESSION CUT
32	3	Top 8
33 or more	6	Top 8

FINAL ROUNDS

Final Rounds are single elimination rounds, in which the winner of each pairing remains in the tournament and the losing player is eliminated and dropped from the tournament. For Final Round pairings, the highest rank from Swiss Rounds is designated Player #1. The player with the next highest rank is designated Player #2, and so on.

For Final Round 1, Player #1 is paired against Player #8 in Match #1. Player #2 is paired against Player #7 in Match #2. Player #3 is paired against Player #6 in Match #3. Player #4 is paired against Player #5 in Match #4. The losers of each match are ranked fifth in the Timeline Event.

For Final Round 2, the winner of Match #1 is paired against the winner of Match #4. The winner of Match #2 is paired against the winner of Match #3. The losers of each match are ranked third in the Timeline Event.

The winners of Final Round 2 are paired against each other for Final Round 3. The winner of this match is ranked first and the loser is ranked second in the Timeline Event.

FINAL ROUNDS DROPS

If a player drops from the tournament after Final Rounds begin, that player's current opponent—or next opponent, if the player drops between rounds—receives a bye for the round.

FINAL END OF MATCH

Just like in Swiss Rounds, each *Marvel: Crisis Protocol* match during Finals can end by Victory, Time, or Concession. Unlike matches during Swiss Rounds, matches in Finals cannot end in a draw. If there would be a draw, the player with the higher rank at the end of Swiss Rounds wins the match instead.

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 Core Rule book for a reference chart describing the sizes of terrain.

WATCHERS

EOs should have at least one Watcher on hand at every Challenger event that they run. The Watcher can be the EO, or it can be someone designated by the EO. At Timeline Events, a Watcher cannot participate in the event as a player. A Watcher should have a firm understanding of the rules of *Marvel: Crisis Protocol* and be familiar with the most recent errata and rulings. Their job during the event is to keep games moving and resolve players' issues that arise during game play. A Watcher's ruling is final, even if it is found later to be incorrect.

Watchers are also responsible for issuing warnings to players and determining if a player should be ejected from the event. Watchers should issue warnings to players not following one or

more of the sportsmanship rules listed above. Watchers should also warn any player attempting to abuse margin of error or the open information state of the game or for failing to maintain a clean and clear game state.

Watchers should immediately eject a player from the event if they believe it is necessary. Here are some examples that could result in immediate ejection from the event:

- A player has become upset and threatens or becomes violent toward their opponent, a spectator, or any other person.
- A Watcher has reason to believe a player is intentionally cheating.
- A player has received three or more warnings during the event.

HEAD WATCHERS

At large events, the EO should specify a Head Watcher in addition to one or more regular Watchers. If a player is unhappy with the ruling of a Watcher, they may appeal the ruling to the Head Watcher. The Head Watcher will then make the final ruling and may overrule a regular Watcher.

TIMELINES

Each event must use one of the following Timelines. The Timelines list what Characters, Affiliations, Team Tactic Cards, and Crisis Cards can be used for that Timeline Event. The details of each Timeline can be found at AtomicMassGames.com/MCP-OP.

LIST OF TIMELINES

- 2026 Timeline: Multiversal Chaos
- 2025 Timeline: War for the Infinity Gems
- 2024 Timeline: Earth's Battle for the Cosmic Cube



© 2026 MARVEL



Atomic Mass Games and Logo are TM of Atomic Mass Games. Atomic Mass Games, 1995 County Road B2 W, Roseville, MN, 55113, USA, 1-651-639-1905. Actual components may vary from those shown.