2025 NOVA OPEN

Marvel Crisis Protocol

Learn-to-Play Escalation Event Primer

Greetings True Believers!

This is the 2025 Nova Open MCP Learn-To-Play Escalation Event Primer. Please review this document for rules concerning your event. If you have any questions, please contact us using the Table Top Events message system.

MCP At NOVA Open Overview

Please join us for Marvel Crisis Protocol at NOVA 2025! This year we are excited to offer several events for the community including single and team tournaments, an escalation event, and open play. Players can enjoy the game all weekend with people from across the region.
For our weekend events, please note that any releases, changes to the FAQ, Timeline, Errata, Banned and Restricted List, and any relevant card updates WILL be used if they were published officially by Atomic Mass Games no later than Friday, August 20th, 2025.

Event Schedule

This year we will offer the following MCP events:

Event Day	Event Name	Event Size
Thursday, Aug 28	MCP Open Play	8 Players
Thursday, Aug 28	Affiliation Challenge Event	16 Players
Thursday, Aug 28	Learn to Play Escalation Tournament	8 Players
Friday, Aug 29	Grand Tournament Heat 1	32 Players
Friday, Aug 29	Timeline Challenge Event	16 Players
Friday, Aug 29	MCP Open Play	4 Players
Saturday, Aug 30	Grand Tournament Heat 2	32 Players
Saturday, Aug 30	Duos Team-Up Tournament	16 Teams (2 Players each)
Saturday, Aug 30	MCP Open Play	4 Players

Sunday, Aug 31	Grand Tournament Finals	8 Players

Learn-To-Play Escalation

In this twist on the standard format, will you be able to adapt to the growing strength of the competition?

For this 1-day event, up to 8 players will bring a normal roster of 10 characters for a 3-round Swiss tournament. Each round will have additional roster restrictions however, with each successive round increasing the threat level allowed on the table. The event will have extended round times and is intended as a learn-to-play event for new players. Roster building will follow the **Extended Timeline** rules, allowing you to use any model you wish.

Event Rules

Roster Timelines

Atomic Mass Games uses the Timeline system to determine sets of legal choices for Roster building at events. For NOVA Open 2025, unless an event states otherwise, our event will follow the **Timeline: Extended** for **Challenger Events**. All Characters, Tactics Cards, and Crisis Cards will be allowed in Rosters.

We will update this guidance when AMG updates the official rules. All organized play rules will be locked in for NOVA Open 2025 on **August, Aug 20th 2025.** This includes the Banned and Restricted List, available online at https://www.atomicmassgames.com/mcp-op/.

Tournament Format

- This event will be 3 Rounds of Swiss pairing with each round using a pre-set Threat level, simulating new players playing a Roster at slight increases in complexity over the course of the event.
    - o Round 1 will be set to 15 Threat.
    - o Round 2 will be set to 17 Threat.
    - o Round 3 will be set to 20 Threat.
- Crisis selection will be performed as normal, using the current Round's set Threat Level instead of choosing one from the Crisis cards in play.

Round Times

- Each round will begin with a 10-minute setup period to pick Crisis Cards and rosters. This period will begin with the announcement of pairings for the round. Round timers begin after setup is complete.

- The Round Time will be 100 minutes.
- Turn clocks will not be used unless requested in the case of suspected intentional slow play.
- Time remaining will be announced at 30-minutes and 15-minutes.
- When the Round time is called, players will finish the current round. If there are still games in progress after 10 minutes, players will then finish the current turn and perform final scoring.
  - Players finish game actions that have been started or paid for. After the effect is resolved, score the table as if the round ended.
  - Any reactions, tactic cards, or other effects triggered by this final action may also be resolved at the player's discretion.
  - Actions that have been declared when time is called but not yet paid for are not resolved.

Match End

- VP Victory: One player wins by the standard rules.
- Table Victory: If only one player has models remaining, the game ends and they record a Win. The winning player scores 16 VP or their current score if higher. The other player scores their current VP.
- Tournament Bye: If an odd number of players remain, one player will receive a bye. They record a Win and score 16 VP.
- Time: Players score the current round and determine victory by the standard rules.
- Concession: The conceding player records a Loss and scores their current VP. The other player records a Win and scores 16 VP.
- Draw: If both players decide not to play or concede for any reason, both players record a Draw and score 8 VP.
  - If players are tied in VP when time is called, the winner is the player who has removed the most total Threat from the table. If players are still tied, they both record a Draw.

Event Scoring

- Win: 3 Event Points
- Loss: 0 Event Points
- Tie: 1 Event Points

Event Tie Breakers

The following tie breakers will be used for overall event winners, in order:

1. Strength of Schedule

a. Measured by dividing each of their opponents total Event Points by the number of rounds then adding those results and dividing by the total number of players in the event.
2. Total VP Scored
3. Margin Of Victory
4. Randomized

Event Schedule

Day	Event	Time
Friday 28 August		
Thursday	Check-In	1200
Thursday	Round 1	1300
Thursday	Round 2	1500
Thursday	Round 3	1700

Convention Rules

Player Requirements and Responsibilities

Roster

Players must follow the roster creation rules as described on pg. 6 of the Core Rules and following these restrictions unless otherwise noted per event:

- 10 Character roster (following Identity rules as normal)
- 10 Tactics Cards
- 3 Secure and 3 Extract Crisis Cards
- Official and current cards for each character
- **Two** printed copies of your Roster for each event you are attending.
  - o Here is a LVO Standard Roster you can use: LVO 2022 Roster
  - o Recommend printing copies in advance and filling them in the night before or earlier.

Our convention events will use **Longshanks** for round pairings, result tracking, and roster sharing. The Longshanks events will be live alongside the events and links will be sent to attendees once their event tickets are purchased. Player rosters can be created in advance of the event at https://cerebromcp.com/ and easily imported into Longshanks. If players do not have an account with Longshanks, we suggest creating one, but we will not require it for participation.

Miniatures

- Miniatures do not need to be painted for this event.
- Conversions are allowed; however, the miniature must be made from a majority of official Atomic Mass Games Marvel: Crisis Protocol line of miniatures.
- Miniatures must be limited to Marvel Intellectual Property, including logos and symbols.
- Customization size and shape must not interfere with gameplay, especially near the base.
- The base size must match the official base size as listed in the Base Size Reference
- Any questions as to the legality of conversions will be resolved by TOs at the event.
- Anything found violating the above will be excluded/pulled from the tables.

Supplies

- Two copies of your Roster; one for the T.O. and one for your opponents. If you are using Longshanks for hosting your roster, please let your opponent know.
- Official Atomic Mass Games dice. No other dice will be permitted.
- Range and Movement Measuring Tools. Third-party replacements matching size and shape may be used pending review and approval by the event TOs. Measurement tools without an official AMG product equivalent are not allowed.
- Essential Tokens: Matching replacements are allowed with TO review and approval.
- Custom damage and power trackers will be allowed if the opponent can easily read them from across the table.

Sportsmanship

- Players are expected to treat other players with respect, clearly indicate intention of plays BEFORE models are moved, and play in a timely fashion.
- If a judge finds a player acting in violation of these guidelines, they may issue a warning. If the behavior is repeated or continues, the offender may be penalized with game forfeit or being removed from the event. If removed, no refunds will be given for event fees.

Rules Disputes

- If players are unable to come to a satisfactory conclusion to a question after reading the rulebook and FAQ, players are encouraged to call a judge over to help resolve the dispute.
- This also applies to resolving issues such as line of sight, elevation changes, range, etc.

Time

- Players are required to play in a timely fashion, providing their opponent with roughly an equal amount of playing time during a round.
- If a player feels their opponent is playing too slow, whether intentionally or not, inform a judge.
- If a player is found to continuously be playing at a pace that is too slow, that player will be placed on a time clock for the remainder of the event.

Missed Opportunities

- It is each player's responsibility to maintain the game state and ensure all mandatory abilities and steps are followed.
- If a player forgets to use an ability within the timeframe specified by the ability, they cannot retroactively use it.
- Players intentionally rushing or distracting opponents to force errors should be brought to the attention of a judge.

Margin of Error

- Accidental placements, adjustments, or bumps are normal in play within a reasonable margin. Players must use the measuring tools to be as precise as possible.
- If a player feels their opponent is abusing this margin of error or if players feel a movement is particularly difficult, they should call a judge over to observe before moving any miniatures.

Reporting Results

- Our official events will be using Longshanks for pairings and recording match results.
- Match results slips will be provided. Players may record their own matches in Longshanks.
- After each game, both players will record their final score and initial the match slip. The winner should deliver the match slip to the TOs for entry.
- Any disputes with the reported match results should be raised with the TO as soon as possible. Please be polite and our TOs will make every reasonable effort to correct results. The TOs have the final say when updating match results.

Miscellaneous Behavior

- Treating other players, judges, or event officials with disrespect is poor sportsmanship and will not be tolerated if repeated.

- Intentionally misleading your opponent, the judge, or event officials
- Intentionally disrupting the placement of miniatures, terrain, or tokens
- Intentionally removing dice from the table before your opponent can review the result.