

Greetings True Believers!

Here is the latest version of the 2022 NOVA Open MCP event Primer. As many of you will know, AMG has recently released the Crisis Event rules on their website, [located here](#). As such, the NOVA team will be adopting (mostly) this format and have adjusted the packet below as necessary. Any changes from the first document will be in **red**, and any future updates to the primer will follow this same format. This version will also include the basic information for playing in the casual event, now known as “MCP POW!” However, we want the exact details of this event to be a surprise, but just know that it is going to focus on trying to have the most fun possible! Please email RyanLavoie85@gmail.com with any questions you may have regarding the event pack

2022 NOVA OPEN Marvel Crisis Protocol Event Primer

Overview

Please join us for the debut of Marvel Crisis Protocol at NOVA 2022! This year will consist of three events – a multiday tournament meant to test the acumen of Marvel: Crisis Protocol players, a more casual event meant to get people just rolling some dice and enjoying this awesome game, and a painting contest!

Event Schedule

Three events this year:

1. Friday-Sun – “Battleworld Tournament” Competitive Tournament)
2. Sun – Casual “**MCP POW!**” Event
3. “The Worthy” Painting Competition

“Battleworld!”– Competitive Tournament **CHALLENGER EVENT - STANDARD**

The mighty Beyonder has summoned heroes and villains from across time and space for an epic battle to see who is truly the mightiest. Assemble your rosters and prepare to test your mettle, for only one who is strong of arm and swift of mind can be crowned the champion of Battleworld!

Tournament Rules

The NOVA 2022 Marvel: Crisis Protocol main event will consist of a 3 day tournament consists of 24 person, 4- round “heats” on Friday and Saturday. The top 4 placings of each heat will play in the finals on Sunday, where an ultimate winner will be crowned.

This event will be run in accordance with the official Atomic Mass Games Crisis Event rule pack as laid out on the [Atomic Mass Games website](#), including the relevant and current Base Size Reference, Affiliation List, and Banned and Restricted list, FAQ’s and Errata.

As per the recently released Crisis Event pack by AMG, the NOVA event will be a **Challenger Event using the Timeline: Standard**, and as such must follow the current restrictions for characters, Team Tactic cards, and Crisis cards as laid out on atmoicmassgames.com/rules

“Challenger Event”. Note* While the Challenger Event pack suggests 5 rounds, in order to maintain all NOVA attendees’ schedules, the heats will remain 4 rounds.

Please Note* - Any changes to the FAQ and Errata, the Banned and Restricted List, and any relevant card updates WILL be used as long as they were published officially by Atomic Mass Games no later than Friday, August 26th, 2022 .

Ticket Cost - \$20

- Friday and Saturday:
 - o Each heat will consist of 4x 90 min Swiss Rounds
 - o The top four placings at the end of the 4th round of each heat will advance to the finals on Sunday.
 - Standings will be determined by wins/losses and strength of schedule.
- Sunday
 - o Semis & Finals Playoffs consisting of 3x 90 single elimination minute rounds
- Prizes
 - o The championship will be awarded to the winner of the Sunday single elimination tournament.
 - o Prizes will be given out throughout the weekend through raffles, trivia, and various other means.

Player Requirements

- Players must follow the roster creation rules as described on pg. 6 of the Core Rules and following the restrictions
 - o 10 Character roster (following rules for duplicate alter ego/superhero names)
 - o 10 Tactics Cards
 - o 3 Secure and 3 Extract Crisis Cards
 - o Official and current cards for each character
- Miniatures
 - o Each player must bring miniatures to represent their roster to the event
 - **Painting is NOT required for the event, but it is highly encouraged! There are many options available now to everyone to at least get three colors on a model, and as such, there will be some door prize support that will not be available to attendees without painted teams.**
 - Conversions are allowed, however, the miniature must be made from a MAJORITY of official Atomic Mass Games Marvel: Crisis Protocol line of miniatures.
 - The base size must match the official base size as listed in the Base Size Reference
 - Any questions as to conversions should be emailed to RyanLavoie85@gmail.com

- Anything finding violating the above will be excluded/pulled from the tables. (Again, any questions, please send an email to the address above to avoid any issues.
- Supplies
 - o Two copies of your Roster (one for the T.O. and one for you opponents each round)
 - o Official Atomic Mass Games dice (these will be the only dice allowed at the event).
 - o Measuring Tools (Third party measuring tools will be allowed pending a check by the T.O. before the event)
 - o Tokens (Third party tokens will be allowed pending a check by the T.O. before the event)
 - o Custom damage and power trackers will be allowed granted the opponent is able to 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.
- Rules Disputes
 - o 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
 - o This also applies to resolving issues such as line of sight, elevation changes, range, etc.
- Time
 - o Players are required to play in a timely fashion, providing their opponent with roughly equal amount of playing time during a round.
 - o 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.

Schedule

Friday September 2nd - Heat 1	Time
Registration and Check-in	09:00 - 09:45
Round 1	10:00 - 11:30
Lunch	11:30 - 12:30
Round 2	12:45 - 2:15
Round 3	2:30 – 4:00
Round 4	4:15 – 5:45

Saturday September 3rd - Heat 2	Time
Registration and Check-in	09:00 - 09:45
Round 1	10:00 - 11:30
Lunch	11:30 - 12:30
Round 2	12:45 - 2:15
Round 3	2:30 – 4:00
Round 4	4:15 – 5:45

Sunday September 4th – Battleworld Finals	Time
Registration and Check-in	09:00 - 09:45
Round 1	10:00 - 11:30
Lunch	11:30 - 12:30
Round 2	12:45 - 2:15
Round 3	2:30 – 4:00
Award Ceremonies	5:10: - 5:30

Sunday September 3rd – “MCP POW!”	Time
Registration and Check-in	09:00 - 09:45
Round 1	10:00 – 12:00
Lunch	12:00 - 12:45
Round 2	1:00 – 3:00
Round 3	3:00 – 5:00

MCP POW!

From the depths of space, cosmic cubes have landed all over the globe, and heroes and villains alike have gathered to harness their power for good or evil. But watch out! The cubes are warping the very fabric of reality around them, which means you must be ready for anything and everything!

We are keeping the exact details of the event a surprise for those participating, but here are a few guidelines you will have to follow:

MCP POW! Event Rules

- Each round will consist of Four-player free for all events.
- Each round will be 2 hours long
- **The main focus of this event is memorable fun, so expect a very different and casual format, and be ready to expect the unexpected!**
- Players must bring a roster consisting of the following:
 - o One single Team totaling no more than 15 points
 - o NO tactics cards
 - o NO Secure or Extract cards
 - o Official and current cards for each character
- Miniatures
 - o Each player must bring miniatures to represent their roster to the event
 - Painting is NOT required for the event, but it is highly encouraged! There are many options available now to everyone to at least get three colors on a model, and as such, there will be some door prize support that will not be available to attendees without painted teams.
 - Conversions are allowed, however, the miniature must be made from a MAJORITY of official Atomic Mass Games Marvel: Crisis Protocol line of miniatures.
 - The base size must match the official base size as listed in the Base Size Reference

“The Worthy” style Painting Competition

The painting competition this year will use very similar rules as the ones established on the Atomic Mass Games website, replicated here for ease, including the modification for this event:

General Guidelines

- All entries must be comprised of miniatures produced for Crisis Protocol.
- Entries must be representative of released characters from Crisis Protocol.
- Conversions are allowed as long as the majority of the entry is Crisis Protocol parts.
- Conversions must be comprised entirely of Crisis Protocol parts and/or scratch-built parts. Conversions must be set in the Crisis Protocol narrative.
- Entries may not contain IP from other licenses.
- Entries must not bear likeness to any person(s) living or dead.
- Entry registration must be done in person by the person who painted the entry.
- Each participant may only enter 1 entry into each category.

Categories

- Single miniature – A single Crisis Protocol character miniature
- Duel – A scene featuring 2 Crisis Protocol character miniatures
- Squad – 3-7 Crisis Protocol character miniatures
- “The Destined” (For youth under the age of 18) – A Single Crisis Protocol character miniature

Description of Categories

- Single Miniature: a single Crisis Protocol character miniature
- Duel: a scene featuring two (2) Crisis Protocol characters.
- Squad: three (3) to seven (7) Crisis Protocol miniatures
- Destined Open Category: (Entrant must be under the age of 18) a single Crisis Protocol character miniature

Additional Guidelines

- All entries must be using Crisis Protocol miniatures, which will not be provided to Participants. Conversions must consist of fifty-one percent (51%) or more of Crisis Protocol miniatures. Conversions must be composed entirely of Crisis Protocol miniature parts and/or scratch-built parts.
- All entries must encapsulate the Crisis Protocol atmosphere and narrative.
- Entries may not include elements of other intellectual property (“IP”) or license(s) including, but not limited to sports teams, cartoon characters and products.
- Scratch-built terrain, resin bases, and hobby miniature terrain accessories produced by third party companies who do NOT also produce and/or market tabletop miniature games are allowed. This can include, but is not limited to grass tufts, flock, pre-made trees, resin terrain, and brass etched parts.

Prizes

- Prizes will be awarded to the winner of each category, along with several “honorable mention” awards as the judges deem appropriate.

Event FAQ's

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