



ADEPTICON 2024

MARVEL CRISIS PROTOCOL AFFILIATION BATTLE



KICK OFF AN AMAZING WEEKEND OF MARVEL: CRISIS PROTOCOL WITH A MARVEL AFFILIATION BATTLE. THIS EVENT WILL USE STANDARD TEAM BUILDING RULES EXCEPT FOR YOU CAN ONLY USE MINIATURES FROM ONE AFFILIATION OR MINIATURES WITH THE ROGUE AGENT RULE

PLEASE CONTACT US AT MCP@ADEPTICON.ORG TO SUBMIT QUESTIONS CONCERNING THIS EVENT.

BASIC RULES

The AdeptiCon Affiliation Battle will use the MCP Standard game format with the following modifications to the BUILDING A ROSTER section found on page 9 of Crisis Protocol Rulebook from the Earth's Mightiest Core Set.

- All miniatures on a player's roster should have the same affiliation or the rogue agent rule.
- All miniatures must be from a majority of Atomic Mass Games miniature parts from the Marvel: Crisis Protocol miniatures line.
- A roster can be less than 10 miniatures to account for affiliations that are less than 10 miniatures.
- Players will then select Tactics and Crisis cards as normal and follow the rest of the Standard Game Format rules, which can be found on pages 9 – 13 of Crisis Protocol Rulebook from the Earth's Mightiest Core Box.
- Dark Dimension and Hellfire Club will be allowed during this event with their unique roster building rules.
- Players must use the same roster throughout the tournament.
- This event will be using the Standard Timeline
- This event will be using Swiss Round Times outlined in the Challenger Rules with the following exception: The timer will start 5 minutes after the scheduled start time to the round. This will allow 10 minutes at the end of the round for players to clean up.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The miniatures used on your roster must comply with the [AdeptiCon Model Policy](#).
- Players are responsible for having all components required to play including miniatures, current cards, measuring tools, dice and rules.
- Players should bring a filled out copy of their roster. A form will be available.
- This event will be using tournament software to be announced later.
- Check in for the event will be 30 minutes before the dice roll
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

GAMES

- All players will play four 1 hour and 45-minute games on the day allowing for 90 minutes of play, and 15 minutes for pre/post game.
- This event will be using the Challenger Event rules found [HERE](#).
- Pairings for the first game will be randomly determined. Subsequent games will be randomly paired by Win/Loss record.

TERRAIN

The event will provide terrain and methods for terrain setup.

- Terrain will be classified by size, and typically noted on the bottom of each terrain piece. If there are any questions please refer to the terrain section of the Crisis Protocol Rulebook from the Earth's Mightiest Core Set.
- Players are expected to talk over terrain and be in agreement before the game.
- Tables will include the following quantities:

4-6	Size 1
4-6	Size 2
3-5	Size 3
1-3	Size 4
0-1	Size 5



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SCORING SUMMARY

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

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

Each Game Round WIN/LOSS will be determined by:

- 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 14VPs or their current total, whichever is greater. Collusion between players is not permitted under the sportsmanship rules of the Challenger Event pack. If a judge or TO believes the 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.

Overall Standings will be decided by the person who has the most event points. If players have the same number of event points, the following tiebreakers will be used. Full descriptions can be found in the Challenger Event rules:

- Tiebreaker #1 - Strength of Schedule
- Tiebreaker #2 - Total Victory Points Scored
- Tiebreaker #3 - Random

AWARDS

Prizewall Awards:

Each player will receive 5 prize wall tickets for each round completed and an additional 1 ticket per round win.

Non-Prizewall Awards:

Players can only win one award in total. Awards are listed in hierarchical order.

- **1st Place – Overall Champion**
- **Awards for Best in Affiliation Showing**

SCHEDULE

8:00AM – 8:30AM	Check-in & Setup
8:30AM – 10:15AM	Game #1
10:15AM - 12:00PM	Game #2
12:00PM - 1:00PM	Lunch
1:00PM - 2:45PM	Game #3
2:45PM - 4:30PM	Game #4
4:30PM	Awards