

ADEPTICON 2024

MARVEL CRISIS PROTOCOL - MARVEL TEAM UP!



JOIN FORCES WITH YOUR BEST PAL, LOYAL SIDEKICK, YOUR ARCH NEMESIS, ONE OF YOUR VARIANTS, OR EVEN KATE, SOME GIRL YOU MET IN NEW YORK AT CHRISTMAS, TO COMBINE YOUR SKILL, TACTICAL ALCUMEN, AND GENERAL AWESOMENESS TO COMPETE IN THE MARVEL CRISIS PROTOCOL TEAM-UP EVENT! YOU AND YOUR PARTNER WILL PLAY A SERIES OF 2V2 GAMES USING MODIFIED ROSTER CONSTRUCTION RULES AND UNIQUE CRISIS OBJECTIVES. PRIZES INCLUDE AWARDS FOR BEST TEAM THEME, TEAM SPIRIT, AND BEST TEAM DISPLAY, IN ADDITION TO THE STANDARD SLATE OF AWARDS. OUTSTANDING TEAMS MAY EVEN END UP BEING SELECTED FOR THE PRESTIGIOUS ADEPTICON ARMY SHOWCASE DISPLAY ON SATURDAY EVENING, WHERE YOUR COMBINED HOBBY POWERS WILL BE ON DISPLAY FOR ALL ADEPTICON ATTENDEES TO SEE AND VOTE ON!

TEAM EVENT: THIS EVENT REQUIRES TWO PLAYERS, WHO FORM A SINGLE TEAM. ONLY ONE PLAYER IS REQUIRED TO PURCHASE A TICKET FOR THE EVENT AND THE TEAM REGISTRATION FEE COVERS BOTH PLAYERS. EACH INDIVIDUAL TEAM MEMBER IS REQUIRED TO PURCHASE AN ADEPTICON BADGE.

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

BASIC RULES

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

- A team will consist of 2 team members
- Each team member will build a roster of 7 miniatures, 5 Tactics cards.
- The combined team will have 3 Secure and 3 Extraction Crisis Cards.
- The Team Up! Event will add 4 to the maximum threat value.

When BUILDING A SQUAD (page 11) each team member will select miniatures. One player must select miniatures equal to half the determined threat value +/- 2 and the remaining player selects miniatures to make up the difference.

- Each player will select 3 Tactics cards and form a combined Team Tactics deck of 6 cards.
- The combined team's miniatures, tactics and crisis cards must be UNIQUE and all banned and restricted lists apply.
- The combined team can have one leader and team affiliation across both squads.
- Each team member is responsible for the decision making and moving of their models.
- All miniatures must be from a majority of Atomic Mass Games miniature parts from the Marvel: Crisis Protocol miniatures line.
- 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 exceptions: The base round time will be 120 minutes instead of 90 and the round 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 is for your opponents before the game and for Player's Choice voting.
- 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 five 2 hour and 15-minute games on the day allowing for 120 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.



ADEPTICON 2024

MARVEL CRISIS PROTOCOL - MARVEL TEAM UP!



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

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 – Team
- 2nd Place
- 3rd Place
- Best Painted Team team as judged by Adepticon Judges
- Best Display and Presentation
- Best Theme Best overall roster theme, including team members, tactic and crisis cards
- Player's Choice Favorite roster as voted on by event participants

SCHEDULE

Friday

7:30AM – 8:00AM	Check-in & Setup
8:00AM – 10:15AM	Game #1
10:15AM - 12:30PM	Game #2
12:30PM - 1:30PM	Lunch
1:30PM - 3:45PM	Game #3
3:45PM - 6:00PM	Game #4
6:00PM - 8:15PM	Game #5
8:15PM	Awards