



Welcome to the Saint-Laurent Open 2025!

Player's Guide - Marvel: Crisis Protocol

October 19th, 2025

Abyss boutique de jeux, resto-pub ludique

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FORMAT

All players are advised to familiarize themselves with the **Challenger** format and the latest version of the Marvel: Crisis Protocol rules, which will be used throughout the event. The complete rules are available online on the official Atomic Mass Games website.

- Marvel Crisis Protocol - Basic rules: <https://www.atomicmassgames.com/mcp-rules/>
- Challenger Event : <https://www.atomicmassgames.com/mcp-op/>

The event is open to all players of all experience levels. However, players are expected to be comfortable enough with the rules of the game to play independently.

Only characters, cards, and other game elements officially released before the event date will be permitted. It will not be possible to use, for example, a character or team tactic card officially revealed by Atomic Mass Games but not yet available to the general public.

The exact number of rounds may vary depending on the number of registrants and the results of the individual games.

DETAILED SCHEDULE

Saturday, October 19, 2025

Event	Beginning
Registration	10:00 a.m.
Player Announcements	10:15 a.m.
Round 1	10:30 a.m.
Dinner	12:00 p.m.
Round 2	1:00 p.m.
Round 3	2:45 p.m.
Round 4*	4:30 p.m.
Awards Ceremony	6:00 p.m.

*the exact number of rounds varies depending on the number of participants

FLOOR RULES

- **LIST BUILDING**

Players are required to create a roster of ten characters, ten Team Tactics cards, three Secure Crisis Cards, and three Extraction Crisis Cards, in accordance with the current rules. Players must register their rosters online at the attached link before the event begins. Players will not be able to modify their rosters during the event : <https://mcp.longshanks.org/event/28442/>

- **TOURNAMENT SCORE AND TIEBREAKERS**

At the end of a round, if only one participant remains undefeated, the event ends and that participant is automatically declared the champion. For other players, or if a winner cannot be determined this way, ranking is determined first by event points, then tiebreakers are determined first by strength of schedule, then by total victory points scored.

- A victory is worth 3 event points.
- A defeat is worth 0 event point.
- A draw (tie) is worth 1 event point.

• **ROUND TIMES**

- Rounds will be 90 minutes in length. An additional fifteen to thirty minutes are also allowed to account for travel and preparation time between games. A timer will be set by the tournament organizer. The organizer will act as the official timekeeper. A round may also start early if all games in a previous round are completed before the allotted time.
- In the event of a major incident at the store level that results in the disruption of multiple games (fire alarm, medical emergency, natural disaster, power outage), the tournament organizer will indicate the procedure to follow with the cooperation of Abyss employees.
- When the allotted time expires, players must complete the current round as quickly as possible. After the cleanup phase, the player with the most HP is considered the winner. If they are tied, both players are awarded a draw.
- If your table has been granted an extension of time, a judge will be appointed to monitor the extension and determine the end of the game for your table.

• **BINGO**

During the Player Announcement, participants will be invited to take a bingo sheet. This sheet will contain 1 free square (the center square) and 24 randomly placed objectives.

Each box will contain an objective that the player must complete during one of the Rounds. The player who completed the objective must ask their opponent to sign the box that represents the completed objective.

The goal is to complete the announced pattern (often a horizontal, vertical, or diagonal line). The first player to complete the pattern must present it to an organizer. The organizer checks the card: if it is correct, the player who completed a pattern wins.

• **PAINTING COMPETITION**

Each player may present a painted figurine that they have painted. During the day, all players vote for their top 3 (1st choice = 3 points, 2nd choice = 2 points, 3rd choice = 1 point), without being able to vote for themselves. The points are added up and the figurine with the highest score wins. In the event of a tie, the one with the most 1st choices wins.

PLAYER MATERIALS



Players participating in an event are responsible for providing their own miniatures, cards, dice, measuring tools, tokens, lists, and other components necessary for the proper conduct of the game.

• MINIATURES

Each player must own a figurine of each character on their roster. Players are allowed to customize their figurines as they wish but must follow these guidelines:

- Each miniature must be crafted from a majority of Atomic Mass Games miniature parts from the Marvel: Crisis Protocol line.
- Each miniature must be easily identifiable and must not cause confusion about the character it represents.
- Players may not customize a miniature in such a way that any part of the miniature represents the intellectual property of any party other than Marvel, including logos, symbols, iconic elements, or other copyrighted iconography.
- The size or pose of a custom miniature must not interfere with the rest of the game. Miniatures must always be attached to an Atomic Mass Games base or a modeled base of the appropriate size and shape from the original miniature.

• MAPS

A player must have all character cards, team tactic cards, and crisis cards included in their roster. Photocopies are permitted.

• DICE

Players must hold 8 faces with the following faces: Critical (1); Wild (1); Hit (2); Block (1); Blank (2) and Failure (1).

This includes dice found in the Core Box, dice expansions, and/or promotional materials distributed by Atomic Mass Games. Players may use replacement dice as long as the number of faces is respected.

• MEASURING TOOLS

Players must bring their own set of measuring tools. This includes both range and movement tools. Players are never permitted to alter the size or shape of their measuring tools but may substitute them. Players using substitutes must check with the tournament organizer before the start of the event so that the tools can be approved as the correct size and shape. Players may not use measuring devices that do not have an equivalent tool provided by Atomic Mass Games.

• TOKENS

There are two types of tokens: essential and non-essential. Essential tokens are tokens placed on the game board to represent specific effects. These tokens are a specific size and are provided with the characters or cards that require them. Non-essential 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 can substitute them. Players using substitutions must check with the organizer before the start of the event so that the tokens can be verified as the correct size and shape. Players may modify or substitute non-essential tokens as long as the tokens used are clear and do not interfere with gameplay.

EXPECTED BEHAVIOR

All players are expected to act civilly throughout the event. Disputes and disagreements may arise during play. In such cases, players have a duty to remain respectful to each other, as well as to the organizers, Abyss employees, and their play area. If two players cannot agree on an appropriate solution to a conflict, players must immediately inform an organizer so that they can help resolve the issue as quickly as possible.

Marvel: Crisis Protocol is an open-information game. Players are always welcome to ask their opponents questions about their rosters or the effects of their characters, cards, and other things. Players should never attempt to obscure or mislead their opponent. All players are expected to demonstrate goodwill and fair play to create a safe and welcoming gaming environment for all.

CONTACT

If you have any questions, please contact info@saintlaurentopen.com