**MOAB 2025 MCP GT Players Pack**

Sylvania Heights Community & Youth Club

Box Road

Sylvania NSW 2224

2 day Marvel: Crisis Protocol AMG Grand Tournament   
  
This follows the Challenger Event rules using the Standard Timeline.

6 rounds of Swiss pairing with top of the rankings at the end of the weekend being crowned the winner! (7 rounds if >64 sign-ups)

**Rules:**

This will be a Challenger Event (no cut) using the Standard Timeline   
  
Rules, Errata/FAQ and Banned and Restricted list, Current Timeline and Updated Cards can be found:  
<https://www.atomicmassgames.com/mcp-rules/>   
<https://www.atomicmassgames.com/mcp-op/>

**Schedule:**

Day 1.  
0830 Doors open and Registration

0930 - 1100 Round 1

1130 - 1245: Round 2  
1245 - 1400: Lunch  
1415 - 1545: Round 3  
1600 - 1730: Round 4

Day 2

0830 Doors open

0900 - 1030: Round 5

1045 - 1115: Voting for various prizes (best painted, best board, best sportsman ect)

1130 - 1300: Round 6

1315 - 1430 Lunch   
1445 - 1615: Round 7! (if >64 players)  
1630 Pack up and Prizegiving   
  
We will be following the Challenger Event rules and releases legal to use at MOAB is anything on the affiliations doc as at Wednesday 01/10/2025 - both can be found at the OP link above..  
  
**Tickets can be purchased:** <https://www.sutherlandshiregamers.org/moab/moab-tournaments/>

**Sign up to the event:**

[https://www.longshanks.org/event/26883](https://www.longshanks.org/event/26883/)/

**Swiss Round Time and End of Round Procedures:**  
A game round is 90 Minutes a 15 minutes warning will be given at the 75 Minute mark.  
Once this final 15-minute time expires before this game has concluded by the end of game procedures, it immediately ends, and the players calculate their scores as is.

Note: Players cannot keep digital notes during games. This includes but is not limited to, timers and other tracking programs.

**Lists**  
Please be sure to submit your list (in a human readable format so you opponent knows what you are playing) at by midnight (11:59) Wed 22/01  
  
**FAQ**

*What do I need?*

Everything you need to play! Bring your models, dice, Character cards, Tactics Cards, Crisis Cards, Measuring widgets and probably some super glue.

*What releases are allowed?*

1. If you own the official model and it is on the official affiliation list you can use it.

2. Reworked Character Cards, Tactics Cards and Crisis cards may be printed, but please try and bring official

3. If you have printed Crisis cards, please bring a D6 to randomise which crisis is chosen each game (or other fair method to randomise selection if cards are easy to tell apart, eg list builder app ect.)

*Are miniature Proxies allowed ?* see the challenger rules

Do I need to use fully painted models?

No, but strongly encouraged - we want to dazzle anyone walking by and convince them they want to play this amazing game - also there will be painting prizes and you will only be eligible if your entire (official miniature) roster is painted.  
  
  
*Prizes*

Offical GT kit and Yes