



THE WELSH MASTERS MCP CHAMPION 2024

Basic Event Info:

Dates: Saturday 25th May & Sunday 26th May 2024

Start / Finish Times: Saturday: 9:30am-18:30pm / Sunday: 9:30am - 3:30pm

Location: Firestorm Games Cardiff - 66 Sloper Road, Cardiff, CF11 8AB.

Ticket Price: Tickets are £55, lunch is included on both days, as well as some event freebies. Tickets can be brought online using the link below:

<https://www.thebattlefields.co.uk/events-at-the-battlefields/marvel-crises-protocol-welsh-masters-2024>

Places Available: 32 players maximum capacity.

Questions: If you have any questions, please contact the TO via email, using the following email:
lewismarshall1992@hotmail.co.uk

Event Structure:

Style Of Event: Standard Timeline event, with six rounds/games played during the course of the event.

Round Times: 1.5hrs each round with 15mins set up time at the start of each round

Running Times: Saturday 25th May

Registration: 09:30am - 10:00am
Event Briefing: 10:00am - 10:15am
Game One: 10:15am - 12:00pm (*followed by a 15min break*)
Game Two: 12:15pm - 2:00pm
Lunch Break: 2:00pm - 2:45pm
Game Three: 2:45pm - 4:30pm (*followed by a 15min break*)
Game Four: 4:45pm - 6:30pm

Sunday 26th May

Registration: 09:30am - 10:00am
Game Five: 10:00am - 11:45am (*followed by a 15min break*)
Game Six: 12:00pm - 1:45pm
Lunch Break: 1:45pm - 2:30pm
Raffle & Prizes: 2:30pm - 3:30pm

Timeline: Event will be using the Challenger format, as is the standardised format for MCP events and we will be using the Standard timeline.

Please check the Atomic Mass Games website for updates on the Challenger format and updates on the Banned & Restricted list of cards that you can use.

Rosters: Rosters will need to consist of 10 characters, 6 crisis (*3 extracts, 3 secures*) and 10 tactic cards. There is no painting requirement and if you feel that you will struggle to fill a full roster, please get in touch, so that we can help out where possible.

All rosters must be registered on Longshanks two days prior to the event taking place. If you need any help with using Longshanks or registering for the event, then please get in touch.

If characters are due to be released that same weekend, as long as the character cards have been previewed beforehand by AMG, then there are absolutely fine to use.

3D printed minis and printed out cards are fine to be used.

Terrain: We will provide all mats and terrain. The majority of tables will also have a terrain map, indicating the various terrain sizes and rules for that table of terrain.

Scoring: The event will run on longshanks. Please refer to the longshanks event page for information on the tie-breaks.

If a player should KO their entire opponent's team, they will score one additional VP for the scoring of that game for each KO'd character from their opponent's team. eg, if your opponent has five characters and you KO all five, then you add five additional VPs to your score for that game.

End of: When players have finished their games, they are required to submit their own results onto
Round Longshanks. Games will follow the Challenger Swiss Rounds variable times format (90-95mins).

At the end of the round, players are required to put dice down if they have not finished their game. Then call over the TO team to help them reach the correct conclusion to the game. If a logical and clear conclusion can not be reached with the assistance of the TO team, then it will go to the event tie-breaks. These go in the following order:

- Whoever has the most healthy characters still alive at the end of the game
- Whoever has the most injured characters still alive at the end of the game

If it is still a draw at this point, then in order to decide a winner for the purposes of Longshanks, it will be decided by a best of three priority roll.

Prizes: The level of prize support will depend on the amount of players that attend.

For awards for the event itself, we have the following awards/prizes on offer:

1st, 2nd & 3rd place for gaming.

The Atlas Award (last placed player).

1st & 2nd place for painting (rosters must be fully painted to be entered).

Deadliest Duo Award.

Player: All players are required to bring their own range rules, dice, tokens, character models, character
Info cards, crisis cards & TT cards.

All players are also expected to behave themselves. Any issues, whether it's simple rules questions or unsportsmanly conduct, please call over the TO team as soon as possible, so that a resolution can be reached as soon as possible.

Extra: The MCP Welsh Master 2024, is an event that is being run alongside the Warmachine Welsh
Info Masters. There will be a few tables set up for gaming on Friday 24th May. Tickets for this open play must be reserved in advance.

The lunch breaks have been arranged as best as possible the lunch breaks of the Warmachine event, though there will be a small amount of cross over.

If you have any questions regarding the tickets or venue, then please contact Firestorm Cardiff directly.

If you have any questions about the MCP side of the event, then please contact the TO using the email listed earlier in the document.

There is limited parking at the venue itself, with additional parking nearby. As the venue itself will be nearing full capacity over the weekend, it's advised to allow yourself additional time for travel and parking on both days.