

A Marvel-lous Day!

Basic Event Info

Date: Saturday 6th June 2026

Start/Finish Time: 10:00am - 19:30pm

Location: Firestorm Games Cardiff. Sloper Rd, Cardiff CF11 8AB

Ticket Price: Food is included in the ticket price, with vegetarian/vegan option available. A little gift will be given to all participants.

Online tickets are £20 per player.
Tickets bought in-store are £25 per player.

Buy your ticket here:

<https://www.thebattlefields.co.uk/events-at-the-battlefields/marvel-crisis-protocol-casual-event-cardiff>

Player Capacity: 12 players maximum (*if there is additional demand, extra spots may be added depending on available capacity of the venue at time of request for additional tables to be added*).

Longshanks Event Link: Register to the event here

<https://mcp.longshanks.org/event/35024/>

Event Structure

Style Of Event: A fun and casual one day MCP event, with three swiss rounds/games played during the course of the day. This is a rated event on Longshanks.

Round Times: 2hrs each round.

Running Times:

Welcome and check-in 10:00-10:30

1st Round 10:30-12:30

Lunch 12:45-13:15

2nd Round 13:15-15:15

3rd Round 15:30-17:30

Awards and closing ceremony 17:45-18:15

Food & Drink: The venue has very strict policies on any outside food and drink being consumed within the premises. There are breakfast, lunch and snack/drink

options available at the venue. Any 'non-venue' food and drink must be consumed outside of the building.

No Special Event Rules.

Timeline: Event will be using the Extended Timeline for roster creation, with Challenger settings, as is the standardised format for MCP events. 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: Players should make a roster made of **1 affiliation only so all characters must belong to that affiliation**. Rosters will need to consist of 10 characters (it's ok to bring less, in case you can't make a roster of 10), 10 crisis cards (*5 extracts, 5 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.

If you don't have enough characters or cards to make a full roster, please bring along as much as you can, as we'd rather you attend and play some games rather than not take part. All rosters must be registered on Longshanks two days prior to the event taking place. If you need any help with using Longshanks please read until the end of this document.

All characters and cards released until the 1st of June 2026 are allowed, but releases after that day are not... so make sure you check Atomic Mass' website: <https://www.atomicmassgames.com/mcp/>

What should you bring: It's pretty standard that players are expected to bring along their own measures, dice, minis, character cards, crisis cards, tactics cards, correct tokens and basically provide all of the bits that they will need to play the game. 3D printed minis are allowed, as long as they clearly represent the character.

Terrain: We will provide all mats and terrain. Terrain size must be agreed amongst layers before each game.

Playing: There will be a Tournament Official to help run the event as smoothly as possible and resolve any doubts, according to the latest version of the Rulebook. Certain rules questions may come up during gameplay. Please notify the TO/EO as soon as this happens, so a resolution can be reached straight away.

Players are expected to show sportsmanship and behave with respect, avoiding disputes, hate speech, racist or homophobic comments, and ensuring the tournament provides an enjoyable environment for all the players. Any player not abiding to these basic behaviour concepts will be asked to leave the event.

Any 'take backs' or 'do-overs' are done solely at the discretion of both players involved. If both players are happy to allow a 'takeback' type of situation, then please

do so. If one player doesn't wish to do so, then it's not allowed. Also if the 'takeback' situation is relating to a situation that has occurred several activations ago, then it is not allowed, especially if it will drastically affect the outcome of the game.

If you KO your entire opponent's team, you will win the game, as per the current rules, but in addition you will be rewarded one additional VP for each character in your opponent's team that was KO'd, up to the maximum amount of VPs. These additional VPs are only scored if you completely KO your opponent's entire team, they are not allowed to be added otherwise.

Prizes: There will be prizes for 1st, 2nd and 3rd, as well as "Wooden Spoon", but there's a chance more prizes are awarded.

Getting Started With MCP Events

If this is the first MCP event you have attended, then please continue reading this document.

Roster Creation

The easiest method is to use an app called "**Jarvis Protocol**". It's free to use, gets updated regularly and has all of the information that you will ever need. You'll need to create an account on the app to start with, once that's done you'll be able to create and save rosters.

To create a roster you click on the "my rosters" symbol, then click on "Create button" and then you can start creating your team. In Settings (the gear icon at the bottom right), in "Format & Timeline", select "Extended" and click on "Challenger".

There are tabs at the top to choose either characters, infinity gems, tactics cards or crisis cards.

The search bar will find choices quickly.

Next to the search bar there are filters that allow you to filter out choices to make selecting suitable elements easier.

Whilst editing there is a "Size" button, this will open up a summary of your choices.

You can choose to remove selections in this section if you want to remove any characters, crisis or tactics cards. You can also rename your roster in this section as well.

Once you have selected your characters, crisis and tactics cards, make sure that you hit the "Save changes" button and then you can exit and then you'll see the roster you've created.

On the tab that is the roster you've created, click on the 3 dots to the side of the roster tab and then you'll have additional options to choose from, though most of them won't be that relevant.

To view the reverse side of character cards, click on any of the four corners of the image, and it will rotate.

To make further edits or changes click on the "Back to editing" button.

On this roster you've created, you can click on the "Breakdown" tab to see what options you can run for the various threat levels you might encounter.

Once you have chosen your characters, crisis and tactics cards, you can then upload it to the Longshanks event page.

(If you are not sure what Longshanks is, an explanation will be provided later in this document).

To upload your roster, click on your roster and there will be a "Copy" button with a dropdown menu.

Select "Copy MCT code", this will copy the entire roster to your clipboard, so that you can copy and paste it later on.

By uploading your roster as the MCT code rather than as plain text, it allows the tournament software to give additional stats and information about the teams, characters, crisis and tactic cards that players are bringing along to the event.

Longshanks: Tournament Software

The majority of MCP events in the UK use **Longshanks** for its event software. It's pretty straightforward to use and if you've ever used similar software, like BCP or TTO, then you'll find it pretty straightforward to use.

When you first use **Longshanks**, you need to create an account (it's free!). The link is: <https://longshanks.org/>

Once you have your account you can register for the event. The event's link is: Click on the event link and towards the bottom of the event page on Longshanks you'll see a section called "Tools" and there you will find a button called "Registration", click on this.

You'll be given a few drop down menus to fill in.

Firstly the "Roster" section, for this you choose which affiliation you are planning on using. If you are only planning on running a single affiliation, then select that affiliation in the first box and ignore the others.

If you are taking multiple affiliations, then you can choose them in the same manner as mentioned above. You can only choose a maximum of three affiliations.

Underneath you'll have a section called "Submit List". For this you can take your roster that you created on the "Jarvis Protocols" app, and paste the roster (*that you exported in MCT code format as described earlier*) into the blank box.

Then click the "Save Changes" button and you are good to go.

You can re-edit your submitted roster as many times as you like, up until the start of the first round of the event. Once the event has started, then your roster will be locked into place.

As the event is underway, in the “Tools” section, you’ll be given options to click on “Round 1” or “Round 2”, etc... Rounds will only appear as they happen, so in a five round event, you will only be able to see options for “Round 1” when it’s the first round, and the “Round 1” & “Round 2” when it’s the second round, etc... Selecting these “Round” buttons is where players can find their table number and who their opponent is for that round.

When players finish their game, one player will need to fill in the information for the game between those two players.

The options are mostly drop down menus and you will need to fill in what affiliation both players used, who the affiliation leader was, what crisis was used, threat level, who had priority on the first turn, etc...

Once the information has been filled in, then the software will help determine the pairings for the next game and so on.

During the course of the event you can track the results and you can get a load of statistics about the event once it’s all over, such as win rates and crisis choices and other information.

For any question regarding the tournament, please post it in the Social Media where you saw the tournament advertised.