



Marvel: Crisis Protocol 2024 Timeline Event

Date - June 15 th , 2024

Start time – Check in 9:30 am, Round 1 10:30 am

Rounds – 3 Rounds if we are under 10 players, 4 Rounds for 10+ players. No more than 4 and no cut to top 8.

Format – 2024 Timeline Rules (Rules found here) Only 1 Roster per player instead of 3.

Entry - \$15

Prize – Store credit to 1st and 2nd place, Best painted, Best sportsmanship. Also, to 3rd and 4th place if we have at least 12 players.

Tournament Rules – We will be using AMG’s rules for time. Round timer will begin as soon as everyone is at their table for the round. Squad selection and crisis setup will be done on the clock. However, when time is called, you will finish the full round you are currently on. Players cannot know how much time is left in the round. Full rules can be found on the Challenger Event document on the same page as the 2024 Timeline rules.

As for proxies, Baron of Dice are good to use. No other unofficial AMG dice can be used. Range and Measurement tools need to be the correct length and width of the AMG official tools. Proxy cards are okay if the correct wording is on them and in color. Proxy models have to be on the correct base size and you must have with you the official AMG model as well. All proxies of any kind must be approved by your TO. If your opponent has an issue with you using a particular proxy, you will be asked to use the official product in its place.