

INFINITY CIRCUIT

Event Operations Guide

Marvel: Crisis Protocol Competitive Circuit

Version 1.5 | Living Document

1. Overview

This document governs the operation of all sanctioned Infinity Circuit events: Shards Events, Infinity Qualifiers, and the Infinity Gauntlet Championship. Tournament Organizers (TOs) are responsible for knowing and applying these rules at their events.

Where this document is silent, **the current AMG Challenger event document governs**. The Challenger document can be found at AtomicMassGames.com/Rules. All Infinity Circuit events use Standard Timeline and the Challenger crisis card pool.

This is a living document. The version in effect at the time of an event is always the current published version.

2. Tournament Organizer Responsibilities

2.1 Role of the TO

The Tournament Organizer is responsible for running the event, managing pairings in Longshanks, resolving disputes, and submitting results to the circuit within 14 days of the event. TOs are the final authority at their event on all operational matters.

2.2 Playing TOs & Designated Judges

- If the TO is not playing in the event, they serve as the sole judge and must be available to players at all times during active rounds.
- **If the TO is playing in the event**, they must designate a specific non-playing person as the event judge before Round 1 begins. Players must be informed of who to call for rulings. The designated judge has full authority to make rulings, including during rounds where the TO is actively playing.

Events where no judge is accessible during active rounds are not in compliance with Infinity Circuit standards.

2.3 Results Submission

TOs must complete and submit the official Infinity Circuit Results Form within **14 days** of the event. This form captures Shard-specific data not tracked by Longshanks, including event tier, final standings, Stone award if applicable, and player contact information. TOs are responsible for collecting the following details from each participant:

- Full name
- Email address
- Discord handle
- Longshanks username

This information is used to contact players regarding Championship qualification and to keep participants informed of future circuit events. Failure to submit the Results Form within 14 days may result in the event losing sanctioned status and no Shard Points being awarded.

3. Longshanks Configuration

All sanctioned Infinity Circuit events must use Longshanks (longshanks.org) for pairings, seeding, and result tracking. The following settings are mandatory for all circuit events.

3.1 Event Naming

All Infinity Circuit events must be identifiable on Longshanks by players and circuit organizers. The following naming conventions apply:

- Infinity Qualifiers: Must include "Infinity Qualifier" in the event title. If there's room, mention the specific stone in the name, or at least the description.
- Infinity Gauntlet Championship: "Infinity Gauntlet Championship [Year]"
- Shards Events: Flexible. Stores may use their existing event branding. Circuit affiliation should be noted in the event description field if not in the title.

All sanctioned Infinity Circuit events must apply the "Infinity Circuit" tag on Longshanks so they are searchable regardless of display name.

3.2 Required Settings

The following Longshanks settings are mandatory for all sanctioned events. Tiebreaker configuration differs by event type as shown:

Setting	Shards Events & Infinity Qualifiers	Infinity Gauntlet Championship
Rating	Rated	Rated
Pairing	Swiss	Swiss
Style	Tournament	Tournament
1st Tiebreaker	SOS - Average opponent TP	TOP (Top Table)
2nd Tiebreaker	VPS - Victory Points Scored	SOS - Average opponent TP
3rd Tiebreaker	DEN - Direct Encounter*	VPS - Victory Points Scored
4th Tiebreaker	-	DEN - Direct Encounter*

* Direct Encounter (DEN) is always applied last by Longshanks regardless of where it appears in the tiebreaker order. It sorts tied players by head-to-head record if they have played each other during the event.

Note on TOP (Top Table): TOP places the champion's final round opponent in 2nd place regardless of other tiebreakers. It is enabled for the Championship, where a clean 16-player field reliably produces two undefeated players meeting in the final round. TOP is applied first by Longshanks whenever it is selected, regardless of order.

3.3 Roster Upload

All players must upload rosters to Longshanks prior to Round 1. Opponents may reference rosters in Longshanks at any time before or during their game. Physical roster copies are not required.

Players are encouraged to have a Longshanks account before the event. TOs may register players manually if needed, but rosters must still be entered into the system before Round 1 begins.

4. Player Responsibilities

Players are responsible for supplying all materials required for play, including:

- Miniatures for each character on their roster (see Section 6.1 for legality)
- Character Cards, Team Tactic Cards, and Crisis Cards - proxied or printed cards are permitted (see Section 6.2)
- Official AMG dice, or third-party/custom dice with explicit opponent consent (see Section 6.3)
- Official or approved measuring tools - Range and Movement tools
- Appropriate tokens (see Section 6.4)
- A Longshanks account or the ability to be manually registered by the TO

Players must upload their roster to Longshanks and check in with the TO before Round 1. Once submitted, rosters are locked for the duration of the event.

5. Event Format & Pairings

5.1 Format

All sanctioned Infinity Circuit events use Swiss pairings under Standard Timeline Marvel: Crisis Protocol rules, in accordance with the current AMG Challenger event document. There are no progression cuts at Shards Events or Infinity Qualifiers - events run full Swiss rounds to determine final standings.

5.2 Number of Rounds

The number of players in the event determines the number of Swiss rounds:

Number of Players	Swiss Rounds
5 – 8	3
9 – 16	4
17 – 32	5

Swiss with a non-power-of-2 player count may not always produce a single undefeated player. In these cases, tiebreakers determine final standings. Events with fewer than 5 players (Shards Events) or fewer than 8 players (Infinity Qualifiers) do not qualify for Shard Point awards.

5.3 Byes

If there is an odd number of players, the bye is given to the lowest-ranked player who has not yet received a bye. A player who receives a bye is awarded a win and 14 Victory Points for that round.

5.4 Tiebreakers

Tiebreaker settings are configured in Longshanks per Section 3.2. For Shards Events and Infinity Qualifiers, tiebreakers are applied in the following order: SOS (average opponent TP) → VPS (Victory Points Scored) → DEN (Direct Encounter). For the Championship, TOP is applied first before the standard sequence.

5.5 Concession & Full Kill

- If a player concedes, they keep their current VP total. Their opponent is awarded 16 VPs or their current total, whichever is greater.
- If a player tables their opponent (all characters KO'd), the game ends. The winner is awarded 16 VPs or their current total, whichever is greater.
- Collusion between players to manipulate results is not permitted and may result in disqualification.

6. Components & Equipment

6.1 Miniatures

Each player must have a miniature for each character on their roster. Infinity Circuit events are community-run and take a more permissive approach to miniature legality than official AMG events:

- Miniatures must be clearly identifiable as the character they represent.
- Conversions using a mix of official AMG parts and other materials are permitted, provided the model is clearly identifiable.
- Alternate/3D-printed sculpts (e.g., a different costume version of the same character) are permitted with opponent consent. If the opponent prefers the official model, the player must use it if available.
- The size or pose of a miniature cannot interfere with gameplay.
- Miniatures must be on the correct base size for the character
- Proxying one character as a different character is not permitted.

6.2 Cards

Players must have Character Cards, Team Tactic Cards, and Crisis Cards for every character and card in their roster. Unlike official AMG Challenger events, Infinity Circuit events allow proxied or printed cards, subject to the following:

- Proxied or printed cards must be accurate reproductions of the current official card - outdated or modified card text is not permitted.
- Cards must be legible and clearly identifiable to the opponent.
- The opponent may request to see any card in the roster at any time before or during the game.

6.3 Dice

Official AMG Marvel: Crisis Protocol dice are the default for all events.

- Third-party or custom dice may be used only with the explicit consent of the opponent before the game begins.
- If an opponent does not consent to third-party dice, the player must use official AMG dice. Players are responsible for having an official set available.
- The TO may require a player to change their dice if they are deemed illegible or inconsistent.

6.4 Tokens

There are two types of tokens in Marvel: Crisis Protocol: essential and non-essential.

Essential tokens are placed on the game board to represent specific in-game effects (such as stun markers, terrain markers, or extract and secure objective tokens). These tokens have a specific size and are supplied with the characters or cards that require them. Players may substitute essential tokens but must have substitutions verified by the TO before the event to confirm they are the correct size and shape.

Non-essential tokens are placed on character cards to track damage, power, and status effects. Players may freely substitute non-essential tokens provided they are clearly readable to the opponent at all times. Damage and power must be tracked in a way that is clearly visible to the opponent across the table.

6.5 Measuring Tools

Players must bring their own Range and Movement tools. Alternative measuring tools are permitted but subject to verification against official AMG tools at the opponent's request or at the TO's discretion. Players found using tools longer than official AMG tools will be required to switch to official tools and may receive a warning.

7. Rosters & Legality

7.1 Format & Construction

All events use Standard Timeline. Rosters must follow Standard Timeline rules, the current AMG Banned & Restricted list, and the Challenger crisis card pool. Current legal lists are maintained at AtomicMassGames.com/Rules.

7.2 Submission & Locking

Players must upload rosters to Longshanks before Round 1. Once submitted, a roster is locked for the entire event. The TO will review rosters for legality before the event begins. If an illegal roster is found, the TO will address it privately with the player.

7.3 Illegal Rosters

- If a deployed squad exceeds the threat level, the player must remove characters to bring the total to a legal level. Removed characters may not be replaced.
- If a roster contains affiliated tactics cards but does not meet the affiliation threshold, the player must either drop characters to legally affiliate, or discard the illegal tactics cards without replacement.
- If an illegal element is discovered mid-game and has not yet been used, it may be removed, and the game continues.
- If an illegal element has already been used in a way that affected the game, the player forfeits the game.

7.4 Product Legality

All products released for retail sale in the event's region, or published on the AMG website as Print-and-Play before the first day of the event, are legal for play. TOs may adjust this standard for their event and should communicate any restrictions to players in advance.

8. Chess Clocks & Round Timing

Chess clocks are the standard timing method for all sanctioned Infinity Circuit events. If chess clocks are unavailable, the round timer fallback in Section 8.2 applies.

8.1 Chess Clock Rules

Chess Clock Rule	Detail
Clock per player	45 minutes
Overall round timer	1 hour 45 minutes
Setup period	10 minutes (clocks paused)
Clock start	After deployment and first Power Phase; priority player starts their clock
Power & Cleanup Phase	Clocks paused during every Power & Cleanup Phase and Crisis effects
Defense rolls	Made on the attacker's clock
Minimum turn time	1 second
Clock acknowledgment	Must verbally confirm when switching clock to opponent
Clock expiry	Game ends immediately; player whose clock expired loses

Setup Period

Each round begins with a 10-minute setup period during which players build the mission (see Section 12). Chess clocks are not running during this period. Once setup is complete, the priority player starts their clock to begin the game.

Clock Switching

Each player is responsible for managing their own clock. A player may switch the clock to their opponent whenever the opponent is making a decision or taking an action. Players must verbally acknowledge when switching the clock. A TO cannot adjust a player's clock if they forgot to switch it.

- Switch to opponent's clock: opponent is deciding whether to use a reactive superpower such as Tricks and Traps or Lifesaver.
- Keep clock on your own time: opponent is simply rolling defense dice in response to your attack.

Clock Expiry

When a player's clock reaches zero, the game ends immediately, and that player loses. The winning player is awarded 16 VPs or their current score at the moment of expiry, whichever is greater. The losing player retains their current VP total. Record the result in Longshanks as a standard win/loss with these VP totals.

8.2 Round Timer Fallback (No Chess Clocks)

If chess clocks are not available, the following round timer rules apply:

- Each round uses a 90-minute round timer, started by the TO after most players have found their seats and begun setup.
- The TO should call out time remaining at the 60-minute and 30-minute marks.
- When 90 minutes have elapsed, the TO calls "Time." No new game rounds may be started.
- Players have 10 minutes to finish the current game round. The TO calls "Dice Down" at the end of this period.
- At Dice Down: players finish any game action already in progress - an attack where dice have been rolled, a superpower where the cost has been paid, or a character that has been lifted from the table must be fully resolved. Once resolved, score the table as if the current game round has ended.
- The player with more VPs at Dice Down wins. If VPs are tied, the game is a draw.

Slow play rules apply when using the round timer fallback. The TO may issue a warning to any player who deliberately uses time to gain a competitive advantage and may, at their discretion, start a 2-minute activation clock for each player.

9. Attendance & Late Arrivals

9.1 Check-In

Players should check in with the TO before Round 1. The TO will confirm roster upload and Longshanks registration at this time.

9.2 Late Arrival Policy

A five-minute grace period applies to all players at the start of Round 1. During this window, the TO may hold the round start at their discretion.

- **If a player notifies the TO in advance that they will be late**, their spot is held regardless of their arrival time. The TO may choose to delay Round 1 or proceed - both are at the TO's discretion.

- **If a player arrives more than five minutes after Round 1 begins without prior notice**, they forfeit Round 1. They may play the game out for fun if their opponent agrees, but the round result stands as a loss.
- For subsequent rounds, players are expected to be present when pairings are posted. Absences without notice are handled at TO discretion.

9.3 Dropping from the Event

A player who wishes to leave early must notify the TO as soon as possible. The TO will drop the player from future pairings. Players who are absent for a round without notice will be dropped. Players who are dropped may rejoin only at the TO's discretion and will receive a loss for each round missed.

10. Game State Rules

10.1 Open Information

Marvel: Crisis Protocol is an open information game. Players may request to see any opponent's Stat Cards, Team Tactic Cards, or Crisis Cards at any time before or during the game. Players must never attempt to obscure or misrepresent their available cards or character stats.

10.2 Announcing Intent

Players must announce their intent before taking any game action, including moving a character, rolling dice, or using a superpower. Actions taken without announced intent may be ruled void by a judge. Picking up a miniature commits the player to moving it.

10.3 Measurements

Players are responsible for making accurate measurements. For routine measurements, both players should be able to observe the result. For close calls - where the outcome is uncertain - both players should agree on the result before range tools are picked up. If players cannot agree, a judge should be called before any models are moved.

10.4 Dice

- Dice must be rolled in full view of the opponent.
- Dice that leave the table must be rerolled.
- If too few dice are rolled, roll the remaining dice and add them to the existing result.

- If too many dice are rolled, the entire roll is illegal and must be rerolled with the correct number of dice.
- Players must announce their intent before rolling.

10.5 Missed Opportunities

Players are responsible for tracking and using their own card effects at the correct timing. If a player misses the window to use an effect, they may not retroactively apply it without opponent consent. Players must not intentionally distract or rush opponents to force missed opportunities.

10.6 Margin of Error

Minor accidental movement of miniatures or terrain is acceptable within a reasonable margin. Players must not exploit this margin. If a player believes their opponent is abusing margin of error, or if a particularly precise movement is required, they should call a judge before any miniatures are moved.

10.7 Third-Party Interference

Only players, the TO, and designated judges may interact with miniatures or dice during a game. Spectators and bystanders may not physically interact with the game, interject rulings, or coach players during active games.

If a bystander observes a potential rules violation - such as a mandatory trigger not being followed - they should alert the judge rather than interjecting directly into the game. The judge will determine whether the game state needs to be addressed.

10.8 Game State During Rulings

No player may advance or alter the game state while a judge is present making a ruling, or while their opponent is away from the table. Doing so is a foul and will result in a warning.

11. Terrain

TOs are responsible for supplying terrain and game mats for all tables. All terrain should be marked with its size to prevent disputes. Players should photograph their table setup at the start of each round and are responsible for resetting terrain after each game.

The Infinity Circuit will use the updated terrain recommendations developed by the community. The official terrain in the rulebook has yet to be updated by AMG after the major rules update in November 2025.

Terrain Size	Recommended Quantity	Example
Size 1	3 – 6	Light poles, mailboxes, traffic cones
Size 2	4 – 7	Cars, dumpsters, generators
Size 3	4 – 7	Shipping containers, newsstands
Size 4	2 – 4	Trucks, small buildings, taco stand
Size 5	0 – 2	Large building, collapsed tower, statue plinth

If there is a dispute about terrain size during a game, the judge’s ruling is final. Refer to the official AMG terrain guide for default size classifications.

12. Building the Mission

Each player’s roster contains ten Crisis Cards split into two groups of five: five Secure Crisis Cards and five Extraction Crisis Cards. All Crisis Cards must be drawn from the current AMG Challenger legal crisis card pool (AtomicMassGames.com/Rules).

At the start of each game, the mission is built using the following procedure as defined in the AMG Core Rules:

1. The player with priority chooses a Crisis type (Secure or Extraction), shuffles their corresponding five Crisis Cards, and draws two cards face up.
2. The player without priority selects one of those two cards.
3. The player without priority shuffles and draws two Crisis Cards from their opposite deck (the deck type not chosen in step 1).
4. The player with priority selects one of those two cards.
5. The player without priority chooses which Crisis Card’s Maximum Threat Value will be used during the game.

6. The player with priority chooses a table edge as their deployment zone. The player without priority takes the opposite edge of the table.
7. Both players set up the Mission following the instructions on the two drawn Crisis Cards.

13. Judging & Rulings

13.1 Calling a Judge

Players should raise their hand and call for a judge whenever a question of rules or a dispute arises. Calling a judge is not an accusation - it is a normal part of competitive play.

Common reasons to call a judge include: line of sight questions, range verification, and any game state disagreement between players.

13.2 Ruling Process

The judge will consult the appropriate rulebook or FAQ and make a decision. Once a ruling is made, it is final for that game, even if later found to be incorrect. At events with a Head Judge, players may appeal a ruling to the Head Judge, whose decision is final.

13.3 Warnings & Ejection

Judges issue warnings to players for rules violations or unsportsmanlike conduct. Warnings are tracked across the event and escalate as follows:

- First offense: Warning issued and noted by the judge.
- Second offense (same or related violation): Game loss awarded to the offending player's opponent.
- Third offense: Disqualification from the event.

Judges retain discretion to skip steps in cases of severe violations. The following offenses may result in immediate disqualification without prior warnings:

- Threats or violent behavior toward any participant
- Reason to believe a player is intentionally cheating
- Any conduct deemed immediately harmful to the event or community

Ejected players may not rejoin the event. Circuit organizers may impose additional consequences, including suspension from future Infinity Circuit events.

14. Player Etiquette

Infinity Circuit events are competitive, but they take place within a community that values every player's experience at the table. The following expectations apply to all participants.

14.1 Treat Your Opponent Well

Bad dice happen. Unfavorable matchups happen. Momentum swings happen. These are part of the game, and no one is exempt from them. What you can control is how you respond. Excessive complaining about dice, making your opponent feel responsible for your bad luck, or creating a negative atmosphere at the table is not acceptable regardless of the score.

Win graciously and lose graciously. Shake your opponent's hand, acknowledge good plays, and leave your opponent feeling like they had a good game - even if the result didn't go your way. It's okay to be frustrated - it's not okay to cause others to have a bad experience.

14.2 Communicate Clearly

MCP is a game of complex decisions and overlapping effects. Clear communication prevents misunderstandings that lead to frustration. Announce your actions before taking them, confirm your opponent's intentions when you're unsure, and speak up if something happens that you don't understand. If the venue is loud, make sure your opponent can hear you.

14.3 Be Mindful of the Space

Getting animated during a big play or an exciting game is completely natural and welcome. However, remember that you are in a shared public space alongside other games happening simultaneously. Keep noise at a level that doesn't disrupt neighboring tables, and be aware of how your energy affects the room around you.

14.4 Respect the Game State

Take care with your models, terrain, and tokens. Accidental bumps happen, but always acknowledge them and work with your opponent to restore the correct game state. Never take advantage of a displaced model or token that benefits you.

15. Sportsmanship & Community Standards

15.1 Unsportsmanlike Conduct

Examples of unsportsmanlike conduct include but are not limited to:

- Disrespectful, demeaning, or abusive language or behavior toward any participant
- Intentional deception of opponents or judges
- Deliberate disruption of miniatures, terrain, or tokens
- Removing dice before an opponent can verify the result
- Slow play for competitive advantage (when using round timer fallback)
- Coaching or interference by spectators invited or permitted by a player

15.2 Upholding the Community

As an Infinity Circuit participant, you represent the broader MCP community. Conduct found to be harmful to the community - whether at an event or in other public contexts - may result in disqualification from current and future circuit events at the organizers' discretion. Players are encouraged to report concerns to the TO or circuit organizers.