

Alpha Fight: A Weekend of Marvel Crisis Protocol @ Game Con Canada

Hosted by Taps Games

June 19-21, 2026

Tournament Format

We are excited to provide fans of MCP with a full weekend of dedicated gaming! Your ticket will register you for our main event on Saturday as well full access to open and organized play opportunities for the rest of the weekend. Your event ticket will also include a full weekend pass for Game Con Canada!

Ticket Cost is \$138.00, and will be available for purchase through the Game Con Canada Website.

List of Events

Friday:

- Open Gaming and Ultimate Encounters
- 8 player scrambles

Saturday:

- 64 player Main Event

Sunday:

- Top 8 finals from the Main Event
- Open Gaming and Ultimate Encounters
- 8 player scrambles

The Main Event

Our 64 player main event will be using the Challenger Event pack 2026 from Atomic Mass Games. This pack can be found [here](#).

This will be a 4 round event on Saturday, with the top 8 players continuing on to the finals on Sunday. The finals will be a single elimination event

The Schedule

Saturday:

- Registration 8:30 am
- Round 1: 9:00-11:00 am
- Round 2: 11:00 am-1:00 pm
- Lunch: 1:00-2:00 pm
- Round 3: 2:00-4:00 pm
- Round 4: 4:00-6:00 pm
- Round 5: 6:00-8:00 pm

Sunday:

- Top 8 Finals Round 1: 9:00-11:00 am
- Top 8 Finals Round 2: 11:00 am-1:00 pm
- Lunch: 1:00-2:00 pm
- Top 8 Finals Round 3: 2:00-4:00 pm
- Awards: 5:00 pm

Crisis Cards/Team Tactics Cards and Roster Composition

Rosters must be constructed in accordance with the Challenger 2026 event pack and must follow all rules for restricted and banned cards.

Modelling Rules

Models must accurately represent the version of the model that is being used. For example, If your roster contains Amazing Spider-man, you cannot represent it with the Spectacular Spider-Man model.

Painted models are not required to play in the event, but your entire roster must be fully painted to be in consideration for Best Presentation and Best Overall.

Terrain Rules

Terrain will be set up by the tournament organizers at the start of the round. Players may adjust terrain to accommodate placement of secure/extract tokens, but the piece of terrain must be moved the smallest distance possible. If you are unsure how to best adjust the terrain, please ask a tournament organizer for assistance. Please return terrain to its original placement at the end of the game.

Sportsmanship and Player Conduct

Players must adhere to the guidelines for sportsmanship that are outlined in the 2026 Challenger Event Document.

Awards and Scoring

In addition to official prize kits, we will be awarding trophies for the following awards:

Tournament winner

- This award will be given to the player who has the best record through the finals on day 2.

Best Overall

- This award will be given to the player with the best combined Paint and Generalship score. Votes for Best Sport are used as a tie breaker if necessary. Only games from day 1 are used to calculate best overall scores

Best Presentation

- The tournament organizer will judge the paint scores for all fully painted armies and this award will go to the player with the highest score. Please note that your entire army must be fully painted by the participant to be eligible for this award. Tournament placing will be used as a tie breaker if necessary.

Best Sport

- Players will vote for their favourite opponents at the end of the fifth round and the player who receives the most votes will receive this award. Tournament placing will be used as a tie breaker if necessary.

The Prize Wall

Players will accrue points by participating in events and open play during the weekend. These points can be exchanged for prizes during the weekend. You will receive more points for playing in events and for playing games with fully painted rosters. Exact details will be provided during the event.

8 Player Scrambles

Players can participate in 8 player mini events that will be run on Friday and Sunday. Register at the tournament organizer's booth to participate. Participants are encouraged to register before 9:30 am for scrambles starting in the morning and before 12:00 pm for scrambles starting in the afternoon.

Each scramble will consist of:

- 3 rounds
- 90 minutes per round
- Unique prizing

Rosters must adhere to the restrictions in the Challenger Document 2026.

Open Play/Ultimate Encounters

Players are encouraged to engage in casual gaming all weekend long! We will have copies of Ultimate Encounters(including necessary models) available to be borrowed at the Tournament Organizer's booth. This is the perfect opportunity to try out these unique formats!

Links to Atomic Mass Documents

Challenger Document

- [OP_CrisisProtocol_Challenger_010926_WEB.pdf](#)

Restricted Lists for Standard Format

- [OP_CrisisProtocol_Formats_02_13_2026.pdf](#)