

# Secret wars 5

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August 15th 8:30am - 5:30pm

## Teams Event

This is a 3 person team event. Teams consist of three 10 character and 10 tactics cards

Secret Wars will be using the Standard timeline as outlined in the AMG Challenger rules document found here: <https://www.atomicmassgames.com/marvel/op>. Largely the other rules in the challenger doc will be followed, but in a few cases, we diverge from the rules template provided there, which are detailed below.

## Team Construction

Teams will be made of 3 players.

Teams may not have any duplicate Characters

Teams may not have duplicate Tactics

**ALL CRISIS WILL BE SET ON THE DAY. PLEASE BRING A COPY OF ALL THE CURRENT CRISIS THAT ARE LEGAL**

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### Matchup Process

The captains from each team will work together to determine the individual pairings of the players within their teams using the following method:

Prior to the match up process the three tables the teams are allocated for the round will be marked 1,2 & 3

Then the TO will randomly place 2 extracts & 2 secures on tables 1 & 2. These will be placed face up so players can see which crisis's have been placed. The 3rd table, the mystery table, will have the crisis faced down and only revealed one both opponents have been placed.

All the crisis's will be the same for each team match up that round.

The captains will roll off to see what team gets first selection.

The team that selects first places a roster face down on a table of their choice. This can be on either the tables with the crisis known or on the Mystery table. Then the other team places one of theirs on a table of their choice.

Both of these lists are then revealed. The team that placed a list second know seeing the opponents list places a list face down on a remaining table and then the opponent does the same keeping it face down.

There will be a list each from both teams that get placed creating the three match ups for the round.

Reveal all the remaining lists to reveal the match ups.

Reveal the Mystery table crisis's.

The players roll off individually and the winner picks the table edge and places first. The other player picks the threat level.

## Rounds

Each round Swiss format will determine opponents for the team

The team with the most wins wins the round.

Each round will be 120 mins allowing 15mins set up, 90 min game play and 15 to finish the current round. If at the end of this time the player with most points wins and if tied then the result is a draw.

## Venue

### Victorius 26

### Get tickets through the link

### [Victorius '26 Tabletop Games Show - Nunawading Wargames Association](#)

Box Hill Town Hall

Whitehorse road, Box Hill

Saturday 8:30 am register



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Round 1& 2 8:45 - 12:15 pm

Lunch and check out event 12:15 - 1:15pm

Round 3-4 1:15pm - 5:00 pm

Presentation

Cost \$35 per player (3players per team)

Each player from each team needs to register for the event

[Victorius '26 Tabletop Games Show - Nunawading Wargames Association](#)

Messenger group will be used to find opponents.

Tournament Organiser - Rusty BRATTON [rustee72@bigpond.com.au](mailto:rustee72@bigpond.com.au)

