



NashCon 2025

Welcome to NashCon 2025! You will find any information you need to know about the weekend's Marvel Crisis Protocol Events below. If you have any remaining questions there is a section at the bottom of the players packet where you can get in touch with either the NashCon Board or to one of the Marvel Crisis Protocol Tournament Organizers.

Events

- **Friday: Team Tournament**
 - This will be a 3 round 3 Player Team Event where each team must build 3 separate rosters from the Standard Timeline with no duplication of Characters, Team Tactic Cards, or Crisis Cards amongst the rosters.
 - You can find the list building restrictions for the Standard Timeline [HERE](#).
 - Each Team is responsible for bringing a printed-out roster for each player.
 - The first round will begin at 10:00 AM
 - One player will additionally need to sign up their team on Longshanks and submit your rosters [HERE](#).
- **Saturday: Marvel: Crisis Protocol Grand Tournament, sponsored by AMG**
 - This will be a 5 round Swiss event followed by a cut to the top 8 players using the Marvel: Crisis Protocol Grand Tournament Rules.
 - You will additionally need to sign up on Longshanks and submit your roster [HERE](#). Please have it submitted by **11:59 PM CST 08/15/25**. If you have any questions about how to navigate the website let us know at the contact info below.
 - The first round of Top Cut will begin at 9 AM Sunday.

8:00 AM - 8:30 AM	Check-in and Setup
8:30 AM - 8:40 AM	Game 1 Pairings Reveal and Setup
8:40 AM - 10:10 AM	Game 1
10:30 AM - 10:40 AM	Game 2 Pairings Reveal and Setup
10:40 AM - 12:10 PM	Game 2
12:30 PM - 1:30 PM	Lunch Break
1:30 PM - 1:40 PM	Game 3 Pairings Reveal and Setup
1:40 PM - 3:10 PM	Game 3
3:30 PM - 3:40 PM	Game 4 Pairings Reveal and Setup
3:40 PM - 5:10 PM	Game 4
5:30 PM - 5:40 PM	Game 5 Pairings Reveal and Setup
5:40 PM - 7:10 PM	Game 5



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- **Sunday: Gemnastics**

- This event will consist of 3 rounds of Swiss games of Gemnastics.
- This event will use be using the Standard Timeline and Challenger document rules.
- In this forma, during roster construction, each player may select one Infinity Gem that is not currently attached to a character in their roster and attach it to one of their characters obeying all other normal Infinity Gem rules.
- The first round will begin at **9:00 AM CST**.

Universal Rules

- **Cheating**

- Cheating or other socially inappropriate behavior will result in an immediate game loss, a warning, or at the TOs discretion being asked to leave the event with no refund.

- **Rules Disputes**

- All rules disputes should be resolved by looking in the appropriate rulebook & FAQ, using the online rule forum, or asking a TO. The TO will then refer you to the relevant passage in the appropriate rulebook/FAQ; or make a ruling – once a ruling has been made it is final. Many people have different interpretations or house rules that are not used at tournaments and these will be resolved as stated above.

- **Calling a Judge**

- Please raise your hand and call out JUDGE! Keep your hand raised. We will come over to your table and answer your question. Calling a judge is not a reflection of your trust in your opponent or their view of you. Please call a judge when:
 - You have a question about transposing a higher elevation to a lower elevation.
 - Verifying if something is in range.
 - Determining if something has line of sight.
 - Any other item you feel needs a judge's attention.
 - If you see something that is a problem at a table, please get a judge and inform them what may be the problem. Do not interject into other players games.

- **Game State**

- Players must announce their intent when rolling a die/dice and apply the outcome. Their opponent is responsible for listening. Any dice rolled without announced intent may be ruled as void by a present judge and the player must re-roll it.



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- **Game State (Continued)**

- Tokens
 - Power, Damage, and Extracts will be marked on the players card in such a way that it is easily discernible by their opponent. Keeping power and damage tokens separate for clarity.
 - Status effects may either be marked on the table, or on the character card.
 - All tokens must be placed in a visible and organized manner.
- A player must announce their intent to move a model/unit and for what purpose. Any character moved without announced intent will be considered to be activated and the player cannot choose to activate another character instead or rewind their decision. Players are accountable for their mistakes, and penalizing or reporting an opponent who doesn't give you a mulligan, or take back, is grounds for a warning.
- A player may not manipulate, touch, or otherwise interact with any models currently active in the game unless they announce their intent to interact with the game state (such as moving, placing, using super powers). When a model is placed in a precarious position, a player may adjust a model's position slightly to avoid falling, but this must be declared first and with the opponent's verbal authorization of acceptance. Any player interacting with models without announcing intent and in a legal manner will receive a warning.
- Missed Opportunities
 - Players are expected to follow the game's rules, remembering to perform actions and use card effects when indicated. It is each player's responsibility to maintain a proper game state and to ensure that all mandatory abilities and game steps are acknowledged. If a player forgets to use an effect during the timing specified by that effect, they cannot retroactively use it without the consent of their opponent. Players are expected to refrain from intentionally distracting or rushing an opponent with the intent of forcing a missed opportunity.
- Dice that do not land on the playing surface, such as dice that land on the floor, do not count for game purposes and must be rolled again. Players must roll dice in view of their opponent. Consistently rolling dice in a manipulating manner, or out of sight of the opponent have committed a foul and will be issued a warning.
 - If too few dice are rolled for an attack/defense/etc, roll additional dice up to the required amount and add them to the existing roll.
 - If too many dice are rolled for an attack/defense/etc this is an illegal roll. Re-roll the entire offending attack/defense/etc roll with the correct number of dice.



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- **Game State (Continued)**

- Any measurement must be acknowledged by the opponent as accurate and accepted. Once accepted, this measurement is considered to be the distance measured, regardless of what another measurement might yield.
- If you pick up a character you have committed to moving it.
 - That is, you place your movement tool down and pick up the character, you have now committed to moving that character somewhere along the movement tool.
 - You may not place the model down and measure from it to something else. You are not allowed to “proxy base” to find the best possible place to move a character.
 - You may put the range ruler against something else (like a secure) and pick up your model and move it along your movement tool using the range tool to make sure you end up within range 1. This satisfies the only one of each ruler type rule and not using your model as a proxy base.
 - If you move a character and measure to anything from it you have committed it as its final placement.
- Other than a judge, at no time may any 3rd party physically interact with models or dice during the course of a game or interject into a game. A player who knowingly allows or invites a 3rd party to do such will be issued a warning.
- A player may never move models, or in any way advance or change 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 the offending player will receive a warning or ejection.

- **Alternate Tools and Dice**

- The only dice that will be allowed will be AMG’s official dice. Alternate measuring tools like the range rulers and movement tools will be allowed at the TO’s discretion. The TO has the authority to check any 3rd party tool and disqualify them at their discretion. Players are responsible for having an official set of measurement tools. Players found using tools longer than AMG tools will immediately lose their game, will be required to use AMG tools, and at the TO’s discretion removed from the event.
- Custom damage and power trackers may be used. But if your opponent has any problem reading them from across the table you must use a standard card and damage/power tokens at your opponent’s request.

- **Basing**

- Models are expected to be on their correct round bases. Sizes for the models can be found in the following link [Organized Play Document](#)



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- **Tokens**

- There are two types of tokens in Crisis Protocol: essential and nonessential. Essential tokens are tokens placed on the game board to represent specific effects. These tokens have a specific size and are supplied with the characters or cards that require them. Nonessential tokens are usually placed on character cards and are used to track damage, power, or an effect.
 - Players are never allowed to modify their essential tokens but may replace them. Players using substitutions should check with the TO before the event begins so the tokens can be verified as being the correct size and shape. Players may modify or replace nonessential tokens as long as the tokens used are clear and do not interfere with game play.

- **Miniatures**

- Each player must have the official miniature for each character on their roster. Players are allowed to customize their miniatures as they like but must follow these guidelines.
 - The miniature must be made from a majority of Atomic Mass Games miniature parts from the Crisis Protocol miniatures line.
 - The miniature must be easily identifiable as the character it represents.
 - Miniatures must always be attached to a modeled base that is the appropriate size and shape of the original miniature.

- **Cards**

- Each player must have the official character cards or printed updated character cards from Atomic Mass Game's website for each character on their roster.
- Each player must have the official crisis cards or printed updated Crisis cards from Atomic Mass Game's website for each crisis in their roster.
- Each player must have either a promotional tactic card with the GG set symbol or the official team tactic cards or printed updated team tactic cards from Atomic Mass Game's website for each tactic card on their roster.

- **Terrain**

- We will endeavor to have at least the following terrain quantities on each table.
 - Size 1: 4-6
 - Size 2: 4-6
 - Size 3: 3-5
 - Size 4: 1-2
 - Size 5: 0-1
- Most terrain will have sizes marked on them. **Players are responsible for discussing terrain at the beginning of the game.** If there is a question of terrain size during a game the Judge's ruling stands for terrain size.
- Please take note of where your terrain is placed when you come to your table, a phone picture works great. Once they game is concluded you are responsible for replacing terrain.



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Contact Us

- **NashCon**
 - If you have any questions about NashCon outside of the scope of Marvel: Crisis Protocol please direct those questions [HERE](#). This would include ticket availability, parking, etc.
- **Tournament Organizer**
 - If you have any questions about any of the different formats, schedules, or rules for the weekend please send them to Thegamerguild24@gmail.com

Community Links

- **Discord**
 - If you want to interact with other members who will be attending NashCon to play Marvel Crisis Protocol you can do that [HERE](#).
 - There are tabs that suggest great local restaurants near the convention center, people looking for pick up games, and even a tab for splitting a hotel room to cut down on cost.

Prize Support

- **Participation Prizes**
 - Everyone attending NashCon will receive participation prizes made just for NashCon. As well for each Round of games played in the Grand Tournament there will be Prizes Provided by Atomic Mass Games.
- **Placement Prizes**
 - The only event to have placement prizes will be the M:CP Grand Tournament for the Top 4 players provided by Atomic Mass Games.