



NashCon 2023

Welcome to NashCon 2023! 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 (Till The End of the Line Event)**
 - This will be a 3 or 4 round (depending on turnout) 3 Player Team Event where each team must have 3 separate rosters with no repeating characters or infinity gems.
 - Teams may repeat Team Tactic Cards and Crisis Cards multiple times across the 3 rosters.
 - This event will follow the WTC Team Event format with adjustments to help with the 3 players per team instead of 5.
- **Saturday Swiss Tournament (Contest of Champions Event)**
 - This will be a 5 round Swiss event followed by a cut to the top 8 players using the Standard Timeline Event list building rules and format set forth by Atomic Mass Games including the current Standard Timeline Banned and Restricted list.
 - You will additionally need to sign up on Longshanks and submit your roster [Here](#). Please have it submitted by **11:59 PM CST 08/18/22**. If you have any questions about how to navigate the website let us know at the contact info below.

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|----------------------------|---|
| 8:30 AM - 9:00 AM | Check-in and Setup |
| 9:00 AM - 9:10 AM | Game 1 Pairings Reveal and Setup |
| 9:10 AM – 10:55 AM | Game 1 |
| 11:00 AM – 11:10 AM | Game 2 Pairings Reveal and Setup |
| 11:10 AM – 12:55 PM | Game 2 |
| 1:00 PM – 2:00 PM | Lunch Break |
| 2:00 PM – 2:10 PM | Game 3 Pairings Reveal and Setup |
| 2:10 PM – 3:55PM | Game 3 |
| 4:00 PM – 4:10 PM | Game 4 Pairings Reveal and Setup |
| 4:10 PM – 5:55 PM | Game 4 |
| 6:00 PM – 6:10 PM | Game 5 Pairings Reveal and Setup |
| 6:10 PM – 7:55 PM | Game 5 |



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- **Sunday Chaos Event (BattleWorld)**

- This will be a chaotic format with the objective to take control of Battleworld's many realms from the hands of God Emperor Doom. Inspired by the 2015 Secret Wars Run there will be a deck of cards used by each player that will impact the battlefield and the teams there for the better, or for the worse universally.
- There will be 3 rounds of games for this event.
- The first round will begin at **10:00 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. 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 their game.

- **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.
 - Activation and Daze tokens will be marked on the table by the appropriate character.
 - 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 the



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- **Round Timers**

- Different events and formats will have differently timed rounds to reflect the level of game being played.
- In order to help move games along at a pace to finish on time if after the 1 hour mark in a game has passed and the players have not finished round 2 a TO will watch the table and if deemed necessary will start a 3 minute activation clock where each player will have 3 minutes to complete a characters activation with allowances made for time consuming tactic cards, double activations, etc.
- The act of Slow Play for a player gaining advantage is something that will not be accepted and after a warning will lead to a game loss or event disqualification.
 - Players can call on a TO to observe their game at which point they will make sure all rules of play are followed and are being done in a timely matter.
 - A player will be issued a warning for needing to speed up their rate of play and at the TO's discretion a 3-minute activation clock can be started.
 - If a player is judged by a TO to continue to be slow playing after a warning has already been given in the same event they will be disqualified.
- If a game was not able to be finished in the time allotted, players will finish any started game actions such as a move, attack, or superpower they were already in the middle of. After the effect is resolved score the table as if the round had ended.
 - A player having declaring an action is not considered to be in the middle of a game action. If the power for an attack or ability has already been spent, dice have been rolled, or a character has been picked up off of the table these are effects that will need to fully resolve before you would score the table.
 - If the opponent has any reactive superpowers or tactic cards that trigger during the last game state action when time is called, they will get to use any of these reactive triggers after the active character has finished that game state action.

- **Tie Breakers**

- If a game has gone to time, and after scoring the table the players are tied on victory points players will add up the amount of threat their remaining healthy characters have. The player with more healthy threat remaining wins.
 - If both players have the same amount of healthy threat on the table the game will end in a tie.
 - If both players prior to time expiring are stuck in a position where neither player can win, the game is a tie.



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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 several participation prizes made just for NashCon.
- **Raffle Prizes**
 - We have multiple generous sponsors who have donated some awesome prizes for Marvel Crisis Protocol that will be drawn for at the end of each days scheduled events.
- **Placement Prizes**
 - The only event to have placement prizes will be Saturday's Standard Timeline Event. There will be Awards for First, Second, and Third place to be handed out after the top cut on Sunday.
- **Painting Prizes**
 - We will have painting awards for Saturdays event in 3 categories Painting, Theme, and Display. These awards will be judged during the lunch break and will be looking at the 10 models from your roster as well as any optional display board.
 - We will have a weekend spanning painting award with two awards one for best single model, and one for best diorama. Entries may entered Friday morning, and will be cut off at 8PM Saturday with winners being announce at the Sunday Lunch Break.