



# Gen Con LCG League Rules

Welcome to the Gen Con 2010 LCG League! League play is a terrific opportunity to play your favorite Living Card Game casually while attending Gen Con. Hopefully you will have plenty of opportunity to make new friends, experience new challenges, and practice for the big tournaments through league play. Have fun!

The league rules presented below will be the same for all three LCGs: *A Game of Thrones*, *Call of Cthulhu*, and *Warhammer: Invasion*. Unless otherwise stated in this document, the rules laid out in each game's respective rulebook and most recent FAQ/Errata will govern gameplay.

When you enter the league you will be given:

- 1 badge ribbon to denote your participation in the league
- 1 achievement booklet to track your league achievements
- 6 league tokens

Over the course of Gen Con weekend, starting on Thursday and proceeding until Sunday at Noon, you may play as many games against other league members as you can fit in.

A player may adjust his or her deck in-between games, or use different decks entirely for each game, while participating in league games.

Each game played against another league member will be played for a stake of one league token. Before playing a game with another league member, both players must declare how many league tokens they currently possess.

If you win your game, you may claim a token from your opponent and add it to your own supply. If you lose, you must give your opponent one of your league tokens.

If you run out of tokens, you can keep playing for achievements but you can no longer claim league tokens if you win your games. Consequently, your opponent does not have to give you a token if you win and have no tokens to stake on the game.

During the course of a league game, you may attempt to claim an achievement from the achievement book. Each of the achievements are explained in the achievement booklet. To claim an achievement, your opponent must verify that you have met the conditions of the achievement and must sign off on your achievement book. You can only claim each achievement once and the same opponent cannot sign off on more than three achievements.

You cannot earn an achievement during a tournament round (except the "crossover" achievements, which must be signed off by FFG staff or volunteers).

Crossover achievements:

Step Through the Dimensional Rift [1]

The Old World Beckons [1]

Claim the Iron Throne [1]

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At Noon on Sunday awards will be given out for the player with the most league tokens and the player with the most achievement points.

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Etiquette:

Wearing a league ribbon entitles you to participate in the league and to put yourself in the running for prizes. It also obliges you to play games with other league participants. However, please be considerate when challenging another league participant to a game. Do not challenge another league player while they are eating, participating in another game, or otherwise indisposed. The best time to schedule a league game is before and after tournaments where there are sure to be plenty of other league players around.

Honor Code:

League participants are on their honor not to falsify achievements. If a player is found cheating on achievements, that player will be disqualified and expelled from the league.

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