*Note: This Model Policy only applies to tabletop wargames (e.g. Warhammer, Warmachine/Hordes, Malifaux, SAGA) and **DOES NOT** apply to board games (e.g. Imperial Assault, Zombicide).*

AdeptiCon is one of the world's largest independent convention experiences for the miniature wargaming enthusiast. AdeptiCon promotes strategy and competition at the tournament level while encouraging the expression of modeling expertise in all its myriad forms. To help ensure that both above aspects of the hobby are acknowledged there are a few rules regarding the appropriateness of models used during the convention that must be followed.

GENERAL RULES FOR ALL EVENTS

1. **ALL** models, for **ALL** game systems must be painted to a 3-color minimum standard unless otherwise specified in the event rules. This means that an honest attempt to paint all models **MUST** be exhibited and that 3 colors have not been simply applied to circumvent this policy. Judges have the final say in what constitutes the spirit of this policy. As a rule, if someone feels the need to justify why a model is completed, it probably isn't. If you cannot meet this requirement, please contact us.
2. Units must always be represented by appropriate models. **This is the single, most important rule.** The 'What You See Is What You Get' (WYSIWYG) rule is in effect for all tournaments. That means all units **MUST** be easily identifiable as the choice they represent and that all weapons/options taken for a unit **MUST** be clearly represented on the model(s). Models not appropriately represented will be removed from the game.
3. Unless otherwise specified in the event rules, or by receiving express written tournament organizer approval, your army should be primarily constructed of models from the given game system and the appropriate model range(s). Supplementing your army with models from outside the game system, or with third-party/3D-printed add-ons, is acceptable but should **NOT** be the norm.
4. Game systems that do not have a dedicated model range (e.g., some historical games) may use any appropriate models to represent their force(s) if they are within the spirit of the game system and force which they represent.
5. The size and shape of all model bases **MUST** be appropriate for the given game system. Models, such as vehicles that do not require bases **MUST** maintain the intended size, shape, aesthetic consistency, and height of the model represented.
6. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to a typical PG-13 rating. AdeptiCon reserves the right to remove any models deemed offensive.

GAMES WORKSHOP EVENTS

1. Players may be invited to participate in the official Games Workshop live stream at AdeptiCon. However, in order to participate, every model in a player's army **MUST** be made from Games Workshop products. Models from competing companies, 3D-printed models, and/or excessive custom parts (e.g., 3D-printed bits) may disqualify a player from participating in the stream.
2. Models **MUST** use the current factory provided base sizes. Older, out of print versions of models are legal so long as they meet the following two requirements: One, models are updated to the current factory provided base size. Two, the size/profile of the older model is not materially different from the current version such that it would affect gameplay. For example, older versions of Space

Marines Terminators are likely acceptable. Older versions of the Eldar Avatar are not. If you are unsure of the current factory provided base size for your models, please contact us.

SCRATCH-BUILT AND COUNT-AS MODELS

1. Scratch built models and conversions can be used for units, but must adhere to the following guidelines:
   - Models may **NOT** contain significant elements of pre-assembled and/or pre-painted models or toys.
   - Models **MUST** be consistent with the look and feel of the game system they belong in.
   - Scratch built models should aesthetically evoke the production-quality models they are intended to represent. For clarity, printed paper models or models constructed from building blocks (Legos, etc.) **DO NOT** meet this requirement.
   - Fully 3D-printed models **MUST** obtain pre-approval from the specific tournament organizer. 3D-printing should be done for **AESTHETIC REASONS** and organizers will deny requests suspected of being motivated for monetary reasons. Please note, agreements with our industry partners may preclude us from admitting fully 3D-printed models in some events.
   - Models **MUST** adhere to all the above restrictions.
2. Count-as armies are allowed at AdeptiCon as long as they follow all the above rules and restrictions. The onus is on the owning player to alleviate all avenues of confusion that might result from using count-as models/armies. Count-as models **MUST** be WYSIWYG, appropriately equipped and sized accordingly to best represent the model/unit in question. Count-as armies should demonstrate exceptional effort when it comes to conversions, simply using an existing army with a different set of rules (as a proxy) is **NOT** allowed.

In extreme circumstances, AdeptiCon reserves the right to disallow the use of any model, scratch-built model or conversion in any tournament due to playability or aesthetic reasons. Besides not being able to use a disallowed model for the remainder of AdeptiCon, other tournament scoring penalties may be applied. This would not be a normal circumstance, and if you follow the guidelines outlined above in good taste, you will be fine. If you have any doubts to the appropriateness of a model or conversion, please use the following procedure to get approval from AdeptiCon judges in advance. **All submissions for approval must be received by 02/28/2024.** Only submissions from registered attendees will be considered for approval.

1. Create an email with at least 3 quality digital photos of the completed model. Include one picture with a standard infantry figure or infantry stand to display the scale of the scratch-built model or conversion. List most of the components used to complete the model. Give a brief description of how the scratch-built model/conversion was completed. Describe how your model is superior or at least comparable to the existing model it is replacing.
2. Send this email to info@adepticon.org.
3. Your model will be evaluated, and you will receive an official response from an AdeptiCon judge via email with its playability at AdeptiCon 2024.