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AdeptiCon is one of the world's largest independent convention experiences for the miniature wargaming enthusiast. AdeptiCon promotes not only strategy and competition at the tournament level, but also creativity and artistry at the model level. Because AdeptiCon attracts hundreds of gamers from many different backgrounds, playing styles, and locales, there are a few rules regarding the appropriateness of the models used during the convention that must be followed to help ensure that both of the above aspects of the hobby are acknowledged:

1. **ALL** models, for **ALL** game systems must be painted to a 3-color minimum standard unless otherwise specified in the event rules. 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 particular choice they represent and that any and 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 receiving 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 is acceptable but should **NOT** be the norm.
4. Game systems that do not have a dedicated model range (e.g., Warhammer Ancient Battles) may use any appropriate models to represent their force(s) as long as they are within the spirit of the game system and the 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. Scratch built models and conversions can be used for units, but must adhere to the following guidelines:
    o Models may **NOT** contain significant elements of pre-assembled and/or pre-painted models or toys.
    o 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.
    o Models **MUST** adhere to all the above restrictions.
7. 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 any and all avenues of confusion that might result from using count-as models/armies. Count-as models **MUST** be WYSIWYG, appropriately equipped and sized accordingly in order to best represent the model/unit in question. Count-as armies should demonstrate reasonable effort when it comes to conversions, simply using an existing army with a different codex (as a proxy) is **NOT** allowed.
8. 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.

In extreme circumstances, AdeptiCon reserves the right to disallow the use of any model, scratch built model or conversion in its tournaments 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 should be fine. If you have any doubts to the appropriateness of a model, scratch built model or conversion, however, please use the following procedure to get approval from AdeptiCon judges in advance. All submissions for approval must be received by 2/01/2011. Only submissions from pre-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 in order to display the scale of the scratch built model or conversion. List the majority 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 2011.