



ADEPTICON 2015

ADEPTICON CODE OF CONDUCT POLICY

Last Update: 01.06.15

Slow Play: Games should be played in a timely fashion. Stalling is not the mark of a good general or an honorable and worthy opponent. You are held responsible, to both yourself and to all your opponents, to run your army list effectively in the time frame allowed. Slow play will be monitored. AdeptiCon judges reserve the right to warn and/or dock players for slow play/stalling.

Sportsmanship: Good, if not stellar, sportsmanship is an absolute requirement at AdeptiCon. While certain events have scoring systems in place to deal with this aspect of the hobby, good sportsmanship is simply expected from all attendees of AdeptiCon. Throwing a fit, acting out against your opponent, incessantly arguing your position with a judge or any other manifestation of poor sportsmanship will not be tolerated.

Quitting: We are all adults and are expected to behave as such. Quitting during an event affects the quality of the experience for all attendees and creates a significant disruption for event staff. Failure to finish an event at AdeptiCon will lead to forfeiture of all scheduled events for the rest of the weekend and being placed on the banned list for all future AdeptiCons. That said, obviously there are legitimate circumstances that would require someone to have to leave the event. For such instances, please speak to the head event staff prior to leaving the premises so the judges can have time to make the proper adjustments. Appropriate reasons include such things as Family, Health, and Work-related emergencies. Getting an early start at the bar or on the road, while highly appealing, are not legitimate excuses.


Rules Disputes: Rules disputes are bound to occur at an event this large and varied in attendance. Players should attempt to resolve all rules disputes between themselves at the table (using the appropriate codex, rulebook, FAQ). If this fails, contact a Floor Judge who will attempt to resolve the dispute using the appropriate game system documents. In some extreme situations, a Floor Judge reserves the right to escalate issues to the Head Rules Judge (if the event has one) – his/her decision is final.

List Checking, Illegal Lists and Penalties: Army lists will be randomly checked throughout each event. If a player's list is found to contain illegal units or any other rules violation, at a minimum, the models in violation will be removed from all subsequent play. If a list is found to exceed the event's intended point value, the player will be required to remove an **ENTIRE UNIT** from all subsequent play in order to bring the list back within the confines of the event.

In all cases, the tournament organizers reserve the right to nullify any game outcome resulting from illegal play. Repeated abuse of the rules will result in expulsion from the event. Please use the [feedback form](#) on the AdeptiCon website to ask any questions you or your club may have regarding rules issues or legal units in advance!

Dice: AdeptiCon does not require the use any specific type of dice, however your dice must **ALWAYS** be made available to your opponent to use if they so desire. AdeptiCon reserves the right to remove any dice showing excessive wear, obvious tampering or other questionable deformities.

Observing Games: As some of the larger tournaments enter the final rounds, it is often tempting to seek out and watch the 'top tables'. Simply observing a game in progress is fine, but observers should **NEVER** interject their own commentary, rules interpretations or tactical advice to either player involved in the game.





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Cheating: Cheating will not be tolerated at AdeptiCon. Cheating affects the quality of the experience for all attendees and creates a significant disruption for event staff. Proof of cheating at AdeptiCon will lead to forfeiture of all scheduled events for the rest of the weekend and being placed on the banned list for all future events.

Players are expected to have a solid grasp of the rules and are responsible for challenging their opponent(s) when those rules are broken. If the players cannot come to a resolution, then the matter must be brought to the attention of a Floor Judge **DURING** the game. At that point the Floor Judge(s) will weigh the evidence and take appropriate action (which might result in anything from a warning to expulsion). Please remember, this is a complex game and honest mistakes are often made. Every attempt to resolve the issue should be made prior to calling over a Floor Judge (see Rules Disputes above). Claiming your opponent is cheating to simply influence the outcome of the game is cheating in and of itself.

Filming Games/Photographing Models: General filming and photography during the convention is not only permitted, it is encouraged! In most cases, players will be extremely flattered to have their armies/models photographed. In all cases, please be respectful of the owning player and his/her models. Always ask permission before photographing or touching anything and try not to be disruptive during games in progress.

When filming more than a cursory overview of a specific game, you are **REQUIRED** to get permission from all players involved. If any player objects, then you must immediately stop filming. Disruptive or secretive filming of any aspect of an event without consent will result in expulsion from the convention.

Dangerous Behavior: Attendees must refrain from any deliberate acts that may create a dangerous or unhealthy situation during AdeptiCon. This includes, but is not limited to, the use of illegal drugs, irresponsible consumption of alcoholic beverages, assaulting, threatening, bullying or disregarding the safety of an individual. If you know of anyone who might be under the influence or is exhibiting dangerous or risky behavior, please report the instance to AdeptiCon staff.

Care of Terrain: AdeptiCon volunteers have invested an incredible amount of time and effort in order to provide you with quality gaming terrain. Please treat the terrain with the utmost care throughout the weekend. If accidental damage does occur to a piece of terrain, please notify an event judge so the piece can be flagged for repair.

Trash: Please, please, please pick up after yourself. Leaving trash on and under tables makes for an unpleasant environment for everyone and greatly prolongs the hall cleanup at the end of the day.