WYSIWYG, MODELLING AND 3D PRINTED POLICIES

MODEL CONVERSION POLICIES

We all want to have fun modelling, theming, converting and painting our armies. The NTL always strives to promote strategy and competition while encouraging the hobby aspect of the game at the same time. To help ensure that both of the above aspects of the hobby are acknowledged we have established a few rules regarding the appropriateness of models used during the event.

IMPORTANT: Consider this a first warning/notification. Warnings regarding these model policies will not be given at the event. Any models that become problematic that were not approved before the event will be subject to immediate removal from the event and may result in a game loss/game losses. If the model(s) in question would have affected more than the current game, the player will be issued a Yellow Card Foul. For details on player warnings/fouls/DQ's please see the NTL DQ Policies.

1. 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 events. 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). Exceptions MAY be made for themed units or armies. Furthermore, you need to contact us to let us know about any conversions you are planning on using, and MUST provide us with photos of ALL models in question. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponent so that no confusion can arise during games. Players are required to submit ANY and ALL conversions/etc. at least 2 weeks BEFORE THE EVENT for approval. See below for submission guidelines. To protect everyone's experience, you will be required to remove any models that have not been approved, from the table, immediately.

2. 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 MUST be approved at least 2 weeks BEFORE THE EVENT by the NTL (See below for submission guidelines).

3. Game units that do not have a dedicated model may use any appropriate models to represent their force(s) as long as they are within the spirit of the game system and force which they represent, but MUST be approved at least 2 weeks BEFORE THE EVENT by the NTL (See below for submission guidelines).

4. 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.

5. Models that were once historically supplied with smaller bases (e.g., older Terminators) are still legal models; although it is REQUIRED that you update them to the current base size for the applicable game system. Models that are supplied with two different types of bases (e.g., Chaos Daemons) must be fielded on the base type that is appropriate for the applicable game system (e.g., Chaos Daemons on square bases are NOT allowed in Warhammer 40K events).

6. Scratch built models and conversions can be used for units, but must adhere to the following guidelines and MUST be approved BEFORE THE EVENT by the NTL (See below for submission guidelines):
   • Models may NOT contain significant elements of pre-assembled and/or pre-painted models or toys (A Gundam Model is not an Imperial Knight but an Imperial Knight model with a Gundam head would be acceptable).
   • With the following exceptions, 3-D Printed models are NOT allowed:
      o A minimal amount of 3-D printed conversion bits MAY be allowed but MUST be approved beforehand. The print quality of these bits Must be a high quality.
      o 3rd Party Companies that only offer their models via 3-D files may be used but MUST be approved beforehand. The print quality of these models Must be a high quality.
      o 3rd Party Companies that produce physical models and also provide 3-D files for their models may be used but MUST be approved beforehand. The print quality of these models Must be a high quality.
   • 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, etc. DO NOT meet this requirement.
   • Models MUST adhere to all the above restrictions.
   • Resin cast "knock offs" (aka China Cast, etc.) are Not Allowed.

8. Count-as armies are allowed at the NTL 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 exceptional effort when it comes to conversions, simply using an existing army with a different codex (as a proxy) is NOT allowed. Models MUST be approved at least 2 weeks BEFORE THE EVENT by the NTL (See below for submission guidelines).

9. Fliers MUST be mounted on a Games Workshop Flying Base of the appropriate type or MUST be modeled to the same height as if it were on the correct Games Workshop Flying base.

10. Models/armies should be appropriate for a family-friendly event. When in doubt, models should adhere to a typical PG-13 rating. The NTL reserves the right to remove any models deemed offensive. In extreme circumstances, the NTL 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 the NTL, 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.

SUBMITTING MODELS FOR APPROVAL
- All submissions for approval must be received no later than two weeks before the event.
- If you have any doubts to the appropriateness of a model or conversion, please submit the model(s) in question in the NTL Discord at **https://discord.gg/8xecHqpy** to get approval from The NTL in advance.