Fallout Gaming Code of Conduct v2.2:

Last Updated 07/30/2018

Any changes and/or updates to this document are noted in Red.

Rules:

- The Warhammer 40k FAQ's from Games Workshop's website will be used during all tournaments.
- If a rule is not covered in the FAQ, the tournament organizer will decide on the ruling.
- Rules & points costs are to come from Rulebooks, Codices, Chapter Approved, & the FAQ's. This is due to errors found in 3rd party programs such as Battle Scribe.

21 Day Rule:

- Due to the accelerated release rate of codices, all new rules will only require to be out for 21 days now before they will be legal in a Fallout Gaming event.
- This rule applies to all codices, supplements, dataslates, formations, expansion books, imperial armour books, indexes, etc…
- FAQ changes are not subject to the 21 Day Rule & any changes will be in effect immediately.

Army Lists:

- All players must have a physical copy of their army list.
- To help increase the number of early list submittals, players will be given additional bonus points if their army list is turned in by midnight the night before an event.
- All army lists will be checked / reviewed by the Tournament Organizer.
- If any illegal units and/or rules violations are found in a player's list, at the minimum, the models and/or units in violation will be removed from all subsequent play.
- In addition, tournament points may be deducted and/or the player may be removed from the tournament.
- If a player is found to have models and/or units in violation & they are removed, all of their opponents throughout the tournament will be credited with Battle Points for the removed unit(s).

WYSIWYG:

- Armies at tournaments must be at least 95% WYSIWYG.
- If you are using a conversion / proxy in a tournament, you must have the model(s) pre-approved by the tournament organizer.
- Converted units/models must be similar in size comparison to the unit they are replacing.

<u>Player Responsibility:</u>

- As a player, you have the responsibility to notify the Tournament Organizer if any issues occur during your games. Any & all issues must be reported to the Tournament Organizer immediately, so it can be resolved before the game is completed.
- If an issue is not reported to the Tournament Organizer when it occurs, further action cannot be taken due to the situation becoming one player's word vs another.

<u>Round Start Times:</u>

- Our goal is to ensure that each game is fully completed in the allotted time period.
- Players will be given a 5 minute grace period to arrive to their game.
- Players will police themselves & report any issues to the tournament organizer.
- If a player is late, they will be penalized Battle Points by the tournament organizer.

** Please note, if you do not report an issue/incident to the tournament organizer at the time it occurs, no action will be made against the accused player. **

<u>Army Deployment:</u>

- This subject also falls under the goal of ensuring that each game is fully completed in the allotted period of time.
- At the start of a game, both players will have 15 minutes to deploy their armies.
- If the armies are not fully deployed within that 15 minute period, the non-deployed models will start the game in Reserve & will walk onto the table during the 1st Battle Round.
- Players will police themselves with the time limit and report any incidents or overages to the tournament organizer.
- In addition, players that exceed the 15 minute deployment time frame may be subject to docking of Battle Points for the event.

** Please note, if you do not report an issue/incident to the tournament organizer at the time it occurs, no action will be made against the accused player. **

<u>Ending Games:</u>

- Another goal for the group is to ensure that not only games are being completed, but that the tournament schedule is staying on track.
- Players will be notified when there is 15 minutes left in the round & will be instructed to not start any new Battle Rounds.
- Up until the 15 minute mark left in the round, players will continue to play the mission, unless both players agree that the game is completed.
- If a player refuses to continue the mission prior to the 15 minute mark left in the round, that player forfeit the mission.

Ending Games (continued):

- Once time in the round is up, a hard "dice down" will be called and all players must immediately stop playing and tally up their results regardless if the turn was finished.
- Once "dice down" has been called, any players that continue to proceed with their game will be penalized Battle Points in the event.

Sportsmanship:

- After each game, players will fill out a sportsmanship form regarding their match up.
- Players are to score one another based on that game alone and not based on previous games or interactions with their opponent.
- If a player is found to have purposely docked another player for sportsmanship for unviable reasons, that player will lose all sportsmanship for that round,
- If a player is found to have done this more than once, they will be removed from the tournament & subject to further bans.

Quitting:

- Quitting will not be tolerated.
- Quitting affects the quality of experience for all of the players and creates a significant disruption for everyone involved in the tournament.
- If a player decides to leave / quit a tournament early for any illegitimate reason, no refund will be provided & that player will not be allowed to participate in the following month's tournament.

Cheating:

- Cheating will not be tolerated.
- Cheating affects the quality of experience for all players & creates a significant disruption for everyone involved in the tournament.
- Proof of cheating will lead to immediate forfeiture from the tournament and possible ban from future events.
- If a player is caught slow playing during a game, that player will be docked 50% of the maximum primary mission battle points.

** Please note, if you do not report an issue/incident to the tournament organizer at the time it occurs, no action will be made against the accused player. **