

Player Name

Army

Self Painted Army Y or N

Score Description

Base Score (worth up to 15 points)		
	Deduct	Not Fully Painted. Deduct 2 for a few models, 5 for half army or more.
10		Army is fully painted but only to 3 - color standard of base coating
15		Army is beyond fully painted, additional steps beyond the 3 - color standard
Base Coating - indicate each that applies to at least 80% of the army (max 2 points)		
1		Painting is Uniform: Not a mix of schemes, styles and looks.
1		Clean Basecoat Colors: Base colors are painted neatly.
Details - (worth up to 5 points)		
1		Details are painted such as eyes, buckles, and jewelry
2		Details are painted well, clean, have highlights
3		Hand painted details that are well executed. (unit markings, banner artwork, blood marks, dirt on cloaks, etc.
2		Artistic: Banners, markings, and details are hand painted to an incredible degree!!
Highlights and Shading - (worth up to 7 points)		
1		Discernable highlights and shading including dry brushing, lining, shading, inking, etc (not required to be clean)
2		Clean Highlights, neat lines, dry brushings is appropriate, inking is controlled and not sloppy
3		Layers of highlights, i.e. more than one layer of highlight which may include shading, highlights over inking, blending, etc.
1		Beyond Basic Highlights have been blended, shaded or layered well - beyond the basic highlighting techniques of dry brushing and inking.
2		Masterful blending, highlights that have been masterfully blended, shaded or layered.
2		Over all Appearance is amazing! Everything works great together to create an awesome scene.
Basing - indicate all that apply to at least 80% of the army (worth up to 5 points)		
1		At least 1 color or basing texture (flock, paint, sand, etc)
1		At least 2 colors or basing textures (flock, paint, sand, etc)
1		At least 3 colors or basing textures (flock, paint, sand, etc)
1		4 or more colors or basing textures (flock, paint, sand, etc)
1		Something special (skulls, animals, debris, rubble, etc) need not be on each base.
Conversions - select the most appropriate (worth up to 4 points)		
1		Minimal - head and weapon swaps, arm rotations, etc
2		Minor - units have multi-kit conversions. This is for more than a few such models
3		Major - The army has some difficult conversions that use things such as putty, plastic card, drilling, sawing, minor sculpts. This could also apply to the entire army having very well done multi-kit conversions.
4		Extreme - the army has some extreme conversions, which could be scratch built conversions, sculpt of an entire model, a large amount of models with difficult conversions, or the entire army is extremely conversions.
Misc - indicate all that apply to at least 80% of the army (worth up to 2 points)		
1		Display Base
1		Something Special - there is something above and beyond about the army and or

Total (Max 40 points)