

**PLAYER'S NAME:** \_\_\_\_\_

**ARMY:** \_\_\_\_\_

**TOTAL POINTS (MAX OF 54)** \_\_\_\_\_

Make sure to double check your addition!

<b>INITIAL OVERALL IMPRESSION (circle one that applies)</b>	
There are simply too many unpainted models in the army. Basically, it's more unpainted than painted. If the army is approximately 50% unpainted, give them this score. If something is unfinished, favor this one.	1
The army is approximately 50% painted. You can tell there's been some time put into the army but they just didn't get it done in time. Give 'em some credit for working to have a completed army, even though it's not fully done.	4
The army is approximately 90% painted. There happens to be one unit, or one chariot, or one something that isn't painted that would make it complete. Give 'em credit, it's hard to paint an entire army on a deadline.	8
The army is fully painted, but only to the most basic of tournament requirements. There is still the possibility of impressive basing or conversion work.	14
Army is fully painted and there has obviously been effort put into detailing the army beyond the minimum tournament standard. Give benefit toward this choice unless unfinished models.	20

**Total Checked INITIAL IMPRESSION Points (out of 20)** \_\_\_\_\_

<b>DETAILED ARMY IMPRESSION (circle ALL that apply)</b>	
<b>PAINTING IS UNIFORM:</b> Not a mix of schemes, styles, and looks. The army looks like an <i>army</i> .	1
<b>CLEAN BASECOAT COLORS:</b> Base colors are painted neatly.	1
<b>DETAILS:</b> Details are painted such as eyes, buckles, and jewelry.	1
<b>CLEAN DETAILS:</b> Details are painted well (clean, have highlights).	2
<b>HAND-PAINTED DETAILS:</b> Details (that are well executed) have been <i>added</i> such as unit markings, banner artwork, blood marks, dirt on cloaks, etc.	2
<b>ARTISTIC:</b> Banners, markings, and details are hand painted to an incredible degree.	3
<b>DISCERNABLE HIGHLIGHTS / SHADING:</b> Drybrushing, lining, shading, inking, etc (not required to be clean).	1
<b>LAYERS OF HIGHLIGHTS:</b> More than one layer of highlight which may include shading, highlights over inking, blending, etc.	2
<b>BEYOND BASICS:</b> Highlights are blended, shaded, or layered well; beyond the basic highlighting techniques of drybrushing and inking.	2
<b>MASTERFUL BLENDING:</b> Highlights have been masterfully blended, shaded, or layered.	2
<b>OVERALL APPEARANCE:</b> Overall appearance is amazing! Everything works together to create and awesome scene!	3

**Total Checked DETAILED ARMY IMPRESSION Points (out of 17)** \_\_\_\_\_

<b>MODEL BASING (circle one that applies)</b>	
<b>BASED / DETAILED:</b> Bases have basing materials (flock/sand/tiles) or details painted on them.	2
<b>EXTRA BASING:</b> The bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or if extra basing is inappropriate, basing is done very well (i.e. rolling desert dunes).	3
<b>HIGHLIGHTS:</b> Bases have highlighting (shading / drybrushing).	4
<b>SPECIAL DETAILS:</b> There are extra details on the larger bases (helmets, skulls, animals, building rubble, etc.)	5

**Total Checked MODEL BASING Points (out of 5)** \_\_\_\_\_

<b>CONVERSIONS (circle one that applies)</b>	
<b>MINIMAL:</b> The army has some elementary conversions (head/weapon swaps, arm rotations) or a couple of interesting swaps.	1
<b>MINOR:</b> Units have multi-kit conversions including head and weapon swaps. This is for more than a few models, such as a unit.	2
<b>MAJOR:</b> The army has some difficult conversions that use things such as putty, plasticard, drilling, sawing, minor sculpts, etc. This could apply to the entire army having very well done multi-kit conversions.	3
<b>EXTREME:</b> The army has some extreme conversions which could be: a scratch built conversion or sculpt of an entire model, a large amount of models with difficult conversions, or the entire army is extremely converted.	4

Total CONVERSION Points (out of 4) \_\_\_\_\_

<b>DISPLAY BASE (circle one that applies)</b>	
No display base, Rubber Maid lid, etc.	1
Basic, just one flock.	2
Multiple flock, or painted with highlights on flock.	4
Multiple flock, or painted with highlights on flock, terrain elements, shading and highlighting of elements.	5

Total Checked DISPLAY Base Points (out of 5) \_\_\_\_\_

<b>ADVANCED SKILLS: ONLY judge this section if 20 points were awarded on Initial Overall Impression</b>	
<b>SOMETHING SPECIAL:</b> There is something above and beyond about a models painting, the display base, a conversion, or the basing (i.e. the movement trays are based / highlighted).	2
<b>WOW FACTOR:</b> The overall look of the army – as a whole – just “wows” the judges. This includes the display base, movement trays, individual painting, and conversions. Everything together makes it look incredible!	3

Total ADVANCED SKILLS Points (out of 3) \_\_\_\_\_

# TOTAL APPEARANCE SCORE:

\_\_\_\_\_ / 54