

PLAYER NAME: _____

APPEARANCE

INITIAL OVERALL IMPRESSION (CHECK ONE THAT APPLIES)	
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.	0
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.	2
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.	5
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.	10

DISPLAY BASE (CHECK ONE THAT APPLIES)	
NO DISPLAY BASE, RUBBER MAID LID, ETC.	1
BASIC, JUST ONE FLOCK.	2
MULTIPLE FLOCK, OR PAINTED WITH HIGHLIGHTS ON FLOCK.	3
MULTIPLE FLOCK, OR PAINTED WITH HIGHLIGHTS ON FLOCK, TERRAIN ELEMENTS, SHADING AND HIGHLIGHTING OF ELEMENTS.	4
INTRICATE DIORAMA THAT JUST "WOWS" THE JUDGE.	5

MODEL BASING (CHECK ONE THAT APPLIES)	
BASIC ONE FLOCK, NO PAINT.	2
MULTIPLE FLOCK, NO PAINT ON SURFACE OF BASE.	3
MULTIPLE FLOCK, OR PAINTED WITH HIGHLIGHTS ON FLOCK, PAINTED SURFACE OF BASE.	4
DIORAMA- LIKE BASES WITH HIGH ATTENTION TO DETAIL.	5

CONVERSIONS (CHECK ONE THAT APPLIES)	
MINIMAL: THE ARMY HAS SOME ELEMENTARY CONVERSIONS (HEAD/WEAPON SWAPS, ARM ROTATIONS) OR A COUPLE OF INTERESTING SWAPS.	2
MINOR: UNITS HAVE MULTI-KIT CONVERSIONS INCLUDING HEAD AND WEAPON SWAPS. THIS IS FOR MORE THAN A FEW MODELS, SUCH AS A UNIT.	3
MAJOR: 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.	4
EXTREME: 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.	5

ADVANCED SKILLS: ONLY JUDGE THIS SECTION IF 10 POINTS WERE AWARDED ON INITIAL OVERALL IMPRESSION	
MINIMAL HIGHLIGHTING AND SHADING.	1
THE MODELS HAVE A BASECOAT WITH MULTIPLE HIGHLIGHTS AND SHADES.	2
THE MODELS HAVE BEEN SHADED USING LAYERING WITH HIGHLIGHTS AND BLENDING (NOT SEAMLESS BLENDING.)	4
THE MODELS HAVE BEEN SHADED USING SEAMLESS BLENDING AND INKS.	5

TOTAL PAINTING POINTS = _____/30

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