



NAME:		GANG NAME:
GANG RATING:		HOUSE/ GANG TYPE:

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS& INJURIES	COST	EXP.

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models including one Leader and no more than two Heavies. No more than half the gang may be made up of Juves.

TOTALS

TERRITORY	CREDIT	TERRITORY	CREDIT
1.		6.	
2.		7.	
3.		8.	
4.		9.	
5.		10.	

STASH

Appearance

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1) In your opinion was there honest effort put into painting this army?

This is the effort question! Maybe you know this person, maybe you don't. Maybe this army was painted in two days, and maybe it has taken months. BUT, in your best judgement do you think this person has tried to the best of their ability, skill, and time constraints to get their army painted? If so, give 'em credit for it!!!

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2) Are all the models in this Army completely painted?

All models in the army must be base coated (no metal or plain primer showing) and as a rule of thumb have at least 3 different colors present on the model. The model does not have to be painted to an expert level, just neatly basecoated to score points in this category. See page 18-21 of the Warhammer rulebook for a great example of basecoating!

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3) If they got points for both 1 and 2 check this one as well.

Let's face it, painting an entire army is hard work. We want to reward anyone who has done it. Look over the entire army again, and check the box to the right ONLY if the ENTIRE army is painted. If you were a nice guy and let one or two primer-only models slip through don't go soft this time!

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4) Are all the miniatures based up in a pleasing fashion?

What we are talking about here is the plastic slottabase that Citadel Miniatures fit into. Is it covered in flock, gravel, or sand and painted to look like grass, ground, or some part of a battlefield? Bases don't have to be immaculate or fancy, just nice and neat so they don't detract from the model.

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5) Does the army feature insignia, camo schemes, or eye-catching items?

We are talking about cohesive color schemes, camouflage patterns or army-wide details that make the whole force seem cooler. Did the painter put some extra time to pick out or add cool basic details on the army? A basecoated Ultramarines army with all the matching "U" insignia on their shoulder pads would fit this category for instance.

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6) Do the character models and centerpieces stand out?

Every army has a HQ Commander as well as some sort of special Officer, Veteran Sergeant, large vehicle or even monster. Was extra time spent painting these important cogs in the army? This question is about whether the key models of any army all got the attention they deserve.

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7) Does the army look like an army?

Does this force look coherent? Do the various regiments have colors, markings, insignia, etc that tie them together? Think of it this way - could you replace half of this army with someone else's units and then decide which forces really belonged together? Not all armies are color coordinated or regimental - but small details like the bases can help here. Are some troops painted on desert bases, while others have grassy ones? Is one unit painted up battleworn while others are clean and resplendent?

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8) Was extra time and effort put into the painting of cool details?

This question addresses items like the following: model conversions, extra details on bases (like skulls or battlefield debris), super hand painted banners, kill markings on vehicles, battle damage, expertly painted eyes, badges, and that type of attention to cool, but minute detail. Look for lots of up close individual details for this question!

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9) In your opinion is this army painted to an above average standard?

In other words, this army is painted to a level that you would be pleased to put it on display to show it off to friends & other hobbyists. We aren't talking about a few well painted characters, but the *army on the whole*. We suggest looking at the entire army from about three feet away to get the army in perspective.

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Total Appearance Score