

Army Appearance Score Sheet

Player: _____ Army: _____

Select one points score from each bracketed grouping.

Army Basics

- Army is more primer or bare plastic and metal than paint. 0
- Most, but not all, of the army has been painted to a minimal standard. 5
- The army is fully painted to the three-color standard. 10
- Effort beyond basecoating to three colors is clearly evident. 15

Bases

- Bases have basing materials (e.g., flock, sand, tiles) or details painted on them. No 0 Yes 1
- Bases have multiple basing materials (rocks/grass), extra details painted on them (cracks in tiles), or basing is done very well. No 0 Yes 1
- Bases have extra details such as helmets, skulls, animals, building rubble, etc. No 0 Yes 1
- Very few (or none) of the bases have extra detailing, including highlighting/shading. 0
- A noticeable portion of the army's bases have extra detailing, including highlighting/shading. 1
- A significant majority of the bases have extra detailing, including highlighting/shading. 2

Painting

- Base colors are painted neatly. No 0 Yes 1
- Model details are painted (e.g., eyes, buckles, jewelry). No 0 Yes 1
- Details are painted, but are not remarkable. 0
- Details are clean and noticeable. 1
- Details have their own highlighting/shading. 2
- Details have been manually created such as unit markings, banner artwork, blood marks, dirt and/or filigree on cloaks, etc. Very little to no freehand details. 0 Freehand detailing is evident in portions of the army. 1 Freehand detailing is common or very well executed. 2
- Lines are neat, dry brushing is appropriate, inking/shading is controlled and not sloppy. Very little to no highlighting/shading. 0 Highlighting/shading is evident in most of the army. 1 Highlighting/shading is on nearly every model and very well executed. 2
- Highlights have been blended, shaded, or layered well, beyond the basic techniques of dry brushing and inking. Nothing special. 0 Some to several models display advanced techniques (e.g., blending, layering). 1 Most models have been painted with well executed advanced techniques. 2

Conversions

- Almost nothing but stock GW kits. 0
- Some elementary conversions (e.g., arm/head swaps, minor reposing). 2
- Most units display at least a few basic conversions. 4
- At least half the army has been converted OR army has a few major conversions (e.g., sculpting, plasticard, multi-kit swaps). 6
- Most of the army has been modified from stock GW and/or major conversions are common. 8
- Almost the entire army has been converted OR army includes outstanding full sculpts/truly impressive scratch builds. 10

Extra Effort

- Modeled objectives were not supplied (e.g., player used poker chips). 0
- Converted and painted models representing objectives were supplied. 1
- No army display base supplied. 0
- Player modeled a display base for the army. 1
- Judge's discretion. Among "the intagibles", the quality of a display base, if present, as it relates to the overall impression of the army, can/should be evaluated here. (Though a display base is not required to obtain a score here.) Regardless of execution, army lacks real impact/exemplary quality. 0 The army noticeably stands out from the crowd. 1 The army displays several outstanding and memorable features. 2 The army is one of the best presentations at this or any event. 3
- Please write notes relating to **Extra Effort** on the back of this score sheet.

Total: _____