

#: _____ Username : _____ Country/Town : _____

Painting Grade (30 max) : _____

Each criterion below is cumulative. Each aspect not accomplished by the player himself is awarded a grade of 0.

- "Did you paint and model the army yourself? If not, can you tell me which are the aspects you did yourself?"
- "Is it OK to grade the army from what you are currently playing with?"
- "Have you got any conversions or pieces you're especially proud of and want us to notice?"

Modeling (/5): _____

- Models correctly assembled (no gap between the elements): +1
- Models correctly cleaned (no mold lines): +1
- Conversion, 1st level – models slightly reposed/small elements added: +1
- Conversion, 2nd level – models with major repose or elements added/minor sculpting: +1
- Conversion, 3rd level – major sculpting: +1

Basing (/4): _____

- Front arc marked: +1
- Textured and painted base: +1
- At least three different elements per base (ex: sand, static grass, snow): +1
- Scenic bases/sculpted bases/strong theme throughout the army: +1

Painting – Colours (/4): _____

- Models painted with 2 base colours: +1
- Models painted with 3 base colours: +1
- Models painted with 4+ base colours: +1
- Harmonious or clever colour scheme: +1

Painting – Accuracy (/4) : _____

- 1st level – fast painting (base colours only/patchy paint): +1
- 2nd level – advanced painting (highlights/shades/minimum details): +1
- 3rd level – expert painting (several levels of highlights/shades, details/freehands): +1
- 4th level – pro painting (painting contest quality): +1

Painting – General Look (/5) : _____

- Army homogeneous/cohesive at first glance: +1
- Units are easily distinguished from one another: +1
- Army with a unique feel (e.g. because of colour scheme): +1
- Army with an original theme, without equal while still being relevant to the game (e.g. Cult of Cyriss): +1

Gaming (/4) : _____

- Solos and unit leaders easily distinguishable by the opponent (by painting, conversion etc.) : +1
- Clear and explicit management of focus/fury: +1
- Clear and explicit management of effect/spells: +1
- Templates, wreck markers, theme list terrain, etc. : +1

Bonus Points (/4) : _____

- Basic display base: +1
- Advanced display base: +1
- This army rocks! (originality, unprecedented technique, smart or resourceful solutions...) : +1
- Mercenary painting (the player painted at least 2 armies for the event): +1

Penalties (/10) : _____

- Uncomplete warcasters/warlocks (missing bits/colours): -1 per warcaster/warlock
- Several uncomplete bases: -1
- Several uncomplete minis: -1
- Several uncomplete units: -2

At least one miniature is completely unpainted (breaking the rules of the event): painting grade = 0/25