

#: ___ Username : _____ Country/Town : _____

Hobby Grade (15 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 pieces you're especially proud of and want us to notice?"

Modeling (/3): _____

Models correctly assembled (no gap between the elements): +1

Models correctly cleaned (no mold lines): +1

Minor conversions and customization of the models: +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Basing (/3): _____

Textured and painted base: +2

Complex or scenic base, while remaining non-invasive: +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Painting – Colours (/3): _____

Models painted with 2 base colours: +1

Models painted with 3 base colours: +1

Harmonious or clever colour scheme, homogeneous/cohesive army: +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Painting – Accuracy (/3): _____

Fast painting (base colours only/patchy paint): +1

Tabletop painting (highlights/shades/minimum details): +1

Advanced painting (several levels of highlights/shades, details/freehands): +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Gaming (/3): _____

Front arcs marked: +1

Clear and explicit management of game effect/spells/focus etc.: +1

Specific models, such as leaders, UAs, solos etc. easily distinguishable beyond the basic sculpt (by scenic base, banners, writing on base etc.): +1

Total:

Player (nfg)	Judge1	Judge2
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Bonus points (/3): _____

Game material customized to match the army (templates, display, etc.): +1

Pro painting (painting contest quality): +1

This army rocks! (theme, originality, technique etc.): +1

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Penalties (/10): _____

Uncomplete warcasters/warlocks (missing bits/colours): -1/model

Several uncomplete bases: -1

Several uncomplete minis: -1

Several uncomplete units: -2

Total:

Player (nfg)	Judge1	Judge2
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

The "player" column is for info only and Not For Grading.