## Kings of War Tournament Appearance Score Sheet

Basic appearance will be judged via Checklist below. Each item is a yes or no – either the army has it and gets ful joints or gets zero for that item. Full score should be achievable by anyone who puts in at least minimum effort (34 color basecoat, dip or wash or drybrush, paint the base):  Category 1: Tabletop Quality (20 points)  1	Play	r: Army:
Category 1: Tabletop Quality (20 points)	Basic a	pearance will be judged via Checklist below. Each item is a yes or no - either the army has it and gets for
Tabletop Quality (20 points)		
ALL models are painted to a three color minimum standard (8 points).   2	-	
The army looks like a cohesive force. (4 Points)	Catego	
ALL models have basing material or paint applied to bases. (4 Points)   The ENTIRE army uses at least one basic highlighting or shading technique to add depth to the models. (4 Points) (cannot get this without #1 checked)   Subtotal (Base Painting Score)   Advanced scoring items are each worth 1 point   Category 2: A Little Something Extra (10 points)   ALL units in the army meet the PMC standard (preferred model count – 70%)   ALL units in the army meet the PMC standard (preferred model count – 70%)   ALL models are based in a consistent or cohesive manner.   ALL models are based in a consistent or cohesive manner.   ALL models are based in a consistent or cohesive manner.   Movement trays / multi-based bases have been designed to match the basing materials.   Units (at least 1 other than Army Standard) have banners.   Units (at least 1 other than Army Standard) have banners.   Character models and army centerpieces stand out.   A least one model has been converted or dynamically posed.   A t least one model has extensive and intricate basing.   All details of models/units painted (i.e. gem, eyes, ribbons, etc).   A painted scenic display board is used.		
The ENTIRE army uses at least one basic highlighting or shading technique to add depth to the models. (4 Points) (cannot get this without #1 checked)    Subtotal (Base Painting Score)   Advanced scoring items are each worth 1 point   Category 2: A Little Something Extra (10 points)   Subtotal (Base Painting Score)   AlL units in the army meet the PMC standard (preferred model count – 70%)   Outlies of similar models are similarly painted but recognizable as belonging to different units.   AlL models are based in a consistent or cohesive manner.		
Subtotal (Base Painting Score)  Advanced scoring items are each worth 1 point  Category 2: A Little Something Extra (10 points)  5		
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Advanced scoring items are each worth 1 point  Category 2: A Little Something Extra (10 points)    AlL units in the army meet the PMC standard (preferred model count – 70%)   Units of similar models are similarly painted but recognizable as belonging to different units.   AlL models are based in a consistent or cohesive manner.   Movement trays / multi-based bases have been designed to match the basing materials.   Units (at least 1 other than Army Standard) have banners.   Units (at least 1 other than Army Standard) have banners.   At least one model has been converted or dynamically posed.   At least one model has extensive and intricate basing.   All details of models/units painted (i.e. gem, eyes, ribbons, etc).   A painted scenic display board is used.   Subtotal   There is freehand painting in the army (banners, cloaks, etc).   A majority of models have been converted or dynamically posed.   Time was taken to paint intricate details (i.e. fabric patterns, gem reflections, NMM, etc.).   Time was taken to paint intricate details (i.e. fabric patterns, gem reflections, NMM, etc.).   One or more units take advantage of multi-basing to make dynamic and interesting minidioramas' (more than just adding a tree or terrain piece)   The display board was created to match the look of the army.   Subtotal   Udges Discretion - it is impossible to make this completely objective - so here is where the judge gives point above and beyond the checklists   Category 4: Wow! Factor (0-5 points)		models. (4 Points) (cannot get this without #1 checked)
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Movement trays / multi-based bases have been designed to match the basing materials.	6	Units of similar models are similarly painted but recognizable as belonging to different units.
Units (at least 1 other than Army Standard) have banners.   10	7	ALL models are based in a consistent or cohesive manner.
Character models and army centerpieces stand out.	8	Movement trays / multi-based bases have been designed to match the basing materials.
11	9	Units (at least 1 other than Army Standard) have banners.
At least one model has extensive and intricate basing.   13	10	Character models and army centerpieces stand out.
A painted scenic display board is used.    Subtotal	11	At least one model has been converted or dynamically posed.
Subtotal Category 3: The Finer Details (5 points)  15   There is freehand painting in the army (banners, cloaks, etc). 16   A majority of models have been converted or dynamically posed. 17   Time was taken to paint intricate details (i.e. fabric patterns, gem reflections, NMM, etc.). 18   One or more units take advantage of multi-basing to make dynamic and interesting mini 'dioramas' (more than just adding a tree or terrain piece) 19   The display board was created to match the look of the army.  Subtotal  sudges Discretion – it is impossible to make this completely objective – so here is where the judge gives point above and beyond the checklists  Category 4: Wow! Factor (0-5 points)  20   This army is really impressive – awesome conversion, cool theme, and/or fantastic technical prowess. Something that makes you want to bring your friends over to see. (0-5 points – judge's discretion)  Subtotal	12	At least one model has extensive and intricate basing.
Subtotal  Category 3: The Finer Details (5 points)  15	13	All details of models/units painted (i.e. gem, eyes, ribbons, etc).
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