

Kings of War Tournament Appearance Score Sheet

Appearance will be judged via Checklist as follows:

Category 1: Tabletop Quality (20 points)

- 1) ___ The army is ENTIRELY painted to a three color minimum standard (worth 8 points).
- 2) ___ The army looks like a cohesive force. (Worth 2 Point)
- 3) ___ All models have basing material or paint applied to bases. (Worth 2 Point)
- 4) ___ A painted scenic display board is used (Worth 2 Point)
- 5) ___ The army is colored in a pleasing and consistent manner. (Worth 2 Point)
- 6) ___ The army uses basic highlighting and shading techniques to add depth to the models. (Worth 2 Point)
- 7) ___ The units of similar models are similarly painted but recognizable as belonging to different units. (Worth 2 Point)

___ Subtotal

Category 2: A Little Something Extra (8 points)

- 8) ___ All models are based in a consistent or cohesive manner. (Worth 1 Point)
- 9) ___ Movement trays / multi-based basess have been designed to match the basing materials. (Worth 1 Point)
- 10) ___ Army banners and flags are painted freehand to a good standard. (Worth 1 Point)
- 11) ___ Character models and army centerpieces stand out. (Worth 1 Point)
- 12) ___ Some Models have been converted or dynamically posed. (Worth 1 Point)
- 13) ___ Some models have extensive and intricate basing. (Worth 1 Point)
- 14) ___ All details of models/units painted(i.e. gems, eyes, ribbons, etc). (Worth 1 Point)
- 15) ___ The display board was created to match the look of the army. (Worth 1 Point)

___ Subtotal

Category 3: The Finer Details (4 points)

- 16) ___ Army banners and flags are painted freehand to an excellent standard. (Worth 2 Point)
- 17) ___ A majority of models have been converted or dynamically posed. (Worth 1 Point)
- 18) ___ Time was taken to paint intricate details (i.e. fabric patterns, gem reflections, etc.). (Worth 1 Point)

___ Subtotal

Player:

Total Score: