

# Dreadball Tournament Appearance Score Sheet

Appearance will be judged via Checklist as follows:

- 1) \_\_\_ The team is ENTIRELY painted to a three color minimum standard (no unpainted models) (worth 8 points).
- 2) \_\_\_ The team looks like a cohesive force. (Worth 2 Point)
- 3) \_\_\_ The team is colored in a pleasing and consistent manner. (Worth 2 Point)
- 4) \_\_\_ The team uses basic highlighting and shading techniques to add depth to the models. (Worth 2 Point)
- 5) \_\_\_ The models for similar roles are similarly painted but recognizable being different players. (Worth 2 Point)
- 6) \_\_\_ The hex bases have been marked to indicate 'threat' area (Worth 1 Point)
- 7) \_\_\_ Some Models have been converted or dynamically posed. (Worth 1 Point)
- 8) \_\_\_ A majority of models have been converted or dynamically posed. (Worth 1 Point)
- 9) \_\_\_ All details of models/units painted(i.e. gems, eyes, ribbons, etc). (Worth 1 Point)
- 10) \_\_\_ Time was taken to paint intricate details (i.e. fabric patterns, gem reflections, etc.). (Worth 1 Point)
- 11) \_\_\_ WOW! Factor – this team is really impressive (2 Points)

Player:

Total Score: