

Kings of War Tournament Appearance Score Sheet

Player: _____ **Army:** _____

Self-Scoring – Please score your army. Each item is worth 1 point unless designated otherwise, in which case it is worth that number of points. These are all Yes/No options – either it meets the criteria, or it does not. For each item, simply check the box if your army meets the criteria. If it does not, leave it blank.

Self-Scoring is worth a maximum of 25 points. Up to 30 points will count toward your overall score (which includes players choice votes, and the judges scoring).

<input type="checkbox"/>	ALL models are painted to a three-color minimum standard (4 points)
<input type="checkbox"/>	The army looks like a cohesive force. (2 Points)
<input type="checkbox"/>	All models have basing material or paint applied to bases. (2 points)
<input type="checkbox"/>	The Entire army uses at least one basic highlighting or shading technique to add depth to the models (2 points)(Cannot get this without #1 being checked).
<input type="checkbox"/>	ALL units (other than single models) make the base look ‘full’
<input type="checkbox"/>	Multiple units of the same type are easily recognizable as being distinct from each other (flags, color, etc)
<input type="checkbox"/>	ALL models are based in a consistent and cohesive manner beyond painting the based
<input type="checkbox"/>	Movement trays / multi-bases have been designed to match the basing materials
<input type="checkbox"/>	Units have banners (Army Standard Bearers do NOT count for this)
<input type="checkbox"/>	Warlord/Champion models, and army centerpieces stand out.
<input type="checkbox"/>	At Least One model has been converted or dynamically posed.
<input type="checkbox"/>	At Least One model has extensive and intricate basing (beyond sand/paint/flock)
<input type="checkbox"/>	All details of models / units painted (i.e. gem, eyes, ribbons, etc.)
<input type="checkbox"/>	A display board is used to carry the army between tables
<input type="checkbox"/>	There is freehand painting in the army (banners, cloaks, etc).
<input type="checkbox"/>	A Majority of models have been converted or dynamically posed.
<input type="checkbox"/>	Intricate details are painted on models (i.e. fabric patterns, gem reflections, NMM, etc).
<input type="checkbox"/>	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)
<input type="checkbox"/>	The display board was created to match the army

Use the following section to describe any special features you wish to draw attention to for the judges – freehand examples, conversions, cool things you have done with the army.

Self-Scoring total : _____ (Max 25 points)

Judge’s Scoring: _____