

<b>Initial Impression</b>	<b>Max 24</b>
<b>Painting</b>	<b>0 to 15</b>
More than 25% of the army is not painted to a 3 color minimum.	0
Most of the army (75%) is painted with 3 or more colors.	5
Entire Army (100%) is painted with 3 or more colors.	10
Army is fully painted, and beyond the minimum tournament standard.	15
<b>Basing</b>	<b>0 to 6</b>
More than 25% of the army's bases do not meet minimum basing requirements.	0
Most of the army (75%) is minimally based.	2
Entire Army (100%) is minimally based.	4
Army is fully based, with multiple colors and/or base flockings.	6
<b>Display Board</b>	<b>0 to 3</b>
No display board	0
Simple sheet or tray.	1
Prepared display base with some flock, painting, etc.	2
An exceptional display base or impressive diorama.	3
<b>Conversions</b>	<b>Max 6</b>
No conversions.	0
Minor conversions, such as kitbashing or head swaps.	2
Extensive conversions, such as green stuff and plasticard.	4 to 6
<b>Advanced painting techniques</b>	<b>Max 12</b>
Squad markings differentiate units. <i>This can be different color units, shoulder pad or helmet markings, vehicle numbering, etc. Markings on sides of bases is not sufficient. Squad leaders should be easily recognize able.</i>	1 to 3
Scenic Bases. <i>Resin bases, bases with flocking and additional details, or elaborately painted bases all qualify.</i>	1 to 3
Model details. <i>Buckles, lenses, cables, instrument panels, etc are painted.</i>	1 to 3
Highlighting, washes, shading, and/or drybrushing apparent on models.	1 to 3
Models exhibit color blending or lightning effects.	1 to 3
Models exhibit weathering, battle damage, or “wear and tear”	1 to 3
<b>Army wide theme (bonus)</b>	<b>Max 3</b>