

WARZONE: ATLANTA 2017

APPEARANCE CHECKLIST

BASIC PAINTING

- MOST of the Army (75% by model count or volume) is painted with 3 or more colors. ----- ③
 ENTIRE ARMY (100%) is painted with 3 or more colors. ----- ⑥

BASIC BASING — “Minimally based” means basing that is “more than just paint.” Sand, flock, and textured paints qualify. Painted designs also qualify. Clear acrylic basing will not satisfy the requirements for any basing category.

- MOST of the Army (75% by model count or volume) is minimally based. ----- ①
 ENTIRE ARMY (100%) is minimally based. ----- ③

BASIC APPEARANCE TOTAL:..... 9 Max Points: []

ADVANCED PAINTING AND APPEARANCE TECHNIQUES — Players can earn 18 Points Max (out of a potential 21 points) from the two sections below. **NOTES** - Definitions: “Signature Portion” means a squad composed of at least 5 small based (25-32mm), 3 medium based (40-50mm), 1 large based (60mm+) or un-based vehicle/monster model. This can also be your Warlord or HQ/Special Character. “Squad” means a group of models that are part of a unit in the player’s army. Different units can qualify for each Signature Portion category below. “Entire Army” means 100% by model count.

Advanced Painting Techniques — Shading, highlighting, washes, blending, drybrushing, etc. are advance painting techniques.

- SIGNATURE PORTION demonstrates one or more advanced painting techniques. (1 – 3 Points) ----- ① ② ③
 ENTIRE ARMY demonstrates one or more advanced painting techniques. (4 – 6 Points) ----- ④ ⑤ ⑥

ADVANCED PAINTING TECHNIQUES TOTAL:.....6 Max Points: []

Additional Appearance Techniques

Distinctiveness or Conversions — “Distinctiveness” is a significant, non-structural aesthetic element (e.g., extensive freehand designs) that makes models stand apart from the rest of the army. “Conversions” are significant creative structural aesthetic elements. Simply combining pieces from multiple kits is not in-and-of itself sufficient.

- SIGNATURE PORTION demonstrates distinctiveness or conversions. ----- ②

Squad Markings — Can be different color units (e.g., Green and Brown Plague Bearers), shoulder pad or helmet markings, etc. Markings on the sides of bases are not sufficient. Squad leaders should be easily recognizable by means other than their wargear.

- SIGNATURE PORTION has squad markings. ----- ①
 ENTIRE ARMY has squad markings. ----- ②
 ENTIRE ARMY has squad markings and distinctive squad leaders. ----- ③

Scenic Bases — Resin bases, flocked/sanded bases with additional details, or elaborate painted bases would all qualify.

- SIGNATURE PORTION has scenic bases. ----- ②
 ENTIRE ARMY has scenic bases. ----- ④
 ENTIRE ARMY has scenic bases with significant detail and/or 3d elements ----- ⑥

Model Details — Painting all small details on models, e.g. belt buckles, lenses, cables, instrument panels, etc.

- SIGNATURE PORTION painted details. ----- ②
 ENTIRE ARMY has painted details. ----- ④

ADDITIONAL APPEARANCE TECHNIQUES TOTAL:12 Max Points: []

DISPLAY BOARD AND THEME — A Basic Display Board is something more than just a carrying tray. Some effort was made to make the display board into an aesthetic means of presenting the army. An Advanced Display Board reinforces the theme of the army and shows extensive elements that make it (with the army) into a true display akin to a diorama. Theme The validity, fluffiness, or general taste of the theme is not being judged. The aesthetic composition of the army is the standard. The army needs to look like a single battle force, either through painting continuity and/or basing continuity.

- BASIC display board. ----- ①
 ADVANCED display board. ----- ③
 ENTIRE ARMY (100%) is painted and modeled towards a coherent theme. ----- ③

DISPLAY BOARD TOTAL: 6 Max Points: []

TOTAL ARMY APPEARANCE SCORE: 33 Max Points: [[]]