

A FOUR FOOT SNAKE THING - HOBBY SCORING

PLAYER NAME	
ARMY FACTION	

Did you Paint this army yourself (Please circle)? **YES** **NO**

HOBBY SELF-SCORING

Please complete this section yourself and leave it with your army during the lunch break on day one. Please check/tick all boxes that apply to your army. Each box is worth the points specified, with a maximum self-score of 30 points. The judges will be spot-checking scores to make sure you've been honest.

MARKING SCHEME	POINTS	CHECK
All models in the army have been assembled	5	
All models in the army are painted to a basic three colour standard	10	
The paint scheme is consistent across the whole army	5	
All models have been based with a type of texture (e.g sand, flock, static grass)	2	
The basing scheme is consistent across the entire army	2	
Examples of advanced basing in the army (e.g. cork, tufts, water effects)	1	
Examples of basic shading in the army (e.g washes, dry-brushing)	1	
Examples of advanced shading in the army (e.g. blending, edge highlighting)	1	
Example of minor conversions in the army (e.g. head swaps, weapon swaps)	1	
Examples of advanced conversions in the army (e.g scratch-building, sculpting, LED's)	1	
Examples of advance painting techniques in the army (e.g freehand, object-source-lighting)	1	

Due to the wide range of models used in Kings of War, conversions etc. can be difficult to spot. Please provide a brief description of any conversions and advanced painting techniques. Please list the techniques used if you ticked either advanced conversions or painting above:

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Please sign to confirm the above markings and comments to be honest and true:

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Signed Player Name

HOBBY JUDGING

This is for the hobby judge to complete. The judge will award up to 15 additional points for your army based on the overall aesthetic and “wow” factor. Here are some things that could earn you additional points:

- Use an effective and visually appealing colour scheme
- Consistently neat painting.
- Have a theme (e.g. Monty Python Crusaders) reflected in the modelling and painting.
- Have a converted a Four Foot Snake Living Legend.
- Have a display board for your army.
- Build your units into dynamic dioramas, taking advantage of the multi-basing possibilities in KoW.
- Custom modelled objective markers.
- Use advanced techniques such as object-source-lighting (OSL) or on-metal-metals (NMM).

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Judges Hobby Score (0-15)

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Total Hobby Score (Including Judges Score)