



40K Painting and Overall Rubric

Category 1: Overall	The army is fully painted, but only to the most basic 3-color standard. Zero for any unpainted models and no more points at all scored and DQ.	6		Category 1:
Impression	The army is fully painted to a Battle Standard including bases. (IF ARMY IS NOT A 7 here no more points will be awarded)	7-14		
<u>BEST PAINTED CATEGORY</u>	The army is fully painted to a competitive standard.	15-20		Maximum:20
Category 2: Advanced Tech- niques	Simple Techniques (most basic highlights, shading or contrast highlights)	1-3		Category 2
	Models have a basecoat with a shade and highlight colors across army.	4-10		
<u>BEST PAINTED CATEGORY</u>	Models shaded using layering with highlights/blending, multiple high- lights.	11-18		Maximum:25
	Models have amazing appearance and highlighting, seamless blending and or difficult techniques	18-25		
Category 3: Fine Details	Free Hand—Free Hand Painting	1-10		Category 3
<u>BEST PAINTED CATEGORY</u>	Advanced Techniques—Things like Non Metallic Metallics, Blended Wa- ter Slide Transfers, Weathering, Object Source Lighting with natural effect plus others	1-10		Maximum:20
Category 4: Model	Basic bases to minimum Standard	2		Category 4
Basing	Bases with multiple effects and detail	1-7		
<u>ALL CATEGO- RIES</u>	Diorama-like bases with high attention to detail.	1-8		Maximum:15
Category 5: Display Board	Basic (at least a tray)	1		Category 5
<u>BEST Overall CATEGORY</u>	Themed: (3+ materials or well-done highlights/shading) matching the player's army bases and theme.	1-15		
	Exceptional: Diorama that forges a narrative in conjunction with the ar- my	1-15		Maximum:30
Judge's Discretion	Up to 10 points can be awarded at the painting judges' discretion for results that go above and beyond in the categories listed above. These points will only be awarded for army-wide results .	0-10		Maximum:10
<u>ALL CATEGO- RIES</u>				