BG Painting Rubric

Players will be judged for the painting quality of his or her army during preset intermissions during the tournament (see tournament schedule). If the player earns full points under "Initial Judging," they are eligible for up to 15 further points based on painting, conversions, basing, et cetera. The maximum painting points a player can earn is **30**.

Initial Judging	Points
There is at least one model in the army that has undercoat as one of its three colors to meet tournament minimums.	0
The army is fully painted, but only to the most basic requirements.	8
Army is fully painted, and is painted beyond the minimum tournament standard. Give benefit to this unless there are models in the army that have an undercoat as one of its three colors.	15

Model Basing	Points
Bare bases, no flock	0
Basic one flock	2
Multiple flock or highlights with one flock	4
Bases with variety of flock, highlights, and additional elements.	6

Conversions	Points
No conversions of note (none, or just a couple rank and file models have head or arm swaps)	0
Units or character models have multi-kit conversions (head/weapon/bitz swaps).	2
The army has difficult conversions including use of greenstuff for sculpting, putty, plasticard and/or has significant multi-kit conversions for the entire army.	4
The army includes scratch built conversions or sculpts, a large amount of models with difficult conversions (see above description), or the entire army is extremely converted.	6

Painting Skills	Points
No advanced techniques	0
The models incorporate basic highlight/shading	2
The models incorporate layering with highlights or blending (but not seamless)	4
The models have been shaded with seamless blending	6

Extras: Display Base	Points
Standard cookie sheet or rubbermaid lid to move the army around	0
A prepared display base for the army with some flock, painting, etc.	2
An exception display base that blows the judge away – an impressive diorama	4

Extras: Details	Points
No extras	0
The army has rough freehand work, basic unit markings, and/or basic vehicle weathering	1
The army has quality freehand work , clean unit markings, and/or vehicle weathering	2
The army has exceptional freehand work, stellar unit markings, and/or realistic vehicle weathering	4

Total (if the total exceeds 30, only award 30 points):	

Examples

This mangler squig is an example of what would get you 0 painting points (assuming a good chunk of your army is painted like this). It has three colors, but one of the colors is clearly an undercoat.

If other models in your army don't have an undercoat as a base color, this model would get you the 8 points for your first inspection, which would still make you ineligible for the additional points after the initial judging.

[PLACE HOLDER FOR 8 POINTS]

The 8 point level for initial inspection is the catch all for armies we don't feel fully deserve the 15 points on initial inspection. Maybe it is because there are a few models that have undercoat as one of their three colors (see above entry). The other catch all is if your three colors are hastily slopped on, there's no attempt at shading (or even doing a quick wash or dip), there's no basework, et cetera. As the rubric clearly states, we will defer to giving an army 15 points if they meet the three color minimum and don't stretch that requirement as far as they can take it.

This would get you the full 15 points on initial inspection, as it more than meets the three color minimum.

Because this is part of an entirely converted Grave Guard unit, it would get high points for conversions, but low points for highlighting/shading since a basic wash was used, and would obviously get no points for basing.

This model is an example of an army that would get the first 15 points no problem. The army would likely get full marks on basing, but would get mid-level marks on conversions and painting. The army only has a couple models that have conversions like the Skyre abomination, and the army relies mostly on a base coat and dip for its look. It is a clean army, but not one that has multiple layers of blending or the other elements specified in the rubric.