



NASHCON PAINTING RUBRIC

A total of **44 points** are available.

Only Deployed models need to be displayed for consideration. This rubric will be used entirely on an opt-in basis for player's that would like to have their armies evaluated for Best Painted. Our goal is to provide a level of transparency into the paint judging process. The rubric will only be used to inform the Best Painted awards and will not impact scoring for any gaming or generalship awards.

| Basic Army Appearance | |
|------------------------------|---|
| | Army is entirely painted to a tabletop standard |
| | Army is painted to higher than three color minimum. |
| | Bases of models are all textured to a basic level. |
| | Entire army is visually cohesive. |
| | All base edges are painted. |
| | 1 or more models have a single wash. |
| | 1 or more models have a single glaze. |
| | 1 or more models have basic highlighting. |
| | 1 or more models have basic blending. |
| | 1 or more models have basic shading. |
| | Army is displayed with a name plate. |

___/11 Beginner Techniques

| Intermediate Army Appearance | |
|-------------------------------------|---|
| | All models have consistent basing material. |
| | Majority of models have intricate basing. |
| | Majority of models have a single wash. |
| | Majority of models have multiple washes. |
| | Majority of models have basic highlighting. |
| | Majority of models have basic shading. |
| | Basic details of all models are painted. |

___/7 Intermediate Techniques

| Advanced Painting Techniques | |
|-------------------------------------|----------------------------|
| | Wet blending |
| | Non-metallic metal |
| | True metallic metal |
| | Object source lighting |
| | Extreme detailing: Gems |
| | Extreme detailing: Claws |
| | Extreme detailing: Teeth |
| | Extreme detailing: Leather |
| | Extreme detailing: Ropes |
| | Extreme detailing: Hair |
| | Extreme detailing: Lips |

___/11 Advanced Painting Techniques

| Advanced Technical Techniques | |
|--------------------------------------|--------------------------------|
| | Banners/flags uniquely painted |
| | Fabric textures |
| | Metal textures |
| | Metal weathering |
| | Weathering: Mud, dust, etc. |
| | Water effects |
| | Rust |
| | Reflections |

___/8 Advanced Technical Techniques

| Advanced Basing Techniques | |
|-----------------------------------|--|
| | Additional rocks beyond basic sand |
| | Built up basing like cork or other materials |
| | Additional foliage or scatter materials |
| | Custom cast/sculpted bases |
| | Freehand painted designs |
| | Water effects |

___/6 Advanced Basing Techniques

| Theme | |
|--------------|--|
| | The entire army is themed around a consistent narrative and tells a story. |

___/1 Theme

TOTAL POINTS: _____/44