



2026
PAINTING
RUBRIC

V1.0

LAST UPDATE:
24 MARCH 2026



PAINTING RUBRIC

Your paint score is determined in two phases. First, two judges will visit every table during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 75 (a showcase level army). After this initial pass, the head paint judge will determine the mark for any army upon whose initial score the first two judges disagreed.

INITIAL SCORING

BATTLE READY	Your army has been painted to a tabletop ready standard	30 pts
TABLETOP READY	Your army has been painted to a very high level using basic techniques	50 pts
SHOWCASE READY	Your army is gorgeous, cohesive and thematic, using advanced techniques	75 pts

NOTE: A visually stunning display will not be taken into account when determining your paint score, We are an internationally traveled event, and do not wish to create a divide between those people that can easily take display boards on site and those that would decide against it due to traveling restrictions, However, particularly stunning displays might be eligible for on-the spot awards.

Once initial scores have been tallied, each player that scored a confirmed 70 will be invited to a showcase presentation. This will take place on the evening of the first day for a second round of judging from all three painting judges. They conduct an in-depth, exacting review of each army presented and give it a score based on the following parameters. The three scores are then tallied together and added to the base 75, giving the player an average paint score between 70-100 awarded against the combined considerations of technical skill (conversions, freehands, ...), visual impact (theme, ...), artistic decision (colors, ...), and consistency across the army.

DETAILED SCORING

CONVERSIONS

BASIC	Army contains basic conversions (reposed models, ...)	1 pts
ADVANCED	Army contains conversions using hobby materials like plasticard, greenstuff, and/or LEDs and often involves multi-kit components	3 pts
EXPERT	Army contains difficult conversions and/or scratchbuilt/sculpted models	5 pts



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DETAILING

BASIC	Models in the army are painted using rather basic techniques like edge highlighting, blended highlighting, ...	1 pts
ADVANCED	Models in the army are painted using OSL, Weathering, Camouflage, Glow-effects, NMM and basic freehands.	3 pts
EXPERT	Models in the army are painted with exceptional artistic freehand work	5 pts

BASING

BASIC	Basic cohesive basing has been applied to the army.	1 pts
ADVANCED	Bases contain extra bits or elements (multiple elements like cork, leaves, water-effects, snow-effects, ...), applied in a deliberate fashion to add to the army feel.	3 pts
EXPERT	Exceptional work has been done on the bases to add to the looks and feel of the army.	5 pts

THEME

BASIC	Army follows the basic primer for its kind but contains all the elements for a themed army like separate unit designations, etc.	1 pts
ADVANCED	Obvious effort has gone into adding a cohesive thematic look and feel to the army.	3 pts
EXPERT	The army has an exceptional appearance that goes beyond the norm.	5 pts

WOW FACTOR

BASIC	Stunning army that is lacking in certain aspects that distract from the whole	1 pts
ADVANCED	Gorgeous army where all the pieces blend together to add to the theme or story of the army.	3 pts
EXPERT	Army is truly unique and a work of art!	5 pts