

Edge of Oblivion

Basic Paint Score Rubric:

These will be part of the 'Best Overall' award. Your paint score will be added to your battlepoint score to create the total score.

The paint score will be scored by totaling the scores from the following categories:

Note that we are not putting any 'hard' rules here about painting quality - slapping 3 colors on different parts of models won't count as 'basic standard'. A reasonable effort to put colors on the appropriate parts of a model will count. 'Good tabletop standard' includes basic shading (washes or dry-brushing done to a reasonable standard would count for this). A model counts as 'Based' if the base is painted or sculpted appropriately to represent the ground the model is standing on. Transparent flyer bases automatically count as based.

Basic Standard:

- 0 points: Less than 50% of models painted to basic standard.
- 2 points: At least 50% of models painted to basic standard.
- 4 points: At least 75% of models painted to basic standard.
- 6 points: All models painted to basic standard.

Shading:

- 0 points: Less than 50% of models painted to good tabletop standard.
- 2 points: At least 50% of models painted to good tabletop standard.
- 4 points: At least 75% of models painted to good tabletop standard.
- 6 points: All models painted to good tabletop standard.

Basing:

- 0 points: Less than 50% of models based.
- 2 points: At least 50% of models based.
- 4 points: At least 75% of models painted based.
- 6 points: All models based.

Details and Freehand:

- 0 points: No models with detail or freehand work.
- 2 points: Warlord model has freehand/detail work done.
- 4 points: Warlord and at least 10% of all models have detail/freehand work.
- 6 points: All character models and at least 25% of all models have noticeable freehand/detail work done