



## 2017 Painting Checklist



## Holy Havoc 2017 Painting Checklist

15 points are available

### Category 1: Hobby Apprentice (1 points for each, 5 points possible)

- The Warhost is painted higher than a three color minimum.
- Bases of models are textured to a basic level.
- When looking at the Warhost it is visually cohesive.
- All base edges of models are painted.
- Warhost has been presented on a display board

\_\_\_/5

### Category 2: Hobby Journeymen (1 points for each 10 points possible)

- Painted display board is used to present the Warhost.
- Display board has been textured.
- Warhost is displayed with a basic name-plate/card including army title and player name.
- All models have consistent basing material (sand, flock, etc.) applied to all bases.
- 10 or more models have intricate basing.
- 10 or more models have a single wash.
- 10 or more models have basic highlighting.
- 10 or more models have basic blending.
- 10 or more models have basic shading.
- 10 or more models have basic details of models are painted.

\_\_\_/10

PLAYER NAME: \_\_\_\_\_ PLAYER #: \_\_\_\_\_ TOTAL: \_\_\_\_\_

Warhost must score a perfect 15/15 in order to qualify for Hobby Master voting.

Only Warhosts that qualify for Hobby Master have a chance to win Best Warhost, and The Warlord Model.

See the following page for the Hobby Master requirements.



## Holy Wars 2017 Painting Checklist

### Hobby Master

(2 points for each 10 points possible these points are not included towards your overall paint score. These points are used to determine the Best Warhost and The Warlord Model Award Winners)

1. \_\_\_ Warhost displays at least 2 advanced painting techniques throughout the entire army.

**Examples:**

Wet blending  
Non metallic metal  
Object source lighting  
Extreme Detailing: Gems  
Extreme Detailing: Eyes  
Extreme Detailing: Claws  
Extreme Detailing: Teeth  
Extreme Detailing: Leather Straps  
Extreme Detailing: Ropes  
Extreme Detailing: Hair  
Extreme Detailing: Lips

2. \_\_\_ Warhost displays at least 2 advanced technical techniques throughout the entire army.

**Examples:**

Banners/flags uniquely painted/designed using more than 3 colors  
Fabric designs  
Metal etching  
Metal weathering  
Weathering  
Mud on clothing  
Dust on clothing  
Wet effects  
Rust  
Reflections

3. \_\_\_ Warhost has at least 5 models are converted or dynamically posed.

**Examples:**

Kit bashing beyond weapon swaps  
Sculpting

4. \_\_\_ All Warhost bases have detailed basing techniques. (examples below)

**Examples:**

Additional rocks beyond basic sand  
Bases are built up using cork or other materials  
Additional foliage or scatter materials  
Custom cast bases

5. \_\_\_ Warhost display board thematically tells a story using terrain or buildings and has a themed name-plate/card that matches the display board.

\_\_\_/10

PLAYER NAME: \_\_\_\_\_ PLAYER #: \_\_\_\_\_ TOTAL: \_\_\_\_\_