

HOLY HAVOC PAINTING CHECK LIST

17 points are available

Only deployed models need to be displayed for Player's Choice and Paint Judging.

Category 1: Hobby Apprentice (1 points for each, 10 points possible)
The Army is entirely painted to a tabletop standard. The Army is painted higher than a three color minimum. Bases of models are textured to a basic level. When looking at the Army it is visually cohesive. All base edges of models are painted. 1 or more models have a single wash/spot wash. 1 or more models have a single glaze/spot glaze. 1 or more models have basic highlighting. 1 or more models have basic blending. 1 or more models have basic shading.
/10
Category 2: Hobby Journeymen (1 points for each 7 points possible)
Army is displayed with a basic name-plate/card including army title and player name. (Hand written name plate on card or paper are not acceptable.) All models have consistent basing material. Models have intricate basing. Models have basic highlighting. Models have basic blending. Models have basic shading. Models have their basic details painted.
17
/17 (Categories 1 and 2 total score)
Display Board Bonuses (1 bonus point for each 3 points possible)
 Army has been presented on a display board. Painted display board is used to present the army. Display board has been textured to match the army.
/20 (Categories 1, 2 and Display Board Bonuses total score)
Army must score a perfect 20/20 in order to qualify for Hobby Master voting.
Only Armies that qualify for Hobby Master have a chance to win Army of Havoc or The Warlord of Havoc.

See the following page for the Hobby Master requirements.



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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 Holy Havoc Hobby Masters Award Winners)

1 Army displays at least 4 advanced painting techniques throughout the entire Army. 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 Army displays at least 4 advanced technical techniques throughout the entire Army. 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
 Army has at least 2 models are converted or dynamically posed. Kit bashing beyond weapon swaps Sculpting
4 All Army bases have detailed basing techniques. (examples below) Additional rocks beyond basic sand Bases are built up using cork or other materials Additional foliage or scatter materials Custom cast/sculpted bases Freehand painted designs
Army display board thematically tells a story using terrain or buildings and has a themed name-plate/card that matches the display board.
/10