

## HOLY WARS V PAINTING CHECK LIST

22 points are available

Category 1: Hobby Apprentice (1 points for each, 11 points possible)
The Warhost is entirely painted to a three color minimum standardThe Warhost is painted higher than a three color minimumBases of models are textured to a basic levelWhen looking at the Warhost it is visually cohesiveAll base edges of models are painted5 or more models have a single wash5 or more models have a single glaze applied5 or more models have basic highlighting5 or more models have basic blending5 or more models have basic shading5 or more models have basic shading
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Category 2: Hobby Journeymen (1 points for each 11 points possible)
Painted display board is used to present the WarhostDisplay board has been texturedWarhost is displayed with a basic name-plate/card including Warhost title and player nameAll models have consistent basing material (sand, flock, etc.) applied to all bases10 or more models have intricate basing10 or more models have a single wash10 or more models have basic highlighting10 or more models have basic blending10 or more models have basic shading10 or more models have basic details of models are painted.
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Warhost must score a perfect 22/22 in order to qualify for Hobby Master voting.
Only Warhosts that qualify for Hobby Master have a chance to win Best Warhost, Best Appearance and Best Model.
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 Wars Hobby Masters Award Winners)

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