

Rank & File points: These points should be assigned on the basis of the majority of the army, focusing on the infantry troops models.

All categories get a rating from 0-3.

1) Army is assembled

0: Some models aren't completely assembled - missing arms, etc.

1: All models are completely assembled

2: More care was taken with assembly - mold lines have been removed, etc.

3: Further assembly effort had been made - drilled out blaster barrels, etc.

2) Army is painted to a three-color standard. The 'quality' of this item is reflected in how well the models are painted.

0: Army is not painted to a "3 color" standard, excluding basing.

1: There are blatant mistakes (going outside the lines), or that the paint is patchy, with primer or bare plastic showing

2: There may be some minor mistakes, but for the most part the models are painted acceptably

3: There are no visible mistakes, the brushwork is smooth, and so on.

3) Army is shaded/highlighted

0: Army is not shaded

1: Sloppy drybrush or inking job

2: Competently executed tabletop shading

3: Excellent brushwork, edge highlights, blending, blacklining, etc.

4) Details are picked out

0: No details picked out

1: Major details are picked out, but not all, and that they're not painted cleanly

2: Most or all details are picked out, and painted mostly within the lines

3: Extra work, such as shading/highlighting belt buckles or rank badges

5) Artistic effort. This is for freehand work, decals, unit markings, battle damage, weathering, and things of that nature.

0: Nothing was done here

1: Attempts were made, but that the results weren't that good, eg. decals are applied crooked, or with film showing

2: A consistent good job on simpler effects, eg. freehand painted unit markings that are done decently, decals that are applied well, simple battle damage on some vehicles, etc.

3: More intensive markings, camo patterns across the entire army, tattoos or warpaint for all guys, etc.

6) Conversion work

0: No visible conversions were done

1: One or two very straightforward part swaps, such as heads, were done

2: A majority of models had basic swaps done, or one showcase unit has been heavily modified

3: The whole army was converted in an obvious way, or several showcase units feature major hand-done conversions, including resculpts.

7) Basing – the models have had some hobby modeling effects added to their bases such as flock, gravel, or static grass, and are neatly painted. NOTE: Please do not give extra weight to the purchased Star Wars Legion “Premium Bases”; unless they are painted very well, just treat these as regular bases – a simple wash and drybrush of them counts for nothing extra.

0: Models have no basing

1: Basing is basic and done sloppily or not uniformly

2: Basing is reasonably standard and/or harmonious with the unit, and done neatly

3. Basing includes extra or sculpted elements that are well-painted and –executed, such as enemy helmets, etc.

Showcase Points - These additional points would be based on models that stand out from the army standard, with an eye towards Commanders, Operatives, Support, vehicles, and creature troopers.

8) Artistic Effort – As with #5 above, but with showcase models, the base standard is higher.

0: No differences from the rank and file troops

1: Efforts were made to have the characters stand out, eg. ambient lighting, LED conversions, non-metal metals, etc.

2: Those efforts are well-executed

3: Actual artistry is involved, things like freehanded murals on vehicles

9) Conversions & Basing - Grouped together for centerpiece models. How much effort went into making the centerpieces stand out? Are they on more ornate bases, with customized poses and equipment? How much extra cool do the centerpieces look?

0: No real effort made towards customizing showcase models

1: Some simple work done that’s moderately beyond the regular troops

2. More complex work was done, eg. character models turned into mini-dioramas

10) **Overall impact** - **This is the final catchall category that allows for a judge to reward those armies that really come together as a whole well, even if they're somewhat technically lacking.** Things to consider here include color choices, model posing, and aesthetic choices (were the converted tanks done just to score conversion points or do they actually look cool?) This is essentially the place for the judge to reward discretionary points.

0: The army simply doesn't look cohesive; that some models are based completely differently than others, or that some models were clearly painted by different people.

1: An army with a cohesive paint scheme, with uniform basing, that doesn't really do anything special to stand out from the crowd

2-3: An army with everything that would get it a 1, plus a strong or unique theme, a display board, painted screen-correct, or whatever else really strikes your fancy!