WARHAMMER 40,000

Number of Models in Unit

Codex Used:

Army Name:

Name:

Unit Name:	Points	
Unit Name:	Points	

Number of points spent on the Armory page: ____ Percentage of total points: ____

Total Points

Unit Name:	Points
Unit Name:	Points
Unit Name:	Points
Unit Name:	Points
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Unit Name:	Points

Number of points spent on the Armory page: ____ Percentage of total points: ____

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Total Points

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Unit Name:	Points

Number of points spent on the Armory page: ____ Percentage of total points: ____

Total Points

Total Armory page Points: ____ **Total Percentage of Armory page points:** ____

Total Overall Points

Total Points	Total Points	Total Points	Total Points	Total Points	

1) **Does the army have more Troops selections than any other single category?**
An easy one to calculate. To score a check on this question - add up the number of Troops selections (they must have a minimum 2 and a maximum of 6). Is it more than any other single category (HQ, Elites, Fast Attack, or Heavies). Note army lists like the Saim Hain wildriders count fast attack as Troops, these do count as Troops when calculating this score.

2) **Do the units and characters have names, designations etc?**
This is a question about putting character and imagination into an army. Have you tried to create a specific army for example, the Ultramarines, the fighting 54th from planet Zod, or the Hive Fleet Abominable? Not every model, hero, or squad has to be named - but enough for you to feel the army is personalized and distinctive.

3) **Do Troop selections make up at least 40% of the total points of this army?**
This question is a fairly easy yes-or-no mathematical calculation that should already be done on their army list.

4) **Have they spent no more than 25% of their total points on Fast Attack, Heavy Support, or Elites?**
Note this is not a total of all categories, but this is each individual category.

5) **Has the player spent no more than than 20% of their total points on anything from the "Armory" page?**
Wargear and special equipment (This includes anything bought on the "armory" page or whatever the particular army calls it) are a cool part of the Warhammer 40,000 universe - but the a player's focus should be on his army - not just on specialty equipment! If the army contains less than 20 percent - give the player the points!
This will include Vehicle Upgrades, Psychic powers for Eldar, Hard Wired systems for Tau etc. The only Codex (currently) that has no "armory" page to date is Tyranids.

DO NO FILL THIS OUT: JUDGES ONLY

Judges Selection

1) **Is the army list correct?**
Do the math.

2) **Is the list the same one being played?**

Look at the table as he is playing the game, is the army list here the same as the one he is using?

3) **Top three picked armies?**
Pick your top three armies, remember only a maximum of three armies may receive these points.

Total Composition

Appearance

1) **In your opinion was there honest effort put into painting this army?**
This is the effort question! Maybe you know this person, maybe you don't. Maybe this army was painted in two days, and maybe it has taken months. BUT, in your best judgement do you think this person has tried to the best of their ability, skill, and time constraints to get their army painted? If so, give 'em credit for it!!!

2) **Are all the models in this Army completely painted?**
All models in the army must be base coated (no metal or plain primer showing) and as a rule of thumb have at least 3 different colors present on the model. The model does not have to be painted to an expert level, just neatly basecoated to score points in this category. See page 18-21 of the Warhammer rulebook for a great example of basecoating!

3) **If they got points for both 1 and 2 check this one as well.**
Let's face it, painting an entire army is hard work. We want to reward anyone who has done it. Look over the entire army again, and check the box to the right ONLY if the ENTIRE army is painted. If you were a nice guy and let one or two primer-only models slip through don't go soft this time!

4) **Are all the miniatures based up in a pleasing fashion?**
What we are talking about here is the plastic slottabase that Citadel Miniatures fit into. Is it covered in flock, gravel, or sand and painted to look like grass, ground, or some part of a battlefield? Bases don't have to be immaculate or fancy, just nice and neat so they don't detract from the model.

5) **Does the army feature insignia, camo schemes, or eye-catching items?**
We are talking about cohesive color schemes, camouflage patterns or army-wide details that make the whole force seem cooler. Did the painter put some extra time to pick out or add cool basic details on the army? A basecoated Ultramarines army with all the matching "U" insignia on their shoulder pads would fit this category for instance.

6) **Do the character models and centerpieces standout?**
Every army has a HQ Commander as well as some sort of special Officer, Veteran Sergeant, large vehicle or even monster. Was extra time spent painting these important cogs in the army? This question is about whether the key models of any army all got the attention they deserve.

7) **Does the army look like an army?**
Does this force look coherent? Do the various regiments have colors, markings, insignia, etc that tie them together? Think of it this way - could you replace half of this army with someone else's units and then decide which forces really belonged together? Not all armies are color coordinated or regimental - but small details like the bases can help here. Are some troops painted on desert bases, while others have grassy ones? Is one unit painted up battleworn while others are clean and resplendent?

8) **Was extra time and effort put into the painting of cool details?**
This question addresses items like the following: model conversions, extra details on bases (like skulls or battlefield debris), super hand painted banners, kill markings on vehicles, battle damage, expertly painted eyes, badges, and that type of attention to cool, but minute detail. Look for lots of up close individual details for this question!

9) **In your opinion is this army painted to an above average standard?**
In other words, this army is painted to a level that you would be pleased to put it on display to show it off to friends & other hobbyists. We aren't talking about a few well painted characters, but the *army on the whole*. We suggest looking at the entire army from about three feet away to get the army in perspective.

10) **Is this army one of your top three picks?**
If you had to pick your top three favorite forces out of all the armies entered into this particular Rogue Trader Tournament, would THIS army be one of them? We recommend you go through every army before deciding, as only 3 armies can receive this check.

Total Appearance

Each box is worth 2 points.