



NOVA Open 2011 Appearance Scoring for Warhammer 40,000

All Warhammer 40k players in the Grand Tournament, the Team Tournament and in the Invitational, and all Warhammer Fantasy players in the Grand Tournament at the NOVA Open will receive three appearance scores, for the following categories:

- ◆ Best Painted Army (Army at a Glance Award)
- ◆ Best Single Painted Miniature (Well Beyond Crayons Award)
- ◆ Best Converted Miniature (the Miniature Frankenstein Award)

In order to qualify for scores for the latter two, you must first receive a score greater than 0 in the Army at a Glance category. NOVA Open judges will review each army, single miniature and conversion and score each category from 0-100 points based upon criteria set forth in a scorecard.

Once an appearance judge has verified that your army meets the minimum standards (see below), the judge will then proceed to review your army. If your army does not meet the minimum standards, the judge will give scores of 0 for each category. Note that this minimum does not address the quality of the painting, just that there is painting, and that the player has, in fact, a complete painted army. This is not a hard to meet standard. We set the bar very low here. We strongly urge all players to bring fully painted armies.

The Invitational

All Warhammer 40k Invitational players shall receive three scores, as mentioned above, for their 1,750 point Invitational armies. These scores are separate from the Open Tournament, and other tournament appearance scores, and only apply to the Invitational. We strongly urge all Invitational players to bring out their armies, both 1,750 point and 2,000 point on Thursday night for early reviews, in order to minimize any distractions on the day of the Invitational tournament.

The Team Tournament

Team Tournament armies shall all receive 2 reviews for each category, but each of the 3 players may submit an entry for only one of the three appearance categories, and each player must submit in a different category than those of his team-mates. So, one player submits his 2,000 point army for Army at a Glance, the second submits a single miniature, and the third submits a conversion. Each submission is otherwise treated as described elsewhere in this document. The team members decide who submits what. Bear in mind that if any of the armies fail to meet the minimum standards, the team will receive a score of 0 for all three categories. Choose your team-mates wisely. We ask that all teams have their selections ready for review as early as possible. As noted, there will be early reviews Thursday night.

The Review Process

At least 2 judges will review your army. When a judge asks you to put your army on display, please do so. Judges will not have time to argue with you over this, they will simply score you 0/0/0 and move on to the next player. Whenever possible, have your army displayed, in order to save time. Each army, miniature and conversion will receive a minimum of 2 reviews, from

judges working independently. We will average the 2 scores for each category, unless there is more than a 15-20 point difference, in which case we will conduct a third review, and this third score will be averaged with the score to which it is closest. The remaining score we will drop.

Note that separate miniatures must be selected for best painted miniature and best conversion. There are no double nominations. You must inform the judge which miniatures you have nominated, and if you are not present during the review, you should label in some manner the miniatures which you have nominated. If you have no conversions, inform the judge. The judge will insist that you nominate a single miniature for best painted. Since you have painted all of your miniatures in the army, you only gain by doing so.

The Judges will use a scorecard to evaluate your army, your best painted, and your best converted. This permits fair and impartial evaluations. The judge is not evaluating the artistic merit of your choices, such as color schemes etc., but rather how well you have executed those choices. The judges are looking for demonstrations of skill and knowledge. Judges have no interest in 'shafting' any player, and will generally be understanding about problems --like with broken miniatures or similar issues. However, players who believe that they may have received an unfair, biased or incomplete review should bring their grievance to the Chief Appearance Judge. The Chief Appearance Judge will, at his discretion, conduct another review, or assign another judge to conduct the review, and/or take other proper actions. The Chief Appearance Judge's decisions are final.

We will endeavor to conduct all appearance reviews before a tournament begins, or between tournament games, in order to minimize distraction to the players. To assist us, and for the player's peace of mind, we encourage all players to have their armies reviewed early. Starting Thursday and throughout the tournament, we will have a specific area set aside for this purpose. We do not want a situation where we may be scrambling to finish the reviews as the tournament approaches its end. We will also endeavor to post an listing of all players who have received their 2 reviews, and all players who have not. We have over 600 reviews to perform, with limited time to perform them.

The Awards

NOVA Open uses these scores to determine the top 5 best armies, single miniatures and conversions at the tournament, and for to determine, in part, the Renaissance Man for the tournament. There are prizes for the best in each of these categories at the NOVA Open. Our awarding process is that the judges take the top five scoring armies, miniatures and conversions and re-review them all, side by side, and then select the 'best of' winners from those groups of 5. All the judges, collectively, decide these awards. Players can only win one of the prizes though, but may have entries in all 3 categories. Note that these awards do not influence the scores for Renaissance Man. These awards are separate from any determination of tournament winners. The appearance scores do matter, however, so it behooves players to paint their best, even if they do not believe that they paint well enough to win an appearance award.

There may be appearance awards for the other tournaments too. This is a matter still under consideration. Do note that appearance scores are still important for these other tournaments, because they are used in determining the tournament Renaissance Man.

The Minimum Standards

To qualify for a score better than 0 in each of the 3 categories, you must meet the following minimum standards:

1. You must fully assemble all miniatures in your army.
2. You must paint all miniatures in your army, using at least 3 colors. (including black and white. We permit monochromatic color schemes.)
3. You must properly base all miniatures in your army, and said bases must be finished. (with flock, static grass, any other sort of texturing etc.)

[N.B. the use of the term miniature includes vehicles and any other models which are a part of

your army. You may include non-GW miniatures in your army, but they must be converted/presented in such a way that they will not confuse a reasonable opponent, and must be correctly based, and sized. Weapons must be modeled properly, for example. WYSIWYG is the order of the day.]

What follows is a brief description of the criteria used by our judges when they evaluate your army, your single miniature and conversion.

Overview of Overall Army Appearance Evaluation

- ◆ Preparation, which includes, but is not limited to, the following: removal of casting marks and flash, filling/repairing casting flaws, filling gaps in joints, and a smooth primer coating with no wrinkling, bubbling or indication that it was applied too thickly or in high humidity conditions etc. We also expect to see ; correct proportionality-- using the proper sized limbs or pieces, or placing hats properly on heads etc.; miniatures placed firmly on the base, and that there are no loose pieces, missing pieces or oddly attached pieces. Basically, we are looking for indications that you cleaned and assembled the miniature properly. Preparation will count for a part of each of your three scores. Do not neglect good preparation.
- ◆ Painting, which is self-descriptive. To improve your scores we offer some advice; neatly paint the special/important miniatures and the important details, such as special weapons, in such a manner that they stand out; (This is for ease of identification during a game, among other things. Yes, we expect that you paint miniatures for playability.) Beyond this, use more 'advanced' painting techniques to enhance the miniatures, pay more attention to finer details etc. And naturally, anything else that improves the appearance of the miniature. Judges review the entire army for the army appearance score, so if you choose to pay special attention to only a few miniatures, this will not influence your overall appearance score. The painting standard to which the bulk of the army adheres is the one one that judges will use for scoring. The painting component is the most important component for overall army appearance and single miniature appearance. We urge all participants to paint their own armies. But, given the difficulty in enforcing a 'you must have painted your own army' rule, we will not mandate such a thing.
- ◆ Unity of Place, which is explained thusly: We expect all miniatures in an army to be based in a manner that suggests that the miniatures occupy the same terrain--all miniatures are on desert themed bases for example. This helps to create a unity of place. Scenic bases certainly enhance the appearance of individual miniatures, but they are not necessary for the entire army, or really, at all. We are interested in the skill shown in finishing the bases so that the 'unity of place' stands readily perceivable. The truly skilled will be able to do this and make some, most or even all of the bases unique as well. We expect, but do not require, all armies to have display boards. You can always take the 0 for lacking a display board. But, display boards serve two function; one practical--ease of transporting your army from table to table, (that playability issue We mentioned earlier) and one aesthetic--it reinforces the 'unity of place' that visibly binds the miniatures into an army. Be as elaborate as you wish with your display board, but do bear in mind that you will need to carry it around, so keep its weight and fragility to a minimum. We strongly urge all players to bring some sort of means to readily transport and deploy their armies from table to table.
- ◆ Cohesion, which is that we expect the army to exhibit easily noticed indications that the army is, in fact, an army, and not a disparate collection of miniatures. A unified and/or limited palette is a good start-- that is to say that there are multiple shared colors within the army. It is an army after all, and not a collection of gum balls. Uniformity of weapons, uniforms themselves, other wargear, and insignia and other details create the impression that the miniatures are all from the same army and from the same time. Which army from which time are entirely up to the player.
- ◆ Organization, which is easily noticed, and/or easily explained, means of identifying the

entire army's organizational structure and composition-- its leaders/special character types, and its squads/broods/whatever, and other distinctions within the army. Squad markings on shoulder pads are one example, but certainly not the only one. Armies are organized, right? Even the Orks, in their own way. How the player chooses to indicate these things is up to the player. And, this enhances the playability of the army too, does it not?

- ◆ Theme, which encompasses those qualities which you have added to your army to make it your own, to distinguish it from any other army, things like banners, conversions and modifications, freehand work, original insignias and other details, large and small, too numerous to mention, things which further reinforce the notion of 'my army'. These things will certainly help your army appearance score, and you should include some which personalize your army.

Overview of Best Painted Single Miniature Evaluation

- ◆ Preparation, which is described in detail above under Overall Army Appearance.
- ◆ Painting, which is described above under Overall Army Appearance, but for the single miniature, the judges will expect to see a much higher degree of technical skill. It is, after all, supposed to be your best work. Judges expect to see more than the minimum standard here, and they expect to see that the paint is properly applied and that miniatures receive proper highlights, shading, blending etc. The best advice that we have is pay attention to all details, even those that are not necessarily shown on the miniature, but should have been, and paint them neatly. There are many sources of which you may avail yourself if you wish to see what well painted miniatures look like, and how you can paint well.
- ◆ Presentation, which includes the basing for the miniature, the pose of the miniature, and all the additional work you do to make the miniature unique, including conversion work. Scenic bases are not a requirement, but having something beyond a simple finished base is a good idea. This is a deliberately vague description, because it is very much up to you to determine how you want to show your finest work to its best advantage.

Overview of Best Converted Miniature Evaluation

Please note that scratch built models are eligible, and so to are all kit-bashings, and any other work that noticeably alters the miniature from its original form. Simple head or weapon swaps are not true conversions. Players may wish to have a 'before' photo of the miniature, in case a judge is not familiar with the original miniature. The best conversions are essentially undetectable.

- ◆ Preparation, which is as above, but, more important here, because a good part of any conversion is preparing the model so that the conversion is not apparent. There should be no visible gaps or joint lines, disproportionate pieces, etc.
- ◆ Conversion, which should be self-explanatory, but to avoid confusion, it describes all changes to a miniature that alter the miniature to something distinct from its original form. Judges will consider not only the amount of alteration, including re-posings of the miniature, but also the quality of each alteration. A few well executed conversions will score much higher than a large number of poorly executed ones. Judges are looking for demonstrated skill.
- ◆ Painting, which is still important, and judges will consider how well the miniature is painted when they evaluate it. It is as described above. Do not ruin a top notch conversion with a mediocre paint job, please.
- ◆ Presentation, which is described above.

This guide and the accompanying scorecard constitute the Appearance Packet for NOVA Open 2011. We hope that this guide has proven helpful. Any questions that you may have, you can post on line at <http://nova.tlsconline.com/> in the sub-forum for appearances. This guide may be subject to further modification.