Revision Date - 9/4/2026

FRONTLINE GAMING HOBBY GUIDELINES

Modeling and Painting

Frontline Gaming (FLG) requires that in order for a player to be eligible for any prize support, all models in their army must be painted to a GW battle ready standard. This means the model must be painted **in a meaningful way** and has some type of basing and shading depth that is not just paint or primer. A "dot" of color does not count. If you have any questions, please contact the tournament organizer or head judge. If, in the judge's opinion, the army does not meet this standard, penalties may be assigned in accordance with your specific game rules. This can be points deductions up to and including removal of the models from the army, at the judge's discretion.

***NOTE**: Regardless of each individual's unique hobby skill experience, it's typically visually evident to anyone on seeing the differences between a genuine attempt being made compared to an intentional exploitation of tournament hobby requirements. These metrics exist to protect the integrity of the game for all participating players.*

Defining "Battle-Ready" Models

The following metrics are used to define the minimum paint standard required to be considered "battle-ready" for the tournament:

- Fully painted beyond basic layer(s) with some degree of shading or color depth depicting genuine effort to the hobby.

- Model bases all have technical texture such as sand, gravel, tufts, 3rd party basing materials, full-color designs, and have some depth of shading and/or coloration applied.
    - Bases with only primer or single layer paint applied, does not qualify.
    - 3rd party bases such as Gamers Grass Battle Ready bases or FLG Full Color bases are acceptable. When in doubt, contact your Tournament Organizer (TO) for approval.
    - Basing materials must be on the top-side meaning the visible side of the base.
        - Credit Heretic House

***NOTE**: Please contact FLG's Head Judge directly if you have any questions or want clarification **PRIOR** to the event regarding the defined "Battle-Ready" paint and hobby standards. This ensures you have the best experience possible while participating!**

**Should any point penalties apply during the course of an event (which may be administered at any point before, during, or end of your game), it will be at the combined discretion of at least 2 or more qualified judges interpretation.*

For additional information and resources, you can also review GW's helpful Battle-Ready Article. This article may not depict all the mentioned criteria required but do outline great examples of how to accomplish the basic paint standards.

Modeling Requirements

All models are expected to be "What You See is What You Get" (WYSIWYG) to a reasonable standard. Exceptions will be made for themed units or armies.

- When using detachments in your army that contain models with different <Bracket> Faction Keywords, then they must be easily distinguished from other, similar faction models.
    - *Example: Your army has a detachment of White Scars Adeptus Astartes and a detachment of Ultramarines Adeptus Astartes. The models in these different detachments must be easily identified by your opponent. An example of this would be painting the White Scars white and the Ultramarines blue so your opponent can easily identify which units belong to which detachment. It is not acceptable to have an army with multiple detachments of Space Marines painted in the same scheme wherein some of them are using different <bracket> faction keywords.*
    - *All models meant to represent a certain faction, for example, <Iron Hands> (or whatever faction) must be painted in a coherent fashion. This means that visually, your opponent must be able to identify which models are <Iron Hands> (or whatever faction).*
        - *Sensible exceptions will be made to this rule, for example, if you painted your Space marines Librarian the traditional blue in your <Iron Hands> army, this is fine. What expressly is not allowed is to have multiple different and conflicting paint and basing schemes and to play them all as the same faction.*
- Using a proxy for a model must be approved by the judge or tournament organizer.
- Using a reasonable substitute to "Counts As" another model, does not violate our policy.
- We recommend all models be based according to this **Basing Chart** for size standardization and fairness.
- If in doubt, send a picture of a model to your TO in advance to ask if it is acceptable.

Hobby Skills Awards

Show off your skills at every FLG event for a chance to win some awards and boost your ITC and FLG hobby track scores. If you are participating in a tournament, entry to hobby skills competitions are included with your ticket!

The painting competitions at each Frontline Gaming event may vary so please be sure to reference each player packet once they are published and active. Find your player packets on the FLG Events Hub.

Participants are evaluated as equally as possible to determine a hobby score placing.

We select and assign judges based on their qualifications who have a background in painting and/or have the qualified experience accordingly.

Participation Instructions

If you wish to participate (and we really encourage you to do!), place your army for display in the designated Hobby Event Area during the designated times on the event schedule until you've received an entry slip placed next to your army.

If you make the top cut (you will be notified by a judge during round X), in which case you'll be invited to display your army during the hobby showcase (indicated on the event schedule). Winners will be determined and announced during the final event awards session.

Hobby Rubric

The following current Hobby Skills Rubric will be used to determine who goes to the Hobby Showcase.

Paragon Award
Paragon is determined by adding the player's placing in the overall paint scores with the player's placing in the overall gaming event. The player with the highest combined score wins Paragon.
An example: A player is ranked 8th in painting and ranked 23rd in the event overall. Their total score is 31. Another player is ranked 1st in painting and ranked 46th in the event overall. Their total score is 47. The first player with a score of 31 would win the Paragon award.

Tie breakers will be determined by total paint score multiplied by 6 and total battle points earned in the competitive event for the first 6 rounds. Any further ties will be determined by Opponent's Win percentage, and then Strength of Schedule, and finally then by the Paint judges' discretion.