

A Shadow in the East II – Feb. 3-4, 2018

List Submission: This is a single list tournament. Lists should be submitted by email to lverson.jm@verizon.net for pre-checking, with a caption stating "SITE List Submission." Lists must be no more than 800 pts. if submitted after Friday, January 26th. **Lists submitted on or before Friday, January 12th, may be no more than 805 pts.**

Saturday, February 3 Schedule:

- 10:30am registration and setup
- 11:00am Round 1 start
- 1:00pm Lunch
- 2:00pm Round 2 start
- 4:45pm Round 3 start
- 6:45pm Dinner
- 7:45pm Round 4 starts

Sunday, February 4 Schedule:

- 11:00am Round 5 start
- 1:00pm Lunch
- 2:00pm Round 6 Start
- 4:30pm Awards

Figures and Substitutions: All figures must be painted. Reasonable substitutions and conversions may be used for figures that are not commercially available from GW. All wargear must be depicted on the figure.

Scenarios and Scoring: Scenarios will be announced and posted on <http://www.dchobbitleague.com/> no later than January 1, 2018.

A player not present at his assigned table at start time will be docked one VP. A player not present at his assigned table 15 minutes past starting forfeits the game. A player whose opponent forfeits for any reason will be assigned a number of VPs equal to the average VPs from his other games. A player who concedes a game already in progress receives 0 VPs. A player whose opponent concedes a game already in progress receives 12 VPs.

The Best General will be the player that scores the highest number of VPs **from his five best games**. Accordingly, a player may miss one game of the tournament and still compete. Scores from the sixth game will be used to break ties in the ranking.

The Best Painted Army will be selected by a panel of three judges. Each army will receive up to eight points based on the following characteristics:

1 pt.: All figures painted in at least three colors.

1 pt: All figures have basic flocking covering the bases.

1 pt: All figures have detail painting, i.e. all straps, boots, weapons, packs, etc. are painted.

1 pt: All figures are painted with basic shading.

1 pt: All figures have detailed flocking or modelled bases.

1 pt (per judge): Best in tournament. A player can receive 1 pt. per judge that votes for his army.

Any tie will be broken by the painting judges in whatever manner they think best.

The Best Overall will be the highest combined total of the Best General and Best Painted scores.

Prizes: Prizes will be awarded for best painted, best general, and best overall (combination of painting and general scores).

Rules: All rules from the Hobbit SBG Rulebook, There And Back Again and the current FAQ (available at: <https://www.games-workshop.com/en-US/Rules-Errata#hobbit-errata>) will be used. Unless superseded by an official publication, the experimental army bonuses available here: <https://17890-presscdn-0-51-pagely.netdna-ssl.com/wp-content/uploads/2017/08/Additional-Rules.pdf> will also be in effect.