Balin's Blitz 2: Good vs Evil

Location: FDB Gatineau, 28 bd. du Mont-Bleu, Unité 102A, Gatineau QC, J8Z 1J1
Date/Time: September 26th, 0900-1600
Longshanks Signup: https://mesbg.longshanks.org/event/37928/
Entry Fee: $20
Email for E-Transfer: phil_g@live.ca
Format:

- Four rounds at 300 points.
- Scenarios are predetermined they will be made public the night before the tournament after the list submission deadline.
- A 15-minute warning will be given before the final turn.
- The official rules, latest FAQ, and errata will be in effect.
- **Tournament Specific Rules:** This is a Good vs Evil tournament! Players are required to bring two lists, both at 300 points, one from a Good faction and one from an Evil faction
- At the start of each round one player in each pairing will roll a d6, on a 1-3 they will play their evil army and their opponent will play good, on a 4-6 they will play good and opponent plays evil.
- If you do not have models to make a second army (if this is your first time playing or your collection is Good only for instance) please reach out to the Tournament organizer(s) and we will arrange for a loan army to be able to play!
- Games will be played on 3'×3' tables. Tables and terrain are provided by the community; please treat them with respect.
- Proxies and 3D-printed models are permitted, provided they can be easily identified as the models they represent.
- Legacy models are permitted.



Round	Scenario	Round Length
1	To the Death	1 Hour 15 Mins
2	Hold Ground	1 Hour 15 Mins
3	Reconnoitre	1 Hours 15 mins
4	Capture and controle	1 Hour 15 Mins

Army Building Rules

Three model minimum.

Schedule:

09:00 – Doors open and setup
09:30 to 10:45 – Round 1
11h00 to 12h15 – Round 2
12h15-13h00 - Lunch
13h00-14h15 – Round 3
14:30-15h45 – Round 4
16h00 – Awards ceremony and cleanup
1700 – After tournament drinks/dinner at (La Station) please notify organizers to make reservations ahead of time.

There will be approximately 10 minutes of flexibility between rounds to allow for score submission and table changes. Please try to be efficient during this process, but expect the start times of later rounds to shift slightly as the day progresses.

Prizes will be awarded as follows:

We will use a raffle system. Each participant will receive one raffle ticket.

- The Happiest Hobbit (Best Sportsmanship) and the 1st place finisher will each receive three additional raffle tickets.
- Best Painted and the 2nd place finisher will each receive two additional raffle tickets.
- The 3rd place finisher will receive one additional raffle ticket.
- +1 raffle ticket for any army list submitted before September 23.

The prize winners will then be drawn at random.



Ligue Middle-earth SBG Québec
Player Guide

The Middle-earth SBG QC League exists thanks to the dedication of its community. Thank you to all players, both veterans and newcomers, for helping make every event a positive and memorable experience.

This document aims to ensure an enjoyable, fair, and welcoming gaming experience for all participants in Middle-earth SBG QC League events.

a) Player Code

By participating in a League event, you agree to abide by the following Player Code of Conduct:

1. **Ethics**

We expect all participants to demonstrate excellent sportsmanship and respectful behaviour, both during games and in social interactions. Players are encouraged to play fairly, give their opponent the benefit of the doubt, and carefully check their army lists before the event to avoid any errors or omissions.

2. **Punctuality**

In order to keep the day's schedule on track and allow everyone to fully enjoy their games, players are expected to be ready to play at the scheduled start time for each round. The same applies to ending games and submitting results.

3. **Friendliness**

We encourage a positive attitude, both in victory and in defeat, in order to maintain a healthy, relaxed, and inclusive atmosphere.



b) Format and rules

- **Rules of the game**

Events follow the official Middle-earth Strategy Battle Game rules, as well as the scenarios from the Matched Play book. The most recent official FAQs and Errata published by Games Workshop are in effect. In the event of a doubt, disagreement, or ambiguous situation, the Tournament Organizers (TOs) present at the event will make the final ruling. Their decision is final.

- **Game Rounds**

  - An announcement will be made 15 minutes before the end of each round.
  - Players must finish the current turn, then count and submit their victory points.
  - Games are played on 3' x 3' tables.
  - Terrain is provided by the organizers and players; please take good care of it.
  - When time is called, players must put down their dice and stop the game. Victory points are then counted and submitted.

c) Armies and Army Lists

- **Army Construction**

Unless otherwise specified (Open Play or narrative events), army lists must comply with all restrictions and options for the chosen army list, as described in the official books.

Conversions, 3D prints, and alternative miniatures are permitted, provided that:

- the model is of an equivalent size;
- the base size is correct;
- the miniature remains clearly identifiable;
- the miniature remains clearly identifiable.

- **List Submission**

Army lists must be submitted through Longshanks before the event. The organizers will communicate a submission deadline.

If possible, players should also bring **three printed copies** of their army list on the day of the event: one for the player, one for the organizers, and one for their opponent.



d) Rankings and Results

- After each game, results must be entered on Longshanks or submitted to the organizers.
- **Scoring system:** Win: 3 points / Draw: 1 point
- **Tiebreaker:** Total Victory Points
- **BYE:** A player receiving a BYE automatically receives a win for the round in question. A BYE always guarantees a win. The final score is either:
    - the actual result of a game played against an organizer;
      or
    - an automatic **8–0** when no game is played.

- Prize Distribution
    - New system using a draw:
        - Any player who submits their army list **before the deadline** receives one additional ticket in the draw.
        - The 1st, 2nd, and 3rd-place players receive additional tickets: **+3, +2, and +1**, respectively.

