



# COG 2K 2019

Welcome to a tournament in a day!

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## Set – Up;

Our established standard simple 2K tournament in a day, offering a great day of gaming and carnage on great themed tailored gaming boards

## Things you need to know;

- Officially printed Games Workshop rules only
- Beta rules will be in play
- Make sure you have the latest FAQ's for the core rules and your army
- No codex's less than 14 days old
- A fully painted and based 40k army as per our painting standard online @ <http://www.4tkgaming.co.uk/pag4tk%20gaming%20tournament%20painting%20standards.html> Models that do not reach this standard will have additional negative or give additional bonuses to your opponent
- Models must be wysiwyg.
- Forge world is allowed for this tournament providing they have 40k rules
- Supplements and officially printed rules/data sheets can be used
- No characters, models or units can be included if they do not have an official GW points cost
- You must register and upload your army list to **Best Coast Pairings** <https://www.bestcoastpairings.com/eventlanding/a1hx8vt9?embed=false>
- You will obviously need, dice, tape measure, templates, markers, objectives, spare paper and pens.
- Rule book, relevant codex and any appropriate FAQ's.

## Games;

- 3 games of 40k, using different missions and deployment types from GW's Chapter approved 2018
  - The first round is against a random opponent and then the last two Rounds are done on a swiss style system, winners playing winners etc,
  - Who you play is random for the first game and decided by how well you do for the following 2 games, as explained above. This means there is potential that you may play the same player again and in the fairness of the tournament we will not change this order.
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## Army Lists;

- Each player needs 2000pts
  - Your army must be battleforged
  - You may take up to a maximum of 3 detachments only
  - The Data cards you must use have to be relevant to the Warlord you have chosen to play that game.
  - rule of 3 is in play, no data sheets can be repeated more than 3 times. This excludes units with the troops or Transport Battlefield role.
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## Missions;

- Everyone will play the same missions in the same order.
- There will be a standard D6 roll before deployment but after objective have been placed to determine the type of deployment set up each mission will have. This will be done by the Tournament organiser and the same deployment will not be played more than once.
- Determine victory conditions as stated in the mission
- In addition to determining who has won (via the victory conditions), also work out how many total VP (Victory Points) you have scored, this is to establish the rankings between players with the same Tournament Points.

- **Mission 1** – Beach Head

**Mission 2** – Cut Off the Head

**Mission 3** – Vital Intelligence

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## Scoring Tournament Points (TP's);

- Determine victory conditions as per game scenario
- 200 Tournament pts awarded for a significant victory
- 150 Tournament pts awarded for a victory
- 100 Tournament pts awarded for a draw
- 50 Tournament pts awarded for a loss
- 10 Tournament pt awarded for a significant loss

A significant win or loss is determined by winning by 7 or more mission VP (Victory Points)

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## ..Other notes;

### Tables;

All the tables will be supplied with appropriate scenery, which will be placed before the tournament starts. Scenery for the purpose of our COG tournaments is treated as battlefield Terrain. Scenery is not to be moved without the prior consultation of a tournament organiser.

Note 1; 4tk Gaming uses small groups of densely packed trees as woods on some of the tables. These trees are moveable to allow units, vehicles, etc to enter and exit them. These 'Dense Woods' completely block line of sight through them but do allow line of sight into and out of them as per the rulebook. You can also see over the top of the trees.

Note 2; 4tk Gaming uses a number of Hab Blocks on our gaming tables which for the purposes of our COG Tournaments will block line of site through them this excludes ruined Hab Blocks

Disputes; If there are any rules queries about a game in play or about the tournament overall, please direct them to a Tournament Organiser, who will try to resolve them there and then. Any decision made by a Tournament Organiser is final and not subject to appeal.

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## Time Scale;

08.30; Registration  
09.00 – 11.30 Round One  
11:30 – 11:45 Break  
11.45 – 14.15 Round Two  
14:15 – 14:45 Lunch  
15.00 – 17.30 Round 3  
18:00 - Results and awards announcements

You will get a 30 minute time warning in which to complete the current turn. We advise not playing another round in this time if you do not feel you will be able to get a complete round in. Doing so could cause delays in the pairing for the following round or eat into lunch or time between games.

Time Clocks: If you feel you need a time clock in play for your game then this can be done and would be down to the player to request it to the TO

## Tournament Planning;

The Winner is the player that scores the most Tournament points. If this is the same as another player then it will be down to the player that scored the most Victory Points (VP's) combined over the 3 games. If this is still a tied result, then it will be the player who achieved the most victory points in any of the previous games (Obviously the game they won by the most in). If this is still the same it will be down to who scored the most VP's in the 1<sup>st</sup> game.

## Awards

- Winning team Trophy + Certificates + KR Case
- 2nd Place (Certificate)
- 3rd place (Certificate)
- The Wooden Spoon (only award that gives you money, £5 each and a good bar of chocolate 😊 )

## Painting Standards

All armies need to be fully painted to our gaming standard; this means that all models need to have been undercoated and then a certain level of details painted. We're not looking for golden daemon standard armies, just armies that we all enjoy playing against. Armies will be inspected at the start of the day before the first game starts.

Please review our painting standard @:

<http://www.4tkgaming.co.uk/pag4tk%20gaming%20tournament%20painting%20standards.html>



**Note 1:** Failing the painting standard

If you fail the painting standards, then the units responsible will allow your opponent re rolls to hit roll on that unit (can be stacked) plus that unit will not be able to benefit from any friendly aura's. The tournament organiser is the only person that can make the decision on whether a unit is up to standard or not.

May your fight be glorious and filled with hero's!

**From all of the 4Tk team, we hope you have a great tournament. If you have any questions or queries about the event, please feel free to contact us at the store, or our Facebook page where someone will be happy to help. We hope to see you all on the day.**

Note: By entering COG 2K

During the day we will be taking some pictures of the games and your armies in action, for our social media pages and Website. If you would rather that we didn't take any pictures of your models/games then please let a tournament organiser know, and we will avoid any of your games.

Final Note:

This Pack may change throughout the time unto 2 weeks prior to the event taking place. This will be to allow any changes due to any up dates that might effect the tournament.

Q&A's

