

OGR CUBB SINGLES 2024 – VERTIGUS II

- EVENT PACK -



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About the Ogr Cubb

Ogr Cubb (OC) is a tournament with a long and distinguished history with the first one having taken place back in the late 1990s. Over the years it has managed to establish itself as an event trying to find the balance between casual and competitive gaming.

As the name suggests, it is directly connected to the wargaming shop Ogr Doupe (Ogre's Den), which is the main organizer.

Mission Statement

Our main goal is to create an environment in which all involved would be able to enjoy the weekend immersed in their favorite hobby. Though a tournament is in its nature a competitive event, we sincerely hope all players and staff will do their best to keep the atmosphere pleasant.

Players are encouraged to resolve all disputes in a gentlemanly manner to the satisfaction of both parties, only resorting to calling the judges if necessary.

Venue

Accommodations.

There will be an option to sleep in the hall from Friday to Sunday. It is highly advised to bring your own sleeping bag. There are a few mats in the gym, but it is not guaranteed there will be enough for everyone. The gaming hall will be opened from 20:30 on Friday.

Moving around the hall

You need to have inside shoes to move around the hall, the only alternative is going shoeless. Additionally, it is not allowed to use any of the sporting equipment at the venue unless given permission by the organizers.

Refreshments

There will be a small buffet in the hall offering beverages as well as small snacks (including warm ones). Furthermore, there are many shops and restaurants in close proximity to the venue.

Tournament Outline

The OC is a 2-day tournament with five rounds. Three will be played on the first day, Saturday, the remaining two on Sunday. The web app used to run the tournament and the registration is Best Coast Pairings.

The tournament will follow most of the guidelines set by Games Workshop in their most recent tournament companion, including battlefield layouts and the rules for pairing and ranking players. The only difference is the mission pool.

Tournament Schedule

Registration deadline: February 18 (23:59)

Army list submission deadline: February 21 (23:59)

Rules freeze: February 18

Event rules Freeze: February 17

Venue opens: March 1 (20:30)

Tournament check-in: March 2, 8:00-8:30

Tournament start: March 2, 9:00

Expected tournament end: March 3, 16:00

Round Schedule

Saturday, March 2

- Round 1 9:00-12:00
- Round 2 13:00-16:00
- Round 3 16:30-19:30

Sunday, March 3

- Round 4 8:30-11:30
- Round 5 12:30-15:30

Registering

Players should register via Best Coast Pairing (link: <https://www.bestcoastpairings.com/event/L6V6VVRB0T>).

Registration will be open till Sunday, February 18.

List Submissions

Army Lists have to be submitted by Wednesday, February 21.

Use the Best Coast Pairing website to submit your list (login, open the event page, then go to Player Details / Add List).

The screenshot shows a web form for a player named Michael "Kobbar". The form includes sections for Player Status (with 'CHECK IN' and 'DROP' buttons), Player Details (Name, Last Name, Pseudonym, Club/Team Name, Faction), and List Information (List Name, List List). A red arrow points to the 'LIST LIST' field, which has a yellow 'NO LIST' label below it. The 'CHECK IN' button is highlighted with a red circle.

The list must be formatted in the current Warhammer App format (as it allows users to create one army list even if not subscribed to Warhammer+).

Any issues with the army list, including the format, will result in penalization (see Discipline and Conduct).

WISYWYG and 3D Printed Models

Models in players' armies must be WYSIWYG (What You See Is What You Get) and models must be complete. In individual cases, smaller deficiencies may be allowed, but requests must be sent by email well in advance (at least two weeks before the tournament). These will then be evaluated and a reply with the official decision sent back. There is no appeal against the decision. The army does not have to be fully painted, but Full Paint will be rewarded with 10 VP for every battle.

'Battle Ready' standard [according to GW](#) is considered as Full Paint. Original models from GW may contain parts from other companies and also parts from 3D printing (such as weapons, heads, and other accessories).

Models that are mostly 3D printed must be painted to Battle Ready standard (see Core Rules) and their number must not exceed 25% of the army's point value and 25% of the number of models in the army. Alternatively, one 3D printed model may be included in the army (which, if it is the only 3D printed model in the army, may exceed the point limit). If a player wants to use an army that exceeds these limits and the player demonstrates the intention to have a beautiful army and the army is indeed beautifully made, they may request an exemption from this rule from the organizer (it is necessary to send an email with a clear photo at least two weeks before the tournament). There is no possibility to appeal against the decision of the organizer and the organizer does not have to explain their decision. Violation of this rule will result in the player being penalized with points or being banned from further use of the model(s) in the tournament.

The organizer reserves the right to assess situations not covered in this document on a situation-by-situation basis.

If a player wants to use an older original model, they must use the current base for the given miniature. If the old original model has different dimensions than the current model, it is necessary to ask the opponent for approval to use such a model. If the opponent refuses this or another agreement on the use of such a model (for example, that the model will be played as if it were higher, etc.), the player is obliged to use the correct model.

Use this contact turnaje@ogridoupe.cz for any questions or requests concerning WYSIWYG, 3D prints etc. covered in this point.

Player Conduct and Requirements

Players attending the OC are expected to act in a sportsmanlike manner at all times, and this not only towards their direct opponents. This goes for all other attendees and staffing as well. All players must be able to communicate in simple English (or better).

Players are expected to 'play by intent.' What this means, within the context of the OC, is that players should actively talk through everything they are doing and what they intend to accomplish by doing it (i.e., I am moving these Genestealers to charge you from behind this wall to avoid your overwatch). This requires both players to ensure that it is a two-way conversation where information is not being purposefully withheld insofar that it could affect your opponent's intention (i.e. before you move those Genestealers, don't forget that my 6 Flamers can overwatch you before you begin to move and I have line of sight now). For clarification this does not mean that you need to reveal your game-plan, but it does mean that the game should be played openly to avoid any 'gotcha-moments' by way of new or obscure rules.

Equipment

Players should have the following equipment for the tournament:

- A set of dice (in case of some custom / more unusual dice it is highly recommended to have a normal set in reserve)
- Tape measure

- Printed army list
- Datasheet cards for quick reference
- Up-to-date rules for the army (in printed or digital form)

Tournament Rules

- 10th edition, Latest GW Tournament Companion published before Rules Freeze
- 2000 points Strikeforce armies
- WYSIWYG mandatory
- Full Paint for 10 VP per game
- Forgeworld units are allowed
- Legends are NOT allowed
- 3h per game, chess-clock not required

Note that detailed rulings for the tournament can be found in a separate document.

Game procedure

- Players learn their pairings and the table.
- Players head to the table and setup the terrain in accordance with the received layout.
- Players clarify any potential issues – questions about opponent's army, how to address cocked dice (the general rule is that a die must lie flat on the table to count) as well as any issues with the current mission or terrain. In case of any uncertainties, they call a judge.
- Players start the game when instructed.
- Throughout the game the organizers inform the players about game milestones, i.e., where in the game they should approximately be at the given time. If the players are behind this schedule, they inform a judge.
- Players finish the game and report the result by filling out the slip of paper they received earlier.

Round time limit and End-of-round procedure

Both players are obliged to try to complete the game within the given time limit (three hours). During the round, so-called milestones will be regularly announced. They will inform you about your pace. If you are behind, please notify the judges.

Milestones of the round according to remaining time:

- 3:00 Start of the round
- 2:50 Completion of familiarization with the opponent's army and choice of secondaries (Tactical vs Fixed)
- 2:30 Deployment ended, start of the first round
- 1:50 First round completed, start of the second round
- 1:10 Second round completed, start of the third round
- 0:40 Third round completed, start of the fourth round
- 0:20 Fourth round completed, start of the fifth round

If players at a table are behind, they will indicate this immediately after the announcement of the milestone to the referees, more intensely if it is more than one milestone, ideally by clear waving. The referee will check the table and try to help players complete the game on time.

Players who are behind and running out of time may receive clocks with allotted time from the referees. In such a case, they are then obliged to use the clocks until the end of the game, and if a player runs out of allotted time, they may only passively intervene in the game - i.e., roll Save rolls and Battleshock tests, and score (note: In the case of tactical missions, the player does not draw new ones).

If a player suspects that their opponent is intentionally delaying, they should inform the referee in a timely manner. Unfortunately, later complaints cannot be considered.

Missions Outline

The following missions, taken from the [Leviathan Tournament Companion](#), will be used for the tournament.

Round	Primary Mission	Mission Rule	Deployment	Terrain Layout
1	Purge the Foe	Chilling Rain	Crucible of Battle	3
2	Take and Hold	Chilling Rain	Search and Destroy	3
3	Vital Ground	Chilling Rain	Crucible of Battle	3
4	Scorched Earth	Chilling Rain	Dawn of War	2
5	Take and Hold	Hidden Supplies	Hammer and Anvil	2

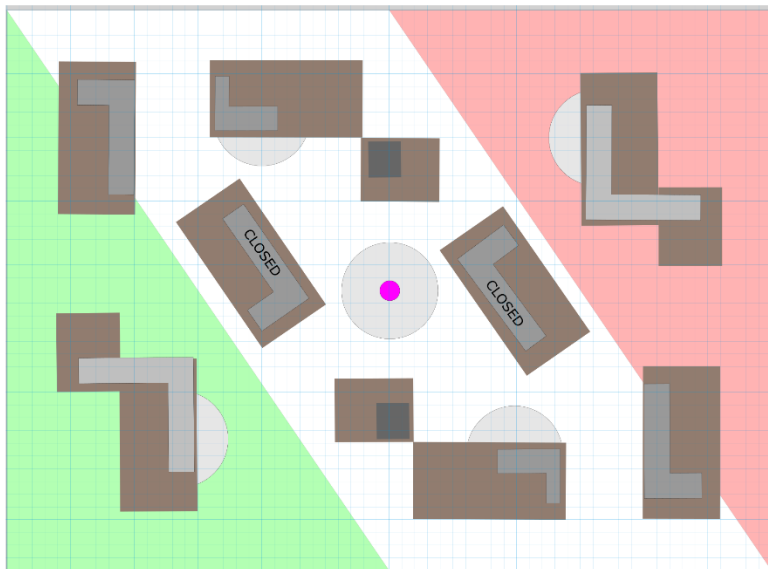
Terrain Outline

Each round will have its designated terrain layout following the GW guidelines. We hope for all the terrains to be ready to play without the players having to set them up. The same terrain layout will be used during the first three rounds and another for the last two Sunday rounds. If the players notice any discrepancies, please inform the organizers or judges.

For easier reference, these are the terrain layouts we will be utilizing.

Round 1, Saturday

Mission M: Purge the Foe, Chilling Rain, Crucible of Battle

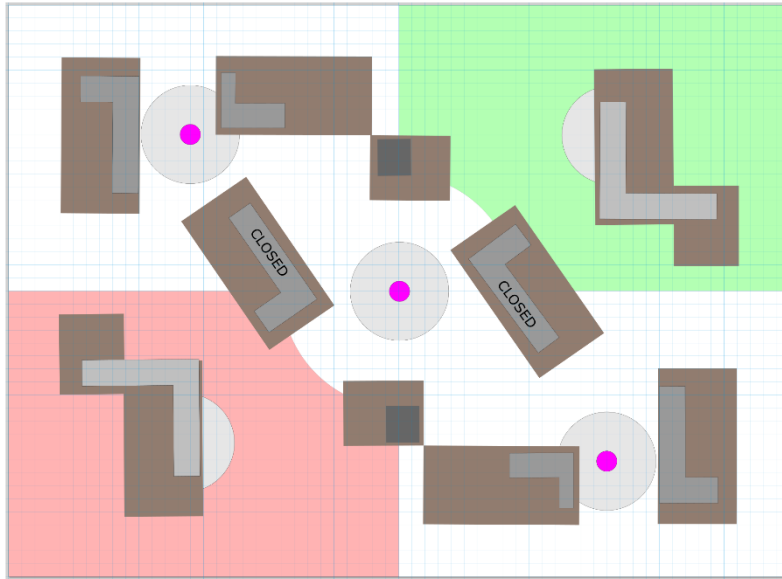


All the windows on the ground level are closed. A ruin marked as CLOSED has no windows. The dark brown rectangle represents either a container or a small rock. The rules for Ruins will apply to it.

Round 1

Round 2, Saturday

Mission A: Take and Hold, Chilling Rain, Search and Destroy

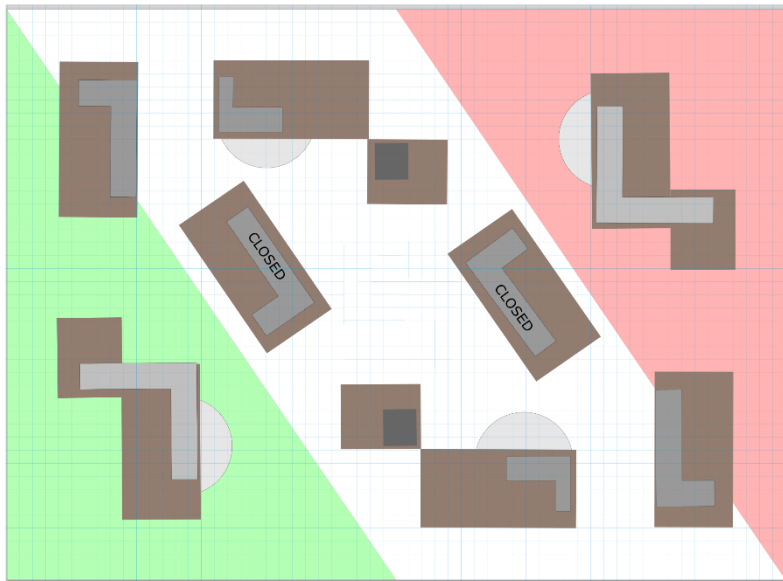


All the windows on the ground level are closed. A ruin marked as CLOSED has no windows. The dark brown rectangle represents either a container or a small rock. The rules for Ruins will apply to it.

Round 2

Round 3, Saturday

Mission O: Vital Ground, Chilling Rain, Crucible of Battle

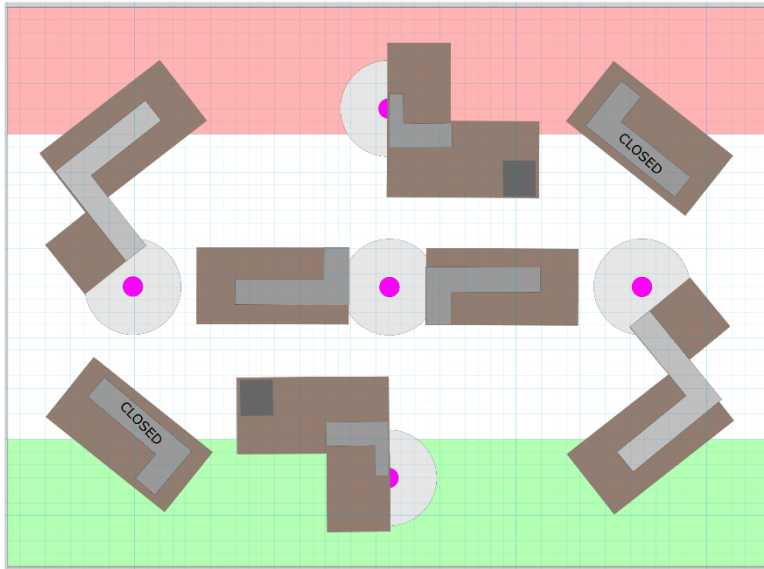


All the windows on the ground level are closed. A ruin marked as CLOSED has no windows. The dark brown rectangle represents either a container or a small rock. The rules for Ruins will apply to it.

Round 3

Round 4, Sunday

Mission L: Scorched Earth, Chilling Rain, Dawn of War

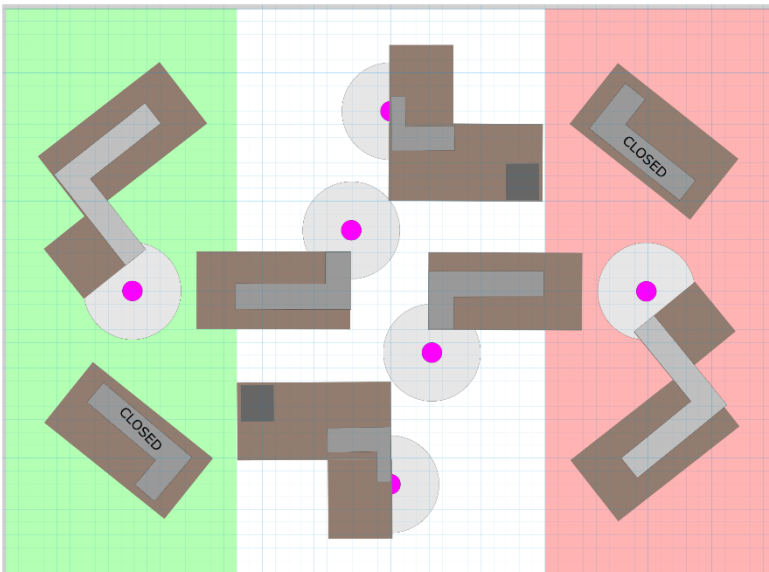


All the windows on the ground level are closed. A ruin marked as CLOSED has no windows. The dark brown rectangle represents either a container or a small rock. The rules for Ruins will apply to it.

Round 4

Round 5, Sunday

Mission I: Take and Hold, Hidden Supplies, Hammer and Anvil



All the windows on the ground level are closed. A ruin marked as CLOSED has no windows. The dark brown rectangle represents either a container or a small rock. The rules for Ruins will apply to it.

Round 5

Referees

The Tournament will be officiated by 2 to 3 referees. A referee's word is final and a decision may not be escalated. This is because there are stringent procedures in place for how a referee makes a decision, and any that may have a severe impact on the outcome of a game are only ever made in concert with other referees. Abuse, of any kind, will not be tolerated where our referees are concerned.

Official complaints after the round will be handled by request of either player immediately after the round. Both players will participate. Referees will hear one statement from each player and their counterpart's response. After this, referees will make undisputed judgement about the case. Possible infractions and associated cards are valid in the next round of OC (for more info see below).

Forfeiting

It is the goal of the whole organizing team that all players have an enjoyable weekend. If a player should find himself in a position that he would consider forfeiting a round, they should immediately inform the judges who will try to find a better solutions.

Penalties in the tournament

The tournament uses a system of red and yellow cards to assess player behavior and conduct. If referees decide that a player has violated any of the following rules, they will be immediately punished with one of the following sanctions. The specific sanction depends on the nature of the infraction and how often the player has previously violated the rules. Repeated infractions from the same category may result in a higher category punishment.

- **OFFICIAL WARNING**

No penalty within the individual score.

Examples: Inappropriate behavior/conduct, late arrival, breaches against the friendly spirit of the game

- **YELLOW CARD**

Penalty of 5-25 points within the individual score for this game up to automatic loss in the round (WTC score 0-20)

Examples: Repeated minor offenses, use of inappropriate dice, verbal aggression, advantageous errors in the game (overlooking a rule, incorrect movement of a unit, etc.), intentional delaying, use of an unofficial model or kit-bash that is advantaged compared to the official model without explicit permission from the organizers (see OC propositions for detailed description), active interference in a fellow player's game (giving advice, etc.), exploiting referees (any)

- **RED CARD**

Penalty of 25 or more points within the individual score for this game, automatic loss in the round up to exclusion from the tournament (depending on severity).

Examples: Attempted cheating, intentional overlooking of rules, "Loaded" dice, manipulation of clocks to gain unfair advantage, lying to the opponent about the characteristics of units/armies, concealing rules, agreed-upon result (e.g., players agree to end the game in a draw based on their position in the tournament).

In the case of a direct red card, a time-limited ban from future tournaments can also be issued. The referee has the right to escalate any penalty up to immediate expulsion from the tournament depending on the circumstances of each situation.

Please note that the primary interest of referees is always to have games completed ideally without their intervention within the allotted time and to maintain a pleasant, friendly atmosphere at the event.

Round Pairings

Pairings for each round will be done as per the current GW Tournament Companion. This means pairing criteria will be (in order):

1. Tournament record (wins-draws-losses)
2. Path to Victory (it matters in which round you won or lost)
3. Random

Round Scoring

Rankings at the end of the tournament will be done as per the current GW Tournament Companion. This means ranking criteria will be (in order):

1. Tournament record (wins-draws-losses)
2. Strength of Schedule (opponent's tournament records)
3. Total VP

Prizes

Prizes will be awarded to the top ranking players after round 5, on Sunday.

Additionally, small prizes will be given to the players who finish the highest of all players using the same faction (also known as "Best in Faction").

Another small prize will be given to the Best painted army.