



The Wicked GT Player's Packet is provided to you in order to help prepare for the upcoming battles that you and your army await! If you have any questions, comments, or concerns, please email thewickedgt@gmail.com.

The Wicked GT 2017 Official Players Packet

The Wicked GT
March 20 – 21, 2017
Best Western Wichita North Hotel & Suites
915 East 53rd Street North
Park City, Kansas 67219

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The Wicked GT 2017

1. Introduction

We're excited to bring you 3rd annual Wicked GT! This year we're looking to make it the biggest, best, all around greatest GT in the Midwest! We are hoping to break attendance records this year and at the time of this update we now have 20 generals signed up and ready to do battle, and that's with a little over 9 weeks remaining! We're piggybacking on the success that was the Red River Rumble GT in February 2017 and carrying the momentum forward with the return of the Wicked GT!

2. Who's Who?

I want to take a quick moment to introduce to you the Tournament Organizer of the Wicked GT and also add a little bit of background. Here we go:

- **Rob Nevarez** – I've been tabletop gaming for over 17 years and Fantasy is by far my favorite! I love castles, wizards, dragons, and knights! My favorite army is the Skaven (The Vermin Swarm) and I even have my online name on several forums as Horned Rat Rob, to show my devotion to the Horned God. I've played several game systems and I'm well known for being able to paint an entire army in 1 weekend (or less). I've been putting on tournaments in Wichita, Kansas for about 10 years now and continue to do so. This is the first year that my bro – Ro. Nevarez – and I have separated and have each stepped up to run individual GTs. The Wicked GT is now our chance to make a big impact. Lookin' forward to seeing everybody at the Wicked GT!

3. Venue

Best Western Wichita North Hotel & Suites
915 East 53rd Street North, Park City, Kansas 67219
(316) 832-9387

Website: <http://www.bestwestern.com> then search Wichita North Hotel & Suites

The hotel also serves complimentary hot breakfast for guests. However, if you're not interested in hotel food some of the local nearby eateries are Country Kitchen, McDonald's, Cracker Barrel, Subway, Taco Bell, Pizza Hut, and Applebee's.

4. Schedule

Here is the proposed schedule for how the weekend will run. Keep in mind that things can (and often do) change but we will do our best to stick to the schedule and be sensitive to everybody's time, especially those that have traveled far and need to take off back home Sunday afternoon.

a. Friday, May 19th – 5:30 PM to 10:00 PM: Early Registration

- This time block will be used for early registration; picking up player packets, looking over the venue, making sure everything is in place, and generally just kicking back and drinking a few beers while people get acquainted with each other. There will be some open tables so make sure to come early enough to get in an entire game as the venue will close down promptly at 10 PM. Note that this could extend until about midnight so we might be able to hang out and play some games, have a few beers, and generally shoot the shit!

b. Saturday, May 20th, 2017

- 8:00 AM – 9:30 AM: Registration continued
- 9:30 AM – 9:45 AM – Announcements for Game #1 and get ready to roll!
- 9:45 AM – 12:15 AM – Game #1
- 12:15 PM – 1:30 PM – Lunch
- 1:30 PM – 1:45 PM – Announcements for Game 2, set up.
- 1:45 PM – 4:15 PM – Game #2
- 4:15 PM – 4:45 PM – Beer Break / Bio Break / Socialize / Announcements for Game #3.
- 4:45 PM – 7:15 PM – Game #3
- 7:15 PM – 7:30 PM – Clean up from Day #1. Prepare for Day #2.
- 7:30 PM – 12:00 AM – **The Red Dragon Inn! (See p. 7 for more details!)** Open gaming, beer drinking, snack time, and general shenanigans of reliving the days' tales of victory and defeat.

c. Sunday, May 21st, 2017

- 9:00 AM – 9:30 AM – Players arrive, prepare for Day #2
- 9:30 AM – 9:45 AM – Announcements for Game #4, set up
- 9:45 AM – 12:15 PM – Game #4
- 12:15 PM – 1:30 PM – Lunch
- 1:30 PM – 1:45 PM – Announcements for Game #5, set up.
- 1:45 PM – 4:15 PM – Game #5
- 4:15 PM – 4:45 PM – Tally up results from all games, clean up, tear down
- 4:45 PM – 5:15 PM – Awards Ceremony

Note: We'll do our best to accommodate all the out-of-towners and get done ahead of schedule so that you can begin your trek back home!

5. The Wicked GT Bar!

If you attended last year then you know that we will have a small bar on site that will offer simple alcoholic beverages such as Rum & Coke, Whiskey & Coke, and Pineapple & Rum. The bartenders / waitresses will make you whatever you like as long as we have the ingredients for it! Beer will be available as well. This year we are making a small change to the bar. **Included in your entry fee is access to the bar.** Remember, tips are always greatly appreciated!! Please drink responsibly!

6. Fantasy Battles: The 9th Age GT Rules & Regulations

a. Basic Rules

- The Wicked Fantasy Battles: The 9th Age GT is Open List.
- Army lists are to be constructed using the 9th Age Army Books (www.the-ninth-age.com) of no more than 5000 points and only armies from the following lists will be allowed:
 - ✓ Beast Herds, Daemon Legions, Dread Elves, Dwarven Holds, Empire of Sonnstahl, Highborn Elves, Infernal Dwarves, Kingdom of Equitaine, Ogre Khans, Orcs & Goblins, Saurian Ancients, Sylvan Elves, The Vermin Swarm, Undying Dynasties, Vampire Covenant, Warriors of the Dark Gods
- The most current rule set provided by The 9th Age Rules Team will be used.
- **We will be using v.1.3.4**
- **What you See is What you Get:** While there are some instances where this is not that big of a deal, please do not use Skeletons as Zombies, Goblins Raiders as Orc Eadbashers, or Scraplings as Bruisers.

b. Table Layout

- There will be a maximum of 25 total 4x8 foot tables throughout the entire venue. This number could change if we don't have the need to keep all of these tables up.
- All tables will be numbered on the edges so that you will know where to go for each round.
- 2 feet of "dead space" will be clearly marked on the edges of the boards to allow you to put gaming supplies, dice, and dead models.

c. Terrain Layout

- All forests, hills, and building follow rules as described on pages 91-92 of the base rulebook.
- Each table will consist of a combination of hills, forests, and buildings.

7. Scoring

The total number of points available is 260 points, divided up as follows:

Category	Possible Points	% of Total
Battle / Bonus Points	130 Points	50%
Sportsmanship	65 Points	25%
Appearance	65 Points	25%

Battle Points (105 Points)

During each game, there are up to 26 points that can be obtained. 21 of those points are won by achieving victory in a game.

Bonus Battle Points (25 Points)

Additionally, each player may earn up to 5 Bonus Battle Points per round. How you can obtain Bonus Battle Points is indicated on each scenario in each new round (note that how you obtain them changes with each scenario).

Result	Win by	Winner	Loser
Massacre	3401 - 5000	21	4
Major Victory	1501 - 3400	17	5
Minor Victory	501 - 1500	13	7
Draw	<500	10	10

Sportsmanship (65 Points)

At the end of each game you will be given a scoresheet where you can score your opponent's display of sportsmanship from 0-5. This score is completely up to you so make sure to take into consideration the opponent's attitude, readiness, and demeanor. We understand that most players will not end up being best friends, but we do expect that players can be adults for 2 hours and play out a game in a well-fought, gentlemanly manner. Any score of 2 or lower that's given, we will talk to each player and figure out what went wrong during the game. We know that lots of things can contribute to a bad game so we'll do our best to determine if the lower score is justified or not. Remember, do your best to manage the fun level of both you and your opponent. Here's the breakdown:

- 0 – Worst Opponent ever. Couldn't wait for the game to end.
- 1 – Awful opponent. Would play again but only if I was forced to.
- 2 – Indifferent about playing this opponent again.
- 3 – Would definitely play opponent again.
- 4 – Opponent was good and would seek out to play again.
- 5 – Great sport and would love to play this opponent again, forever!

On each Sportsmanship Score card, there are also 3 questions that you will be asked about your opponent. Please answer these truthfully and fairly!

Lastly, at the end of the GT, each player will have an opportunity to pick who their best opponent was throughout the weekend. Make sure and reserve this vote for the person that absolutely made your game better, your day better, your mood better... anything that stands out that the person did to make the overall game experience that much better. If there is a person that did these things during one of your games, give them this mark. Each Best Game mark that is received is worth points as follows:

- 1 Best Game Mark = +1 Point
- 2 Best Game Marks = +2 Points
- 3 Best Game Marks = +4 Points
- 4 Best Game Marks = +7 Points
- 5 Best Game Marks = +10 Points

Army Appearance (65 Points)

We have developed a Painting Rubric that has been used at all of our tournaments over the past several years and it continues to work well for when it comes to judging Appearance. There are a total of 60 points that can be awarded solely from the Painting Rubric. Note that a fully painted army that has minor conversions and average painted miniatures and is fully based will score in the 40 to 46 point range. Use this as a gauge to determine where your army was scored at the end of the tournament. Anything above 46 is considered to be "above average" and there has been special attention given to excellent conversions, hand painted banners, eyes and teeth picked out, and over-the-top display boards and bases. At the end of the tournament all players will be given a chance to vote on their "Best Appearance" army that is in attendance at the Wicked GT, not just of who they played. Please take a few moments to really look at the several armies that have been brought to the tournament and pick them based on how well the army colors fit together, units look as though they match, and you can tell extra time and effort has been put in to making this army look amazing. **You will have 3 votes to cast for 3 DIFFERENT armies.** Not one player can receive all of your 3 votes. For every vote that an army receives it will be given an extra Appearance point, up to a max of 5 points.

Tourney's Choice (Special 5 Points)

Between rounds, each player will display their army and will be allowed to vote for their favorite army of the entire tournament. Make this choice not only based on the look and painting of the army but also consider the players' attitude towards the game and tournament. This vote is basically saying "The army that I choose is the army that I would love more than anything to take home with me, more than any others!"

8. Awards

a. Award Categories

- There are a total of 10 Awards that will be given out for the Wicked GT. They are as follows:
 - ✓ **Overall Champion** – (Most Points Overall)
 - ✓ **Best Sportsman** – (Most Sportsmanship Points)
 - ✓ **Player's Choice** – (Most Tourney's Choice votes tallied from each player)
 - ✓ This year will mark the new beginning of the Best General category! There will be a breakdown of armies into 4 categories. The player with the most overall Battle Points from each division will be awarded Best General of that category! The categories are:
 - ✓ **Best General - Tin Men Division**: Beast Herds, Empire of Sonnstahl, Ogre Khans, and Sylvan Elves
 - ✓ **Best General – Lions Division**: Dread Elves, Vermin Swarm, Dwarven Holds, and Orcs/Goblins
 - ✓ **Best General – Scarecrow Division**: Vampire Covenant, Warriors of the Dark Gods, Highborn Elves, and Infernal Dwarves
 - ✓ **Best General - Dorothy Division**: Daemon Legions, Saurian Ancients, Undying Dynasties, and Kingdom of Equitaine.
 - ✓ **Best Appearance** – (Most Appearance Points) 1st, 2nd, and 3rd Places awarded.

9. The Red Dragon Inn

- a. This year will also be the first ever Red Dragon Inn!! This will take place on Saturday, May 20th, after the first 3 rounds of the tournament have been played. . The entry fee is 5.00 per person. If you've never played Red Dragon Inn, it's a blast! The premise behind the game is that a group of dungeon heroes have just finished raiding the dungeon and have headed to the local tavern, The Red Dragon Inn, and are now ready to tip a few "large lemonades" back and tell their stories of heroism. This is where you come in! There are 12 different characters that can be played and each one has a set of unique skills that can help them out drink everyone else! Be the last adventurer standing and you win the Red Dragon Inn game!! Of course, you don't have to drink, and can even participate in the activity without drinking. However, the game does have the heroes drink and the idea is for the players to "take a drink" each time their character would have to in the game! Bottoms up and let's have some fun!

10. Sponsors

The following is a list of our sponsors. We would like to thank each and every one of our sponsors that have helped to make the Wicked GT become a reality. Without the help of their generous donations it would not have been possible. With each sponsor is their contact information, website, and any other pertinent information.

a. Hero Complex Games and Entertainment



- **Owner:** Derek Richardson
- **Contact:** 2120 N. Woodlawn, Suite 314, Wichita, Kansas
- **About:** Hero Complex Games and Entertainment began in 2012 by Derek Richardson and is located in Wichita, Kansas. The gaming store boasts 26 excellent 4x8 foot gaming tables, complete with storage area underneath as well. They carry a huge variety of table top game miniatures and accessories, dice games, board games, and hard to find items such as Doctor Who, Game of Thrones, and Indy games. Hero Complex's motto is Semper effercio quod res.

b. Hobbytown USA

- **Owner:** Ken Rowe
- **Address:** 8113 East Kellogg Drive, Wichita, Kansas 67207
- **Phone:** 316.683.7222
- **About:** Ken Rowe is the owner / operator of Hobbytown USA and has been a staple in the gaming community around Wichita. He has generously offered to help us out with the prize support for the Wicked GT by donating several boxed sets from the Warhammer range. Make sure to stop by his store and say hello for all of your gaming needs. He sells tabletop miniatures and paints, Gundam models, hobby trains and supplies, and RC cars and trucks among many other things!

c. Wizards Asylum

Owner: Devin Meadows

Website: www.wizardsasylumict.com

Address: 1309 W. 31st St. S, Wichita, KS 67217

Phone: 316-262-6642

About: Devin Meadows has been a long time gamer and runs a great store in Wizards Asylum. They have everything from Magic: The Gathering to Pop! Figurines to Comic Books! Plenty of gaming space for all of your gaming needs!