



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 2020

Official Players Packet

The Wicked GT
May 16-17, 2020
Best Western Wichita North Hotel & Suites
915 East 53rd Street North
Park City, Kansas 67219

The Wicked GT 2020

1. Introduction

We're excited to bring you 6th 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! Come be a part of the best 9th Age GT's both sides of the Mississippi!

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 20 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 16 years now and continue to do so. 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.wichitabestwestern.com/>

The hotel serves complimentary hot breakfast for guests and has a Country Kitchen on site. However, if you're looking for more variety some of the local nearby eateries are Cracker Barrel, McDonalds, Subway, Taco Bell, Pizza Hut, and Applebee's. There is also a brand-new Arby's across the street.

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 15th – 5:30 PM to 11:00 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 11 PM.

b. Saturday, May 16th, 2020

- 8:00 AM – 8:45 AM: Registration continued, Announcements.
- 9:00 AM – 11:30 AM – Game #1
- 11:30 AM – 1:00 PM Lunch
- 1:00 AM – 3:30 PM Game #2
- 3:30 PM – 4:00 PM Announcement, bathroom break, socialize.
- 4:00 PM – 6:30 PM Game #3
- 6:30 PM – 11:00 PM Open gaming, beer drinking, snack time, shenaniganery and retelling the days' games! Pizza will be ordered and Beerio Kart/Smash Bros.

c. Sunday, May 17th, 2020

- 8:00 AM – 8:45 AM – Players arrive, prepare for Day #2
- 9:00 AM – 11:30 AM – Game #4
- 11:30 AM – 1:00 PM Lunch
- 1:00 PM – 3:30 PM Game #5
- 3:30 – 4:30 PM Tear down and Wicked GT Awards presentations and Raffle drawings.

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.

Access to the bar is included in your entry fee. Remember, tips are always greatly appreciated!! Please drink responsibly!

6. Wicked GT Rules and Regulations

The following rules will be enforced for this 9th Age GT:

a. Basic Rules

- The Wicked Fantasy Battles: The 9th Age GT is Open List.
- We will be using the Beta 2.0 rules. (Legendary)
- Army lists are to be constructed using the 9th Age Army Books (www.the-ninth-age.com) of no more than 4500 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
- **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 15 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.
- Two 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

- Terrain will be laid out per maps found in the 9th Age Map Pack.
- All forests, hills, and building follow rules as described on pages 89-91 of the base rulebook.
- Each table will consist of a combination of hills, forests, fields and buildings.
- Terrain is pre-set. Please try to return any terrain that gets moved during the game to its original position.

7. Scoring

The total number of points available is 200 points, divided up as follows:

Category	Possible Points	% of Total
Battle / Bonus Points	100 Points	50%
Sportsmanship	50 Points	25%
Appearance	50 Points	25%

Battle Points (100 Points)

During each game, there are up to 20 points that can be obtained.

Scoring Table

Win by	Winner	Loser
0-225	10	10
226-450	11	9
451-900	12	8
901-1350	13	7
1351-1800	14	6
1801-2250	15	5
2251-3150	16	4
>3150	17	3
Winning Secondary Objective	+3	-3

Sportsmanship (50 Points)

At the end of each game you will be given a scoresheet where you will 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 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 (50 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 50 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 30 to 36 point range. Use this as a gauge to determine where your army was scored at the end of the tournament. Anything above 36 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 all 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.

8. Awards Categories

There are a total of 7 Awards that will be given out for the Wicked GT. They are as follows:

- ✓ **Overall Champion** – Most Points Overall
- ✓ **Best Sportsman** – Most Sportsmanship Points
- ✓ **Best General** - The player with the most overall Battle Points from each division will be awarded Best General of that division! The divisions are:
 - a. **Tin Men Division**: Beast Herds, Empire of Sonnstahl, Ogre Khans, and Sylvan Elves
 - b. **Lion Division**: Dread Elves, Vermin Swarm, Dwarven Holds, and Orcs/Goblins
 - c. **Scarecrow Division**: Vampire Covenant, Warriors of the Dark Gods, Highborn Elves, and Infernal Dwarves
 - d. **Dorothy Division**: Daemon Legions, Saurian Ancients, Undying Dynasties, and Kingdom of Equitaine.
- ✓ **Best Appearance** – Most Appearance Points

9. 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. 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!