



The Red River Rumble GT 2017 Official Players Packet

The Red River Rumble 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 redriverrumblegt@gmail.com.

Revised February 14, 2017

The Red River Rumble GT
March 25 – 26, 2017
Saddleback Inn Best Western
4300 SW 3rd St
Oklahoma City, Oklahoma 73108

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The Red River Rumble GT 2017

1. Introduction

The Red River Rumble GT was created as part of a bigger discussion to bring more GTs to the Central Region of the United States. It all began when 4 of us were driving back from the Mayhem in the Mountains GT in Denver, Colorado and talk began about expanding the Wicked GT into other tournaments and even expanding down into the south regions of the US. We talked about how some players don't really get the chance to play in GTs because they are busy running them and the others are sometimes too far of a drive to make it. So the Red River Rumble GT was born. I live in Oklahoma City and have been running the Wicked GT for the last 2 years... it only makes sense that we hold a GT here in Oklahoma so that we can expand the list of GTs in the Midwest and also allow players from Oklahoma a chance to participate in a tournament that is literally right in their backyard. What you'll see going forward is 2 major Grand Tournaments in the Central Region – The Red River Rumble GT (Oklahoma) and the Wicked GT (Kansas). This year is the inaugural tournament and we look forward to having a great turnout!

2. Who's Who?

I'd like to take a quick moment to introduce to you the Tournament Organizer of the Red River Rumble GT and also add a little bit of background. Here we go:

- **Ro. Nevarez** – Been an avid gamer of Warhammer Fantasy for 17 years now and have played in various gaming systems such as 40k, Necromunda, Mordheim, Battlefleet Gothic, and many, many others. My go-to game is WHFB (now The 9th Age) and my favorite army is Lizardmen (Saurian Ancients), although I've probably played most armies (besides elves!). I've been running tournaments for about 12 years and have played in several GTs across the United States for 7 years. I'm looking forward to branching out from the Wicked GT and running the first ever Red River Rumble GT!

3. Venue

Saddleback Inn Best Western Plus
4300 SW 3rd Street, Oklahoma City, Oklahoma 73108
(405)947-7000

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

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, February 24th, 2017 — 5:30 PM to 9:00 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 prepping for the next day. Keep in mind that you don't have to come to registration as you can register the next morning as well. **Best Western has booked the venue for Friday evening so we won't begin registration until the next morning, Saturday, February 25th beginning at 8:00 AM.**~~

b. Saturday, February 25th, 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 – 12:00 PM – Game #1
- 12:00 AM – 1:00 PM – Lunch
- **1:00 PM – 6:00 PM – In-hall Cash Bar is set up and available!**
- 1:00 PM – 1:15 PM – Announcements for Game 2, set up.
- 1:15 PM – 3:30 PM – Game #2
- 3:30 PM – 4:00 PM – Beer Break / Bio Break / Announcements for Game 3, set up.
- 4:00 PM – 6:15 PM – Game #3
- 6:15 PM – 7:00 PM – Clean up from Day #1. Prepare for Day #2.
- 7:00 PM – 12:00 AM – Open gaming, beer drinking, snack time, and general shenanigans of reliving the days' tales of victory and defeat.

c. Sunday, February 26th, 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 – 12:00 PM – Game #4
- 12:00 AM – 1:00 PM – Lunch
- 1:00 PM – 1:15 PM – Announcements for Game #5, set up.
- 1:15 PM – 3:30 PM – Game #5
- 3:30 PM – 4:00 PM – Tally up results from all games, clean up, tear down
- 4:00 PM – 5:00 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 Red River Rumble GT Bar!

We've worked with the staff at the Saddleback Inn to have a bar on-site for Saturday, February 25th. They've agreed to have the bar available from 11:00 AM to 12:00 PM at their on-site restaurant (Rustlers) for any players that would like to purchase drinks. This means that for this hour only you'd have to walk to Rustlers in order to purchase a drink from their cash bar, however, when we all take a break for lunch the staff has agreed to set up an on-site bar for us in the banquet hall in which the RRR GT is taking place. This bar will be set up and available from 1:00 PM until 6:00 PM so make sure to have some cash on hand to buy drinks! Please drink responsibly!

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

a. Basic Rules

- The Red River Rumble will feature Fantasy Battles: The 9th Age and is Open List.
- Army lists are to be constructed using the 9th Age Army Books (www.the-ninth-age.com) of no more than 5,000 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. **Note: We will make a determination based on when the 9th Age Rules Team puts into effect another version. If something gets released one week from the RRR GT then we'll likely not use that version, however, if something is released well in advance then we'll make the decision to use that one. In any case, we'll make sure to let all participants know which version we're going to use!**
- 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 20 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 buildings follow rules as describe on page 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.

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

Bonus Battle Points (25 Points)

Additionally, each player may earn up to 5 Bonus Battle Points per round. Note that each scenario will have a Secondary Objective as per p.86 of the rulebook. Completing the Secondary Objective gives you +3 Battle Points and losing it subtracts -3 Battle Points. Additionally, there are opportunities to gain up to +2 Bonus Battle Points based on each scenario (Ex. +1 for killing the Enemy General, +1 for destroying the highest priced unit, etc). Also note that how you obtain these Bonus Points changes with each scenario.

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 Red River Rumble 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 5 votes to cast for 5 DIFFERENT armies.** Not one player can receive all of your 5 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 5 Awards that will be given out for the Red River Rumble GT. They are as follows:
 - ✓ Overall Champion – (Most Points Overall)
 - ✓ Best General – (Most Battle Points)
 - ✓ Best Appearance – (Most Appearance Points)
 - ✓ Best Sportsman – (Most Sportsmanship Points)
 - ✓ Tourney's Choice – (Most Tourney's Choice votes tallied from each player)