



The Red River Rumble GT 2019 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 1/3/2019

The Red River Rumble GT
February 23 – 24, 2019
Best Western Wichita North Hotel & Suites
915 East 53rd Street North
Park City, Kansas 67219

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The Red River Rumble GT 2019

1. Introduction

After a year off, the Red River Rumble GT returns for Round 2 and will look to break attendance records this year! We had a total of 20 Generals show up to do battle for the first year and will follow that up this year with even more. We have an updated venue, handouts, and awards to offer to everybody that shows up and it has been made official – **The Red River Rumble GT 2019 is a 2020 Masters Qualifier GT!!** So make sure you're a part of the 2019 GT Circuit Kickoff and let's do 2019 right! In the last year we've had a tremendous amount of support for 9th Age and have continued to grow and so have now launched into several separate Grand Tournaments:

- Red River Rumble GT (February, Wichita, KS)
- Cornerhammer GT (March, Chicago, IL)
- Wicked GT (May, Wichita, KS)
- Buckeye Battles GT (July, Columbus, OH)
- Mayhem in the Mountains GT (September, Castle Rock, CO)
- Hogfest GT (November, St. Louis, MO)

I'm very excited to start off the 2019 GT Circuit and continue the momentum well into 2020 and beyond. Let's make the 2nd Annual Red River GT a success!!

2. Who's Who?

Coming back for Round 2 of the Red River Rumble GT!!! Let me introduce myself (again!). Here we go:

- **Ro. Nevarez** – Been an avid gamer of Warhammer Fantasy for 19 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 15 years and have played in several GTs across the United States for 8 years. I'm looking forward to seeing the turnout at the 2nd Annual Red River Rumble GT as well as kick off the GT Circuit for 2019!

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, February 22nd, 2019 – 5:00 PM to 10:00 PM(ish): 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. The venue will be locked overnight so you can use this time to come set up your army for the next day. Round 1 table assignments will be printed out and posted so you can see where you need to set up.

b. Saturday, February 23rd, 2019

- 8:00 AM – 9:00 AM: Registration continued
- 9:00 AM – 11:30 AM – Dice drop for Game #1!
- 11:30 AM – 1:00 PM – Lunch
- 1:00 PM – 3:30 PM – Dice drop for Game #2!
- 3:30 PM – 4:00 PM – Beer Break / Bio Break / Announcements for Game 3, set up.
- 4:00 PM – 6:30 PM – Dice drop for Game #3!
- 6:30 PM – 7:00 PM – Clean up from Day #1. Prepare for Day #2. Table assignments for Game #4 will be posted on the wall.
- 7:00 PM – ??? – Open gaming, beer drinking, snack time, and general shenanigans of reliving the days' tales of victory and defeat. We will have a TV hooked up with various video games! There will also be board games on hand! Stick around and let's make a night of it.

c. Sunday, February 24th, 2019

- 8:30 AM – 9:00 AM – Players arrive, prepare for Day #2
- 9:00 AM – 11:30 AM – Dice drop for Game #4.
- 11:30 AM – 1:00 PM – Lunch
- 1:00 PM – 3:30 PM – Dice drop for 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!

- a. 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. **The Red River Rumble GT Bar is an open bar!!** So please drink to your heart's content but remember to drink responsibly! Remember, tips are always greatly appreciated!!

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 4,500 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 72-73 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 200 points, divided up as follows:

Category	Possible Points	% of Total
Battle / Bonus Points	100 Points	50%
Sportsmanship	43 Points	~22%
Appearance	57 Points	~28%

Battle Points (120 Points)

During each game, there are up to 20 points that can be obtained. 17 of those points are won by achieving victory in a game. The remaining 3 points can be won by scoring the Secondary Objective (see below).

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
≥3151	17	3

Secondary Objective

Note that each scenario will have a Secondary Objective as per p.22 of the rulebook. Completing the Secondary Objective gives you +3 Battle Points and losing it subtracts -3 Battle Points.

Sportsmanship (43 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 2.5 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.
- 3 – Indifferent about playing this opponent again.
- 4 – Would definitely play opponent again.
- 5 – Opponent was good and would seek out to play again.
- 6 – Great sport and would love to play this opponent again, forever!

On each Sportsmanship Score card, there are also 2 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 1 point each, to a maximum of +3 points.

Army Appearance (54 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 54 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 32 to 40 point range. Use this as a gauge to determine where your army was scored at the end of the tournament. Anything above 42 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.

Army Appearance Bonus (3 Points maximum)

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 2 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 3 points.

8. Awards

a. Award Categories

- There are a total of 9 7 Awards that will be given out for the Red River Rumble GT. They are as follows:
 - ✓ Overall Champion – Most Points Overall
 - ✓ Best General (4 Awards) – Most Battle Points
 - i. Cyclone Division
 - ii. Twister Division
 - iii. Whirlwind Division
 - iv. Tornado Division
 - ✓ Best Appearance (1 3 Awards) – Most Appearance Points
 - i. 1st Place Best Appearance
 - ~~ii. 2nd Place Best Appearance~~
 - ~~iii. 3rd Place Best Appearance~~
 - ✓ Best Sportsman – Most Sportsmanship Points