



The Red River Rumble GT 2022 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.

The Red River Rumble GT
March 18 – March 20, 2022
Holiday Inn OKC Airport
4401 SW 15th St
Oklahoma City, OK 73108

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The Red River Rumble GT 2022

1. Introduction

The Red River Rumble GT returns for the 5th annual tournament and this year already promises to be the biggest and best! If you've never attended the Red River Rumble GT then you're truly missing out on one of the best gaming experiences you can have. Throughout the weekend, there's an open bar, custom prizes and dice to hand out, raffles, board games and video games and so much more. Five games that span over 2 days and at the end we'll crown the Overall Champion. Come be part of the 5th annual Red River Rumble GT and see for yourself!

2. Who's Who?

Coming back for Round 5 of the Red River Rumble GT!!! Let me introduce myself (again!). Here we go:

- **Ro. Nevarez** – Been an avid gamer of Warhammer Fantasy for 22 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 19 years and have played in several GTs across the United States for 10 years. Looking forward to bringing you the 5th annual Red River Rumble GT!

3. Venue

Quality Inn OKC Airport
4401 SW 15th St, Oklahoma City, OK 73108
(405)601-7272

[Here's the hotel website!](#)

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, March 18th, 2022 – 5:00 PM to 10:00 PM(ish): Early Registration

- This time block will be used for early registration. Players can feel free to come in early and set up their armies on their assigned tables (table assignments will be posted in the room and online) and leave them overnight. When you register you'll pick up your players packet, S.W.A.G., and all other related gaming materials in preparation for the next day. The RRR GT Bar will be open so feel free to grab a beer or mixed drink, play a practice game, or hang out and play video games!

b. Saturday, March 19th, 2022

- 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. Armies should be set up to be judged for Appearance.
- 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, March 20th, 2022

- 8:00 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. The Red River Rumble GT will have its very own bar that will be set up throughout the entire weekend! We'll have various types of mixed drinks and beer available that we will hand out all weekend long until it's gone. Don't forget to enjoy a mimosa or bloody mary on Saturday and Sunday morning! In addition to the open RRR GT bar, you can BYOB if there's something you'd like to have specifically for you!

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, Asklanders, Makhar, Cultists, Hobgoblins
- The most current rule set provided by The 9th Age Rules Team will be used, which is Version 2022 Beta 3.
- 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.
- 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 76 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 164 points, divided up as follows:

Category	Possible Points	% of Total
Battle / Bonus Points	100 Points	~60%
Sportsmanship	32 Points	~20%
Appearance	32 Points	~20%

Battle Points (100 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.35 of the rulebook. Completing the Secondary Objective gives you +3 Battle Points and losing it subtracts -3 Battle Points.

Sportsmanship (32 Points)

At the end of each game you will be given a scoresheet where you can score your opponent's display of sportsmanship from 0-6. 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!

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 +2 points. Lastly, you can choose to give no bonus marks at the end of the GT.

Army Appearance (28 Points)

We have developed an all new Painting Rubric that will be used for the very first time at the 2020 Red River Rumble GT! There are a total of 28 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 20 to 24 point range. Use this as a gauge to determine where your army was scored at the end of the tournament. Anything above 24 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 (4 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. For every vote that an army receives it will be given an extra Appearance point, up to a max of 4 points.

8. Awards

a. Award Categories

- There are a total of 8 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 – Most Appearance Points
 - ✓ Best Sportsman – Most Sportsmanship Points
 - ✓ Player's Choice – Most Player's choice votes, decided on by the players