



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

The Wicked GT 2026

Official Players Packet

The Wicked GT
May 1-3, 2026
Nguyen Golden Hotel
6815 W. Kellogg, Wichita, KS 67209

The Wicked GT 2026

1. Introduction

I'm excited to bring you the 12th annual Wicked GT! This year the player cap is at 32 players and as of the writing of this packet it's at 24 out of 32 spots! Come be a part of the best Old World 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 25 years and The Old World is by far my favorite! I love castles, wizards, dragons, and knights! My favorite army is the Skaven 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 23 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

Nguyen Golden Hotel (formerly Red Roof Inn. Same venue!)

6815 W. Kellogg, Wichita, KS 67209

316-942-5600

The hotel has "coffee only" for breakfast. However, there are many breakfast places nearby. McDonald's, Wendy's, Texas Roadhouse, etc. There is a room rate of 65\$ per night. Mention Wicked GT 2026 when booking.

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 1st– 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 2nd
 - 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! Beerio Kart/Smash Bros.
- c.** Sunday, May 3rd
 - 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 & vodka. 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 Old World GT:

a. Basic Rules

- The Wicked Fantasy Battles: This Old World GT is Open List.
- We will be using all current Games Workshop The Old World rules.
- **Army Restrictions**
 - There is a 3 unit maximum for each type of unit. In other words, you can only have 3 identical units (3 Saurus Warriors, 3 Orc Boyz, 3 Skeleton Warriors, etc). ○ **Note:** This refers to the Unit Type. So this means you CAN'T have 2 units of Saurus Warriors with Sword and Shield and then another 2 units with Spear and Shield. 3 units maximum!
 - There is a maximum of 2 "Troop Type: Behemoth" models per army.
 - There is a maximum of EITHER one Level 3 OR Level 4 Wizard per army.
 - Army units can be NO WIDER than 10 models wide.
 - No Special Characters are allowed.
- **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 16 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 set up each game by players. There is 6/7 pieces of terrain for each table. Players roll a D6 to determine who places first place and then alternate until all terrain is placed.
- No terrain can be placed within 12" of the center spot of the table.
- All terrain pieces must be at least 12" away from other terrain pieces.
- Water terrain pieces are Difficult and Dangerous.
- Forest terrain pieces are Difficult.
- All buildings are impassable.
- Field terrain pieces are Difficult.

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.

Scoring Table

Win by	Winner	Loser
0 – 100	10	10
101 – 200	11	9
201 – 400	12	8
401 – 600	13	7
601 – 800	14	6
801 – 1000	15	5
1001 – 1200	16	4
1201 - 1400	17	3
1401 – 1600	18	2
1601 - 1800	19	1
1801+	20	0

Sportsmanship (30 Points)

At the end of each game you will be given a scoresheet where you will score your opponent's display of sportsmanship from 0-6. 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 hours and play out a game in a well-fought, gentlemanly manner. Any score of 3 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.
- 2 – 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 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.

Army Appearance (32 Max, 28 Rubric, 4 Bonus)

Fully painted armies are 100% encouraged! Because of this, we are awarding player for their fully painted armies and attempts to make the entire army look like one cohesive unit! The painting rubric is broken down as follows:

- **Nothing or partially painted (less than half the army):** 0 to 9 point.
- This score is given to armies that are completely unpainted. 0 points for no painting, add points for more models/units that are finished, up to a maximum of 9)
- **Partially painted, not cohesive or finished:** 10-15 points
- This score is given to armies that may be slightly unfinished (think 85% complete) or fully painted but aren't cohesive and don't "look" like an army.)
- **Fully painted:** 16-20 points
- This score is given to armies that are fully painted. Rate closer to 20 for armies that are well done. The bulk of armies will fall within this range.
- **Fully painted, coherent and well done.** 21-25 points
- This score is given to armies that are painted and based 100% and considered "Top Tier" by painting standards.
- **WOW!!** 26-28 points
- This score is given to armies that are painted above and beyond the standard 3 color GT requirements. There will likely be 2-4 armies that get max points, depending on the size of the GT.
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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! Divisions will be divided evenly. 2 divisions will have 8 players. The divisions are:
 - a. **Tin Men Division:**
 - b. **Lion Division:**
 - c. **Scarecrow Division:**
 - d. **Dorothy Division:**
- ✓ **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. Pink Elephant Games

- **Owner:** Jonathan Schweer
- **Address:** 1639 S. Meridian Ave. Suite 5. Wichita, KS 67213
- **Phone:** 316-867-4411
- **About:** Jonathan is the owner/operator of Pink Elephant games. He's been involved in tabletop gaming/card gaming for over 15 years. His shop is one of the local gaming stores that help anchor our great gaming community. He carries a variety of tabletop gaming accessories from dice, cards, sleeves, and more. He also carries a variety models from Warhammer 40,000, The Old World, Star Wars Legion and Middle Earth Strategy Battle Game. This is the fifth year of sponsorship for PE Games and we appreciate him!

b. Wizard's Alley Geek Tavern

- **Owner:** Brian Hunter
- **Address:** 114 N. St. Francis Ave suite 200, Wichita, KS 67202
- **Phone:** 316-262-6642
- **About:** Brian "Bam" Hunter is a long time close friend of mine that has one of the best gaming stores around! Featuring several tables with amazing terrain and plenty of stock on the shelves for all of your gaming needs! In addition, he has a newly acquired liquor license so you can get your drink on with Warbeard all the way to mixed cocktails! Ranging from all things Games Workshop to Silver age Comics and more, this place has just about everything you could be looking for! Thanks to Bam for supporting the Wicked GT! One of the best local gaming shops around, be sure to check out Wizard's Alley!