**3 Die Brawl Tournament Details**

May 14th, 2022

Critical Hit Games

115 S Linn St

Iowa City, IA 52240

**Cost:**

$30 Pre-Registration

$40 At-the-Door

**Rosters:**

Coaches that pre-register can send copies of their rosters to threedieblock@gmail.com

**Time Line:**

o 8:30. Registration

o 9:00 Round 1 begins

o 11:15 Round 1 ends

o 11:30 Round 2 begins

o 1:45 Round 2 ends

o 1:45 to 2:30- Lunch

o 2:30 Round 3 begins

o 4:45 Round 3 ends

o 5:00 Round 4 begins

o 7:15 Round 4 ends

o 7:30 Awards and Hugs

**What you should bring:**

* Your Painted Blood Bowl Team
* Five Copies of your Team Roster (one for each round) and one for you
* Blood Bowl Field/Dugouts/Templates
* GW or NAF Block Dice & D8
* Proof of Vacination & Booster

**Team Building**:

 Team Building Rules

o You Will be given 1,100,000 gold pieces to build your team

 Each team is awarded 36 Star Player Points to purchase skill (costs shown on page 71 of the rulebook)

O No random Skills Will be Allowed

o No Stat increases are allowed.

o Players may purchase as many skills as they wish (using the costs shown on page 71)

o There is no skill cap.

o You may purchase specified inducements and add them to your team roster.

Purchasable Inducements:

 Up to Three Bribes 100k (50k for Teams with ‘Bribery and Corruption’)

 Master Chef 300k (100k for Teams with ‘Halfling Thimble Cup’)

 Up to Two Bloodweiser Kegs 50k

 Up to two Star Players (Various Prices)

 Riotous Rookies (Team with “Low Cost Linemen” Only)

o You ***cannot*** *have the same Star Player as your opponent.*If both of you attempt to field the same player, then that star player has swindled you both!!  Neither of you can field them.  Also, you cannot use Igors or Apothecaries on Star Players.

o If you are including a Star Player, you must have 11 players on your team BEFORE hiring them. Having 10 players plus a Star is not allowed.

 Inducements will not be awarded as normal for Team Value Differences

 All new Star Players from the Second Season Edition and subsequent Spike Journals will be allowed.  Second Season Edition has given Star Players each their own **"Special Rule"**.  If you have a Star Player on your roster, you are expected to explain the **"Special Rule"** to your opponent.  Please use something (coin, miniature, etc.) to represent when the Star Player has spent his special, once per game rule.

o We will also allow the Simyin roster. These matches will not be sanctioned by the NAF and not tracked for NAF ranking purposes.

Text, table, calendar

Description automatically generated

 The legacy “Slann” and “Daemons of Khorne” Rosters will not be allowed

**Tournament Rules:**

 This event will use the NAF rules for tournaments

<https://www.thenaf.net/2021/12/rules-for-naf-tournaments-2022/>

 This event will the current FAQs and Erratta for Blood Bowl from Games Workshop:

[Grandma Wendy's FAQ](http://www.warhammer-community.com/2020/12/08/discover-the-latest-rules-in-blood-bowls-new-faq/)

 We will use the normal Kickoff Table found in the rule book.

 Each match will roll their own weather.

 This will be a resurrection style tournament.

o All injuries will be magically healed prior to the next match.

o No star player points will be accumulated or carried into the next match.

 Team Miniatures

Minimum of 3 colors and based.

Each model must be easily identifiable, i.e. numbered.

* To “Argue the Call” a dedicated and appropriate Head Coach model is required

 We will be running 4 rounds of Swiss over one day.

o No Overtime will be played.

o We will be strictly enforcing a two hour & fifteen minute time limit.

Once Time has been called, the active player will finish their action (including any applicable armor/injury rolls).

Once that player is finished, the game is over.

o Normal Scoring

Win: 60 points

Draw: 30 points

Loss: 10 points

o Bonus Points

Keeping it Close: +2 points (Lose by only 1 TD)

Casualties

 Out injure opponents by 1 : +2 points

 Out injure opponents by 2+: +5 points

 Clear Pitch (only once per match): +5 points

Touchdowns

 Out score opponent by 2: +2 points

 Out score opponent by 3+: +5 points

* Finish On Time: +3 Points

**Awards:**

o For determining the final standing and crowning the Champion the following order will be used:

1. Coach Points
2. Head-to-head performance
3. Opponents Total Points
4. Total Touchdowns x3 + Total Casualties x2
5. Net Touchdowns
6. Net Casualties
7. Public coin toss to determine the Three Die Brawl Champion

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. If they are in line to win more than one award, they will be asked which one they would prefer and the next coach in line will be given the other award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

Champion

End Boss (2nd place)

Deacon (Sportsmanship)

Cheering Fans (Best Painted)

Most Brutal (Most CAS)

Touchdown King (Most TDs)

Stunty Cup (Best Stunty Team, allows Stunty Lizardman and Stunty Underworld)

Dogged Defense (Least TDs Allowed)

Dirty Deeds (Most Foul Ejections)

Non-Trophy (Overall Tourney):

We will have an award for the team that throws the most total 3 Die Blocks during the tournament

We will also have awards available for any team that breaks an all-time Three Die Brawl Record. The Current records are as follows:

Most Touchdowns: 13 (Jeff Steege 3DB 2017)

Most Casualties: 21 (Josh Wyatt 3DB 2015)

Most Foul Ejections: 17 (AJ Greiling 3DB 2016)

Most Three Die Blocks: 115 (Nick Rudzianski 3DB 2015)

If You Have QUESTIONS Email us at **threedieblock@gmail.com** and we will do our best to get you an answer!