

**THREE DIE BLOCK  
PRESENTS  
THE  
3 DIE BRAWL**



**TOURNAMENT RULES PACK**

# 3 DIE BRAWL TOURNAMENT DETAILS

June 15th, 2024 at Critical Hit Games  
115 S Linn St. Iowa City, IA 52240

## Cost

\$25 Pre-Registration

\$30 At-the-Door

## Tournament Schedule

8:30 Registration Starts

9:00 Round 1 begins

11:10 Round 1 ends

11:20 Round 2 begins

13:30 Round 2 ends

13:30 to 14:20 Lunch Break

14:30 Round 3 begins

16:40 Round 3 ends

16:50 Round 4 begins

19:00 Round 4 ends

19:15 Results & Awards

## What You Should Bring

- Your Painted Blood Bowl Team
- Five Copies of your Team Roster
- Your Dice (Including Block Dice)
- Blood Bowl Field/Dugouts/Templates

## Tournament Rules

Please send a copy of your roster to either [threedieblock@gmail.com](mailto:threedieblock@gmail.com) or [iowabbcc@gmail.com](mailto:iowabbcc@gmail.com)

All rulings from the current May 2024 FAQ will be in effect as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2017/11/P9GJXUTdGyGDeZkk.pdf>

(Link to be updated when May FAQ is Released)

Rosters Printed in the Blood Bowl Second Season Rulebook as well as The Khorne Roster in Spike #13, the Norse Roster in Spike #14, the Amazon Roster in Spike #15, the Vampire Roster in Spike #16, and the Gnome Roster in Spike #17 or any other rosters from Spike Journals released at least two weeks before the event will be allowed.

The NAF Roster for the Slann Team will be allowed, the roster can be found in the NAF rules for tournaments as seen here:

<https://www.thenaf.net/wp-content/uploads/2022/01/NAF-Rules-for-Tournaments-2022.pdf>

We will also be allowing the teams of Legend (that have not had an official updated spike release) as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SIuNmWvxPj1.pdf>

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

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-12	Bonobo Lineapes	45,000	6	3	3+	4+	8+	Extra Arms	G	AS
0-2	Orangutan Throwers	70,000	5	3	3+	2+	9+	Extra Arms	GP	AS
0-2	Chimpanzee Runners	80,000	7	3	3+	4+	8+	Extra Arms, Wrestle	GA	SP
0-4	Gorilla Blockers	100,000	5	4	4+	5+	9+	Extra Arms, Grab	AS	G
0-1	Silverback	140,000	5	5	4+	-	10+	Loner (4+), Unchannelled Fury, S Extra Arms, Grab, Mighty Blow (+1)	S	GA
0-8 team re-rolls: 60,000 gold pieces each									Tier: 2	
Special Rules: Lustrian Superleague									* Extra Arms represents their prehensile feet	
									Apothecary: YES	

### General Rules

- Each match will roll their own weather.
- The standard Kick Off Chart will be used
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 4 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two hour and ten minute time limit.
- Once Time has been called, the active coach may finish the current player's action
- Once that player is finished, the game is over.

### Team Building Rules

You will have 1,100,000 gold pieces to purchase your team.

You may purchase the following inducements at the limits defined in the rule book:

- Bribes 100k (50k for Bribery & Corruption Teams)
- Master Chef 300k (100k for Halfling Teams)
- Wandering Apothecaries (Not available for Sylvanian Spotlight teams)
- Bloodweiser Keg 50k (all teams)
- Igor 100k (Sylvanian Spotlight teams)
- Riotous Rookies 100k (Teams with Low Cost Lineman Keyword Only)
- Biased Referee 120K (80K for Teams with 'Bribery and Corruption')
- 0-2 Star Players (Additional Cost of 1 Skill Point Each)
- 0-1 Mega Star Players (Additional Cost of 2 Skill Points Each)
  - If you and your opponent have the same Star Player, they will not play for either team
  - You must have 11 rostered players before you hire a Star Player.
  - If you hire a mega star player you may not hire any other star players.

The following players are considered Mega Stars for this event: Bomber Dribblesnot, Deeproot Strongbranch, Griff Oberwald, Hakflem Skuttlespike, Kreek 'the Verminator' Rustgouger, Morg N Thorg, Skitter Stab-Stab

No Other Inducements (Wizards, Cards, Giants, Etc) will be allowed.




This event will be the inaugural appearance of Critical Hit Mascot and Future Blood Bowl Legend 'Critter'! 'Critter' has been bulking up in anticipation of his first chance to hit the pitch (through hard work and maybe even some chaos magic!). He is a star player available to all teams with the following stats:

Critter will count as a standard star player.

Teams must have 11 normal players rostered before hiring Critter

Hiring Critter will cost 1 Skill Point as normal

Hiring Critter will use one of the teams normal star player slots

<b>MEGA CRITTER</b>		
<b>M</b>	<b>6</b>	
<b>A</b>		
<b>S</b>	<b>5</b>	
<b>T</b>		
<b>A</b>	<b>4+</b>	<b>SKILLS &amp; TRAITS</b> Loner (4+), Claws, Horns, Prehensile Tail, Pro
<b>G</b>		
<b>P</b>	<b>5+</b>	<b>PLAYS FOR</b> Any Team
<b>A</b>		
<b>V</b>	<b>9+</b>	<b>SPECIAL RULES</b> <b>CRIT'R'CAL HIT!</b> Once per game, when Critter performs a Blitz Action, Critter may roll three Block dice against the opposition player, regardless of the opposition player's Strength.
<b>220,000 GP</b>		

### Player Advancements

Each team is given 6 Skill Points to spend.  
 There are no skill caps.  
 Teams may only take a single skill per player.  
 Primary skills will cost 1 Skill Point  
 Secondary Skills will cost 2 Skill Points  
 Star Players will cost 1 Skill Point per Star Player  
 Mega Star Players will cost 2 Skill Points

### Scoring

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points
- Keeping it Close (Lose by 1 TD): 2 Points
- Out Injure Opponent by 1: 2 Points (Only Injuries that Would Generate SPP will Count)
- Out Injure Opponent by 2 or more: 5 Points (Only Injuries that Would Generate SPP will Count)
- Clear Pitch (only once per match): +5 points
- Out Score Opponent by 2: 2 Points
- Out Score Opponent by 3 or more: 5 Points
- Finish On Time: 3 Points

## **Awards**

We will be spreading the wealth for Trophy Prizes. A coach may only win one award. Tournament organizers reserve the right to adjust the awards based on previously explained reasons or extenuating circumstances.

- First Place (Most Total Points)
- End Boss (2<sup>nd</sup> Most Total Points)
- The Deacon (Best Sportsmanship)
- Touch Down King (Highest Total touchdowns)
- Most Brutal (Highest Total Casualties)
- Cheering Fans (Best Painted Team)
- Dogged Defense (Least TDs Allowed)
- Dirty Deeds (Most Foul Casualties)

There will be a special award for the team that throws the most total 3 Die Blocks during the tournament.

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

1. Coach Points
2. Opponents Total Points
3. Total Touchdowns x3 + Total Casualties x2
4. Best Team Name & Theme (as determined by the tournament organizer)
5. Net Touchdowns
6. Net Casualties
7. Public coin toss to determine the Three Die Brawl Champion

## **Sportsmanship Statement:**

"We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so is. Throwing Dice, miniatures, etc is poor sportsmanship

## **All-time Three Die Brawl Records:**

- Most Touchdowns: 13 (Jeff Steege 3DB 2017)
- Most Casualties: 22 (Wes Jedlicka 3DB 2022)
- Most Foul Casualties: 10 (AJ Greiling 3DB 2016)
- Most Three Die Blocks: 278 (Jeff Steege 3DB 2022)

## **Rosters:**

Coaches that pre-register can send copies of their rosters to [threedieblock@gmail.com](mailto:threedieblock@gmail.com)

If You Have QUESTIONS Email us at [iowabbcc@gmail.com](mailto:iowabbcc@gmail.com) or [threedieblock@gmail.com](mailto:threedieblock@gmail.com) and we will do our best to get you an answer!