

# 3 DIE DRAFT TOURNAMENT DETAILS

June 16th, 2024 at Critical Hit Games  
115 S Linn St. Iowa City, IA 52240

## Cost:

\$15 Pre-Registration  
\$20 At the Door

## Tournament Schedule

8:30 Registration Starts  
9:00 Draft pods and draft order assigned  
10:00 Draft ends  
10:15 Round 1 begins  
12:15 Round 1 ends  
12:15 to 13:00 Lunch Break  
13:00 Round 2 begins  
15:00 Round 2 ends  
15:15 Round 3 begins  
17:15 Round 3 ends  
17:30 Results & Awards

## What You Should Bring

- Your Dice (Including Block Dice)
- Miniatures will be provided (must be returned at the event conclusion)

## Tournament Rules

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>

Tournament Attendance will be capped at 12

- 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.
- We will be running 3 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two hour time limit.
- Once Time has been called, the active coach may finish their current turn. Then, if the opposing coach kicked off that half they may complete a turn to give both teams equal time.
- Animosity will Affect the listed Race/Positionals Only
- Bloodlust will work as written

## Draft Process

Coaches will randomly determine their draft position. Then, in order, each coach will select a player positional to add to their team from all player positionals remaining in the 'Draft Pool'. Once each coach has made a selection, each coach will select another player from all player positionals remaining in the 'Draft Pool'.

This process will continue until each coach has either passed the opportunity to draft, drafted 16 players, all positional choices have been exhausted, or if the only available players to draft would cause their total drafted player value to reach the 1,150,000 player total. Team must draft a minimum of 11 players.

The draft pool will consist of all player positionals on 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.

Positionals from The Simyin Team, Bretonians, the NAF Approved Slann and Khorne Daemons Will be added if attendance requires

## **Team Creation**

After the draft, coaches will assemble a team using the positionals they drafted with a budget of 1,150,000 gold pieces. All drafted player positionals must be included in the final roster and all positionals are changed to 0-1.

In addition teams may purchase the following items with the listed costs:

0-8 Team Rerolls for 70,000gp Each

0-1 Apothecary for 50,000gp

0-12 Cheerleaders for 10,000gp Each

0-6 Assistant Coaches for 10,000gp Each

0-6 Dedicated Fans for 10,000gp Each

No other Inducements or players may be purchased

## **Player Advancements**

Before beginning the first match. Teams will assign 4 Random Skills to players on their team (Using the rules on page 74 of the rulebook).

Three of these additional Skills must be Random Primary Skills. The 4<sup>th</sup> Skill may be a random primary or a random secondary

A player may be assigned a maximum of 1 skill.

## **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**

The following awards will be giving out at the event. 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)
- Touch Down King (Highest Total touchdowns)
- Most Brutal (Highest Total Casualties)

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

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

