

3 D Brawl Tournament Details

When: June 10th, 2017

Where:

Critical Hit Games

702 S Gilbert St #104

Iowa City, IA 52240

Cost:

\$25 Pre-Registration

\$30 At-the-Door


Tournament Rules:

- Tourney will use the NAF rules for tournaments
 - Copies can be found here:
<http://www.thenaf.net/wp-content/uploads/2017/01/NAFRulesFeb17.pdf>
 - We will also allow the following rosters. These matches will not be sanctioned by the NAF and not tracked for NAF ranking purposes.

▪ **The Apes of Wrath team will be allowed using the below roster:**

 Simyin		<input type="button" value="Edit race data"/>		re-roll price: 60 kgp		
QT	Player type	MA	STAGAV	Skills	Improvements normal double	Price
0-12	Line Ape	6	3 3 7	ExtraArms	G ASP	50 kgp
0-2	Orangutan	5	3 3 8	ExtraArms, StrongArm	GP AS	70 kgp
0-2	Chimpanzee	7	3 3 7	ExtraArms, Wrestle	GA SP	80 kgp
0-4	Gorilla	5	4 2 8	ExtraArms, Grab	AS GP	100 kgp
0-1	Silverback	5	5 1 9	Loner, Wild Animal, ExtraArms, Grab, Mighty Blow	S GAP	140 kgp
Available Star Players						
	Furious George	7	3 3 7	Loner, Wrestle, Dodge, Strip Ball, Pass Block, Extra Arms, Catch		170 kgp
	Mighty Zug	4	5 2 9	Loner, Block, Mighty Blow		260 kgp
	King Boombastic	6	5 1 9	Loner, Wild Animal, Mighty Blow, Break Tackle, Pile On, Grab		270 kgp
	Zara the Slayer	6	4 3 8	Loner, Block, Dodge, Jump Up, Dauntless, Stab, Stakes		270 kgp
	Griff Oberwald	7	4 4 8	Loner, Block, Dodge, Fend, Sprint, Sure Feet		320 kgp
	Morg 'n' Thorg	6	8 3 10	Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate		430 kgp

- **The Bretonnian team will be allowed using the below roster:**

 Bretonnians		Edit race data				re-roll price: 70 kgp							
QT	Player type	M	A	S	T	A	G	A	V	Skills	Improvements normal double		Price
0-16	Peasant	6	3	2	7					Fend	G	ASP	40 kgp
0-4	Yeoman	6	3	3	8					Wrestle	GS	AP	70 kgp
0-4	Knight	7	3	3	8					Block, Catch, Dauntless	GP	AS	110 kgp
Available Star Players													
	Willow Rosebark	5	4	3	8					Loner, Dauntless, Side Step, Thick Skull			150 kgp
	Dolfar Longstride	7	3	4	7					Loner, Diving Catch, Hail Mary Pass, Kick, Kick-Off Return, Pass Block			150 kgp
	Mighty Zug	4	5	2	9					Loner, Block, Mighty Blow			260 kgp
	Zara the Slayer	6	4	3	8					Loner, Block, Dodge, Jump Up, Dauntless, Stab, Stakes			270 kgp
	Griff Oberwald	7	4	4	8					Loner, Block, Dodge, Fend, Sprint, Sure Feet			320 kgp
	Morg 'n' Thorg	6	6	3	10					Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate			430 kgp

- **The Khorne team will be allowed using the below roster:**

 Khorne		Edit race data				re-roll price: 70 kgp							
QT	Player type	M	A	S	T	A	G	A	V	Skills	Improvements normal double		Price
0-16	Pit Fighter	6	3	3	8					Frenzy	GP	AS	60 kgp
0-4	Bloodletter	6	3	3	7					Horns, Juggernaut, Regeneration	GAS	P	80 kgp
0-2	Khorne Herald	6	3	3	8					Frenzy, Horns, Juggernaut	GS	AP	90 kgp
0-1	Bloodthirster	6	5	1	9					Loner, Wild Animal, Claw, Frenzy, Horns, Juggernaut, Regeneration	S	GAP	180 kgp
Available Star Players													
	Grotty (& Brick Far'th)	6	2	4	7					Loner, Dodge, Right Stuff, Stunty (Note: comes with Brick Far'th, included in his price)			0 kgp
	Max Spleenripper	5	4	3	8					Loner, Chainsaw, Secret Weapon			130 kgp
	Hubris Rakarth	7	4	4	8					Loner, Block, Dirty Player, Jump Up, Mighty Blow, Strip Ball			260 kgp
	Brick Far'th (& Grotty)	5	5	2	9					Loner, Bone-head, Mighty Blow, Nerves of Steel, Strong Arm, Thick Skull, Throw Team Mate (Note: comes with Grotty)			290 kgp
	Lord Borak the Despoiler	5	5	3	9					Loner, Block, Dirty Player, Mighty Blow			300 kgp
	Grashnak Blackhoof	6	6	2	8					Loner, Frenzy, Horns, Mighty Blow, Thick Skull			310 kgp
	Morg 'n' Thorg	6	6	3	10					Loner, Block, Mighty Blow, Thick Skull, Throw Team-Mate			430 kgp

- We will use the normal Kickoff Table found in the above rule book.
- Each match will roll their own weather.
- This will be a resurrection style tournament.
 - All injuries will be magically healed prior to the next match.
 - 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.
- Team Value Each Team Roster will have a maximum Team Value of 1,100,000 gold pieces (TV 110).
 - You may purchase specified inducements at the cost listed in LRB and add them to your team roster.

- Purchasable Inducements:
 - Bribes
 - Extra Team Training
 - Master Chef
 - Wandering Apothecaries
 - Star Players
 - **NOTE: If you and your opponent have the same Star Player, some magic or something happens and you both can use the Star Player.**
 - **NOTE: A Star Player may make up the 11th player on your team.**
 - **NOTE: Per the NAF tournament rules, the BB2016 Star Players listed there will be allowed.**
- You may pick one of the following 3 skill packages to enhance your team's players.
 - **NOTE: No Player may receive more than 1 Skill.**
 - **NOTE: Star Players may not receive a skill package improvement.**
 - Skill Package A
 - You May Give 6 non-double skills to 6 different players (non-Star Player).
 - Skill Package B
 - You may give 4 non-double skills to 4 different players (non-Star Players).
 - You may give 1 double skill to 1 different player (non-Star Player).
 - Skill Package C
 - You may give 2 non-double skills to 2 different players (non-Star Players).
 - You may give 2 double skills to 2 different players (non-Star Players).
- We will be running 4 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, whichever coach's active player will finish his or her action (including any applicable armor/injury rolls).
 - Once that player is finished, the game is over.
 - Normal Scoring
 - Win: 60 points

- Draw: 30 points
- Loss: 10 points
- Bonus Points
 - Keeping it Close: 3 points (Lose by only 1 TD)
 - CAS (you get 1, not both)
 - Out injure opponents by 2+ : 2 points
 - Out injure opponents by 3+: 5 points
 - TD's (you get 1, not both)
 - Out score opponent by 2+: 2 points
 - Out score opponent by 3+: 5 points
- Time Line:
 - 8:00 Registration
 - 9:00 Round 1 begins
 - 11:00 Round 1 ends
 - 11:15 Round 2 begins
 - 1:15 Round 2 ends
 - 1:15 to 2:30 - Lunch
 - 2:30 Round 3 begins
 - 4:30 Round 3 ends
 - 4:45 Round 4 begins
 - 6:45 Round 4 ends
 - 7:00 Awards and Hugs

We will be spreading the wealth for Trophy Prizes. If a coach qualifies for 2 Trophy Prizes, the higher of the two trophies will be awarded, following the list that follows.

Trophy/Prize Pick order:

Champ

Deacon Sportsmanship

Best Painted

End Boss (2nd place on top table)

The Math Magician (top finishing on points, not on the top table)

Most CAS

Most TDs

Stunty Cup

Best Defense

Dirty Deeds

Non-Trophy (Overall Tourney):

Most 3 Die Blocks

3 Die Braft 2017

When: June 11th, 2017

Where:

Critical Hit Games

702 S Gilbert St #104

Iowa City, IA 52240

Cost:

\$15 Pre-Registration

\$20 At the Door

Tournament Rules:

- This is a Non-NAF Sanctioned Tournament.
- We will be drafting teams from all player positions in the official Blood Bowl CRP, the Apes of Wrath, the Bretonnians, and Khorne.
- There will be 12 rounds of the draft.
- After the draft, you will assemble a team of 1,150,000 gold pieces.
- All players are changed to 0-1.
- All re-rolls will cost \$70,000.
- Apothecary can be purchased for \$50,000.
- Cheerleaders and Assistant Coaches can be purchased for \$10,000.
- Fan Factor can be purchased for \$10,000.
- You may not purchase Star Players.
- This will be a resurrection tourney.
- Skills
 - Each player may only be assigned 1 skill.
 - Once your team is assembled, you will be allowed 1 normal (non-doubles) skill to be added to 1 player of your choice.
 - After the first round, you may add 2 normal (non-doubles skill) or 1 doubles skill. You may select your skills after round 2 pairings are announced.
 - After the second round, you may add 2 normal (non-doubles skill) or 1 doubles skill. You may select your skills after round 3 pairings are announced.
- Special Rules
 - Bloodlust – Any player on your team that would normally be a 0 -16 can be bitten.
 - You're a Blood Bowl coach and an untrained Necromancer.
 - No Zombies will be raised.
 - Everyone is up to date on their vaccinations. Nurgle's Rot will not be effective.
 - Regeneration still works.
- 3 rounds of Swiss
 - Win – 60 Points

- Draw – 30 Points
- Loss – 10 Points
- Bonus Points
 - Keeping it Close:
 - 3 points (Lose by only 1 TD)
 - CAS (you get 1, not both)
 - Out injure opponents by 2+ : 2 points
 - Out injure opponents by 3+: 5 points
 - TD's (you get 1, not both)
 - Out score opponent by 2+: 2 points
 - Out score opponent by 3+: 5 points
- Prizes
 - Tournament Winner
 - Best Draft Pool – Similar to sportsman, of the 3 opponents you played, select the draft pool you thought was best/unique/made you laugh/made you green with jealousy.
- Time Line:
 - 10:00 Registration
 - 10:30 Draft pods and draft order assigned
 - 11:30 Draft ends
 - 11:30 – 12:00 – Lunch
 - 12:00 – 2:00 Round 1
 - 2:15 – 4: 15 Round 2
 - 4:30 – 6:30 Round 3
 - 6:30 – 7:00 Awards and Hugs