

# 3 D Brawl Tournament Details

**When:** June 9<sup>th</sup>, 2018

**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:  
<https://www.thenaf.net/wp-content/uploads/2017/05/NAF-Rules-Update-v1-3.pdf>
  - The Following rosters will be allowed and tracked via NAF:  
[https://www.thenaf.net/wp-content/uploads/2017/01/NAF\\_Tournament\\_Teams.pdf](https://www.thenaf.net/wp-content/uploads/2017/01/NAF_Tournament_Teams.pdf)
  - We will also allow the Simyin roster. These matches will not be sanctioned by the NAF and not tracked for NAF ranking purposes.

 <b>Simyin</b>		<a href="#">Edit race data</a>				re-roll price: 60 kgp							
QT	Player type	M	A	S	T	A	G	A	V	Skills	Improvements normal double		Price
0-12	Line Ape	6	3	3	3	7				ExtraArms	G	ASP	60 kgp
0-2	Orangutan	5	3	3	3	8				ExtraArms, StrongArm	GP	AS	70 kgp
0-2	Chimpanzee	7	3	3	3	7				ExtraArms, Wrestle	GA	SP	80 kgp
0-4	Gorilla	5	4	2	2	8				ExtraArms, Grab	AS	GP	100 kgp
0-1	Silverback	5	5	1	1	9				Loner, WildAnimal, ExtraArms, Grab, MightyBlow	S	GAP	140 kgp
<b>Available Star Players</b>													
	Furious George	7	3	3	3	7				Loner, Wrestle, Dodge, StripBall, PassBlock, ExtraArms, Catch			170 kgp
	Mighty Zug	4	5	2	2	9				Loner, Block, MightyBlow			260 kgp
	King Boombastic	6	5	1	1	9				Loner, WildAnimal, MightyBlow, BreakTackle, PileOn, Grab			270 kgp
	Zara the Slayer	6	4	3	3	8				Loner, Block, Dodge, JumpUp, Dauntless, Stab, Stakes			270 kgp
	Griff Oberwald	7	4	4	4	8				Loner, Block, Dodge, Fend, Sprint, SureFeet			320 kgp
	Morg 'n' Thor	6	6	3	3	10				Loner, Block, MightyBlow, ThickSkull, ThrowTeam-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 11<sup>th</sup> player on your team.**
          - **NOTE: Per the NAF tournament rules, the BB2016 Star Players listed there will be allowed.**
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- Skills: Each team is awarded 150,000 gold pieces to purchase skills.
  - No Stat increases are allowed.
  - No player may have more than 1 skill.
  - There is no skill cap.
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- We will be running 4 rounds of Swiss over one day.
  - No Overtime will be played.
  - We will be strictly enforcing a two hour fifteen minute 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:
  - 8:30. Registration
  - 9:00 Round 1 begins
  - 11:15 Round 1 ends
  - 11:30 Round 2 begins
  - 1:45 Round 2 ends
  - 1:45 to 2:30- Lunch
  - 2:30 Round 3 begins
  - 4:45 Round 3 ends
  - 5:00 Round 4 begins
  - 7:15 Round 4 ends
  - 7:30 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 (2<sup>nd</sup> 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