

**THREE DIE BLOCK
PRESENTS**

**THE
3 DIE BRAWL**



TOURNAMENT RULES PACK

3 DIE BRAWL TOURNAMENT DETAILS

June 27th, 2026 at Critical Hit Games
115 S Linn St. Iowa City, IA 52240

Cost

\$15 Pre-Registration

\$20 At-the-Door

Tournament Schedule

9:30 Registration Starts
10:00 Registration Ends
10:15 Round 1 begins
12:25 Round 1 ends
12:25 Lunch
13:15 Round 2 begins
15:25 Round 2 ends
15:35 Round 3 begins
17:45 Round 3 ends
18:00 Results & Awards

What You Should Bring

- Your Painted Blood Bowl Team
- Two 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 or iowabbcc@gmail.com

The Three Die Brawl will abide by the latest guidelines for NAF tournaments. The event will also follow Game's Workshop's Designer's Commentary from this latest release. Any new team rosters published by Games Workshop before June 13th, 2026 will be eligible for use.

The sharing of dice is encouraged and is mandatory if requested by one of the coaches at any point in the game. Establishing dice etiquette before the game starts is encouraged. Clarify your respective interpretation of acceptably rolled dice before any rolls are made.

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 3 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

Team Building Rules

Team Budget - Teams will receive 1,100,000 gold pieces to purchase their team roster.

Skill Points - Each team will receive six skill points that can be used to add skills to their rostered players. Players may give a Primary Skill for the cost of 1 skill point or a Secondary Skill for the cost of 2 skill points. Players may only be given a maximum of 1 additional skill.

Elite Skills – Only 4 total 'Elite Skills' may be added to a team. These 'Elite Skills' are Block, Dodge, Guard, & Mighty Blow. (Example, you may add 2 Block, 1 Guard, and 1 Dodge)

Tiers - For this event teams will be split into three tiers as follows

Tier1: Amazons, Dark Elves, High Elf, Lizardmen, Necromantic Horror, Old World Alliance, Orc, Shambling Undead, Skaven, Wood Elves

Tier2: Chaos Dwarves, Dwarves, Elven Union, Humans, Imperial Nobility, Norse, Nurgle, Tomb Kings, Underworld Denizens, Vampire

Tier3: Bretonians, Black Orcs, Chaos Chosen, Chaos Renegades, Gnomes Goblins, Halflings, Khorne, Ogres, Slann, Snotlings

Tier 2 teams may use their skill points to select an additional 'Elite Skill' up to a maximum of 5.

Tier 3 teams may use their skill points to select two additional 'Elite Skills' up to a maximum of 6.

LIST OF ELIGIBLE INDUCEMENTS

Teams may also spend from their treasury to purchase any of the following inducements:

- Blitzer's Best keg
- Team Mascot
- Team mascot
- Bribes
- Master chef
- Riotous rookies
- Team Mascot (Must have an appropriate Team Mascot Model)
- Star Players (If a star player is added to a team they will forfeit one skill point and will be able to take 1 less maximum elite skill)
- Mega Star Players (If a star player is added to a team they will forfeit 2 skill points and will be able to take 2 less maximum elite skill. If a team takes a Mega Star Player, they cannot take any other star players)

(You must purchase 11 players before hiring a star player. If you and your opponent have hired the same star player for the match, that player will not play for either team.)

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 (2nd 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. Sent in Team Roster in Advance of the Tournament
4. Most Three Die Blocks Thrown During the Event
5. Total Touchdowns x3 + Total Casualties x2
6. Best Team Name & Theme (as determined by the tournament organizer)
7. Net Touchdowns
8. Net Casualties
9. Triple Skulls Match to determine the Three Die Brawl Champion

Coaches that wish to pre-register must send copies of their rosters to threedieblock@gmail.com or iowabbcc@gmail.com in advance of the event.

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