

The Bitter Bowl League of Tampa, FL and FloridaBloodBowl.com are pleased to present the 2004 Three Kingdoms Challenge Blood Bowl Tournament!

This package contains all the information you will need in order to participate in the tournament and have a chance at having your name inscribed on the Gumptha Cup Trophy for all eternity!

As well as the main prize there are a number of other awards up for grabs, but the main aim of the tournament is to bring together others who share a fanatical love of our game, play some games of Blood Bowl and maybe make a friend or two in the process.

If you have any questions about anything in this package please don't hesitate to contact us:

TOURNAMENT DIRECTOR:

Jim Lanier – janier@tampabay.rr.com

NAF SOUTHEASTERN TOURNAMENT ORGANIZER:

Jason Driver - fsufan5@cox.net

THINGS YOU NEED TO BRING

Please remember to bring the following items!

- Your fully painted team.
- 2 copies of your team roster.
- Blood Bowl board, templates, dugouts and blocking dice (we can't guarantee that we'll have extras on hand).
- A copy of the most recent Living Rule Book (available for free online at www.bloodbowl.com).
- Pen or pencil.
- Your NAF number, if you are a member.

THE VENUE

The Three Kingdoms Challenge for the Gumptha Cup will be held at the Sci-Fi-City Gaming store and complex in Orlando, FL. The street address is 6006 East Colonial Drive. Their phone number is (407)-282-2292 and they can be reached online at www.sci-fi-city.com.

REGISTRATION

Registration for the Three Kingdoms Challenge will be primarily via online registration at the official website below. Registration instructions can be found at:

www.oldmanmonkey.com/TKC/TKCfrontpage.html

Note: The Three Kingdoms Challenge has it's own schedule and in some cases be going on outside the normal operating hours of Sci-Fi-City. To handle this we will be giving out tournament badges for participants so coaches will be allowed entry to the complex during

tournament times. Pre-registration is HIGHLY recommended but not mandatory. No one will be turned away if they choose to pay at the door.

SCHEDULE

(as always, subject to change)

Since time is limited, PLEASE be on schedule and ready to play at the appropriate times.

Friday, March 12

Tournament check-in opens at tournament hotel: (Normal Friday night get-together – lots of talking, occasional blood bowl 'grudge' matches, betting on tourney outcomes, the usual . . .)

Saturday, March 13

8 - 9:30	Tournament Registration opens
9:30 - 11:45	Round One matches begin
11:45 - 1	Lunch
1 - 3:15	Round Two matches begin
3:15 - 4	Break
4 - 6:15	Round Three
6:15 - 7	Display of nominations for Best Painted award
7 til ????	Informal gathering at tournament hotel, more Blood Bowl (still not enough??), Pub Quiz, talking . . .

Sunday, March 14

10 - 10:30	Tournament location opens - set up
10:30 - 12:45	Round Four matches begin
12:45 - 2	Lunch break – voting for Best Painted award
2 - 4:15	Championship and Round Five matches begin
4:15 - 5	Break
5 - 6	Awards Ceremony

TOURNAMENT FORMAT

The Tournament is played over Saturday and Sunday. You will participate in a series of five games. After each game you will play against a different opponent. In the first round, NAF coaches will be paired as best as possible to their coaches ranking, and non-NAF players will be matched randomly against an opponent.

After that, in each round the two players in 1st and 2nd place (based on their points for coaching) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on.

The only exception is that you can never play the same opponent twice; should this happen a referee will step in and sort things out so that the players face fresh opponents of a suitable caliber.

To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time wasting please!

Each player has a special results form. Once you've finished your game, you must fill in the form and then hand it in at the information desk. It is important you fill all the information in as this will decide your ranking and ultimately the winner of the Tournament. Your results will then be entered into the tournament database.

PAINTING AND SPORTSMANSHIP

PAINTING

A portion of tournament points will be awarded based upon team painting and presentation. Up to 10 points are awarded for team painting based on the criteria below. The official tournament judges will evaluate each team based on these 4 points and not on the aesthetics of the team. This means that any painter of any standard can gain the maximum 10 points if he puts the effort in and follows the guidelines below. All judges decisions are final.

Based - 2 points: All the bases in the team, including sideline staff, are painted and/or textured in some manner. Just being painted green is not enough!

Painted - 2 points: The team is painted. All models have at least 3 colors on them. Undercoats must not be visible.

Detailed - 2 points: All models have had the details painted in a variety of colors or with noticeable effects. This can be shading or highlighting etc. This discriminates between the merely painted team and the team that has had attention paid to it.

Representative - 4 points: All models on the team are representative of the race and position that they are meant to portray. Extra weapons that are not part of a finished and painted figure should be removed. This does not mean that you must use official Blood Bowl miniatures. Only that an Ogre should look like an Ogre, a Dwarf should look like a Dwarf and so on.

IMPORTANT: In order to get the point all models in the team must fulfill the criteria. If even one model fails the points will not be awarded.

SPORTSMANSHIP

Although we may dream of winning the main prize, at the end of the day we are all here for the fun of it. Sportsmanship points are meant to reward players for a sporting attitude and for playing in the spirit of the game. After all the games are finished you will rate each player on a scale giving them a possible 1 to 3 points:

3 - Your opponent was friendly and a sporting opponent. He did not endless argue about rules, tactics. Reminded you about your turn counter every time, let you reconsider moves, etc.

2 - A good opponent, neither great or terrible.

1 - Not an enjoyable person to play against. Argued every single contentious point for the sake of it. Didn't go out of their way to make the game painful, but it was not an enjoyable experience.

Sportsmanship and painting points will be added to your overall score at the end of the tournament.

TOURNAMENT RULES

ROSTERS

Coaches have the standard 1,000,000 crowns with which to build their teams and may take 1 standard skill to give to any player on their roster. Coaches must CLEARLY indicate on their rosters what their pre-game skill choice is and who it was given to.

NOTE – A standard skill is any skill that a player may take on a skill roll without rolling a double.

OFFICIAL TOURNAMENT TEAMS

The following teams may be used at the tournament. If you have any questions about official team lists please contact the Tournament Director for the official version.

Amazons	Khemri
Chaos	Lizardman
Chaos Dwarf	Necromantic
Dark Elf	Norse
Dwarf	Nurgle's Rotters
Elf	Orc
Goblin	Skaven
Halfling	Undead
High Elf	Wood Elf
Human	

Rules for these teams can be downloaded from the Blood Bowl resources section of the Games Workshop web site.

STAR PLAYERS & WIZARDS

The rulers of the Three Kingdoms have forbidden the "interference" of Star Players or wizards. However, since the Halfling Master Chef is the coach of his team, a Halfling coach will be allowed ONE D6 roll per half wherein a 2+ results in the gain of one Team reroll while causing the lose of a Team reroll for the opposing coach.

Special Kickoff Rule:

A D3 instead of a D6 will be used when a Kickoff result of 2 (Riot) or 12 (Pitch Invasion) is rolled by the kicking coach. This is to limit the turns lost or the number of players potentially affected with these rolls.

TOURNAMENT POINTS

Game Points

This is how we will rank you throughout the tournament and will be the largest deciding factor of who will be the overall champion. Teams will be ranked after each game using the following criteria in the order given:: Tournament points, touchdowns scored, and casualties caused (A Casualty is counted if caused by a block . . . NOT for failed dodges, failed GFIs, fouls, or pushes into the crowd). Scores are recorded after each game on the provided results card using the list below:

Win = 55 points

'Blow Out' Bonus (won by 2+ points) = +10

'Smackdown' Bonus (won, and caused more casualties) = +10

'Beat 'em up good' Bonus (won, and tied for casualties) = +5

Tie = 35 points

'Yeah but we hurt 'em good' Bonus (tied, but more cas) = +10

'A Tight Game' Bonus (tied for score and casualties) = +5

Loss = 10 points

'Keeping it Close' Bonus (lost by 1 point) = +10

'You should see the other guy' Bonus (lost, but caused more cas) = +10

'Put up a good fight' Bonus (lost, but tied for casualties) = +5

SKILL ADVANCEMENT

Players do not collect Start Player points, however, the coaches are allowed to give one appropriate skill to a player of the choice before game 1 (as mentioned before) and after games 1, 2, and 4. Remember – each coach is allowed ONE normal skill choice prior to their first game.

You can choose a skill from the normal categories accessible for the player's position. Except for the skill addition after Game 3, no player may be given more than one skill and Big Guys and Bull Centaurs may only receive ONE skill increase during the entire tournament.

After round 3, at the end of tournament day one, coaches can choose to either:

- Give a skill or trait to a player who has not yet received a skill, following the rules for a double as the starplayer roll, or
- Give a second skill to a player who already has a skill, (except for Big Guys and Bull Centaurs!) or
- Give a regular skill to two players of your choice that have not yet received a skill.

These skills are kept for the rest of the tournament so a team will have a total of 5 or 6 skills/trait at the kickoff for game 5.

CASUALTIES

All casualties that have been inflicted on your team, including death, are wiped away at the end of the game. In other words the team resets after every game. Skills accrued through the tournament will not be lost, even if the player dies.

DICE

We will be giving each coach a brand new set of D6s as part of the tournament package and these dice will be the only dice allowed for use during tournament play. Coaches will NOT be allowed to use their own dice.

THE NAF

The NAF (or Nuffle Americal Football) is an international association of players dedicated to Blood Bowl - Games Workshop's game of fantasy football. NAF's goal is to act as a central resource for Blood Bowl coaches the world over - offering news, contacts, discussion, sanctioned tournaments and international player rankings. Whether you're planning to run your own tournament, looking for a league, or just wanting to catch up on the latest from the world of Blood Bowl, NAF HQ aims to provide everything you'll need.

Sign up now and get a set of official NAF block dice! (Rumour has it they are luckier than normal block dice, but officials can neither confirm nor deny this!) This tournament is NAF sanctioned, which means any matches you play against another NAF member will count towards your overall ranking. It is worth noting that matches against non-NAF members do not count towards your ranking as there is no way of judging the quality of an 'unknown' opponent.

There will be NAF staff at the Three Kingdoms Challenge who can sign you up at the tournament, making you immediately eligible for ranking.

NAF membership is \$10 per year

PRIZES!

There will be prizes not only for the tournament winner but also for the 1st, 2nd, and 3rd runners-up, Best Painted, Sportsmanship and anything else we can think of!

Since one of the primary goals of the Three Kingdoms Challenge is to discover and encourage Blood Bowl coaches from the state of Florida, there will also be prizes awarded to the highest finish from a Florida coach and Best Painted Team by a Florida coach.

Prizes will be announced closer to the tournament date and pictures will be available on the tournament web page.

