

# 4 Diamonds Cup 20XX

May XX, 2024

Monaghan Township Fire Department Hall

245 West Siddonsburg Road

Dillsburg, PA 17019

## **TOURNAMENT SCHEDULE**

9:00 am	Tournament Location Opens and Registration Begins
10:00 am	Blood Bowl Round One Matches Begin
12:15 pm	Lunch Break and painting evaluation.
1:00 pm	Blood Bowl Round Two Matches Begin
3:15 pm	Blood Bowl Round Three Matches Begin
5:30(ish)	Awards and Raffles!

## **TOURNAMENT FORMAT**

You will participate in a series of three games. In the first round special consideration will be paid to avoid pairing players from the same league; pairing will otherwise be done randomly. In following rounds, the two players in 1st and 2nd place (based on tournament points) will play each other, and so on.... You shouldn't play the same person twice, with the possible exception of the final round. After three rounds of play the top point earner will be declared the winner. Tournament points and tie-breaks are fully detailed later in the rules.

## **PROCEDURE NOTES**

All rosters reset after each match; any seriously injured or dead players will be back for the next game and any Zombies gained through Raising opposing players are removed.

The Kick-Off table result 'Cheering Fans' is amended to read 'Each coach rolls a D6, adding any cheerleaders purchased for their team. The team with the highest score gets an extra reroll this half. In the case of a tie both teams get a reroll.

## TEAM BUILDING

You have 1.1 million Gold to purchase your team, which may be any of the following:

- Any team from the 2020 Rulebook
- The Khorne, Norse, Amazon, or Vampire team from the appropriate Spike! Magazine.
- The Chaos Dwarf, High Elf, or Tomb King team from the ToL PDF - [Teams of Legend](#)
- The NAF Slann roster - [Slann roster](#)
- Added Stunty Rosters from the Matched Play Guide:
  - Black Orc (no Black Orcs)
  - Lizardmen (no Saurus)
  - Underworld Denizens (no Skaven)

Rosters must contain at least 11 players, not including Star Players

Each team is assigned a Tier which determines how many points are available to purchase added Skills and to hire Star Players:

- Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elves
- Tier 2: Black Orc, Chaos Chosen, Chaos Renegades, Elven Union, Human, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire
- Tier 3: Goblin, Gnome, Halfling, Ogre, Snotling.

You may give your players additional Skills by spending points per the table below, subject to the following guidelines:

- Primary skills cost 1 Skill Point.
- Secondary skills cost 2 Skill Points and are limited in number.
- Each player may only be given one additional skill.
- No skill may be purchased more than twice (i.e., you may only purchase Block for 2 players)

In addition to Gold, Skill Points must also be spent if you wish to hire a Star Player, as shown in the table below. Note that no team may have more than 2 Star Players, including Mega-Stars.

	Primary Skill (1 Skill Point)	Secondary Skill (2 Skill Points)	Star Player (2 Skill Points)	Mega-Star (4 Skill Points)
Tier 1 (6 Skill Points)	No limit	Max 1	Max 1	Max 1
Tier 2 (8 Skill Points)	No limit	Max 2	Max 2	Max 1
Tier 3 (10 Skill Points)	No limit	Max 3	Max 2	Max 1

The following players are considered Mega-Stars:

- Bomber Dribblesnot
- Cindy Piewhistle
- Deeproot Strongbranch
- Dribl & Drul
- Estelle la Veneaux
- Griff Oberwald
- Hakflem Skuttlespike
- Kreek Rustgouger
- Lord Borak
- Morg 'n' Thorg
- Skitter Stab-Stab
- Wilhelm Cheney

You may purchase Inducements from the Common Inducements section of the 2020 Rulebook, EXCEPT for the following entries:

- Special Plays
- Mercenary Players
- (In)Famous Coaching Staff
- Wizards
- Biased Referees

### TOURNAMENT POINTS

Players will be given tournament sheets for each game; once you have finished your game, both coaches must complete the form and hand it in to the TO. Tournament Points are awarded as follows:

- 80 points                      Win
- 40 points                      Tie
- 0 points                        Loss
- 5 points                        Per Net TD (TDs For – TDs Against)
- 2 point                         Per POSITIVE Net Casualty (CAS For – CAS Against)

In a 3-round tournament of this size it is inevitable that teams may finish with the same number of Tournament Points; Tie Breaks are determined as follows, in the order given:

- Total TDs
- Total Casualties
- ‘Beat It’ style dance fight in the parking lot

## AWARDS

Tournament Champion: Highest Total Tournament Points

Tournament Challenger: 2nd Highest Total Tournament Points

Tournament Contender: 3rd Highest Total Tournament Points

Most Brutal: Highest Total Casualties

Best Offense: Highest Total TDs

Stunty Cup: Highest Tournament Points by a Tier 3 Team

Best Team: As judged on Painting, Conversions, and Theme

Paddle of Shame: Fewest Tournament Points by a Non-Tier 3 Team

FOUR DIAMONDS CUP