

Stage 3 Breaking Point Fantasy Draft Kit

Beginner's **No Death Penalty** Scoring Cheat Sheet Join Breaking Point Fantasy here!

HIGH-COST PLAYERS Series AVG Rk Player Pos Team Price SOS AR 10 83.5 1 Scrap 10 SMG 10 82.7 2 CleanX 10 81.4 3 Simp SMG T 10 5 **KISMET** 0 7 4 SMG 10 78.8 5 Fame SMG 0 9 78.2 9 Ò 6 HyDra SMG 9 78.1 7 7 Ð 9 76.2 Shotzzy SMG 11 ▝ 9 8 aBeZy SMG 75.9 5 9 **X** 9 75.5 MettalZ SMG 6 10 Vikul **X** 8 75.3 6 AR 8 11 75.3 Envoy SMG 10 8 12 Insight AR 74.3 10 13 Drazah AR T 8 74.0 5 $\mathbf{2}$ 14 Snoopy SMG 8 73.7 8 15 JoeDeceives SMG (IA 8 73.1 12 Pred Ð 16 SMG 8 73.1 11

Rk	Player	Pos	Team	Price	Series AVG	SOS
17	Gwinn	SMG	\checkmark	7	73.1	2
18	Diamondcon	AR	\bigcirc	7	72.7	9
19	Nero	SMG	*	7	72.4	4
20	Estreal	SMG	\bigcirc	7	72.3	9
21	Lucky	AR	Č	7	71.7	6
22	Lynz	SMG	P	7	71.5	3
23	Skyz	AR	0	7	71.3	7
24	Sib	AR	0	6	71.2	7
25	TJHaly	SMG	¥	6	69.9	2
26	Kenny	AR	Þ	6	69.8	11
27	abuzah	AR	US .	6	69.8	1
28	Cellium	AR	T	6	69.5	5
29	Attach	AR	*	6	69.4	4
30	Dashy	AR	Þ	6	69.1	11
31	Ghosty	AR		6	68.9	12
32	Clayster	AR	\checkmark	6	67.6	2

MID-COST PLAYERS

Rk	Player	Pos	Team	Price	Series AVG	SOS
33	Breszy	SMG	Ш	5	67.6	1
34	ReeaL	SMG	X	5	70.1	6
35	Huke	SMG	¥,	5	65.9	1
3 6	Accuracy	AR	¥	5	65.1	3
37	Gio	AR	*	5	64.4	4
38	Purj	SMG	*	5	64.1	4
3 9	Kremp	SMG	(IA)	5	63.6	12
40	Priestahh	AR	\mathbf{z}	5	63.2	8
41	FeLo	AR	¥	5	63.1	2
42	Standy	SMG	T	4	62.5	3
43	Nastie	AR	IA	4	62.5	12
44	Assault	AR	\bigcirc	4	60.6	9
45	04	AR	U)	4	-	1
46	Beans	AR	\mathbf{z}	4	-	8
47	Pentagrxm	SMG	\mathbf{z}	4	-	8
48	Gunless	AR	¥	4	-	3

LOW-COST PLAYERS

Potential Budget Splits \$10 - \$6 - \$5 - \$4

\$10 - \$5 - \$5 - \$5

Potential Budget Splits \$8 - \$8 - \$5 - \$4 \$9 - \$8 - \$4 - \$4 **Potential Budget Splits** \$8 - \$6 - \$6 - \$5 \$9 - \$6 - \$6 - \$4

Potential Budget Splits

\$7 - \$7 - \$7 - \$4 \$7 - \$7 - \$6 - \$5

1) HIGH-COST PLAYER	1) HIGH-COST PLAYER	1) HIGH-COST PLAYER	1) MID-COST PLAYER
2) MID-COST PLAYER	2) HIGH-COST PLAYER	2) MID-COST PLAYER	2) MID-COST PLAYER
3) LOW-COST PLAYER	3) LOW-COST PLAYER	3) MID-COST PLAYER	3) MID-COST PLAYER
4) LOW-COST PLAYER	4) LOW-COST PLAYER	4) LOW-COST PLAYER	4) LOW-COST PLAYER



Series Average based on new No Death Penalty scoring over the Stage 1 & 2 Qualifying & Major matches without placement multipliers

Prices normalized based on Stage 1 & 2 performance and set for standard \$25 budget

No Death Penalty: HP Kp10m x 1.20, HP Dp10M x 0, HP HTp10m x 0.15, SND Kp10R x 3.0, SND Dp10R x 0, SND OpDWp10R x 5.75, CTL Kp10m x 1.1, CTL Dp10M x 0, CTL Ticks per ATK RD x 2.50