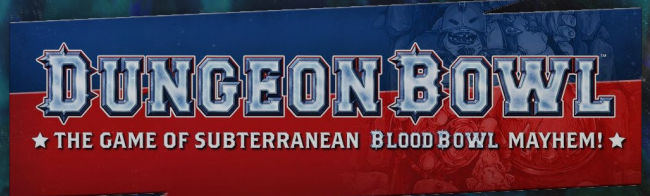




Saturday 7th May 2022

V1.3 24th April 2022







## Welcome to the Dorset Dungeon Bowl!

The Mad Wizards of the MAD Federation are BACK, and so is one of the Craziest ways to play Blood Bowl... Dungeon Bowl!

The Dorset Dungeon Bowl is a 3 Round Dungeon Bowl tournament, hosted by the Bonehead Podcast at the excellent Entoyment Wargaming in Poole.

### Dorset Dungeon Bowl 2022

Saturday 7th May 2022

9.45am → 5.30pm

### Entoyment Wargaming

Unit 2 Fleetsbridge Business Centre

Upton Road

Poole Dorset

BH17 7AF

Telephone: 01202 929449

<https://entoyment.co.uk/>



## TOURNAMENT STRUCTURE

The **Dorset Dungeon Bowl 2022** will consist of 3 matches of **Dungeon Bowl**.

Coaches will be paired randomly for the first match, with matches 2 and 3 being paired in a swiss format (top teams vs top teams, bottom teams vs bottom teams), and we will endeavour to avoid duplicate matches where possible.

This is an **exhibition** format, and therefore all teams will start each match as rostered (no SPPs or Casualties are applied).

## TOURNAMENT SCHEDULE

<b>9.45</b>	Registration
<b>10.15</b>	Match 1
<b>12.30</b>	Lunch
<b>13.00</b>	Match 2
<b>15.15</b>	Match 3
<b>17.30</b>	Prizes & Awards

Matches will be held to a 2 hour time limit, with Coaches being reminded at the 1 Hour Remaining, 30 Minutes Remaining, and 15 Minutes Remaining points.

Once final time has been called coaches will be given up to 5 minutes to finish the turn currently being played and then the game must end.

Each pitch will be numbered so that when the Matches are announced at the start of each round the coaches are able to easily locate their opponent.

## TICKETS - LIMITED TO 40

Tickets for the event will be £12 per Coach, which goes towards the dungeon maps, prizes, and support from Entoyment.

Tickets can be purchased from our website:

<https://boneheadpodcast.com/dorset-dungeon-bowl-2022>

If you have any problems purchasing a ticket from our website, please just get in contact with us by email:

[TheBoneheadPodcast@Gmail.com](mailto:TheBoneheadPodcast@Gmail.com)

## DUNGEON BOWL!?

This is a **Dungeon Bowl** Tournament - so we'll be using the rules from the Dungeon Bowl expansion.

We will be providing Dungeon Maps for the event.

These dungeon maps are preset, and Map 1 will be used for the first and third match, with Map 2 being used for the second match.

These Dungeon Maps will be available for purchase on the day and on our website.

These maps can be constructed using the tiles from the Dungeon Bowl boxed game, but for ease and speed we have had them printed.

## MATCH SET-UP CHANGES

As the Dungeon Maps are set before hand and are designed to be symmetrical, all Set-Up processes are ignored with the exception below:

Coaches Roll-Off and alternate in placing Treasure Chests on each Treasure Chest spot highlighted on the Map - without looking at the underneath of the Treasure Chest token (We are providing Treasure Chest tokens to all tables)

Treasure Chest locations are highlighted on each of the Dungeon Maps.

Teleporters are highlighted and numbered on each of the Dungeon Maps.

The maps are designed to give the most equal opportunity possible in a game of Dungeon Bowl.

Treasure Chest tokens will be provided for each table, and will have a Chest on one side, and either an explosion or ball on the other. It is important that these are not looked at until revealed during the game.

If there are concerns about Coaches seeing which Treasure Chest contains the ball - we will happily come over and redistribute them for you!



## ELIGIBLE TEAMS

The **Dorset Dungeon Bowl 2022** will be allowing the following Rosters:

All **College Teams** in the **Dungeon Bowl** rulebook.

All Standard **Blood Bowl** teams are also eligible.

This includes:

- All teams in the **Blood Bowl** rulebook
- Teams included in a **Spike!** Magazine
- Teams from the [Teams of Legend PDF](#) (including **OLD Norse**)
- **The NEW Norse roster in Spike! 14 is eligible.**

We will also be allowing the **Slann** roster available from the NAF ([Link](#)).

## TEAM VALUE / DRAFT VALUE

**All Teams: 1,000,000gp**

All teams will be allowed to spend 1 million gold pieces to draft their team, with the conditions below.

## TEAM CONSTRUCTION RULES

**STAR PLAYERS: None Allowed**

Star Players aren't crazy... risking death in a dungeon is!

**INDUCEMENTS: Only Bribes**

Inducements are purchased during team creation, the only Inducements allowed from the Inducement List in the **Dungeon Bowl** rulebook is Bribes.

**0-3 Bribes 100,000gp**

Teams with the **Bribery and Corruption** special rule may purchase these at the reduced rate of 50,000gp.



## FREE COLLEGE WIZARD!!

This is **Dungeon Bowl**. Created by Wizards. For Wizards. So, naturally, there's an abundance of Wizards!

In addition to the 1,000,000gp allocated, each team will have access to their **College Wizard** from the **Dungeon Bowl** rulebook.

College Teams may only select the Wizard that is allied to their College, i.e. the College of Fire teams can only take Fire Wizards.

Standard Blood Bowl and Slann teams are allowed to pick a College Wizard as a free inducement for their team. This must be chosen at team construction and will be the same for all matches.

## COLLEGE TEAM - BONUS TEAM REROLL

To compensate for the flexibility of choosing a College Wizard, and to represent the experience of playing in a dungeon, all **College Teams** will receive 1 free Team Reroll at the start of each match.

This does not need to be rostered.

## SKILL ALLOWANCE

**There are no Tiers in Dungeon Bowl for 2022.**

All Teams will be allowed to give their players a number additional skills as listed below.

These skills do not affect Team Value in any way.

- ★ 0-4 Primary Skills
- ★ 0-1 Secondary Skills

Notes:

- ★ No Player may receive more than 1 Skill.
- ★ A Primary Skill may be selected instead of a Secondary Skill if the coach desires.

Skills may be chosen from both the **Blood Bowl** rulebook or the **Dungeon Bowl** rulebook.

The **Dungeon Bowl** rulebook features some skills particularly useful - so do check them out!



## ROSTERS DUE DATE: SATURDAY 30TH APRIL

We would like you to submit your Roster by Saturday 30th April; this will give us a week to check it over and make sure everything is as it should be.

[TheBoneheadPodcast@gmail.com](mailto:TheBoneheadPodcast@gmail.com)

Please submit your rosters (including NAF ID) to us at the above email address.

We will have a Dorset Dungeon Bowl Roster Builder tool available on our website in March.

We will provide you with 1 copy of your roster, plus an additional 1 copy for you to give to each of your opponents on the day.

This makes it as clear as possible to all coaches what the teams are, and allows you to look back at the event and see who and what you played against.

## TOURNAMENT SCORING

**Dungeon Bowl** games are won by the first team to score a Touchdown.

To create a competitive environment within that limited outcome environment, we will be awarding bonus points based on timings.

<b>FAST WIN</b>	<b>+40pts</b>	*Under 1 Hour
<b>SLOW WIN</b>	<b>+30pts</b>	
<b>DRAW</b>	<b>+20pts</b>	
<b>SLOW LOSS</b>	<b>+10pts</b>	
<b>FAST LOSS</b>	<b>+0pts</b>	*Under 1 Hour

**Per Casualty** **+3pts** \*Max 3 per Match

Casualties will also award bonus points.

*\*\*All Casualties caused to your opponent's team during your turn count – this includes Blocks, Fouls, Secret Weapons, being hit by thrown players, being pushed into a Teleporter and being Lost In Space, etc.*

**Per Chest** **+1pts** \*Max 6 per Match

Opening Treasure Chests will also award bonus points.

This is a risky strategy, but absolutely encourages some self-destructive choices!

## PRIZES AND AWARDS

### OVERALL CHAMPION

Overall Winner (most Tournament Points).

### STUNTY CHAMPION

Stunty\* Team with the most Tournament Points.

*\*Tier 3 Standard teams, and College teams containing only Stunty and/or ST5+ players are eligible.*

### BEST TEAM AWARD

Team with the most "Best Team" votes.

### PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

### THE EXPLORER CUP

Most Treasure Chests Opened.

### MOST CASUALTIES

Most Casualties\*\* Caused.

### CHOCOLATE ARMOUR AWARD

Most Casualties\*\* Suffered.

## WHAT TO BRING?

Please bring a team that is clearly marked / identifiable player types.

Teams do not have to be painted, but we think the game looks better if they are!

Three Block dice, two D6, one D8, and one D16 dice

Throw-in, Scatter and Pass templates

## NAF SANCTIONED TOURNAMENT

We intend of this to be a NAF Sanctioned event, so would prefer all of the coaches attending to be registered with the NAF.

If you have any concerns or require support in registering with the NAF before the event please don't hesitate to get in touch with us.

For more information on the NAF please visit the website:

<https://www.thenaf.net/>

## BEST TEAM

At the start of Round 1 (on each day) you will receive a Best Team nomination slip.

Please retain this and nominate a coach by the end of Round 2 (Round 3 for Sevens) to win the Best Team Award. The Coach with the most nominations will win the Award.

### WHAT IS BEST TEAM?!

Really – it's up to you! Whether you're a fan of great painting, clever modelling, brilliant background stories, or just superb theme; you get to choose a Coach from the tournament that you think put in more effort than anyone else.

### LUNCHTIME SHOWCASE

We ask all coaches to leave their team on display during the lunch break so we can all have a look!

## FINAL DECISIONS

When it comes to rules and tie-breakers, please support us in making great decisions, but please, please accept that for brevity's sake – the Tournament Organiser's decision is final!

## FREQUENTLY ASKED QUESTIONS (FAQs)

**Q:** Does Swarming work in Dungeon Bowl?

**A:** No. Sadly players can only enter the dungeon via teleporter, and wizards love proper order - so no sneaking on extra players!

**Q:** Snotling Linemen in the Blood Bowl (**BB p.126**) rosters have the Titchy Skill, but that is not present on the Dungeon Bowl College of Life (**DB p.87**) roster - which profile is to be used?

**A:** To keep things simple we'd like to keep all Snotlings playing the same way - so we consider Dungeon Bowl College of Life Snotlings to have the Titchy Skill. This will be represented on our Dungeon Bowl team builder.

**Q:** How does Ball & Chain work within a Dungeon?

**A:** As normal with the exception that any movement that would take the model into a wall is treated in the same way a "Pushed into a Wall" on p.50 of the Dungeon Bowl Rulebook.

**Q:** How Does the Grey (Shadow) Wizard work?

**A:** As the spell says the model can be placed anywhere within 5 squares, but there are gaps that are not squares - we believe the fairest way to do this would be to count squares in the same way as movement, but allow passage through walls.

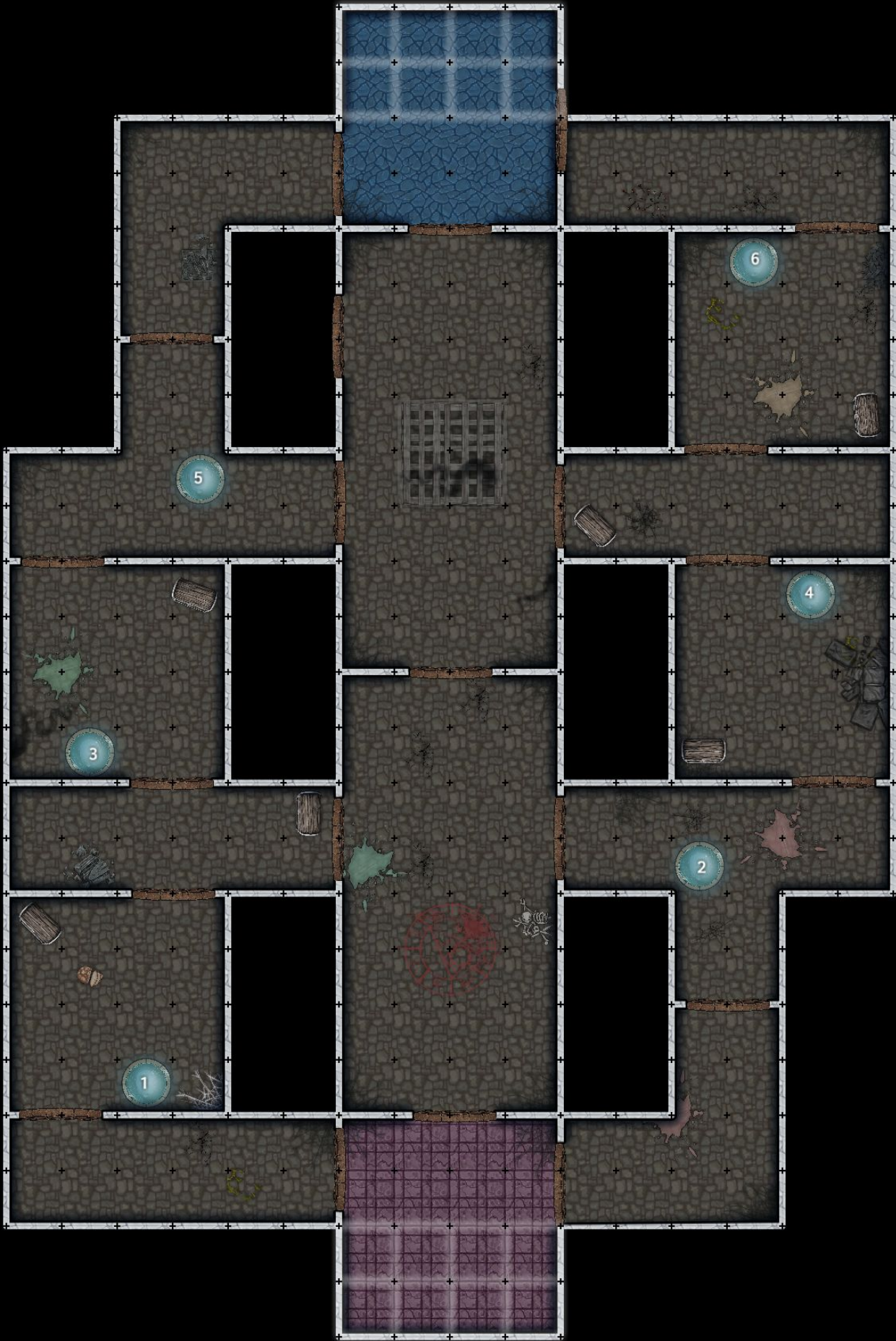
This however, would not allow the model to be transported through the voids between corridors.

**Q:** XXX

**A:** XXX

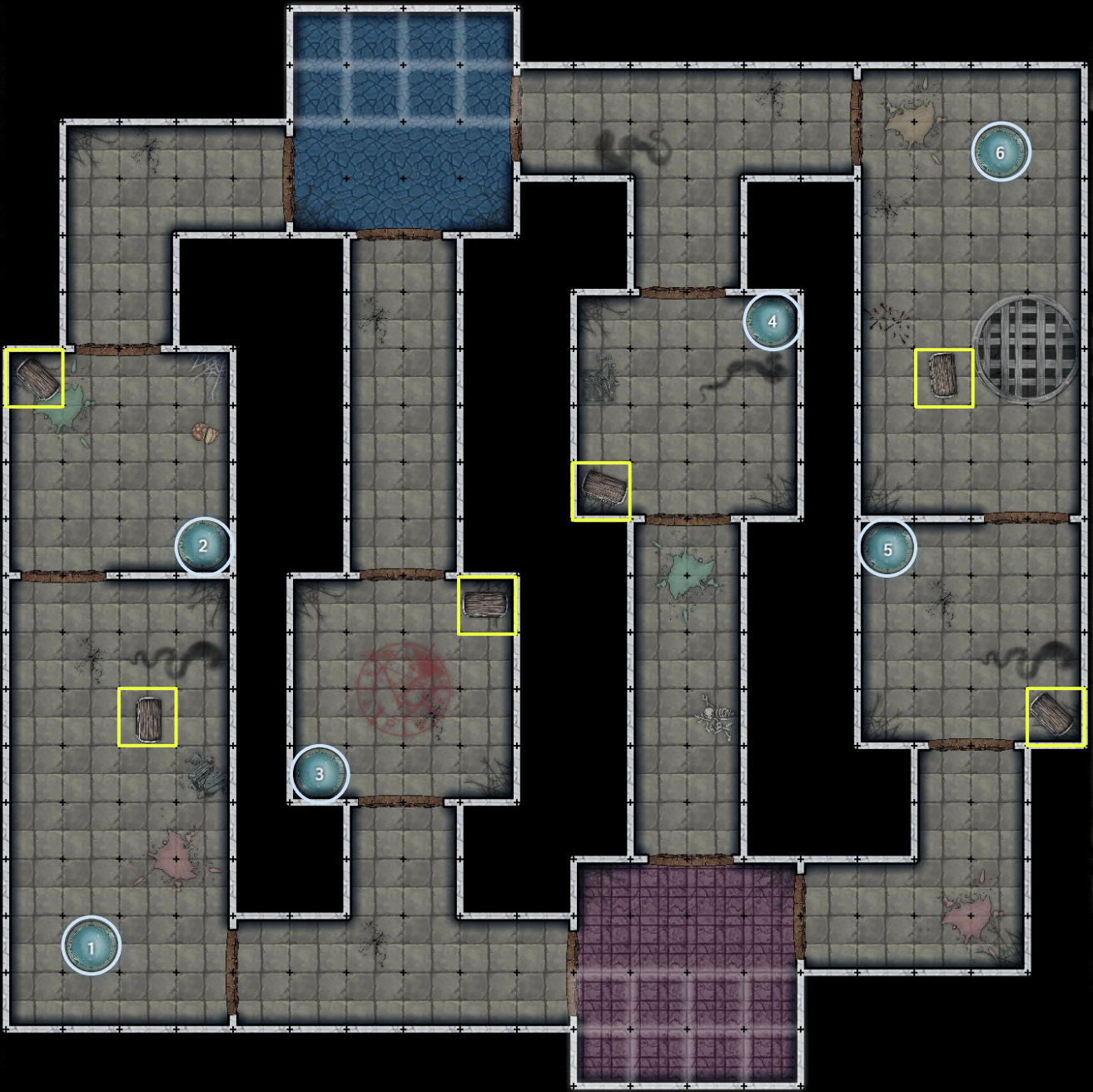


MAP A (MATCHES 1+3)





# PLACEHOLDER FOR MAP B (MATCH 2)





## UPDATE LOG

19th February.

Dungeon Maps added.

FAQ Updated.

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20th April

NEW Norse Added as an eligible roster (OLD Norse will also remain eligible to avoid Roster changes).

Ball & Chain FAQ Answered.

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24th April

Grey (Shadow) Wizard Clarification

