



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 2 (2023)

Saturday 20th May 2023

9.45am → 5.00pm

Entoyment Wargaming

Unit 2 Fleetsbridge Business Centre

Upton Road

Poole Dorset

BH17 7AF

Telephone: 01202 929449

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



FAQ, UPDATES, & ANNOUNCEMENTS PLACEHOLDER PAGE

This Page is where we will include changes, updates, and FAQs as required.



TOURNAMENT STRUCTURE

The **Dorset Dungeon Bowl 2023** 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

- 10.00** Registration
- 10.30** Match 1
- 12.30** Lunch
- 13.00** Match 2
- 15.00** Match 3
- 17.00** Prizes & Awards

Matches will be held to a 1 hour 45 minute 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:

BoneheadRosters@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 a different Map will be used each round.

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!

NAF SANCTIONED TOURNAMENT

We intend 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/>

ROSTERS DUE 6th MAY 2023

We would like you to submit your Roster(s) by Saturday 6th May 2023; this will give us two weeks to check it over and make sure everything is as it should be.

BoneheadRosters@Gmail.com

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

We have a Dorset Dungeon Bowl Roster Builder tool available on our website - the easiest way to submit a roster is to create one using the tool, and **share** it to the Bonehead Rosters email address.

We request that you bring 1 copy of your roster, plus an additional 1 copy for you to share with your opponents on the day. This makes it as clear as possible to all coaches what the teams are.

Please let us know when you submit your roster if you would like us to print copies for you to collect on the day.

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

ELIGIBLE TEAMS

The **Dorset Dungeon Bowl 2023** 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](#)

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... unlike risking death in a dungeon!

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.

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.

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.

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!

TOURNAMENT SCORING

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

MATCH WIN +30pts

MATCH DRAW +20pts

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

FAST MATCH* +10pts

*If the match is finished and reported in under 1 hour, both players will receive a bonus 10pts.

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 +2pts

*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.

PRIZES AND AWARDS

PARTICIPATION TROPHY

Last Place Finish (least Tournament Points)

THE EXPLORER CUP

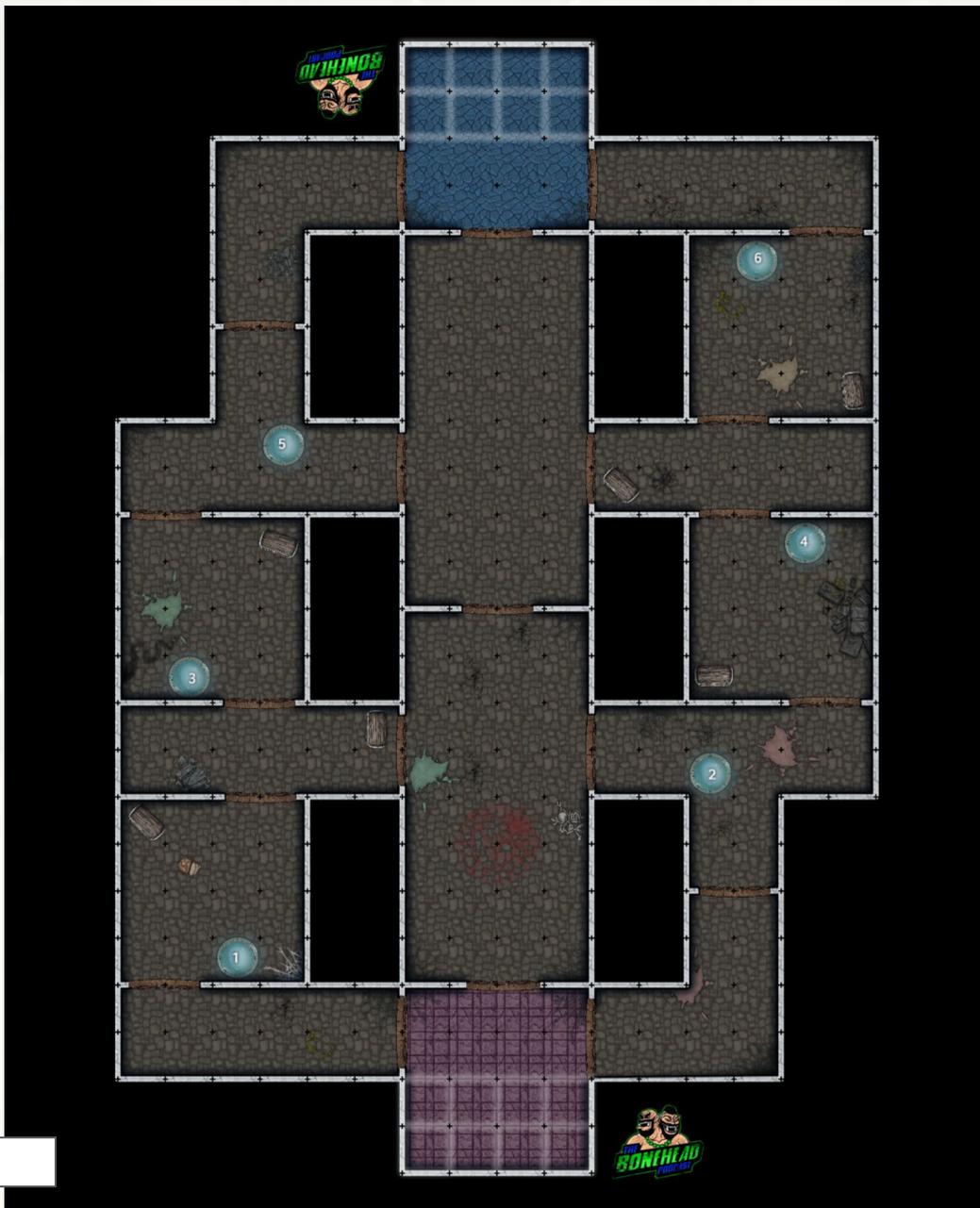
Most Treasure Chests Opened.

MOST CASUALTIES

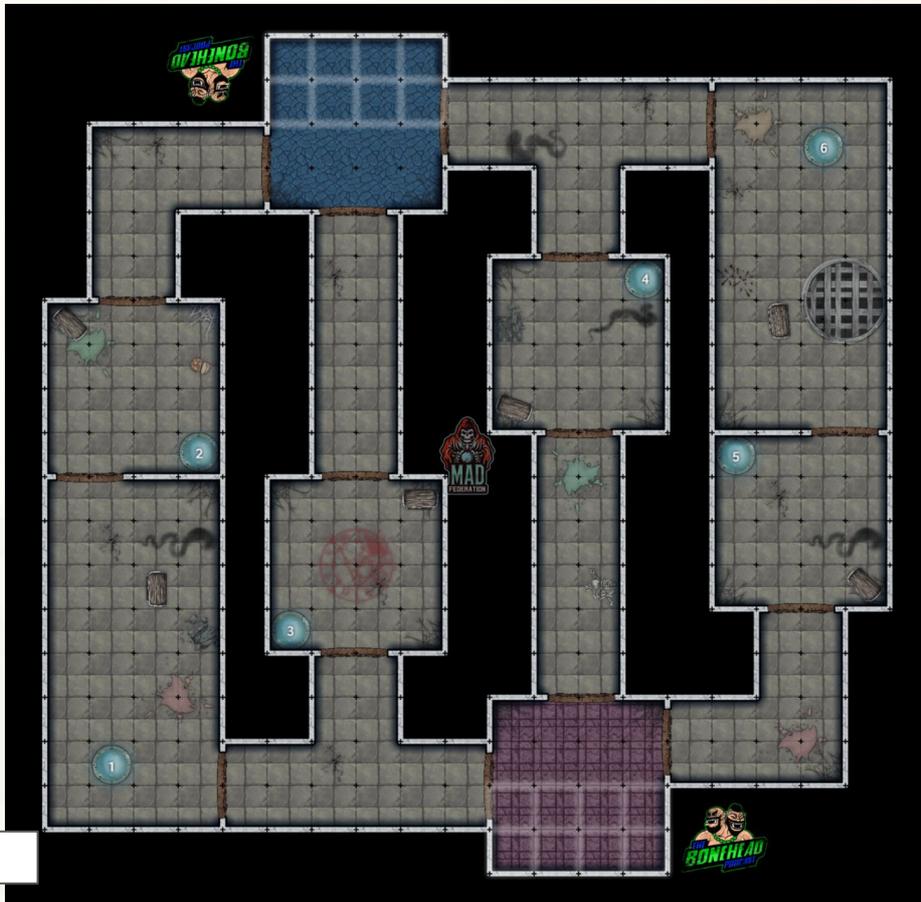
Most Casualties** Caused.

CHOCOLATE ARMOUR AWARD

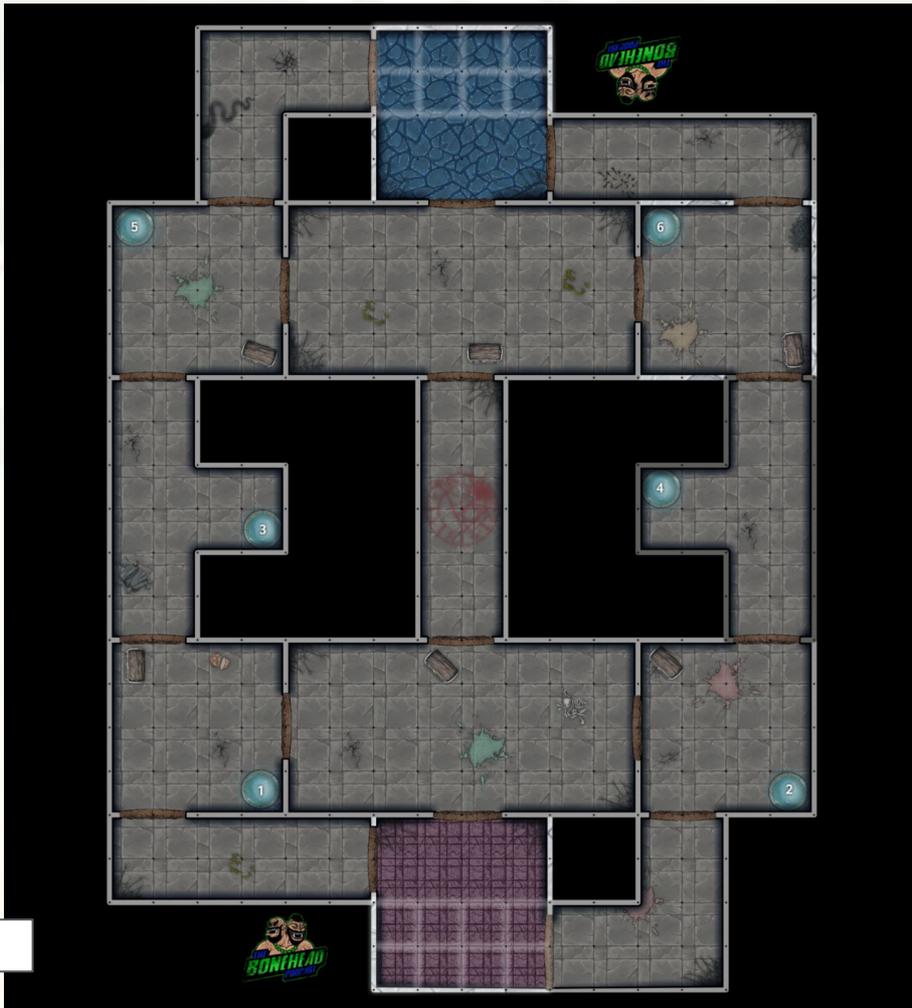
Most Casualties** Suffered.



Map 1.



Map 2.



Map 3.