

NOVA Open, August 31, 2023

ΔBB – Dungeon Bowl Ballerz

A Dungeon Bowl Tournament

Delta Beta Beta, the most prolific fraternity of subterranean sport enthusiasts, has joined forces with the Colleges of Magic to host the first ever Dungeon Bowl Ballerz Tournament! Dungeon Bowl, the collegiate cousin of Blood Bowl, sees teams of dramatically varied composition face off in dank and dusty dungeon halls to find the single football hidden amongst a series of trapped chests. Once found, the hapless ball carrier must navigate the dungeon depths, dodge their deadly competition, and traverse treacherous teleporters to score the game winning touchdown. There are no halves or resets, the teams play until a touchdown is scored or time runs out! Assemble your athletes, train your team, and prepare to plumb the dungeon voids in this 4-round Dungeon bowl Tournament!

Schedule

Registration: 9:00 - 9:20

Round 1: 9:30 - 11:15

Round 2: 11:30 - 1:15

Break: 1:15 - 2:00

Round 3: 2:00 - 3:45

Round 4: 4:00 - 5:45

Awards: 6 - 6:15

Optional Bonus Fun Event (No Prizes): Multi-player Dungeon Bowl: 8PM

What you Need

Minimum 2 - 4 copies of your team roster. **Please send rosters for review to va.fumblersokie@gmail.com no later than August 25th.** Please use broster.com when creating and submitting your roster for review.

Dice (2d6, 1d8, 3 block dice), Reroll Tokens

A pen or pencil

Your team (preferably painted, numbered, and based).

If any players are given skills, they should be marked appropriately so that they are easily identifiable.

Team Creation

Teams will be created using the Dungeon Bowl 2021 Exhibition Rules on page 85 and any updates from Deathmatch and the Almanacs. All eight teams representing the Colleges of Magic in the Dungeon Bowl 2021 Core Rulebook and any additions from DeathMatch & the Almanacs may be utilized.

Teams may be purchased using 1,150,000 GC and must contain at minimum 11 players.

Inducements: All inducements in the Dungeon Bowl 2021 rulebook on pages 77-79 are fair game if prerequisites are met. Inducements from Blood Bowl and Death Zone may not be used.

Skills: Each team is allotted 36 SPP to spend on either Primary Skills or Secondary Skills based on the chart on page 59. Each Primary Skill costs 6 SPP and each Secondary Skill costs 12 SPP. However, random skills and characteristic improvements are prohibited.

Each player may be given a maximum of 2 additional skills. I.e. a Human Blitzler may be given Guard and Mighty Blow in addition to already having Block.

ALL SKILLS MUST be noted on the team roster which is submitted to the Tournament Organizer at registration. Please use bbroster.com when creating and submitting your roster for review.

Colored rubber bands or skill rings will keep the tournament moving along and are strongly encouraged. I will have some on hand if you need them.

Painting and Modeling: All models MUST be WYSIWYG and 3-colors. You may use non-GW miniatures; just make sure that the positions are clear.

Tournament Rules

While everyone enjoys winning, this tournament is more for fun than anything.

Sportsmanship matters more than winning. We are gathering to enjoy our time together and share our love of Blood Bowl and Dungeon Bowl. The TO reserves the right to remove any coach from the tournament for poor sportsmanship. Also, remember that fouling, while a despicable act and worthy of distaste of the highest order, is a core part of the game we all love - this is NOT an act of bad sportsmanship, even if done at every opportunity.

Let's Get On With It: After about 45 minutes, an alarm will sound. The College of Magic will put balls in every remaining chest, so the next chest opened will have the ball in it. Once the ball has been found, every remaining chest reverts to a trap and will explode as normal.

Draw: If neither team has won by the end of the Round, the game is declared a draw. The College of Magic will give you ample time warnings.

Dice: Prior to each game, coaches should agree what constitutes a 'cocked' die and discuss any other issues relating to dice rolling mechanisms. Coaches should also determine whether they are sharing dice or not before the Round begins.

Turn timers will not be in place, but please play at a reasonable pace. If the game runs long, each team will be given an equal number of turns.

Dungeons: The dungeons will be set up prior to the tournament. Try to play on different dungeon layouts if you can. The placement of the portals and chests will be determined by the players as described on page 24.

Special Rooms: Rules for the various tiles will be **NOT** be used, with the exception of the lava room.

Tournament Awards

Tournament Champion

2nd Place

Tournament Scoring

The tournament will be conducted using the Swiss method of pairing. This means that after the first round, coaches will play against those coaches that have performed most similarly. The coach with the most points will play against the coach with the second most points, etc. Coaches from similar regions will be grouped so they are unlikely to play against one another in Round 1. However, due to the number of participants this may happen.

If multiple Coaches from the same league/area are participating, an attempt will be made to ensure you don't play each other in Round 1. Please indicate that when submitting your Roster.

A coach will receive the following points, to be recorded after each round of play:

- +30 Win
- +10 Draw

- +0 Loss
- -5 Forfeit

Tie Breakers

- Net TDs
- Net CAS
 - NOTE: All casualties caused will be counted during this event! Blocks, opponent failed dodges, opponent failed rushes, secret weapons, stabs, etc...
- Roll off

Optional: Multi-Player Dungeon Bowl

If 4 Rounds of Dungeon Bowl fun wasn't enough, just wait. THERE'S MORE!

Similar to 2 player Dungeon bowl, players will wander the dungeon, locate the ball and attempt to score a touchdown. **All rules can be found in 2021 Almanac** but can be found below. The only modification is to Portals.

Dungeons will be setup by the TO's to accommodate 3 – 6 coaches each, depending on attendance. The more the merrier!

This optional event is purely for fun. There are no awards or prizes. Please be nice to each other when discussing rules, assists, etc... Ask a TO for assistance if rules clarification is needed.

Chests (pg 144): Each Coach rolls a D6 to determine order for placing chests. Any ties are re-rolled to determine which of the tied Coaches places first. **There are only 6 chests.**

Portals: Portals are placed in numerical order (1 to 6) in reverse order of the Chests.

Turns (pg 144): After all setup is complete, it is time to PLAY! At the start of each game turn, each coach rolls a D6. The Coach that scores the highest will go first, followed by the other coaches depending on their score. Coaches that rolled the same should re-roll to see which of them goes before the other.

After each Coach has had one team turn, the game turn comes to an end and the next one begins. The process repeats itself and all coaches roll again as described above. This may result in one team going first in one game turn and then last in the next or going last and then going first the next round, like a double activation!

TO recommendation: bring an extra D6 or paper/pen to indicate when you go in the turn order.

Offensive and Defensive Assists (pg 145): Players can provide an offensive assist to players from their own team. They cannot provide offensive assists if an opposition player from one team is performing a Block or Foul action against an opposition player from another opposing team.

Players can only provide a defensive assist when a player from their team is targeted by a Block or Foul action. Players may not provide a defensive assist to an opposition player that is targeted by a Block or Foul action by another opposition player from another opposition team.