



Dungeonbowl Highlandertournament

Rulespack

Our last online NAF tournament of 2016 is a partnership with our third tabletop Major tournament of the year, the Dungeonbowl. This rulespack should contain everything you need to know to enter the Dungeonbowl Highlandertournament (there can only be one!) and to be in with a chance of winning some lovely physical prizes!

Schedule

- The DH will be a resurrection style tournament of knockout Blood Bowl. Games will feature overtime if level after 16 turns, and when you lose, you're out!
- All applicants will be placed into one KO draw
- Round 1 will begin at 21:00 GMT on Monday, 21st November, 2016
- Each round will last 1 week, and rounds will begin at 21:00 GMT on each Monday of the tournament
 - If the tournament lasts until Christmas, extra time may be granted in the weeks of the 19th / 26th Dec.
- More information about the Dungeonbowl 2017 can be found at the end of this rulespack

Rosters and Skills

- The 24 NAF approved races will be permitted to enter the DH. Simyin will not be eligible
- Each coach has 1,150,000 gold crowns with which to create a team. You may spend money from your treasury on inducements, and these then become a permanent part of your team
 - All inducements are permitted except Special Play Cards and Team Wizards.
 - Teams must hire 11 rostered players before adding a Star Player
- Before the tournament, you may select six additional skills for players on your team. All skills will be available from the first game
- Four of the skills selected must be selected from a player's normally permitted skill categories – this means a skill from a category in the 'Normal' column but not 'Double'. Two of the skills can be from the 'Double' category:
 - You must select all six skills before the tournament
 - Once a player gains a skill, he will keep it for the rest of the tournament
 - A single player cannot be given more than one additional skill throughout the tournament
 - Star Players may not be given additional skills
- The DH is a 'resurrection' tournament. This means that your players will not gain spp, and that teams will 'reset' following each match. Injuries and deaths do not carry to the next game, new players cannot be purchased and raised Zombies and Rotters are not added to the roster
- Before each game, teams will be granted 50 k gold pieces with which to buy a special play card. Teams can purchase from different decks according to tier
 - Tier 1 teams may only purchase a card from the 'Magic Items' deck with the additional 50 k gold pieces
 - Tier 2 / 3 teams may purchase a card from either the 'Magic Items' or 'Dirty Tricks' deck

Team Tiers

- Teams are separated into three tiers as follows. Tiers are only relevant with regards to which special play cards may be purchased with the 50 k granted before each match:
 - Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf
 - Tier 2: Chaos, Chaos Pact, Elf, High Elf, Human, Khemri, Necromantic, Nurgle, Slann, Underworld, Vampire
 - Tier 3: Halfling, Goblin, Ogre
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Tournament Format

- Teams will enter the DH with the intention of playing one game per week until they are knocked out or they win!
- There are no timezone restrictive groups, so coaches should bear in mind they may have to organise a game with a coach from a different continent

FUMBBL Team Creation and Application to the Tournament

- Teams should be made via [this link](#).
 - Select your race and team name (see the Useful links section below for advice on making a FUMBBL team)
 - On the team page, **there is no need to change** 'Progression' from 'Standard' to 'None'
 - Select all of your players, re-rolls, etc. and click 'submit for approval'
 - Ensure your team complies with the FUMBBL disclaimer pop-up
 - The following screen allows then you to select your 6 skills for the tournament
 - When 'save' is pressed to confirm your skill choices, there is no pop-up or conformation screen. You can check your skills have saved correctly by navigating away from the screen and then checking 'Team Options' on your team page
- NAF coaches should record their NAF nick (if different to their FUMBBL username) and NAF number in the team bio section following team creation. This will help us in the future recording and ranking of online games
- Inducement(s) you wish to use should be left out of your team creation process and listed in the team bio
- When you play a match in the tournament, select your listed inducements when the client loads up as you would normally by spending your remaining treasury as petty cash
 - **The additional 50 k granted for a 'free' Special Play card every game is only available from the 'purchase cards' client pop-up. If you fail to spend the 50 k in this phase pre-game, it will be lost**
 - It is important that you only use the inducements that you have declared in your team bio
 - In the event that non 'rostered' inducements are selected in the client by a coach, the match result will be void and the game awarded to the opponent
- When teams have been created, they should be applied to the group according to your desired timezone
 - Click the 'group members' tab and then use the 'apply for membership' dropdown
 - Coaches should apply [here](#)

Other Rules

- Please endeavour to complete your games. PM your opponent as soon as you can and organise a time to play
 - If agreeing a time is proving difficult, PM your division admin as soon as possible
- Games will be forfeited promptly to begin new rounds
- In the event you forfeit a game, we reserve the right to temporarily exclude you from future NAF sanctioned online events for a short time

Winners and Glittering Prizes

- The winner of the DH will receive a free ticket to the Dungeonbowl 2017, worth 55 Euro.
 - The prize is non-transferable, only the winner of the DH may claim the free ticket
- The runner-up will receive a special Dungeonbowl branded pitch
- Losing semi-finalists will receive a 2016 Dungeonbowl exclusive mini

Useful Links and FAQ

Please see the [FUMBBL group](#) for useful links and FAQ.

What is the Dungeonbowl?

The Dungeonbowl is one of five NAF tabletop major tournaments. It takes place in Dusseldorf, Germany every April. The format is 6 games of Swiss, but after 5 rounds, the top two play off in the Dungeon under Dungeonbowl rules to determine the winner. It really is a great event, well organised (with good German beer), so if in Europe next April, GO!

The Dungeonbowl 2017 takes place over the weekend of April 8/9, and you'll find all of the details [here](#).