



# ADEPTICON 2024

v1.0  
01.10.2024

## DUNGEONS OF ADEPTICON III TOURNAMENT

*Welcome to the third annual Dungeons of AdeptiCon Tournament. In this tournament, the eight Colleges of Magic will all be sponsoring teams to scour the Dungeons of AdeptiCon in search of treasure and glory. Do you have what it takes to master the Dungeons of AdeptiCon? We shall see...*

### 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 eight Colleges of Magic in the Dungeon Bowl 2021 Core Rulebook and any additions from Deathmatch & the Almanacs may be utilized.

- **Team Budget:** Teams will be created utilizing 1.15M gold crowns and must contain 11 players before any inducements are purchased.
- **Inducements:** All inducements in the Dungeon Bowl 2021 rulebook on pages 77-79 are fair game as long as prerequisites are met. Inducements from Blood Bowl and Death Zone may not be used.
- **Tournament Structure:** This is a Resurrection/Swiss style tournament. You will play all three games with the same roster.
- **Skills:** Each team is allotted six skill points to spend on either Primary Skills or Secondary Skills based on the chart on page 59. Each Primary Skill costs 1 skill point and each Secondary Skill costs 2 skill points. Random skills and characteristic improvements are prohibited.
- ALL skills MUST be noted on the team roster which is submitted to the Tournament Organizer at registration. Pro tip: Putting the added skills in **BOLD** font or **highlighting them** on your roster will help them to stand out. Use [bbroster.com](http://bbroster.com) if you can. It is really sweet!
- 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.
- Please make every effort to send rosters in early to [stuporbowlrosters@gmail.com](mailto:stuporbowlrosters@gmail.com) so I can preapprove them – this really helps speed up the registration process.
- Every model on your team must be easily identifiable as the players/positions they represent. Non-GW models are allowed. All teams must comply with the [AdeptiCon Model Policy](#).
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

### TOURNAMENT RULES AND GAMEPLAY

- **THE GOLDEN RULE:** 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.
- After 1:30 minutes, if neither team has won, the game is declared a draw. The College of Magic will give you ample time warnings.
- Prior to each game, coaches should agree what constitutes a 'cocked' die and discuss any other issues relating to dice rolling mechanisms. Due to health reasons, dice will NOT be shared.
- 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.



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- 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.
- Rules for the various tiles will not be used, with the exception of the Fiery Chasm. Every dungeon will have a Fiery Chasm. Players pushed into the Fiery Chasm are dead.
- Casualties – **ALL Casualties** caused will count for your opponent. If you are injured by a block, failed dodge, magical mishap, eaten by a troll, pushed into the Fiery Chasm, etc., you opponent will gain a casualty.

### TOURNAMENT SCORING

Teams will be ranked after each match using a point scale (10 - 70 potential points):

- Win = 6 Points
- Tie = 3 Points
- Loss = 1 Point
- Smackdown Bonus (inflict 2+ more casualties than opponents) = 1 point

The Tournament Champion will be determined by Total Points after three rounds of play and if needed, by Tie-Breakers in the following order:

- Head-to-Head Result (if they have played one another)
- CAS Inflicted
- TDs Scored
- Sum of TD Differential & CAS Differential
- Coin Toss

### WHAT YOU NEED TO BRING

- Your painted Dungeon Bowl team. Models must be numbered or easily identifiable. Skill rings or small colored elastic bands to mark players with skills are strongly encouraged to keep things moving along. I will also have some with me if needed.
- Three copies of your team roster with added skills in **BOLD** or **highlighted**.

### AWARDS

- Overall Winner
- Most Casualties

### SCHEDULE

FRIDAY – MARCH 22nd, 2024	
9:00AM – 9:15AM	Registration & Announcements
9:15AM – 10:45AM	Game #1
11:00AM – 12:30PM	Game #2
12:30PM – 1:00PM	Lunch
1:00PM – 2:30PM	Game #3
2:45PM – 4:15PM	Game #4
4:15PM – 4:30PM	Awards