**Shcedule** 10:30-11:00 registration

11:00-13:00 Round 1

13:00-13:30 lunch, 13:30-15:30 Round 2

15:30-17-30 Round 3.

17:30-18:00 Prizes and Awards

18:00-you don't got to go home, but you can always go to a pub.

**Rulesset**

Swiss, Resurrection

30 points for a win, 10 points for a draw.

Players will need to provide their own miniatures, it needs to be clear to player and opponent what miniatures represent. If in doubt contact the TO(me) beforehand as I will have the last say on whether this is clear.

Maps will be provided, so dungeon tiles from dungeonbowl will not be used. Room rules will not be in play.

College of magic teams as described in the dungeonbowl rulebook.

Starting budget of 1:100000 gold pieces.

Available inducements are the appropriate college wizard or bribe. Inducements must be paid for from starting budget.

Each team is allowed 4 primary skills and one secondary skill.

At the start of each match both teams may choose a sponsor from the dungeonbowl deathmatch expansion, excluding Cragfall's Catacomb Cartography and Air Oberwald.

Additionally every team may add a halfling hefty to their roster courtesy of McMurty's sponsorship as they want to show off the kind of all Albion physique one can aquire eating their Big Moots.

Ties in the final standings will be broken, by the combined total of team re rolls the players had at the end of all their games, including leader re rolls, with the highest number being higher in the final standings, in the unlikely event of a tie players will roll off.

Tickets will be £15. Food yet to be resolved, but I will make sure there is some and thematically I'll shoot for burgers.