



# DUNGEON MAYHEM II

**Saturday May 11th, 2024**  
**GameKnight Games**  
**519 Osborne St.**

Dungeon Mayhem is a three round Swiss-Style resurrection Dungeon Bowl tournament. The first game will be determined by a random matchup. The remaining games will be determined by tournament points. Seating will be limited to 20 players.

## **SCHEDULE**

Registration: 10:30-11:00

Game 1: 11:00-1:00

Lunch Break: 1:00-2:00

Game 2: 2:00-4:00

Round Pairing: 4:00-4:15

Game 3: 4:15-6:15

Tournament Calculations/Awards Presentation: 6:15-6:45

When time is called the current turn will be finished and then the game will conclude.

If you are 15 minutes or more late for your game a forfeit win will be awarded to your opponent. It will be recorded as a 1-0 win with 2 Casualties and 3 Chests opened.

## **REGISTRATION & ROSTER SUBMISSION**

Cost: \$20

[NAF](#) Membership: Required

Tickets can be purchased here (after Mar 11th):

<https://gameknight.ca/products/dungeon-bowl-tournament-dungeon-mayhem-ii-ticket-sat-may-11-2024>

Roster Submission: <https://tourplay.net/en/blood-bowl/dungeon-mayhem-ii>

Rosters must be submitted by Wednesday May 8th at midnight

If you need a [NAF](#) membership contact Andrew prior to the event. He can get NAF memberships at a discounted price and will cover the cost.

## **THINGS TO BRING**

Your Dungeon Bowl Team (unpainted teams are okay, but painted teams are encouraged)  
Block Dice, D6,D8, D16, Ball and Templates  
Turn, Re-roll and TD markers  
Rule book and other publications relevant to your team

## **WHAT IS PROVIDED**

Dungeon Maps  
Rosters for you and your opponents  
A pair of custom 6 sided event dice  
Bands to mark skills  
Score Sheets

## **BASIC RULES & TEAM CREATION:**

All College teams from the Dungeon Bowl expansion. Updates to rosters that are published in Spike! Magazines by Wednesday May 1st may be used. Teams must have a minimum of 11 players and a maximum of 16. No SPP will be earned during games and injuries will not carry over to the next game. Your team will reset to your initial roster at the start of each match.

You have 1,100,000 gp to spend on your team

- You cannot hire star players
- Teams can purchase Rerolls
- 0-3 Bribes
- 0-1 College Wizard

## **SKILLS**

- All teams will receive 4 Primary skills and 1 Secondary skill
- You may use your Secondary skill to select a Primary skill
- No skill can be taken more than twice
- Maximum 1 extra skill per player

## **PAIRING AND SCORING**

The first round of matches will be randomized. Each following round will be determined through Swiss pairings. Points are awarded as follows:

Fast Win (win in less than an hour) - 40 points  
Slow Win - 30 points  
Draw - 20 points  
Slow Loss - 10 points  
Fast Loss (lose in less than an hour) - 0 points  
Casualty - 3 points (Max 3 per game)  
Opening a Chest - 1 point (Max 6 per game)

Tiebreakers are as follows: Chests Opened, Casualty Differential then Head to Head Record

## **CASUALTIES**

The following skills/actions count as Casualties for scoring tournament points:

- Blocks
- Fouls
- Pushing a player into a wall
- Projectile Vomit
- Stabs
- Chainsaws
- Bombardier
- Ball and Chain
- Diving Tackle
- Thrown/Kicked team-mate hitting an opposition player
- Arm Bar

If your player used an active skill to cause a casualty it will count.

## **PRIZES**

- Tournament Champion
- Runner-up
- Most Casualties
- Most Treasured Opened
- Best Sportsmanship - As voted on by the players
- Wooden Spoon - Lowest tournament points
- Share the Wealth Rules - No coach can win multiple prizes except for Wooden Spoon and Best Sportsmanship
- All the money collected for the tournament will be awarded as GameKnight Gift Cards

## **QUESTIONS**

Questions can be sent to Andrew @ [ywg\\_budgell@hotmail.com](mailto:ywg_budgell@hotmail.com)