



Dungeonbowl (K)Online 2018

Rulespack

Our first online NAF tournament of 2018 is a partnership with the Dungeonbowl, the German NAF Major tournament. This rulespack should contain everything you need to know to enter the Dungeonbowl (K)Online and to be in with a chance of winning some lovely physical prizes!

Schedule

- The DBKO 18 will be a resurrection style tournament, Played in a KO round format. Winner advances to the next round, loser is out!
- Round 1 will begin at 22:00 Server time on Monday, 29th of January 2018
- Each round will last 1 week, and rounds will begin at 21:00 GMT on each Monday of the tournament (or as soon as your next opponent is determined).
- The DBKO 18 is linked to the Dungeonbowl, one of Germany's largest tournaments and a NAF Major. Details on the Dungeonbowl 2018 can be found at the end of this rulespack

Rosters and Skills

- The 24 + 2 NAF approved races will be permitted to enter the DBHLT 18.
- This means Bretonnians and Khorne will also be permitted!
- Simyin will not be eligible

- Each coach has 1,100,000 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 a package of skills. All skills will be available from the first game:
 - Tier 1: (Amazon, Chaos Dwarf, Dark Elves, Dwarf, Lizardmen, Norse, Orc, Skaven, Undead, Wood Elves)
 - a. 6 normal skills (and 2 dummy skills)
 - Tier 2: (Bretonnian, Chaos, Chaos Pact, Elves, High Elves, Humans, Khemri, Khorne, Necromantic, Nurgle, Underworld, Slann, Vampire)
 - a. 7 normal skills, 1 double skills
 - Stunty teams: (Halfling, Goblin, Ogre)
 - a. 6 normal skills. 2 double skills
- Skill details:
 - Once a player gains a skill, he will keep it for the rest of the tournament
 - Star Players may not be given additional skills
 - Due to technical reasons, everyone will be forced to choose all 8 skills, even if they go with packages b, c or d. These skills must be dummy skills.
 - If player already has a skill which he has access to:
 - ⇒ Chose that skill (skinks dodge, dwarf blockers block, ...)
 - Normal skill only access players:
 - ⇒ Kick-off Return or Pass Block (zombies, skaven linos, orc linos, ...)
 - Agility skill only access players:
 - ⇒ Sprint or Leap (Elf Linemen)
 - Strength skill only access players:
 - ⇒ Juggernaut (Ogres, Tomb Guardians, etc)
 - While this is not 100% idiot prove, we'll try to check all the teams as good as possible before the start, but it's also each player's responsibility to check the opponents team before starting the game.
 - Intentionally abusing this rule and using dummy skills in gameplay will result in forfeit for the opposing player.
- The DBKO is a 'resurrection' tournament. This means that your players will not gain spps, 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

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](#). **All teams should be made via the 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 8 skills for the tournament
- 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
 - 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

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
- As this is a KO tournament, an extension of a day might be granted in specific cases
- 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 2018, worth 60 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 2018 Dungeonbowl exclusive mini.

Useful Links and FAQ

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

What is the Dungeonbowl?

The Dungeonbowl is the German Major tournament held in Düsseldorf every year around March. Attracting over 100 players and weighing double in the rankings it is one of the biggest and most important tournaments in the World.

Full Dungeonbowl information can be found under <https://dungeonbowl.de/>