



ADEPTICON 2022

v1.0
01.02.2022

DUNGEON BOWL: DUNGEONS OF ADEPTICON TOURNAMENT

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made to the event after 2/12/2022.

Welcome to the first 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. All eight teams representing the eight Colleges of Magic in the Dungeon Bowl 2021 Core Rulebook 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 36 SPP to spend on either Primary Skills or Secondary Skills based on the chart on page 59. Each Primary Skill costs 6 SPP and each Secondary Skill costs 12 SPP. However, 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.
- 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.

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.
- **Let's Get On With It:** After about 45 minutes, an alarm will sound. The College of Magic will put balls in every remaining chest, so the next chest opened will have the ball in it. Once the ball has been found, every remaining chest reverts back to a trap and will explode as normal.
- After 1:45 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.
- 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 be used. These are described on pages 26-30. The treasure room rules have no bearing on Exhibition Play, so that tile will have no rules.



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TOURNAMENT SCORING

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

- Win = 60 Points
- Tie = 30 Point
- Loss = 10 Points
- Smackdown Bonus (inflict 2+ more casualties than opponents) = 10 points

The Tournament Champion will be determined by Total Points after three rounds of play and if needed, by tiebreakers 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.

EVENT SCHEDULE

FRIDAY, MARCH 5 th , 2022	
9:00AM - 9:30AM	Registration
9:30AM - 11:15AM	Game #1
11:15AM - 11:30AM	Break
11:30AM - 1:15PM	Game #2
1:15PM - 2:00PM	Lunch Break
2:00PM - 3:45PM	Game #3
3:45PM - 4:00PM	Awards

If all Matches from a round are completed and people agree, we will begin the next round as quickly as possible.

AWARDS

- Overall Winner
- Second Place
- Most Casualties