

Peking Summer Bowl 25: Enter the Dungeon



When and where?

August 30-31, 2025

Slottsgatan 133, 602 20 Norrköping

Fee: 150 SEK. Register your team in tourplay and confirm by swish to Lars (076-338 83 36) no later than August 24. Alternative payment methods for non-swish users on demand.

Registration form:

<https://docs.google.com/forms/d/e/1FAIpQLScAsW7w4nAZqUAnmVhjopnMNGDk4X57kosuRYmHdwtpS5FvQ/viewform>

Contact:

email: swebba.official+pbb@gmail.com

discord: Contact d-rock at the SWEBBA discord.

phone: Contact Lars on the same number as for swish.

SWEBBA forum: the tournament thread. Note that PBB do not monitor this forum very frequently, so expect significant delays.

NAF approval: ✓

Tourplay: <https://tourplay.net/en/blood-bowl/peking-summer-bowl-25-enter-the-dungeon>

Schedule

| | <u>Saturday</u> | <u>Sunday</u> |
|-------|----------------------------|----------------------|
| 08:30 | Opening | Opening |
| 09:00 | Tryout round | Round 4 |
| 10:45 | Registration | Break |
| 11:15 | Round 1 | Round 5 |
| 13:00 | Lunch | Lunch |
| 14:30 | Round 2 | Round 6 |
| 16:15 | Break | Break |
| 16:30 | Round 3 | Awards |
| 18:15 | Break | |
| 18:30 | Dinner @ Burgers & Bangers | |

Roster builds

Only college teams may enter the Peking Dungeon. You may build a team according to DungeonBowl rules for 1,100,000 GP.

Only college teams according to the rulebook are allowed.

All teams receive 5 dungeon bowl skill upgrades to place on their rostered players. One of the skills may be secondary. Skill stacking is not allowed, so no more than one skill added per player.

The following inducements are allowed:

0-3 Bribes

0-1 College Wizard

(No star players)

Matchups and seeding

Tourplay will seed the players using swiss pairing based on current standings. First round is random. If there is an uneven number of players, a special dungeon will be created for the last table: a 3-player dungeon. On this table, deathball rules will be used (i.e. three dugouts and randomized turn order).

In case there are different dungeons, for the first round the dungeons are allocated according to tourplay table seeding, roll off to decide which player chooses their dugout.

For all other rounds, tables are allocated in seeding order. In each matchup, one of the two players selects the dungeon and the other selects dugout/side. The top seeded player in each pair determines who gets to choose what dungeon to play and who gets their dugout preference. The players allocated to table 1 select the dungeon first, followed by the players on table 2, and so on, until all tables are allocated to a specific dungeon.

Example Adam and Eve are seeded first and second respectively. Adam opts to select the side rather than the dungeon, so Eve chooses dungeon 4. Adam then selects to set up in the south dugout, leaving the North for Eve. Then Alice and Bob on table 2 follow the same procedure to select another dungeon and so on. On the last table, sides are chosen in seeding order.

Always roll off to determine who starts the match once the dungeons and dugouts are allocated.

Dungeons and chests

Each game will be played in one of the predefined dungeons. For the first round, dungeons will be allocated randomly. From the second round onwards, the highest ranked player gets to choose the dungeon, and the opponent then chooses which dugout to use. Room rules are in effect, cheat sheets are available at each table to help remember the rules.

Every match contains three balls. When a chest is opened, consult the table below to determine whether the chest contains a ball or a bomb. Find the number of chests still in play in the top row and find the number of unrevealed balls in the leftmost column. If the corresponding cell contains the word ball or bomb instead, you do not need to roll at all. Otherwise, roll a D16. If you hit the required number listed in the box, you've found a ball. Note that for some situations there is a number preceding RR (e.g. 7RR). Rolling that number (in this case 7) means you need to reroll the D16 and consult the table again. Rolling lower means the chest instead contains a bomb.

| Balls\Chests | 6 | 5 | 4 | 3 | 2 | 1 |
|--------------|----|----------|-----|----------|------|------|
| 3 | 9+ | 7RR 8+ | 5+ | ball | | |
| 2 | | 10RR 11+ | 9+ | 6RR 7+ | ball | |
| 1 | | | 13+ | 11RR 12+ | 9+ | ball |
| 0 | | | | bomb | bomb | bomb |

Since matches are played with three balls instead of one as in the rulebook, games are not immediately finished once a player has scored. Instead the ball is removed from play and a turnover is caused. The scoring player is returned to his dugout and may be teleported back into the dungeon on that team's next turn as normal.

Note that you may still only pass/hand-off once per turn even if there are more than one balls in play at the same time.

Tournament scoring

Each game is played until all three balls have been scored or the time runs out, whichever comes first. When time has run out, all games must immediately stop. No more dice may be rolled.

Scoring is 40/20/10 for Win/Draw/Lose, +5 points per touchdown scored, +1 per casualty caused DURING YOUR TURN however the casualty was caused (max 5 cas).

In 3-player matches, win/draw/lose is not determined, instead scoring is 10p for participating, +20p per touchdown scored and +1p per casualty scored during your turn (max 5 cas).