

# Stupor Bowl IV



**Blood Bowl Tournament  
April 2-3  
ADEPTICON 2011  
70 Yorktown Center  
Lombard, Illinois 60148**

*This is Version 1.0 of the SBIV rulebook. If your copy is older, destroy it immediately and print out a new one, ya turkey!*

## YOU ARE REQUIRED TO BRING THE FOLLOWING

- Your team (preferably painted) using the Blood Bowl Competition Rules Pack, totaling 1,100,000gps including players, rerolls, coaching staff, apothecaries, etc. Note that the skills from your skill pack do NOT count into this total (i.e. they are “free”)
- Every model on your team must be easily identifiable as the players/positions they represent
- Two copies of your 1,100,000gps roster. One copy will be kept by Tournament Organizer. Please indicate which upgrade pack you’ve chosen!
- GW or NAF Block Dice, 2D6, 1D8, and 1D12 or higher for random player rolls
- Bring a board if you have it. We’ll have some on hand, but if you bring your own, all the better!

## YOU WILL BE PROVIDED WITH AND YOU GET TO KEEP THE FOLLOWING WHEN YOU PREREGISTER:

- Stupor Bowl IV Limited Edition tournament model, SPIKE DINGLEBERRY!
- A Swag Bag chock full of minis, books, and other bits and goodies with your AdeptiCon badge!
- All of this is guaranteed ONLY if you pre-register, so make sure you do so!!!

## STUPOR BOWL IV RULES

- Blood Bowl Competition Rules Set (aka LRB 6.0) will be used. A copy of the rules can be found here:  
[http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m780049a\\_Blood\\_Bowl\\_Competition\\_Rules.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m780049a_Blood_Bowl_Competition_Rules.pdf)
- ADDITIONAL teams allowed: Slann, Underworld, and Chaos Pact. Rules can be found here:  
[http://www.blood-bowl.net/LRB\\_PBBL/NewTeams2008\\_LRB5.pdf](http://www.blood-bowl.net/LRB_PBBL/NewTeams2008_LRB5.pdf)
- Stupor Bowl **KICKOFF TABLE** must be used in all your games (see page 8 of this document)
- **GAMES: 6 games total**, roster resets after each game (i.e. all casualties are healed). 1<sup>st</sup> round random pairings, 2<sup>nd</sup> – 5<sup>th</sup> round Swiss, 6<sup>th</sup> round for final ranking (i.e. the top four point totals from the top two tables will be used for tournament rankings)
- **TIME LIMIT:** All games will be 2 hrs – **No Overtime**
- **Illegal Procedure** will not be used. If your opponent forgets, be a sport and remind them
- **New APOTHECARY Rule:** All Apothecaries automatically work. Put the player in the Reserves Box. As a reminder, you can also use the apothecary to automatically remove someone from the KO box – this is done BEFORE you roll to see if players leave the KO box!
- **WEATHER:** for all games will be rolled by the coaches playing the game. Don’t forget to roll FAME, too.
- **STUPOR BOWL SHUFFLE:** After all the coaches have registered, one each of the 50,000 Special Play cards will be laid out face down and you will pick one at random. You may use the card as per instructions on the card during one of your games. After the card is used, you **MUST** give the card to your opponent for them to use in future matches at the tournament. They cannot use it in the same match they receive it in. If a card is not used, then the owning player may keep it. You may only use one special play card per game, so you may end up with leftover cards after each day of the tournament. If you do not like your card (or a card in your hand if you have more than one), you may exchange it at the end of the game for one of the remaining cards. At the end of the day, all cards must be turned in and there will be a new Stupor Bowl Shuffle with the same rules dealt at the beginning of day 2.

- Your roster must clearly show you chose 1 of the following 3 upgrade packages for all 6 games

- COACH GIKTA'S SUPER STAT PACK**

You may choose 1 player to increase their Strength OR Agility by +1  
 AND You may choose another player to increase their Movement OR Armor by +1

(Ex: 1 Human Blitzer with ST4 and 1 Human Catcher with MA9)

- COACH GIKTA'S STANDARD SKILL PACK**

You may choose 5 normal skill choices and give them to 5 different players  
 AND You may choose a 6<sup>th</sup> player to receive a normal OR doubles skill choice

(Ex: 2 Blitzers w/ Mighty Blow, 2 Blitzers w/ Guard, 1 Thrower w/ Accurate, and 1 Ogre w/ Block)

- COACH GITKA'S ADVANCED SKILL PACK**

You may choose 2 players on your team to have 2 normal skill choices each

(Ex: 1 Dark Elf Blitzer with Sure Feet and Sprint AND 1 Witch Elf with Block and Strip Ball)

- INDUCEMENTS** – You can purchase the below inducements as permanent additions to your team:

0-1 Wizard - 150,000

0-1 Master Chef - 300,000 (Free for Halflings!)

0-1 Igor - 100,000

0-2 Bloodweiser Babes - 50,000

0-2 Wandering Apothecaries - 100,000

0-3 Bribes - 100,000 (50k for Goblins)

0-2 Star Players - Price per LRB 6.0 (Goblin, Halfling, & Ogre teams can bring 0-4 Star players)

- If two teams both have the same Star Player, then neither team can use the Star that game. However, this rule is waived if it is one of the Scares Star Players – so bring them cuz you'll always get to play 'em!

- New Scares Star Players - ALL teams can hire

<b>"Da Freezer"</b> <b>Willum Scarey</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for ALL Teams
	<b>5</b>	<b>4</b>	<b>2</b>	<b>9</b>	Cost: 220,000gps
Loner, Bonehead, Fan Favorite, Block, Mighty Blow, Break Tackle, Grab, Juggernaut, Sure Hands					
<b>"Drunky QB"</b> <b>Slim McHamm</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for ALL Teams
	<b>6</b>	<b>3</b>	<b>3</b>	<b>8</b>	Cost: 230,000gps
Loner, Fan Favorite, Dodge, Pass, Accurate, Sure Hands, Leader, Hail Mary Pass, Fragile (Decay)					
<b>"Sourness"</b> <b>Salter Panton</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for ALL Teams
	<b>7</b>	<b>3</b>	<b>3</b>	<b>8</b>	Cost: 220,00gps
Loner, Block, Leap, Fan Favorite, Sure Hand, Sure Feet, Fend					
<b>Spike</b> <b>Dingleberry</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for ALL Teams
	<b>7</b>	<b>3</b>	<b>3</b>	<b>8</b>	Cost: 280,000
Loner, Block, Tackle, Diving Tackle, Fan Favorite, Leader, Grab, Stand Firm, Hypnotic Gaze, Dauntless					

- **SCORING** will be
  - 60 points for a WIN
  - 30 points for a DRAW
  - 10 points for a LOSS
- **ADDITIONAL BONUS PTS** will be
  - +5 points if you won by 3 or more Touchdowns
  - +2 points if you won by 2 Touchdowns
  - +2 points if you lost by 1 Touchdown
  - +5 points if you caused 2 or more Casualties from Blocking than opponent
  - +2 points if you caused 1 more Casualties from Blocking than opponent

**(Note: Casualties from Weapons, Crowd, Failed Dodge, Failed GFI do not count!)**
- **SCHEDULE**

Saturday 3/27	Sunday 3/28
8:30 – 9:30 – Registration/Stupor Bowl Shuffle	9:00 – 11:00 – GAME 4
9:30 – 11:30 – GAME 1	11:00 – 11:30 – Break (or Lunch)
11:30 – 12:30 – Lunch/Paint Judging	11:30 – 1:30 – GAME 5
12:30 – 2:30 – GAME 2	1:30 – 2:00 – Break (or Lunch)
2:30 – 3:00 – Break	2:00 – 4:00 – GAME 6
3:00 – 5:00 – GAME 3	4:00 – 4:30 – Break
	4:30 – 5:00 – AWARDS

- **SPORTSMANSHIP**
  - At the end of each day, you will be asked to assign a sportsmanship score to your three opponents. You may give them a 1, 2, 3, or 4. Only one 1 and one 4 may be given (you can give as many 2's and 3's as you'd like).
  - Sportsmanship totals do not figure into tournaments points, they are use to determine the Da Freezer Award (most sporting).
  - Note: This is biased toward someone who competes both days, but at least those that play opponents who only play day 1 won't lose out in gaining sportsmanship points.
- **PAINTING**
  - If you painted your team, place it on display at noon on Saturday
  - Put your team on top of the form provided on page 7 of this document
    - Tournament Organizer will hand out Painting ballots
    - Write down your 1<sup>st</sup> favorite, 2<sup>nd</sup> favorite, 3<sup>rd</sup> favorite teams
    - Give this ballot back to Tournament Organizer
  - If you did not paint your team, you cannot win. But you can still vote.
- **Top Table Rules:**
  - The top four players in the standings after game five will play at the top two tables. The top two tables will be considered the final four, and they will decide places 1st through 4th based on tournament points after the final round.

**NOTE TO DAY 2 PLAYERS: If you are only playing Day 2 and want to enter the paint judging, please find a way to put your team out at noon on Saturday with the others. Also, let Tournament Organizer know so he can make sure you get the team back or hang onto it for you.**

- **AWARDS** will be given out at the end of the tournament
  - If you win an award, you can choose 1 prize from the prize table
  - If you win the Spleen Bay Slacker Award, you will instead get a special prize
  - All Award winners are chosen by Tournament Organizer
  - The Awards and criteria are listed below

## **OVERALL AWARDS**

**Overall Champion Award – Winner of #1 table in Game 6**

**2<sup>nd</sup> Place Award – Loser of #1 table in Game 6**

**3<sup>rd</sup> Place Award – Winner of #2 table in Game 6**

**Da Freezer Award – Based on total of Sportsmanship points**

**Slim McHamm Award – Voted as Best Painted team**

**Mini Gitka Award – Based on Tournament points by a Stunty Team**

**Spleen Bay Slacker Award – Lowest Tournament Points (special prize!)**

## **DAY 1 AWARDS**

**Coach Gitka Award – Based on Tournament points in Day 1 (and not placed 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> Overall)**

**Salter Painton Award – Based on total Touchdowns in Day 1**

**Spike Dingleberry Award – Based on low scoring opponents in Day 1**

**Mongo McMongrel Award – Based on Casualties inflicted by blocks in Day 1**

## **DAY 2 AWARDS**

**Coach Gitka Award – Based on Tournament points in Day 2 (and not placed 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> Overall)**

**Salter Painton Award – Based on total Touchdowns in Day 2**

**Spike Dingleberry Award – Based on low scoring opponents in Day 2**

**Mongo McMongrel Award – Based on Casualties inflicted by blocks in Day 2**

# STUPOR BOWL KICK OFF TABLE

2. **Die-Town Politics** - Bribery isn't illegal in the Scare's hometown of the Die-Town, it is encouraged! Each team has successfully paid their dues to the refs and receives a bribe which may be used when caught fouling or for secret weapons. Bribes work on a 2+.
3. **Da Stupor Bowl Shuffle Practice** - "We are Da Scares Shufflin Crew...." The music starts to play and both teams get the urge to start dancing to the music of the 2480's. Losing track of the time, the Ref orders both teams to move their turn marker ahead 1 space.
4. **Da 46 Defense** - Long time Scares Defensive guru, Muddy Ryan has taught your team a few of his best defensive formations. The kicking team may re-organize his players. If the kicking team chooses to place their players in a formation such that all of their players on the pitch are within the 2 squares of the line of scrimmage, then they may have a max of 3 players in each wide zone instead of 2.
5. **Da Windy City Kick** - The kickoff will scatter an extra D6 in a random direction from where it's currently going to land. The Kick skill has no effect on this extra 2nd scatter, just the initial scatter before the Kickoff roll. The correct sequence is: Roll D8 direction and D6 scatter (Kick can be used and then Kickoff Return can be used), Kickoff roll, Windy City Kick result rolled, Ball still in the air, Roll another D8 direction and another D6 scatter (Kick cannot be used). Then, bounce the ball one time if it landed in an empty square as normal.
6. **Jeering Fans** - Blood bowl fans are a loud and rowdy bunch, but sometimes they can be especially cruel. Each coach rolls a D3 and adds their team's FAME and the number of cheerleaders on their team to the score. The team with the lowest score is covered by the opposing team's insults and threats and loses a re-roll this half (leader rerolls can be lost this way if possessed). If both teams have the same score, then both teams lose a re-roll. If they have no rerolls to lose, then this result has no effect.
7. **Changing Weather** - Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8. **Da Coach Fight** - While the teams are being set up, an argument breaks out between the two opposing coaches. Players know better than to interfere, so they form a circle and watch. Each coach rolls a D3 and adds their team's FAME and the number of assistant coaches on their team to the score. The team with the lowest score is so dejected by their coach's beatdown that they lose a re-roll this half (leader rerolls can be lost this way if possessed). If both teams have the same score, then both teams lose a re-roll. If they have no rerolls to lose, then this result has no effect.
9. **Quick Slap!** - The offense start their drive a fraction before the defense is ready, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
10. **Da Dingleberry Pep Talk** - Legendary 2485 Scares Blitzer, Spike Dingleberry has given the kicking team a very inspiring (and intimidating!) pep talk just before this kickoff. They are so fired up that any player that is not currently in a tackle zone may take an action. You still only get 1 Blitz action during this "bonus turn." The kicking team may use team rerolls during this bonus turn but if any player suffers a turnover then the bonus turn ends immediately.
11. **Da Flyin' Sausage** - . Each coach rolls a D6 and adds their FAME + Number of Casualties (from blocking only) your team has inflicted thus far. Winning side's fans throw a giant Maxhell Street Bolish Sausage at a member of the opposing team. Decide randomly who was hit and place them face down to show they were stunned by the hit.
12. **St. Valenslime Day Massacre** - Someone has taken all of the Bloodweiser, and the fans are not happy! In honor of St. Valenslime, the preacher and prophet from across the pond who helped to end prohibition of Bloodweiser, they storm the concessions stands. Their riot spills out into the pitch and some of the players get caught up. Both coaches roll a D6 for each opposing player on the pitch and add their FAME to the roll. If a roll is 6 or more after modification, then the player is Stunned (players with the Ball & Chain skill are KO'd). A roll of 1 before adding FAME will always have no effect.

**If you did not paint this team, put it back in your case now!**

**Put Your Team Here!**

**Coach:** \_\_\_\_\_

**Team Name:** \_\_\_\_\_

TNY # \_\_\_\_\_ COACH \_\_\_\_\_ TEAM NAME \_\_\_\_\_

NAF # or ID \_\_\_\_\_ CITY/STATE \_\_\_\_\_ RACE \_\_\_\_\_

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**GAME 1** (Sat 10:00 – 12:00) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

TDs you scored _____	CAS from Blocks you caused _____	<b>WIN</b>	<b>TIE</b>	<b>LOSS</b>
TDs opp scored _____	CAS from Blocks opp caused _____	<b>60</b>	<b>30</b>	<b>10</b>

Won by 3+ TDs, **add 5 pts**                      Won by 2 TDs, **add 2 pts**                      Lost by 1 TD, **add 5 pts**

Caused 2+ Blocking CAS than opp, **add 5 pts**                      Caused 1 Blocking CAS more than opp, **add 2 pts**

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**GAME 2** (Sat 1:00 – 3:00) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

TDs you scored _____	CAS from Blocks you caused _____	<b>WIN</b>	<b>TIE</b>	<b>LOSS</b>
TDs opp scored _____	CAS from Blocks opp caused _____	<b>60</b>	<b>30</b>	<b>10</b>

Won by 3+ TDs, **add 5 pts**                      Won by 2 TDs, **add 2 pts**                      Lost by 1 TD, **add 5 pts**

Caused 2+ Blocking CAS than opp, **add 5 pts**                      Caused 1 Blocking CAS more than opp, **add 2 pts**

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**GAME 3** (Sat 3:30 – 5:30) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

TDs you scored _____	CAS from Blocks you caused _____	<b>WIN</b>	<b>TIE</b>	<b>LOSS</b>
TDs opp scored _____	CAS from Blocks opp caused _____	<b>60</b>	<b>30</b>	<b>10</b>

Won by 3+ TDs, **add 5 pts**                      Won by 2 TDs, **add 2 pts**                      Lost by 1 TD, **add 5 pts**

Caused 2+ Blocking CAS than opp, **add 5 pts**                      Caused 1 Blocking CAS more than opp, **add 2 pts**

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**GAME 4** (Sun 9:00 – 11:00) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

TDs you scored _____	CAS from Blocks you caused _____	<b>WIN</b>	<b>TIE</b>	<b>LOSS</b>
TDs opp scored _____	CAS from Blocks opp caused _____	<b>60</b>	<b>30</b>	<b>10</b>

Won by 3+ TDs, **add 5 pts**                      Won by 2 TDs, **add 2 pts**                      Lost by 1 TD, **add 5 pts**

Caused 2+ Blocking CAS than opp, **add 5 pts**                      Caused 1 Blocking CAS more than opp, **add 2 pts**

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**GAME 5** (Sun 11:30 – 1:30) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

TDs you scored _____	CAS from Blocks you caused _____	<b>WIN</b>	<b>TIE</b>	<b>LOSS</b>
TDs opp scored _____	CAS from Blocks opp caused _____	<b>60</b>	<b>30</b>	<b>10</b>

Won by 3+ TDs, **add 5 pts**                      Won by 2 TDs, **add 2 pts**                      Lost by 1 TD, **add 5 pts**

Caused 2+ Blocking CAS than opp, **add 5 pts**                      Caused 1 Blocking CAS more than opp, **add 2 pts**

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**GAME 6** (Sun 2:00 – 4:00) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

TDs you scored _____	CAS from Blocks you caused _____	<b>WIN</b>	<b>TIE</b>	<b>LOSS</b>
TDs opp scored _____	CAS from Blocks opp caused _____	<b>60</b>	<b>30</b>	<b>10</b>

Won by 3+ TDs, **add 5 pts**                      Won by 2 TDs, **add 2 pts**                      Lost by 1 TD, **add 5 pts**

Caused 2+ Blocking CAS than opp, **add 5 pts**                      Caused 1 Blocking CAS more than opp, **add 2 pts**