

Stupor Bowl XIV



**Blood Bowl Tournament
March 26th and 27th
ADEPTICON 2022**

**Renaissance Schaumburg Convention Center
1551 N. Thoreau Drive
Schaumburg, IL 60173**

YOU ARE REQUIRED TO BRING THE FOLLOWING

- Your painted team. Every model on your team must be easily identifiable as the players/positions they represent
- **Three** copies of your roster. One copy will be kept by Tournament Organizer.
- Rosters are created using the Blood Bowl 2020 Rules Pack, totaling 1,150,000gps 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”)
- Please clearly indicate which skill upgrades you have chosen on the roster.
- Email rosters to: stuporbowlrosters@gmail.com for pre-tournament verification. This REALLY helps us out if you can do this by one week prior to the tournament!!!
- GW or NAF Block Dice, 2D6, 1D8, and 1D16 or higher for random player rolls. We will NOT be sharing dice.
- Bring a pitch if you have it. We'll have some on hand, but if you bring your own, all the better!

STUPOR BOWL XIV RULES

- **Blood Bowl 2020 Rules** Set will be used, along with the FAQ, which is available here: <https://www.warhammer-community.com/wp-content/uploads/2017/11/H8ph24v11tTcR0hr.pdf>
and the **NAF Rules for Tournaments**, which are available here: <https://www.thenaf.net/wp-content/uploads/2021/12/NAF-Rules-for-Tournaments-2022.pdf>
and the stats for the **Teams of Legend** are available here: <https://www.warhammer-community.com/wp-content/uploads/2017/11/jsC3I47S92B7QwND.pdf>
- **GAMES – Two days with three games each. Six games total.** Resurrection-style tournament (i.e. roster resets after each, no SPP earned). 1st round random pairings, all other round Swiss pairings.
- **TIME LIMIT** - All games will be **2 hrs – No Overtime**. Please make every effort to keep your turns to four minutes or less. We are on a tight schedule and, to be fair to your opponent, please play your turn in a timely manner.
- **ILLEGAL PROCEDURE** will not be used. If your opponent forgets, be a sport and remind them!
- **WEATHER** for all games will be rolled by the coaches playing the game, using the standard weather chart and rules. 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 can 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 some or all of your cards (if you have more than one), you may exchange them at the end of the game for an equal number 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.
- **ROSTERS:** You should generate rosters using the BBRoster page: <https://bbroster.com/>
- **PLAY TWO RACES:** You may play two races, one on Saturday and a different one on Sunday. You will NOT be eligible for any overall tournament awards but are still eligible for all single-day awards.

TEAM GENERATION

Coaches are given a starting gold pieces allowance of 1,150,000 for the purposes of selecting players, re rolls, sideline staff and purchasing any inducements permitted. This is separate from the inclusion of additional skills, which will be covered below.

The only inducements permitted are Bloodweiser Kegs, Halfling Master Chefs, Bribes, and Star Players which are paid for out of the 1,150,000 gold pieces referenced above prior to the tournament. No inducements are able to be purchased at the table, so spend that gold

Tiers – We will be using the Tier system as outlined in the BB 2020 rulebook and modified by the FAQ. The tier to which your team belongs will determine the amount of additional skills and Star Players you may have on your roster. As a reminder, the tiers are as follows:

Tier 1: Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardman, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf

Tier 2: Black Orc, Chaos Chosen, Chaos Renegade, Daemons of Khorne, Elven Union, Human, Imperial Nobility, Khorne, Necromatic Horror, Nurgle, Old World Alliance, Orc, Slann, Tomb Kings, Vampire

Tier 3: Goblin, Halfling, Ogre, Snotlings

Tier 1 Teams may have one GW Star Player (or two Scares Star Players) and may add 3 primary skills, one each to three different players

Tier 2 Teams may have one GW Star Player (or two Scares Star Players) and may add 4 primary skills and 1 secondary skill, one each to five different players

Tier 3 Teams may have two Star Players (or one GW and two Scares Star Players) and may add 5 primary skills and 2 secondary skills, one each to seven different players

If two teams bring the same GW Star Player, neither will be allowed to play (i.e. the Highlander rule). However, this is waived if both teams bring the same Scares Star Player.

New Scares Star Players - ALL teams can hire

Name	MA	ST	AG	PA	AV	Skills	Cost
"Da Freezer" Wilum Scary	5	4	5+	6+	10+	Loner (4+), Break Tackle, Bonehead, Block, Defensive, Juggernaut, Pile Driver, Sure Hands, Thick Skull	200,000
"Drunky QB" Slim McHamm	6	3	3+	2+	9+	Loner (4+), Accurate, Cannoneer, Dodge, Leader, Pass, Safe Pass, Sure Hands	160,000
"Sourness" Salter Painton	7	3	3+	4+	9+	Loner (4+), Block, Fend, Leap, Sprint, Sure Hands, Sure Feet	180,000
Spike Dingleberry	7	3	3+	5+	9+	Loner (4+), Block, Dauntless, Defensive, Diving Tackle, Grab, Leader, Stand Firm, Tackle	200,000
Killie Gault	8	3	3+	4+	8+	Loner (4+), Catch, Dodge, On the Ball, Safe Pair of Hands, Side Step, Sprint	140,000
Skevin "Butthead" Butler	6	3	3+	5+	9+	Loner (4+), Dirty Player, Kick, Sneaky Git	90,000
"Ugly Boy" Otis Killson	7	3	3+	5+	9+	Loner (4+), Block, Defensive, Foul Appearance, Guard, Tackle	130,000
Mongo McMongrel	6	3	3+	5+	9+	Loner (4+), Arm Bar, Defensive, Juggernaut, Pile Driver, Tackle, Tentacles (he's just good at holding onto people), Wrestle	145,000
Dick Bent	7	3	3+	5+	9+	Loner (4+), Arm Bar, Block, Defensive, On the Ball, Shadowing	130,000
Dennis McKillon	8	2	3+	3+	8+	Loner (4+), Catch, Diving Catch, Dodge, Nerves of Steel, On the Ball	130,000

In addition to the above Scares Star Players, all teams may hire ONE of the following special coach packs:

Coach Gitka (60K):

- One assistant coach for the purposes of the kick off table.
- Once per game, you are allowed one reroll of the kickoff table result. The second result stands (and cannot be rerolled by an opposing Coach Gitka). Since the Scares are all about defense, if both coaches have a Gitka, the kicking player has first priority in deciding whether or not to reroll the kickoff table result.
- Once per game, at the beginning of a drive, you can give ONE player a Coach Gitka Pep talk. That player gains the Pro skill for the remainder of the drive. This works on any rostered player or Scares Star layer, but not GW Star Players.
- Coach Gitka cannot be sent off due to a failed Argue the Call roll.

Coach Bloody Ryan (60K):

- One assistant coach, for the purposes of the kick off table.
- Once per game, you may do one of the following after the kickoff result has been resolved but before the ball is scattered
 - Shift all of your players one square in any direction. This is a free move and dodges do not have to be made. Players may move across the line of scrimmage. Also, nega-skills such as bonehead and bloodlust do not have to be made. A ball and chain player can only move, not throw a block.
 - Automatically succeed with an Argue the Call for a Foul (but not a Secret Weapon, only a Foul).
- Coach Bloody Ryan cannot be sent off due to a failed Argue the Call roll.

SCORING will be

- o 60 points for a WIN
- o 30 points for a DRAW
- o 10 points for a LOSS

ADDITIONAL BONUS PTS will be

- o +5 points if you won by 3 or more Touchdowns
- o +2 points if you won by 2 Touchdowns
- o +5 points if you lost by 1 Touchdown
- o +5 points if you caused 2 or more Casualties from Blocking than opponent
- o +2 points if you caused 1 more Casualties from Blocking than opponent

(Note: Casualties from Weapons, Crowd, Failed Dodge, Failed GFI, Fouls, etc., do not count!)

SCHEDULE

Saturday 26 March	Sunday 27 March
8:30 – 9:15 – Registration	8:00 – 10:00 – GAME 4
9:15 – 9:30 Stupor Bowl Shuffle	10:00 – 10:15 – Break
9:30 – 11:30 – GAME 1	10:15 – 12:15 – GAME 5
11:30 – 12:30 – Lunch	12:15 – 1:00 – Lunch
12:30 – 2:30 – GAME 2	1:00 – 3:00 – GAME 6
2:30 – 3:00 – Break – Paint Judging	3:00 – 3:15 – Break
3:00 – 5:00 – GAME 3	3:15 – 3:30 – AWARDS

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
- All Award winners are chosen by Tournament Organizer
- The Awards and criteria are listed below

OVERALL AWARDS

Overall Champion Award – Most Tournament Points of Players in the Final Top Two Tables

2nd Place Award – Second Most Tournament Points of Players in the Final Top Two Tables

3rd Place Award – Third Most Tournament Points of Players in the Final Top Two Tables

Mini Gitka Award – Based on Tournament points by a Stunty Team (i.e. the Tier 3 Teams: Goblin, Hafling, Ogre, Snotling)

Salter Painton Award – Most Touchdowns over the entire tournament

Mongo McMongrel Award – Most Casualties inflicted by Blocks over the entire tournament

Spike Dingleberry Award – Least amount of TDs Allowed (i.e. Best Defense)

DAY 1 AWARDS

Day 1 Champion – Based on Tournament points in Day 1

Day 1 Most TDs – Based on total Touchdowns in Day 1

Day 1 Most CAS – Based on Casualties inflicted by blocks in Day 1

DAY 2 AWARDS

Day 2 Champion – Based on Tournament points in Day 2

Day 2 Most TDs – Based on total Touchdowns in Day 2

Day 2 Most CAS – Based on Casualties inflicted by blocks in Day 2

Tie breakers will be utilized if there are ties for any of the awards

Note: We have a “Share the Love” policy, so you can only win one overall award. For example, if you happen to win 1st Place and allow the least amount of TDs, you will win the 1st Place and someone else will get the Spike Dingleberry Award.

2022 Stupor Bowl – Saturday Day 1

For Tournament Use Only

Name: _____ Team Name: _____
 NAF ID: _____ Team Race: _____

Tourney Number _____

Game 1 **9:30 – 11:30** Opponent _____
 TD You Scored: _____ CAS from Blocks You Caused: _____ **WIN TIE LOSS**
 TD Opp Scored: _____ CAS from Blocks Opp Caused: _____ **60 30 10**
Game Points _____
 Won by 3+ TD, add 5 pts Won by 2 TD, add 2 pts Lost by 1 TD, add 5 pts
 Caused 2 or more Blocking CAS than opponent, add 5 pts Caused one more CAS, add 2 pts

Opp Tourney Number _____
 TD Tot _____ TD VS _____
 CAS Tot _____
 Game Points _____
 Tourney Points _____

Game 2 **12:30 – 2:30** Opponent _____
 TD You Scored: _____ CAS from Blocks You Caused: _____ **WIN TIE LOSS**
 TD Opp Scored: _____ CAS from Blocks Opp Caused: _____ **60 30 10**
Game Points _____
 Won by 3+ TD, add 5 pts Won by 2 TD, add 2 pts Lost by 1 TD, add 5 pts
 Caused 2 or more Blocking CAS than opponent, add 5 pts Caused one more CAS, add 2 pts

Opp Tourney Number _____
 TD Tot _____ TD VS _____
 CAS Tot _____
 Game Points _____
 Tourney Points _____

Game 3 **3:00 – 5:00** Opponent _____
 TD You Scored: _____ CAS from Blocks You Caused: _____ **WIN TIE LOSS**
 TD Opp Scored: _____ CAS from Blocks Opp Caused: _____ **60 30 10**
Game Points _____
 Won by 3+ TD, add 5 pts Won by 2 TD, add 2 pts Lost by 1 TD, add 5 pts
 Caused 2 or more Blocking CAS than opponent, add 5 pts Caused one more CAS, add 2 pts

Opp Tourney Number _____
 TD Tot _____ TD VS _____
 CAS Tot _____
 Game Points _____
 Tourney Points _____

2022 Stupor Bowl – Sunday Day 2

Name: _____ Team Name: _____
 NAF ID: _____ Team Race: _____

For Tournament Use Only

Tourney Number _____

Game 4 **8:00 – 10:00** Opponent _____
 TD You Scored: _____ CAS from Blocks You Caused: _____ **WIN TIE LOSS**
 TD Opp Scored: _____ CAS from Blocks Opp Caused: _____ **60 30 10**

Game Points _____

Won by 3+ TD, add 5 pts Won by 2 TD, add 2 pts
 Caused 2 or more Blocking CAS than opponent, add 5 pts

Lost by 1 TD, add 5 pts
 Caused one more CAS, add 2 pts

Opp Tourney Number _____
 TD Tot _____ TD VS _____
 CAS Tot _____
 Game Points _____
 Tourney Points _____

Game 5 **10:15 – 12:15** Opponent _____
 TD You Scored _____ CAS from Blocks You Caused: _____ **WIN TIE LOSS**
 TD Opp Scored: _____ CAS from Blocks Opp Caused: _____ **60 30 10**

Game Points _____

Won by 3+ TD, add 5 pts Won by 2 TD, add 2 pts
 Caused 2 or more Blocking CAS than opponent, add 5 pts

Lost by 1 TD, add 5 pts
 Caused one more CAS, add 2 pts

Opp Tourney Number _____
 TD Tot _____ TD VS _____
 CAS Tot _____
 Game Points _____
 Tourney Points _____

Game 6 **1:00 – 3:00** Opponent _____
 TD You Scored: _____ CAS from Blocks You Caused: _____ **WIN TIE LOSS**
 TD Opp Scored: _____ CAS from Blocks Opp Caused: _____ **60 30 10**

Game Points _____

Won by 3+ TD, add 5 pts Won by 2 TD, add 2 pts
 Caused 2 or more Blocking CAS than opponent, add 5 pts

Lost by 1 TD, add 5 pts
 Caused one more CAS, add 2 pts

Opp Tourney Number _____
 TD Tot _____ TD VS _____
 CAS Tot _____
 Game Points _____
 Tourney Points _____