



ADEPTICON 2023

v1.1
01.16.2023

STUPOR BOWL XV BLOOD BOWL 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 2/15/2023. **Recent updates in red.**

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 purchased during roster creation 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. Non-GW models are allowed. All teams must comply with the [AdeptiCon Model Policy](#).
- **THREE** copies of your 1,100,000gps roster. One copy will be kept by Tournament Organizer. Please clearly indicate what skills you have purchased.
- 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!!!
- bbroster.com is an excellent roster builder. I highly recommend using it.
- GW or NAF Block Dice, 2D6, 1D8, and 1D16 or higher for random player rolls
Bring a pitch if you have it. We'll have some on hand, but if you bring your own, all the better!

STUPOR BOWL XV RULES

- Blood Bowl 2020 rules, along with any additions from Death Zone and the Almanacs will be used. Additional rules from the FAQ and the NAF rules for tournaments also will be used:
 - <https://www.warhammer-community.com/faqs/#blood-bowl>
 - <https://www.thenaf.net/tournaments/nafdocs/rules-for-naf-tournaments-2023/>
- Stupor Bowl **Kickoff Table** must be used in all your games (see page 6 of this document). We will use normal weather tables and rules. Each table rolls their own weather.
- **Apothecaries** will work as stated in the BB2020 rules. Apothecaries will not work on Blood Bowl Star Players, but **can** be used on Scares Star Players.
- **Games:** Stupor Bowl XV is a six-game tournament, split over two days. Each day is a separate, three-game tournament with their own set of awards. There will be overall awards for those who have played the same team for all six games. Rosters reset after each game (i.e., resurrection style). 1st round random pairings, 2nd – 6th round Swiss. Note: Unlike past years, there will be no more “Final Four,” we will simply play 6 games and placing will be based upon total points.
- **Play Two Races:** You may play two races, one on Saturday and one on Sunday. You will NOT be eligible for any overall tournament awards but are still eligible for all single-day awards. Each day is a separate tournament on the NAF site.
- **Time Limit:** All games will be **2 hours – 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.
- **Stupor Bowl Shuffle** – After all the coaches have registered, one each of the Stupor Bowl Shuffle Special Play cards will be laid out face down and you can 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. Shuffle cards cannot use it in the same match in which you received them. 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 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.



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ROSTER BUILDING

- You will be given 1,100,000 GP to build your roster.
 - You may purchase players, rerolls, dedicated fans, coaches, cheerleaders as normal with this money
 - Wizards, Journeymen, Special Play cards of any kind, and Mercenaries are not allowed
 - Blood Bowl Star Players may be purchased as normal, but you must have purchased 11 team players first before you can add a Blood Bowl Star Player
 - Scares Star Players may be purchased as normal, but you must have purchased 10 team players first before you can add a Scares Star Player (i.e., the Scare becomes your 11th player)
 - Highlander Rule: If two opponents have purchased the same Blood Bowl Star Player, they will not play for either team and they keep the money spent to purchase them. However, if two opponents have purchased the same Scares Star Player, they will play for both teams.
- After you have purchased your team, you may buy skills for your players based on the following tier system (Note – these Tiers are aligned with those in the 2022 FAQ and may differ from those in the BB2020 book):
- **Tier 1 Teams** – 6 Skill Points to Spend. Only one secondary skill and one Star Player (GW and/or Scares) may be purchased.
 - Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf
- **Tier 2 Teams** – 8 Skill Points to Spend. Only two secondary skills and two Star Players (GW and/or Scares) may be purchased.
 - Black Orc, Chaos Chosen, Chaos Renegade, Elven Union, Human, Imperial Nobility, Khorne, Necromatic Horror, Nurgle, Old World Alliance, Orc, Slann, Snotlings, Tomb Kings, Vampire
- **Tier 3 Teams** – 10 Skill Points to Spend. Only three secondary skills and two Star Players (GW and/or Scares) may be purchased.
 - Goblin, Halfling, Ogre
- Primary Skills may be purchased for 1 Skill Point and secondary skills may be purchased for 2 Skill points. No Stat increases may be purchased:
 - You may not put more than one additional skill on a player
 - Each skill may only be purchased a maximum of four times (i.e., you can only give four players the guard skill)
 - You may not put an additional skill on a Star Player
- **Star Players** - in addition to their hiring fee, hiring a star player will cost you an extra 2 Skill Point as a signing bonus. This includes all GW and Scares Star Players.
 - Mega-Stars (Bomber Dribblesnot, Deeproot Strongbranch*, Griff Oberwald, Hackflem Skuttlespike, Kreek 'the Verminator' Rustgouger, Morg 'n' Thorg) cost 4 Skill Points to purchase
 - Deeproot Strongbranch only costs 2 Skill Points for Halflings
 - Star Players which come as a pair (e.g., the Swift Twins) count as 2 Star Players and cost 4 Skill Points





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- **New Scares Star Players - ALL teams can hire. All Scares Star Players have the following Special Ability:**
 - **Fan Favorite:** Each Scares Star Player adds +1 to their Team's Fan Factor for use on the Kickoff Table

"Da Freezer" Willum Scary	MA	ST	AG	PA	AV	Plays for ALL Teams
	5	4	5+	5+	10+	Cost: 220,000
Loner, Bonehead, Block, Mighty Blow (+1), Stand Firm, Grab, Juggernaut, Sure Hands, Fan Favorite						
"Drunk QB" Slim McHamm	MA	ST	AG	PA	AV	Plays for ALL Teams
	6	3	3+	2+	9+	Cost: 230,000
Loner (3+), Dodge, Pass, Accurate, Cannoneer, Cloud Burster, Sure Hands, Leader, Hail Mary Pass, Fan Favorite						
"Sourness" Salter Painton	MA	ST	AG	PA	AV	Plays for ALL Teams
	7	3	3+	4+	9+	Cost: 220,000
Loner (3+), Block, Leap, Sure Hand, Sure Feet, Fend, Fan Favorite						
Spike Dingleberry	MA	ST	AG	PA	AV	Plays for ALL Teams
	7	3	3+	4+	9+	Cost: 250,000
Loner (3+), Block, Tackle, Diving Tackle, Leader, Grab, Stand Firm, Defensive, Fan Favorite						
Killie Gault	MA	ST	AG	PA	AV	Plays for ALL Teams
	8	3	3+	5+	8+	Cost: 140,000
Loner (3+), Catch, Dodge, On the Ball, Sidestep, Sprint, Fan Favorite						
Skevin "Butthead" Butler	MA	ST	AG	PA	AV	Plays for ALL Teams
	6	3	3+	5+	9+	Cost: 100,000
Loner (3+), Kick, Dirty Player (+1), Sneaky Git, Fan Favorite						
"Ugly Boy" Otis Killson	MA	ST	AG	PA	AV	Plays for ALL Teams
	7	3	3+	5+	9+	Cost: 150,000
Loner (3+), Block, Guard, Tackle, Fan Favorite						
Mongo McMongrel	MA	ST	AG	PA	AV	Plays for ALL Teams
	6	4	5+	6+	9+	Cost: 150,000
Loner (3+), Wrestle, Tackle, Juggernaut, Defensive, Fan Favorite						
Dick Bent	MA	ST	AG	PA	AV	Plays for ALL Teams
	7	3	3+	4+	9+	Cost: 180,000
Loner (3+), Block, Shadowing, On the Ball, Diving Catch, Fan Favorite						
Dennis McKillon	MA	ST	AG	PA	AV	Plays for ALL Teams
	8	3	3+	5+	8+	Cost: 120,000
Loner (3+), Catch, Diving Catch, Dodge, Safe Pair of Hands, Fan Favorite						
Matt Spooley	MA	ST	AG	PA	AV	Plays for ALL Teams
	7	3	3+	5+	9+	Cost: 130,000
Loner (3+), Block, Sure Feet, Sure Hands, Safe Pair of Hands, Fan Favorite						

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 kickoff 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 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 (3+) skill for the remainder of the drive
- 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 kickoff table.
- Once per game, you may do one of the following after the kickoff result has been resolved but before the ball is scattered



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- Shift all 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.
- One open player may make a blitz action. Team rerolls may not be used during this blitz action.
- Coach Bloody Ryan cannot be sent off due to a failed Argue the Call roll.

SCORING

WIN	DRAW	LOSS
60 points	30 points	10 points

ADDITIONAL BONUS PTS:

- +5 points if you won by 3 or more Touchdowns
- +2 points if you won by 2 Touchdowns
- +5 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, Fouls, etc., do not count!)

TOURNAMENT SCHEDULE AND AWARDS

SATURDAY 3/25

8:30AM – 9:15AM	Registration
9:15AM – 9:30PM	Stupor Bowl Shuffle
9:30AM – 11:30AM	Game 1
11:30AM – 12:30PM	Lunch
12:30PM – 2:30PM	Game 2
2:30PM – 3:00PM	Break & Paint Judging
3:30PM – 5:00PM	Game 3

SUNDAY 3/26

8:00AM – 10:00AM	Game 4
10:00AM – 10:15AM	Break
10:15AM – 12:15PM	Game 5
12:15PM – 1:00PM	Lunch
1:00PM – 3:00PM	Game 6
3:00PM – 3:15PM	Break
3:15PM – 3:30PM	Awards

PAINTING

- If you painted your team, place it on display at by 2:00 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 1st favorite, 2nd favorite, 3rd favorite teams
- Give this ballot back to Tournament Organizer
- If you did not paint your team, you cannot win. But you can still vote.

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
- **We have a "Share the Love" policy, so you can only win one award from each award category (i.e., if you win Overall 2nd place, you cannot win Overall Most TDs, but you could also win Day 2 Most TDs)**
- 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



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- 4th Place Award - Fourth Most Tournament Points of Players in the Final Top Two Tables. You don't win a prize, but you get a hearty handshake from the Tournament Organizer!
- 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 (see below)
 - Only Halfling, Goblin, Ogre, and Snotling, are eligible
 - Griff, Hackflem, Morg, and Kreek would never play for any team that is designated as 'stunty'
- Salter Painton Award – Most Touchdowns over the entire tournament
- Mongo McMongrel Award – Most Casualties inflicted by Blocks over the entire tournament
- Spike Dingleberry Award – Based on low scoring opponents over the entire tournament

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 2:00 on Saturday with the others. If you drop it off with the Tournament Organizer before then, we can put it out for you. Also, let Tournament Organizer know so he can make sure you get the team back or hang onto it for you.

DAY 1 AWARDS	DAY 2 AWARDS
<ul style="list-style-type: none">• Champion – Based on Tournament points in Day 1• Most TDs – Based on total Touchdowns in Day 1• Most CAS – Based on Casualties inflicted by blocks in Day 1	<ul style="list-style-type: none">• Champion – Based on Tournament points in Day 2• Most TDs – Based on total Touchdowns in 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.





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STUPOR BOWL XV 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 during the game as normal.
- 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. If this occurs during Turn 8 of either half, the half is over.
- 4. Da 46 Defense:** Long time Scares Defensive guru, Bloody Ryan has taught your team a few of his best defensive formations. The kicking team may re-organize D3+3 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 (neither Kick nor Kickoff Return can 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 Fan Factor (Dedicated Fans + D3) 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 the player with leader is on the pitch). 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 weather conditions are 'Perfect Conditions' as a result of this roll, the ball will scatter as described on page 25 of the BB2020 rules 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 Fan Factor (Dedicated Fans + D3) 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 (leader rerolls can be lost this way if the player with leader is on the pitch). 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 starts their drive a fraction before the defense is ready, catching the kicking team flat-footed. D3+3 Open 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 Blitzter, Spike Dingleberry, has given the kicking team a very inspiring (and intimidating!) pep talk just before this kickoff. They are so fired up that D3+3 Open players on the receiving team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated, and the Pep Talk ends immediately.
- 11. Da Flyin' Sausage:** Each coach rolls a D6 and adds their Fan Factor + Number of Casualties (from blocking only) your team has inflicted thus far. Winning side's fans throw a giant Smackwell 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. If there is a tie, **BOTH** teams have a player hit by a Bolish Sausage.
- 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, the crowd storms the concessions stands. The riot spills out into the pitch and some of the players get caught up in the fray. Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects D3 of their players from among those on the pitch (in the case of a tie, roll a D3 and both coaches randomly select that many players from among those on the pitch). All the randomly selected players are placed prone and become stunned.