



# ADEPTICON 2024

v1.0  
01.10.2024

## STUPOR BOWL SEVENS II TOURNAMENT

### TEAM CREATION

Teams may be created from any team in the 2020 Blood Bowl rules, any team from a Spike or Almanack, as well as the approved NAF teams.

- **Team Budget:** Teams will be created utilizing 600,000 GP and must contain at least 7 and no more than 11 players. Only four players may be non-linemen players.
- **Rerolls:** Rerolls cost double.
- **Inducements:** Inducements may be purchased after team creation. Desperate Measures will NOT be allowed.
- **Tournament Structure:** This is a Resurrection/Swiss style tournament. You will play all four games with the same roster.
- **Skills:** One line figure (0-12 or 0-16) is the Team Captain and may be given one general skill. Choose wisely, or not, I don't care. Do whatever makes you happy. Please mark the skilled figure.
- **Painting and Modeling:** All teams must comply with the [AdeptiCon Model Policy](#) (all models MUST be WYSIWYG and 3-colors). You may use non-GW miniatures; just make sure that the positions are clear.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the event or AdeptiCon itself with no refunds allowed.

### SCORING

The first round of matches will be randomized. Each following round will be determined through Swiss pairings. Points are awarded as follows:

- Win - 3 points
- Draw - 1 point
- Loss - 0 points
- Tiebreakers are as follows: TD for, CAS for, TD differential, CAS differential, Nuffle (coin flip)

### AWARDS

- Awards will be given for First Place, Most TDs, and Most CAS
- We will have the 'share the love' policy, so you can only win one award

### SCHEDULE

THURSDAY – MARCH 21st, 2024	
9:00AM – 9:15AM	Registration
9:30AM – 10:45AM	Game #1
11:00AM – 12:15PM	Game #2
12:15PM – 12:45PM	Lunch
12:45PM – 2:00PM	Game #3
2:15PM – 3:30PM	Game #4
3:30PM	Awards