



ADEPTICON 2024

v1.0
01.16.2024

STUPOR BOWL XVI 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 2/15/2024.

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 (see roster building below).
- 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 XVI 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/>
- Unlike past years, the standard **Kickoff Table** in the BB20 rulebook will be used. 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 XVI is a six-game tournament, split over two days. Each day is a separate, three-game tournament, each with its 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.
- **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 any and 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, the Stupor Bowl Shuffle 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. 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 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.



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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 and Skill Points 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 may differ from the FAQ and the BB2020 book):
- **Tier 1 Teams** – 6 Skill Points to Spend. Only one secondary skill and one Star Player may be purchased.
 - Amazon, Chaos Dwarf, Dark Elf, Dwarf, High Elf, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf, Vampire
- **Tier 2 Teams** – 8 Skill Points to Spend. Only two secondary skills and two Star Players 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
- **Tier 3 Teams** – 10 Skill Points to Spend. Only three secondary skills and two Star Players 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. Maximum four (4) of any skill type.
 - 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 for 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 1 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 2 Skill Points to purchase.
 - Deeproot Strongbranch only costs 1 Skill point for Halflings.
 - Bomber Dribblesnot may ONLY be purchased by goblin teams.
 - Star Players which come as a pair (e.g. the Swift Twins) count as 2 Star Players and cost 2 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 +2 to their Team's Fan Factor for use on the Kickoff Table. The player must be on the Pitch for this skill to be used.

| | | | | | | |
|--|----|----|----|----|-----|---------------------|
| "Da Freezer" Willum Scary | MA | ST | AG | PA | AV | Plays for ALL Teams |
| | 4 | 4 | 5+ | 5+ | 10+ | Cost: 170,000 |
| Loner (3+), 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: 160,000 |
| Loner (3+), Pass, Accurate, Cannoneer, Cloud Burster, Drunkard, 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: 155,000 |
| 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: 195,000 |
| 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: 115,000 |
| Loner (3+), Block, Guard, Tackle, Fan Favorite | | | | | | |
| Mongo McMongrel | MA | ST | AG | PA | AV | Plays for ALL Teams |
| | 6 | 4 | 5+ | 6+ | 9+ | Cost: 145,000 |
| 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: 125,000 |
| 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, Dodge, Diving Catch, Safe Pair of Hands, Fan Favorite | | | | | | |
| Matt Spooley | MA | ST | AG | PA | AV | Plays for ALL Teams |
| | 7 | 3 | 3+ | 4+ | 9+ | Cost: 125,000 |
| Loner (3+), Block, Sure Feet, Sure Hands, Safe Pair of Hands, Fan Favorite | | | | | | |
| Scary Fencedick | MA | ST | AG | PA | AV | Plays for ALL Teams |
| | 8 | 3 | 3+ | 4+ | 8+ | Cost: 125,000 |
| Loner (3+), Block, Sprint, Tackle, On the Ball, Fan Favorite | | | | | | |

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

Coach Gitka (60K):

- Counts as 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 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 without Loner 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.



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Coach Bloody Ryan (60K):

- Counts as 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.
 - 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 3/23

| | |
|-------------------|-----------------------|
| 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 3/24

| | |
|-------------------|--------|
| 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 by 2:00 on Saturday (or after your Game 2 if you are playing them).
- Make sure your team is labeled (writing the Coach and Team Name on a piece of paper is fine).
 - Tournament Organizer will hand out Painting ballots.
 - Write down your 1st favorite and 2nd 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.



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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
- 4th Place Award - Forth 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 the 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.

