

Stupor Bowl V

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**Blood Bowl Tournament
April 21-22
ADEPTICON 2012
70 Yorktown Center
Lombard, Illinois 60148**

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 V Limited Edition tournament model, KILLY GAULT and a Custom Adepticon Dugout
- 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://zlurpcast.com/JP/CRaP-LRB6.pdf>
- **ADDITIONAL teams allowed - Slann, Underworld, and Chaos Pact. Rules can be found here:**
http://zlurpcast.com/JP/NewTeams_LRB6_withhints.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). 1st round random pairings, 2nd – 5th round Swiss, 6th 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**. 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!
- **New APOTHECARY rule:** All Apothecaries automatically work. Put the hurt 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 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 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 Blitzler 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 6th 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 Blitzler 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 (100k 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)

Note: You can bring as many Scares players as you can afford (they still count as your 0-2 or 0-4 star players, so if you bring humans, you can't bring two Scares and Griff)

- 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!
- In celebration of the 10th Anniversary of Adepticon, ALL Scares Star Players have reduced their fee by 20,000gps!!!!
- New Scares Star Players - ALL teams can hire

"Da Freezer" Willum Scarey	MA	ST	AG	AV	Plays for ALL Teams
	5	4	2	9	Cost: 200,000gps (220,000gps)
Loner, Bonehead, Fan Favorite, Block, Mighty Blow, Break Tackle, Grab, Juggernaut, Sure Hands					
"Drunky QB" Slim McHamm	MA	ST	AG	AV	Plays for ALL Teams
	6	3	3	8	Cost: 210,000gps (230,000gps)
Loner, Fan Favorite, Dodge, Pass, Accurate, Sure Hands, Leader, Hail Mary Pass, Fragile (Decay)					
"Sourness" Salter Painton	MA	ST	AG	AV	Plays for ALL Teams
	7	3	3	8	Cost: 200,00gps (220,000gps)
Loner, Block, Leap, Fan Favorite, Sure Hand, Sure Feet, Fend					
Spike Dingleberry	MA	ST	AG	AV	Plays for ALL Teams
	7	3	3	8	Cost: 260,000 (280,000gps)
Loner, Block, Tackle, Diving Tackle, Fan Favorite, Leader, Grab, Stand Firm, Hypnotic Gaze, Dauntless					
Killie Gault	MA	ST	AG	AV	Plays for ALL Teams
	8	2	3	7	Cost: 140,000 (160,000gps)
Loner, Catch, Dodge, Fan Favorite, Kick-Off Return, Side Step, Sprint					

- **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, Fouls, etc., do not count!)
- **SCHEDULE**

Saturday 4/21	Sunday 4/22
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 choose the one opponent who was the best sport and/or the most fun to play
 - 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. Just sayin'
- **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 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.
- **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.
- **Smackswell Street Market:**
 - Do have some extra miniatures or other gaming items lying around that you'd like to trade/sell? Bring 'em to the tournament and put them in the Smackswell Street Market. You never know, your trash might be someone else's treasure! They don't have to be Blood Bowl miniatures, feel free to bring any miniatures or other gaming items!

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 – 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

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

DAY 1 AWARDS

Coach Gitka Award – Based on Tournament points in Day 1

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 1st 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

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

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 (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 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 is 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 re-rolls during this bonus turn but if any player suffers a turnover, 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 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.
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 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. Lastly, Scares Star Players are only ever affected on a natural 6, regardless of FAME bonuses

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 _____

COACH: _____ TNY # _____

NAF # or ID _____ CITY/STATE _____ RACE _____

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GAME 1 (Sat 9:30 – 11:30) **OPPONENT** _____ **TNY #** _____

TDs you scored _____	CAS from Blocks you caused _____	WIN	TIE	LOSS
TDs opp scored _____	CAS from Blocks opp caused _____	60	30	10

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 12:30 – 2:30) **OPPONENT** _____ **TNY #** _____

TDs you scored _____	CAS from Blocks you caused _____	WIN	TIE	LOSS
TDs opp scored _____	CAS from Blocks opp caused _____	60	30	10

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 3:00 – 5:00) **OPPONENT** _____ **TNY #** _____

TDs you scored _____	CAS from Blocks you caused _____	WIN	TIE	LOSS
TDs opp scored _____	CAS from Blocks opp caused _____	60	30	10

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 _____	WIN	TIE	LOSS
TDs opp scored _____	CAS from Blocks opp caused _____	60	30	10

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 _____	WIN	TIE	LOSS
TDs opp scored _____	CAS from Blocks opp caused _____	60	30	10

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 _____	WIN	TIE	LOSS
TDs opp scored _____	CAS from Blocks opp caused _____	60	30	10

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**