

# ADEPTICON 2010

## STUPOR BOWL III BLOOD BOWL TOURNAMENT



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**NOTE: Do not lose this packet!** It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. This is Version 3.0 of the SBIII rulebook. If your copy is older, destroy it immediately and print out a new one, ya turkey!

## GENERAL TOURNAMENT STUFF

### 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, etc.
- 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.
- 1D8, and 1D12 or higher for random player rolls.

### YOU WILL BE PROVIDED WITH AND YOU GET TO KEEP THE FOLLOWING WHEN YOU PREREGISTER:

- 2 AdeptiCon D6's that you must use for all games.
- Stupor Bowl III Limited Edition tournament model, "SOURNESS" SALTER PAINTON.
- 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!!!

### YOU WILL BE PROVIDED WITH, BUT CANNOT KEEP:

- GW Block dice that you must use for all games (note: non-GW or NAF dice are not allowed).
- Stupor Bowl / AdeptiCon game board with dugouts built in (note: these will be placed on the table with numbered positions - custom game boards are not allowed).

## STUPOR BOWL III RULES

- Blood Bowl Competition Rules Set (aka LRB 6.0) will be used. A copy of the rules can be found here: [http://www.games-workshop.com/MEDIA\\_CustomProductCatalog/m750496a\\_BB\\_Competition\\_Rules\\_Pack.pdf](http://www.games-workshop.com/MEDIA_CustomProductCatalog/m750496a_BB_Competition_Rules_Pack.pdf)
- **ADDITIONAL TEAMS ALLOWED:** Slann, Underworld, and Chaos Pact. Rules can be found here: [http://www.blood-bowl.net/LRB\\_PBBL/NewTeams2008\\_LRB5.pdf](http://www.blood-bowl.net/LRB_PBBL/NewTeams2008_LRB5.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). 1<sup>st</sup> round random pairings, 2<sup>nd</sup> – 5<sup>th</sup> round Swiss, 6<sup>th</sup> round for final ranking (i.e. the winner of the top table is the tournament winner regardless of tournament points)
- **TIME LIMIT:** All games will be 2 hrs – No Overtime (except in final round for top two tables).
- **Illegal Procedure** will not be used. If your opponent forgets, be a sport and remind them.
- **New APOTHECARY rule:** Roll a D6 after injury, 2+ the injured player goes in reserves, 1 injury stands (cannot reroll this).
- **WEATHER** for all games will be rolled on by the top table, you make your own FAME roll, however.
- 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 Armour by +1  
*(Ex: 1 Human Blitzer 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 6<sup>th</sup> 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 Blitzer 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:

1 Wizard - 150,000	0-1 Master Chef - 300,000 (Free for Halflings!)
0-1 Igor - 100,000	0-2 Bloodweiser Babes - 50,000
0-3 Bribes - 100,000	0-2 Wandering Apothecaries - 50,000
0-1 Star Players - Price per LRB 6.0 (for teams that are NOT Goblin, Halfling, Ogre)	
0-4 Star Players - Price per LRB 6.0 (for teams that are Goblin, Halfling, Ogre)	
- If two teams both have the same Star player, then neither team can use the Star that game.

- New Stars **ALL** teams can hire:

<b>"Da Freezer"</b> <b>Willum Scarey</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for <b>ALL</b> Teams
	5	4	2	9	Cost: 220,000gps
Loner, Bonehead, Fan Favorite, Block, Mighty Blow, Break Tackle, Grab, Juggernaut, Sure Hands					

<b>"Drunky QB"</b> <b>Slim McHamm</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for <b>ALL</b> Teams
	6	3	3	8	Cost: 230,000gps
Loner, Fan Favorite, Dodge, Pass, Accurate, Sure Hands, Leader, Hail Mary Pass, Fragile (Decay)					

<b>"Sourness"</b> <b>Salter Painton</b>	<b>MA</b>	<b>ST</b>	<b>AG</b>	<b>AV</b>	Plays for <b>ALL</b> Teams
	7	3	3	8	Cost: 220,000gps
Loner, Block, Leap, Fan Favorite, Sure Hand, Sure Feet, Fend					

- **STUPOR BOWL SHUFFLE:** After all the coaches have registered, I will lay out 1 of each of all the 50,000 Special Play cards. You will pick one at random (you will know what deck it's from however). 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 the tournament.

**NOTE TO DAY 2 ONLY PLAYERS:** If you are only playing Day 2, please see Tournament Organizer before 9am on Sunday for your Shuffle Card

## SCORING

- **SCORING:**
  - 55 points for a WIN
  - 35 points for a DRAW
  - 10 points for a LOSS
- **ADDITIONAL BONUS PTS:**
  - +10 points if you won by 3 or more Touchdowns
  - +5 points if you won by 2 Touchdowns
  - +10 points if you lost by 1 Touchdown
  - +10 points if you caused 2 or more Casualties from Blocking than opponent
  - +5 points if you caused 1 more Casualties from Blocking than opponent  
*(Note: Casualties from Weapons, Crowd, Failed Dodge, Failed GFI do not count!)*
- **SPORTSMANSHIP**
  - After all 6 games are played, you will assign a 1 – 10 number to each of your opponents:
    - **1** – This person gave me the worst game ever. He may have cheated. I almost punched him!
    - **2 thru 9** – This score reflects how fun this game was. Higher the score, the more fun it was.
    - **10** – This person gave me the best game ever. Best sportsman at the tournament!
  - Hopefully there will be no 1's. If you give a 1, Tournament Organizer may ask you to explain more.
  - You can award up to one 10. You don't have to give anyone a 10 if you don't want to.
  - If you try and "get back" at an opponent and give him a low score, know that this Sportsmanship points do not get figured into the Tournament rankings. Nice try, hotshot.
- **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 1<sup>st</sup> favorite, 2<sup>nd</sup> favorite, 3<sup>rd</sup> favorite teams.
    - Give this ballot back to Tournament Organizer.
  - If you did not paint your team, you cannot win. But you can still vote.

**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.

# Tournament Schedule and Awards

## SATURDAY 3/27

9:00AM – 10:00AM	Registration/Stupor Bowl Shuffle
10:00AM – 12:00PM	Game #1
12:00PM – 1:00PM	Lunch/Paint Judging
1:00PM – 3:00PM	Game #2
3:00PM – 3:30PM	Break
3:30PM – 5:30PM	Game #3

## SUNDAY 3/28

9:00AM – 11:00AM	Game #4
11:00AM – 11:30AM	Break/Lunch
11:30AM – 1:30PM	Game #5
1:30PM – 2:00PM	Break/Lunch
2:00PM – 4:00PM	Game #6
4:00PM – 4:30PM	Break
4:30PM – 5:00PM	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.
  - 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 – Winner of #1 table in Game 6
- 2<sup>nd</sup> Place Award – Loser of #1 table in Game 6
- 3<sup>rd</sup> Place Award – Winner of #2 table in Game 6
- 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 (and not placed 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> Overall)
- 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 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup> 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



## STUPOR BOWL III KICK OFF TABLE

1. **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.
2. **Da Heart Attack.** Da Ref just suffered a minor heart attack and will not be around to call any fouls this drive. Luckily, by the next kickoff, local Igor Bill Schwerski revives Da Ref and feeds him a Bolish Sausage to get him back on the field to call fouls as normal.
3. **Da Coach's Playbook.** Each coach rolls a D6 and adds their FAME + Assistant Coaches to the roll. The winning side manages to steal Coach Gitka's playbook and will get a bonus Team Reroll to be used sometime during this half only. Reroll any ties
4. **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 2<sup>nd</sup> scatter, just the initial scatter before the Kickoff roll. The correct sequence is: Roll D8 direction and D6 scatter (Kick can be used), (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 (Kick cannot be used). Then, bounce the ball one time if it landed in an empty square as normal.
5. **Da Freezerettes.** Each coach rolls a D6 and adds their FAME + Cheerleaders to the roll. The losing side has the infamous and not-so-sexy 2485 Scares Cheerleading crew, "Da Freezerettes" near their team's bench. For some reason, this does not motivate their team and actually brings them down since Da Freezerettes drank all their Ogre-Ade. The side that lost the roll loses a reroll for this half. If they have no rerolls to lose, then this result has no effect. Reroll any ties.
6. **Da 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 Maxhell 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.
7. **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.
8. **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 "free turn"



**PAINT JUDGING:** \_\_\_\_\_

**PUT YOUR TEAM HERE!**

TNY # \_\_\_\_\_ COACH \_\_\_\_\_ TEAM NAME \_\_\_\_\_  
NAF # or ID \_\_\_\_\_ CITY/STATE \_\_\_\_\_ RACE \_\_\_\_\_

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**GAME 1** (Sat 10:00 – 12:00) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

**TDs you scored** \_\_\_\_\_ **CAS from Blocks you caused** \_\_\_\_\_ **WIN** **TIE** **LOSS**

**TDs opp scored** \_\_\_\_\_ **CAS from Blocks opp caused** \_\_\_\_\_ **55** **35** **10**

Won by 3+ TDs, **add 10pts**      Won by 2 TDs, **add 5pts**      Lost by 1 TD, **add 10pts**

Caused 2+ Blocking CAS than opp, **add 10pts**      Caused 1 Blocking CAS more than opp, **add 5pts**

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**GAME 2** (Sat 1:00 – 3:00) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

**TDs you scored** \_\_\_\_\_ **CAS from Blocks you caused** \_\_\_\_\_ **WIN** **TIE** **LOSS**

**TDs opp scored** \_\_\_\_\_ **CAS from Blocks opp caused** \_\_\_\_\_ **55** **35** **10**

Won by 3+ TDs, **add 10pts**      Won by 2 TDs, **add 5pts**      Lost by 1 TD, **add 10pts**

Caused 2+ Blocking CAS than opp, **add 10pts**      Caused 1 Blocking CAS more than opp, **add 5pts**

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**GAME 3** (Sat 3:30 – 5:30) **OPPONENT** \_\_\_\_\_ **TNY #** \_\_\_\_\_

**TDs you scored** \_\_\_\_\_ **CAS from Blocks you caused** \_\_\_\_\_ **WIN** **TIE** **LOSS**

**TDs opp scored** \_\_\_\_\_ **CAS from Blocks opp caused** \_\_\_\_\_ **55** **35** **10**

Won by 3+ TDs, **add 10pts**      Won by 2 TDs, **add 5pts**      Lost by 1 TD, **add 10pts**

Caused 2+ Blocking CAS than opp, **add 10pts**      Caused 1 Blocking CAS more than opp, **add 5pts**

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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** \_\_\_\_\_ **55** **35** **10**

Won by 3+ TDs, **add 10pts**      Won by 2 TDs, **add 5pts**      Lost by 1 TD, **add 10pts**

Caused 2+ Blocking CAS than opp, **add 10pts**      Caused 1 Blocking CAS more than opp, **add 5pts**

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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** \_\_\_\_\_ **55** **35** **10**

Won by 3+ TDs, **add 10pts**      Won by 2 TDs, **add 5pts**      Lost by 1 TD, **add 10pts**

Caused 2+ Blocking CAS than opp, **add 10pts**      Caused 1 Blocking CAS more than opp, **add 5pts**

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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** \_\_\_\_\_ **55** **35** **10**

Won by 3+ TDs, **add 10pts**      Won by 2 TDs, **add 5pts**      Lost by 1 TD, **add 10pts**

Caused 2+ Blocking CAS than opp, **add 10pts**      Caused 1 Blocking CAS more than opp, **add 5pts**