

STUPOR BOWL II



2485 Scares Star Thrower
Slim McHamm

Blood Bowl Tournament
April 4-5th, 2009
ADEPTICON 2009
70 Yorktown Center
Lombard, Illinois 60148

This is Version 2.0 of the SBII rulebook. If your copy is older, destroy it immediately and print out a new one, ya turkey!



YOU ARE REQUIRED TO BRING THE FOLLOWING

- Your team (preferably painted) using LRB5.0, totaling 1,100,000gps including players, rerolls, etc
- Every model on your team must be easily identifiable as the players/positions they are
- Multiple copies of your 1,100,000gps roster. One copy will be kept by Tournament Organizer
- 1 D8, and 1 D12 or higher for random player rolls

YOU WILL BE PROVIDED WITH AND YOU GET TO KEEP THE FOLLOWING

- 2 Adepticon D6's that you must use for all games
- Stupor Bowl II Limited Edition tournament model, SLIM MCHAMM, the Drunkey QB
- Avatar of War Limited Edition dwarf model
- Adepticon Limited Edition Imperial Citizen/Femme Militant model
- Adepticon / Stupor Bowl Kickoff Coin that must be used to decide who gets first turn in each game
- 1 Black Library 40k Novel
- 1 Black Library WHFB Novel
- And other bits and goodies with your Adepticon badge!

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. (note: custom game boards are not allowed)

STUPOR BOWL II RULES

- LRB5.0 rules in effect unless told otherwise: <http://www.wowway.com/~kakistos/LRB5.pdf>
- ADDITIONAL teams found here allowed: 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. 1st round random pairings, 2nd – 5th round Swiss, 6th round for final ranking
- 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, remind them
- New APOTHECARY rule: Roll a D6 after injury, 2+ he 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 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 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 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:

0-1 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 LRB5.0 (for teams that are NOT Goblin, Halfling, Ogre)

0-4 Star Players - Price per LRB5.0 (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

"Da Freezer"	MA	ST	AG	AV	Plays for ALL Teams
Willum Scarey	5	4	2	9	Cost: 220,000gps
Loner, Bonehead, Fan Favorite, Block, Mighty Blow, Break Tackle, Grab, Juggernaut, Sure Hands					
"Drunk QB"	MA	ST	AG	AV	Plays for ALL Teams
Slim McHamm	6	3	3	8	Cost: 230,000gps
Loner, Fan Favorite, Dodge, Pass, Accurate, Sure Hands, Leader, Hail Mary Pass, Fragile (Decay)					

- **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



ADEPTICON
2009

ADEPTICON

- **SCORING** will be
 - 55 points for a WIN
 - 35 points for a DRAW
 - 10 points for a LOSS
- **ADDITIONAL BONUS PTS** will be
 - +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!)

- **SCHEDULE**

Saturday 4/4	Sunday 4/5
9:00 – 10:00 – Registration/Stupor Bowl Shuffle	9:00 – 11:00 – GAME 4
10:00 – 12:00 – GAME 1	11:00 – 11:30 – Break (or Lunch)
12:00 – 1:00 – Lunch/Paint Judging	11:30 – 1:30 – GAME 5
1:00 – 3:00 – GAME 2	1:30 – 2:00 – Break (or Lunch)
3:00 – 3:30 – Break	2:00 – 4:00 – GAME 6
3:30 – 5:30 – GAME 3	4:00 – 4:30 – Break
	4:30 – 5:00 – AWARDS

- **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 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.

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 – Winner of #1 table in Game 6

2nd Place Award – Loser of #1 table in Game 6

3rd 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 1st, 2nd, or 3rd 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 1st, 2nd, or 3rd 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



ADEPTICON
2009

STUPOR BOWL 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 2nd 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 Maxwell 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

ADEPTICON

If you did not paint this team, put it back in your case now

Put your team name here!



STUPOR
STUPOR

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

DEADS
INJURED

KNOCKED OUT

RESERVES

DEADS
INJURED

KNOCKED OUT

RESERVES

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

0	1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---	---

ADEPTICON



ADEPTICON
2009

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

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

TDs you scored <u> </u>	CAS from Blocks you caused <u> </u>	WIN	TIE	LOSS
TDs opp scored <u> </u>	CAS from Blocks opp caused <u> </u>	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

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

TDs you scored <u> </u>	CAS from Blocks you caused <u> </u>	WIN	TIE	LOSS
TDs opp scored <u> </u>	CAS from Blocks opp caused <u> </u>	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

GAME 3 (Sat 3:30 – 5:00) OPPONENT TNY #

TDs you scored <u> </u>	CAS from Blocks you caused <u> </u>	WIN	TIE	LOSS
TDs opp scored <u> </u>	CAS from Blocks opp caused <u> </u>	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

GAME 4 (Sun 9:00 – 11:00) OPPONENT TNY #

TDs you scored <u> </u>	CAS from Blocks you caused <u> </u>	WIN	TIE	LOSS
TDs opp scored <u> </u>	CAS from Blocks opp caused <u> </u>	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

GAME 5 (Sun 11:30 – 1:00) OPPONENT TNY #

TDs you scored <u> </u>	CAS from Blocks you caused <u> </u>	WIN	TIE	LOSS
TDs opp scored <u> </u>	CAS from Blocks opp caused <u> </u>	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

GAME 6 (Sun 2:00 – 4:00) OPPONENT TNY #

TDs you scored <u> </u>	CAS from Blocks you caused <u> </u>	WIN	TIE	LOSS
TDs opp scored <u> </u>	CAS from Blocks opp caused <u> </u>	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



ADEPTICON
2009

BLOOD BOWL

AGILITY TABLE

Player's AG
D6 Roll Required

1	2	3	4	5	6+
6+	5+	4+	3+	2+	1+

An unmodified "1" is ALWAYS a failure and an unmodified "6" is ALWAYS a success

PASSING MODIFIERS

Throwing a Quick Pass	+1
Throwing a Short Pass	+0
Throwing a Long Pass	-1
Throwing a Long Bomb	-2
Per opposing tackle zone on the player throwing the ball	-1

THROWING TEAM-MATES MODIFIERS

Throwing a Quick Pass	+0
Throwing a Short Pass	-1
Throwing a Long Pass	NOT ALLOWED
Throwing a Long Bomb	NOT ALLOWED
Per opposing tackle zone on the player throwing the ball	-1

INTERCEPTION MODIFIERS

Attempting an Interception	-2
Per opposing tackle zone on the player picking up the ball	-1

LANDING MODIFIERS

Attempting to land after an Accurate or Inaccurate Throw	+0
Per opposing tackle zone on the square the player is dodging to	-1

CATCHING MODIFIERS

Catching an Accurate Pass or Hand-off	+1
Catching a scattered / missed pass, kick-off, bouncing ball or throw-in	+0
Per opposing Tackle Zone on player catching ball	-1

DODGING MODIFIERS

Making a Dodge Roll	+1
Per opposing tackle zone on the square the player is dodging to	-1

PICK-UP MODIFIERS

Picking up the Ball	+1
Per opposing tackle zone on the player picking up the ball	-1

TURNOVER TABLE

A player on the moving team is Knocked Down (being injured by the crowd or being Placed Prone is not a turnover unless it is a player from the active team holding the ball ... e.g. skills like Diving Tackle, Piling On and Wrestle count as being Placed Prone) or

A passed ball, or hand-off, is not caught by any member of the moving team before the ball comes to rest or

A player from the moving team attempts to pick up the ball and fails (note: failing a catch roll, as opposed to a pick up, is by itself never a turnover) or

A touchdown is scored or

The four minute time limit for the turn runs out (if used)

A pass attempt is fumbled even if a player from that team catches the fumbled ball or

A player with the ball is thrown or is attempted to be thrown using Throw Team-Mate and fails to land successfully (including being eaten or squirming free from an Always Hungry roll) or

The referee ejects a player for fouling.

FOULING MODIFIERS

Who	+/- Armor Roll
Foul	+0
Offensive/Defensive Assists*	+1/-1 per assist
*May only assist if not in opposing tackle zone	

EJECTIONS

2D6 armor roll*	Result
Doubles not rolled	Nothing Happens
Doubles rolled	Ejected



INJURY TABLE

2D6	Result
2-7	Stunned: Leave the player on the pitch, but turn them face down. All face down players are turned face up at the end of their team's next turn, even if a turnover takes place. Note that a player may not turn face up on the turn they are Stunned. Once face-up they may stand up on any subsequent turn using the normal rules.
8-9	KO'd: Take the player off the pitch and place them in the Dugout in the KO'd players box. At the next kickoff, before you set up any players, roll for each of your players that have been KO'd. On a 1-3 they must remain in the KO'd box and may not be used. On a roll of 4-6, you may return the player to the Reserves box and use them as normal from now on.
10-12	Casualty – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player must miss the rest of the match. In league play roll on the Casualty table (see page 25) to see exactly what has happened to the player.

CASUALTY TABLE

1D68	Result	Effect
11-38	Badly Hurt	Miss Rest of Game
41-48	Serious Injury	Miss Next Game
51	Damaged Back	Niggling Injury
52	Smashed Knee	Niggling Injury
53	Smashed Hip	-1 MA
54	Smashed Ankle	-1MA
55	Serious Concussion	-1 AV
56	Fractured Skull	-1 AV
57	Broken Neck	-1 AG
58	Smashed Collar Bone	-1 ST
61-68	DEAD	DEAD

Miss Next Game: Write an 'M' in the injuries box on the team roster, and rub it out at the end of the next match.

Niggling Injury: Miss next game as above. In addition, write an 'N' in the Injuries box on the team roster. Each Niggling Injury adds 1 to any subsequent Injury roll made against this player.

-1 MA, ST, AG, AV: Miss the next match as above. In addition, record the characteristic change on the team roster. However, no characteristic may be reduced by more than 2 points or below a value of 1. Any injuries that could reduce it further are ignored.

Dead! – Take the player off the pitch and place them in the Dugout in the Dead & Injured Players box. The player won't be playing Blood Bowl any more unless he is raised to join another team!

WEATHER TABLE

2D6	Result
2	Sweltering Heat: It's so hot and humid that some players collapse from heat exhaustion. Roll a D6 for each player on the pitch after a touchdown is scored. On a roll of 1 the player collapses and may not be set up for the next kick-off.
3	Very Sunny: A glorious day, but the blinding sunshine causes a -1 modifier on all attempts to pass the ball.
4-10	Nice: Perfect Blood Bowl Weather.
11	Pouring Rain: It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier applies to all catch, intercept or pick-up rolls.
12	Blizzard: It's cold and snowing! The ice on the pitch means that any player attempting to GFI will slip and be Knocked Down on a roll of 1-2, while the snow means that only quick or short passes can be attempted.

PRE KICK-OFF SEQUENCE

- Place ball on Pitch
- Scatter Ball (1D8 direction/ 1D6 distance)
- Roll on the kick-off table

KICK-OFF TABLE

2D6	Result
2	Get the Ref: The fans exact gruesome revenge on the referee for some of the dubious decisions he has made, either during this match or in the past. His replacement is so intimidated that for the rest of the half he will not send players from either team off for making a foul nor ban players using secret weapons.
3	Riot: The trash talk between two opposing players explodes and rapidly degenerates, involving the rest of the players. Roll a D6. On a 1-3, the referee lets the clock run on during the fight; both teams' turn markers are moved <i>forward</i> along the turn track a number of spaces equal to the D6 roll. If this takes the number of turns to 8 or more for both teams, then the half ends. On a roll of 4-6 the referee resets the clock back to before the fight started, so both teams turn markers are moved one space <i>back</i> along the track. The turn marker may not be moved back before turn 1; if this would happen do not move the Turn marker in either direction.
4	Perfect Defense: The kicking team's coach may reorganize his players – in other words he can set them up again into another legal defense. The receiving team must remain in the set-up chosen by their coach.
5	High Kick: The ball is kicked very high, allowing a player on the receiving team time to move into the perfect position to catch it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.
6	Cheering Fans: Each coach rolls a D3 and adds their team's FAME (see page 18) and the number of cheerleaders on their team to the score. The team with the highest score is inspired by their fans' cheering and gets an extra re-roll this half. If both teams have the same score, then both teams get a reroll.
7	Changing Weather: Make a new roll on the Weather table (see page 20). Apply the new Weather roll. If the new Weather roll was a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	Brilliant Coaching: Each coach rolls a D3 and adds their FAME (see page 18) and the number of assistant coaches on their team to the score. The team with the highest total gets an extra team re-roll this half thanks to the brilliant instruction provided by the coaching staff. In case of a tie both teams get an extra team re-roll.
9	Quick Snap! The offense starts 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	Blitz! The defense starts their drive a fraction before the offence is ready, catching the receiving team flat-footed. The kicking team receives a free 'bonus' turn: however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover then the bonus turn ends immediately.
11	Throw a Rock: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME (see page 18) to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armor roll is required.
12	Pitch Invasion: Both coaches roll a D6 for each opposing player on the pitch and add their FAME (see page 18) 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.

POST KICK-OFF SEQUENCE

- Resolve kick-off table
- Bounce (1D8 direction/ 1 square)
- Catch or Touchback