

Blood Bowl Tournament - Stupor Bowl Soiree 2025

At Chicagoland Dice Dojo

Last Update 21 February 2025

[Stupor Bowl Rules Packet](#)

[Stupor Bowl Roster Builder](#)

This one day tournament is designed to give Coaches competitive practice using the Adepticon Stupor Bowl XVI ruleset. We will accept rule changes to the Adepticon rule set up to the cutoff date of 15 February 2025.

Organizer: Wallace Fajardo / [Discord](#) / d2b2league@gmail.com

Date: 23 February 2025

Time: 10:00a -6:30pm

Location: 5550 N. Broadway Chicago, IL 60640

Entry Fee: \$20

Registration: [Eventbrite](#)

NAF Listing: [Stupor Bowl Soiree 2025 @ The Dice Dojo](#)

Schedule

Registration	10:00-10:30
Round 1	10:30-12:30
Break / Paint Judging	12:30-1:15
Round 2	1:15-3:15
Round 3	3:30-5:30
Awards/Prizes	5:30-6:00

Rules

- Painted Teams are not required for this event, however teams DO have to meet a 3 color minimum to be eligible for **Best Painted**.

- 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/>
- We will use normal weather tables and rules. Each table rolls their own weather.
- Normal Kick of Table will be used.
- **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:** This is a one day three-game tournament. Rosters reset after each game (i.e., resurrection style). 1st round random pairings, 2nd – 3rd round Swiss.
- **Stupor Bowl Shuffle** - At the Stupor Bowl event, Coaches are given cards to use during their match. To simulate this, we'll be using [Blood Bowl's Special Play](#) cards. Additional details are below.
- **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.

What to Bring

- Your Blood Bowl Team
 - Alt Sculptures and proxies are allowed as long as positions are clearly distinguished. If any issues arise, please flag your TO.
- A set of Dice (3 Block Dice, 2 D6s, D8, D16)
 - We will have a limited number of additional dice available.
- Optional: You're preferred pitch
 - We have several community mats and boards
- Good Vibes
 - <https://thenaf.net/about-the-naf/good-habits-guide/>

Stupor Bowl Shuffle

D6	Deck
1	Random Events
2	Dirty Tricks
3	Magical Memorabilia
4	Heroic Feats
5	Benefits of Training
6	Miscellaneous Mayhem

At the beginning of the tournament at registration coaches will roll a D6 to draw a card from a Special Play Deck.

Coaches will be able to use this card in their match following the rules and timing noted in the card. Coaches may only play one card per match. When you play your card, it may be claimed by the opposing coach. You can not play a card that has been played already in this match.

Between rounds you may exchange your card for a

new one. You will roll a D6 to select which deck you will draw your new card from.

Submitting Scores

Coaches will receive a spiral bound tournament pack inclusive of:

- Player Details
- Score Card
- Game Aids
 - Kick off Table
 - Prayers to Nuffle
 - Scatter Template
- Stupor Bowl XVII Ruleset (includes Scores Player details)

At the end of each round, Coaches will turn in their tournament pack to the TO for scoring. The TO will then give packs back to Coaches at the start of each round as pairings are announced.

After the Tournament these packs are yours to keep! We hope they help you during the big day at Adepticon.

Spare Player

In the event of an odd number of coaches, we will have a Spare Player playing in the tournament. If a coach is paired against the Spare Player, then they will play the game as normal and record the result in the same way as any other match.

Spare player is not eligible for any prizes. Spare player matches will not be reflected in NAF placings/ranks.

BYE

If you do not wish to play the Spare Player, you can take a BYE for the round. The BYE will count as a 0-0 game with neither side inflicting casualties. In the event of a tie in rankings due to the BYE, the tie will break in favor of the player who played and completed matches.

Conceding/Dropping

Sometimes games just don't go your way. Your players are beaten up, your apothecary is working overtime trying to patch everyone up and the crowd is beginning to turn against you; yet you still carry on, determined to scrape something out of your match! Even if your team is losing, it is good sportsmanship to continue to play to the very end of the game. Real-world sports teams don't quit the pitch when the going gets tough, and neither should Blood Bowl Teams!

Should a player concede a game, their opponent will automatically receive a 3-0 win (unless the score at the time of concession was better) and will receive the maximum number of Bonus Points available. Additionally the player that conceded will be awarded no bonus points and will suffer a penalty of 1 tournament point.

Should a player wish to drop from the tournament, please let the organizer know. Dropping from the tournament will void any opportunity to receive awards.

Roster Building

Please follow [Adepticon Guidelines](#) on Roster building. Pages 2-4. Scare Players will be eligible for play.

Use this [custom bbroster](#) link to build teams using Stupor Bowl's format and Scare Players.

Roster Submission

Please submit rosters to d2b2league@gmail.com by 21 February 2025 for review/validation.

Your submitted rosters will be printed by the TO and available on game day.

Scoring

Win 60 points | **Draw** 30 Points | **Loss** 10 Points

Additional Points

- +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!)

Prize Support

Please work with the Tournament Organizer to claim prizes.

All Coaches who participate will receive a D3!

- **Overall Champion Award** – Trophy, Adepticon Badge (Gen Admission) + 1 Day Entry to Stupor Bowl OR \$100 in Store Credit
 - If you wish to have the Adepticon pass+entry, we will purchase this day of the event after the awards ceremony.
 - If you have already purchased an adepticon badge, a copy of your receipt proving purchase will be required in order to receive a reimbursement. Reimbursement amount will not exceed \$100.
- **Second Place** - Trophy, first pick from prize pool.
- **Best Stunty** - second pick from the prize pool.
- **3rd Place** - Medal, third pick from the prize pool.
- **Most Casualties (not placed)** - fourth pick from prize pool.
- **Best Painted** - fifth pick from the prize pool.
- **Most Completions (not placed)** - sixth pick from prize pool.
- **Most Fouls (not placed)** - seventh pick from prize pool.
- **Last Place** - Wooden Spoon, Free Entry to the next Tournament
- **Most Sent Off (not placed)** - Free Entry to the next Tournament.

First, Second, and Third places are based on performance in the top two tables during the final round.

Trophy winners will have a custom nameplate sent to them after the event.

Prize pool will consist of GW Blood Bowl Team boxes and Block dice made by Baron of Dice.

*Best Stunty requires at least two stunty teams registered.

** Coaches need to be present in order to win awards. Special considerations are made for out of town Coaches who qualify for awards but need to leave early due to travel.**

Trophies

We'll award trophies on the day of the event. Name plates will be shipped later. Some examples from previous winners are below.

