

THRUBBALL 2016

Welcome to the Eleventh annual Thruddball Tournament, Organised by GCN club BRGA. Have a “Thrudderly” good time!! This pack details everything about the weekend but if you’ve a question email thruddball@brga.club, see <http://thruddball.com/> or call TweetyRawdon on (07845) 716419

RULES

The tournament will be played using the CRP rules i.e “Competition Rulepack” *and the Throwing Ranges (as the range ruler is measured by squares and not from the player's base).*

The Throwing Ranges are on the back page of this rules pack.

Please ensure that you have read and have access to these rules on the day.

TIME LIMIT

Rounds are two hours apiece, so play to four minutes or risk not finishing! You will be given a warning 15 minutes and 5 minutes before the end of the round.

AWARDS

Thruddball Champion

The Glowworm Award (Fourth place)

Best Painted Team & Auction Item

DockBowl Champ (Best of Worst)

Pint-Sized Pacifiers, our Stunty Cup:

highest ranking Stunty Team – Goblin,

Ogre, Halfling, Skink or Underworld

Most Sporting, Best Thruddling

STRUCTURE

We will play 6 games of Blood Bowl over the weekend.

At the end of the Sixth round, the player with the most tournament points will win the **Thruddball Trophy**. Strength of Schedule determines final placings this year, so if two coaches win 5 and lose 1, the winner will be the coach who played the highest average finishing position of all his opponents.

At the end of Round 5, the bottom four teams are entered into “**DockBowl**”, played on Bogg Norr Dock and Seaside!! The rest will be thruddling for position and improving overall NAF rankings for the weekend.

Runner Up

Comeback King (Best on 2nd Day)

Most TDs & Best Defence

Most Casualties

Most Thrudded (Dead Last Place)

Best Newcomer (played ≤ 3

Tourneys & been playing ≤ 3 yrs)

Thrud Gurning Champion

THINGS TO SORT OUT YOURSELF

1. Somewhere to sleep overnight – **CAN CAMP AT VENUE** Friday and Saturday Night

2. Spending money for bar & auction...and the bar (we LOVE the bar, it's CHEAP!).

3. Transport to and from the event

THINGS YOU NEED TO REMEMBER

1. Your (preferably) Painted Team

2. A copy of the Competition Rules, Throwing Ranges and New Experimental Teams

3. Team Roster (*two copies please*)

4. Dice (including block dice)

5. Range ruler, scatter templates

6. This Tournament Pack

7.) A Ball

THRUDBALL 2016

TEAM SELECTION

Teams should be selected from the Teams section of the Competition Rules or from the three [New Experimental Teams](#) – Chaos Pact, Slann or Underworld. . A MAXIMUM of **1,200,000 Gold Coins** are available to Field your team.

DEAD AND SERIOUS INJURIES

If a player dies or is seriously injured during the match, To-Me Ku-Pa's Spell of Weasley Cunning whisks the player away for full healing / reanimation. In other words, players which die are healed to full health for the next match with all skills and fundamentals intact.

WIZARDS

Team wizards CAN be hired, BUT evil necromancer, To-Me Ku-Pa, WILL zap any spellmeister who DARES nick his beach towel!

INDUCEMENTS

ALL Inducements CAN be used at this event this year!

TEAM PROGRESSION

There is NO Team progression at Thrudball, your team does not gain any additional skills during the tournament, or raised zombies.

PRIZES

Prizes are sponsor- generosity dependant. I'll update the website as/if details emerge.

PAINTING

Besides every Bloodbowl Board there will be a Results card. Each will have TWO tear-off strips with which to vote for the Best Painted Auction Item (Saturday Lunchtime) and Best Painted Team (Sunday Lunchtime). The Referees will shortlist 3-7 Auction Items and teams after the first and fourth matches, for you all to vote on after the first and fourth games.

SCORING

Games will be scored as follows:

	Win	Draw	Loss
Result	3	1	0

*ALL Casualties are included (Star Player, Fouls, Kick Off Table, Crowd Surf). Strength of Schedule will determine Final Placings if tied.

SPORTSMANSHIP

No sportsmanship scores are added in this event. If you are in breach of sportsmanship you will be **yellow** carded deducting 3 points from your score, persist in un-sportsman like behaviour and a **red** card will eliminate you from the event. The referees are looking for examples of great sportsmanship, please tell us if you're impressed by your opponent's attitude in this respect.

Early Bird Roster & Payment Bonus

Rosters submitted by 17/07/16 gets you **3 Free Assistant Coaches***.

Payment of fees by 17/07/16 gets you **3 Free Cheerleaders***.

*On your Roster, not models.

Internationals and Newbies automatically get these bonuses.

PAYPAL thrud.payments@brga.club

THRUDBALL 2016

STAR PLAYERS

Star Players WILL be allowed this year, To-Me Ku-Pa has Thrud to protect him from any tough guys! The price for Star Players from the list in the Competition Rulebook is per the Competition Rulebook.

Belly, Maude, Cubby, Beeblekin Aang and Chester are allowed as Star Players; **new rules, pages 5-10.** You also can **create your own stars** for your team. To do this you will need to **purchase your players skills.**

SKILL COSTS

Cost	Required
+20,000	"Normal " New Skill
+30,000	"Double" Skill (Skills taken on rolling a double)
+30,000	+1 MA or +1 AV
+40,000	+1 AG (Stunty Skilled Players)
+50,000	+1 ST (Stunty Skilled Players)

STAR PLAYER CREATION RULES:

1) You may **not purchase the same combination of skills or stats on more than one player** (this includes players with just one skill, so you may not have two players with just Block, but you may have one with just Block, one with Block & Dodge and one with Block & Tackle).

2) You may **only create experienced and veteran players (up to two skills per player).** Must have in total **>=11 players (including all Stars)**

3) **Only one of each stat increase is allowed per TEAM,** so sorry NO you CANNOT make six +1 Strength halflings / gobbos ...

4) Veteran Created Star Players (I.E. with Two skills), **MUST have at least one "Normal" (+20k) New Skill.** So you **can't create a Star Player with 2 Stat increases, a Stat increase + a Double Skill or 2 "Double" Skills.**

5) The **Total Number of Star Players (Created + CRP) you can buy** depends on **the team you're using...**

Team	Max. No. Stars
Amazon	3
Chaos	6
Chaos Dwarf	4
Chaos Pact	6
Dark Elf	4
Dwarf	3
Goblins	6
Halflings	6
High Elf	5
Human	4
Khemri	5
Lizardmen	4
Necromantic	4
Norse	4
Nurgle	6
Ogres	6
Orc	4
Pro Elf	5
Skaven	4
Slaan	6
Undead	3
Underworld	5
Vampires	6
Wood Elf	3
Skinkx	6
UnderGobs	6

***ONLY STR 1-2 & STR5 Players from the Rosters to qualify for Stunty Cup.**

THRUDBALL 2016

SCHEDULE

FRIDAY

5PM BRING-YOUR-OWN-MEAT-BBQ

8PM CAMPFIRE SHENANIGANS!!!!

10PM MOST THRUMLIKE CONTEST

SATURDAY

8:30-9:30AM REGISTRATION

10 AM FIRST GAME

12 PM LUNCH

12-12:30PM Best Painted Auction Item Votes

1PM 2ND GAME

3PM - 4 PM Throdgeball TEAM Challenge

4PM 3RD GAME

6:30 - 7:30PM CHARITY AUCTION

8PM-Close Board /Dice/Card Games

SUNDAY

9:30-10 AM HANGOVER CURES!!

10AM 4TH GAME

12AM LUNCH

12:15-12:45PM BEST PAINTED TEAM VOTES

1PM 5TH GAME

3:15 PM 6TH & FINAL GAME

5:30-6PM AWARDS & CLOSE

SATURDAY ENTERTAINMENT

Throdgeball TEAM Challenge

We will run a Fancy Dress Team Water Dodgeball challenge Saturday from 3-4 PM. Three Members per team. **MUST** be willing to get WET. Prizes for best costumes and Throdgeball champions!

THRUMLIKE COMPETITION

Are you outgoing, an extrovert? Have you an amusing Thrudlike Moment you'd share with us? Will you do *anything* for a laugh, in the quest to be Most Thrudlike? Will you sign the

disclaimer promising not to sue due to your (social or otherwise) death? Then YOU could be Most Thrudlike, see the refs on the Friday for more details...!

Most Thrudlike Award & All Entries get FREE Thrudweizer!!

THRUD GURNING

Since we sourced our cheap plastic Thrud Helmet and Latex axe, people have been compelled to put them on and pull silly faces at the camera... We'll be taking Thrud Gurning pictures throughout the weekend. May the ugliest face-puller (your own face, not someone else's) win!

Gurning Award and Thrudweizer for the Winner.

WANDERING THRUMLIKE AUCTION

Each round we auction Wandering Thrud. Coaches bid for the honour of determining which Table Wandering Thrud appears at... A restriction after the round one is Thrud cannot visit the top 5 tables... Unless both coaches agree. **Win a Free BEER!** See Wandering Thrud on <http://thrudball.com/wandering-thrud/>

DOCKBOWL

The four lowest ranked teams at the end of round 5 sneak off to Bogg Norr dock and attempt to **STEAL** the Golden Ball. Dockbowl is like dungeombowl at sea...**Dockbowl trophy for the winner**

THRUDBALL 2016

STAR PLAYERS – Belly Smalls

Limited Edition 2012 Halfling Star Player, Belly Smalls can be hired during this year's tournament. If you do not own Belly, a FAT Halfling Model will do!

Belly Smalls Halfling Star Player

Movement 1-8*

Strength 1-8**

Agility 3

Armour 10

Skills

Juggernaut, Block, Mighty Blow, No Hands, Loner

Special

Fan Favorite, B.I.G.G., C.L.A.W. (Crushing Load, Ample Weight)

Teams

Belly will play for ANY TEAM

Cost

250,000 GP

B.I.G.G. (Belly Is Gonna Getcha) Special Rules

(Revised May 2015)

Belly's Armour is enchanted and moves magically. Unfortunately the wizard who wrote the enchantment liked his pipe-weed a little too much, so Belly does not have full control of how fast or the direction in which he is travelling.

MOVEMENT*

Belly may only take Move Actions and cannot GFI. No Dodge roll is required if Belly leaves a Tackle Zone. At the start of his Player Turn, he makes an unmodified Agility Roll. If he succeeds, you may determine his Movement (from 1 to 8 squares). If he fails, roll a D8 to determine Belly's Movement. (Put the D8 on your Turn Marker to remember how fast he's moving).

DIRECTION

Once Movement for the Player Turn has been determined, place the Throw-In Template over his head. Make an unmodified Agility Roll for EACH square of Movement he has. If he succeeds, he can determine the direction he is heading in. If he fails, roll a D6 & use the Throw-in Template to determine his direction. Note once Belly is stunned or worse, or if he hurts a player on his own team, his Movement that Player Turn ends. Otherwise Belly moves until he runs out of movement, leaves the pitch, or encounters another Player.

STRENGTH**

Belly's Current Movement EQUALS his Strength (by Momentum, to a minimum of 1). If during his Move Action he would move into an occupied square Belly will throw a Block at whoever is in that square, Friend or Foe (and even ignores Foul Appearance!). This follows all the normal Blocking rules, EXCEPT that Belly's Strength is Equal to his Current Movement.

Any Prone or Stunned players in his path are splattered as Belly rolls over them, push them back



and make an Armour Roll as if Belly had the Claw Skill. Belly MUST follow up if he will push back another player, and will then carry on with his Movement as described above.

Note Belly can be blocked and injured, but cannot be knocked down or placed prone. Roll for Armour and Injury normally but place the Belly's Supporter figure in the relevant Dug Out Box to represent Belly's Injury. Belly is simply too heavy to fit on a stretcher, and so remains in play Until a TD is Scored, the half ends, or he is Crowd Surfing.

CROWDSURFING

If Belly's Movement takes him off the pitch, he spends the next D3 Team Turns flattening fans! Put the Belly Miniature on the relevant Team Turn Marker on the Team Turn Track. He re-joins the match the following turn!

Roll a D6 for BOTH Teams. On a 1 (1-2 for the opposing side) reduce that Team's FAME by 1 for the rest of the game (if not possible, increase the opponents FAME by 1). Stadium Owners take a dim view of damage to seating, and charge whichever team who lost FAME 10'000 GP from their match winnings. There is nothing in the Book of Nuffle to say it is against the rules to come back onto the pitch if you are Crowd Surfing (Not even Nuffle expects anyone to manage this!).

Assuming a TD isn't Scored first or the Half Ends, randomise a board edge, roll 2D6 (sides) or D8 (end-zones) from the centre to determine where he reappears. Roll D8 for Current Movement, and use the Throw-In Template for Direction.

Note these rules are Experimental (3rd Draft) and are NOT legal LRB6, but ARE Legal at Thrudball.

HIRE COST = 250,000 GP.

Belly will play for ANY TEAM, as occasionally a non-Halfling team will hire the Wizard who created Belly's Armour to "borrow" him for a match ...

THRUDBALL 2016

STAR PLAYERS – Maude “Du Chocolat” Rosbif

Limited Edition 2013 Halfling Star Player, Maude Rosbif, can be hired during this year's tournament.

Maude Rosbif Halfling Star Player

Movement 5

Strength 2

Agility 3

Armour 6

Skills

Dodge, Stunty, Right Stuff, Loner, Hall Mary Pass

Special

Magic Cakes*

Teams

Maude will play for ANY TEAM (3x cost for Non-Halfling Teams).

Cost

60,000 GP Halfling / 180,000 GP Other

Magic Cakes* Special Rules(Original Rules July 2013)

Once per turn, Maude can throw one of his magic cakes. Decide which cake to throw, and follow the rules below:

Rock Cakes

Made from Maude's unique Heavier-In-Air dough, the moment they leave his hand they begin to grow and become more rocklike. If they land in an occupied square, Friend or Foe, make an immediate Block Action against the occupier as if they were being hit by a strength D6 Player. One resolved, the cake turns into a normal (but still delicious, according to apothecaries) Rock Cake.

Gluestard Pies

These are made from magical gluelike custard, which once released from its pastry confines moves, like some silly chaotic dessert. If a pie lands in an occupied square, the gluestard quickly crawls all over the occupier, immediately covering him (put a cake counter under the occupier).

The occupier then cannot see, pick up, throw or catch the ball, loses his tacklezone as per a successful Hypnotic Gaze Roll, gains the Take Root Extraordinary Ability, and can only move randomly (if he doesn't Take Root first) rolling a D6 and using the Throw-In Template for each square of movement.

The occupier is stuck (excuse the pun) like this until he can roll 2D6 and get less than or equal to his (Strength + Agility). If he succeeds, he has managed to force the gluestard into a ball, and must then perform a hand off to an adjacent player, or the gluestard escapes and covers him again.

If the pie lands in an empty square, place a cake counter in that square. The Gluestard will then move D3 squares in between each teams turns (coaches take turns to control the Gluestard, starting with Maudes Coach), using the Throw-In Template for



each square of movement, until either a victim is pushed back into the Gluestard, or it wanders into a victim, off the pitch, a Touchdown is scored or the Half Ends.

Death by Chocolate

This gateaux of power is magically irresistible to whomsoever sets their eyes upon it, and tastes of what you most desire. Four food critics surviving the same gateaux told interviewers it tasted of: Mithril Muffin (Dwarf); Finest Elf Flesh (Ghoul); too beautiful to describe (High Elf); No comment (Norseman – too hung over).

If a Death By Chocolate lands in an occupied square, the occupier MUST eat it immediately. Roll D6 on the Table below to check his fate:

D6 Result

- 1 **Hm-mmm! Not Bad!** He suffers no ill effects consuming the cake.
- 2 **Chocoholic!** Overcome with desire for more cake, the consumer MUST head towards Maude, making only Move Actions, until he successfully blocks him and steals another Death by Chocolate (then roll on this table again)
- 3 **Chocolate Heaven!** The consumer is filled with contentment, and lays down to have a quick nap. Place the player on his back as if PRONE.
- 4 **It's MINE!** Fearing that someone will steal his cake before he finishes it, the consumer dives to the floor and covers the cake with his body. Place the player face down as if STUNNED.
- 5 **Migraine!** The consumer is KO'd with a *serious* Headache.
- 6 **Dead Good!** Oh Dear, the cake is to DIE for! Place the player in the Dead and Injured box. Apothecaries and Regeneration rolls are still allowed.

The enchantment wears off if a Death By Chocolate lands in an empty square.

Note these rules are Experimental (1st Draft) and are NOT legal LRB6, but ARE Legal at Thruddball.

THRUBBALL 2016

STAR PLAYERS – Cubby, Wardrobe of DOOM!!!!!!

Limited Edition 2014 Treeman Star Player, Cubby, Wardrobe of DOOM, can be hired during this year's tournament.

Cubby, Wardrobe of DOOM! Star Player

Movement 4

Strength 5

Agility 2

Armour 9

Skills

Loner, Tentacles, Break Tackle, Tackle, Always Hungry, Razor Sharp Doors(Claw), Throw Team Mate

Special

Blarnia*, Root Song**

Teams

Cubby will play for ANY TEAM (He hates EVERYBODY)

Cost

290,000 GP

Blarnia * Special Rules(Original Rules July 2014)

Cubby has a portal to an alternative dimension within himself, the blisteringly unnecessary and hostile land of Blarnia. He has limited control of the doorway to this place of DOOM, and tirelessly tries to feed his opponents to it.

If Cubby successfully Blocks or Blitzes an Opponent, he attempts to devour them. Both coaches Roll a D6 and add their players Agility. If Cubby's score beats his opponent then instead of knocking them down they are swallowed. Place them in Cubby's reserves box. At the start of each following Team Turn, roll to see what happens:

Blarnia Roll D6 Results

1-2 Coming out the Closet: Player is regurgitated. Cubby's Coach places the player in an empty tackle zone, and makes armour rolls for them.

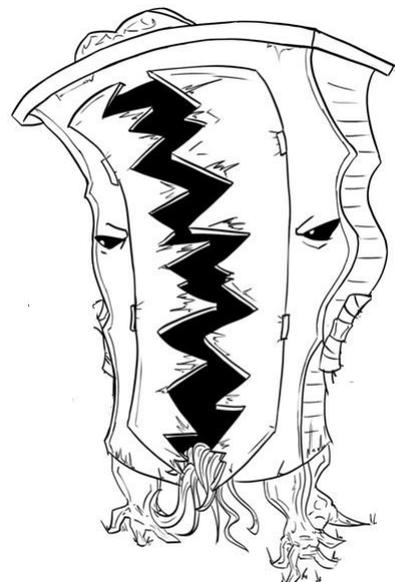
3-5 Still Digesting: Player stays within Cubby till the next Devour roll, hanging desperately onto coat hangers over the open portal.

6 all the Turkish Delight you'll ever need: Player is DEAD, and cannot be regenerated, apothecarised, or even buried... Note Cubby can devour several players simultaneously...

ROOTSONG

Alike many amputees, Cubby often experiences "ghost" sensations from his missing roots. He has taught himself a Rootsong that helps soothe the pain of these unwelcome feelings. Strangely this also affects other rooted Trees. If Cubby spends a Player Turn JUST singing, other Rooted trees can re-roll their Take Root.

Note these rules are Experimental (2nd Draft) and are NOT legal LRB6, but ARE Legal at Thruddball.



THRUDBALL 2016

STAR PLAYERS – Beeblekin Feeble / Halfletta Choux - Halfling Deff Trike

Limited Edition 2015 Halfling Star Players, Beeblekin Feeble and Halfletta Choux - Halfling Deff Trike, can be hired during this year's tournament.

(NOTE: You must have TWO slots open on your roster to induce this duo which counts only as one star player inducement)

Beeblekin Feeble / Halfletta Choux - Halfling Deff Trike

Movement 6

Strength 5

Agility 2

Armour 9

Skills

Beeblekin: Loner, Break Tackle, Juggernaut, Piling On, No Hands, Secret Weapon, Frenzy

Halfletta: Loner, Chainsaw, Secret Weapon, Dirty Player, No Hands

Special

Wheelle

Teams

Pies-Are Hot will deliver to, hence Beeblekin and Halfletta will play for , ANY TEAM

Cost

290,000 GP

(NOTE: You must have TWO slots open on your roster to induce this duo which counts only as one star player inducement)

Use the Deff Trike's Stats for Beeblekin AND Halfletta for all game mechanics. IF either is injured, or if Halfletta falls Kick Back, BOTH players AND Trike are removed. They NEVER leave the Trike

Note ONLY BEEBLEKIN can Move the Trike, & Blitz. Halfletta can only Block Or Foul (without movement). If either fall / are knocked over, +3 to injury rolls due to Halfletta's chainsaw, Piecutter.

Special Skill - WHEELIE

When Blitzing, Beeblekin may choose to pay 3 Squares of Movement rather than 1, and "POP a wheelle". If the blitz is successful, and the target is knocked down, Beeblekin can then DROP the wheelle to Reroll the Armour or Injury Roll for the Victim WITHOUT Halfletta and Beeblekin (and of course the Trike) needing to be placed prone. Wheelies DROP at the end of the Blitz anyway.

He can also use Piling On normally, e.g. via normal Block or Blitz. Halfletta, Beeblekin and Trike would ALL be placed prone as normal with Piling On. Halfletta can make her Player Action BEFORE Beeblekin Piles On, but NOT after - she cannot drive!



Demonandonandonandon currently holds the record for Secret Weapon Ref Fatalities. Hence the RARG officially accept ONE bribe of only 100'000 GP for BOTH Halfletta AND Beeblekin.

Note these rules are Experimental (1st Draft) and are NOT legal LRB6, but ARE Legal at Thrudball 2016

THRUDBALL 2016

STAR PLAYER – Aang Gree – Pirate Star Player

Limited Edition 2014 Star Player, Aang Gree, can be hired during this year's tournament.

Aang Gree – Pirate Star Player

Movement 6
Strength 3
Agility 3
Armour 8

Skills

Two Heads, Claw, Fan Favorite, Loner, Pass, Sure Hands, Strong Aarm

Special

Hexican Wave, Sea Legs

Teams

Will play for ANY TEAM (that has Rum), but before each match roll a D6 – on a 1, he sails off with the money instead (never trust PIRATES!)

Cost

180,000 GP

Sea Legs:

This is the Maritime version of Stand Firm, useless on land EXCEPT for when dealing with Tsunami's, magically induced sea-sickness, or magical effects like the Hexican Wave.

Hexican Wave:

Aang Gree may have been cursed by stealing the Hexican, but he also gained a great power from reading it's pages. Provided he is *standing* at the end of each Team Turn roll a D8: on a roll of a 1, a magical wave buffets the pitch and smashes into the players.

ALL prone or standing players (and the ball) are hit by the wave and are ALL moved a POTENTIALLY DIFFERENT NUMBER (D3 for each player) squares in the SAME random (D8) direction.

Resolve a wave from the far side / corner of the pitch to the direction that the Wave is coming from, and work backwards "towards" the wave to avoid confusion (as to which players have moved) and unrealistic collisions - remember, in reality they are all stumbling at the same time.

Apply the Wave Move to all eligible players. If a Wave Move would move a player into another player who has already been moved by a Wave Move, their Wave Move ends immediately.

If the Wave Move would push them into the crowd, roll 2d6 and apply injury results as normal. Players cannot Stand Firm, as only players with the Extraordinary Skill "Sea Legs" can resist and ignore these magic waves.

Fans LOVE Aang's Ability so much they often emulate the ghostly passage of the Hexican Wave across the pitch by standing up and punching each other in a kind of ripple effect around the stadium.



Example

T H E C R O W D		E	A		F	
		O		B		
				1	2	3
	G		D	4		5
				6	7	8

BEFORE



WAVE DIRECTION

T H E C R O W D			A	F		
	O	B				
				1	2	3
	D			4		5
				6	7	8

AFTER

At the End of a Coaches Turn, he rolls a D8 to see if a Hexican Wave is summoned, and rolls a 1!

The Coach then rolls a D8 for wave direction and gets a 4, so works from the Crowd towards the wave(right).

Regardless of what the Gutter Runner's D3 roll is, he is swept straight into the crowd!

The Elf rolls a D3 and gets a 2, so swiftly follows him, but the Orc rolls a 1 and so dangles precariously near the edge of the pitch.

Aang Gree has Sea Legs, so is unaffected by the Hexican Wave.

The Dwarf however has never even seen the ocean, rolls a 2, and is also left on the edge of the pitch.

Despite rolling a 3, the Orc stops the last square of the Beastman's movement.

Although the Flesh Golem has the skill Stand Firm, the Hexican Wave affects him too. He rolls a 2, but is stopped when he runs into Aang Gree. Yarg!

Note these rules are Experimental (1st Draft) and are NOT legal CRP, but ARE Legal at Thrudball 2016

THRUDBALL 2016

STAR PLAYER – Chester Gorgan – Pirate Starrrgh Player

Limited Edition 2015 Star Player, Chester Gorgan, can be hired during this year's tournament.

Chester Gorgan– Pirate Star Player

Movement 4

Strength 4

Agility 2

Armour 9

Skills

**Loner, Sea Legs, Regeneration, Thick Skull ,
Hypnotic Gaze, Sure Hands**

Special

Fix Me Riggin

Teams

Will play for ANY TEAM (that has Rum), but before each match roll a D6 – on a 1, he sails off with the money instead (never trust PIRATES!)

Cost

190,000 GP

Sea Legs:

This is the Maritime version of Stand Firm, useless on land EXCEPT for when dealing with Tsunami's, magically induced sea-sickness, or magical effects like the Hexican Wave, as produced by the Pirate Star Player Capt'n Aang Gree.

Fix Me Riggin:

Chester is a skilled Necromantic Assistant, and so when injured he will simply "swap" his damaged body parts with the nearest Crew Member.

In game terms, and at any time during the game, if Chester is injured and Falls to Regenerate, the next time a fellow team mate is injured and DOES regenerate, the Coach controlling Chester can decide which Player in the Dead and Injured box ACTUALLY Regenerates.

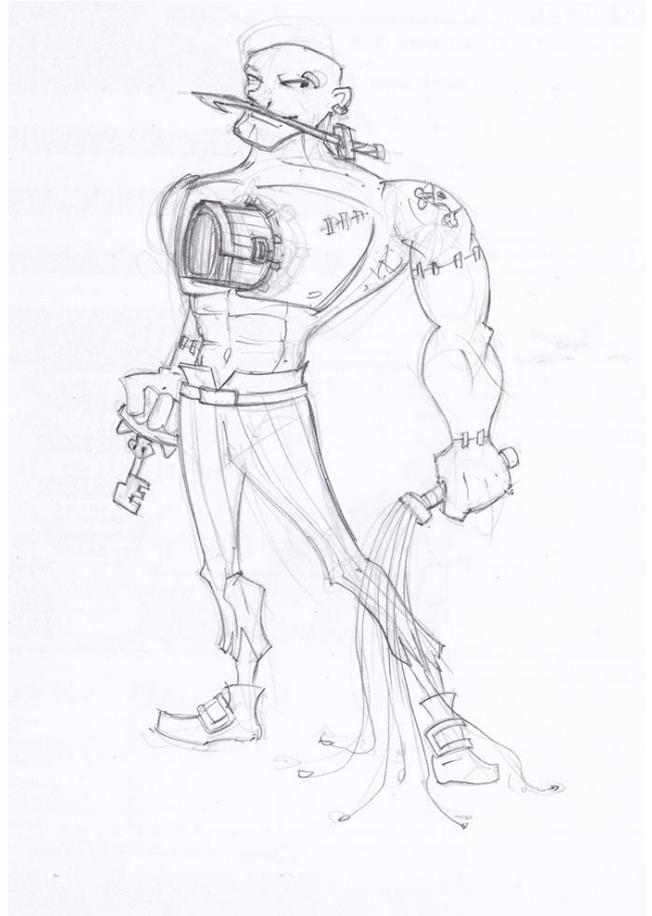
Hence Chester could swap a Regenerating Zombie for himself, a Seriously Injured Wight, or a DEAD Mummy.

Note he CAN only use this ability if HE is ACTUALLY IN the DEAD and Injured Box himself...

Note these rules are Experimental (1st Draft) and are NOT legal CRP, but ARE Legal at Thrudball 2016LRB6.



Concept Art:



THRUDBALL 2016

THE N.A.F

The N.A.F is a worldwide independent (GW supported) coach's society. Its aim is to organise, supervise and run BB tournaments worldwide.

Become a member and you'll get a personalised membership card (with your name and number) and a set of 3 NAF coloured Block dice. You can then access members only areas of the [NAF website](#), and are part of the world ranking system. Anytime you play another NAF coach, you can enter the result into the database. The more NAF coaches present at an event, the more effect on your ranking. NAF coaches have separate rankings for each race, so could be riding high in the Orc rankings, while languishing with Wood Elves. The NAF guys will be at the event in order to sign up new coaches and participate in the mayhem.

BRGA-LICIOUS! NIGHT OUT.

Bognor Town on a Saturday night... a holiday atmosphere in early August... tour the local inns ... eat, drink and party! See any BRGAN on Saturday for the best places to eat, drink, relax...or boogie! This year we'll be at the Newtown on Saturday evening to play Weed!, Perudo, etc – oh, and to be Thrudlike!

WHY BOGNOR REGIS?

Bognor is officially the sunniest sea side town in England, with plenty of pubs , a pier and a Butlins for the kids (if you want to make it a family weekend). Also close by is:

- the Witterings, an great award winning sandy beach ;
- Chichester (better shopping than Bognor maybe, Chi also
- has a Multiplex cinema, a cathedral and a great sports centre with pool);
- The beautiful South Downs (best viewed from Goodwood Hill-or by plane via Tangmere airfield);

Within half an hours drive are Worthing and Portsmouth. Southampton and Brighton are an hour away. All four make great shopping destinations if a “Bloodbowl Widow” is accompanying you.

FINAL NOTE

Please remember that Blood Bowl is a fun game and play within the spirit of the game. If you don't win who cares but just make the most of playing. Cheers guys and good luck. See you there...

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Regular Throwing Ranges

13	B	B												
12	B	B	B	B	B									
11	B	B	B	B	B	B	B							
10	L	L	L	B	B	B	B	B	B					
9	L	L	L	L	L	B	B	B	B	B				
8	L	L	L	L	L	L	L	B	B	B	B			
7	L	L	L	L	L	L	L	L	B	B	B			
6	S	S	S	S	L	L	L	L	L	B	B	B		
5	S	S	S	S	S	L	L	L	L	B	B	B		
4	S	S	S	S	S	S	L	L	L	L	B	B	B	
3	Q	Q	S	S	S	S	S	L	L	L	B	B	B	
2	Q	Q	Q	S	S	S	S	L	L	L	L	B	B	
1	Q	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
0	T	Q	Q	Q	S	S	S	L	L	L	L	B	B	B
	0	1	2	3	4	5	6	7	8	9	10	11	12	13

- T Thrower's Square
- Q Quick Pass
- S Short Pass
- L Long Pass
- B Long Bomb

Big Guy Throwing Range

6	S	S	S	S			
5	S	S	S	S	S		
4	S	S	S	S	S	S	
3	Q	Q	S	S	S	S	S
2	Q	Q	Q	S	S	S	S
1	Q	Q	Q	Q	S	S	S
0	T	Q	Q	Q	S	S	S
	0	1	2	3	4	5	6

- T Thrower's Square
- Q Quick Pass
- S Short Pass