



Welcome to the 13th annual Thrudball Tournament!

This pack details everything we can think you need about the weekend but if you have a question email thor87@live.co.uk, see <http://www.thrudball.com> or call Thor on 07815708926 – drop him a text first though, so he knows who it is...

RULES

The tournament will be played using the BB2016/CRP rules i.e. “Competition Rules Pack” with the NAF updates, and the Throwing Ranges as shown at the end of this pack (as the range ruler is measured by squares and not from the player's base). Please ensure that you have read and have access to these rules on the day.

TIMINGS

Rounds are two hours apiece, so play to four minutes or risk not finishing! You will be given a warning 30, 15 and 5 minutes before the end of the round. If you haven't finished your game within the time allowed, you will play until you have had an equal amount of turns, then dice down.

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 Thrudball 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 struggling for position and improving overall NAF rankings for the weekend.

Note: We are allowing Grudges for the 1st round at Thrudball 2018. They will cost you £5 to grudge someone. If you want to get out of a Grudge, it will cost £3. All Grudge money goes to Charity. Grudging allows you to Challenge a rival player to a game for the 1st round, rather than being selected at random.

FRIDAY	
5pm	Bring-your-own-Meat BBQ
8pm	Chill out around the camp fire
1am	Lights out
SATURDAY	
8.30am	Registration Bacon Rerolls
9.30am	Welcome and Announcements
10am	Game 1
12noon	Lunch & Thrudlike Challenge 1 Best Painted Auction Item
1pm	Game 2
3pm	Thrudlike Challenge 2
3.30pm	Game 3
6.30pm	Dinner, Charity Auction & Thrudlike Challenges 3 & 4
Evening	Card/Board Games, etc.
1am	Lights out
SUNDAY	
9.30am	Bacon Rerolls
10am	Game 4
12noon	Lunch & Thrudlike Challenge 5 Best Painted Team voting
1pm	Game 5
3pm	Game 6
5pm	Tidy up
5.30pm	Awards & Close

AWARDS

Thrudball Champion

Runner Up

Third Place

The Glowworm Award (Fourth place)

Comeback King (Most Improved)

Best Painted Team & Auction Item

Best Painted Thrud/Thrudlike Miniature

Most TDs

Best Defence

Most Fouls (Foreign Coaches only)

Most Casualties

Team Trophy*

DockBowl Champ (Best of Worst)

The "Hawk" Trophy (Stunty Cup)

Most Thrudded (Dead Last Place)

Best Newcomer (<4 Tournaments attended)

The "ddark" Award (Most Sporting)

Best Thrudling (Best under 16)

*Teams of 4 or more players are required to compete for this trophy. The top 4 from your club will have their scores, TD and Cas averaged; highest score determines the winner. Please notify us when you purchase your tickets if you wish to compete.

THINGS TO SORT OUT YOURSELF THINGS YOU NEED TO REMEMBER

1. Somewhere to sleep overnight – free camping is available at the venue for Friday and Saturday Night.
2. Your Painted Team (minimum three colours and based – preferably numbered as per your roster).
3. A copy of the BB2016/CRP Rules and updates, with appropriate templates/cards/etc.
4. Spending money for the Charity auction and the Bar.
5. Team Roster will be provided (you will receive 2 copies, one for you, and one for your opponent).
6. Appropriate Dice (including block dice) and a ball counter/marker.
7. Transport to and from the event.
8. This Tournament Pack.
9. A mug if you want hot drinks whilst camping

THRUDBALL 2018 TEAM SELECTION

Teams should be selected from one of 26 teams available from the Teams section of the BB2016/CRP or from the three NAF teams – Daemons of Khorne, Slann or Bretonnian. A MAXIMUM of 1,200,000 Gold Coins* are available to field your team, inducements and Star Players combined. Teams must have a minimum of 11 players on their roster (including all Star Players). No inducements may be purchased during the event.

E.g. you must have 11 players, 10 players and a star, or 9 players and two stars. Brick Fa'rth and Grotty count as 1 Star Player, but count 2 towards your maximum number of rostered players.

Note – To qualify for the Stunty Cup, your roster must only consist of roster players that a ST2 or below, or ST5 or more (before stars).

***Stunty teams that consist of only [Players or Star Players with the Stunty or Titchy special rules] or [Players or Star Players with ST5+] before any skills will receive a bonus 50,000 Gold Coins.**

DEAD AND SERIOUS INJURIES

If a player dies or is seriously injured during the match, To-Me KuPa'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. No injuries, deaths, SSP or anything else will carry over unto the next game.

INDUCEMENTS

ALL Inducements **other than Stadiums, Sponsors and any form of Wizards** may be used at this event this year. Note, Special Play cards may only be purchased at the prices listed in the CRP. Please write down which deck you are using on your roster and draw from that deck for all 6 games. Star Players may be taken as normal, including our unique Thruddball Star Players found at the end of this pack. Also, if the same Star Player is taken by both teams in a game, both players get to use them.

TEAM PROGRESSION

There is NO Team progression at Thruddball; your team does not gain any additional skills during the tournament, or raised zombies/rotters/etc.

SKILL PACKAGE

You also can create your own stars for your team. To do this you will need to purchase your players skills:

- +20k "Normal " New Skill
- +30k "Double" Skill (Skills taken on rolling a double)
- +30k +1 MA or +1 AV
- +40k +1 AG (Stunty teams only)
- +50k +1 ST (Stunty teams only)

SKILL PACKAGE 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, etc).
- 2) You may only have up to 2 skills per player.
- 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.

→→→→→→

Race	Max Number of Skilled/Star Players
Amazon	3
Bretonnian	3
Chaos	6
Chaos Dwarf	4
Chaos Renegade	5
Daemons of Khorne	5
Dark Elf	4
Dwarf	3
Goblin	6
Halfling	6
High Elf	5
Human	4
Khemri	5
Lizardmen	4
Necromantic	5
Norse	4
Nurgle	6
Ogre	6
Orc	4
Pro Elf	5
Skaven	4
Skinx*	6
Slann	6
Undead	3
Undergobs**	6
Underworld	5
Vampires	6
Wood Elf	3

Note: Teams with only players with S2 or Less, and S5 or more on their roster (before Stars, etc), will qualify for the Stunty Cup

* Stunty Qualifying Lizardmen

** Stunty Qualifying Underworld

★ ★ ★ Did you know...

Thrud the Barbarian once even managed to beat himself at Blood Bowl. He played for the first half for the Albion Wanderers, scoring twice and maiming all but 3 of their opponent, the Karak "Forty" Norners. The Dwarfs managed to bribe him with copious amounts of Bugmans XXXXX to swap sides at half time, where Thrud managed to remove all of the Wanderers players from the pitch (and the three remaining Dwarfs!), whilst scoring three more Touchdowns to win the game!

TICKETS

If you are a member of the NAF, tickets are £35, and are available either in person from Thor87 or via PayPal as friends/family to thruddball2017@hotmail.com. If you are not a member of the NAF, then your ticket will be £40 and includes your membership. **Please notify us of any dietary requirements with your payment.** Any player under 16 needs to be accompanied by an appropriate adult throughout the event.

BONUSES

Any player who has paid for their ticket and submitted their Rosters by 04/07/18 will receive a Thruddball goodie bag. International and Thrudling (u-16 years old) players will automatically receive the goodie bag, provided their ticket is purchased prior to 04/07/18.

All rosters need to be submitted to Thor87@live.co.uk by midnight on 28/07/18 with the heading: "Thruddball 2018 Roster for JOE BLOGGS" (change name to your NAF name). Failure to do so may incur tournament point penalties.

PRIZES

If you wish to sponsor any of the prizes with any goodies, please get in touch!

BEST PAINTING

When you sign in on the first day, you will be given a Results card. Each will have TWO sections with which to vote for the Best Painted Auction Item (Saturday Lunchtime) and Best Painted Team (Sunday Lunchtime). The Referees will shortlist several Auction Items after the first game and several teams after the fourth game, for you all to vote on. Player voting will account for half of the painting scores, with the other half being Referee choice. Please inform the Admin desk taking your score for Games 2 & 5 respectively of your choices (by marking it down on your results card). **Remember to set your team up during Lunch on day 1 if you want the chance to be put forward Best Painted team.**

We are also running a Best Painted Thrud/Thrudlike Miniature competition.

SCORING

Games will be scored as follows: **Win = 3 Draw = 1 Loss = 0**

PLEASE NOTE: Casualties are included for the following: Star Players, Fouls, Kick Off Table, Crowd Surf.

PLEASE NOTE: Strength of Schedule, followed by net TD & net Cas will determine Final Placings if tied.

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 Dungeonbowl at sea... If you do not want to be part of Dockbowl, please inform the Admin Station at the end of Game 5.

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. If you persist in poor behaviour, you will be shown a red card, and you will be removed from the event. If you believe your opponent is not being sporting, please speak to a Ref during or after the match. Red and Yellow cards are given at the Referees discretion. As always, we are looking for examples of great sportsmanship. With this in mind, there is a section on your Results Card to note down your favourite opponent. This will be noted when you hand in your Card at the end of Game 6. **Also, all reasonable requests to dice share must be accepted.**

THRUD

Thrud has decided to attend Thrudbowl this year and has even brought his boots along with him in case he gets to play! He is so fast that he can be seen in several games at the same time! Note that as Thrud gets Easily Confused, chances are he will probably NOT end the match playing for the same team that he started on!

	
THRUD THE BARBARIAN COST: £3 to Charity	
MOVEMENT 6	
STRENGTH 6	
AGILITY 2	
ARMOUR 9	
SKILLS Block, Break Tackle, Horns, Mighty Blow, Multiple Block, Bonehead, Thick Skull, Fan Favourite	TEAMS Any
SPECIAL Loner, Easily Confused	

Easily Confused

This player enjoys playing Blood Bowl so much and can get so engrossed in the game that he often forgets what side he's playing on! The problem is often compounded by the fact that players trying to point out that he's playing on the wrong side will be struck to the ground as soon as they get within this player's earshot.

At the start of each drive, each player in a game that Thrud is present at rolls a d6. The player with the highest roll (keep rerolling any drawn results) may set up and treat Thrud as his player until the end of the drive. Remember to roll off again at the start of the next drive. This may cause Thrud to change sides. Note it is quite possible for this player to swap sides numerous times in the match! Note, the player who hired Thrud in the first place gets a +1 for the first dice roll. If both players hired him, then both get the +1.

Also, if Thrud fails his Bonehead roll **2** times in a row, he will immediately change teams, as he has become so confused he has forgotten which team he is playing for!

If you wish to hire Thrud, please come to the Admin Station prior to your game starting. Once you have paid his fee (£3), you will get a stamp on your Results Card to show you have paid. If your opponent doesn't want Thrud to take part, they can bribe a local tavern keeper for £2 to keep Thrud well stocked with beer, so he misses the match. If this is the case, your opponent needs to bring your score card up to the admin station, and you will get a 2nd stamp for that game showing your hire of him has been overruled. All proceeds are added to the charity pot. Hiring Thrud can take you over the 16 players on a team rule, and if hired, he has to be set up on each drive he is not in the KO, Injured or Sent Off box. If Thrud is sent off, do not remove him from the pitch, and your opponent will automatically gain control of him (the ref is that scared of him, no bribe is required). Note, you cannot hire Thrud if you are playing on the top 5 tables (after the first game), nor on any table in the final game of the tournament, as he is too busy watching the final!

Note, there can be only one Thrud on the pitch, and **you have to supply your own Thrud miniature.**

STAR PLAYERS

Only the following Thrudball Stars can be included on any team for Thrudball 2018:

	
AANG GREE THE PIRATE Cost: 150,000	
MOVEMENT 6	
STRENGTH 3	
AGILITY 3	
ARMOUR 8	
SKILLS Regeneration, Two Heads, Bone Head, Claw, Pass, Sure Hands, Strong Arm	TEAMS Any
SPECIAL Loner	

The miniatures are available from the Thrudball website. If you wish to purchase a painted miniature ready to play with on the Thrudball weekend, please contact Thor on thor87@live.co.uk for prices and details.

	
CHESTER GORGON, PIRATE GOLEM Cost: 150,000	
MOVEMENT 4	
STRENGTH 4	
AGILITY 2	
ARMOUR 9	
SKILLS Loner, Stand Firm, Thick Skull, Regeneration, Bone Head, Wrestle, Multiple Block, Monstrous Mouth	TEAMS ANY
SPECIAL NONE	

FUTURE STAR PLAYERS

During the weekend, we will be voting on which two of the Thrudball Star Players you would like at Thrudball 2019. The choices are as follows:

- Belly Smalls, (Halfling Fanatic Wrecking Ball)
- Maude Rosbif, (Halfling Bombardier)
- Cuddy the Wardrobe of Doom (Hungry Troll/Treeman)
- Beeblekin Feeble on his Halfling Death Trike (Halfling Deathroller)
- Aang Gree, (Pirate Wight Thrower)
- Chester Gorgan (Pirate Flesh Golem)

Please put your choices on your Results slip when you hand them in at the end of the tournament. Star Player cards are available from the Admin station for you to see their rules in detail.

★ ★ ★ Did you know...

Following the utter humiliation of the Bretonnian Blood Bowl League by an individual Coach (Thrudball 2017 winner Itchen Massack), the Knights of the Round table decided to form their own NAF approved team. Now we can see Bretonnian Teams take to the field for the first time at Thrudball – let's hope Itchen Massack doesn't go on another rampage and leave the fair fields of Bretonnia bereft of their favourite sons (again!)

MOST THRUDLIKE.

Previously, Most Thrudlike has been competed for on the Friday or Saturday night at Thrudball. This year, we are doing something a bit different....

We are looking for 4 to 6 competitors to volunteer to compete for the Most Thrudlike title, and complete 5 Challenges over the weekend. These challenges will be run between games (see timetable for more information)

Challenges are:

- 1# Eating Challenge
- 2# Fancy Dress Agility Challenge (need to provide your own costume for this – points awarded for the best costume).
- 3# Drinking Challenge (non-alcoholic).
- 4# 3 Part Strength Challenge
- 5# Endurance Challenge

If you wish to take part, we are taking the first 6 volunteers names to do this. If you have any special dietary or allergy requirements, please let us know when you volunteer. Liability Waiver forms will be produced prior to the first task.

P.s. If you won Most Thrudlike in 2017, you are duty-bound to defend your title...

CAMPING

As you know, we offer free camping at the venue for Thruddball. However, we have been forced to issue some rules and guidelines for anyone camping.

1. Please respect other people who are camping, and remember that we are in a residential area.
2. **1am is lights out.**
3. Please drink responsibly.
4. Anti-social behaviour will not be tolerated and may result in your expulsion from the event.
5. No Personal Camp Fires. If you see a fire (other than the main fire), please alert the event staff or bar staff ASAP. There is a fire extinguisher at the front of Thor's Caravan.
6. Do not bring your own drinks into or outside the main hall. It is licensed premises.
7. Please keep your camping space tidy and litter free. There are bins provided, please use them. Please also ensure that you take all your belongings with you and leave the place as tidy as you found it.
8. The toilets in the hall will be open 24/7. However, please don't make a mess in there, and if you see any problems, let the event staff or hall staff know as soon as possible.
9. Any problems, contact Thor on 07815708926.

FOOD

We will be provided the following meals for everyone who has bought a ticket. Note, food only tickets are available at £20 per person, so if you want to bring your wife/kids along with you, and they don't play Blood Bowl, feel free!

Friday

Evening 18:00+ – Burgers and Sausages from the Barbeque – feel free to bring your own.

Saturday

Morning 08:30 - Bacon or Egg or Cheese butties for the Campers. Bring your own mug if you want a hot drink.

Lunch 12:00 - Packed Lunch style meal. Details on TFF soon.

Evening 18:30 - Barbeque. Each player will get 2 burgers and 2 sausages, along with a selection of sides, sauces and puddings.

Sunday

Morning 08:30 - Bacon or Egg or Cheese butties for the Campers. Bring your own mug if you want a hot drink.

Lunch 12:00 - Packed Lunch style meal. Details on TFF soon.

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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Note: The rules for Thrud, Ang Gree and Chester rules are Experimental (1st Draft) and are NOT legal CRP but ARE Legal at Thruddball 2018.

Concept Art: THRUDBALL 2018

The N.A.F is a worldwide independent (GW supported) coaches' society. Its aim is to organise, supervise and run BB tournaments worldwide. Become a member and you'll get online access to the World's largest blood bowl community, via your membership 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 to sign up new coaches and participate in the mayhem.

		0	1	2	3	4	5	6	7	8	9	10	11	12	13
		HO	Quick (+1)			Short			Long (-1)				Bomb (-2)		
0	HO	T	HO												
1	Quick (+1)	HO	HO												
2															
3															
4															
5	Short														
6															
7															
8	Long (-1)														
9															
10															
11															
12	Bomb (-2)														
13															

Please note, we will be using ONLY this chart for throwing. The range ruler is not to be used at Thruddball. If in question for Interceptions, please download the Interception app, or come and find Thor87 who has it on a tablet ready for any problems.