

THE BANK OF ALTDORFS CLASH FOR CASH



TOURNAMENT RULES PACK

CLASH FOR CASH 2025

April 5th at Critical Hit Games
115 South Linn St. Iowa City, IA 52240

The illustrious Bank of Altdorf has scoured the Old World for up and coming teams to participate in their annual showcase event, The Clash for Cash! Drawn in by a generous sum of inducement gold (and the largest cash prize for a Blood Bowl event in the state of Iowa!), these teams will face off to become this year's Clash for Cash Champion!

Cost

\$15 Pre-Registration

\$20 At-the-Door

Tournament Schedule

9:30 Registration Starts

10:00 Registration Ends

10:15 Round 1 begins

12:25 Round 1 ends

12:25 Lunch

13:15 Round 2 begins

15:25 Round 2 ends

15:35 Round 3 begins

17:45 Round 3 ends

18:00 Results & Awards

What You Should Bring

- Your Painted Blood Bowl Team
- Four Copies of your Team Roster
- Your Dice (Including Block Dice)

Tournament Rules

All rulings from the current May 2024 FAQ will be in effect as seen here:

https://bloodbowlbase.ru/core_rules/faq_280524/

Rosters Printed in the Blood Bowl Second Season Rulebook as well as any rosters from Spike Journals released at least two weeks before the event will be allowed. The NAF Roster for the Slann Team will be allowed. We will also be allowing the teams of Legend rosters for Tomb Kings and High Elves

General Rules

- Each match will roll their own weather.
- The standard Kick Off Chart will be used
- This will be a resurrection style tournament. (All injuries will be healed prior to the next match)
- No star player points will be accumulated or carried into the next match.
- Miniatures require a Minimum of 3 colors and must be based.
- Each model must be easily identifiable, i.e., numbered.
- We will be running 3 rounds of Swiss over one day.
- No Overtime will be played.
- We will be strictly enforcing a two hour and ten minute time limit.
- Once Time has been called, the active coach may finish the current player's action
- Once that player is finished, the game is over.

Team Building Rules

You will have 1,050,000 gold pieces to purchase your team. This money may only be spent on the following items:

- Rostered Players (11-16)
- Rostered Team Rerolls (0-8)
- Standard Apothecary (0-1)
- Assistant Coaches (0-6)
- Cheerleaders (0-12)
- Dedicated Fans (0-6)
- Hired Star Players (0-2)
 - If you and your opponent have the same Star Player, they will not play for either team
 - You must have 11 rostered players before you hire a Star Player.
 - Teams are allowed two star player slots. Hiring a Mega Star will use both of these slots
 - Teams may not use apothecaries or any other inducement that returns a player from injury on Star Players
 - Due to the proximity of Bank of Altdorf's vault containing the LARGE CASH PRIZE Star Players 'Bomber Dribblesnot' and 'Cindy Piewhistle' will not be allowed on the pitch!

As well as the team construction budget, all teams are given additional gold pieces by the Bank of Altdorf to supplement their team with inducements! The additional inducement budget will be separated into tiers as follows:

TIER 1 (250,000gp): Amazon, Dark Elf, Dwarf, Lizardmen, Norse, Orc, Undead, Skaven, Underworld, Wood Elf

TIER 2 (300,000gp): Chaos Dwarf, Elven Union, High Elf, Human, Imperial Nobility, Tomb Kings, Necromantic, Old World Alliance, Vampires, Slann

TIER 3 (350,000): Black Orc, Chaos Chosen, Gnome, Goblin, Halfling, Nurgle, Ogre, Snotling, Chaos Renegades, Khorne

You may purchase the following inducements at the limits defined in the rule book:

- (0-4) Temp Agency Cheerleaders 20k (Any Team)
- (0-3) Part-Time Assistant Coaches 20k (Any Team)
- (0-1) Weather Mage 30k (Any Team)
- (0-1) Team Mascot [Death Zone] 30k (Any Team)
- (0-3) Cavorting Nurglings [Death Zone] 30k (Favored of Nurgle)
- (0-1) Master of Ballistics [Death Zone] 40k (Old World Classic) 30k (Halfling Thimble Cup)
- (0-3) Bottles of Heady Brew [Death Zone] 40k (Halfling, Gnome, Snotling, Ogre, or Goblin)
- (0-2) Bloodweiser Keg 50k (Any Team)
- (0-1) Dwarven Runesmith [Death Zone] 50k (Old World Classic or Worlds Edge Superleague)
- (0-1) Medical Unguent [Death Zone] 60k (Any Team)
- (0-1) Waaagh Drummer [Death Zone] 50k (Badlands Brawl)
- (0-1) Halfling Hot Pot [Death Zone] 80k (Old World Classic) 60k (Halfling Thimble Cup)
- (0-3) Bribes 100k (50k for Bribery & Corruption Teams)
- (0-2) Wandering Apothecaries 100k (Not available for Sylvanian Spotlight teams)
- (0-1) Mortuary Assistant 100k (Sylvanian Spotlight)
- (0-1) Riotous Rookies 100k (Teams with Low Cost Lineman Keyword)
- (0-1) Plague Doctor 100k (Favored of Nurgle)
- (0-1) Master Chef 300k (100k for Halfling Teams)
- (0-1) Norscan Seer [Norse Spike] 50k (Any Team)
- (0-1) Healing Sprites [Gnome Spike] 50k (Any Team)

(In)Famous Coaching Staff (Teams may hire 0-2 Infamous Coaching Staff):

- (0-1) Josef Bugman 100k (Any Team)
- (0-1) Kari Coldsteel [Death Zone] 50k (Elven Kingdom League, Lustrian Superleague, or Old World Classic)
- (0-1) Schielund Scharlitan [Death Zone] 90k (Any Team) (If selected after the D3 Players are selected at Random, roll a D6 for each selected player. On a 1, the player gains Loner (2+) for the match.
- (0-1) Krot Shockwhisker [Death Zone] 70k (Underworld Challenge)

- (0-1) Papa Skullbones [Death Zone] 80k (Favoured of... or Underworld Challenge)
- (0-1) Fink Da Fixer [Death Zone] 90k (Badlands Brawl or Underworld Challenge)
- (0-1) Professor Fronkelheim [Death Zone] 130,000 (Sylvanian Spotlight)
- (0-1) Mungo Spinecracker [Death Zone] 80k (Badlands Brawl, Old World Classic, or Underworld Challenge)
- (0-1) Galandril Silverwater [Death Zone] 40k (Elven Kingdom Leagues)
- (0-1) Horatio X. Schottenheim, Master Mage [Death Zone] 80k (Any Team)

Biased Referees (Teams may hire 0-1 Biased Referees):

- (0-1) Biased Referee 120k (80k for Teams with 'Bribery & Corruption')
- (0-1) Jorm the Ogre [Death Zone] 120k (80k for Teams with 'Bribery & Corruption') (Any Team)
- (0-1) Thoron Korensson [Death Zone] 120k (Worlds Edge Super League)
- (0-1) Red Hokuli [Death Zone] 130k (Lustrian Superleague or Old World Classic)
- (0-1) Trundlefoot Triplets [Death Zone] 80k (Any Team) 40k (Halfling Thimble Cup)

Player Advancements

Each team is given 16 points to spend on skills.

There are no skill caps

Teams may spend their skill points as follows:

- 4 Point for a Chosen Primary Skill
- 1 Point for a Random Primary Skill
- 2 Points for a Random Secondary Skill
- 4 Points for a Random Stat Increase (may only be chosen once)
 - Coaches must Submit their rosters in advance to select any random skills or Stat Increases
 - A Player may not have more than 4 Skill Points worth of skills

Scoring

Matches will be scored as follows

- Win: 60 points
- Draw: 30 points
- Loss: 10 points
- Keeping it Close (Lose by 1 TD): 2 Points
- Out Injure Opponent by 1 or more: 2 Points
- Out Score Opponent by 2 or more: 2 Points
- Casing a casualty with an inducement Paid for by the Bank of Altdorf (To opposing or friendly players): 3 Points
- Scoring a Touchdown with an inducement Paid for by the Bank of Altdorf: 3 Points
- Having a Star Player or (In)Famous Coach sit out due to both teams using them: 3 Points
- Finish On Time: 3 Points

Awards

The Following Awards will be given out after the final round:

- First Place, with a cash prize of \$2! (Most Total Points)
- Second Place (2nd Most Total Points)
- Touch Down King (Highest Total touchdowns)
- Most Brutal (Highest Total Casualties)
- Cheering Fans (Best Painted Team)

Sportsmanship Statement:

"We are here for the fun of the game. Sportsmanship is not encouraged from the coaches it is required! Fouling 16 turns in a row and running up the score is not poor sportsmanship, but gloating and ridiculing your opponent while doing so. Throwing Dice, miniatures, etc is poor sportsmanship.

If You Have QUESTIONS Email us at IOWABBCC@GMAIL.COM and we will do our best to get you an answer!