

**GOBLIN GAMBLING
PRESENTS
CLASH FOR CASH**



TOURNAMENT RULES PACK

CLASH FOR CASH 2026

April 25th at Critical Hit Games
115 South Linn St. Iowa City, IA 52240

The Goblin Gambling Consortium has seized control of the Clash for Cash Tournament this year! They have decide to double the fun this year by making this year's Clash a two player squad event! In true Goblin style, they love to keep things random so the two player teams will be drawn randomly!

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 November 2025 FAQ will be in effect. Rosters Printed in the Blood Bowl Season Three 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.

General Rules

- Prior to Round 1, Coaches will be assigned a random partner for this squad event
- 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 Creation

Teams at the Clash for Cash will be built according to their placement in the tier system. The composition of all teams and all improvements to be taken **must be submitted before the tournament begins.**

Each coach must purchase 11 players before including a star or mega-star players. Highlander rule is in effect for star players in individual matchups.

Apothecaries may not be used on Star Players

Teams will receive Skill Points and can assign Primary (1pt) and Secondary (2pts) skills. Stacking of two primaries is allowed depending on Tier, with a cost of +1 Skill Point (e.g., two primary skills on one player = 3 pts). You may not include a Secondary Skill in a stack.

Only four (4) of a particular Elite Skill (i.e., Block, Dodge, Guard, Mighty Blow) may be added to a roster.

Stalling: We will enforce the stalling rules on Page 80 of the BB2025 rulebook.

Team Tiers

Critter's Cup will be dividing the team races into six tiers as follows

Tier 1 - 1,150,000 Roster Budget, 5 Skill Points, 0 Max Stacks:

Amazon, Lizardmen, Old World Alliance, Vampire, Wood Elf

Tier 2 - 1,160,000 Roster Budget, 6 Skill Points, 0 Max Stacks:

Dark Elf, Necromantic, Norse, Nurgle, Orc, Shambling Undead

Tier 3 - 1,170,000 Roster Budget, 7 Skill Points, 1 Max Stacks:

Chaos Dwarf, High Elf, Imperial Nobility, Tomb Kings, Underworld Denizens

Tier 4 - 1,180,000 Roster Budget, 8 Skill Points, 1 Max Stacks:

Elven Union, Dwarf, Human, Skaven, Slann

Tier 5 - 1,190,000 Roster Budget, 9 Skill Points, 2 Max Stacks:

Black Orc, Bretonians, Chaos Chosen, Chaos Renegades, Khorne

Tier 6 - 1,200,000 Roster Budget, 10 Skill Points, 2 Max Stacks:

Gnomes, Goblin, Halfling, Ogre, Snotling

Allowed Inducements

Some inducements may be purchased as part of team construction. The list of permitted inducements is below, none of the below allowed inducements will have a skill point tax:

- 0-1 Master Chef for 300k gp, (for Halfling Thimble Cup Teams 100k gp)
- 0-2 Blitzer's Best Kegs for 50k gp each
- 0-3 Bribes for 100k gp each, (for Bribery & Corruption Teams 50k gp each)
- 0-2 Wandering Apothecary 100k gp
- 0-1 Mortuary Assistant 100k gp
- 0-1 Plague Doctor 100k gp
- 0-1 Riotous Rookies 150k gp
- 0-1 Biased Referee (Dodgy League Rep) 120k gp (for Bribery & Corruption Teams 80k gp)
- 0-1 Weather Mage 25k gp
- 0-1 Team Mascot 25k gp

Star Players

Star players may be purchased using a team's skill points. Mega-stars cost 4 pts extra. Duo stars will not have an additional tax for the second star beyond the original skill tax, though many are listed as Mega-stars.

Mega-stars: Bomber Dribblesnot, Cindy Piewhistle, Grak & Crumbleberry, Dribl & Drull, Estelle La Veneaux, Griff Oberwald, Hakflem Skuttlespike, H'thark the Unstoppable, Ivan Deathshroud, Jeremiah Kool, Jordell Freshbreeze, Morg 'n' Thorg, Skorg Snowpelt.

Star Players Under 100,000: 1 pt skill tax, 5 pt mega-star tax
100,000 - 195,000: 2 pt skill tax, 6 pt mega-star tax
200,000 - 295,000: 3 pt skill tax, 7 pt mega-star tax
300,000+ 4 pt skill tax, 8 pt mega-star tax

Clash & Prizes!

At the beginning of each round, the tournament organizers will roll one skill at random. Each squad may add one instance of this skill to their squad for the upcoming rounds.

How to Win the Tournament (Scoring & Tiebreaker)

The following point system will be used for Clash for Cash:

WIN:	60 POINTS
DRAW:	30 POINTS
LOSS:	10 POINTS
OUT SCORE OPPONENT BY 2:	2 POINTS
OUT SCORE OPPONENT BY 3+:	5 POINTS
LOSE BY 1 TOUCHDOWN:	2 POINTS
OUT INJURE OPPONENT BY 1:	2 POINTS
OUT INJURE OPPONENT BY 2+:	5 POINTS
CLEAR THE PITCH (ONCE ONLY)	5 POINTS
FINISH ON TIME:	3 POINTS

As a squad event, the total points from both squad members will be used to determine awards. We will be spreading the wealth for Trophy Prizes. A coach may only win one award.

- First Place (Most Total Points)
- End Boss (2nd Most Total Points)
- Touch Down King (Highest Total touchdowns)
- Most Brutal (Highest Total Casualties)
- Cheering Fans (Best Painted Team)

For determining the final standing and crowning the Champion Squad the following tiebreaker order will be used:

1. Squad Coach Points
2. Total Squad Casualties
3. Rosters Submitted Before the Tournament
4. Opponents Total Coach Points
5. Best Squad Name & Theme (as determined by the tournament organizer)

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 is. Throwing Dice, miniatures, etc is poor sportsmanship

Rosters:

Coaches that pre-register can send copies of their rosters to threedieblock@gmail.com of iowabbcc@gmail.com

If You Have QUESTIONS Email us at iowabbcc@gmail.com or threedieblock@gmail.com and we will do our best to get you an answer!

NAF Documents

[BLOOD BOWL MAY 2025 FAQ](#)

[NAF Regulations for Tournaments 2026](#)

[NAF Recommendations and Clarifications for BB2025 Version 2025-12-24, 13:30 CET](#)

