

**THE BANK OF ALTDORF'S
CLASH FOR CASH**



TOURNAMENT RULES PACK

CLASH FOR CASH 2024

April 6th 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 years Clash for Cash Champion!

Cost

\$15 Pre-Registration

\$20 At-the-Door

Tournament Schedule

9:30 Registration Starts

10:00 Round 1 begins

12:15 Round 1 ends/Lunch Begins

13:30 Round 2 begins

15:45 Round 2 ends

15:50 Round 3 begins

18:05 Round 3 ends

18:15 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 2023 FAQ will be in effect as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2017/11/P9GJXUTdGyGDeZkk.pdf>

Rosters Printed in the Blood Bowl Second Season Rulebook as well as The Khorne Roster in Spike #13, the Norse Roster in Spike #14, the Amazon Roster in Spike #15, and the Vampire Roster in Spike #16 or any other 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, the roster can be found in the NAF rules for tournaments as seen here:

<https://www.thenaf.net/wp-content/uploads/2022/01/NAF-Rules-for-Tournaments-2022.pdf>

We will also be allowing the teams of Legend (that have not had an official updated spike release) as seen here:

<https://www.warhammer-community.com/wp-content/uploads/2020/11/IFZy1SIuNmWvxPj1.pdf>

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 fifteen 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 to the field on Star Players
 - Due to the Bank of Altdorf's Strong no firearms policy, the following Star Players will be banned from participation 'Bomber Dribblesnot', 'Cindy Piewhistle', 'The Black Gobo', and 'Barik Farblast'

As well as the team construction budget, all teams are given an additional 300,000 gold pieces by the Bank of Altdorf to supplement their team with inducements! You may purchase the following inducements at the limits defined in the rule book:

- (0-4) Temp Agency Cheerleaders 20k
- (0-3) Part-Time Assistant Coaches 20k
- (0-1) Weather Mage 30k
- (0-1) Team Mascot 30k
- (0-3) Cavorting Nurglings 30k (Favored of Nurgle)
- (0-1) Master of Ballistics 40k (Old World Classic) 30k (Halfling Thimble Cup)
- (0-3) Bottles of Heady Brew 40k (Halfling, Snotling, Ogre, or Goblin teams)
- (0-2) Bloodweiser Keg 50k
- (0-1) Medical Unguent 60k
- (0-1) Halfling Hot Pot 80k (Old World Classic) 60k (Halfling Thimble Cup)
- (0-3) Bribes 100k (50k for Bribery & Corruption Teams)
- (0-8) Extra Team Training 100k
- (0-2) Wandering Apothecaries 100k (Not available for Sylvanian Spotlight teams)
- (0-1) Mortuary Assisnat 100k (Sylvanian Spotlight teams)
- (0-1) Riotous Rookies 100k (Teams with Low Cost Lineman Keyword)
- (0-1) Plague Doctor 100k (Favored of Nurgle teams)
- (0-1) Master Chef 300k (100k for Halfling Thimble Cup Teams)
- (In)Famous Coaching Staff (Teams may hire 0-2 Infamous Coaching Staff):
 - (0-1) Josef Bugman 100k
 - (0-1) Kari Coldsteel 50k (Teams with Elven Kingdom League, Lustrian Superleague, or Old World Classic)
 - (0-1) Schielund Scharlitan 90k
 - (0-1) Krot Shockwhisker 70k (Teams with Underworld Challenge)
 - (0-1) Papa Skullbones 80k (Teams with Favoured of... or Underworld Challenge)
 - (0-1) Fink Da Fixer 90k (Teams with Badlands Brawl or Underworld Challenge)
 - (0-1) Professor Fronkelheim 130,000 (Teams with Sylvanian Spotlight)

- (0-1) Mungo Spinecracker 80k (Teams with Badlands Brawl, Old World Classic, or Underworld Challenge)
- (0-1) Galandril Silverwater 40k (Teams with Elven Kingdom Leagues)
- (0-1) Horatio X. Schottenheim, Master Mage 80k

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 120k
- (0-1) Thoron Korensson 120k (Worlds Edge Super League)

No Other Inducements (Wizards, Cards, Giants, Etc) will not be allowed.

Player Advancements

Each team is given 4 points to spend on skills.

There are no skill caps

Teams may spend their skill points as follows:

- 1 Point for a Chosen Primary Skill
- 2 Points for a Chosen Secondary Skill
- 1 Point for 4 Random Skill Points

Random Skill Points may be spent as follows:

- 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
 - Players may not have more than 2 Skill Points or 4 Random 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): 2 Points
- Scoring a Touchdown with an inducement Paid for by the Bank of Altdorf: 5 Points
- An Injury to the Head Coach caused by an inducement paid for by the Bank of Altdorf: 2 Points
- Successfully Stealing 3 Rerolls with a Master Chef in a single activation: 2 Points
- Having a Star Player or (In)Famous Coach sit out due to both teams using them: 2 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 is. 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!