

Invasion 2024

2 Rosters/teams!

- This year every coach has to have 2 teams/rosters for Invasion. They can be the same race. You will be using one of the teams for 3 of the games, and the other team for 2 of the games. Mark one team/roster as A and the other as B
- Before every match both coaches will secretly choose if they are playing with their A or B roster/team. This is revealed at the same time.
- You choose one of the packs underneath for your two teams. This will allow one of the teams to get a star player or get extra skills, or both teams to stack skills or get more gold.

Pack	Team A	Team B
1	Star player	Nothing extra
2	Extra skill	Nothing extra
3	Extra cash	Extra cash or Skill stacking
4	Skill stacking	Extra cash or Skill stacking.

- It's always optional to use the allowed extra rule. So if you take pack 4 to get skill stack on team A you are allowed to not use extra cash or skill stack on team B if you prefer.
- since pack 3 and 4 allows for 2 teams with the same "extra rule" i.e skill stack or extra cash. It is possible and allowed to bring 2 identical rosters if you choose pack 3 or 4 and only want to play a single roster.

Roster creation

- Each team has a starting treasury according to the tier list to spend on their roster creation and must hire a minimum of 11 players.
- Cash given is also used to buy rerolls, assistant coaches, cheerleaders, apothecary, and inducements. See the list of allowed inducements further down.
- Inducements can be bought at roster creation. These inducements are part of the team roster and will be present for each match.
- Any unspent cash at roster creation will be lost and all teams will be considered to have the same Current Team Value for the purpose of pre-match sequence inducements & prayers to Nuffle. I.e. you have the inducements you paid for at roster creations, no more are allowed for each match.

- Invasion is a resurrection tournament, no SPP are gained and injuries, casualties or deaths do not carry on from game to game.
- Undead, Necromantic & Nurgle teams are allowed to apply the Masters of Undeath & Plague Ridden special rules. Players added to a team roster through a game as a result of those special rules are removed from the roster at the end of that game.
- Teams must consist of a minimum of 11 players and a maximum of 16 player (star players included)
- Star players can only be induced after 11 regular players have already been rostered.
- Star players can not be given extra skills from the teams Skill budget.
- If both teams field the same star player, neither of the star players are allowed to play.

Tier List

Tier 1: 1150k & 6 SP- Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.

Tier 2: 1160k & 7 SP- Amazons, Norse, Orcs, Skaven, Wood Elves

Tier 3: 1170k & 8 SP- High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

Tier 4: 1180k & 9 SP- Chaos Renegades, Khorne, Old World Alliance, Slann.

Tier 5: 1190k & 10 SP- Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

Tier 6: 1200k & 11 SP- Goblins, Ogres, Halflings, Snotlings.

Skill Cost

Primary skill = 1 SP

Secondary skill = 2 SP

Pack improvements:

Skill stack: If you take skill stacking the rule is: it cost 1 skill to allow skillstack. if you pay this cost:

- tier 1-2 can add a second skill on 1 player
- tier 3-4 can add a second skill on up to 2 players
- tier 5-6 can add a second skill on up to 3 players

The cost is 1 skill in total even if you are allowed to stack on 3 players.

Star Players - if you take the pack that allows it:

One (1) Star Player can be rostered for Tier 1-4 teams, up to two (2) Star Players can be rostered for Tier 5-6 teams.

Star Players in couples count as two Star Players for the roster.

Every Star Player acquired costs additional Skill Points as follows:

Star player cost: 000-099k, lose 1 Skill point.

Star player cost: 100-199k, lose 2 Skill points.

Star player cost: 200-299k, lose 3 Skill points.

Star player cost: 300k-399k, lose 4 skill points.

Star player cost: 400+k, lose 5 skill points.

Extra gold:

You can sell 1 or more skills for 30k gold each. This can not take the total TV (before skills) above 1200k

Extra skill:

You get 1 more skill than your tier gives you, BUT you can't use SP to add a skill if this will bring the amount of that skill on your team above 3. So if your team has 2 dodge from starting skills, you can only use SP to add a single extra dodge. If your team has 4 block starting skills, you can't add any block skills.

Banned Star Players

Griff Oberwald, Hakflem Skuttlespike, Morg 'n' Thorg, Bomber Dribblesnot, Cindy Piewhistle, Deeproot Strongbranch, Kreek Rustgouger, Estelle La Veneaux, Dribl & Drull, Varag Ghoul-Chewer, Skitter stab-stab.

Available Staff

0-8 Re-Rolls, cost depending on race.

0-6 Assistant coaches for 10k.

0-12 Cheerleaders for 10k.

0-1 Apothecary, depending on race.

1-6 Dedicated fans for 10k. Be aware that every team begins with 0 in Dedicated fans.

Allowed Inducements

0-1 Team Mascot for 30k available to all teams.

0-1 Weather Mage for 30k available to all teams.

0-2 Bloodweiser Kegs each for 50k available to all teams.

0-3 Bribes for 100k each; for "Bribery and Corruption" teams 50k each.

0-1 Josef Bugman for 100k available to all teams.

0-1 Mortuary Assistant for 100k available to teams with the "Sylvanian Spotlight" special rule.

0-1 Plague Doctor for 100k available to teams with the "Favored of Nurgle" special rule.

0-2 Wandering Apothecaries for 100k available to teams that can include an apothecary.

0-1 Master Chef for 300k, for 100k available to teams with the "Halfling Thimble Cup" special rule.

Banned combinations - aids

- A roster cannot induce bribes if there is a player with the Sneaky Git skill AND/OR the Secret Weapon skill. Goblin and Snotling teams have managed to find a "legal" way to avoid this rule, so they can induce bribes while their roster contains players with the Secret Weapon skill BUT NOT the Sneaky Git skill.
- Player aids, such as probability apps, calculators and the like must not be used while in-game.
- External coaching of players in-game is not permitted.

Scoring:

Win - 3 points

Draw - 1 point

Lose - 0 point

concede - -3 points.

Tiebreakers

- Head to head
- SOS
- Least TD conceded
- Net TD
- Net CAS
- coin toss

Schedule

saturday:

1 round: 09.30
lunch 12.30
2 round: 13.30
3 round 17.30
3 round finish: 20.30

sunday:

4. round: 09.00
lunch 12.00
5. round: 13.00
end 5 round: 16.00
awards: 16.15