

Invasion is a swiss resurrection tournament that follows the same rules as Eurobowl (<http://www.eurobowl.eu/2020/>) for building a team.

Team creation:

- 1100k gold to be used for standard team building and inducements
- A minimum of 11 players and a maximum of 16 are to be rostered. Star players can only be bought once 11 players are bought and a star player cannot take the roster to 17 players.
- 0-8 Re-Rolls
- Assistant coaches
- Cheerleaders
- 0-1 Apothecary or Igor, depending on race
- 0-9 Fan Factor
- Inducements. The cost will be as following and will count for all 6 games:
 - 0-2 Bloodweiser Kegs for each 50 k
 - 0-3 Bribes for 100k each, for Goblins 50k each
 - 0-1 Master chef for 300k, for Halflings 100k
 - 0-1 NAF-approved star players for their regular cost

Additional cash:

The additional cash as listed below cannot be combined with the initial team creation budget. This additional cash can be spend on additional skills, players, star players, inducements, assistant coaches, cheerleaders or fan factor.

The cost of the additional skills are:

- 20k for normal skills
- 30k for double skills
- maximum one player in each team can stack an additional skill, the second skill costs 30k. Both skills have to be normal skills
- maximum one player in each team from tier 1-3 can have one double skill
- maximum two players in each team from tier 4-6 can have one double skill
- star players may not receive additional skills
- the Skill "Piling On" will be used according to Death Zone 1, i.e. Team Re-Roll is required.
- Initial budget and additional cash are discrete. First You need to spend initial budget and then get additional cash. But as mentioned above additional cash can still be used to buy Fan Factor for example.
- At the end in the roster there can be 0-1 NAF-approved star players (stars that can be taken only as a pair (for example The Swift Twins) count as a 1 NAF-approved star player)

Tiers:

- Tier 1 - 100k for skills/players/star players/inducements
Amazons, Dark Elves, Dwarves, Lizardmen, Norse, Wood Elves, Undead
- Tier 2 - 120k for skills/players/star players/inducements
Chaos Dwarves, Orcs, Skaven, Necromantc
- Tier 3 - 140k for skills/players/star players/inducements
Bretonnians, Humans, Chaos
- Tier 4 - 170k for skills/players/star players/inducements

Chaos Renegades, Elf Union, High Elves, Khemri, Nurgle, Slann
Tier 5 - 200k for skills/players/star players/inducements
Daemons of Khorne, Underworld Denizens, Vampires
Tier 6 - 230k for skills/players/star players/inducements
Goblins, Halfings, Ogres

Scoring system:

- An win is worth 5 points.
- A draw is worth 2 point.
- A loss is worth 0 points.

Tiebreakers:

- In the event of an equal score, the first tie breaker will be Strength of Schedule.
- The second tie breaker will be Team NET TD
- The third tie breaker will be NET CAS
- The fourth tie breaker will be coin toss.

Paint and miniatures:

All the miniatures need to be painted. Metal, plastic, resin and base coat does not count.

The miniatures do not have to be original GW-minis. However the miniatures must be representative for the roster's race and players (i.e a Norse thrower must look like a Norse thrower) and be easily recognizable from other positionals.

If your opponent can't easily recognize the different player types on your team, you must let him mark them somehow (without damaging the miniatures, of course). This could be with bottle caps or coloured rings etc.

Rules for fairplay:

In order to ensure a tournament in good sport and the best fun for everybody there should be a set of rules that can be agreed upon by both coaches in their mutual game. (E.G what constitutes flat dice)

A rule you have agreed upon cannot be changed afterwards, unless both coaches agree.

Aside from this there is also a single rule to ensure both coaches feel the dice are, if not even, at least the same.

1) You must allow your opponent to use your dice if he so wishes.

2) If the game comes under the time rules (see below). You can mutually agree that a player who runs out of time isn't forced to abandon all voluntary actions. In that case both players share the same time pool and the game will end when the time runs out, and the current score at this time will count.

2020 NAF Changes / Updates

- All new positionals, star players published in the Shambling Undead, Halfling and Wood Elf Spike! Journals have been considered appropriately balanced and are now available.
- The new material contained in the Lizardman Spike! Journal arrived too late to be considered in this process and has not been included this time.
- Star players from the previous Blood Bowl edition (Competition Rules Pack / CRP) that have not appeared in BB2016 to date have been retired and are no longer allowed.
- The star player Bo Gallante can now play for Bretonnians, and Zolcath the Zoat can now play for Slann.
- Please refer to the free, Head Coach's Handbook roster and star player download from Games Workshop (Oct. 2019) for NAF legal tournament rosters and star player access (exception: Chameleon Skinks, as noted above).