

Invasion - Blood bowl

This year Invasion will be held after the World Cup in Alicante. We will use the same rules pack as Alicante with a few exceptions. There will be a slight change to the TV of the teams based on your NAF rating, and we will allow the newer star players.

- Each team has a total of $(1,300 - \text{Naf rating})k$ gp to spend on their roster creation and must hire a minimum of 11 players.
 - So if you have a new team that you have not played in the NAF with you will have $1300 - 150 = 1150k$ gp to spend
 - If your NAF rating is say 192 with a given race. you would have $1300 - 192 = 1108k$ gp to spend.
 - The rating is checked 17. sep. 2023 (deadline for rosters to be sent in)
- 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, both star players are allowed to play.

Tier list.

Teams are separated in five different tiers and offered different skill sets to choose from. Each team is permitted to stack 2 Primary Skills on a maximum of 1 player at the cost of both 1 Primary Skill and 1 Secondary Skill. If your team and skill set do not allow you to give Secondary Skills to your players, you're not allowed to stack skills.

Tier 1: Chaos Dwarves, Dark Elves, Dwarves, Humans, Lizardmen, Orcs, Undead, Wood Elves

- A: 6 primary Skills
- B: 4 Primary Skills + 1 Secondary Skill
- C: 3 Primary Skills + Access to 1 Starplayer

Tier 2: Amazon, Elven Union, High Elves, Necromantic Horror, Norse, Skaven, Slann, Underworld Denizens.

- A: 7 Primary Skills
- B: 5 Primary Skills + 1 Secondary Skill
- C: 4 Primary Skills + Access to 1 Star player

Tier 3: Black Orcs, Chaos Chosen, Imperial Nobility, Khorne, Nurgle, Tomb Kings.

- A: 7 Primary Skills + 1 Secondary Skill
- B: 5 Primary Skills + 2 Secondary Skills.
- C: 5 Primary Skills + Access to 1 Star player

Tier 4: Chaos Renegades, Old World Alliance, Vampires.

- A: 8 Primary skills + 1 Secondary Skill
- B: 6 Primary Skills + 2 Secondary Skills
- C: 6 Primary Skills + Access to 1 Star player.

Tier 5: Halflings, Goblins, Ogres, Snotlings.

- A: 8 Primary Skills + 2 Secondary Skills
- B: 6 Primary Skills + 3 Secondary Skills
- C: 6 Primary Skills + Access to 1 Star player
- D: 4 Primary Skills + Access to 2 Star players.

See further down for rules for extra payment for certain star players.

Inducements

ALLOWED INDUCEMENTS

0-1 Halfling Master Chef (300k, 100k for halfling teams)

0-6 Assistant coaches (10k)

0-12 Cheerleaders (10k)

0-2 Bloodweiser Kegs (50k)

0-3 Bribes 100k (Bribery & Corruption teams, 50k) No bribes allowed if your team has one or more players with the "Sneaky Git" Skill.

0-2 Wandering Apothecaries (100k)

- 0-1 Morgue Assistant (100k)
- 0-1 Plague Doctor (100k)
- 0-1 Riotous Rookies (100k)
- Nothing else is allowed.

STAR PLAYERS

If you want to add a star player to your team, you will have to follow these rules:

- You have to pay the star player's fee from the team creation funds. You only have to pay this once, the star player reappears for every match in the tournament.
- You can only hire one of each star player on a team.
- Star players can't be given extra skills from the team's skill set.

EXTRA CHARGE FOR CERTAIN STARPLAYERS

Certain star players are so famous, glamorous or infamous that their team mates pay all their attention to them, forgetting to properly train and improve their own skills. So in case you want to hire one of them for your team, you will have to "pay" some of the skills you got on your skillset to picture this situation, in addition to their price paid from the team creation funds. If you hire one of the following star players, you'll have to reduce the mentioned skills from your skillsets.

Star Player Additional Cost.

- Morg'N Thorg (3 Primary Skills)
- Griff Oberwald (3 Primary Skills)
- Deeproot Strongbranch (2 Primary Skills)
- Hakflem Skuttlespike (2 Primary Skills)
- Kreek Rustgouger (2 Primary Skills)
- Bomber Dribblesnot (2 Primary Skills)
- Wilhem Chaney (1 Primary Skill)
- Mindy Piewhistle (2 Primary Skills)
- Bilerot Vomitflesh (1 Primary Skill)
- Ripper Bolgrot (3 Primary Skills)
- Nobbla Blackwart (1 Primary Skill)
- Estelle La Veneaux (2 Primary Skills)
- Boa Kon'Ssstrikr (1 Primary Skill)

Examples:

- A Dwarf coach wants to hire Griff Oberwald. Being Tier 1, they choose the C skill set and reduces 3 skills from it, getting 0 skills for his team, and pays the hiring fee for Griff from their team creation funds.
- A Goblin coach wants to hire Bomber Dribblesnot for their team. They choose the C skill set and reduces 2 skill from it, getting 4 Primary Skills, and pays the hiring fee for Bomber from their team creation funds.
- A Halfling coach wants to hire Morg'N'Thorg and Griff Oberwald for their team. They choose the D skill set, that allows them to have 2 star players on the team. But as that skill set just gives them 4 primary skills, and they would have to reduce it by 6, they're not allowed to hire both star players.

Scoring:

- WIN: 2 points
- DRAW: 1 point
- LOSE: 0 points
- CONCESSION: -3 points (it will be considered as a 3-0 touchdowns and 3-0 casualties, both for the opposing team)

INDIVIDUAL TIEBREAKERS

1. head to head
2. Opponent score
3. Net Tds
4. Net CAS (ALL casualties caused through a game are counted, e.g. failed dodges, secret weapons, crowd surfs and so on)
4. Random