

# 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, maximum 1 secondary skill

- Chaos Dwarves, Dark Elves, Dwarves, Lizardmen, Shambling Undead, Underworld Denizens.

**Tier 2:** 1160k & 7 SP, maximum 1 secondary skill

- Amazons, Norse, Orcs, Skaven, Wood Elves

**Tier 3:** 1170k & 8 SP, maximum 2 secondary skills

- High Elves, Humans, Necromantic Horror, Tomb Kings, Elven Union, Vampires.

**Tier 4:** 1180k & 9 SP, maximum 2 secondary skills

- Chaos Renegades, Khorne, Old World Alliance, Slann.

**Tier 5:** 1190k & 10 SP, maximum 3 secondary skills

- Black Orcs, Chaos Chosen, Imperial Nobility, Nurgle.

**Tier 6:** 1200k & 11 SP, unlimited secondary skills

- 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