Invasion 2025

2 Rosters/teams!-- This year we will continue with the 2 rosters rule.

- Every coach has the option to bring 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.
- It is possible to only bring 1 roster and use this for all 5 matches. This will still give your opponent the choice between his/her 2 rosters (if they have not used one of them 3 times already)

Except from the 2 roster rule, we will be using the rulepack from Eurobowl. See below:

Tier 1: 1100k & 36 SPP
Tier 2: 1110k & 42 SPP
Tier 3: 1120k & 50 SPP
Tier 4: 1130k & 56 SPP
Tier 5: 1140k & 64 SPP
Tier 6: 1150k & 70 SPP

You can spend spp according to the rulebook, but no random skills or characteristic improvements are allowed.

You are only allowed to take two extra skills on the same player.

You are only allowed to "stack" on 1 player for tier 1-2, 2 players for tier 3-4 and 3 players for tier 5-6.

Unspent gold and star player points are lost.

You have to field 11 players before hiring a star player.

You can't choose more than 4 from the same skill while spending star player points. If your team already has at least 4 from the same skill after buying your players (including star players) but before spending your skill points you CAN'T have more of that skill. i.e.: A dark elf coach bought 4 blitzers and 2 witch elfs, thus they can only give out two more dodge before reaching the limit of 4 dodges total. Since they already have at least 4 blocks on the roster they cannot give out any more.

You are not allowed to purchase bribes if your team adds either sneaky git or dirty player (or a star player with one of those skills) to the roster.

OPTIONAL PACKS (MAY CHOOSE ONE)

A: “Quantity over quality”: you can exchange 2 spp for 10k gold up to 5 times (gaining you a maximum of 50k gold for 10 spp)
B: “Training camp”: get extra 6 spp but you lose 30k gold. If you choose this pack, you are only allowed to “stack” on 1 less player (f.e. High Elves only allowed to stack on 1 of their players).
C: “Center of attention”: your team can hire star players but lose 8 spp for star players costing up to 120k, 14 spp for star players costing 121-260k, 20 spp for star players costing more than 260k.

BANNED STAR PLAYERS

The following star players are banned and cannot be hired by any team:
Morg, Griff, Skitter, Hakflem, Bomber, Cindy, Zzharg, Estelle, Dribl & Drull, Deeproot, Kreek,
Varag, Hthark. All almanac releases: Jordell, Anqi Panqi, Jeremiah, Swiftvine, Maple, Guffle.

TIERS

Tier1: Lizardmen, Shambling Undead, Dark Elves, Skaven, Amazons, Wood Elves
Tier2: Orc, Norse, Underworld Denizens, Vampire, Dwarves
Tier3: High Elves, Tomb Kings, Slann, Necromantic Horror, Humans
Tier4: Elven Union, Khorne, Old World Alliance, Imperial Nobility, Chaos Dwarves
Tier5: Black Orcs, Chaos Chosen, Chaos Renegades, Nurgle
Tier6: Goblins, Ogres, Halflings, Snotlings, Gnomes

LIST OF ELIGIBLE INDUCEMENTS

– Bloodweiser keg
– Mortuary assistant
– Plague doctor
– Wandering apothecary
– Team mascot
– Josef Bugman
– Bribe
– Master chef
– Riotous rookies