

This is a second, still imperfect version. We invite all players to use it on NAF tournaments, test it and upload results. Every part of the ruleset may change based on collected data. That's why we encourage you to send us your tournaments on TourPlay! There is a special hashtag - #euro26 - make sure to include it in your tournament description on NAF site! It will make gathering data easier. Thank you for helping us improve it! Check ruleset supplements - patch notes and roadmap - for more info!

TIER	1	2	3	4	5	6
Teams	Amazons Old World Alliance Wood Elves	Norse Orcs Shambling Undead Skavens Underworld Denizens	Dark Elves Dwarves Humans Lizardmen Necromantic Horror Vampires	Chaos Chosen Chaos Dwarves Chaos Renegades Elven Union High Elves (Legacy) Imperial Nobility Nurgle Slanns Tomb Kings	Black Orcs Brettonians Goblins Khorne Snotlings	Gnomes Halflings Ogres
Team Budget	1060	1070	1080	1100	1120	1140
Skill Gold	120	140	160	190	220	240
Flowing Funds	10	20	30	30	30	40

## GENERAL RULES

STALLING rule applies in accordance with the Rulebook. NAF Recommendations and Clarifications for BB2025 should be used. Please put #euro26 in your tournament description on NAF site to let us gather stats from it.

NEXT UPDATE:

See Roadmap

## FLOWING FUNDS

Flowing Funds is an additional pile of gold. Team's Flowing Funds can be distributed between Team Budget and Skill Gold in any way the coach wishes. For example in tier 2, coach may increase their Team Budget by 20k or Skill Gold by 20k or increase both Team Budget and Skill Gold by 10k each.

## ADVANCING PLAYERS

Each player cannot be given more than 1 Advancement. All Advancements are paid with Skill Gold. Team can have up to 3 players with Secondary Type Advancements. Team can have up to 3 players with Stack Type Advancements. There is no limit of Primary Type Advancements, Elite Skills and Skill repeats.



Type	PLAYER ADVANCEMENT	Skill Gold Cost
Primary	1 Primary non-Elite	20
	1 Primary Elite	30
Secondary	1 Secondary non-Elite	40
	1 Secondary Elite	50
Stack	2 Primary non-Elite	50
	1 Primary Elite + 1 Primary non-Elite	60
	2 Primary Elite	70

## STAR PLAYERS

Available Star Players are divided into two groups: Veterans and Legends

TIERS	HIRING VETERANS	HIRING LEGENDS
1 - 4	Teams may not hire Veterans	Teams may not hire Legends
5	Teams may hire 1 or 2 Veterans. Veteran's fee is paid from Team Budget. Hiring a Veteran additionally costs 50k of Skill Gold per Veteran. Teams with a Veteran cannot assign Secondary Skills or Stacks to their players.	Teams may hire 1 Legend (but not 1 Legend and 1 Veteran). Legend's fee is paid from Team Budget. Hiring a Legend additionally costs 100k of Skill Gold. Teams with a Legend cannot assign Secondary Skills or Stacks to their players.
6	Teams may hire 1 or 2 Veterans. Veteran's fee is paid from Team Budget. Hiring a Veteran additionally costs 40k of Skill Gold per Veteran. Teams with a Veteran cannot assign Secondary Skills or Stacks to their players.	Teams may hire 1 Legend (but not 1 Legend and 1 Veteran). Legend's fee is paid from Team Budget. Hiring a Legend additionally costs 80k of Skill Gold. Teams with a Legend cannot assign Secondary Skills or Stacks to their players.

## VETERANS

Akhorne the Squirrel	Grim Ironjaw	Rumbelow Sheepskin
Anqi Pangi*	Grombrindal	Scappa Sorehead
Barik Farblast	Guffle Pusmaw*	Scyla Ansingrimm
Bilerot Vomitflesh*	Helmut Wulf	Skrull Halfheight
Boa Kon'ssstrikir*	Josef Bugman	Swiftvine Glimmershard
Count Luthor von Drakenborg*	Karla von Kill	The Black Gobbo
Cpt Karina von Riesz*	Kiroth Krakeneye*	The Mighty Zug
Eldril Sidewinder*	Max Soleenripper	Thorsson Stoutmead
Fungus the Loon	Nobbla Blackwart	Vorag Ghoul-Chewer
Glart Smashrip	Puggy Baconbreath	Wilhelm Chaney*
Gloriel Summerbloom*	Rashnak Backstabber	Willow Rosebark
Glotl Stop*	Rodney Roachbait	Withergrasp Doubledroot*
Grashnak Blackhoof	Rowana Forestfoot	Zzharg Madeye*
Gretchen Wachter*		

\*There is no team that is able to hire them for now.

## BANNED

Bomber Dribblesnot  
Cindy Piewhistle  
Dribi & Drull  
Estelle La Veneaux  
Griff Oberwald  
Hthark  
Haklem Skuttlepike  
Ivan Deathshroud  
Jeremiah Koo  
Jordell Freshbeeze  
Morg 'n' Thorg  
Roxanna Darknail

## LEGENDS

Deeproot Strongbranch  
Grak & Crumbleberry  
Ivar Eriksson  
Kreek Rustgouger  
Lord Borak  
Lucien & Valen Swift\*  
Maple Highglove  
Ripper Bolgrot  
Skitter Stab-Stab  
Skrorg Snowpelt  
Zolcath the Zoot\*

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Team 26  
#Team26

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Billerot Vomitflesh*	Helmut Wulf	Skrull Wolfheight	Kreek Rustgouger
Boo Kon'ssstriki*	Josef Bugman	Swiftwing Glimmershard	Lord Barak
Count Luthor von Drakenborg*	Korla von Kill	The Black Gobbo	Lucien & Valen Swift*
Cpt Karina von Riesz*	Kroth Krakeneye*	The Mighty Zug	Maple Highgrove
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## ALLOWED INDUCEMENTS

Biased Referee: Dodgy League Rep

Blitzer's Best Kegs

Bribes

Halfling Master Chef

Mortuary Assistant

Plague Doctor

Riotous Rookies

Team Mascot

Wandering Apothecaries

Weather Mage