

EuroBowl 2026 LIVING RULESET ***ver 0.1***

This is an early, imperfect alpha 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!

TIER	1	2	3	4	5
Teams	Amazons Dwarves Norse Old World Alliance Orcs Shambling Undead Skavens Underworld Denizens Wood Elves	Dark Elves Humans Lizardmen Necromantic Horror Tomb Kings Vampires	Chaos Chosen Chaos Dwarves Chaos Renegades Elven Union High Elves Imperial Nobility Nurgle	Black Orcs Bretonians Gnomes Khorne	Goblins Halflings Ogres Snotlings
Team Budget	1050	1060	1080	1100	1120
Skill Gold	130	160	190	220	250
Skill Gold to Team Budget max TRANSFER	20	30	40	50	60

ADVANCING PLAYERS

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

UNSPENT SKILL GOLD

Team's unspent Skill Gold up to *max TRANSFER* value can be used as Team Budget

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

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	70
	2 Primary Elite	90

NEXT UPDATE: 17th January

After gathering data worldwide from NAF tournaments and reviewing rosters, we will provide the next version of the ruleset.

We have already got plans for the future changes, but we want to make further decisions based on data, not theory. We reserve the right to release an update before due date.

"FASTING" Ruleset Quick Rationale

Time for testing ruleset is very limited (3-4 months). With collective experience of our team in creating rulesets and analysing trends in Blood Bowl, gaming and esports, we decided that 'fasting' ruleset will be easier to make playable. Probably, we wouldn't go for 'fasting' ruleset if we had the standard 7-8 months.

STAR PLAYERS

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

TIERS	HIRING VETERANS	HIRING LEGENDS
1 - 4	Teams may hire 1 Veteran. Veteran's fee is paid from Team Budget. Hiring a Veteran additionally costs 40k of Skill Gold. Teams with a Veteran cannot assign Secondary Skills or Stacks to their players.	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 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 Panqi	Grombrindal	Scrapa Sorehead
Barik Farblast	Guffle Pusmaw	Scyla Anfingrimm
Bilerot Vomitflesh	Helmut Wulf	Skrull Halfheight
Boa Kon'ssstrikt	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	Lucien & Valen Swift	Thorsson Stoutmead
Fungus the Loon	Max Spleenripper	Varag Ghoul-Chewer
Glart Smashrip	Nobbila Blackwart	Wilhelm Chaney
Gloriel Summerbloom	Puggy Baconbreath	Willow Rosebark
Glott Stop	Rashnak Backstabber	Withergrasp Doubledrool
Grak & Crumbleberry	Ripper Bolgrot	Zolcath the Zoot
Grashnak Blackhoof	Rodney Roachbait	Zzharg Madeye
Gretchen Wachter	Rowana Forestfoot	

LEGENDS

Deeproot Strongbranch
Ivar Eriksson
Kreek Rustgouger
Maple Highgrove
Skitter Stab-Stab
Skrorg Snowpelt