

Nuffle's Frostbite Cup

In the frozen ruins of the legendary Frosthold Arena.

Legend of the North

In the desolate lands of Norsca, buried beneath the eternal ice of Kjölvengrave, a colossal structure has resurfaced:

The Frosthold Arena, a fortress of black stone and cursed iron, carved into the cliffs and forgotten for centuries.

Once a bastion of a Norse cult devoted to a god of chaos... or perhaps of divine football (scholars still debate), this arena hosted matches so brutal that it was said even the gods turned away. Until the day when a ritual match shattered the laws of nature: the teams were petrified on the spot, and a surge of magic entombed the place beneath a glacier.

A titanic crack splits the millennia-old ice.

A glacier collapses, and from the frozen depths emerges a colossus of stone and steel:

a Blood Bowl arena, lost for centuries, entombed in oblivion and legend.

The bards had long stopped believing.

The fans still held out hope.

The coaches... were already lacing up their boots.

Swiftly, teams from all across the Old World rushed toward this forgotten sanctuary, ready to tear each other apart to claim it. But just as the first kicks were about to fly, an improbable figure stepped in...

A mystical snotling named Gribzou, who had self-proclaimed himself as Nuffle's Spokesgrot, appeared atop a pillar of ice and squealed in a nasal voice:

"Whoever wants this stadium must win it... in a tournament!"

And then he died.

Spectacularly. Ridiculously.

On a quest for a "Norse artifact" (which turned out to be nothing more than an old shield stuck in the snow), Gribzou climbed onto it with pride.

Unfortunately for him, the shield belonged to a wild Marauder, locked in the middle of a brawl.

When the warrior raised it to block a blow, Gribzou was catapulted high into the air, shrieking with glee...

Until he landed headfirst in the gaping maw of a mammoth chewing on snow

R.I.P. Gribzou.

But his idea lived on.

Welcome to Nuffle's Frostbite Cup!
Five matches.
One cursed arena.
Official Tournament NAF
Teams from all across the Old World.
And a single God in charge: Nuffle...
impartial, unpredictable, and probably drunk.
Will you carve your name into the frozen stones of Frosthold?
Or will you end up buried in the snow with a leg bent the wrong way?

1. Tournament Format

- Number of matches: 5 (3 on Saturday and 2 on Sunday)
- Format: Each team faces others in a series of matches determined by a Swiss round system.
- Rules: Season 2, Second Edition (tentatively)
- Match duration: Each match lasts 2 hours and 30 minutes.

2. Team Composition

- Number of players: Minimum 12 players, maximum 24 players.
- Scoring system: Win = 3 points, Draw = 1 point.
- Tiebreakers:
 - a. Number of touchdowns
 - b. Number of casualties
 - c. Number of deaths caused

Resurrection Tournament !

TIERS

Tier 1: Lizardmen, Undead, Dark Elves, Skaven, Amazons, Wood Elves

Tier 2: Orcs, Norse, Underworld, Vampires, Dwarfs

Tier 3: High Elves, Tomb Kings, Slann, Necromantic, Humans

Tier 4: Elven Union, Khorne, Old World Alliance, Imperial Nobility, Chaos Dwarfs

Tier 5: Black Orcs, Chaos Chosen, Chaos Renegades, Nurgle

Tier 6: Goblins, Ogres, Halflings, Snotlings, Gnomes

LIST OF INDUCEMENTS:

- Bloodweiser Kegs
- Mortuary Assistant
- Plague Doctor
- Wandering Apothecaries
- Team Mascot
- Josef Bugman
- Bribes
- Halfling Master Chef
- Riotous Rookies

Tier	Starting Treasury	Additional Skill Points (SPP)
1	1,100,000 gold pieces	36 SPP
2	1,110,000 gold pieces	42 SPP
3	1,120,000 gold pieces	50 SPP
4	1,130,000 gold pieces	56 SPP
5	1,140,000 gold pieces	64 SPP
6	1,150,000 gold pieces	70 SPP

SKILL POINTS (SPP) RULES

- You may spend the SPP as described in the Rulebook, but no random skills and no characteristic increases are allowed.
- A maximum of two additional skills may be assigned to the same player.
- Stacking is limited to:
 - 1 player for Tiers 1–2
 - 2 players for Tiers 3–4
 - 3 players for Tiers 5–6
- Any unspent gold or unused SPP are lost.
- You must roster 11 players before hiring a Star Player.
- No more than 4 instances of the same skill may be selected using SPP.

Practical Information

Dates: November 22–23, 2025

Location: Community Hall (Salon Communal), Place Communale, 6540 Lobbes

Schedule: From Saturday 9:00 to Sunday 17:00

Entry fee: €50

Prizes to be won

Plenty of guesthouses in the area for those wishing to stay overnight.

Breakfasts

Lunches