Designed by Dragon Rampant author Daniel Mersey using North Star’s Frostgrave range

**FANTASY WARGAMES IN THE FROZEN CITY**

**FROSTGRAVE**

**DRAGON RAMPANT**

**WARBANDS**

**ADVENTURER PARTY**

The Wizard’s Party
Wizard & Apprentice, plus 4 adventurer models
Elite Foot & Spellcaster @ 10 points

Lesser Magicians
6 Wizard/Apprentice models
(Reduced Model Unit – each model = 2 Strength Points)
Light foot & Spellcaster & Fearful @ 5 points

Soldiers
12 Footmen with melee weapons
Offensive Light Foot @ 5 points

Two units of Scouts
2 units of 6 soldiers with bows and or crossbows
Scouts @ 2 points x 2 = 4 points

TOTAL = 24 POINTS

The Wizard’s Party, from FGV103 - Enchanter & Apprentice, FGV201 - Thief & Barbarian and FGVP01 - Frostgrave Soldiers.

Lesser Magicians, from FGV102 - Elementalist & Apprentice, FW6001 - Young Fire Elementalists and FGV106 - Sigilist & Apprentice.

Soldiers, from FGV201 - Thief & Barbarian and FGVP01 - Frostgrave Soldiers.

Two units of Scouts, from FGVP01 - Frostgrave Soldiers.

The terminology used here will all become clear when you have read Dragon Rampant and Frostgrave!
SUMMONER’S WAR PARTY

Summoner & Guards
Summoner & Apprentice plus 10 adventurer/cultist models
Heavy Foot & Summoner & Enchanted Melee Weapons @ 8 points

Cultists
12 hooded *nutjobs*; may be Summoned.
Bellicose Foot @ 4 points

Large Demons, Constructs or Golems
6 models (or 3 larger models = 2 Strength Points each); may be Summoned.
Greater Warbeasts & Cunning @ 8 points

Small Demons, Constructs or Golems
6 models; may be Summoned.
Lesser Warbeasts @ 4 points

TOTAL = 24 POINTS
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