



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

ADVENTURER PARTY

The Wizard's Party

Wizard & Apprentice, plus 4 adventurer models

Elite Foot & Spellcaster @ 10 points



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

Lesser Magicians

6 Wizard/Apprentice models
(Reduced Model Unit – each model = 2 Strength Points)

Light foot & Spellcaster & Fearful @ 5 points



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

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



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!



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

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



Summoner & Guards, from FGV108 - Summoner & Apprentice and FGVP02 - Frostgrave Cultists.



Cultists, from FGVP02 - Frostgrave Cultists and FGV211 - Cultist Knight & Templar.



Demons from FGV304 - Major Demon and FGV302 - Imp Demon & Minor Demon.

Golems, from FGV306 - Flesh Golem and Stone Construct.



Constructs from FGV305 - Large Construct and FGV303 - Small & Medium Constructs.

The terminology used here will all become clear when you have read Dragon Rampant and Frostgrave!



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

UNDEAD HOST

The Lich Lord & Skeleton Guards

1 Lich Lord plus his 5 Armoured Skeleton Guards

Elite Foot & Spellcaster & Undead @ 10 points



The Lich Lord & Skeleton Guards, from FGV401 - The Lich Lord and FGV314 - Armoured Skeletons.

Wraith Knights

6 models

Lesser Warbeasts Undead (No Feelings)
& Fear @ 6 points



Wraith Knights, from FGV312 - Wraith Knights.

Skeleton Soldiers

12 Skeletons with hand weapons

Light Foot & Undead (No Feelings) @ 3 points



Skeleton Soldiers, from FGVP02 - Frostgrave Cultists and FGV314 - Armoured Skeletons.

Zombies

12 Zombies

Ravenous Hordes & Undead
(No Feelings) @ 1 point

Banshees

6 Banshees

Scouts & Undead (No Feelings) & Fear @ 4 points

TOTAL = 24 POINTS



Banshee from OGAM202c - Banshee.

Zombies, from FGV300 - Undead Encounters.



The terminology used here will all become clear when you have read Dragon Rampant and Frostgrave!