

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

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 Elementalist 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!



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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.

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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.



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