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# Frostgrave Fantasy Wargames In The Frozen City

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A Game of Survival Horror

Frostgrave: The Frostgrave Folio

Medieval Wargaming Rules

Stargrave

Frostgrave: The Red King

Battles of the Lost Age

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*Frostgrave Fantasy  
Wargames In The Frozen  
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## **MORA JAXSON**

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*A Game of Survival Horror* Osprey  
Publishing

The Frostgrave Folio is the complete collection of all previously released Frostgrave mini-ebook supplements in one printed volume. This includes Hunt for the Golem, a three-scenario campaign in which the warbands hunt down a rogue golem, Sellsword, which introduces rules for experience-gaining captains to help

lead warbands, Dark Alchemy, which expands the rules for potions and potion brewing, and Arcane Locations which gives additional options for bases and base upgrades. The book also includes a completely new mini-supplement, The Ravages of Time. Collecting nearly two years' worth of Frostgrave material, this collection is a necessary addition to any wizard's library.

*Frostgrave: The Frostgrave Folio*  
Bloomsbury Publishing

The Hunt for the Golem is a mini-campaign for Frostgrave: Fantasy Wargames in the Frozen City. Over the course of three

scenarios, the wizards and their warbands will learn about the Granite Golem, a unique monster rampaging through the ruins. They will then go on the hunt for the Golem, first to study it, then in an effort to capture or destroy it. They will also have a chance to find some unique new treasures.

Medieval Wargaming Rules Bloomsbury  
Publishing

In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators – smugglers, relic

hunters, freedom fighters, and mercenaries – roam the dead stars in small ships, scratching out a living any way they can. In *Stargrave*, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions – recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

Stargrave Bloomsbury Publishing

Frostgrave Fantasy Wargames in the Frozen City Osprey Publishing  
Frostgrave: The Red King Bloomsbury Publishing

Long ago, the great city of Felstad sat at the centre of a magical empire. Its towering spires, labyrinthine catacombs and immense libraries were the wonder of the age, and potions, scrolls and mystical items of all descriptions poured from its workshops. Then, one cataclysmic night, a mistake was made. In some lofty tower or dark chamber, a foolish wizard unleashed a magic too powerful to control. A storm rose up, an epic blizzard that swallowed the city whole, burying it deep and leaving the empire as nothing more than a vast, frozen wasteland. The empire shattered, and the magic of the world faded. As the centuries came and went, Felstad passed from history to legend and on into myth. Only a few wizards, clinging to the last remnants of magical knowledge, still believed that the lost city had ever actually existed. But their faith was rewarded. After a thousand years, the fell winter has passed. The snows have receded, and Felstad has been uncovered. Its buildings lie in ruins, overrun by

undead creatures and magical constructs, the legacy of the empire's experiments. It is an evil, dangerous place. To the few hardy souls who inhabit the nearby villages, the city has acquired a new name, 'Frostgrave', and it is shunned by all right-thinking people. For those who seek power and riches, however, it is an unparalleled opportunity, a deadly maze concealing secrets of knowledge long forgotten... This new fiction anthology collects ten stories of wizards and adventures as they venture into the ruins of the Frozen City.

**Battles of the Lost Age** Bloomsbury Publishing

A new supplement for Frostgrave with expanded rules for vampires and giants, a new soldier type in the huge giant-blooded and guidelines and scenarios for playing Frostgrave with high-level wizards. In the days of ancient Felstad, vampires kept to the shadows, their small numbers no match for the power of the city's wizards. But when the cataclysm struck the wizards were destroyed, while the deathless vampires went into a frozen hibernation. Now, as the city thaws, so to do its undead inhabitants. The masters of the night are

rising again: reoccupying their hidden strongholds, reforming their old cabals and finding new victims to serve as their thralls. The destruction of the old city has brought one other boon to the vampires--giant's blood. While giants used to live out of reach to the far north, in the intervening millennium, they have descended on the city in large numbers. Their blood is like an elixir to the vampires, filling them with strength and magical power. A new war is forming between these two ancient races, and once again, the wizards of Frostgrave are caught in the middle. This supplement for Frostgrave: Fantasy Wargames in the Frozen City presents greatly expanded information about the vampires and the giants that occupy the frozen ruins, including rules for vampiric magic and a breakdown of the different tribes of giants. Also included are rules for a new type of soldier, the giant-blooded. These huge men and women have the blood of giants running through their veins, granting them great strength unseen in normal men. Finally, the book contains a section on playing Frostgrave with high-level wizards and includes two mini-campaigns to challenge these experienced spellcasters.

Fantasy Wargames in the Frozen City  
Bloomsbury Publishing  
Wizards tend to be secretive and solitary, rarely sharing their knowledge, and associating with only a select few apprentices, followers, and henchmen. It is rare that they spend time in the company of other spellcasters, and rarer still that they work together. Now, however, something is about to take place that has not occurred since the great days of Felstad – a gathering of wizards. In this new supplement for Frostgrave, some of the biggest names in gaming turn their creative powers towards the Frozen City, each contributing a scenario and adding their own flair to the game. Featuring scenarios by Alessio Cavatore, Alex Buchel, Andy Chambers, Gav Thorpe, Chris Pramas, Daniel Mersey, Andrea Sfiligoi, and many more, this tome provides a collection of adventures that will pit players against unimaginable foes and challenges, pushing their wizards and warbands to new limits.

**Frostgrave: Arcane Locations**

Bloomsbury Publishing  
Dark necromancers have laid claim to forsaken kingdoms and summoned forth

the souls of those who defiled their oathmarks. The dead, once again, march to war. As armies of wraiths and skeletal warriors bring destruction to their lands, the small kingdoms of the Marches also turn to the spirits of the dead. Gathering the most ancient and powerful of oathmarks, they recall the spectral forms of those that died in loyal battle to once again come forth in defence of their kingdoms. With these ethereal warriors joining their ranks, the kings of the Marches may yet stand. This supplement for Oathmark: Battles of the Lost Age introduces the forces of the dead to the game. Some armies will use dark magic to summon the souls and corpses of traitors from the past, while others will recall the spirits of loyal warriors that gave their lives and willingly fight again. This book also includes expanded rules for characters, which allow you to chart their progress from battle-to-battle, and watch as they grow in rank, responsibility, and power. All of these rules are then incorporated into a campaign featuring new scenarios that together tell of an epic war for survival.

*Fantasy Wargames in the Lost Isles*

Bloomsbury Publishing  
Arcane Locations features scenarios focused on some of the more infamous ruins to be found in the Frozen City, such as Brycho's Celestium, Walenton Manor, and the Arena Without Walls. Also included are new options for developing a wizard's base in the ruins of Frostgrave.

### **Frostgrave: The Frostgrave Folio**

Bloomsbury Publishing

As the wars of Napoleon ravage Europe, chaos and fear reign and the darkness that once clung to the shadows has been emboldened. Supernatural creatures – vampires, werewolves, ghouls, and worse take advantage of the havoc, striking out at isolated farms, villages, and even military units. Whether they are pursuing some master plan or simply revelling in their newfound freedom is unknown. Most people dismiss reports of these slaughters as the rantings of madmen or the lies of deserters, but a few know better... The Silver Bayonet is a skirmish wargame of gothic horror set during the Napoleonic Wars. Each player forms an elite band of monster hunters drawn from the ranks of one of the great powers. Riflemen, swordsmen, and engineers fight side-by-

side with mystics, occultists, and even those few supernatural creatures that can be controlled or reasoned with enough to make common cause. The game can be played solo, co-operatively, or competitively, with players progressing through a series of interlinked adventures with their soldiers gaining experience and suffering grievous wounds, and their units triumphing... or falling in the face of the shadows. It is a game of action and adventure, where musket and sabre meet tooth and claw.

Oathmark: Oathbreakers Bloomsbury Publishing

The dead have always stalked the dark corners of the earth. Since World War II, the number of zombie outbreaks has increased every year, while governments desperately try to cover up the facts. *Zombies: A Hunter's Guide* contains all of the information necessary to recognize and combat this growing threat. Beginning with an explanation of the historical origins of zombies, it follows their history straight through to the threat they pose to the world today. All varieties of zombie are catalogued and examined, giving their strengths and weakness, with a special

emphasis on recognition and elimination. Finally, the book covers the tactics and equipment used in zombie fighting. Accompanied by numerous full-colour reconstructions to help with identification, this book is a must for anyone on the frontlines of the Zombie Wars.

### **Frostgrave: Ghost Archipelago: Lost Colossus** Bloomsbury Publishing

The Roman Empire rules the civilised world with an iron fist, seemingly all-powerful and limitless. And yet, the power of Rome is secured not by its mighty legions, but by small bands of warriors and agents fighting a secret war. Tasked by the Emperor to explore ancient temples, forgotten labyrinths and beast-haunted caverns, they seek out artefacts hidden by the gods themselves, hunt creatures of myth and face enemies that would use dark magic against the empire. *Broken Legions* is a set of fantasy skirmish rules for a war unknown to history, fought in the shadows of the Roman Empire. Various factions recruit small warbands to fight in tight, scenario-driven battles that could secure the mystical power to defend – or crush – Rome. A points system allows factions to easily build a warband, and

mercenaries and free agents may also be hired to bolster a force. Heroes and leaders may possess a range of skills, traits and magical abilities, but a henchman's blade can be just as sharp, and a campaign can see even the lowliest henchman become a hero of renown.

*Fantasy Wargaming Rules* Bloomsbury Publishing

With this new supplement for Frostgrave, players can lead their warbands into the vast network of catacombs, sewers, and dungeons that run underneath the Frozen City. It was in these dark confines that the ancient wizards known as Beastcrafters experimented on living creatures, creating strange hybrids and deadly monsters, many of which still roam the forgotten passageways. Along with a host of new scenarios, treasures, soldiers, and creatures, the book also contains rules for the traps and secret passages that are often found in the dungeons. With wonderful and rare magical treasures to be discovered, will players risk taking their warbands down into the Breeding Pits? [Lion Rampant](#) Bloomsbury Publishing  
Amidst the frozen ruins of an ancient city, wizards of different creeds are locked in a

ferocious struggle. Each of them must seek to discover the treasures of a fallen empire and master long-forgotten but incredibly powerful magical lore. Each player takes on the role of a wizard from one of ten schools of magic, and builds his band of followers. While the wizard's apprentice will usually accompany his master, more than a dozen other henchmen types are available for hire, from lowly thugs to heavily armored knights and stealthy assassins. Wizards can build their magical knowledge by unlocking ancient secrets, with the potential to learn up to 80 spells in total. As players gain power and wealth, they can develop their headquarters on the outskirts of the city, turning one of a dozen different basic locations into bastions of their art, equipping them with alchemical laboratories, mystical forges, astronomical telescopes and other magical resources. While individual games of Frostgrave are quick and can easily be played in an hour or two, it is by connecting these games into an ongoing campaign, that players will find the most enjoyment. The scenarios given in the book are merely the beginning of the

limitless, thrilling adventures that can be found amidst the ruins of the lost city.

**A Tale of the Frozen City** Bloomsbury Publishing

Whether you're a nameless Dark Lord looking to conquer the known world, a Champion of Light holding out against the forces of evil or a Northern barbarian facing claimants to a stolen throne, Dragon Rampant allows you to bring those battles to the tabletop. Developed from the popular Lion Rampant system, Dragon Rampant is a standalone wargame that recreates the great battles of Fantasy fiction. Scenarios, army lists, and full rules for magic and monsters give players the opportunity to command unruly orc warbands, raise armies of the undead, campaign across an antediluvian world as the warchief of a barbarian tribe, or exploit the power of mighty creatures and extraordinary sorcery. An army usually consists of 6-8 units comprised of 6-12 individually based figures. These small units move and fight independently, assuming that they follow your orders rather than just doing their own thing. Command and control is just as important on the battlefield as the power of a troll

chieftain or the magic of an archmage.

Frostgrave: Oathgold Bloomsbury Publishing

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*Science Fiction Wargames in the Ravaged Galaxy* Osprey Games

The Hunt for the Golem is a mini-campaign for Frostgrave: Fantasy Wargames in the Frozen City. Over the course of three scenarios, the wizards and their warbands will learn about the Granite Golem, a unique monster rampaging through the

ruins. They will then go on the hunt for the Golem, first to study it, then in an effort to capture or destroy it. They will also have a chance to find some unique new treasures.

Frostgrave: The Maze of Malcor Bloomsbury Publishing

This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, and a host of brand-new scenarios. It remains fully compatible with all previously published Frostgrave supplements, allowing players to revisit past adventures as well as face new challenges. Choose a wizard from one of ten schools of magic, and select from a list of eighty spells. Hire a warband filled with soldiers, from lowly thugs and thieves to mighty knights and barbarians, then lead your men into the frozen ruins of the magic city of Frostgrave on the hunt for ancient treasures and the secrets of lost magic. Be warned - it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time?

**Konflikt '47** Bloomsbury Publishing

Part magical university, part museum, part tourist attraction, the great Collegium of Artistry had flourished in Felstad's final days. Under the leadership of the seemingly immortal Malcor the Mad, the vast complex expanded, with new wings being built wherever they would fit, including up and down the rock face, and even buried within the mountain itself. Visitors called it one of the architectural wonders of the world; the students, who often got lost in its endless tunnels, simply called it 'The Maze'. With a titanic crash, an immense ice shelf tears free from the mountains that that loom above Frostgrave, revealing the lost Collegium, and the race for its secrets begins. The Maze is known to have contained many rare and unique treasures, and who knows what may have survived... This new, expanded supplement for Frostgrave contains a host of new adventures, treasures, and creatures to challenge players. It also includes its own, unique campaign and experience system, as well as information about several of the mythical lost schools of magic.

**Last Days: Zombie Apocalypse**  
Bloomsbury Publishing

Fires rage throughout the Frozen City as an inhuman army pours out of the cracks between realities. In the distant past, a cabal of city elders sought to save their lives by making a pact with a demon prince... and now the Red King has come to collect what he is owed, claiming Frostgrave as his own. Many have already fled before the Red King's demonic hordes,

while others seek to weather the storm, turning their bases into makeshift fortresses. The wizards of Frostgrave must choose - do they stand and fight, or do they abandon this great repository of mystical knowledge to the ravages of unearthly fire? The Red King is the first supplement designed for Frostgrave: Second Edition. In this sprawling, epic

campaign, wizards will be pushed to their limits, fighting not only against one another and the perils of the Frozen City, but also against an invading army. As the Red King's power grows, the laws of magic and nature will start to bend. Can the wizards put aside their differences long enough to oppose this common foe, or will greed and mistrust doom them all?

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