

Frostgrave Fantasy Wargames In The Frozen City

Frostgrave fantasy wargames in the frozen city offer an immersive experience for tabletop gamers who love exploring magical realms shrouded in ice and mystery. Set in a cursed, abandoned city engulfed by winter's relentless grip, these skirmish-style battles combine tactical gameplay, rich storytelling, and a vibrant miniature painting community. Whether you're a seasoned wargamer or a newcomer looking to delve into fantasy battles, Frostgrave provides a compelling universe where magic and combat collide amidst snow-covered ruins.

Introduction to Frostgrave and Its Setting

What Is Frostgrave?

Frostgrave is a tabletop miniature wargame created by Joseph A. McCullough and published by Osprey Publishing. It was first released in 2015 and quickly gained popularity for its accessible rules, flexible gameplay, and rich narrative potential. The game is set in the ruined, icy city of Frostgrave, where rival wizard factions battle for relics, power, and survival amid the frozen remains of a once-thriving civilization.

The Setting: The Frozen City

Frostgrave's setting reflects a post-apocalyptic fantasy world where magic has fallen into disarray, leaving behind a city buried in snow, ice, and ancient ruins. The city is filled with:

- Crumbling buildings and frost-covered streets
- Hidden tombs and magical artifacts
- Strange creatures and undead remnants
- Dangerous wildlife adapted to the cold environment

The environment itself becomes an active element of gameplay, influencing movement, cover, and strategy.

Core Mechanics of Frostgrave Wargames

Gameplay Overview

Frostgrave is played with miniature figures representing wizards and their warbands, typically consisting of 4-10 models depending on the scenario. The game emphasizes:

- Tactical movement
- Spellcasting
- Looting relics and treasures
- Defeating rival warbands

Players alternate turns, with each turn comprising movement, spellcasting, and shooting or melee combat. The game supports both competitive and cooperative play, making it versatile for different gaming groups.

Choosing a Wizard and Warband

Players select a wizard archetype, each with unique spells and abilities. Common wizard types include: - Enchanters - Necromancers - Elementalist - Illusionists Alongside their wizard, players assemble a warband of followers such as: - Fighters (soldiers, archers) - Specialists (thieves, alchemists, spellcasters) - Creatures and monsters This customization allows for diverse strategies and playstyles.

Magic and Spellcasting

Magic is central to Frostgrave, with each wizard possessing a spellbook containing a set of spells. Wizards can learn new spells between games, adding depth and variability. Spells range from offensive fireballs to defensive shields and summoning creatures, offering tactical options for various situations.

Strategies and Tips for Playing Frostgrave

Building a Balanced Warband

Successful warbands balance combat prowess, magical capability, and utility. Consider: - Including a mix of fighters and spellcasters - Equipping followers with appropriate gear - Selecting spells that complement your playstyle

Mastering the Environment

The frozen city is full of hazards and opportunities. Use cover wisely, leverage high ground, and anticipate dangers like ice cracks or magical traps.

Prioritizing Objectives

Games often involve multiple objectives such as: - Securing relics - Eliminating enemy models - Protecting certain areas - Collecting treasure Focus your warband's efforts accordingly, adapting your tactics as the game progresses.

Managing Resources and Spell Slots

Resource management is crucial. Keep track of: - Spell slots - Action points - Looted treasures Effective management ensures your warband remains resilient through the game's duration.

Popular Expansions and Variants

Expansions and Supplements

Frostgrave has several expansions that introduce new content: - Frostgrave: Ghost Archipelago — Set in a tropical archipelago, offering a different environment and new factions. - Frostgrave: Lost Vaults — Adds new scenarios, spells, and warband options. - Frostgrave: Arcane Locations — Introduces special terrain and objectives.

Variants and Campaigns

Campaign modes allow players to develop their warbands over multiple sessions, gaining experience, new spells, and gear. These campaigns deepen engagement and storytelling, making each game a chapter in a larger narrative.

Building and Painting Frostgrave Miniatures

Choosing Miniatures

Frostgrave miniatures are available from various manufacturers, including: - Osprey Miniatures - North Star Military Figures - Other third-party vendors The game's flexible design allows for a wide range of fantasy figures representing humans, elves, undead, demons, and monsters.

Painting Tips for a Frozen City Theme

To enhance your gaming experience, consider painting miniatures with a frosty aesthetic: - Use icy blues, whites, and greys for clothing and armor - Add snow effects to bases and terrain - Incorporate magical effects with vibrant colors and glow effects - Use weathering techniques to simulate wear and cold exposure A cohesive painting style enhances immersion and makes your warbands stand out on the tabletop.

Frostgrave Community and Resources

Community Engagement

The Frostgrave community is active both online and locally. Popular platforms include: - The Frostgrave Facebook group - Reddit communities - Dedicated forums and Discord servers Participants share painted miniatures, battle reports, and campaign stories, fostering a vibrant and supportive environment.

Resources for New Players

Newcomers can access: - Free downloadable rulebooks and scenarios - Painting tutorials - Battle reports and strategy guides Many hobby shops and conventions host Frostgrave events, providing opportunities for in-person gameplay and learning.

Conclusion: Why Frostgrave Is a Must-Play for Fantasy Wargamers

Frostgrave fantasy wargames in the frozen city blend tactical combat, spellcasting, and storytelling within a beautifully crafted icy landscape. Its flexible rules, diverse miniatures, and campaign potential make it an ideal choice for hobbyists seeking both competitive and narrative-driven gameplay. Whether exploring the ruins alone or battling friends in a snowstorm of magical chaos, Frostgrave offers endless possibilities for adventure and strategic mastery in a frozen fantasy universe. Meta Description: Discover

the thrilling world of Frostgrave fantasy wargames in the frozen city. Learn about gameplay mechanics, strategies, miniatures, and tips to master this immersive tabletop game set in a magical icy landscape.

Frostgrave: Fantasy Wargames in the Frozen City In the ever-expanding universe of miniature wargaming, few settings evoke the same sense of mystique, danger, and adventure as Frostgrave. Developed by Joseph A. McCullough and published by Osprey Games, Frostgrave immerses players into a treacherous, icy cityscape where wizard-led adventurers battle for arcane relics amidst the ruins of a once-great civilization. This game's unique blend of fantasy elements, tactical gameplay, and narrative depth has cemented its place as a beloved staple for hobbyists seeking both competitive battles and storytelling experiences set in a frozen, mystical metropolis.

Introduction to Frostgrave: Setting and Theme

The Frozen City as a Mythical Arena

The core of Frostgrave's appeal lies in its evocative setting: a sprawling, abandoned city buried beneath perpetual winter, known simply as "the Frozen City." Once a thriving metropolis, it fell into ruin after a catastrophic magical event, leaving behind a chaotic landscape filled with crumbling buildings, treacherous ice formations, mysterious ruins, and pockets of arcane energy. The city's environment is as much a character in the game as the figures themselves, influencing strategies and tactics. The theme of exploration and discovery runs through every game, as players assume the roles of wizards and their retinues venturing into the icy depths to recover lost relics, harness hidden magic, and confront rival factions. The narrative underpinning Frostgrave emphasizes the perilous journey of treasure hunters in a hostile, supernatural environment—an adventure that combines elements of classic fantasy with the bleakness of a winter apocalypse.

Factions and Lore

Frostgrave's lore is rich and flexible, allowing players to craft their own stories. The city is populated by various factions—bandits, cultists, mercenaries, and remnants of ancient civilizations—all vying for control over magical artifacts. The game does not prescribe a rigid backstory but provides enough thematic material to inspire campaigns and narratives. This flexibility is one of its strengths, as it encourages players to develop their own factions, rivalries, and histories.

Core Gameplay Mechanics

Wizard and Apprentice System

At the heart of Frostgrave's gameplay are the wizards, each leading a small retinue of followers or "men-at-arms." Each wizard is a master of a particular magical school—such as Evocation, Necromancy, or Enchantment—and has unique spells and abilities. The wizard's role is to navigate the dangerous city, cast spells, and recover relics while managing their retinue. Players also control apprentices who assist the wizard in spellcasting and combat. Apprentices are less powerful but can be trained to learn new spells and perform specific tasks, adding a layer of resource management and strategic planning.

Turn Structure and Action Phases

Frostgrave employs a turn-based system where players alternate activating their models. During each activation, a player can move a figure, cast spells, attack, or perform other actions like looting or searching for treasure. The game emphasizes tactical positioning, as terrain features and line of sight significantly influence combat and spellcasting success. Key aspects of the turn structure include:

- Movement and positioning: Navigating the icy ruins requires careful movement to avoid hazards and set up advantageous attacks.
- Spellcasting: Spells can be offensive, defensive, or utility-based, often requiring line of sight and certain conditions.
- Looting and relic retrieval: Many scenarios focus on capturing relics, which are placed in strategic locations and can be contested by multiple players.
- Combat: Engaged figures resolve attacks with dice rolls, factoring in weapon ranges, modifiers, and special abilities.

Victory Conditions and Scenario Design

Frostgrave offers a variety of scenarios, from simple treasure hunts to complex rescue missions. Victory can be achieved through:

- Successfully retrieving a set number of relics.
- Eliminating opposing wizard's retinue.
- Achieving specific objectives, such as controlling certain areas or summoning powerful entities.

Scenario design encourages creativity, with players tailoring missions to their narratives or experimenting with different tactical setups.

Miniatures and Army Composition

Choosing Your Forces

Frostgrave is highly flexible regarding miniatures. Players can utilize existing fantasy figures, historical miniatures, or even custom-designed models. The game's rules are generic enough to accommodate a broad spectrum of miniatures, making it accessible and cost-effective. A typical retinue consists of:

- Wizard: The leader, spells, and special abilities.
- Apprentice: Supports the wizard and learns spells.
- Men-at-Arms: Soldiers, mercenaries, or creatures like zombies, skeletons, or monsters.
- Specialists: Unique figures with specific roles, such as thieves, alchemists, or spell-casters.

Army composition balances between magic and martial prowess, with players often customizing to suit their preferred playstyle.

List Building and Point Systems

The game employs a point-based system, allowing players to create balanced armies within agreed-upon limits. This promotes strategic planning, as players decide whether to focus on powerful spellcasters, heavily armed troops, or a mix of both. Points are allocated based on:

- Model types and equipment
- Special abilities
- Spell access and mastery
- Creature or monster inclusion

This system fosters fairness and encourages tactical diversity.

Strategic Elements and Tactics

Terrain and Environment

The icy cityscape is littered with obstacles—collapsed buildings, icy patches, secret passages, and magical hazards—that players must navigate intelligently. Terrain can block line of sight, impede movement, or trigger random events, adding unpredictability. Strategic use of terrain often determines the outcome of encounters, with players seeking high ground or cover to gain advantages.

Magic and Spellcasting

Magic is a defining feature of Frostgrave. Spells can turn the tide of battle, but casting requires careful resource management and positioning. Spells have varying ranges, durations, and effects, with some requiring line of sight, others being area-based, and some having lasting effects. Players must decide when to cast spells defensively or offensively, and how to counter opponents' magical strategies.

Resource Control and Treasure Hunting

The core of Frostgrave gameplay revolves around retrieving relics and magical items. Controlling relics often involves risking exposure to enemy fire or magical backlash. Securing these items grants points and victory conditions, but also attracts enemy attention. Effective resource control requires balancing aggression with caution, understanding enemy tendencies, and leveraging terrain advantages.

Campaigns and Narrative Play

Progression and Development

Frostgrave supports campaign play, where players develop their wizards and retinues over multiple games. Characters gain experience, learn new spells, and acquire better equipment, creating a dynamic and evolving narrative. Progression rules include: - Gaining experience points through successful quests or battles. - Learning new spells from spellbooks. - Purchasing better gear or recruiting new followers. This progression fosters long-term engagement and storytelling.

Storytelling and Roleplaying

While primarily a tactical wargame, Frostgrave's flexibility lends itself to roleplaying. Players are encouraged to craft backstories for their wizards, develop rivalries, and create overarching campaign narratives. This depth makes each game more immersive, transforming it from a mere skirmish to an adventure in a frozen, magical world.

Questions & Answers About frostgrave fantasy wargames

in the frozen city

No	Question	Answer
1	What is the core setting of Frostgrave: Fantasy Wargames in the Frozen City?	The game is set in a ruined, frozen city where wizards and their warbands explore abandoned ruins, battle rival factions, and seek magical artifacts amidst harsh winter conditions.
2	How do magic and spellcasting work in Frostgrave?	Players use spellbooks and dice rolls to cast spells during the game, with a focus on versatility and strategy. Wizards can learn a wide range of spells, which are cast using a combination of their magic points and dice rolls.
3	What are the key factions or warbands in the Frozen City setting?	Various factions such as the Wizards Guilds, mercenaries, cultists, undead, and monster factions battle for control of the city's ruins and magical artifacts, each with unique units and strategies.
4	How does terrain influence gameplay in Frostgrave?	Terrain features like ruins, ice patches, and barricades provide cover and strategic points, affecting movement and line of sight, thus making terrain an essential element for tactical planning.
5	Are there expansions or supplement rules for Frostgrave's Frozen City?	Yes, there are several expansions and supplements introducing new factions, spells, scenarios, and rules to expand gameplay and deepen the narrative experience in the Frozen City.
6	What are some popular strategies for winning in Frostgrave?	Effective strategies include controlling the central terrain, prioritizing magic item retrieval, managing your warband's experience, and balancing aggressive and defensive tactics based on your faction's strengths.
7	Can Frostgrave be played solo or cooperatively?	While primarily designed for skirmish gameplay between players, there are solo and cooperative scenarios available through official rules and community-modified scenarios, allowing for versatile play options.
8	What materials are needed to start playing Frostgrave?	You need miniatures for your warband, a game rulebook, dice, measurement tools, and terrain pieces. The core rulebook provides all the necessary rules to get started, with additional expansions offering more options.

frostgrave, fantasy wargames, frozen city, miniature battles, tabletop gaming, medieval fantasy, warband, spellcasting, terrain, fantasy miniatures