

FROSTGRAVE

SELLSWORD

JOSEPH A. McCULLOUGH



FOREWORD

Sellsword is a mini-expansion for *Frostgrave: Fantasy Wargames in the Frozen City*. This expansion gives wizards the option to hire a captain, a special type of soldier, to help lead their warbands. Unlike other soldiers in the game, captains may choose their own weapons, have a few special abilities known as ‘tricks of the trade’, and gain experience. Of course, such experience and versatility comes at a price, so captains are going to want more than the retainer given to most soldiers – they want a cut of the treasure!

Including captains in your games of *Frostgrave* introduces new tactical possibilities and variation. It also, however, adds a bit more complexity and book-keeping, which may not be for everyone. Before a player hires a captain, they should discuss it with their regular opponents or gaming group and make sure that everyone is happy to use these rules. The rules for captains are optional and, as such, you should assume they are not being used unless everyone has agreed to do so beforehand.

Also included in this expansion are three new scenarios designed to give soldiers more of a chance to shine. All feature some type of limitation or obstacle to spellcasting that will hopefully force wizards to think a bit more about how much they rely on their magic.

Finally, as with all *Frostgrave* material, use what you like, discard what you don’t, and feel free to change the game in any way that makes it more fun for you!

INTRODUCTION

A life devoted to magic leaves little time for anything else. So, while most of the wizards who explore the ruins of Frostgrave recognize the need to hire soldiers, they tend to have little time or inclination to oversee the organization and day-to-day running of their warbands. For that reason, many wizards hire captains, to lead their men. These experienced warriors, usually veterans of many battles, are dangerous fighters who have learned a few tricks over the course of their careers...



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