

Frost Grave Napoleonic's- By Commissar Danno

A fan made expansion to Frost Grave

Introduction: In 1793 a sacrifice was made that saw our world transform. On the morning of January 21, 1793 King Louie of France was executed, but his execution was not that by an angry populace but planned by darker sects of the revolution. A ritual disguised as an execution which required the blood of a king. Before King Louie's Head landed in the basket a great flash of light spread across the globe. In it's wake magic returned as did beasts from the worst of nightmares. Now the year is 1808 and the world is at war. Magic has become a part of life and war, wizards fight in the uniforms of their respective nations, searching for more magical knowledge to tip the balance in their favor.

Soldier	Move	Fight	Shoot	Armor	Will	Health	Cost	Notes
Sailor	6	+1	+1	10	+0	10	20 gc	Hand Weapon, Pistol
Ship Border	6	+2	+0	10	+1	10	50 gc	Hand Weapon, Blunderbuss
Conscript	6	+1	+0	10	-1	10	30 gc	Bayonet, Musket
Line Foot	6	+2	+1	10	+0	10	50 gc	Bayonet, Musket
Guard	6	+4	+2	10	+2	12	80 gc	Bayonet, Musket
Light Foot	7	+1	+2	10	+1	10	50 gc	Musket
Rifleman	7	+0	+3	10	+2	10	70 gc	Rifle, Hand Weapon
Hussar	10	+3	+0	10	+1	12	100 gc	Hand Weapon, Horse
Dragoon	10	+1	+1	10	+0	12	100 gc	Hand Weapon, Musket, Horse
Cuirassier	10	+4	+0	13	+3	14	150 gc	Hand Weapon, Breast Plate, Horse

Napoleonic Weapon and Equipment Descriptions

Note on Price and Availability: A Wizard and Apprentice may take a staff, hand weapon, dagger or pistol as a free weapon. These weapons and equipment maybe taken by a Wizard or an Apprentice for the following prices. Pistol, Musket-Bayonet for 10 Gold Coins. Blunderbuss, Rifle or Horse for 20 Gold Coins. Bayonets are free if you take a musket, but will take an item slot.

Musket: Muskets are by far the most common weapon found the armories of established countries of the world and can be found in the homes of the most lowly peasant to the highest lord. Muskets take one action to load and one action to fire. If a figure wishes he may replace his mandatory movement with a 'reload action'. Muskets have a +3 damage modifier and a maximum range of 24". It is assumed that all muskets start the game loaded and ready to fire.

Pistol: Pistols are the weapons of gentlemen and lower wretches, these are used in close range of the enemy, little more than a few paces away. Pistols maybe loaded and fire in a single action. Pistols have a +2 damage modifier. For game purposes the maximum range of a pistol is never more than 12". In close combat a pistol counts as a dagger.

Blunderbuss: Used on ships, these weapons are deadly effective on clearing decks. Blunderbuss's take one action to load and one action to fire. If a figure wishes he may replace his mandatory movement with a reload action. You may target one enemy figure, if you do and there are any enemy figures in 1" of the model, roll to hit against them as well at a further -1 Shoot for each enemy model you attempt to hit in such a way. Blunderbuss's have a +1 Damage modifier.

Blunderbuss's have a maximum range of 12"

Rifle: Rifles are weapons used by militia's and backwoods hunters, but have become popular in the armies of age, able to pick off enemy officers and other notables with an ease that Muskets are unable to accomplish. Rifles take one action to load and one action to fire. If a figure wishes he may replace his mandatory movement with a 'reload action'. When shooting into combat the user always shoot's at the enemy model. When shooting a figure removes 1 from the shooting modifier table, I.E. Light cover becomes a +1 and Hasty Shot becomes a +0. Rifles have a +3 damage modifier and a maximum range of 24". It is assumed that all muskets start the game loaded and ready to fire.

Bayonet: A bayonet makes a soldier a deadly man when forced into close combat. As long the model has a musket and bayonet he is counted as having a hand weapon. If the musket is destroyed however the model counts as no longer having a hand weapon and counts as being as armed with a dagger. If the bayonet is destroyed then the model is considered armed with a staff.

Horse: A model on a horse will move at 10". A model on a horse can't climb stairs or enter non-ruined buildings. A model on a horse will gain +2 Health. But if the horse is destroyed then it counts as moving at 6" instead.

Experience for Magic-(Optional)

Notes: Magic is a potent and new force in this world. As the wizards discover their new abilities they are changed by it and gain new experience. These abilities used in certain ways allow the wizard to gain greater control over their powers. A wizard who fulfills these requirements in the following lore's gain +25 Experience Points.

Chronomancer: The wizard has successfully cast Decay 4 or more times over the course the game.

Elementalist: The wizard has successful cast Call Storm 4 or more times over the course of the game.

Enchanter: The wizard has successfully cast Enchant Weapon 4 or more times over the course of the game.

Illusionist: The wizard has successfully cast Invisibility 4 or more times over the course of the game.

Necromancer: The wizard has successfully cast Spell Eater 4 or more times over the course of the game.

Sigilist: The wizard has successfully cast Explosive Rune 4 or more times over the course of the game.

Soothsayer: The wizard has successfully cast Forget Spell 4 or more times over the course of the game.

Summoner: The wizard has successfully cast Plague of Insects 4 or more times over the course of the game.

Thaumaturge: The wizard has successfully cast Heal 4 or more times over the course of the game.

Witch: The wizard has successfully cast Curse 4 or more times over the course of the game.

Armies of the Strange-(Optional)

During this new age of magic it has become evident that the compositions of armies are changing. No longer are they just men marching to war but also beasts, demons and zombified warriors. To represent this the spell caster may keep a summoned demon, imp, zombie, animated construct or animal companion in their warband if they survive the game they are summoned on or out of game. Furthermore you may upgrade any zombie, animated construct, imp or demon from the Napoleonic Weapon and Equipment Descriptions with any one weapon from that entry. These models cannot carry any items besides the one weapon you equip them with.

Due to the multiple models summoned by the spell caster the spell caster can break their concentration that much easier. If the spell caster has for each model after the first the spell caster has under its direct control, the spell casters are at -1 Will for each controlled model in regards to resist spells that break the bond with the spell caster or banishes it.

Further Afield

The Napoleonic age was one at the tail end of the age of discovery, when the world had begun to connect like never before. This is when Europeans went further afield to discover ancient sites and relics, but also to plunder said artifacts.

But in this world now filled with magic, forgotten ruins and of upheaval these adventures have encountered their counter parts in these lands.

Here is a warband for playing with Non-Western culture based adventurers, because there were more cultures and tribes that adventurers would of encountered I call these warriors tribesmen, this is a general term and not meant to offend anyone by it. This will allow you with some leeway to play as these peoples, just use your imagination when envisioning them as certain warriors and aspects. Just put in the notes what they really are supposed to represent while using the rules herein.

Soldier	Move	Fight	Shoot	Armor	Will	Health	Cost	Notes
Tribes Man	6	+2	+0	10	-1	10	20 gc	Hand Weapon
Tribal Bowman	6	+1	+2	10	+0	10	40 gc	Bow, Dagger
Tribal Warrior	6	+3	+0	11	+1	12	50 gc	Hand Weapon, Leather Armor
Tribal Musketeer	6	+1	+0	10	+0	10	60 gc	Musket
Tribal Warrior Bowman	6	+3	+2	11	+1	12	70 gc	Bow, Hand Weapon, Leather Armor
Tribal Elite Warrior	6	+4	+0	12	+2	14	80 gc	Two Handed Weapon, Mail Armor
Tribal Warrior Musketeer	6	+3	+3	11	+1	12	90 gc	Hand Weapon, Musket, Leather Armor
Mounted Tribes Man	10	+2	+0	10	-1	12	70 gc	Hand Weapon, Horse
Mounted Tribal Bowman	10	+1	+2	10	+0	12	100 gc	Hand Weapon, Bow Horse
Mounted Tribal Warrior	10	+3	+0	11	+1	14	140 gc	Hand Weapon, Horse
Mounted Tribal Musketeer	10	+1	+2	10	+0	12	140 gc	Hand weapon, Musket, Horse
Mounted Tribal Warrior Bowman	10	+3	+2	11	+1	14	150 gc	Hand Weapon, Bow, Horse, Leather Armor
Mounted Tribal Warrior Musketeer	10	+3	+2	11	+1	14	180 gc	Hand Weapon, Musket, Bow
Mounted Tribal Elite Warrior	10	+4	+0	11	+2	16	200 gc	Two Handed Weapon, Horse, Mail Armor

Note on Weapons: It is assumed that the wizard and apprentice more willing to try exotic weapons, so have complete access to both the stand Frostgrave weapons and this expansions weapons as well.

Mobs and Monsters

In addition to enemy warbands the wizards may come into contact with more creatures and not too pleased locals. These are additional mobs and such that are NPCs and activated during the creature phase. It would be best to use these as built encounters instead of random encounters. A note about these models, because of the nature of these creatures, it would be suggested for Local Mob's, Local Militia and Local Gang Members to be taken in groups of 2 or more.

Name	Move	Fight	Shoot	Armor	Will	Health	Notes
Local Mob	6	+0	+0	10	-2	10	Hand Weapon
Local Militia	6	+0	+0	10	-1	10	Musket
Local Gang Members	6	+1	+0	10	+0	10	Pistol

Dragons

Dragons are extremely powerful beasts and are not to be encountered lightly. These are beasts for high level parties to deal with and fight. This is not for the faint of heart adventurer.

Note: Dragons have access to the following magic spells. The dragon will always attempt to cast these spells if it isn't in combat. The dragon have access to Elemental Ball and Elemental Bolt.

If a dragon is slain keep it's model on the table, for each warband model in contact with it that model may forfeit it's mandatory movement and it's following action to skin the dragon. If this model does so then it gains +2 Armor permanently and must write into its notes Dragon Skin.

Name	Move	Fight	Shoot	Armor	Will	Health	Notes
Dragom	12	+6	+0	17	+6	30	Animal, Dragon Skin

Special Reward (optional)

This reward is only available to warbands if they capture as part of a scenario. This reward is called The Cannon. The Cannon is a special reward for a player who claims The Cannon objective marker in a specially designed scenario and held it to the end of the game. The Cannon has the following special rules.

The Cannon: This particular artillery piece is a light gun found in the ruins of a city or taken off of the ship. Despite it's size and lack of range it does have the ability to punch through the thickest of armors.

The cannon's crew are made up of soldiers who do not have horses and neither the wizard or apprentice can operate it.

The maximum crew for a cannon is 3 models and it must be noted that the models are the crew to the weapon. A cannon has a range of 24" and suffers no negatives for firing through cover to the target. The cannon can only move 2" for each crew member it has in base to base contact, if the crew move the cannon it counts as all of them taking an action. The cannon starts pre-loaded, but if fired it takes three separate actions by the crew in order to reload the cannon and a fourth to fire, these are separate actions. If the crew operate the cannon and are reloading they cannot shoot. If they are combat they can't reload the cannon. Once fired the cannon projective is +5 Damage and all armor counts as Armor 10. If the entire crew is killed the cannon is destroyed. The cannon maybe sold for 1,000 gc instead.