

Frostgrave: Swashbucklers- By Commissar Danno

A Fan made expansion to Frostgrave.

Introduction: The swashbuckling age of exploration, enlightenment and adventure lasted for almost 200 years. From the early 16th to the late 17th century there was discoveries of lost cities, cataclysmic wars and intrigues along with plots against royals. So it isn't hard to image that some of these adventurers weren't influenced by the temptation and use of magic. So now your warbands are in for a fight with gunpowder and magic!

New Warbands and Weapons

Western European Warband

Soldier	Move	Fight	Shoot	Armor	Will	Health	Cost	Notes
Clubman	6	+1	+0	10	-1	10	20 gc	Hand Weapon
Bandit	7	+1	+1	10	+0	10	30 gc	Hand Weapon, Pistol
Bruiser	6	+2	+0	10	+1	10	50 gc	Hand Weapon, Blunderbuss
Musketeer	6	+2	+2	10	+0	10	50 gc	Musket, Dagger
Swordsman	6	+3	+0	11	+0	10	50 gc	Hand Weapon, Leather Armor
Pikeman	6	+2	+0	13	+0	10	50 gc	Hand Weapon, Breastplate
Guard	6	+4	+0	10	+2	12	80 gc	Hand Weapon
Halberdier	6	+3	+0	13	+2	12	80 gc	Two Handed Weapon, Breastplate
Rifleman	7	+0	+3	10	+2	10	100 gc	Rifle, Hand Weapon
Rake	7	+4	+2	11	+2	10	100 gc	2 Pistols, Hand Weapon, Leather Armor
Cavalry	10	+2	+1	11	+2	12	120 gc	Hand Weapon, Horse, Pistol
Dragoon	10	+1	+2	10	+0	12	120 gc	Hand Weapon, Musket, Horse
Cuirassier	10	+4	+2	13	+3	14	150 gc	Hand Weapon, 2 Pistols, Breast Plate, Horse

Non Western Warbands: 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	12	+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 standard Frostgrave weapons and this expansions weapons as well.

Swashbuckling Weapons 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.

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. Muskets count as staves in close combat.

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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 may be 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.

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.