



# ADEPTICON 2018

## FROSTGRAVE: FURY OF THE FROST GIANTS

EVENT DATE: 03.23.2018

LAST UPDATE: 01.10.2017

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made to the event after 2/1/2018.

### EVENT DESCRIPTION

*Ravaged warbands who have survived expeditions into the Frozen City are starting to whisper that the Frost Giants have been spotted again. It's been more than a hundred years since the Frost Giants ruled the frozen wasteland outside the ruins of the Felstad. No one knows what drove the giants away but their return threatens everyone who seeks fame and fortune in the Frozen City. Can you forge alliances with rival wizards to drive the giants back deeper into the frozen wasteland?*

Players will bring an experienced Warband to play in this semi-cooperative big game event and try to defeat the Frost Giants while trying to claim the treasures of the Frozen City. Special rules for constructing experienced warbands and the overall warband size will be limited to 7 total models to help keep game play more efficient.

### WHAT YOU WILL NEED

- Your Fully Painted Wizard and Warband (see special rules below for warband construction)
- Warband Roster Sheet
- Dice (d20), appropriate measuring tools, and any tokens/markers needed for your wizards spells)
- Frostgrave Rules Manual

### WARBAND CONSTRUCTION

Warbands should be constructed using the following rules and/or restrictions:

- 1000 gc to hire your Warband of up to 5 Soldiers and purchase any Magical Item Upgrades
  - **Note:** You do not need to spend any gold to hire your Apprentice (though must pay for any magical items you want to give to him (or her))
  - Restrictions:
    - Any Soldiers from the the main Frostgrave Rulebook or any official supplement may be hired
    - No Captains may be used.
    - Any magical item from the main Frostrgave Rulebook may be purchased.
    - Scrolls may be purchased at the price of 400 gc apiece
    - No Single Magical Items worth more than 500 gc may be purchased
    - There are no "Wizard Bases" or "Base Upgrades" for this scenario
- Your Roster should clearly indicate the Purchased Cost for all Soldiers and Magical Items

Your Wizard will be Level 10 for this game. Therefore you can use 10 Level-up Upgrades to apply to your Wizard. These upgrades should be indicated on your roster before the game begins.

- The following limitations will apply to your Level-up Upgrades:
  - Up to 3 of these upgrades can be a choice of additional spells (may only be selected from your school, an aligned school, or a neutral school).



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- The remaining 7 (to 10 if additional spells are not chosen) can be used to increase your base stats, health, or casting level as per the main rules manual.
- No single upgrade can be used more than 4 times.
- Your Roster should clearly note which 10 upgrades were used. Remember to mark the appropriate upgrades to your Apprentice as well.
- All players should bring a roster to help track your Warband Progress including wounds, deaths (yours and your opponents!), and treasure collected!

### SPECIAL BIG GAME RULES

Since this is a stand-alone (non-campaign) game, there are a few deviations from the Frostgrave rules players will want to be familiar with.

- You will be given the opportunity to cast a single “Out of Game” spell prior to the start of the game (assuming your wizard knows an Out of Game spell and would like to cast it!) This spell can be used to increase the number of soldiers in your warband if appropriate.
- During the game, treasure will be immediately collected (using an action) and will not need to be “carried” per the main rules. All treasure found will be held in a collective inventory for the warband and will not count against slots for holding items.
- There will be plenty of in-game options to heal and potentially resurrect Wizards, Apprentices, and Soldiers.
- Experience will not be recorded during the game but we will track Treasure collected and models killed as well as some other event specific actions.

### BASIC RULES

- All players are expected to abide by the [Adepticon Conduct Policy](#).
- The models used in your army must comply with the [Adepticon Model Policy](#).
- Please use the feedback form on the [Adepticon 2018 website](#) to ask any questions you or your club may have in advance!
- Adepticon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. Adepticon reserves the right to remove players from the event or Adepticon itself with no refunds allowed.

# FROSTGRAVE

FANTASY WARGAMES IN THE FROZEN CITY