Event Rules

The following event rules are in place for any Louisvillewargaming.com Frostgrave events.

- Scenarios will be limited by turn number. This will be around six turns though can vary by scenario.
  - Alternately – random turn length can be used. At the end of turn 5 the game will end on the D20 roll of a 1-4. Subsequent turns the game ends on a +20% increment (so at end of turn 6 game ends on the roll of a 1-8, end of turn 7 on the roll of a 1-12, end of turn 8 on the roll of a 1-16, and end of turn 9 automatically)
- Any treasure not actually hauled off of the table by a member of your warband is not captured. Wiping out the enemy warband does not grant you all of the remaining treasure on the table.
- Apprentices contribute half of the normal xp for items where only the wizard can obtain xp. Examples: killing enemy soldiers, killing enemy apprentices, killing enemy wizard (page 54)
- Added to the Experience chart on page 54:
  - +10 experience when the wizard takes out a creature that has 10 or fewer HITS.
  - +20 experience when the wizard takes out a creature that has 11 or more HITS.
- Optional Rule: Critical Hits is in effect
- Optional Rule: Transcendent is in effect
- Optional Rule: Wounded is not in effect except by creatures that explicitly wound on damage rolls.
Soldier Experience (Player Optional)

The following system for advancing warband soldiers is optional at the player’s discretion. They do not need to do this extra book keeping if they do not wish.

Soldiers may earn experience the same as wizards. Each soldier earns experience separate from his comrades and is recorded on the character sheet. Soldiers earn experience in the following ways:

- +40 experience for each enemy soldier that the soldier kills
- +50 experience for any enemy wizard that the soldier kills
- +25 experience for any enemy apprentice that the soldier kills
- +10 experience for each creature that has 10 or fewer HITS slain
- +20 experience for each creature that has 11 or more HITS slain
- +50 experience for each treasure that that soldier personally carried off
For every 100 experience points a soldier accumulates, they advance a level in the same way as a wizard does.

Whenever a soldier goes up a level, roll on the following chart and apply the effect. If a skill is rolled that the soldier already possesses, treat the roll as if it were to improve a stat.

Players may always opt to trade in a skill that is rolled for the ability to upgrade a stat instead.

**Soldier Advancement Table**

<table>
<thead>
<tr>
<th>D20 Roll</th>
<th>Advancement</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>Improve a stat (exactly as a wizard on page 56)</td>
</tr>
<tr>
<td>11</td>
<td><strong>Opportunistic</strong> – the soldier may activate during a wizard or apprentice phase, regardless if he is close enough and in addition to the maximum number of soldiers that can activate.</td>
</tr>
<tr>
<td>12</td>
<td><strong>Mobile</strong> – the soldier is not affected by Rough Ground and may carry treasure at their normal pace.</td>
</tr>
<tr>
<td>13</td>
<td><strong>Hard Charging</strong> – the soldier may perform a Charge action. A charge action allows the soldier to move up to double their movement to take them into base contact with an enemy. Soldiers that charge gain a +1 bonus to their Fight score for that turn, but their Armor score drops by -1 for that turn.</td>
</tr>
<tr>
<td>14</td>
<td><strong>Slippery</strong> – the soldier cannot be locked in combat and may move away freely during their activation</td>
</tr>
<tr>
<td>15</td>
<td><strong>Resourceful</strong> – the soldier allows the player to roll twice on any treasure that the soldier has secured and choose which they want.</td>
</tr>
<tr>
<td>16</td>
<td><strong>Nowhere to Hide</strong> – the soldier ignores cover modifiers for their target</td>
</tr>
<tr>
<td>17</td>
<td><strong>Improved Critical Attack</strong> – the soldier inflicts a critical strike on the roll of a 19 or a 20 instead of just a 20</td>
</tr>
<tr>
<td>18</td>
<td><strong>Precise Shot</strong> – the soldier may pick targets out for shooting attacks, even if the target is engaged in combat</td>
</tr>
<tr>
<td>19</td>
<td><strong>Preferred Enemy {X}</strong> – the soldier chooses either a soldier type or creature type (ie, thug, knight, undead). He may re-roll attacks against that type of enemy. This skill may be taken multiple times.</td>
</tr>
<tr>
<td>20</td>
<td><strong>Hard to Kill</strong> – the soldier may re-roll any Survival rolls on page 50 if they are taken down during an adventure</td>
</tr>
</tbody>
</table>
Persistent Enemy

If the warbands encounter a particularly strong enemy that they are unable to vanquish, they can decide to make that enemy a Persistent Enemy.

Persistent Enemies, as their name suggests, are creatures or individuals that have a grudge to settle against a warband (or warbands) and will follow those warbands from adventure to adventure to seek out their revenge.

They are treated as a random encounter, rolled during the Creature Phase separate from normal random encounters by the warband that is being targeted. If that player rolls a 19+, the Persistent Enemy is brought onto the board and will attempt to target any members of a warband that they have a grudge against.

If they cannot draw line of sight to any members of a warband that they have a grudge against, they will act as normal creatures of their type using their base rules.

Persistent Enemies are a bit more dangerous than standard creatures. To reflect this, for every game that the enemy survives, they may add +1 to a stat, in the same way as a wizard can.

Persistent Enemies are worth +100 experience to a wizard or his retinue that takes down the enemy, if the enemy is targeting that wizard’s warband. Otherwise, it is only worth +50 experience points.