

# FROSTBLADE

CORE RULES  
v.0.4



## INTRODUCTION

Frostblade is a miniature wargame set in a fantasy world; it is played using 32mm scale Cast n Play miniatures. The game is easy to learn but hard to master. It is an excellent way of bringing engaging fantasy battles for new and experienced players alike.

## BUILDING AN ARMY

Before every game, players must build an army they will command in battle. An army is composed of different squads. Each squad is comprised of models. The squad's number of models will vary from one to several models, depending on the type of squad. This will be listed in the faction datasheet in brackets after the squad's name. If the squad has two numbers in brackets, it has to have a minimum (left) and maximum (right) number of models during deployment.

The core game consists of each player commanding an army of 1000 points. A battle of this scale between two experienced players usually takes around 1 hour to complete.

## POINT VALUES

Every model and item has been assigned a points value. You'll get a points total by adding the point costs of all of your models in your squads and the items they're wielding. Both players must have an army of 1000 points or less.

## FACTION KEYWORD

The faction keyword is vital for an army to be ready for battle. A squad's faction keyword is always the first listed keyword in their datasheet. All squads in an army must share the same faction keyword. Otherwise, the army is not valid.

## CHOOSE A GENERAL

A leader is a squad that has the LEADER keyword. All armies must have at least one Leader during deployment. Multiple Leaders of the same name are not allowed in a single army. Leaders must also comply with the Faction Keyword rule.

During play, destroying an opponent's Leader grants 1 additional Victory Point, regardless of the mission.

## WINNING A GAME

Before a game begins, read the mission's objective out loud on the mission card. It will state a primary mission and secondary objectives. Primary missions and secondary objectives grant victory points by completing them or by meeting certain conditions. After 4 rounds (4 turns each), the player with the most victory points wins the game.

If by the end of the 4th round, both players are tied in Victory Points, players must complete another round (1 turn each). Repeat this until players are no longer tied in Victory Points by the end of the round.

Another way to win is by total annihilation, which consists of destroying all of the opponent's squads.

## SQUADS

Models fight in squads. A squad consists of at least one model. The minimum and maximum number of models per squad can be found in brackets [ ] after the squad's name in its faction's datasheet.

A squad must be set up and finish any kind of movement as a single group of models. With all models within 2'' horizontally and 5'' vertically of at least one other model from their squad. If a squad has 6 models or more, every single model must end up any sort of move within 2'' of at least two other models from the same squad.

During the End Phase of every turn, any models that fail to be at least 1'' horizontally and 5'' vertically from at least 1 other model from their squad must be removed from play.

However, if there are 6 or more models in a squad, each model must be within the same distance from 2 models from the same squad.

## BATTLEFIELD

Battles are fought on battlefields 30'' by 44''. The terrain and scenery on a battlefield can be represented by any models or objects that are not part of any player's army. Terrain features are placed on the battlefield before the battle begins by following the instructions on the mission card.

## SQUADS & DATASHEETS

All Factions have a Data Sheet that lists their squad's characteristics, such as Stats, Actions, Weapons, and Abilities, and their effects and ranges.

### Name

The name of the squad and [number of models required]. Some squads require a minimum amount of models and also have a maximum number of models they can have.

### Cost

This number represents the cost per model in this squad.

### Move

This number represents the total movement in inches each model can move during its movement phase.

### Strength

Determines the amount of D6 (Hit Dice) used when attacking.

### Defense

When a squad is attacked, the attacking squad's Hit Dice must match or exceed this number to successfully damage this squad.

### Evade

After being successfully damaged, the defender rolls an Evasion roll. Roll a D6 for each incoming damage. Results that match or exceed this number are equal to the damage mitigated. Any non-mitigated damage must be assigned as wounds to the defending squad.

### HP

The number of Hit Points each model in this squad has. When a model has wounds equal to its HP number, it is destroyed and must be removed from play.

### Can Equip

Items that models in a squad can wield. Some items have an extra cost, which must be considered when building your army. Models from the same squad are allowed to use different items. The best way to keep track of what's being wielded by every model in an Army list is by having the miniatures on the battlefield have the corresponding item.

### Item Slots

The maximum number of item slots each model has. Every item has a Slot Cost. A model can wield any number of item pieces as long as it never exceeds the model's Item Slots.

### Spell Slots

The number of Spell slots each squad has. A squad can cast a number of their faction spells equal to this number every turn. The number of faction spells a squad attempts per turn can never exceed this number.

### Abilities

Activated Abilities are specific to every squad on the battlefield and take effect when the controlling player decides to activate them. Depending on each Ability, the phase in which they can be used will vary based on the ability's description. A squad can only cast one activated ability per turn.

### Passive

Passive abilities are specific to every squad and are ongoing effects that affect battles as long as the squad is alive on the battlefield.

### Keywords

Some rules and abilities reference squads by keyword. You can find all of a squad's keywords in their datasheet.

## MEASURING DISTANCES AND MOVEMENT

Distances are measured in inches (") between the closest points of the bases of the models you measure to and from. If a model does not have a base, measure to the closest point of any part of that model.

Models may not move through other models or terrain as they move in the game. Models with the **Flyer** keyword may move through units and terrain as if they were not there. Models can not end their movement on top of other models.

## DICE

To play the game, you will need several six-sided dice, which we will refer to as D6. Depending on how many models you are playing with, we recommend having at least 25 dice to speed-roll some attacks.

D3: One D6 and halve the result, rounding up.  
2D6: Two D6 and add the results of both dice.  
D6+1: Roll a D6 and add 1 to the result.

## RE-ROLLS

Whenever a rule tells you to re-roll a dice result, simply pick up the number of dice you have to re-roll and roll them again.

The result of the second roll always replaces the first roll. A die roll may only be re-rolled once, regardless of how many rules apply to it.

## MODIFIERS

Throughout the game, there will be rules that apply modifiers to your die rolls. Whenever a modifier applies to one of your rolls, simply add or subtract the value from the modifier to the roll. An unmodified roll of 6 is always successful, and a roll of 1 is always a failure.

## SQUAD DEPLOYMENT

Players must place their squads on their side of the table before the first turn starts. To determine deployment order, players must roll one D6.

The winner determines who places the first squad. Players alternate, one squad at a time until no squads are left to place on the battlefield. The player's starting deployment zone is marked in the selected mission card.

Deployment zone areas are always marked on the Mission's map. If you're not playing an official Mission, use a deployment zone of 9" starting from the border of the map.

Once squads have been deployed, players must roll another D6. The winner decides who will go first after all squads have been deployed.

## RANGED ATTACKS AND COVER

Unless stated otherwise, models can see in all directions, regardless of where the model is facing.

A squad that contains more than 1 model may declare attacks toward multiple enemy squads as long as they do so before rolling any dice. For a squad to be able to attack another squad or perform spells at a distance, it must be visible. That means that at least one model from the enemy squad must be within range of a model from the attacking squad and have a line of sight. To determine if a model has a line of sight to another model, draw a straight line from one model's base to the other model's base to determine if a model has a line of sight to another.

Friendly and enemy models always block the line of sight, making it impossible to shoot through them. Models with the **gargantuan** Keyword can always be shot at, even if other models are between them and the attacking unit.

Terrain and scenery on a battlefield can sometimes block the line of sight when a squad is trying to attack at a distance. If the line of sight is partially obscured by terrain or cover, the defender gets +1 to their **Evade** Stat during this attack.

Obscuring terrain must be at least 1" in height in order to partially obscure or completely obscure lines of sight.

## HIGH GROUND

An attacking squad gets a High Ground Bonus when all its models are standing at 5" or higher than the attacked enemy squad. If the enemy squad models are standing at different heights, always use the lowest model's height to measure this.

To measure a model's standing heights, always do so vertically from the table's surface to the bottom of the base and then compare heights.

High Ground Bonus gives +1 Strength to the attacking squad.

## HAND TO HAND COMBAT

When at least one model from two opposing squads are within 1" of each other, the squads are considered to be in hand-to-hand combat. Items with Melee range may be used to attack only in Hand-to-hand Combat.

For a model to be able to melee attack an opposing squad, its squad needs to be in hand-to-hand combat with the opposing squad. It also needs to be at least 1" of an enemy model from that squad or 1" from an allied model that is 1" from an enemy model from that squad.

## DISENGAGE

When a squad moves away from an enemy squad that it is in Hand-to-hand Combat with, any enemy models within the Hand-to-hand combat range may perform an opportunity attack before the squad moves away.

If the disengaging squad is in Hand-to-hand combat with multiple enemy squads, each enemy squad may perform one opportunity attack for each model within 1" of the disengaging squad before it moves away.

To perform an Opportunity attack, roll one D6 for each model range (this roll can not be modified). For each result of 6, deal one damage to the disengaging squad. Incoming damage from disengage attacks can be Evaded as normal damage.

## CLIMBING

Squads can climb vertical surfaces and terrain. To do so, measure vertically as if it were moving on that surface. Use the Squad Move Stat to determine the distance a Squad can move.

## TURN PHASES

Players go through the different phases every turn in the following order:

- TURN PHASES**
- 1. *Starting Phase*
  - 2. *Spell Phase*
  - 3. *Movement Phase*
  - 4. *Combat Phase*
  - 5. *End Phase*

When a phase begins, any passives that trigger "at the beginning of" that phase occur. If more than one passive or action is triggered, start by resolving the active player's triggers first. The owner of the source of triggers resolves them one by one in any order.

Each of these phases takes place every turn, even if nothing happens during the phase. After a player's End Phase, start the other player's turn.

## 1. STARTING PHASE

A player's turn starts in the Starting Phase. All Spell Slots are replenished for all of the Active player's (the player whose turn it is) squads.

## 2. SPELL PHASE

Squads with available Spell Slots may perform Spells during this phase. Any squad may perform as many faction spells as they have Spell Slots every turn.

Once a player declares a Spell cast, they must perform a Spell Roll. To do so, roll 2D6, with one spell slot being depleted for the turn. In order to successfully cast the spell, the result of the Spell Roll must match or exceed the casting difficulty of the declared Spell. If the result is lower than the casting difficulty, the spell is considered unsuccessful and will not have any effect. A result of 2 (double 1s) in the Spell Roll will always fail and deal the casting squad 1 Direct Damage.

## 3. MOVEMENT PHASE

During the Movement Phase, squads perform either the Hold, Move, or Rush actions. Squads may perform their action in any order the active player (the player whose turn it is) decides.

Models may move and turn in any direction regardless of where they are facing as long as no part of their bases moves further than the total movement distance.

**Hold.** The selected Squad may not move or turn in any direction.

**Move.** The selected Squad moves up to what its Move distance allows in any direction.

**Rush.** The selected Squad moves up to what its Move distance allows + D6 in any direction. Squads that perform a Rush action can not attack in the Combat Phase this turn.

Models may never move through other models or squads, even if they take a Rush action. Read the "Measuring distances and Movement" section for a detailed description of how to measure and move models in squads through the battlefield.

## 4. COMBAT PHASE

In any order, the active player performs their squad's attacks, one squad at a time. Each model in a squad can perform up to one attack with each weapon or item they're wielding during this phase as long as enemies are within the weapon's range and the line of sight is clear unless pointed otherwise.

### MAKING ATTACKS

Every squad may target up to one enemy squad that is within range and line of sight of the attacking squad. Every model may attack once with each weapon that it is wielding.

#### 1) DETERMINE ATTACKS

Determine the total Strength of the attack. In a squad's datasheet, you'll find the Strength (Hit Dice) stat, which determines how many D6 you'll roll per model in a squad. Always apply any strength modifiers to each of the attacking models from their equipped weapon. A strength modifier without a plus or minus sign always overrides the user's strength.

#### 2) ROLL TO DEAL DAMAGE

Roll a number of D6 equal to the total Strength number. You may do so one model at a time, but experienced players will roll all of them for repeating weapons simultaneously.

For each rolled D6 that is equal to or higher than the Target's Defense Stat, assign one incoming damage to the Target Enemy Unit.

#### 3) ROLL TO EVADE

For every incoming Damage die, the defending player rolls one D6. For every roll that matches or exceeds its own Evade stat, that unit mitigates 1 of the incoming damage. The remaining damage must be assigned as wounds to models from the defending squad.

## ASSIGNING DAMAGE

When a squad is successfully wounded, its owner must assign the incoming wounds to any model they choose in the attacked squad. A model with at least one wound must receive all incoming damage before assigning damage to another model from the same squad.

If the wounds are not enough to destroy a model, place a marker or die next to the miniature representing the wounds taken.

All wounds must be assigned to the attacked squad. If a model is destroyed, the remaining wounds must be assigned to another model in the squad. Repeat this until there are no wounds left to assign or no models remain from this squad. If all models in a squad are destroyed this way, the remaining wounds are lost.

**Direct Damage:** Some abilities, spells, status effects, and weapons deal Direct Damage. In this case, the damage is assigned directly to the squad. It does not Roll to Deal Damage and can not be evaded.

**Damage:** Abilities with the word "Damage" by itself always count as non-direct Damage and always need to go through the Roll to Evade step.

## 5. END PHASE

Special actions, triggers, and abilities may occur in this phase.

## CONTROLLING OBJECTIVES

Some missions require players to control objectives. An objective is a 1" diameter circle marker on the battlefield. Mission battlefield maps will have a specific objective zone where objective markers must be placed. To control an objective, at least one model from a squad must be within range of it. A model is in the range of an objective marker if it is within 2" horizontally and 5" vertically of it.

If two or more players contest the objective, it is not controlled by any player, and it does not award any victory points.

## STATUS EFFECTS

Some units may perform abilities that affect enemies with status effects. All of the descriptions for these effects are described in the caster's faction datasheets.

## TERRAIN

Terrain comes in two different types: Objects and Structures. Object terrain are smaller objects that provide a small advantage to squads standing behind them. Structures terrain is usually higher terrain that provides partial or complete coverage on the battlefield. Each Mission map states which type of terrain is needed to play it.

**Objects:** Non-melee attacks and abilities have an uninterrupted Line of Sight even if there are objects in that Line of Sight. A model being attacked through objects gets +1 Defense.

**Structures:** Models can not see through Structures. This type of terrain covers the Line of Sight completely. A model being attacked that is partially covered by Structures gets +1 on Evade Rolls.