

Burning Banners: Rage of the Witch Queen

Clarifications/Errata

4/29/24

RULEBOOK

1.2.1 The terms in this section do not apply only to Armies. They apply also to Settlements, Heroes, commanded Monsters, Treasures... literally anything that a player can control in the game. Anything controlled by you is Friendly to you. Anything controlled by an Ally is Allied to you. Anything controlled by an opponent is an Enemy.

1.6.3 Income (clarification): Shashka Kingdoms (Orcs and Goblins) do not have Income Markers.

2.6 Prepare Monsters and Magic Cards (clarification): All players draw to Full Strength in Spells and Blessings (16.1.1)

3.1.3 Regenerate (clarification): "Units may not use *Regenerate* while occupying a Besieged Settlement."

3.14 Flying (clarification): While Flying units may pass through hexes that are prohibited to other unit types, they may not end their activation in a prohibited hex (8.2).

3.2.3 Huge (change): A Huge Army which ends its activation in a *hostile* settlement Razes it (it neither Loots nor places its Kingdom's Control marker in the Settlement). Huge units built in a Settlement hex must leave it before the season ends. They may move through but may not otherwise occupy a *welcoming* Settlement. A Huge army which, after removing an enemy control marker, would normally advance into a *welcoming* settlement, instead remains adjacent, neither looting nor placing a control marker.

3.2.1 Feral (change): • When ending its activation in a *hostile* Settlement, it removes the Settlement's control marker (if none is present, the Settlement is razed). It neither Loots nor places its Kingdom's Control marker in the Settlement.

4.9.2 Placing Control Markers (typo): Second paragraph "A Control marker of the occupying Kingdom ~~may be~~ is placed"

4.9.4 Removing Control Markers (replace entire rule with the following): Control markers may not be removed voluntarily. Control markers may be removed involuntarily (when an enemy Army defeats the Settlement and advances into it).

4.10 Razed Markers (change): Change third line to: "when an occupying Army chooses to place a Razed marker in a *hostile* settlement rather than a Control marker". Remove fourth line: "When a player chooses to remove its Control marker from the map." Change seventh

line to: "When an unoccupied Settlement without a control marker receives a hit from a Strike outside of combat (16.9)."

7.6 Kingdom Collapse (addition): Barring campaign rules to the contrary, a Kingdom will not collapse due to loss of Cities unless all its Cities are in play. For example, in Scenario 9, the Empire will not collapse if Aureliana is enemy controlled (because Placidia, in Fields of Ash, is not in play).

12.3.7 Enslaved Heroes (addition): If an Enslaved Hero is eliminated while its stack occupies a Settlement *welcoming* to the Army of the Night, the freed Army must be moved by its owning player to an adjacent hex. If it cannot, the Army is eliminated.

Note: When the Enslaved Hero is killed, the spell is broken, and the Army disintegrates into a confused, panicked mob. They flee towards their friends and away from the terrifying corruption of the vampires. Once back among friends, the Army slowly pulls itself together, more determined than ever to stamp out the evil power that had held them in thrall.

(Errata): "An Army may not be enslaved if it occupies a ~~Fortified~~ Settlement." *The language on the card is correct.*

13.2 Advanced Game Sequence of Play (errata): Income Step: Empire must pay gold equal to its Revolt level. The language in the basic game sequence of play is correct.

13.2.1 (b) Distribute Arcane Study Markers (errata): change to "Randomize the pool of Arcane Study markers. Place one in each study space on the Turn track (excess markers are set aside, unexamined).

15.3 Commanding Monsters (clarification): When a monster is defeated (15.2.1) or Slinks away (15.4) its Monster Command marker is returned to the owner's playmat.

16.9 Strikes Outside of Combat (clarification): This rule section does not apply to strikes performed as part of Ambush resolution.

The design intent with this rule is to prevent players from striking distant monsters or settlements with spells/abilities and gain rewards. Ambush is part of combat resolution.

(Change): " A Strike may not inflict hits on a *welcoming* Settlement. A Strike that inflicts a hit on a *hostile* Settlement, occupied or not, removes the Settlement's control marker (if none is present, the Settlement is Razed)

16.7.3 (typo): Once dice are rolled *in Combat Step 2* (16.8), Battle Magic limitations are lifted.

CAMPAIGN BOOK

Campaign 7: Clarification): There are no Neutral Settlements on the Imperial Heartland map. Prior to play the Army of the Night places one of its Control Markers in any **Loyal Non-City Settlement**.

Campaign 13: Postures (Errata): The Oathborn are allied with the Resistance, *hostile* to the Invader.

Campaign 14:

Special Rules:

- "(Errata) The five Sea hexes on the **Western** Map Edge are Fjordland Entry hexes."

- "(add) Belgunot begins with an Oathborn control marker. If a Fjordland unit enters Belgunot while it is Oathborn controlled, the marker is immediately removed and the settlement becomes Loyal to Fjordland (it is not looted)."

Campaign 16:

Postures (Errata): Neutrals for the Resistance are *welcoming*; the Assassin's Guild is *hostile*.

Chronicle, Chapter 4:

Shashka starting control markers were not included in the set-up instructions. They are:

Orcs: Far Tumed, Zarinbar, Oronar (Wildlands), Urut, Yurku, Southbridge, Darhad, Port Gilder, Shadowglen (Fields of Ash)

Goblins: Belgunot, The Bjornfoss, Odgervik, Skegheld (The Broken Coast), Arulud (Wildlands)

CARDS

Set Up Card, Invasion of Drefeld/Fjordland (errata): Gold and Income. First line should say "Place 7 Gold..."

Set Up Card, Scenario 1, Orcs (change): "Western edge" to "Eastern edge"

Army of the Night Information Card (correction): "Hiding in Shadows: roll to avoid removal when an enemy unit ends its *move* in a Settlement with a Coven:"

Orc Hero Kovat the Flayer (addition): "opponent moves target stack *in a hex adjacent to Kovat* one hex or suffers a hit.

PLAYMATS

Eastern Empire (errata): Build cost for Akritoi is 1 (the counters are correct).

The Orcs (errata): Movement rating for Ogres is 2 (the counters are correct).