

## INTRODUCTORY CAMPAIGN - THE INVASION OF DREFELD

### ▶ Postures

Fort Gorod is *hostile* to both players. All other Settlements are *welcoming* to the Kingdom that controls them at the start of play.

See Scenario Special Rules.



## Undying Campaign Notes v1.0

**Undying Campaigns v1.0:** An evolving source of clarifications and errata for the *Burning Banners Campaign Book*, this version is current as of September, 2024.

▶ **Player Note:** An arrow followed by a highlighted word or phrase means that only the section of the rule from the highlight on has been revised or corrected. A rule marked by an arrow without a subsequent highlight means that the entire rule has been revised or corrected.

**Use:** These notes are formatted so that players may cut and paste them into their campaign book if desired.

## CAMPAIGN 7 - FIRE IN THE FIELDS OF ASH

### The Army of the Night

#### Special Rules

- ▶ Before any other Kingdom builds its Units, the Army of the Night places one of its Control markers in any Non-City Settlement on the Imperial Heartlands map.

## CAMPAIGN 12 - GOBLIN HIGH TIDE

### Special Rules

- ▶ • The Oathborn player may remove Razed markers at no cost in gold. *Queen Greyhammer has armed and supplied Oathborn engineers to occupy and fortify ravaged Fjordland Settlements.*

## CAMPAIGN 13 - ORCS AT THE GATE

### ▶ Postures



## CAMPAIGN 14 - RETURN OF THE LONG SHIPS

### Special Rules


- ▶ • Place an Oathborn Control Marker in Belgunot. 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).
- ▶ • The five Sea hexes on the Western Map Edge are Fjordland Entry hexes (partial west-edge hexes are not playable). Fjordland units may not be built in or adjacent to Sunhammer during Set-up.


## CAMPAIGN 16 - ASSAULT IN THE NORTH

### ▶ Postures



## BOOK I, CHAPTER 4 - WOLVES OF THE NORTH

The Goblins		
	Starting Income	-
	Opening Builds	33 Gold, 1 Hero
Control Markers (5)		
The Wildlands: Arulud		
▶ The Broken Coast: Belgunot, The Bjornfoss, Odgervik, Skegheld		

The Orcs		
	Starting Income	-
	Opening Builds	35 Gold, 1 Hero
▶ Control Markers (9)		
The Wildlands: Far Tumed, Zarinbar, Oronar		
Fields of Ash: Urut, Yurku, Southbridge, Darhad, Port Gilder, Shadowglen		

## BOOK II, CHAPTER 7 - THE LONGEST NIGHT

### Special Rules


- ▶ The Wildlands: Nal Narag, Arulud, Chanos, Mangut, Far Tumed, Fort Gorod, Zarinbar

## BACK COVER PLAYER'S REFERENCE



▶ **Feral**  
Feral units belonging to the Army of the Night may be built in Wilderness hexes adjacent to Covens as well as besieged Army of the Night Settlements (12.3.3). A Feral unit has the following limitations unless stacked with a non-Feral Hero.:

- It may not Loot.
- It may remove but not place Control markers.
- It does not gain Gold or Treasure when it defeats a Monster.
- It may not use Ship Movement



▶ **Huge**  
The Huge characteristic is indicated by a black hex around the Army's Movement Rating.

A Huge Army automatically Razes a hostile Settlement it occupies, and may not end its activation in a welcoming Settlement (3.2.3).

Huge Armies neither Loot Settlements nor place Control markers.

A Huge Army may not use Ship Movement.