



Burning Banners: Rage of the Witch Queen
Clarifications & Errata as of 08/2024

CLARIFICATIONS

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

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

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

3.14 Flying: 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).

12.1.3 The Lost City of Khazud: The Lost City is not counted when determining victory conditions (for example, in Campaign 11, it would not count as an Oathborn controlled Settlement for purposes of calculating victory).

12.3.7 Feral Armies: An Army of the Night Settlement (or Settlement containing a Covenant) may build and Recover *Feral* Armies in adjacent Wilderness hexes, even if besieged.

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

Defeating Settlements

The following procedure is used when a Settlement is defeated in combat:

1. The victorious Kingdom gains 2 Gold from Looting (3 for Shashka) (4.8).
2. If the Settlement contains a Control Marker, it is removed (4.9.4).
3. The victorious Army/Stack must advance into the Settlement.*
4. The Settlement's posture (4.6) determines what happens next:
 - a) **Hostile:** The victorious Kingdom places a Control Marker or Razed Marker (4.9.2).*
 - b) **Welcoming** Neutral (posture set at outset): The victorious Kingdom places a Control Marker.*
 - c) **Loyal to the victorious Kingdom:** No Control Marker is placed.
 - d) **Loyal to an allied Kingdom:** No Control Marker is placed.
5. Incomes are adjusted**:
 - a) Victorious Kingdom gains +1 income if 4a, 4b or 4c above.
 - b) Ally gains +1 income if 4d above.
 - c) Defeated Kingdom's loses -1 income if the defeated Settlement was one of its Loyal Settlements, or if its Control Marker was removed in 2 above.

*- See special cases for Huge (3.2.3) and Feral (3.2.1) armies.

** - Shashka kingdoms do not track income

13.2.1 (b) Distribute Arcane Study Markers: 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: 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: 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.*

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

CAMPAIGN BOOK

Campaign 7: 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 12: Remove the Coven from the Army of the Night's Opening Builds. (*Note that, under the new errata 4.9.4, they may remove one of their 5 Control markers to gain a Coven during their initial income actions step*). Under Special Rules: The Oathborn player may remove Razed markers ~~during the Build Step~~ at no cost in gold.

Campaign 14: The five Sea hexes on the **Western** Map Edge are Fjordland Entry hexes.

CARDS

Set Up Card, Scenario 1, Orcs: Change "Western edge" to "Eastern edge"

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

PLAYMATS

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

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

ERRATA

RULEBOOK

3.2.3 Huge: 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: • 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.

4.9.4 Removing Control Markers (replace second sentence with the following): "During its turn, a Kingdom may remove any number of its Control markers from Settlements on the map. If removing a Control marker would result in a Settlement *hostile* to the active kingdom, the Settlement is Razed."

Note: "During its turn" means at any point during its turn. For example, the Army of the Night could remove a control marker during its Income Actions step, then attempt to place it as a Coven in the same step.

4.10 Razed Markers: 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: 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).

10.3 Besieged Settlements: "An Army of the Night Settlement (or a Settlement containing a Coven) may build and Recover *Feral* Armies in adjacent Wilderness hexes (12.3.3) even if besieged..

12.3.7 Enslaved Heroes: 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. Also: "An Army may not be enslaved if it occupies a **Fortified Settlement**." *The language on the card is correct.*

12.3.6 The Spire of the Moon: Due to its baleful influence, the Army of the Night's enemies may not build units in hexes adjacent to the Spire.

This applies to the Settlements of Arulud, Mangut and Far Tumed (Wildlands).

16.9: " 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).

18.1 SPELLS

(card 26, add): **Earth to Mud** may only be played when a stack enters an unoccupied hex.

(card 36): **Summon the Dead** needs to be a Cantrip to work properly. It will have a replacement in the expansion. For now, ignore the reference to "monsters" being able to cast this spell.

18.2 TREASURES

(card 26): **Helm of Domination** adds 1 heavy dice per enemy spell played (the card is correct).

CAMPAIGN BOOK

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

Campaign 14: (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: (add) "Postures: Neutrals for the Resistance are *welcoming*; the Assassin's Guild is *hostile*."

Chronicle, Chapter 4 (*Shashka starting control markers were omitted from the set-up instructions*): (add): **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)

QUICK SET-UP CARDS

Invasion of Drefeld/Fjordland: Gold and Income.
First line should say
"Place 7 Gold..."

HERO CARDS

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