

Border Town Burning Errata

The following changes and corrections were made to the game rules of the first edition of the *Border Town Burning* supplement. Not listed are typos and clarifications that have no effect on the game rules or expansion material for campaign play. For the latest version of the *Border Town Burning* supplement, plus support material please visit: www.bordertownburning.de.vu.

New Rules

Bestiary

Bear (p.80) – Replace “Beastmaster skill” with “Bear Handler skill”

Wild Boar (p.87) – Add the following to the “May be Allied” section: “One of the Heroes must have the *Boar Handler* skill.”

Scenarios

Horrors of the Underground – Add the following sentence to the “ending the game” section (page 49):

If the egg has been found when one warband routs, the winner automatically acquires it.

Chaos Dragon Hunt – Add the following sentence to the “ending the game” section (page 59):

When there is only one warband left and the dragon is still alive, then the player may choose whether he wants to end the game as the winner or continue fighting until either the dragon is taken *out of action* or the warband fails a Rout test.

Warbands

Marauders of Chaos

Change the last sentence of the ‘Spawn of Chaos’ rule under ‘Eye of the Gods’ to the following:

His experience, skills, injuries and equipment are lost.

Replace the Hired Swords section with the following:

Hired Swords: Marauders of Chaos may only hire the following Hired Swords: Pit Fighters, Ogres, Norse Shamans and Imperial Assassins plus any other Hired Swords which specify they may be hired by Marauders of Chaos. Witches and Warlocks may be hired except by warbands that include warriors with the Mark of Arkhar.

Battle Monks

Add Daggers for 2 gc to the Soldiers equipment list (page 155).

Add the following sentence after the Fish-hook Shot’s *Caused Fall* rule (page 158):

Apply a +1 modifier to the Strength test against large models. When a mount gets *knocked down*, the rider falls off (see 3-4 on the Whoa Boy! table).

Maneaters

Add mounts to the list of models that can be consumed for the Gluttony special rule (page 163):

Any member or animal (including mounts) from your warband can be eaten in the same way!

Change the maximum profile to that given on page 6 of the Rules Review:

Profile	M	WS	BS	S	T	W	I	A	Ld
Ogre	6	6	5	5	5	5	6	5	9

Black Dwarfs

Add the following sentence after the warbands’ *Special rules* (page 158):

The following special rules apply to all warriors in the warband excluding Informers.

Add “1st free” to the Dagger entry in the Chaos Dwarf equipment list on page 159 as with other warbands.

Hired Swords

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Ninja (page 169) – May be Hired: Battle Monks of Cathay and any warband except Skaven, Orcs & Goblins, Beastmen, Marauders of Chaos, Norse and Chaos Dwarfs may hire a Ninja.

Swordsmith (page 170) – Add the following skill to the Swordsmith’s special skills:

Farrier: Between each battle the Swordsmith freshly shoes all equine beasts in the warband. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse, Elven Steed or a Chaos Centaur is taken *out of action*, remove the creature from the warband roster on a 1 instead of a 1 or 2.

Cathayan Merchant (page 171) – **May be Hired:** Any warband which includes Humans or Dwarfs may hire a Cathayan Merchant, including Battle Monks of Cathay.

Dramatis Personae

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Ippan Shu (page 177) – **May be Hired:** Any warband which includes Humans or Elves, including Battle Monks, may hire Ippan Shu, not including Dark Elves, Outlaws and Bandits.