



Border Town Burning

Errata & FAQ

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

Spoils of War

Add an "Obsidian Weapon" to the new weapons. See the current PDF files for the full rules of this weapon. Also add this entry to the Price Chart (p.34):

Obsidian Weapons, 4 x Price, Rare 12
(Marauders of Chaos, Norse, Beastmen, Chaos Dwarfs, Possessed and Carnival of Chaos only)

Ladders (p.31): Adjust the following sentence to make clear that Henchmen may also use ladders:

A Ladder requires two models, Heroes or Henchmen, (or a single large model) to carry it.

Price Chart (p.34) – Add the following entry to the Price Chart:

Steel Whip, 10gc, Common
(Sisters of Sigmar and Chaos Dwarfs only)

Chaos Artefacts (p.37) – Add the following sentence to the rules for Ghartok's Skull:

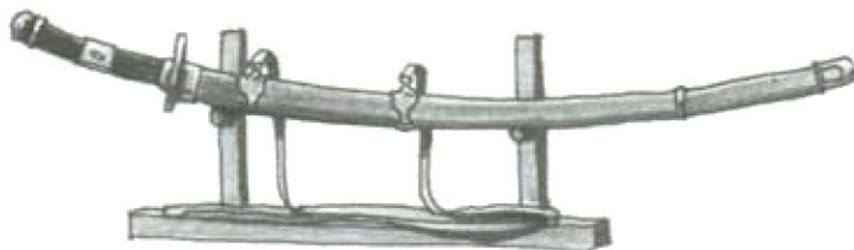
Unlike other armour the helmet does not hinder its wearer from casting spells or rituals.

Objectives

The Scion of Chaos (p.40) – Replace "M 7" with "M 8" under the *35 Daemon Prince* achievement.

Celestial Protectorate (p.42) – Add the following sentence to +D3 Emissary's Report:

It would be too risky for the Emissary to take the Chaos Artefacts with him so they must remain with another Hero from the warband while he makes a report.



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 (p.59):

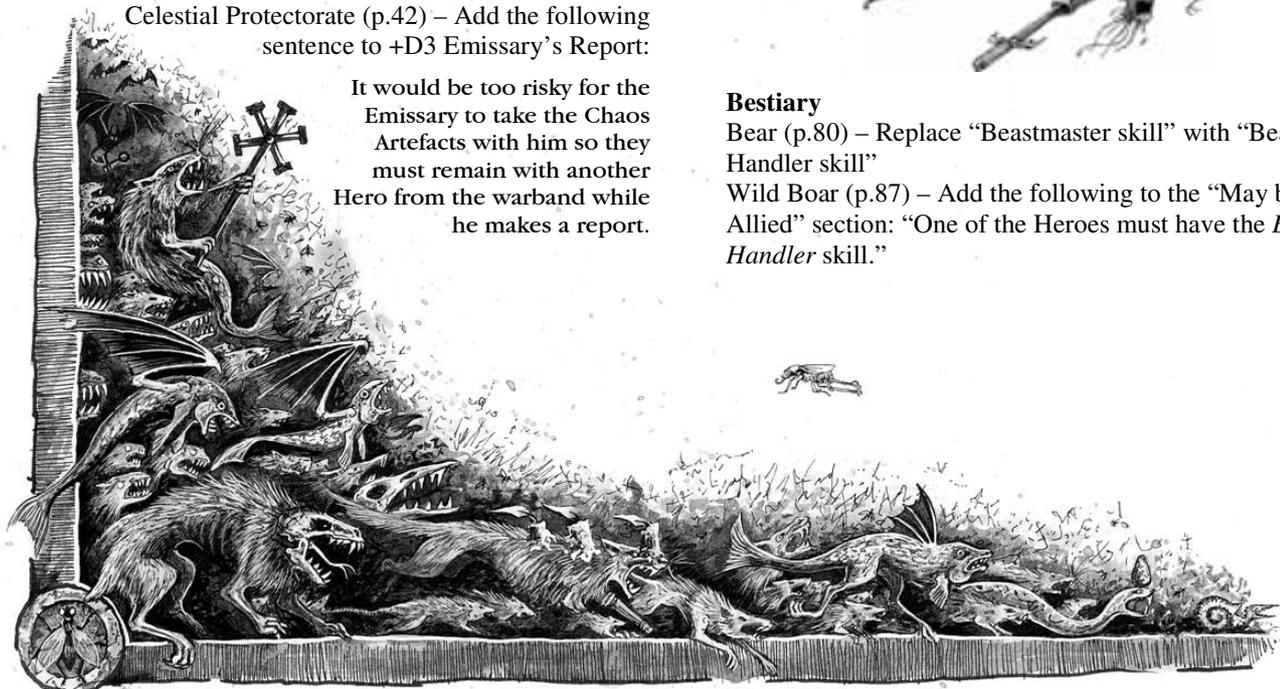
When there is only one warband left and the dragon is still alive, then the player may choose whether he wants to end the game as the winner or continue fighting until either the dragon is taken *out of action* or the warband fails a Rout test.



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."





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.

Replace all instances of “Steel whip” with “Barbed Whip” so as to avoid confusion with the Sisters of Sigmar weapon of that name.

Update the following sentence from the rules for the Touch of Onogal spell:

If the model dies permanently, replace it with a Nurgle Plague Bearer (see Bestiary for rules) **for the rest of the game** under the Seer’s control.



Battle Monks

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

Add the following sentence after the Fish-hook Shot’s *Caused Fall* rule (p. 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

Sabretusks (p.167) – Add the following special rule:

Animals: Sabretusks are animals and thus do not gain experience.

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.

Adjust the “Chaos Engineer” skill as follows:

Whenever a Hero with this skill searches for Chaos armour (including Mechanical Suits) or Obsidian Weapons, he gets +3 on the roll.



Hired Swords

Hired Swords

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:

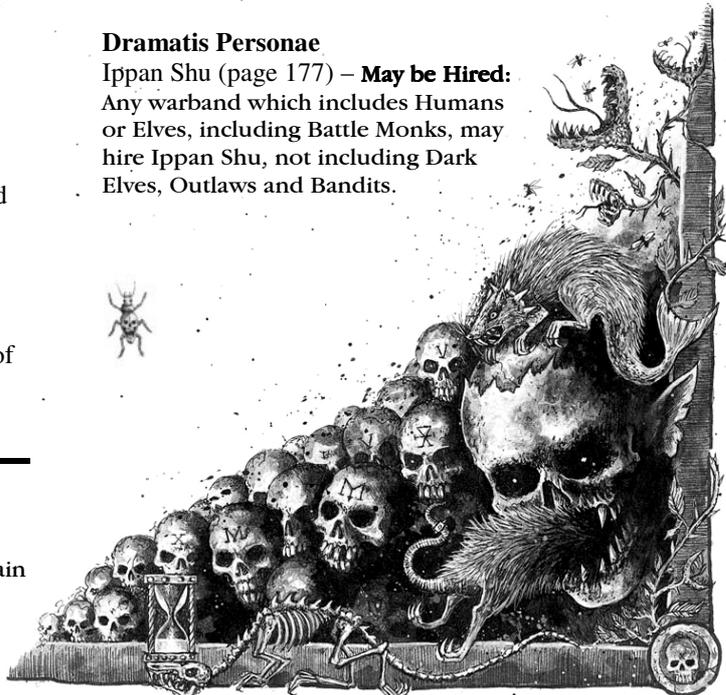
FARRIER: Between each battle the Swordsmith freshly shoes all equine beasts in the warband. Newly shod equines are much less likely to suffer a fatal fall during battle! Whenever a Horse, Mule, Warhorse, Elven Steed or a Chaos Centaur is taken *out of action*, remove the creature from the warband roster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

Dramatis Personae

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.



- Q&A -

The following Q&A will hopefully clear up all those frequently asked questions that do not necessarily warrant errata. If you still have any questions, feel free to contact us via the Border Town Burning website.

New Rules

Lamellar Armour

Q: Which models may use Lamellar Armour?

A: Lamellar Armour follows the same rules as Gromril and Ithilmar Armour. Any model which has access to heavy armour via its Equipment list may also wear Lamellar (and Gromril and Ithilmar) Armour.

Dragon Scale Armour

Q: How does the Dragon Scale Armour artefact interact with Chaos Armour (which cannot be removed once equipped)?

A: A Chaotic warband leader wearing a suit of Chaos Armour may be equipped with the Dragon Scale Armour. This is obviously an exception to how armour normally works. Apply the rules for the Dragon Scale Armour (4+ armour save, that cannot be negated below 6+; spells failing on 4+). The model may unequip the armour during battles, so that he then only wears the Chaos Armour.

Warbands



Naraiders of Chaos

Q: How does Shornaal's Temptation interact with the controllers of Scarecrows from the Restless Dead warband?

A: A Necromancer failing his Leadership test for the Shornaal's Temptation spell is then controlled by the Shornaal spell-caster. This will immediately break the bond with any Scarecrow that Necromancer controls and the Scarecrow is immediately taken *out of action*. Note that the Liche is immune to psychology and thus automatically passes Shornaal's Temptation.

Q: How do chained Shornaal's Temptations work?

A: Seer1 controls warriorX via the Shornaal's Temptation spell. Now Seer2 successfully casts Shornaal's Temptation on Seer1. This breaks the bond between Seer1 and warriorX. Seer1 is now controlled by the player of Seer2 and warriorX is controlled by its original player again. The Seers' casting these spells do not have the magical powers to control many persons at a time, but more powerful characters may very well be able to do so...

Hired Swords

Bone Goliath

Q: I have rolled the "666 Returning a Favour" result on the original Mordheim Exploration chart, which allows me to get the service of a Hired Sword for free during the next battle. I play Restless Dead and choose the Bone Goliath. How exactly does this work? Does my Liche lose the D3 wounds? Will the goliath be lost after the next battle (since I cannot pay the upkeep)?

A: This exploration result provides you with a free Hired Sword so choosing the Bone Goliath indeed saves you a lot of gold crowns! However, while the result does provide you with the physical funds to assemble a Bone Goliath, the Liche is still required to cast his magic in order to animate the monster. So yes, he does have to pay the D3 Wounds. Once that is done, your warband possesses a Bone Goliath and since you don't have to pay an upkeep for it normally, you get to keep it after the next battle.

