



SECOND EDITION

A SHORT GUIDE TO GETTING STARTED



WITH

BURROWS & BADGERS

THE SKIRMISH GAME
OF ANTHROPOMORPHIC ANIMALS

WELCOME...

...to the new edition of Burrows & Badgers, the skirmish game of anthropomorphic animals. This 'getting started' guide is for the 2025 edition of the game, which looks like this:



Whether you're new to the game, or have already played the previous version, it'll be worth looking at the basics, as there have been several changes.

Before you can start playing, you'll need a band of heroes and three objective markers for each player. So let's begin with Band creation, which you'll find on page 38 of the rulebook.



We're going to look at making Bands using the Starter Band miniatures available from Oathsworn Miniatures. You'll need a blank Roster, and ideally a pencil, an eraser, and some scrap paper; you may need to change things as you go along!

Here's a summary of the Band Creation process:

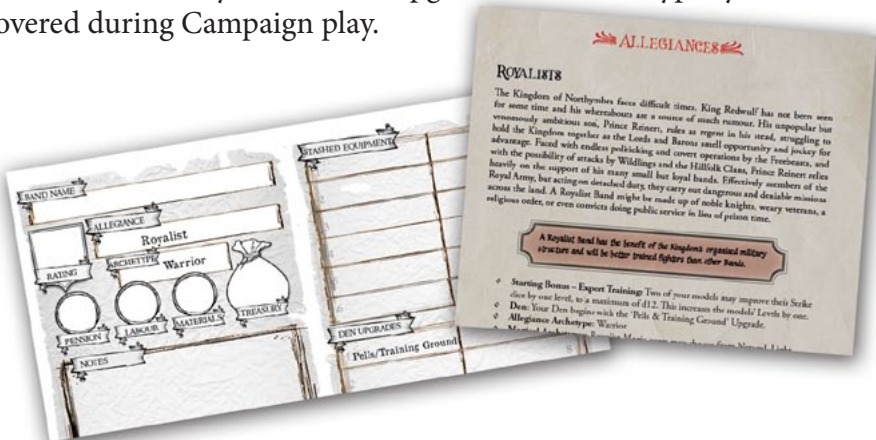
1. A new Band starts with 350 Pennies to spend.
2. Pick an Allegiance and record the Den Upgrade it gives you on your Roster.
3. A new Band must have a minimum of two models.
4. A Band can have a maximum of ten models, even during Campaign play. No more than eight models may be Large (40mm bases) and no more than six Massive (50mm bases).
5. Any Species listed as Rare may only be taken once.
6. All models must be given at least one piece of Equipment (a Weapon, Armour, or an Item) or at least one Spell. Which Equipment and Spells are available to you will depend on your Allegiance.
7. Your Leader may upgrade one Stat by one dice level, up to a maximum of d12, and choose one Skill. This adds two to the model's Level.
8. Your Second may choose one Skill. This adds one to the model's Level.
9. A model may be made into a Magic-user by simply choosing at least one Spell from a Magical Archetype available to your Allegiance. Then they receive the Weak (1) and Delicate (1) Skills for every Spell they have.
10. Small models start at Level 1, Medium models at Level 2, Large models at Level 3, and Massive models start at Level 4.
11. Your Band Rating is the total of the Levels of all your models.
12. As well as miniatures to represent your Band, you must also have three Objective markers, around 30mm across.

Each Band starts with 350 Pennies to spend. Pennies are the in-game currency you'll use to hire and equip your models. All models must have at least one piece of Equipment or a Spell.

You need to choose an Allegiance for your Band, which represents the ideals and politics that it is sworn to. There are ten Allegiances to choose from, but I'd recommend sticking to the first four Allegiances (Royalists, Rogues, Freebeasts, and Kindred), until you're more familiar with the ins and outs of the game.

We'll start by making a Band with the Royalist Allegiance, found on page 47 of the rulebook. Royalist Bands have the benefit of the Kingdom of Northymbra's organised military structure and will be better trained fighters than other Bands. So for a solid fighting Band, the Royalist Allegiance is a good choice.

So we'll fill in our Allegiance, our Den Upgrade, and our Archetype. You don't need to worry about Den Upgrades and Archetypes yet – that'll be covered during Campaign play.



Next we need to start choosing and equipping our models. All the different species in the game are given a set of Statistics; and this Statistic (or Stat) profile determines how good they are at doing different things. The nine Statistics are Movement (M), Strike (S), Block (B), Ranged (R), Nimbleness (N), Concealment (C), Awareness (A), Fortitude (F), and Presence (P). Each of these Stats is represented by a particular dice, ranging from a d4 up to a d20. The higher the dice, the better the Statistic.



As I'm basing this Band on the Starter Band A from Oathsworn Miniatures, I'll start by choosing a Leader for the Band. He's an Otter, so as you can see on the Species Table on pages 43 to 46 of the rulebook, he's a Large size beast, with a pretty good Stat profile, and costs 49 pennies to hire.

TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Otter	3	d8	d8	d6	d8	d8	d6	d6	d8	d8	49	Strong (1), Swim

As he's my Leader, he gets to upgrade one Statistic by one dice level (ie. d4 becomes d6, or d6 becomes d8 etc), and take an extra Skill. I'll also need to buy him some Equipment too.

I'm going to upgrade his Block Statistic from an otter's normal d6 to a d8. And for his Skill, I'm considering the Fighting Skills 'Killing Blow' or 'Parry'. Both would be useful, as I'm planning on having him do a lot of fighting! But I'll sort his Equipment before making a final decision.

So I'll buy Equipment from the General Store on page 176 of the rulebook. You can buy any Equipment marked as 'Common' from the General Store during Band creation. You will also be able to purchase some of the Equipment marked as 'Rare', but exactly which depends on the Allegiance you've chosen.

I'll get a Polearm first for 14 pennies. That goes in one of his two 'Weapon' slots in his Equipment list.

Next I want to get a Talisman, for 5 pennies. That is an Item, so goes in the 'Item' slot in his Equipment list.

I also want to give him Very Heavy Armour, for maximum protection. But that's marked as 'Rare', so I wouldn't normally be able to take it.

Thankfully though, it's in the Royalist Allegiance's Rare Equipment Option list, so I can buy it, for 40 pennies.

NAME	TYPE	PRICE
Weapon (Master-smithed)	Weapon	12 + cost of the weapon
War Bow	Weapon	20
Heavy Crossbow	Weapon	27
Caliver	Weapon	20
Very Heavy Armour	4 Armour	40

Very Heavy Armour is useful stuff, giving great protection. But it comes with a downside:

Very Heavy Armour – Armour

Full plate armour with a helmet is a rare sight even among wealthy beasts; typically, only those born to knightly duties will be so equipped.

A model equipped with Very Heavy Armour counts as having the Tough (4) Skill. Very Heavy Armour counts as two items for carrying purposes, so a model equipped with Very Heavy Armour uses up both Armour Equipment slots. However, all the model's Nimbleness rolls suffer a -2 penalty.

BORN IN HARNESS

Type: Fighting

Requirements: None

This model has spent a lifetime training to move in heavy armour. They do not suffer penalties to Nimbleness rolls for wearing Heavy or Very Heavy Armour, or while carrying a Heavy Shield. In addition, Heavy or Very Heavy Armour only takes up one Armour slot in the model's Equipment.

I'd like to avoid those penalties. So for my Leader's Skill, I choose 'Born in Harness', which gets rid of those problems. That Skill gets

added to the Strong (1) Skill, and the Swim Skill that all otters start with. That brings my Leader to a total of 108 pennies (49 for an Otter, 14 for the Polearm, 5 for the Talisman, and 40 for the very Heavy Armour.) You can see his completed Roster on page 10 of this booklet.



Next, I'll need a Second for my Band. Seconds are the Leader's deputy, and also get to choose a bonus Skill.

I'll take a Medium Hound, for 31 pennies. Because he's a Medium Hound, he starts with the Skill Strong (1), and because he's my Second, I can choose an extra Skill too.

TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Hound (Medium)	2	d6	d8	d6	d6	d6	d4	d6	d6	d6	31	Strong (1)

I choose the Strength Skill 'Enduring' (page 140) which lets him ignore any penalties he suffer due to Wounds he's lost. That way, he'll stay useful even when heavily wounded.

For his Equipment, I go to the General Store on page 176 of the rule-book, and buy a One Handed Weapon for 8 pennies, Heavy Armour for 27 pennies, and a Light Shield for 12 pennies. This brings him to a total of 78 pennies (31 for a Medium Hound, 8 for a One Handed Weapon, 27 for Heavy Armour, and 12 for a Light Shield). Because Heavy Armour takes up two 'Armour' Equipment slots, I'll put his Light Shield in the 'Special' slot, which can be used for a Weapon, Armour or an Item.



Together with my Leader, this brings me to a total of 186 pennies spent. Next, I'll add a bit of magical support to the Band. I choose a Hedgehog for 31 pennies. I'll make him a Magic User (see page 40 of the rulebook). Any model can be a Magic-user; all you need to do is give them at least one Spell. The Spells don't cost any pennies; but the downside is, for every Spell you take, the model gets the Skills Delicate (1) and

Weak (1), which make them less resistant to injury and worse at fighting.

⚡ Magic-users
 Any model may be a Magic-user. They choose one of the Magical Archetypes available to their Allegiance. They may then choose any of the Spells from that Magical Archetype. They do not need to be paid for with Pennies, but the model receives the Delicate (1) and Weak (1) Skills for each Spell they take. For example, a Magic-user starting with three Spells will also be Delicate (3) and Weak (3). All that time spent in the library has weakened them dramatically!
 A Magic-user cannot choose Spells from multiple Magical Archetypes; they must pick one. Opportunities to add more Magical Archetypes may arise during a Campaign, however. If you have more than one Magic-user in your Band, they do not all have to pick the same Magical Archetype.

So it's best to keep your Magic-users out of combat if you can! They won't last long if you leave them at the mercy of your opponent...

Allegiance Archetype: warrior
 ♦ **Magical Archetypes:** Royalist Magic-users may choose from Natural, Light, Noble, Unbound, Divine, and Elementalism.
 ♦ **Support Quest:** The King Will's It! Any model who takes an enemy model

Your Allegiance determines which Magical Archetypes you can choose from, and each Magic-user you take must pick one of those Magical Archetypes. I select the 'Unbound' Magical Archetype, and give my hedgehog two Spells from that Archetype, 'Van Rubel's Acceleration' and 'Morglum's Fiery Blast'. That will give him a Spell to support other models in the Band, and a Spell to cause direct damage to enemy models. But because he's got two Spells, he's also now Weak (2) and Delicate (2).

2. VAN RUBEL'S ACCELERATION
 The world seems to slow around you as you move with lightning speed.
 ♦ **Difficulty:** 5
 ♦ **Range:** 24"
 ♦ **Effects:** The target model adds 2" to any Move, Charge, or Burgle Actions, and adds +2 to all Strike, Block, and Disarm/Seize rolls. Lasts until the end of the Turn.
 ♦ **Ingredients:**
 ♦ **Wax Candle** - The Spell is automatically cast without a Roll-off.
 ♦ **Face Points:** The caster may spend a Face Point to increase the bonus to 4 instead of 2.

3. MORGLOM'S FIERY BLAST
 Gathering a ball of fire in your hands, you launch it at your foes.
 ♦ **Difficulty:** 2
 ♦ **Range:** 18", Shooting Spell
 ♦ **Effects:** The target takes Wounds equal to the Cast Roll-off Result. These are reduced by Armour and Skills in the normal way.
 ♦ **Ingredients:**
 ♦ **Sabotage** - The target model gains the Condition 'Burning', see page XX.
 ♦ **Bluntstone** - The Spell affects the target model and any models within 2" of the target.
 ♦ **Face Points:** The caster may spend a Face point to have the spell affect all models within 4" of the target model.

For Equipment, I buy him a Mage's Focus, and a Signature Item. These are both in the 'Item' category, so one goes in his 'Item' Equipment slot, and the other goes in the 'Special' slot, which can be used to carry a Weapon, or Armour, or an Item.

The Magic-user's total cost is 49 pennies (31 for the Hedgehog, 15 for the Mage's Focus, and 3 for the Signature Item).

The total spend so far is 235 pennies, leaving me 115 left to finish the Band. And I'd like to add a couple more models, as I reckon five models is a good number for a starting Band.

I add a Rabbit (28 pennies) and a mouse (24 pennies), and I give them both the same Equipment; a One Handed Weapon (8 pennies), a Bow (14 pennies) and a Buckler (8 pennies).



TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Mouse/ Dormouse	1	d6	d6	d4	d6	d6	d6	d6	d6	d6	24	
Rabbit	2	d8	d6	d6	d6	d6	d6	d6	d6	d6	28	

That gives the Band a bit of long range support, and they can also get stuck in close up too. That leaves me on 347 pennies in total, so I add the spare 3 pennies to my Band's Treasury.

WEAPONS					
NAME	RANGE	RARITY	AVAILABILITY	PRICE	NOTES
One-handed weapon	-	Common	-	8	
Bow	18"	Common	-	14	

ARMOUR				
NAME	RANGE	RARITY	AVAILABILITY	PRICE
Buckler	-	Common	-	8

Because I've chosen the Royalist Allegiance, I can improve the Strike stat of two of the models. I decide to use this on my Leader and my Second, increasing them both to d10.

◇ **Starting Bonus – Expert Training:** Two of your models may improve their Strike dice by one level, to a maximum of d12. This increases the models' Levels by one.

As well as recording all the model's Stats on the Roster, I need to add their Levels, and use that to work out the Band's Rating.

TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Otter	3	d8	d8	d6	d8	d8	d6	d6	d8	d8	49	Strong (1), Swim

The Otter is a Large beast, so starts at Level 3, but he has had a Stat increase and an extra Skill due to being the Leader, and a Stat increase due to the Band's Royalist Allegiance. Those three bonuses each increase his Level by 1, so he is Level 6.

The Medium Hound starts at Level 2, but his extra Skill for being the Second, and the Stat increase he got due to the Band's Allegiance both increase his Level by 1, for a total of Level 4.

The Hedgehog is also a Medium beast, and so also Level 2. He's got two Spells, but they don't increase his Level, as he's suffered Weak and Delicate penalties from them. So he stays Level 2.

The Rabbit (Medium, Level 2) and the Mouse (Small, Level 1) have no bonus Skills, or Stat upgrades. So they stay at Levels 2 and 1, respectively.

The Band's Rating is a total of all the model's Levels. This means the Band's Rating is 15 (6 + 4 + 2 + 2 + 1).

You'll also need to make up names for your models, which can be great fun, or a horrible chore, depending on how easy you find it...

LEVELS

Small models start at Level 1, Medium models at Level 2, Large models at Level 3, and Massive models start at Level 4. Every Experience Advance increases the model's Level by one; some Major Injuries reduce the model's Level by one.

Leaders start with a Skill and a Stat increase, which are effectively two free Experience Advances, and thus start two Levels higher. For example, a starting Hare (Large) Leader would be Level 5.

Seconds start with a Skill, which is effectively a free Experience Advance, so start one Level higher. A starting Mouse (Small) Second would be Level 2.

Magic-users can take Spells, and Spells would normally come through Experience Advances. But starting Magic-users do not increase their Level based on the Spells they have taken; this is because Spells taken at Band creation cause Weak and Delicate penalties.

Leaders may reach a maximum of Level 15. Seconds may reach Level 13. All other models may reach a maximum of Level 12.

BAND RATING

Your Band's Rating is a measure of its current power level. To work it out, simply add together the total Levels of all the models in the Band. That total is the Band's Rating.

So that's the Band chosen. They are a quite simple Band to use, with two strong and well protected close-combat fighters, two supporting models who can join in a melee, or hang back and shoot, and a Magic-user to either boost one of the fighters, or blast the enemy with fire.

They are a bit lacking in speed, with no really fast models or flyers, so missions involving a lot of movement may be a struggle. But overall, they are a solid band with a good mix of options.



BAND NAME
The Gargrave Garrison

ALLEGIANCE
Royalist

RATING
15

ARCHETYPE
Warrior

PENSION **LABOUR** **MATERIALS** **TREASURY**
3

NOTES

STASHED EQUIPMENT

DEN UPGRADES

1	Pells/Training Ground	7
2		8
3		9
4		10
5		11
6		12

NAME
Bartrick Steelheart

SPECIES
Otter

LEVEL
6

SKILLS, SPELLS ETC
Strong (1)
Swim
Born in Harness

EQUIPMENT
WEAPON 1 Pole-Arm 1
WEAPON 2 2
ARMOUR 1 Very Heavy Armour 3
ARMOUR 2 4
ITEM Talisman 5
SPECIAL 6

STATS: STRIKE d10, BLOCK d8, RANGED d8, NIMBLENESS d6, CONCEALMENT d6, AWARENESS d8, FORTITUDE d8, PRESENCE d8, MOVE d8

NAME
Galvide Hardegott

SPECIES
Medium Hound

LEVEL
4

SKILLS, SPELLS ETC
Strong (1)
Enduring


EQUIPMENT
WEAPON 1 One Handed Weapon 1
WEAPON 2 2
ARMOUR 1 Heavy Armour 3
ARMOUR 2 Heavy Armour 4
ITEM 5
SPECIAL Light Shield 6

STATS: STRIKE d10, BLOCK d6, RANGED d6, NIMBLENESS d6, CONCEALMENT d4, AWARENESS d6, FORTITUDE d6, PRESENCE d6, MOVE d6

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
NAME	Allegor Mandaby							
SPECIES	Hedgehog							
LEVEL	2							
MOVE	d6							
STRIKE	d6							
BLOCK	d6							
RANGED	d6							
NIMBLENESS	d6							
CONCEALMENT	d6							
AWARENESS	d6							
FORTITUDE	d6							
PRESENCE	d8							
SKILLS, SPELLS ETC								
Spines								
Weak (2)								
Delicate (2)								
Van Rubal's Acceleration								
Morglum's Fiery Blast								
EQUIPMENT								
WEAPON 1								1
WEAPON 2								2
ARMOUR 1								3
ARMOUR 2								4
ITEM	Mage's Focus							5
SPECIAL	Signature Item							6

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
NAME	Delfort Swiftpad							
SPECIES	Rabbit							
LEVEL	2							
MOVE	d8							
STRIKE	d6							
BLOCK	d6							
RANGED	d6							
NIMBLENESS	d6							
CONCEALMENT	d6							
AWARENESS	d6							
FORTITUDE	d6							
PRESENCE	d6							
SKILLS, SPELLS ETC								
EQUIPMENT								
WEAPON 1	One Handed Weapon							1
WEAPON 2	Bow							2
ARMOUR 1	Buckler							3
ARMOUR 2								4
ITEM								5
SPECIAL								6

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
NAME	Marley Grumbert							
SPECIES	Mouse							
LEVEL	1							
MOVE	d6							
STRIKE	d4							
BLOCK	d6							
RANGED	d6							
NIMBLENESS	d6							
CONCEALMENT	d6							
AWARENESS	d6							
FORTITUDE	d6							
PRESENCE	d6							
SKILLS, SPELLS ETC								
EQUIPMENT								
WEAPON 1	One Handed Weapon							1
WEAPON 2	Bow							2
ARMOUR 1	Buckler							3
ARMOUR 2								4
ITEM								5
SPECIAL								6

NAME	1	2	3	4	F	A	T	E
	5	6	7	8	E	X	P	
SPECIES	9	10	11	12				
	13	14	15	16				
NAME								
SPECIES								
LEVEL								
MOVE								
STRIKE								
BLOCK								
RANGED								
NIMBLENESS								
CONCEALMENT								
AWARENESS								
FORTITUDE								
PRESENCE								
SKILLS, SPELLS ETC								
EQUIPMENT								
WEAPON 1								1
WEAPON 2								2
ARMOUR 1								3
ARMOUR 2								4
ITEM								5
SPECIAL								6



We'll take a look at a Band with the Rogues Allegiance next. The rules for this are on page 48 of the rulebook. I'm basing this Band on the Starter Band B from Oathsworn Miniatures. First, I'm taking a Fox, as the Band's Leader. Costing 42 pennies (page 45 of the rulebook), I add a One Handed Weapon (8 pennies) from the General Store

TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Fox	3	d8	d8	d6	d8	d6	d6	d6	d6	d8	42	Strong (1)

Table (page 176), and a Caliver from the Rogue Allegiance starting Rare Equipment options (page 48) for 25 pennies, for a total of 75 pennies. Foxes start with a decent Stat line and the Strong (1) Skill, and I use the bonus Stat upgrade and bonus Skill for being a Leader to increase the model's Ranged Stat to a d10, and take the 'Expert Shot' Skill (page 129). Armed with that Caliver, this model will be deadly at long range.

Foxes are Large beasts, so start at Level 3, and with the two Leader bonuses added, this model is Level 5.

NAME: Dolephine Raithley
 SPECIES: Fox
 LEVEL: 5
 STRIKE: d8
 MOVE: d6
 BLOCK: d10
 RANGED: d6
 CONCEALMENT: d6
 FORTITUDE: d6
 PRESENCE: d8
 SKILLS, SPELLS ETC.: Strong (1), Expert Shot
 WEAPON 1: One Handed Weapon
 WEAPON 2: Caliver

ROGUES
 Truly the Kingdom of Northwinds is rife with trouble and the days are dark. War threatens on every side, the King is missing, the fairs are striven to avert, and those men of bad harvests...
 A Rogue Roll rolls on a d10 and movement rather than raw combat power.

- Starting Bonus - Quick and Quiet: Two of your models may improve their Move or Concealment dice by one level, to a maximum of d12. This increases the model's Level by one.
- Special Rule - Base Lucky: You start each game with three extra Face points, which you can distribute freely between your models.
- Don't You Don't Begin with the 'Obstinate Course' Upgrade.
- Allegiance Archetype: Ranged.
- Magical Archetype: Ranged.
- Unhated, Fear-averse, and Bluntless.
- Support Queue - Skip the Area: Perform a Search Action with a Difficulty of 5 every Terrain piece successfully Searched, the Searching model gains 1 Face point and 1 Experience point.
- Each Terrain piece can only be successfully Searched once, and only Terrain pieces at least 50mm wide/long count.

Rogue Starting Rare Equipment Options

NAME	TYPE	PRICE
Caliver	Weapon	25
Six Unhanded	Weapon	5
Elongated	Weapon	7
Blind Dice	Item	10
Stowage	Item	10
Picking Pockets	Item	4
Pain Purse	Item	2
Mental Purse	Item	5
Antidote	Item	3

I take a Cat as the Band's Second, costing 34 pennies. I equip him with a Spear (8 pennies), a Light Crossbow (20 pennies) and a Tangle Net (10 pennies), all Common gear from the General Store Table. This comes to a total of 72 pennies. As the Band's Second, this model can take a bonus Skill; I choose the 'Strider' Skill (page 142 of the rulebook).



A Cat (Medium beast) starts at Level 2, and the Second bonus Skill adds another, making this model Level 3.



STRIDER

Type: Movement

Requirements: None

This model has powerful limbs and is capable of rapid movement. They may add 1" to every Move, Charge, or Barge Action they make.

Again, I take a Magic-user next, this time, a Squirrel, for 42 pennies. Looking at the Magical Archetypes available to the Rogues Allegiance, I can choose from Natural, Wild, Noble, Unbound, Fate-weaver, and Illusionism. I choose Natural, and pick two Spells from that Archetype, 'Cure' and 'Lightning'. The Spells don't cost me any pennies, but for each Spell taken, the Magic-user gets the Skills 'Weak' (1) and Delicate (1).

3. CURE

A wave of healing energy flows

- ◇ Difficulty: 3
- ◇ Range: 12"
- ◇ Effects: The target heals 1 on the Roster.
- ◇ Ingredients:
 - ◇ Lugwort - Add +2 to
 - ◇ Henbane - Any Condi

5. LIGHTNING

Calling forth the potent energies of the charged clouds, the caster launches a bolt of lightning at their enemy.

- ◇ Difficulty: 2
- ◇ Range: 18", Shooting Spell
- ◇ Effects: The target is blasted by a lightning bolt and takes Wounds equal to the Result of the Roll-off. These are **not** reduced by Armour but are reduced by Skills in the normal way.
- ◇ Ingredients:
 - ◇ Copper Strip - The target takes 2 extra Wounds.
 - ◇ Elf-bolt - The target takes 3 extra Wounds.
- ◇ Fate Point: The caster may spend a Fate point to add +5 to the Cast Action Fortitude roll.

For Equipment, I buy a Mage's Focus (15 pennies) and a Mage's Pouch (12 pennies). The Focus will improve the chances of successful spell casting, while the Pouch is used for storing Ingredients, which are used to boost the effects of your spells. So I buy some Ingredients as well; three Lugwort, (3 pennies each) and one Copper Strip (4 pennies).

Both the Mage's Focus and the Mage's Pouch are classed as Items, so I put one in the 'Item' Equipment slot, and the other in the 'Special' Equipment slot (which can be used for a Weapon, Armour, or an Item). The Ingredients don't take up any Equipment slots, so I just write them in the 'Skills/Spells/etc.' box. I'll cross them off when they get used in games.

In total, this model costs me 82 pennies.

A Squirrel (Medium beast) starts at Level 2, and with no bonuses added, stays at Level 2. Remember, although this model has two Spells, they don't add to the model's Level, because they also caused Weak and Delicate penalties.

TYPE	LEVEL	M	S	B	R	N	C	A	F	P	FEE	SKILLS
Weasel / Stoat	2	d8	d8	d6	d6	d8	d6	d6	d6	d6	36	Fearless
Raptor (Medium)	2	d6	d8	d6	d4	d8	d6	d8	d6	d6	43	Flight, Unarmed Fighter, Strong (1), Natural Hunter



So far, I've spent 229 pennies of the 350 total allowed. That means I have 121 pennies left. I take a Weasel, at 36 pennies, and buy a Two Handed Weapon (14 pennies) and Light Armour (14 pennies). Another 64 pennies spent, and now just 57 left. This model is another Medium size beast, and so is Level 2.

Finally, I choose a Medium Raptor for 43 pennies, and buy a Talisman (5 pennies) and a Healing Potion (8 pennies), for a total of 56 pennies, and that's just about everything spent!

Again, another Level 2 model, and just 1 penny left to go into the Band's Treasury.



◆ **Starting Bonus – Quick and Quiet:** Two of your models may improve their Move or Nimbleness or Concealment dice by one level, to a maximum of d12. This increases the models' Levels by one.

The Rogues Allegiance has the starting bonus 'Quick and Quiet', which lets two of the models improve their Move or Nimbleness or Concealment dice by one level, to a maximum of d12. This increases the models' Levels by one.

I use this to increase the Cat's Move Stat to d8, and the Medium Raptor's Concealment to d8, so the Cat becomes Level 4, and the Medium Raptor becomes Level 3.

The Band's Rating is a total of all the model's Levels, giving the Band a Rating of 16.

Compared to the Royalists, this is a more nuanced Band, requiring more effort to get the best out of them. Individually, each model is relatively vulnerable, lacking the armour of the Royalists. But by using ranged fire to weaken their enemies and then ganging up on isolated models, these Rogues can cause a lot of damage. And the Magic-user's 'Cure' Spell can make a huge difference, keeping models in the fight for a lot longer than might be expected.

They're also fast moving, with good Move and Nimbleness Stats, the Cat's 'Strider' Skill, and the Medium Raptor's 'Flight' Skill. This allows them to choose when to engage the enemy, and avoid risky situations.



BAND NAME
The Frosterley Fellowship

ALLEGIANCE
Rogues

RATING
16

ARCHETYPE
Ranger

PENSION **LABOUR** **MATERIALS** **TREASURY**
1

NOTES

STASHED EQUIPMENT

DEN UPGRADES	
1	Obstacle Course
2	
3	
4	
5	
6	

NAME
Dolephine Raithley

SPECIES
Fox

LEVEL
5

SKILLS, SPELLS ETC.
Strong (1)
Expert Shot

WEAPON 1
One Handed Weapon

WEAPON 2
Caliver

ARMOUR 1

ARMOUR 2

ITEM

SPECIAL

STATS: STRIKE d8, BLOCK d10, RANGED d6, NIMBLENESS d6, AWARENESS d6, FORTITUDE d8, PRESENCE d6, MOVE d8

NAME
Burgess Latigert

SPECIES
Cat

LEVEL
4

SKILLS, SPELLS ETC.
Strider

WEAPON 1
Spear

WEAPON 2
Light Crossbow



ARMOUR 1

ARMOUR 2

ITEM
Tangle net

SPECIAL

STATS: STRIKE d8, BLOCK d6, RANGED d8, NIMBLENESS d6, AWARENESS d6, FORTITUDE d6, PRESENCE d8, MOVE d8

NAME	Rorsley Grottimer				1	2	3	4	F	A	T	E
SPECIES	Squirrel				5	6	7	8	E	X	P	
					9	10	11	12				
					13	14	15	16				

LEVEL	2	SKILLS, SPELLS ETC	
MOVE	d6	Climber	
STRIKE	d6	Weak (2)	
BLOCK	d6	Delicate (2)	
RANGED	d6	Cure	
NIMBLENESS	d8	Lightning	
CONCEALMENT	d8	Ingredients:	
AWARENESS	d8	Lugwort x 3	
FORTITUDE	d8	Copper Strip x 1	
PRESENCE	d6	EQUIPMENT	
		WEAPON 1	1
		WEAPON 2	2
		ARMOUR 1	3
		ARMOUR 2	4
		ITEM	5
		SPECIAL	6
		Mage's Focus	
		Mage's Pouch	

NAME	Helwyn Cannock				1	2	3	4	F	A	T	E
SPECIES	Weasel				5	6	7	8	E	X	P	
					9	10	11	12				
					13	14	15	16				

LEVEL	2	SKILLS, SPELLS ETC	
MOVE	d8	Fearless	
STRIKE	d8		
BLOCK	d6		
RANGED	d6		
NIMBLENESS	d8		
CONCEALMENT	d6		
AWARENESS	d6		
FORTITUDE	d6		
PRESENCE	d6		
		EQUIPMENT	
		WEAPON 1	1
		WEAPON 2	2
		ARMOUR 1	3
		ARMOUR 2	4
		ITEM	5
		SPECIAL	6
		Two Handed Weapon	
		Light Armour	

NAME	Skrik Graark				1	2	3	4	F	A	T	E
SPECIES	Medium Raptor				5	6	7	8	E	X	P	
					9	10	11	12				
					13	14	15	16				

LEVEL	3	SKILLS, SPELLS ETC	
MOVE	d6	Flight	
STRIKE	d8	Unarmed Fighter	
BLOCK	d6	Strong (1)	
RANGED	d4	Natural Hunter	
NIMBLENESS	d8		
CONCEALMENT	d8		
AWARENESS	d8		
FORTITUDE	d6		
PRESENCE	d6		
		EQUIPMENT	
		WEAPON 1	1
		WEAPON 2	2
		ARMOUR 1	3
		ARMOUR 2	4
		ITEM	5
		SPECIAL	6
		Talisman	
		Healing potion	

NAME					1	2	3	4	F	A	T	E
SPECIES					5	6	7	8	E	X	P	
					9	10	11	12				
					13	14	15	16				

LEVEL		SKILLS, SPELLS ETC	
MOVE			
STRIKE			
BLOCK			
RANGED			
NIMBLENESS			
CONCEALMENT			
AWARENESS			
FORTITUDE			
PRESENCE			
		EQUIPMENT	
		WEAPON 1	1
		WEAPON 2	2
		ARMOUR 1	3
		ARMOUR 2	4
		ITEM	5
		SPECIAL	6



A LOOK AT THE BASICS...

Once you've got your Band together, it's time to take a look at the basics of the game rules. We'll just look at the most common rules, and leave the more complicated stuff for another time.

We'll start with **the Core Rule Mechanic – the Roll-Off**

To keep things simple, everything you do in Burrows & Badgers is based around one core rule; the Roll-off. When player carries out an Action with one of their models, they take a Roll-off, using one of the model's Statistics. Which one will vary depending on the type of Action being carried out. The acting player rolls the type of dice assigned to the model's Statistic, plus or minus any modifiers that may apply. This is the acting player's Total.

The opposing player will also roll one of their Statistics, plus or minus any modifiers that may apply. This is the defending player's Total.

If the acting player's Total is equal to or lower than the opposing player's Total, the Action fails. If it is higher, the Action succeeds.

To determine how well an Action succeeds, you subtract the opposing Total from the acting player's Total. This number is the Result, and the higher it is, the more successful the Action is, such as causing more wounds or similar.

Example: Fleabite Hardpad attacks Garrick Longear. His Strike statistic is d8, so he rolls a d8, scoring a 6. He has no modifiers to add or subtract, so his Total is 6. Garrick Longear has a Block statistic of d6, so he rolls a d6, scoring a 2. He is carrying a buckler which gives him +1 to Block rolls, so Garrick adds 1 to his dice roll of 2, for a total Total of 3. The Result is 3 (Fleabite's 6 minus Garrick's 3), so Fleabite's attack succeeds, causing 3 Wounds.

Perfect & Disastrous rolls

When rolling dice for a Roll-off, a player will sometimes get a 'perfect' roll. We define this as when you roll the highest possible number on your dice; for example, a roll of a 4 on a d4, or 10 on a d10 etc.

If a player rolls a 'perfect', then luck is on their side; the Roll-off has gone unusually well, and they add +7 to their Total. In this way, even the weakest of warriors can, with luck, defeat the most powerful of enemies.

Of course, while rolling the highest possible score is what everyone hopes for, all wargamers know that rolls of '1' happen more often than we'd like... in Burrows & Badgers, we call this a 'disastrous' roll. You'll most likely lose that Roll-off. But to mitigate that, the model which rolled the 1 receives one extra Fate point, which can be used for activating special skills, magic, and for re-rolling dice. That way, even a string of bad rolls won't ruin your game!

Actions

A game of Burrows & Badgers is broken up into several Turns. Every model gets activated once per Turn, and can make two Actions when they do.

The Actions they can choose from are:

Focus, Move, Barge, Charge, Attack, Guard, Shoot, Cast, Sneak, Search and Interact. You can choose two different Actions, or perform the same one twice. But if you do the same Action twice, any Roll-offs you make in the second Action have a -2 modifier.



Let's take a look at **Move** Actions first. A model making a Move Action that begins in Normal Terrain may turn freely and may be moved horizontally a distance equal to the model's Move Stat in inches, or vertically up a ladder, rope, or similar a distance equal to the model's Nimbleness Stat in inches. The Move Action may include both horizontal and vertical movement. If it does, use whichever Stat is lower.

You don't have to roll dice for this; the model may move up to the maximum value the dice could roll (i.e. 8" for a model with a Move Stat of d8, or 12" for a model with a Move Stat of d12).

If during the Move, the model reaches Difficult Terrain, then the model's Stat dice must be rolled. As before, use the Move Stat for horizontal movement, and the Nimbleness Stat for vertical movement. Subtract the distance already moved (rounding down) from the dice roll; the result is the remaining distance that can be moved as part of this Action.

If the model is already in Difficult Terrain when they begin a Move Action, then the model's Stat dice must be rolled. Use the Move Stat for horizontal movement, and the Nimbleness Stat for vertical movement. The number rolled is the distance that can be moved in the Move Action.

There's a bit more to moving around the board, like jumping, barging models out of the way, and charging at enemies. But we'll save that for another time.



Next, let's look at **Attack** Actions. If you've got a model in Base Contact with an enemy model, then you can make an Attack Action. You make a Roll-off; the Attacking model rolls their Strike Stat, and adds or subtracts any modifiers that apply (due to Skills, for example.) The target model will defend themselves, and will roll their Block Stat, again, adding or subtracting any modifiers that apply (say, the +2 for using a Light Shield, or the +2 for having made a Guard Action). If the Attacking model's Total beats the target model's Defence Total, the Attack has succeeded; work out the Result of the Roll-off (i.e. subtract the target model's Total from the Attacking model's Total). The target model suffers a number of Wounds equal to the Result. So, if your total for the Roll-off was a 7, and your opponent's total was a 3, you'd cause 4 Wounds on them ($7-3=4$).

The number of Wounds you cause is increased by any Strong Skill the Attacking model can apply, and reduced by any Tough the target model can apply. So, if you'd caused 4 Wounds and had the Strong (1) Skill, you'd add that 1, for a total of 5 Wounds caused.

And if your target was wearing Heavy Armour (giving Tough (2)), then those 5 Wounds would be reduced to 3.



Of course, if your models aren't close enough to make an Attack, then any model with a bow, crossbow or similar can make a **Shoot** Action at any enemy model within the weapon's Range.

A model making a Shoot Action cannot be within 2" of an enemy model, and must have Line of Sight to their target model. If they only have Partial Line of Sight, their roll will have a -2 modifier.

Just like when making an Attack, you make a Roll-off; the Shooting model rolls their Ranged Stat, plus and/or minus any modifiers that apply.

And again, the target model will Defend. They will roll their Nimbleness Stat to Defend, plus and/or minus any modifiers that apply.

If the Shooting model's Total beats the target model's Defend Total, the Shoot Action has succeeded; work out the Result of the Roll-off (i.e. subtract the target model's Total from the Shooting model's Total). The target model suffers a number of Wounds equal to the Result.

The number of Wounds caused is increased by any Strong Skill the Shooting model can apply, and reduced by any Tough the target model can apply.

One way to get the best out of a Shoot Action (or any other Action that uses a Roll-off) is to make a **Focus** Action first. That gives you a +2 modifier to any dice you roll in your next Action.



Another Action that you'll need to get used to is the **Interact** Action. Certain bits of Equipment need an Interact Action to use, but the most common use is reloading ranged weapons. Many of the more powerful ranged weapons, like crossbows and calivers, need reloading after each Shoot Action. You do that by making an Interact Action, and then the weapon is ready to use again.

The **Cast** Action is used by Magic-users to cast their spells. Some spells are listed as Shooting Spells. For those, the Casting model cannot be within 2" of an enemy model, just like making a Shoot Action. For all other Spells, you can Cast however close any enemy models are.

The Casting model must have Line of Sight to their target model. If they only have Partial Line of Sight, their roll will have a -2 modifier. And if the Spell's description has a Range listed, they must check that their target model is within Range.

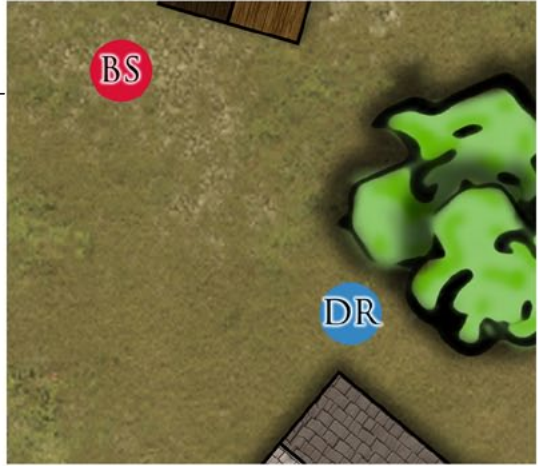
Make a Roll-off. The Casting model rolls the appropriate Stat (either Fortitude or Presence, depending on the Magical Archetype they are using), plus and/or minus any modifiers that apply.

Unlike Attack and Shoot Actions, you don't roll against someone else's roll. Instead, your Roll-off is made against the Spell's Difficulty value. You compare the Casting model's Cast Total to the Spell's Difficulty and, if the Total is higher, the Cast Action succeeds. Work out the Result of the Roll-off if needed; this will depend on the Spell being cast (i.e. subtract the Spell's Difficulty from the Casting model's Cast Total). Apply the effects of the Spell as given in the Spell's description.



Let's put it all together, with an example. We'll use the two Leaders for the Bands we've created, as they have lots of Skills and Equipment, which we can show being used.

Bartrick Steelheart is 7" away from Dolephine Raithley, but Dolephine has the Initiative (page 20 of the rulebook), and so will get to take her Actions first.



Her first Action is a 'Focus'; this gives her a +2 modifier to any dice rolled in her next Action.

For her second Action, Dolephine chooses a 'Shoot', lining her Caliver up on the approaching form of Bartrick. He's well within the weapon's Range, and she has clear Line of Sight to him.

She rolls her Ranged Stat of d10, and gets a 7. She adds +2 for her previous Focus Action, and another +2 for her 'Expert Shot' Skill. So her Total is 11.

Bartrick rolls his Nimbleness Stat (d8) to Defend, and rolls a 4. He has no modifiers, so his Total is 4.

Dolephine's 11 beats Bartrick's 4, so her shot has hit, with a Result of 7 (11 minus 4 = 7). Calivers have Strong (3), so cause an extra 3 Wounds. Bartrick's Very Heavy Armour gives Tough (4), so would normally reduce the Wounds by 4, but Dolephine's Caliver has an armour piercing ability, ignoring two points of Tough. So Bartrick takes 8 Wounds in total (Result of 7, plus 3 from Strong, minus 2 from Bartrick's armour's Tough).

☞ Caliver – Slow, Temperamental, Black Powder

Range: 36"

A Caliver is a very simple black powder weapon, firing a single lead ball; it has good armour penetration and power.

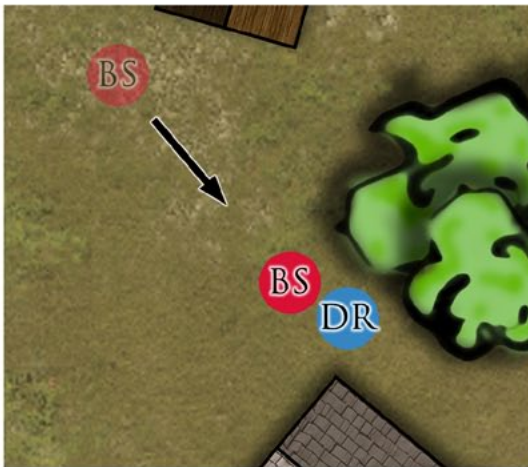
Shots from a Caliver count as having the Strong (3) skill, but do not benefit from any other Strong skills the model may have. They also ignore up to 2 points of Tough provided by Armour. For example, a model wearing Heavy Armour and carrying a Heavy Shield would only receive Tough (1) from their Armour against shots from a Caliver.

But Bartrick has a Talisman in his Equipment, so he rolls a d8 and scores a 3. This reduces the Wounds he suffers by 3, but the Talisman is used up and is removed from his Roster.

TALISMAN

A talisman is a protective spell written onto holy parchment or birch bark and worn somewhere on the body. The first time a model with a Talisman takes one or more Wounds, they may reduce them by d8 Wounds. A Talisman is a single use Item and is discarded from the Band Roster after use.

He crosses the 5 Wounds he takes off of his Roster. He's crossed off one of the shaded Wound boxes (numbers 4, 7, 10 and 13), which means he now has a -1 modifier to any Roll-offs he makes.



And that's both of Dolephine's Actions done. The Initiative passes to Bartrick now. He's 7" away from Dolephine; he could try a 'Charge' Action, but that carries the risk of not moving far enough to make an attack, so instead he just makes a 'Move' Action. His Move Stat is d8, so in Normal Terrain he can move 8", easily enough to reach Base Contact with Dolephine.

His second Action is an 'Attack'. He rolls his Strike of d10, scoring a 6. He gains a +1 bonus for his Polearm, taking that to 7. Unfortunately, all those Wounds Dolephine caused mean he's crossed off one of the shaded Wound boxes, giving him a -1 modifier to all his Roll-offs. So his Total is 6 (roll of 6, +1 for the Polearm, -1 for Wound penalties.)

Polearm

Halberds, poleaxes, and glaives are versatile weapons; a model using a Polearm adds +1 to all Strike Roll-offs and counts as having the Strong (1) skill. This Weapon cannot be used with a Buckler, Light Shield, or Heavy Shield.

Dolephine rolls her Block Stat of d6 to Defend, and rolls a 6. This is a 'Perfect' Roll, the highest possible on that type of dice. That gives her a +7 modifier, taking her Total to 13.

Bartrick's Attack has failed (Bartrick's Total of 6 doesn't beat Dolephine's Total of 13). And that's both of Bartrick's Actions used.

As we're only using these two models, and they've both been Activated, the Turn would now end.



At this point, it might look like Dolephine has the edge, with Bartrick already wounded, and with his Talisman already used up. But she's actually in a difficult position; her Caliver has the Slow rule, so needs reloading before she can fire it again. That'll require an Interact Action, and even then, she'd need to move more than 2" away from Bartrick before she could make a Shoot Action.

Whereas all Bartrick has to do now is start making more Attacks, maybe with a Focus Action to start.

A lot will depend on who gets the Initiative in the next Turn. If it goes to Dolephine, her best chance might be to try and make two Move Actions, and break contact with Bartrick altogether, and hope to get the chance to shoot again in the following Turn. But if the Initiative goes to Bartrick, she could be in real trouble... might be time to burn some Fate points!



And that's the bare-bones basics covered. You'll need the rulebook to go through the rest.

But we'll be (eventually!) making a series of short videos to explain the rules more fully, which will be available on our Youtube channel https://www.youtube.com/@burrows_and_badgers





THIS BOOKLET TAKES A LOOK
AT CREATING BANDS FOR
BURROWS & BADGERS
AND GOES THROUGH THE
BASICS OF THE CORE RULES

BURROWS & BADGERS

THE SKIRMISH GAME
OF ANTHROPOMORPHIC ANIMALS