



Since the release of the 2nd Edition Burrows & Badgers hardback rulebook at Salute 2025, we've had a couple of questions about the rules, and also noticed a few errors that managed to sneak through the editing process (they've got a high Concealment stat, obviously...)

Core Rules Questions

Q - How many Wounds does each beast have? Do they all have 16, even the little ones?

A - Yes, all beasts have 16 Wounds - it keeps the Warband Roster simpler. But the Tough and Delicate Skills makes a huge difference; so although a Bat and a Beaver both have 16 Wounds, the Beaver's Tough (3) makes him much harder to take down, while the Bat's Delicate (2) means they're an easy target.

Warband Creation Questions

Q - On page 45, the Pennies cost for the Green Lizard and the Siamese Cat are in the Skills column. Do they have any starting Skills?

A - No, they have no starting Skills.

Q - Small and Medium Mist Ghosts have the same Stats, but a Medium Mist Ghost is one Level higher, which pushes up my Band Rating; why would I take a Medium Mist Ghost rather than a Small one?

A - Medium Mist Ghosts can use Barge Actions against Small and Medium models, rather than just Small. It also affects certain Wandering results, so can be beneficial.

Spell Questions (none yet)

Skills Questions (none yet)

Equipment Questions

Q - In the Enchanted Equipment Creation Tables, you can have an Item of Smiting, but the Smiting description on p122 says: 'For melee Weapons, adds the Bonus to any Strike Roll-Offs the user makes. For missile Weapons, adds the Bonus to any Ranged Roll-Offs the user makes.'

So what does an Item of Smiting do?

A - An Item of Smiting adds the bonus to any Strike or Ranged Rolls you make. So that's both Strike AND Ranged, unlike Weapons of Smiting that only add to either Strike OR Ranged. If this turns out to be overpowered, we'll change it!

Campaign Questions

Q - On the Major Injuries Table, both 'Chest Wound' and 'Enfeebled' cause Delicate (1). Is this correct?

A - No; 'Enfeebled' should cause Weak (1).

Questions about Northymbra...

Q - How big are these creatures? Are they regular sized animals that can walk and talk etc or human sized? What kind of buildings do they live in?

A - I usually think of the creatures as being effectively human sized, so trees / rocks / landscape etc would appear normal sized. Obviously you can do anything you want with your own terrain, and if you'd rather have the creatures small, that's entirely up to you! They're effectively replacing the humans in the world, with the medium sized beasts being about human size; so a 6 foot tall Hare, and a 3 foot tall Mouse, rather than a 4 inch long one...

We went that way because so many people already had fantasy terrain, and we figured it was best to simply scale with that, rather than force them to make / buy all new terrain. I picture a pretty much Dark Age / Medieval / Renaissance (ish) world, with animals instead of humans.

I tend to think of the towns as being full of the types of timber framed buildings you see in the Shambles in York, and the countryside with a mix of stuff, including burrows in hills and riverbanks, treehouses, weird nest/house combos etc.

The country towns might be anything from Saxon roundhouses through to Pride & Prejudice style stately homes.

There'll also be a lot of odd stuff, like houses in trees, Hobbit hole style burrows, wizards' towers, and plenty of full-on strangeness.

Q - Do the carnivores eat other animals?

A - It's not something which really comes up in the game, but I think yes, a Wildcat would happily snack on a Mouse! After all, in real-life Britain, the biggest cause of death among moles is hungry badgers...