

# ERRATA & CLARIFICATION FOR BRINK OF BATTLE MAIN RULEBOOK

As might be expected, mistakes happen. Also, some things an Author thinks are clear to his view are not clear enough to the viewpoint of the player. So, this section will correct some errors noted in the Brink of Battle (BoB) core rulebook and also clarify some rules that benefit from further description.

## ERRATA

These are the corrections for each type of section in the main Brink of Battle rulebook.

### Weapon Profiles

The Weapon Profiles for the **Auto Pistol**, **Revolver**, and **Shotgun** listed in the Period 3 Gear section are incorrect. The correct Profiles for all three Firearms are listed on the BoB Tables for Period 3 Weapons.

### Traits

Beast Handler was left off of the Traits Table and costs 5 Supply Points.

Another error on the Tables is that the Holdout Trait is listed on the Trait List section of the Tables and should not be in the General Traits section but in the Period 3 Traits section instead.

Infiltrator has additional text to include in its description on page 74 of the BoB main rules. Replace the first paragraph with:

“This model may start the Game Deployed anywhere on the tabletop as long as it is not closer than 12” to an enemy model, or within 8” of an Objective Marker.”

Replace the last paragraph with:

“If an Infiltrator is placed within 1” of Concealment and there is no Line of Sight to any enemy model, it may start the Game in Ambush.”

## Rules Text

Page 66 under Diving Charge the second sentence should read, “The model must make a normal Jump Check if his height is more than 2” of vertical distance.”

Dogs of War page 112, second paragraph:

Remove the last sentence that reads, “Double the distance moved on a successful Disengage Action” as it is redundant.

## RULES CLARIFICATIONS & ADDITIONS

The following is a list of rules that need some additional clarification, since they are implied in the BoB main rulebook but were not tacitly clear.

### Changing Weapons used in a Turn

Some Players have asked how many times they can switch out Weapons and other Gear within the timeframe of a single Turn. These rules are not as clear in the BoB rulebook as they need to be, so this addition is now the new official rule called Swapping Out Gear.

### Swapping Out Gear Rule

Models equipped with Weapons, Armor, Shields, and other Gear are allowed to designate which pieces of this equipment they are actively using at different points in the Game.

Whenever a model declares a Ranged or Close combat Action, or has one declared against him, he can announce that he is using a different arrangement of Weapons or Armor available to him as equipped, before making any Attack/Defense Checks.

Before rolling the dice, the Attacker’s Controlling Player states which Weapons and Shield, if any, he is using for the Attack. That Player then asks the Defending model’s Controlling Player what Weapons or Shield it is using while making the Defense Check.



It is assumed that both models will be using any Armor or Helmet Gear they have purchased, so that does not need to be declared. Any other Gear, whether mundane or magical, that could affect the outcome of the Attack, Defense, or Counter-Attack results may also be part of this declaration.

For example, Bob & Drew are playing a game when Bob's model Jagger Kilmane, Father of Sorrows declares a Charge against Drew's model Verdantis. The dialogue goes like this:

**Bob:** "Jagger will Charge Verdantis using both of his Cleavers, is there a Break?"

**Drew:** "No Break. Verdantis is using his Sword" (he had just used his Warbow to shoot at Jagger the activation before, legally swapping out the Weapons when the Charge was declared against him).

The Charge Action is executed and the results are applied. It is now Drew's Priority to declare an Action and he decides to Charge Jagger with his Elf Spearman, Auric Stagheart. The dialogue continues:

**Drew:** "Auric will Charge Jagger with his Great Spear. Is there a Break?"

**Bob:** "No Break. Jagger will swap out one Cleaver for his Bladed Shield." Doing this will allow Jagger to use his Bladed Shield's Armor Rating and Gear Traits to add with his Medium Armor for a higher ARM Rating against this Charge from Stagheart.

Here's another example of this rule:

If a model is equipped with a Close combat Weapon, Shield and a Ranged Weapon of any kind, when he is declared to be the target of the enemy's Ranged Attack Action, he may use his Shield normally to gain its Armor Rating increase. Then, if he is Active, he can switch out the Shield for a 2-hands Crossbow to make a Ranged Attack against an enemy model.

Finally, if the Attacking or Defending Player does not clearly state what Weapon or Shield combination his model is using for that Action, whether Attacking or Defending, then the actual Weapons and/or Shield that is sculpted on the model will be used to resolve the Action.

This new rule is an addition to the Brink of Battle main rules and applies for all supplements as well. This rule is also applicable for the Two Weapon Fighting rules listed in the BoB main rulebook.

## New Trait 'Slot' Rules

Another clarification that we feel will help Players understand some of the new rules in this supplement, is the Maximum Traits Allowed per Model rule found on page 21 in the BoB main book under the 'Traits' heading.

Here at Strategic Elite we have fallen into the habit of referring to the number of Traits a model can have as his Trait Slots. This parlance has led to us redefining the terms used to describe how many Traits a model can start play with and what his maximum cap is during a Campaign.

### Starting Trait Slots

Each model in Brink of Battle and its supplements has a number of Starting Trait Slots based on his Model Type.

**Commander** models have 3 Starting Trait Slots. The first one is taken up by the Commander Trait, even though it does not cost Supply Points, leaving the model with 2 open Slots.

**Veteran** models have 2 Starting Trait Slots.

**Trooper** models have 1 Starting Trait Slot.

A model may not have the same Trait more than once, unless the Trait requires the model to specialize in a specific type or version. For example, Immune can be taken more than once since each instance requires the choice of one type of immunity such as Fire, Shocked, Panic, etc.

### Campaign Trait Maximums

The listed Slots are for any one off, tournament, or pick-up games that are one time affairs. For those types of games, the only time Traits are purchased is at Force creation, so the Starting Trait Slots rules will be in effect.

When playing in a Campaign, most models will be able to buy additional Traits using Experience Points to acquire them during the After Action Reports from game to game.

For Campaign Games only, all models have a Maximum Trait Slots limit of their individual Command Ratings. So a model with CMD 3 would only be able to have a maximum of 3 Traits.



If this Maximum Trait Slots limit is lower than the Starting Trait Slots by Model Type, then use the Command Rating limit instead. This will prevent Campaign games with models starting out better than their brains will let them be.

For example, Chaplain Judge is a model Bob is building for an Epic Heroes game. He is playing in a Campaign and wants Judge to be his Commander. Bob builds Judge's Ratings Profile to have a CBT 6, CMD 7, and CON 5.

Being a Commander, Judge has a Starting Trait Slot limit of 3. The free Commander Trait he gets for his Model Type takes up 1 Slot, leaving him 2. Bob then buys him the Intimidating and Man-at-Arms+3 Traits using the remaining 2 Slots.

After a few Campaign games, Judge has earned 6 Experience Points to use for buying new Traits or Ratings increases. Bob wants Judge to buy the Tactician Trait to help with his Strategy Checks. That Trait costs 5 Supply Points. Bob spends 5 EXP which act as Supply Points as well for purchasing Traits. Now Judge has 4 Traits: Commander, Intimidating, Man-at-Arms+3,

### Engagement with Mixed Base Sizes



Models A and B are mounted on 25mm round bases. Model B is mounted on a 20mm square base. Currently, Model A is Engaged with Model B and the two are in direct base contact, meaning their bases are touching.

Since Model B's base is less than 1" across, this particular pairing of base types could result in Model C being in base contact with Model B **and** within 1" of Model A.



However, Model C cannot perform a Charge action against Model A because Model B blocks its line of movement (friendly models are only not counted for Line of Sight for Ranged Attack Actions). In this example, Model C cannot make a Charge against Model A, even though Model B's base is less than 1" wide.



In this case, Model C is able to Charge Model A because it can draw Line of Sight, and it is able to move to within 1" of Model A. Since this does not require it to Engage through Model B, this Charge Movement is valid, just as it would be without involving unusual base sizes.

and Tactician. Judge has 3 Trait Slots remaining before he can no longer buy new Traits because his CMD Rating is 7.

Continuing with this Force Build example, Bob wants to have an Angry Mob of Peasants for the body of his Troopers. These are civilians that Judge has rabble roused into action. He makes them all CBT 1/ CMD 1/ CON 1 Troopers to represent civilians. But, he wants one of them to be the Honcho Peasant and builds a 2/1/2 Veteran named Scrote the Butcher.

Since Scrote is a Veteran, he has 2 Starting Trait Slots. However, since it's a Campaign, and since Scrote has a CMD of only 1, Bob cannot buy Scrote 2 Traits unless he first spends the extra points to increase Scrote's CMD Rating to at least a 2 beforehand.

## Engagement with Mixed Base Sizes

Sometimes Players will use bases that are smaller across their diameter than 25mm. If these types of bases get Engaged in Close combat with enemy models, and actually make contact with the enemy bases, it may leave a few millimeters behind them that a Player may attempt to use to Charge another of his models into Engagement distance with the enemy model, thereby stacking his two models one in front of the other while 'legally' Engaged with the same enemy. This is not allowed in the rules, but begs further clarification all the same.

On page 47 of the Brink of Battle main rules, under the Friendly Fire Isn't Friendly heading, it states that, "A model may draw a Line of Sight past another model for Ranged combat Actions even if part of the interposing model is in the way." It goes on to say that models don't provide Concealment or Cover for each other either.

Then it clarifies the Close combat portion of this rule in the last paragraph, "When drawing a LoS for a Close combat Charge Action, the Attacking model must be able to move in a direct, straight line to the target Defending model. Even if he has a LoS at the declaration of the Charge, he may not be able to execute it if another model will block his direct route."

So, if Model A and Model B are Engaged and touching base edges, and Model B is only a 20mm base size, then B's Player may not use the remaining 5mm behind B's base to Engage Model A in Close combat.

Model B's Player would need to have his Model B2 move in a direct line to come within 1" of Model A's base without Model B in the way. See the diagram entitled Engaged with Mixed Base Sizes for further clarification.



*A bloody scrum breaks out in the streets of Faustburg between the noble Hurcaan warriors of Xhurkar's Edifice and their Altebecan Free Company rivals known as Rutger's Reavers.* Figures by Bronze Age Miniatures & Lead Adventure Miniatures. Pikes by North Star Military Figures. Scenery by Total System Scenics & Pegasus Hobbies. Painted by Robert Faust.