



This post refers to Battleground Errata which can be found by clicking the link below:

[Battleground Errata](#)

Battleground is a fairly robust system in that a faction created years ago can still be used almost entirely unchanged despite there having been four editions between now and when, say, Orcs were first printed. However it is inevitable that corrections needs to be made over time.

The Battleground errata fall roughly into one of three categories:

- 1) Typos/Errors: these are either misprints or confusing wording. Examples of this include the wording of the Hardened Command Card in the Orcs faction or the misprinted Defensive Skill of the Scutarii in the Carthage faction.
- 2) Revisions due to Edition: these are instances where the newest edition of the rules introduce or eliminate a rule that affects a card. Example of this include the Core/Standard/Elite unit types for the earliest factions or the Ammo Boxes introduced in the 4.0 edition.
- 3) Game Balance: these are times when we simply got something wrong in terms of game balance. Examples of this include the Arrogant Spite Command Card in the Dark Elves faction or the Skeleton Horde in the Undead faction.

As part of the second category, we have reorganized a number of units with keywords that reference a reminder card, rather than printing the entire rules text on the back of the unit card. For example, the Earth Elemental currently has the following text printed on its card:

To play a Command Card on Earth Elemental you must first discard two other Command Cards.

We have replaced this with the keyword **Adverse (2)**, indicated that the unit has the Adverse keyword and the number of cards in parenthesis that the player must discard.

Although there is functionally no changes in the rule affecting the unit, this frees up space on the back of the unit card for story details or for unit specific special abilities that might be added when we reprint the faction.

The other major Revisions due to Edition are the Core/Standard/Elite designations for Orcs and Undead, and for the inclusion of Ammo Boxes. We decided to be thorough and place everything a player might need for errata in a single place. The summary of all changes, by faction, can be found starting on the next page.

Till the Next Missive. . .

The Outlaw Alchemist



ERRATA SUMMARY

ALEXANDER

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Agrianian Peltasts, Allied Greek Cavalry, Cretan Archers, Thessalian Cavalry, Thracian Peltasts.

Foot Companions: (*Revision due to Edition*) Replaced the rules about playing Command Card with the **Adverse** keyword.

CARTHAGE

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Balearic Slingers, Caetrati, Hannibal's Elite, Libyan Foot, Moorish Archers, Numidian Cavalry, Scutarii.

Army Ability - Determination: (*Game Balance*) Changed to allow Determination box to be erased only with Engaged Attacks.

Army Ability - Foresight: (*Game Balance*) Changed so that the opponent can only be forced to deploy a maximum of half their units (rounded down).

Numidian Cavalry: (*Typos/Errors*) Added the **Cavalry** keyword.

Scutarii: (*Typos/Errors*) Changed Toughness stat to 1.

DARK ELVES

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the Lord of Dusk unit.

Command Card - Arrogant Spite: (*Game Balance*) Revised rules to inflict damage on the enemy attack in a turn.

Coven Spells - Witching Hour: (*Game Balance*) Revised rules to require spending a Command Action to cast this spell.

Lowblood Levy: (*Typos/Errors*) Changed Offensive Skill to 4.

DWARVES

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Bowmen, Ballistas, Crossbowmen.



Dwarven Ballista: (*Revision due to Edition*) Rules regarding the ranged attack replaced with the **Low Arc** keyword.

Command Cards: (*Game Balance*) The Courage bonus is increased to +3 on the following Command Cards: Rune of Power, Rune of Skill, and Rune of the Warrior.

ELVES OF RAVENWOOD

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Archers, Bowmasters, and Centaurs.

Bear Pack: (*Revision due to Edition*) Rules regarding Command Cards and Standing orders are replaced with the **Adverse** and **Feral** keywords.

Centaurs: (*Revision due to Edition*) Replaced rules regarding the ranged attack with the **Javelins** keyword.

Command Cards: (*Game Balance*) The combat modifiers were adjusted on the following cards: Aspect of Bear and Aspect of Stag.

Wolf Pack: (*Revision due to Edition*) Rules regarding Command Cards and Standing orders are replaced with the **Adverse** and **Feral** keywords.

HIGH ELVES

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Archers, Battlemages, Bowriders, and Scorpions.

High Elf Scorpions: (*Revision due to Edition*) Rules regarding the ranged attack replaced with the **Low Arc** keyword.

LIZARDMEN

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Swarming Bowmen, Trog Bowmen.

Army Ability - Fury: (*Game Balance*) Removed the “This counts as playing a Command Card” text from the ability.

Triceratops Herd: (*Revision due to Edition*) Replaced the rules regarding Command Cards and modifying orders with the **Adverse** and **Lumbering** keyword.



Tyrannosaurus Rex: (*Revision due to Edition & Game Balance*) Replaced the rules regarding Command Cards and its Close standing order with the **Adverse** and **Uncontrollable** keyword.

MONSTERS & MERCENARIES

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Elementalist, Wildmen Archers, and Wildmen Horse Archers

Ancient Red Dragon: (*Revision due to Edition*) Replaced the rules regarding Command Cards with the **Adverse** keyword.

Army Ability - Paymaster: (*Game Balance*) New army ability added to the faction.

Earth Elemental: (*Revision due to Edition & Game Balance*) Replaced the rules regarding Command Cards and its Close standing order with the **Adverse** and **Uncontrollable** keywords.

Elementalist: (*Game Balance*) Revised the Lightning Bolt attack.

Hill Giant: (*Revision due to Edition*) Replaced rules regarding Command Cards, changing Standing Orders, and Direct Control with **Adverse** and **Stupid** keywords.

Hydra: (*Revision due to Edition & Game Balance*) Replaced the rules regarding Command Cards, Courage Checks, and its Close standing order with the **Adverse**, **Fearless**, and **Uncontrollable** keywords.

Ogres: (*Revision due to Edition*) Replaced rules regarding changing Standing Orders and Direct Control with **Stupid** keyword.

Red Dragon: (*Revision due to Edition*) Replaced the rules regarding Command Cards with the **Adverse** keyword.

ORCS

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Goblin Bomb-Chucker, Goblin Bowmen, and Orc Crossbowmen.

Command Card - Battle Lust: (*Game Balance*) Revised to allow it to be played without expending a Command Action.

Command Card - Frenzy: (*Game Balance*) Revised to include passing Pre-Combat Courage Checks.

Command Card - Hardened: (*Revision due to Edition*) Revised to match existing version of Hardened.



Command Card - Rampage: (*Game Balance*) Revised to allow it to be played without expending a Command Action and with the option to be played on a single unit.

Crazed Goblins (*Revision due to Edition*) Rules text replaced with **Adverse**, **Fearless**, and **Uncontrollable** keywords.

Goblin Bomb-Chucker: (*Revision due to Edition*) Rules regarding Command Cards and attacks replaced with **Adverse** and **Erratic Attacks** keywords.

Unit Types: (*Revision due to Edition*) Units were given Core / Standard / Elite designations:

- ⇒ Core: Goblin Bowmen, Goblin Raiders, Goblin Spearmen, Orc Spearmen, Orc Swordsmen.
- ⇒ Standard: Crazed Goblins, Goblin Wolf Riders, Orc Axemen, Orc Crossbowmen, Orc Marauders
- ⇒ Elite: Goblin Bomb-Chucker, Trolls

PERSIA

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Immortals, Indian Elephants, Persian Cavalry, Saka Horse Archers, Satrapal Cavalry, Sparabara, Thanvabara.

Immortals & Sparabara: (*Typos/Errors*) Replaced the combat modifiers with the **Spears** keyword. Previously, the wording of the combat modifiers for Spears implied that those modifiers also applied to ranged attacks.

Indian Elephant: (*Revision due to Edition*) Replaced the rules about the Howdah Attack with the **Howdah** keyword.

ROME

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Cretan Archers, Extraordinarii, Hastati, Italian Swordsmen, Principes, Velites, Veteran Hastati, Veteran Principes.

Army Ability - Replacement: (*Game Balance*) Revised the wording to clarify that the ability happens before Final Rushing and a units\ cannot move after this ability is used on it.

Triarii: (*Revision due to Edition & Game Balance*) Replaced spears rules and backup rules with **Spears** and **Res ad Triaros Venit** keywords. Changed unit type from Core to Standard.

UMENZI

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Atlatlmen, Giant War Elephant, Javelineers.



Berserkers: (*Revision due to Edition & Game Balance*) Replaced rear card text with the **Fearless** and **Uncontrollable** keywords.

Giant War Elephant: (*Revision due to Edition*) Replaced the rules about the Howdah Attack with the **Howdah** keyword.

Javelineers: (*Revision due to Edition*) Replaced rules regarding the ranged attack with the **Javelins** keyword.

Umenzi Spells: (*Revision due to Edition*) Added keywords (i.e. *Bless, Curse, Healing, Attack*) to each spell.

UNDEAD

Ammo Boxes: (*Revision due to Edition*) Ammo Boxes were added to the following units: Skeleton Bowmen, Giant Catapult.

Command Cards: (*Game Balance*) The combat modifiers were adjusted on the following cards: Flesh Rot and Vampirism

Command Card - Hardened: (*Revision due to Edition*) Revised to match existing version of Hardened.

Command Card - Wave of Terror: (*Game Balance*) Revised to allow an option to draw a Command Card.

Skeleton Bowmen, Skeleton Horde, Skeleton Spearmen: (*Game Balance*) One extra Yellow box is added to the unit's stat bar.

Swarm of Rats: (*Revision due to Edition*) Rules text replaced with **Adverse, Fearless, and Uncontrollable** keywords.

Unit Types: (*Revision due to Edition*) Units were given Core / Standard / Elite designations:

- ⇒ Core: Ghoul Pack, Skeleton Bowmen, Skeleton Horde, Skeleton Spearmen, Zombies.
- ⇒ Standard: Skeleton Cavalry, Skeleton Trolls, Swarm of Rats, Zombie Trolls
- ⇒ Elite: Abomination, Death Knights, Giant Catapult