

Inevitably, despite our best efforts, a handful of gremlins crept into the final text of *Midgard Heroic Battles*. These are being corrected in future print runs and on the PDF (if you have your link from **Too Fat Lardies** when you purchased the PDF, you should be able to download an updated version). If you've got a print version with these typos, I suggest amending with a biro as I've done in my copy!

COMBAT DICE BONUSES	
Each Hero fighting	+1D6 per level
Each Mighty Deed used	+1D6 per Mighty Deed
The Unit has the <i>Spears as Tribute</i> Trait	+2D6 while at full Strength
The Unit has the <i>Impetuous</i> Trait	+1D6 while at full Strength with a Charging Marker
The <del>target</del> <b>Unit/Hero</b> has the <i>Big</i> Trait	+1D6
The <del>target</del> <b>Unit</b> has the <i>Towering</i> Trait	+2D6

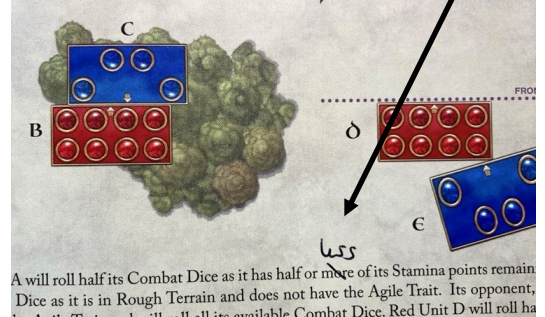
### Page 55

The **Combat Dice Bonuses** table needs a couple of changes, swapping the word 'target' for 'Unit/Hero' on the *Big* Trait, entry, and 'target' for 'Unit' on the *Towering* Trait (they are correct on the Play Sheet on **Page 133**).

### Page 55

In the diagram at the bottom of the page, swap 'more' for 'less' in the first line of the text! This should then make more sense.

### EXAMPLE OF COMBAT DICE PENALTIES



HERO DEATH IN COMBAT		
Roll	Effect	Game Effect
1-3	<i>Food for ravens</i>	Dead. Remove the Hero model and lose the appropriate Reputation tokens from your goblet.
4-5	<i>Famous death</i>	Despite their demise, the Hero uttered a stirring speech at the last, and fought bravely: lose one Reputation token less than the Hero's Reputation Points.
6	<i>Though I die, I smite thee!</i> See Play Sheet	The dying Hero strikes a final blow at their enemy. Roll a 1D6: on a 4, 5 or 6 the enemy Hero (if in Single Combat) or Unit (if fighting in Melee Combat) loses a point of Stamina. Note that this may not be rerolled using a Mighty Deed.

### Page 57

The **Hero Death in Combat** table (left) has some incorrect text if a 6 is rolled—this is correct on the Play Sheet on **Page 133**, pictured on the right.

For clarity, when a 6 is rolled, Reputation Tokens equal to the Hero's Reputation are lost.

3 & 5 HERO DEATH IN COMBAT		
Roll	Effect	Game Effect
1-3	<i>Food for ravens</i>	Dead. Lose Reputation Tokens equal to the Hero's Reputation.
4-5	<i>Famous death</i>	Lose one less Reputation Token than the Hero's Reputation.
6	<i>Though I die, I smite thee!</i>	The dying Hero strikes a final blow at their enemy. Enemy Unit (Melee Combat) or Hero (Single Combat) must roll a 4, 5 or 6 on 1D6 or lose a point of Stamina.

**Page 71**  
The **Towering Unit Collapse** table is slightly misnumbered: 4-6 should, of course, read 4-5.

TOWERING UNIT COLLAPSE	
Dice Roll	Effect
1-3	The Unit collapses backwards. Place a Killing Zone template directly behind the Unit. Any Units (friendly or enemy) in this area must pass a Command Test using 2D6 and using the lower roll. Heroes must pass a Risk To Heroes test using 2D6 and use the lower roll. If the test is failed, the Unit or Hero loses a point of Stamina. Once this is resolved, remove the destroyed Unit from the table.
4-5	The Unit collapses forwards. Place a Killing Zone template directly in front of the Unit and resolve any damage as 1-3 above before removing the destroyed Unit.
6	The Unit collapses where it stands. Everyone breathes a sigh of relief. Remove the destroyed Unit.

### Page 126

The **Warriors (Formed Archers)** profile should have Stamina 4 rather than 2. This is correct throughout the rest of the book, it's just Sod's Law that it crept into the **Force Creation** chapter! If you're using the Force Creator app or Excel spread sheet, note that all values are correct in both of these.

WARRIORS (FORMED ARCHERS)					
Points	Combat Dice	Shooting Dice	Armour	Stamina	Reputation
21	8	8	2	4	2

While the Almoravids were certainly a force to be reckoned with, the 400 point version is a bit generous on the points. I suggest deleting the extra 'One Jinetes' Unit to balance the books!

IBN TASHFIN'S ALMORAVIDS (400)	
TOTAL POINTS 400	
Hero Points 124	
Unit Points 276	
Reputation 39	
Reputation Tokens 10	

To field a larger Force at 400 Points, increase the number of Unit  
 • One Berber Spearmen & Archers  
 • One Jinetes

### Page 127

The **Skirmishers (Light Infantry)** profile should have 4 Shooting Dice, not 8 so that they have 'less shooting power' as referred to in the text! This is correct elsewhere, including in the Force Creator app and Excel spread sheet.

SKIRMISHERS (LIGHT INFANTRY)				
Points	Combat Dice	Shooting Dice	Armour	Stamina
14	8	4	3	2