

# **Batman: The Animated Series The Board Game**

*Errata List*



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## Components

- "48 Dice Placeholder Tokens" – Only 40 are included.
- "3 Purple Objectives" – 6 tokens are included.
- "1 Fire Extinguisher/Utility Belt" – Both the Extinguisher and Utility Belt are instead printed on the backs of 2 different explosives tokens.
- "4 Explosive" – There are 5 explosive tokens (3 double sided, and 2 with the Fire Extinguisher/Utility Belt on the reverse). Additionally, the 2 sides of the explosives are supposed to be different (long vs short fuse), but both sides are the same. This requires some modifications to the scenarios that use them.
- "8 Sauced Tokens" – 15 tokens are included. (Stretch Goals Box)

## Batman

There are 2 versions of the Batman character card. One with the solo mode Batman on the back (from the base set), and the other with Bruce Wayne on the back (from the All-In Big Box). These 2 cards have different versions of the "**Escalation**" rules.

- The all-in box card has a version that applies to all villains.
- The base set card applies only to Arkham villains.

The designer has said that the version that applies to all villains was his original design and the way it was tested (and the way he personally plays). The Arkham addition was made at the end for purely thematic reasons, but the other card didn't get changed to match.

## Detective Bullock

Character sheet shows a die side with Defend/Ranged, but the die is really **Defend/Melee**.

Bullock / Beat Cop – "The Mask of the Phantasm" expansion comes with duplicate versions of the co-op mode *Bullock* and *Beat Cop* cards (2 character and 3 initiative cards). The exact same cards are also included in the "Villain Upgrade Pack", and both are not necessary.

## Harley Quinn

The cooperative side of her card is missing the "**LEADER**" attribute.

## Jervis Tetch

"Mad as a Hatter" (VUP version) – The **attack attribute** value should be "1" (instead of "3" as printed).

## Nightwing

Character sheet shows a die side with single Melee, but the die is really **double Melee**.

## Officer Montoya

"I've got your back" (skill card) – Should include the text: "On her turn, Montoya may activate 1 Beat Cop on the map." (The same as Bullock's card "Commanding Officer"). Otherwise she has no way to activate the cop she adds.

## Poison Ivy

"Knock-Out Kiss" (villain card) – The card text says to roll 5 battle dice and give stun tokens "*equal to the number of hit and block icons rolled*". This is a misprint (battle dice only have hit and block icons so that would be all of them), and should read only "**number of hit icons rolled**".

## Ra's Al Ghul

"Lazarus Pit Rebirth" (VUP skill card) – This card should have the "**Instant**" icon on it instead of the "*Single Use*" icon as printed. (It is played as a reaction.)

## Zatanna

Both Zatanna initiative cards have her name misspelled as "Zatana".

## Episodes

### General Notes:

Many of the episodes use inconsistent wording regarding villain KOs between competitive and cooperative modes.

- Cooperative mode win conditions requiring villain KOs should generally say to *"KO the villain"*.
- Competitive mode should say a villain must *"receive a KO token"*.

Some episodes also start with villains behind locked doors. These villains effectively start with the "Unaware" condition, until the door is opened by the heroes. But the Unaware rules are often not included in the episode description or noted on the map.

### 2:1 "The Cat And The Claw"

1. The "Scenario Rules" section should read: ***"Only the heroes may use the skylights ..."***.  
The intention is that Catwoman does not activate until the heroes enter the room she is in.

**Clarification:** The diamond token is not used in cooperative mode. The heroes automatically lose if they haven't completed their objectives by the end of the 4th round. (Thematically, Cat Woman escapes with the diamond.)

### 3:1 "Heart of Ice: Act I"

1. A closed door token is on the far right space of the map, but is not marked as board setup item "M".
2. The 2 filling cabinets are labeled as "N" on the setup list, but mislabeled as "H" (crates) on the map.

### 3:2 "Heart of Ice: Act II"

1. The villain win conditions for both competitive and cooperative modes mention *"Ferris Boyle"*.  
**Ferris Boyle is not in this episode** and that part of the win condition should be ignored. (The text is mistakenly the same as ep. 3:3).
2. A closed door token is on the far left space of the map, but is not marked as board setup item "B".
3. The scenario rules say the cold room is "tile 5A", but this is a misprint and should say "8A".
4. The coop mode hero win condition should say: ***"interrogate 2 different Enforcers"*** (same as competitive).
5. Both the competitive and cooperative villain win conditions should say: ***"The villains win if the Enforcers are KO'd before the heroes interrogate them"***.

### 3:3 "Heart of Ice: Act III"

1. A small icy terrain token is under the Ferris Boyle bystander, but is not marked as board setup item "G".
2. There are 5 Hired Guns placed on the map, but the setup section only lists 4.

### 4:1 "Joker's Favor: Act I"

1. Board setup item "H" (1x Objective) is listed in the setup but is not on the map.  
This is a misprint and no objective token is used in the scenario.
2. The rules section should list ***"Special Action: Rescue Bystander"*** (see episode 4:2 for full text), and should not include *"Special Action: Investigate"*.

**Clarification:** If The Joker is spawned from his initiative card being drawn in round 2, he activates and takes his turn as normal.

### 4:2 "Joker's Favor: Act II"

1. Board setup item "C" (1x Door (Closed)) is listed in the setup but is not on the map.  
This door should be on the far right space of board 6B (in the GOAL area), and is the door mentioned in the hero victory condition.

### 4:3 "Joker's Favor: Act III"

1. Board setup section lists 4 Enforcers, but it really should be 2 Crushers instead (to match the map and card setup).
2. In coop mode, the Gunners on Joker's tile should start with the same "Unaware" rules as Joker and Harley.  
All figures on Joker's tile should have Unaware tokens on them in the setup (for cooperative mode), but the tokens are not shown on the map or listed in the board setup.

## 5:1 "Nothing To Fear: Act I"

**Clarification:** The fire tokens count as obscuring terrain when making a melee strike against them - so your attack dice are halved.

## 6:1 "Two Face: Act I"

1. The "Competitive Rules" section should read: **"At the end of each round, flip any Explosive token on the long fuse side that started the round on the board to the short fuse side."**  
(Explosives should not be flipped the round they are placed.)
2. Since the explosives tokens are misprinted (with both sides having the same length fuse), some other indicator will need to be used instead of flipping them. (Perhaps adding an objective token.)

## 7:1 "What Is Reality?: Act I"

1. The episode rules should include **"Status: Hostage"** and **"Special Action: Hostage"** so the villains can interact with the bystanders. (See episode 6:1 in the same book for full text.)

## 7:3 "What Is Reality?: Act III"

1. The 4x4 VR World tile doesn't match the one pictured in the setup.  
(The terrain spaces are each on the opposite sides.)

## 8:2 "Blind as a Bat: Act II"

1. There are 5 Enforcers placed on the map, but the setup section only lists 4.

## 17:1 "Priorities"

1. The episode rules should include **"Special Action: Rescue Bystander"**.  
(See episode 13:1 in the same book for full text.)
2. The map also uses 3 roller door tokens, but only 2 exist in the game. (Any other door type can be substituted.)
3. Add the following to the villain win condition: **"The villains win if any bystander is within line of sight of a Gunner at the end of round 3"**.

**Clarification:** This forces the heroes to deal with prioritizing both threats. Note that the bystanders do not need to be rescued by the end of round 3, only the Gunners need to be dealt with.

## 18:1 "Bridge to Blimp Rescue"

1. The rules page should say: **"2 villain leaders"** under both the "Competitive Rules" and "Cooperative Rules" sections.  
(Instead of "villain leader" singular.)
2. There are 2 Crushers on the map, but the setup section lists 3.

## 19:2 "Prelude To Two-Face: Act II"

1. The competitive rules and win condition refer to an **"exit"** which is not marked on the map.  
The exit should be the 2 middle squares on the far right of map 3B.

## 23:2 "Girl's Night Out: Act II"

1. 5 Bystanders are on the map but not marked or listed in the board setup.
2. The bench tile (E) marked on the map is slow terrain (yellow), but bench tiles are really rough terrain (red).
3. The door to the elevator (B) is shown as open on the map, but should be closed.

## 26:1 "Almost Got 'Im: Act I"

1. A misprint in the board setup section lists Batman and Robin as "starts of board", which should be **"starts off board"**.

## 26:2 "Almost Got 'Im: Act II"

1. The initiative card cooperative setup section should say **"2x Beat Cop"**, but instead lists only 1.  
(Beat Cops always have 2 initiative cards in the deck per their "villain" card rules.)

## Rules

### Setting Up The Game (p. 11)

Should read: *"If no one selected a character with the BAT FAMILY trait, the heroes also receive the green Batman ally card."*  
(Otherwise the card does nothing.)

### Knocked Down Figures, Awakening, and KO Tokens (p.16)

Should read: *"lay the figure on it's side in the space it occupies and remove any status tokens (other than KO or Free Fall) from the knocked down figure."*

### Hero Skill Cards And Gadgets (p. 21)

Should read: *"Unless otherwise specified, each turn a hero may use 1 of their skill cards, and each skill card may only be used once per turn."*

### Gadgets (p. 21)

Should read: *"A hero may play any number of gadgets in addition to their 1 skill card per turn, but may only use 1 gadget per action."*

### Leap Example 1 (p. 23)

The 2 top left yellow dots in the leap example illustration (on the elevated terrain) should be green instead of yellow.

### Optimal Strike Range (p. 28)

Should read: *"... and are able to make an attack action that does not suffer a range penalty. Penalties from other sources (like obscuring terrain) do not affect optimal strike range."*

### Climbing (p. 30)

Should read: *"... if the targeted hero is in shared line of sight"*

### Status: Under Fire (p. 40)

Should read: *"... or if the under fire figure moves more than 4 spaces away from the firing figure, ..."*

**Note:** This rule change applies to both cooperative and competitive modes.

### Status: Free Fall (p.41)

Should read: *"A figure in free fall may not move, leap, or attack - unless via a gadget or effect that would allow them to ignore bottomless terrain."*



## FAQ

### 1. AI Villain activation

This is a slightly easier to understand description of step 3 ("Performing Actions") of the AI flow chart.

It does not cover step 2 ("Status Checks") that would potentially cause the AI figure to spend some of its actions before performing its normal activation.

#### A) Are they within OSR of any hero?

→ Yes - Attack the hero within OSR that best matches attack priority. Players choose on tie. Return to step A if any actions remaining.

→ No - If the figure has already used any movement points this turn (not counting climb/leap), proceed to step C. Otherwise, proceed to step B.

#### B) Can they get to OSR of any hero within shared LOS by spending 1 action to either move up to their movement point value or climbing?

→ Yes - Choose an OSR reachable hero within shared LOS that best matches attack priority and spend 1 action to move or climb toward them. Stop as soon as they enter OSR. Return to step A if any actions remaining.

→ No - Choose a hero within shared LOS that best matches attack priority and spend 1 action to move up to their movement point value or climb toward them (even though you won't reach OSR). (Do nothing if no heroes are within shared LOS.) Proceed to step C if any actions remaining.

→ Exception: If the ONLY way to get to a hero in shared LOS is over harmful terrain, then the figure will spend 2 actions (if available) to leap.

#### C) Is there an enemy within LOS (not shared) and this figure has ranged attack?

→ Yes - Attack the closest hero within LOS with a range penalty. Return to step C if any actions remaining.

→ No - End your activation, forfeiting any remaining actions.

#### 1.1. AI villains may not combine their actions

This means that an AI villain without a target in OSR will only move once and then if still not within strike range of any target will forfeit its remaining actions.

#### 1.2. AI characters not being in OSR

The rule about AI characters not being in OSR when an attack penalty exists applies only to the range penalty. The penalty applied by obscuring terrain (halve dice) does not affect OSR.

#### 1.3. Shared line of sight

Shared line of sight only affects villains activating and moving. When attacking, a figure requires actual line of sight (not shared) from their space.

## 2. Actions vs. Icons

An action requires spending one or more dice. Those dice spent on the action can have multiple icons. Dice with double icons can't be split into multiple actions.

Examples:

- A double melee die can't be used to initiate 2 separate attacks, but 2 double melee dice could be used to perform a single +4 attack.
- A double melee die can't be used to perform 2 different special actions (like rescue bystanders). (1 die per special action.)
- A double melee die could be used to remove 2 stun tokens in a single action, but the other icon would be lost if only removing 1 stun token. (Remove 1 stun token per icon used in the action).

## 3. Bola skill

Robin's skill card "Bola" does not require the hero to take the Batarang gadget.

## 4. Attack +X skill

Skill cards that say to make an "Attack +X" can NOT be boosted with extra dice/icons unless explicitly stated on the skill card.

## 5. On hit

"On hit" effects trigger only when the attack causes at least 1 unblocked wound. If an attack card has a secondary effect that does not say "on hit", then that effect happens regardless of whether any wounds are taken.

## 6. Knocked down heroes

Knocked down heroes still roll to heal when they roll a bat symbol on their action dice at the start of the round. If they heal this way they're still knocked down, but now their awaken roll will be a little easier.

## 7. Ranged AI figures may still attack adjacent

These attacks (when adjacent) count as melee.

## 8. Instant skill

"Instant" skill cards (played as a reaction) still count against the 1 active skill limit unless they say otherwise on the card. This means that you must choose to not play a skill card on your turn in order to be able to play one of these reaction cards before your next turn.

Note: There are only 3 "Instant" skill cards in the entire game.

- Rupert Thorne's "Gotta get away..." which states it does not count as your played skill card.
- Ra's Al Ghul's "Ultra Instinct!" and "Lazarus Pit Rebirth" (misprinted to not include the instant icon) which do not have this wording and count against the limit.

## 9. Instant villain cards

"Instant" villain cards (played as a reaction) still go into the queue unless the card specifically says otherwise.

## 10. First Aid Kit

The "First Aid Kit" gadget's "even if knocked down" exception applies only to other friendly figures and does not also allow you to heal yourself when knocked down.

## 11. Special actions

Special actions (rescuing hostages, placing explosives, etc.) may only be taken if the episode description lists them as available in that scenario.

## 12. Under Fire status

Breaking line of sight by dropping a smoke token removes the Under Fire status (even though no action was taken).

## 13. Etrigan's "Magic Barrier"

Etrigan's skill card "Magic Barrier" will also cancel any existing Under Fire tokens on him when it is played.

## 14. Skill cards may only be used once per turn (unless it's a constant skill)

This means that for skills requiring a cost (icons or focus), the cost can't be paid multiple times to gain the benefit again on the same turn.

## 15. Multiple gadgets may not be combined on a single action

For example: Throwing Blade could not give Batclaw a range of 4, and multiple Knockout Gas cards can't be used to give additional stun tokens on a single attack.

## 16. Dark Knight (solo) mode

Batman loses immediately if he is ever knocked down. (He does not get the chance to make an awaken roll.)

**17. Livewire's "Charged Up"**

Livewire's AI "Charged Up" power only flips 1 charged token each time she takes 1 or more damage (not 1 for each damage taken).

**18. Grey Ghost's ability only affects Batgirl's initial reroll**

Additional rerolls (using Batgirl's ability) would cost Focus as normal.

**19. Mr. Freeze's "Ice Barricade"**

Mr. Freeze's "Ice Barricade" villain ability card places a single (2 space length) barricade token. The token does not prevent diagonal movement at the edges, but the black blocking line in the middle can be connected to other blocking terrain lines (including walls) to make the edges impassable. Mr. Freeze must have line of sight to the spaces in which he places the token.

**20. Bruce Wayne's "Focus" value**

Counts as 0 when making focus checks.

## Unanswered Questions

1. The co-op Maxie Zeus says: *"Maxie Zeus's ranged strikes stun all enemy figures adjacent to the defending figure."*

Does the stun occur regardless of whether or not wounds were dealt?

2. In Episode 16:2 "Early Release Program: Act II": Based on the co-op AI rules, the first 2 villains will just stay in their open cells if they activate first since they don't have any line of sight until the heroes get to their cells.

Is this the intent? It seems unthematic that they don't even move to escape.

3. The co-op Joker says: *"If the Joker can't reach optimal strike range after making a move action, his range attribute changes to 5 for the rest of his turn."*

Is this evaluated before or after Joker moves? Or in other words - will he always spend the action to move first, or will he recognize that he can't reach melee range even if he moved and then spend all 3 of his actions on ranged attacks?

4. In co-op mode, do Enforcers get their extra action if another henchman gets to activate again at the end of the round due to Batman's "Escalation" effect? I assumed they would, but the argument was made that the henchmen initiative card was not "drawn" (as stated in the Enforcer ability).

When using "Escalation", should the first villain card be put back on the bottom of the deck so that it will be "drawn" again?

5. In Episode 6:2 "Two-Face: Act II": The co-op rules say that Two-Face can only get 1 objective token *"per turn"*. But with escalation rules it's possible that Two-Face could go twice in round 1 and get 2 of the 3 tokens, making this scenario almost impossible.

Should the rule be *"1 objective token per round"* instead?