

# MIDDLE-EARTH™

## STRATEGY BATTLE GAME

### ARMIES OF THE HOBBIT

Official Errata, **August 2020**

The following errata correct errors in the *Armies of The Hobbit*. The errata are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the update has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

#### Errata

**Page 8** – Thorin's Company – Army Bonus

Add the following sentence to the end of the Army Bonus: Additionally, all models from this Army List gain Heroic March.

**Page 28** – Drár – Wargear

Add axe to Drár's wargear.

**Page 31** – Iron Hills Ballista – The Old Twirly Whirlies

Add the following sentence after the first sentence: An Iron Hills Ballista has a range of 12"-48".

**Page 31** – Iron Hills Ballista

Change the points cost of an Iron Hills Ballista to 125 points.

**Page 43** – Óin the Dwarf, Champion of Erebor – Prognostication

Change Óin's Prognostication special rule from Passive to Active.

**Page 46** – Alfrid the Councillor

Add the following to Alfrid's profile:

Alfrid may only be included in an army that includes either the Master of Lake-town or Bard the Bowman.

**Page 61** – Gil-galad

Add the following line to the restrictions for using Gil-galad: If your force contains Gil-galad, then every alliance will be Impossible Allies with the following exceptions: Númenor will still be Historical Allies, and Lothlórien, Fangorn, and the Misty Mountains will still be Convenient Allies.

**Page 62** – Vilya

Change Elrond's Vilya special rule from Active to Passive.

**Page 64** – Arwen

Change Arwen's Heroic Tier to Minor Hero.

**Page 64** – Arwen

Add the following to Arwen's profile:

Arwen may be included in a Fellowship army as part of the Fellowship army list, so long as it also includes Aragorn – Strider.

**Page 66** – Círdan

Change Círdan's Heroic Tier to Minor Hero.

**Page 68** – High Elf Stormcaller

Change the High Elf Stormcaller's Powers of Nature special rule from Active to Passive.

**Page 72** – Legolas Greenleaf, Prince of Mirkwood – Options

Change the points cost of Legolas' Elven cloak to be 5 points.

**Page 79** – Radagast's Sleigh

Add the Fleetfoot special rule to the sleigh.

**Page 79** – Radagast the Brown – Magical Powers

Change the range of Nature's Wrath to 3".

**Page 109** – The Necromancer of Dol Guldur – Magical Powers

Add the Curse Magical Power. This has a range of 12" and is cast on a 4+.

**Page 110** – Nazgûl of Dol Guldur – Heroic Actions

Add the following Heroic Actions to the profile: Heroic Strike.

**Page 158** – Good Armies Alliance Matrix

Change the Shire to be Historical Allies with The Rangers, and Convenient Allies with Rivendell.