

MIDDLE-EARTH™

STRATEGY BATTLE GAME

BATTLE COMPANIES

Official Errata, **August 2020**

The following errata correct errors in *Battle Companies*.

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 27 – Wandering Dwarf

Change the Wandering Dwarf's Move value to 5".

Page 34 – Rohan

Add the following:

Riders of Rohan in this Battle Company do not count towards your Bow Limit.

Page 54 – Isengard

Change all instances of Orc bow on this page to Uruk-hai bow.

Page 82 – Baggage Train – Objectives

Change the objectives to read:

Attacker Victory – The Attacker has at least three pieces of cargo in their possession at the end of the game.

Defender Victory – At least three pieces of cargo and at least one model that is not a Baggage Pony have escaped the board via the northern board edge.

Draw – Any other result.

Various Pages – Magical Powers

Below are the ranges for the Magical Powers found within this supplement:

Aura of Dismay 6"

Blinding Light –

Call Winds 12"

Command/Compel 12"

Enchanted Blades 6"

Flameburst 6"

Fury (X) –

Immobilise/Transfix 12"

Instill Fear 3"

Wither 12"

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