The following errata correct errors in the *Armies of The Lord of the Rings*. 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 33** – Aragorn, King Elessar  
Add the following to Aragorn’s profile:  
If your force contains Aragorn, King Elessar, and Boromir, Captain of the White Tower, then it will automatically lose its Army Bonus. Additionally, the force will automatically be Impossible Allies with every other army list regardless of what the alliance would normally be.

**Page 73** – 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 74** – Vilya  
Change Elrond’s Vilya special rule from Active to Passive.

**Page 80** – High Elf Stormcaller  
Change the High Elf Stormcaller’s Powers of Nature special rule from Active to Passive.

**Page 107** – Drár – Wargear  
Add axe to Drár’s wargear.

**Page 178** – Uruk-hai Demolition Team, Detonation Table  
Change the Dud entry to read the following:  
Dud. The charge has been damaged in some way and will not detonate yet – roll again next turn and add +1 to the roll.

**Page 189** – Khandish Chariot  
Change the Khandish Chariot’s Defensive Bulwark special rule from Active to Passive.