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 second line: 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 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 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.