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 45 – Gondor Avenger Bolt Thrower – Crew**
Change the number of crew from two to three.

**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 123 – Mordor War Catapult – Area Effect**
Change the special rule to read:
If a Catapult scores a hit against a Battlefield target, all models within 2" of the target suffer one Strength 5 hit and are knocked Prone (this additional hit does not kill a target outright).

**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.