MIDDLE-EARTH™

STRATEGY BATTLE GAME

ARMIES OF THE HOBBIT

Official Errata, February 2021

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.

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