

Lord of the Rings

Army list Errata

Unofficial, made by Tommi Ojala (Garoth)

This errata indicates the most up to date source for any given LOTR Skirmish game armylist, and possible changes, corrections and updates for it.

Note that any warrior that is either elf, man, orc, uruk-hai or dwarf can be upgraded to hornblower as detailed in WD 353

The Armies of Good

The Fellowship (LoME)

Arnor (Ruin of Arnor)

In LoME, there is a mistake in Captain of Arnor entry.

Grey Company (Ruin of Arnor/LoME)

Corrections: Elladan and Elrohir: Option for Armour should read Heavy Armour instead.

Additions: Aragorn, Heir of Isildur (WD 345)

The Shire (Ruin of Arnor/LoME)

Rivendell (LoME)

Corrections: Elven Captain: Horse should cost 10pts

Allies: Rivendell may ally with Khazad-dum.

Additions: Elrond, Master of Rivendell (WD 345)

Stormcaller (WD 355)

The Grey Havens (LoME)

Note that the Guardians of the Havens, Elf Knights and Elf Rangers do not currently have rules.

Additions: Stormcaller (WD 355)

Eregion (LoME)

Note that Celebrimbor, Elf Chariots, Elf Knights, Elf Rangers and Elf War Catapult do not currently have rules. Also Armoured Horse option for Gil-galad is not found in the current rules.

Additions: Stormcaller (WD 355)

Lothlorien (WD 355)

This army list replaces the one presented in LoME, and it has major updates.

Thranduil's Halls (LoME)

Fangorn (LoME)

Note that Quickbeam, Beechbone and Hourns do not currently have rules.

Eorl's Riders (LoME)

Note that bow option for Rohan Royal Guard is not found in the current rules.

Additions: Sons of Eorl (WD 353)

Host of the Helm Hammerhand (LoME)

Note that Helm Hammerhand and Helms Guard do not currently have rules. Also bow option for Rohan Royal Guard is not found in the current rules.

Additions: **Sons of Eorl (WD 353)**

Theoden's Host (LoME)

Note that bow option for Rohan Royal Guard is not found in the current rules.

Corrections: **Eowyn:** Remove the option for Bow. Add option for Armour (5pts)

Theodred: Add options for: Throwing spears, Bow, Shield (5pts each)

Additions: **Sons of Eorl (WD 353)**

Grimbold of Grimsdale (WD 363)

Eomer, Knight of Pelennor (WD 363)

The Tower of Ecthelion (Gondor in Flames/LoME)

Minas Tirith (Gondor in Flames/LoME)

Army of the High King (Gondor in Flames/LoME)

The Rangers of Ithilien (Gondor in Flames/LoME)

The Fiefdoms (Gondor in Flames)

In LoME, there are a mistakes in Men-at-arms of Dol Amroth, Axemen of Lossarnach and Clansmen of Lamedon entries.

Corrections: **Allies:** The Fiefdoms may ally with Rivendell

The Dead of Dunharrow (Gondor in Flames/LoME)

Corrections: **Warriors of the Dead:** May take a Banner (+25pts)

Khazad-dum (Khazad-dum/LoME)

Erebor (Khazad-dum/LoME)

Durin's Folk (Khazad-dum/LoME)

Additions: **Dwarf Shieldbearer (WD 353)**

Wild Men of Druadan Forest (LoME)

Wanderers in the Wild (LoME)

The Wizards (LoME)

The Eagles of the Misty Mountains (LoME)

Note that Landrovar and Meneldor do not currently have rules.

The Wizards (LoME)

Note that Grimbeorn and Beornings do not currently have rules.

The Armies of Evil

Moria (Khazad-dum)

In LoME, there is a mistake in Bat Swarm entry.

Additions: **Durzhag the Beastcaller(WD 353)**

Angmar (Ruin of Arnor/LoME)

Additions: **Durzhag the Beastcaller(WD 353)**

The Dwellers Below (Khazad-dum/LoME)

Additions: **Durzhag the Beastcaller(WD 353)**

Isengard Raiders (LoME)

Corrections: **Ugluk:** *Correct points cost is 60 pts.*

Feral Uruk-hai: *Correct points cost is 12 pts.*

The Legions of the White Hand (LoME)

Corrections: **Isengard Troll:** *Correct points cost is 105 pts. Add option for spear (+1pt).*

Dunland (LoME)

Note that Royalblood Chieftain of Dunland, Royalblood Huscarls, Dunlending Berserkers and Dunlending Horsemen do not currently have rules.

Corrections: **Dunlending Warrior:** *Correct points cost is 6 pts.*

Allies: *Dunland may ally with Moria*

Additions: **Thrydan Wolfsbane (WD 363)**

Sharkey's Rogues (LoME)

Note that Bil Ferny does not currently have rules.

Cirith Ungol (Mordor)

The Black Gate (Mordor)

Cirith Ungol and the Black Gate armylists have several additions in Mordor compared to the original LoME list.

Additions: **Captain of the Black Guard (WD 359)**

Black Guard Drummer (WD 359)

Black Guard of Barad-dur (WD 359)

Minas Morgul (Mordor)

Minas Morgul armylist has several additions in Mordor compared to the original LoME list.

Additions: **Khardush the Firecaller (WD 359)**

Barad-dur (Mordor)

Barad-dur armylist has several additions in Mordor compared to the original LoME list.

Additions: **Khardush the Firecaller (WD 359)**

Captain of the Black Guard (WD 359)

Black Guard Drummer (WD 359)

Black Guard of Barad-dur (WD 359)

Dol Guldur (LoME)

Note that Werewolves and Black-Hearted Trees do not currently have rules.

*Corrections: **Bat Swarms:** Correct points cost is 35 pts.*

*Additions: **Captain of the Black Guard (WD 359)***

Black Guard Drummer (WD 359)

Black Guard of Barad-dur (WD 359)

The Easterlings (LoME)

Note that Easterling King, Dragon Guard and the Easterling Siege Bow do not currently have rules.

*Corrections: **Easterling Captain:** Armoured Horse should cost 15 pts*

*Additions: **Amdur, Lord of Blades (WD 353)***

Easterling Dragon Guard (WD 359)

Easterling War Priest (WD 359)

The Variags of Khand (LoME)

Note that Keiseimu, Ravager of Ithilien does not currently have rules.

*Corrections: **Khandish King** Remove the option for Two-handed weapon.*

Add option for Horse (10pts)

Khandish Mercenaries (LoME)

*Corrections: **Allies:** Khandish Mercenaries may not ally with Sharkey's Rogues*

The Serpent Horde (Harad)

Harad (Harad)

The Serpent Horde and Harad armylists have some changes in Harad compared to the original LoME list.

*Additions: **Haradrim Taskmaster (WD 359)***

Golden King of Abrakhan (WD 359)

Abrakhan Guard (WD 359)

Far Harad (Harad)

Far Harad armylist has several changes in Harad compared to the original LoME list.

*Corrections: **Mahud King:** Warspear should cost 5 pts. Add option for spear (+1pt).*

Mahud Tribe master: Warspear should cost 5 pts. Add option for spear (+1pt).

The Corsair Fleets (Harad)

The Corsair Fleets armylist has some minor changes in Harad compared to the original LoME list. Note that Corsair Ballista does not currently have rules.

Umbar (Harad)

Umbar armylist has some minor changes in Harad compared to the original LoME list.

*Corrections: **Allies:** Umbar may ally with the Corsair Fleets*

*Additions: **Haradrim Taskmaster (WD 359)***

The Monsters of Middle-earth (LoME)

Note that Cave Drakes and Stone Giants do not currently have rules.

The Nazgul (Mordor)

The Nazgul armylist has several additions in Mordor compared to the original LoME list

*Additions: **The Betrayer (WD359)***

The Knight of Umbar (WD 359)