

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL™

OFFICIAL DESIGNERS' COMMENTARY – FEBRUARY 2026



The following designers' commentary is intended to complement Middle-earth Strategy Battle Game Rules Manual. It is presented as an FAQ and an Errata. The FAQ is a series of questions and answers based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used. These help provide a default setting for your games, but players should always feel free to discuss the rules before a game, and change things as they see fit if they both want to do so (changes like this are usually referred to as 'house rules'). The Errata covers any direct changes to the rules.

Our designers' commentaries are updated regularly; when changes are made any changes from the previous version of the designers' commentary will be highlighted in **magenta**. Where the stated 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.

These questions have been gathered from many sources, and are assessed regularly. However, we are always happy to consider more questions, so please send any queries you may have to: middle-earthfaq@gwplc.com

FAQ

Q: If a model has a special rule that states it must Charge when it Moves if able, can it choose not to Move and therefore not to Charge? (p.28)

A: No. The model will still follow all the steps of the Activation Phase, the second of which is Start of Move. If at this stage the model could Charge, it must do so.

Q: If a **Hero** dismounts for whatever reason, and that **Hero** has selected multiple pieces of wargear, are they forced to discard chosen wargear if there is no legal model to represent the model on foot in the same manner as a **Warrior**? (p.69)

A: No. **Hero** models are exempt from this rule.

Q: Can a model Make Way into a Control Zone? (p.51)

A: Yes.

Q: The rules state that when a model Dismounts, it discards any wargear it is carrying that is not represented on the official dismounted model. What happens if the dismounted model has wargear that the mounted model didn't have? For example, if a Mirkwood Elf Knight Dismounts, the dismounted models (Mirkwood Elf Warriors) all have options the Knight does not. (p.69)

A: In rare cases like this, the dismounted model gains wargear so it can be accurately represented by the model. In cases where multiple options are available, you must choose the option that sees the fewest pieces of wargear gained and choose the wargear that is the cheapest in points cost.

For example, in the case of the Mirkwood Elf Knight, it would Dismount and be represented by a Mirkwood Elf Warrior with a shield, as that is the option worth the fewest points – we presume the warrior found a discarded shield on the battlefield. In the given example, you cannot use a model with an Elf bow or Elven Glaive as they both cost more than a shield.

Q: Can models benefitting from a successful Heroic Combat dismount, make Jump, Leap, Climb or Swim Tests, or pick up objects as part of this additional move? (p.81)

A: Yes to all.

MIDDLE-EARTH
STRATEGY BATTLE GAME



THE LORD OF THE RINGS

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Q: If a model fighting a **Monster** is being Supported by a model with a pike, who is then themselves being Supported by another model with a pike, and the **Monster** slays the model it is in Combat with, does the **Monster** get to make its free Strike on each of the pikes that were Supporting? (p.89)

A: Yes.

Q: If a **Monster** wins a Duel Roll whilst Prone, can they still use Brutal Power Attacks? (p.90).

A: No, it will simply stand up as normal

Q: If a **Chariot** is wounded by something that would kill it instantly (such as a direct hit from a **Siege Engine**, or the King of the Dead's Drain Soul special rule), and the **Chariot** is being ridden by a **Hero**, are any **Hero** models riding the **Chariot** also killed instantly? (p.101)

A: No. In these instances, any **Hero** models will be affected as described in the second paragraph on page 101.

Q: The rules for Supporting say that the model contributes a single dice to the Duel Roll that uses the Supporting model's own Fight Value; is this used to determine the highest Fight Value in the Combat? (p.104)

A: Yes. If the Supporting model has the highest Fight Value of models contributing dice to the Duel Roll, then that model's side will win the Combat.

Q: If a model with the Fearful special rule wishes to Charge a model with the Terror special rule, how many Courage Tests does it need to take? (p.124 & 130)

A: Two, one for each special rule that requires a Courage Test.

Q: If a **Cavalry** model with the Monstrous Charge special rule Charges into Combat, do they gain +1 Attack or +2? (p.128)

A: They will gain +1 Attack; the two special rules do not stack.

Q: If a **Cavalry** model has the Spectral Walk special rule, do they gain the charge bonuses when charging into Difficult Terrain? (p.129)

A: Yes.

Q: If a model that is benefitting from the Shieldwall special rule is knocked Prone due to a **Cavalry** Charge, will they still benefit from the Shieldwall special rule for the duration of that Combat? (p.129)

A: Yes as the special rule states that the benefit of +1 Defence is calculated before models Back Away.

Q: What happens if two models that are carrying a Heavy Object together need to take a Jump, Leap, Climb or Swim Test? (p.134)

A: In these instances, once both models are in the relevant position, make a single roll for the required test and apply the result to both models. They may then continue their Activation as normal.

Q: Can Objective Markers, or Markers that are placed as part of a model's special rule – such as the Vine Marker from the Writhing Vines Magical Power or the Marker placed as part of the 'Invoke the Bruinen' special rule in the Rivendell Army List – be placed underneath the bases of other models? (p.157)

A: No.

Q: Objective Markers state that a model cannot finish its Move overlapping them. Is this also true for Markers that are placed as part of a model's special rule – such as the Vine Markers from the Writhing Vines Magical Power or the Marker placed as part of the Invoke the Bruinen special rule in the Rivendell Army List? (p.157)

A: No, models may Move over these Markers and end overlapping them, unless otherwise specified. However, as many of these Markers are required to be removed at the end of a specific Phase, players will need to be careful when removing them so that they do not move models overlapping them from their original position.

Q: Can a **Mount** with the **Hero** keyword be chosen as an opponent's target in Fog of War scenarios? (p.167)

A: No.

Or should we say, nay.

ERRATA

Page 64 – Mount

Add the following to the end of the paragraph:

A **Mount** that is also a **Hero** cannot declare Heroic Actions.

Page 90 – Barge

Change the final sentence of the first paragraph to read: Models may still Make Way for losing models (which will be decided by the **Monster** model's controlling player) and, if they do, may Back Away up to 3" rather than usual 1", in a direction chosen by the **Monster** model's controlling player. When a model Makes Way in this manner, it will only do so the minimum amount it needs to in order to allow the model Backing Away to Back Away 3"; it won't be forced to Make Way a full 3" if only Making Way 1" would suffice to allow the Barged model to Back Away 3", for example, and won't be automatically knocked Prone if it is able to Make Way the required amount.

Page 97 – War Beasts – Immovable Object

Add the following to the end of the paragraph:

A **War Beast** is completely unaffected by special rules that would prevent it from Activating, moving its full Move Value, or that would attempt to Move it.

Page 104 – Spears

Add the following to the start of the fourth paragraph:

A model can only gain Support from one spear-armed model at a time.