

ARMIES OF MIDDLE-EARTH™

OFFICIAL DESIGNERS' COMMENTARY – FEBRUARY 2026

The following designers' commentary is intended to complement Armies of Middle-earth. It is presented as an FAQ and an Errata. The FAQ is a series of questions and answers; the questions are 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 Knight of Dol Amroth is within 6" of two Dol Amroth Heroes that have charged, do they benefit from multiple +1 bonuses To Wound? (p.85)

A. No. Unless explicitly stated, multiple instances of the same rule are not cumulative. In the above example, the Knight of Dol Amroth would only gain a +1 bonus To Wound. Another example is the Drums in the Deep special rule; a Moria Goblin model cannot benefit from multiple instances of it, no matter how many Moria Goblin Drums you have.

Q. When does the Charge of Gondor special rule take effect? (p.93)

A. Once a Gondor Cavalry model has charged, they gain the benefit of this rule for the rest of turn. So, for rules such as Eärnur's Master Duellist, he will be Fv 7 before he can potentially increase it at the start of a Combat.

Q: Where does the Great Eye Marker deploy in Scenarios that don't have a specific deployment zone, such as Reconnoitre or those that use the Maelstrom of Battle special rule? (p.160)

A: In these instances, the Great Eye Marker will be deployed touching its controlling player's board edge. In Maelstrom of Battle scenarios, determine which board edge is the controlling player's in the same manner as if they had a Siege Engine as described on page 139 of the *Middle-earth Strategy Battle Game Rules Manual*.

ERRATA

Page 27 – Tom Bombadil – “Hop along, my hearties!”

Add the following to the end of the bullet point:

A model may only be affected by this song once per turn.

Page 81 – Fords of Isen – Théodred, Prince of Rohan

Add the following before options:

WITH SHIELD

Page 118 – Drūzhag the Beastcaller – Enrage Beast

Change Range to 6".

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STRATEGY BATTLE GAME



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Page 118 – Drúzhag the Beastcaller – Fury (Beast)

Change range to Self.

Page 122 – Dragon – Breathe Fire

Change to read:

The Dragon can Breathe Fire as a shooting attack during the Shoot Phase; treat this as a bow with a range of 12". If the shot hits, then the model that is hit suffers a Strength 10 hit and if they suffer a Wound from this hit, which is not prevented, they are automatically slain. Additionally, all other models (friend and foe) within 2" are immediately Set Ablaze – though they will not be automatically slain if wounded. This is a fire-based attack.

Page 125 – Gûlavhar, the Terror of Arnor

Change Move Value characteristic to 12".

Page 165 – Moria – Additional Rules

Change the bullet point to the following:

Beast Warrior models may only be included in Drúzhag's Warband.