

MIDDLE-EARTH STRATEGY BATTLE GAME RULES MANUAL™

OFFICIAL DESIGNERS' COMMENTARY – JULY 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 model has a rule that means it must Charge, are they forced to attempt Jump, Leap, Climb or Swim tests in order to attempt to meet the necessary conditions of the rule that is causing them to do so? Additionally, are they required to spend Might or re-roll these tests if they are able to Charge and would otherwise be unable to? (p.28)

A: No to both.

Q: Do wings, weapons, banners and other wargear count as part of a model for the purposes of determining if an In The Way Test is required? (p.41)

A: No. Just as those same elements do not count for the purposes of Line of Sight, they do not count when determining if an In the Way Test is required.

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

A: Yes.

Q: If a model forgoes its Activation as part of a Heroic Move, does it skip taking a Courage Test for being part of a Broken Army? (p.60)

A: No.

Q: Can **Beast** models try to uncover Artefacts? (p.65)

A: No.

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.

MIDDLE-EARTH
STRATEGY BATTLE GAME



THE LORD OF THE RINGS

THE HOBBIT
MOTION PICTURE TRILOGY

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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: If a Cavalry model had charged, fought and became Unengaged, and is subsequently Charged, does it maintain the Cavalry Charge Bonuses? (p.72)

A: Yes, so long as they still meet all of the conditions listed under Cavalry Charge on page 72.

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.

Q: If a Hero is involved in a Heroic Challenge against a Hero with the Survival Instinct special rule and causes a Wound that results in the Hero being removed as a casualty due to a failed Courage test as per the Survival Instinct special rule, does the Hero gain 1 Might Point for slaying their target? (p.84)

A: Yes, as the other Hero involved in the Heroic Challenge caused the Wound that forced the Hero with Survival Instincts to flee – a sure sign of victory!

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: Can a Monster choose to make a Brutal Power Attack if there is no possibility of making Strikes? For example: if a Monster was prone and wins a Combat, normally they would not be allowed to make Strikes as they have stood up, but could they make a Brutal Power Attack? Or, if the Monster is Transfixed and wins a Combat? (p.90)

A: No. A Monster may only perform a Brutal Power Attack if they would be able to make Strikes.

Q: If a model charges a War Beast and is subsequently slain, or otherwise removed from Combat, before the War Beast Activates, do they count towards the total Strength needed to prevent the War Beast from Trampling? (P.94)

A: No, only models who have Charged and are still Engaged in Combat with the War Beast when it would Activate count towards the total Strength. Note that models are not paired off into Combats until the Fight Phase. So, charging models that are Engaged in Combat with a War Beast will not remove them from that Combat during the Activation Phase, and therefore the Strength of these models is still taken into account when determining if a War Beast can Trample.

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: Can a banner be passed to a model that was Engaged in the same Combat as the model equipped with the banner? (p.108)

A: No. However, it would be able to be passed to a model that was Supporting, as they were not Engaged in the Combat.

Q: If a model wearing the One Ring is Moving as a part of a friendly Hero model's Heroic Move or Heroic March and rolls a 1 or 2 for Sauron's Will, meaning they will Move under the control of the opposing player, do they still need to finish within 6" of the Hero that declared the heroic action? (p.111)

A: No.

Q: Can a model under the effects of the Paralyse Magical Power pass on a banner when they are slain? (p.118)

A: Yes. Think of it as a friendly model reaching down to snatch up the banner to keep it aloft, rather than the paralysed model passing it along.

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 **Monster** with the **Monstrous Charge** special rule **Charges** into **Combat** and is later **Knocked Prone**, by the **Sorcerous Blast Magical Power** for example, does it still increase its **Attacks** and knock enemy models prone if it wins the **Combat**? (p.128)

A: Yes.

Q: Do models with **Monstrous Charge** still knock to the ground if they are using a **Brutal Power Attack**? (p.128)

A: Yes. Note that while a **Monster** that uses the **Rend Brutal Power Attack** makes a number of **To Wound Rolls** equal to its **Attacks** characteristic (including any modifiers to its **Attacks**) against a nominated model, they do not make **Strikes** so will not double the number of **Strikes** they make against a **Prone** target.

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: If a special rule says that all models in the army gain the **Woodland Creature** or **Mountain Dweller** special rule, does this apply to both the **Mount** and the rider? (p.131)

A: Yes.

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: How many **Heavy Objects** can a **Monster** model or a model with the **Burly** special rule carry at one time? (p.134)

A: Only one at a time.

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: If a single model is within range of multiple **Objective Markers**, can it control more than one at once? (p.157)

A: Yes.

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 91 – Hurl

Change the first sentence in bullet point 4 to:

The **Hurled** model suffers two **Strength 6** hits (if it is a **Cavalry** model then both rider and **Mount** will suffer these hits), and if it was a **Cavalry** model then it is also **Knocked Flying** unless either the rider and/or **Mount** have a **Strength** of 6 or higher.

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.

Page 125 – Cave Dweller

Add the following to the end of the paragraph:

This special rule may be used by models that are not yet on the battlefield.

Page 126 – Fly

Add the following to the end of the fourth paragraph:

This special rule may be used by models that are not yet on the battlefield.

Page 128 – Mountain Dweller

Add the following to the end of the paragraph:

This special rule may be used by models that are not yet on the battlefield.

Page 129 – Spectral Walk

Add the following to the end of the paragraph:

This special rule may be used by models that are not yet on the battlefield.

Page 129 – Swift Movement

Add the following to the end of the second paragraph:

This special rule may be used by models that are not yet on the battlefield.

Page 131 – Woodland Creature

Add the following to the end of the paragraph:

This special rule may be used by models that are not yet on the battlefield.

Page 134 – Carrying Objects

Add the following after the first paragraph:

A **War Beast** cannot pick up Light or Heavy objects.