

# ARMIES OF THE LORD OF THE RINGS™

## OFFICIAL DESIGNERS' COMMENTARY – JULY 2026



**T**he following designers' commentary is intended to complement Armies of The Lord of the Rings. 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](mailto:middle-earthfaq@gwplc.com)

### FAQ

**Q:** In Legolas' Deadly Shot special rule, does the 'so long as he has the **Infantry** keyword' caveat apply only to the 'not suffering the -1 penalty To Hit for Moving and Shooting' part of the rule, or also to the 'being allowed to make shooting attacks whilst Engaged in Combat' part of the rule? (p.14)

**A:** This caveat only applies to the not suffering the -1 penalty To Hit for Moving and Shooting. Legolas may still make shooting attacks whilst Engaged in Combat if he is mounted.

**Q:** Can Boromir use the **Protect the Little Ones!** special rule if Frodo is wearing the One Ring and is the only friendly **Hobbit** model within 3"? (p.16)

**A:** Yes.

**Q:** In the Road to Rivendell Army List, can Arwen use Bill the Pony as a Banner when Frodo is riding as a passenger on Asfaloth? (p.17 & 87)

**A:** No.

**Q:** If Merry and Pippin are riding into battle on Treebeard, and Treebeard is hit by a power such as Wrath of Bruinen, are they also hit by it? What happens when Treebeard is knocked Prone? (p.24)

**A:** The Merry & Pippin rule states that they cannot be targeted individually by Magical Powers, and so they won't be targeted – they would not suffer a hit from Wrath of Bruinen.

If Treebeard is knocked Prone, Merry and Pippin will count as being Knocked Flying, as per the result on the Thrown Rider Chart (see p.70 of *The Middle-earth Strategy Battle Game Rules Manual*).

**Q:** If a **Monster** model uses the **Rend Brutal Power Attack** against Olwyn, who has the **Stalwart Fighter** special rule, what happens? (p.41)

**A:** As the **Monster** is not making Strikes, the special rule will have no effect.

**Q:** In the Road to Helm's Deep Army List, if Gimli is taken as a Passenger on Legolas' horse can he also lead a Warband? (p.93)

**A:** No.

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**Q:** In the Road to Helm's Deep Army List, can Háma benefit from the Back on your horses special rule as he cannot normally have a horse? (p.93)

**A:** No.

**Q:** Can a Spectre's "A fell light is in them", or the King of the Dead's Visions of Terror, or a similar special rule be used to Move a model that is already engaged in combat? (p.115 & 156)

**A:** No.

**Q:** If Pippin or Merry are taken as passengers in the Defenders of the Pelennor Army List, can they declare a free Heroic Combat while they are passengers? (p.116)

**A:** No – as per the Passenger rules (p.135 of *The Middle-earth Strategy Battle Game Rules Manual*), they cannot contribute to a Combat in any way.

**Q:** When Gwaihir uses the Piercing Cry special rule, is it the models that are within 6" of him when he declares the use of this rule, or the models within 6" of him when they activate, that are affected? (p.133)

**A:** Only the models that are within 6" of Gwaihir when they are activated. Models that are within 6" of Gwaihir when he declares the use of the rule, but are not within 6" when they activate because Gwaihir has since Moved, are not affected.

**Q:** If I take a Rohan King of Men in the Realms of Men Army List, can I include Rohirrim Traitors in the army? (p.134)

**A:** No.

**Q:** In a Realms of Men Army List, what Heroic Tier are other **Hero** models included in the Army? (p.134)

**A:** Any **Hero** models included in the Army, with the exception of Kings of Men, will be classed as Heroes of Fortitude. This does not apply to Siege Veterans, who will remain as Minor Heroes.

**Q:** Does the Crown of Morgul prevent a model benefitting from the Stand Fast of a friendly **Hero**? (p.141)

**A:** No.

**Q:** If Shelob is included as part of the Cirith Ungol Army List and eats one friendly model does she gain bonuses for both "She is always hungry" and Swift Hunter? (p.146 & 215)

**A:** Yes.

**Q:** Can Shelob use her She is Always Hungry special rule on a model that is Engaged in Combat? (p.146)

**A:** Yes.

**Q:** Can Shagrat use his "Hands off the shiny shirt; that's mine!" special rule to gain possession of an Objective from a friendly model that is Engaged in Combat? (p.147)

**A:** Yes.

**Q:** Can Shagrat use his "Hands off the shiny shirt; that's mine!" special rule to gain possession of an Objective whilst Moving after a successful Heroic Combat? (p.147)

**A:** Yes.

**Q:** If a **Hero** declares a Heroic Move, Heroic March or Heroic Shoot whilst in range of multiple models with the Whips of the Masters special rule, do they get to roll a D6 for each of these models, or just a single D6 regardless of the number of models with this special rule they are in range of? (p.149)

**A:** A single D6, regardless of the number of models with the Whips of the Masters special rule the **Hero** is in range of.

**Q:** When a Mordor/Isengard Warg Rider dismounts, what wargear does it get to keep? (p.151 & 171)

**A:** The wargear a Mordor/Isengard Warg Rider is allowed to keep will depend on the wargear they had whilst mounted, as described below:

- Mordor/Isengard Warg Rider with shield and throwing spears
  - ▷ Mordor/Isengard Orc Warrior with shield.
- Mordor/Isengard Warg Rider with Orc bow
  - ▷ Mordor/Isengard Orc Warrior with Orc bow.
- Mordor/Isengard Warg Rider with shield
  - ▷ Mordor/Isengard Orc Warrior with shield.
- Mordor/Isengard Warg Rider with throwing spears
  - ▷ Mordor/Isengard Orc Warrior with spear.

**Q:** Do Wargs and Fell Wargs that become separated **Mounts** gain the **Beast** keyword? (p.151)

**A:** Yes

**Q:** How does the Mordor Uruk-Hai Cleaving Blow special rule work in cases where you need to roll a 6+ followed by a further dice? (p.154)

**A:** It will trigger if either of the dice rolled are a natural 6.

**Q:** If a **Hero** within 6" of Gríma Wormtongue declares a free Heroic Action, does the Wormtongue special rule increase the cost of that **Hero** model's Heroic Action? (p.160).

**A:** No. In the case of a free Heroic Action, no Might points are expended to declare the Action, and so Gríma's ability does not increase the cost.

**Q:** What happens with Gríma Wormtongue's A Traitor Within special rule if he is taken in an Army that does not include Saruman? (p.160)

**A:** If Gríma is taken in an Army that does not include Saruman, then he must be deployed as part of the enemy Army and will begin the game already revealed and is treated as a normal enemy model – just as if Saruman had been wounded.

**Q:** If Gríma Wormtongue is forced to charge because of a Magical Power or special rule, whilst benefiting from his A Traitor Within special rule, is he revealed? (p.160)

**A:** Yes.

**Q:** How does Gríma Wormtongue's A Traitor Within special rule work in Scenarios where Warbands enter the battlefield, such as Reconnoitre or those that use Maelstrom of Battle? (p.160)

**A:** If you wish to deploy Gríma with an enemy Warband in these instances, you must select the Warband at the start of the game. When that Warband enters the battlefield, after all models from that Warband have moved onto the board, Gríma may then also do so.

**Q:** When using the Conjure Lightning ability of the Army of the White Hand Army List, can Saruman use Might to change To Wound Rolls? (p.219)

**A:** No.

**Q:** When Saruman uses the Summon Gale special rule in the Army of the White Hand, it halves the Move Value of enemy models until the end of the turn. How far would Gimli, who has a Move Value of 5" be able to Move that turn? (p.219)

**A:** Whenever a Characteristic is halved by a special rule, it is always rounded up. So, in the given example, Gimli would be able to Move 3".

## ERRATA

### Page 14 – Legolas Greenleaf – Deadly Shot

Replace the second and third sentences with the following: Additionally, Legolas may still make shooting attacks whilst he is Engaged in Combat if there are no other friendly models engaged in the same combat, and does not suffer the -1 penalty To Hit for Moving and Shooting so long as he has the Infantry keyword. If Legolas shoots whilst he is Engaged in Combat, he may shoot at enemy models he is Engaged in Combat with, and does not need to make In The Way Tests for shooting at models he is Engaged in Combat with (though they may still block Line of Sight as normal).

### Page 24 – Treebeard – Merry & Pippin

Change the third sentence to:  
Merry and Pippin are treated as Passengers (though this will not give Treebeard either the Cavalry or Mount keywords), with the exception that they cannot be targeted individually by shooting attacks, Magical Powers, or special rules, and Strikes cannot be made against them in Combat.

### Page 28 – Gwaihir

Change points cost to 200.

### Page 39 – Haleth, Prince of Rohan – Options

Add the following:

- Throwing spears.....5 points

### Page 103 – Haleth, Prince of Rohan – Options

Add the following:

- Throwing spears.....5 points

### Page 103 – Fréaláf, First Marshal of the Riddermark – Options

Remove option for a bow.

### Page 103 – Rohan Royal Guard – Options

Add the following:

- Horse and throwing spears .....7 points

### Page 119 – Men of the West – Army Composition

Change Gwaihir's points to 200 points.

### Page 133 – The Eagles – Army Composition

Change Gwaihir's points to 200 points.

### Page 133 – The Eagles – Piercing Cry

Change the last sentence to read:

If he does, then enemy models within 6" of Gwaihir cannot Charge during that turn, but may otherwise act normally.

### Page 146 – Shelob – Base Size

Change to 80mm.

### Page 160 – Gríma Wormtongue – A Traitor Within

Change the fourth paragraph to read:

Whilst Gríma is considered a friendly model, he does not have a Control Zone and may ignore the Control Zones of enemy models and may Move through enemy models as if they weren't there. When Gríma Moves this way, he cannot end his Move overlapping or in base contact with an enemy model. Additionally, whilst Gríma is considered a friendly model, enemy models may Move through Gríma in the same manner as described above. Gríma can choose to Charge an enemy model as normal if he wishes.

### Page 160 – Gríma Wormtongue – A Traitor Within

Change the fifth paragraph to read:

These restrictions immediately end if Saruman suffers an unsaved Wound, if Gríma Charges an enemy model, if Gríma destroys an enemy Siege Engine, or if Gríma interacts with an Objective Marker (such as destroying a Supply Marker or picking up an objective), at which point Gríma is treated as a normal enemy model and can be Charged, shot and slain like any other model. Additionally, Gríma can never be chosen as a target in Scenarios that require players to select friendly or enemy Hero models, such as Fog of War or Assassination.

### Page 173 – Crebain – Profile

Change Defence to 2 and Wounds to 3.

### Page 175 – Wild Man of Dunland – Options

Add the following:

- Banner..... 25 points
- Banner and light shield ..... 26 points
- War horn..... 25 points
- War horn and light shield ..... 26 points

### Page 180 – Hill Tribesmen – Options

Add the following:

- Banner..... 25 points
- Banner and light shield ..... 26 points
- War horn..... 25 points
- War horn and light shield ..... 26 points

### Page 205 – The Black Riders – Ringwraith

Change the Ringwraith's points cost to 105\*

*\*Note, this is a lowering of points cost solely for this Army List. This has been done to ensure that all nine of the Nazgûl can be taken in a 1,000 point army.*

### Page 209 – Army of Gothmog – Army Composition

Add the following as a Hero of Fortitude:

- Mordor Orc Captain ..... 45 points

**Page 209 – Army of Gothmog – Army Composition**

Add the following as a Warrior:

- Mordor Orc Warrior.....5 points
- Options:
- Banner..... 25 points
  - Orc bow ..... 1 point
  - Shield ..... 1 point
  - Spear..... 1 point
  - Two-handed weapon ..... 1 point

**Page 211 – Legions of Mordor – Army Composition**

Add the following as a Hero of Fortitude:

- Mordor Orc Captain ..... 45 points

**Page 211 – Legions of Mordor – Army Composition**

Add the following as a Warrior:

- Mordor Orc Warrior.....5 points
- Options:
- Banner..... 25 points
  - Orc bow ..... 1 point
  - Shield ..... 1 point
  - Spear..... 1 point
  - Two-handed weapon ..... 1 point

**Page 215 – Cirith Ungol – Additional Rules**

Add the Following:

- **Orc Warrior** models can only be included in the Warband of an **Orc Hero**.
- **Uruk-hai Warrior** models can only be included in the Warband of an **Uruk-hai Hero**.

**Page 217 – The Black Gate – Army Composition**

Add the following as a Hero of Fortitude:

- Mordor Orc Captain ..... 45 points

**Page 217 – The Black Gate – Army Composition**

Add the following as a Warrior:

- Mordor Orc Warrior.....5 points
- Options:
- Banner..... 25 points
  - Orc Bow ..... 1 point
  - Shield ..... 1 point
  - Spear ..... 1 point
  - Two-handed weapon ..... 1 point

**Page 219 – Army of the White Hand – Army Composition**

Add the following to the Options for Wild Man of Dunland:

- Banner..... 25 points
- Banner and light shield ..... 26 points
- War horn..... 25 points
- War horn and light shield ..... 26 points

**Page 219 – Army of the White Hand – Conjure Lightning**

Change the first sentence of the bullet point to read:

Choose a point on the battlefield at least 12" away from any friendly model (including Grima Wormtongue).

**Page 227 – Muster of Isengard – Army Composition**

Add the following as an Independent Hero:

- Uruk-hai Drummer..... 35 points

**Page 231 – Usurpers of Edoras – Army Composition**

Add the following to the Options for Hill Tribesmen:

- Banner..... 25 points
- Banner and light shield ..... 26 points
- War horn..... 25 points
- War horn and light shield ..... 26 points

**Page 231 – Usurpers of Edoras – Army Composition**

Add the following as a Minor Hero:

- War Mûmak of Harad.....250 points

Options:

- Rocks .....20 points
- Sigils of Defiance .....20 points
- Tusk Weapons .....20 points
- Foul Temperament ..... 15 points
- Rappelling Lines .....10 points

**Page 231 – Usurpers of Edoras – Army Composition**

Add the following as a Warrior:

- Haradrim Warrior ..... 6 points

Options:

- Bow..... 1 point
- Spear..... 1 point

**Page 231 – Usurpers of Edoras – Additional Rules**

Add the following:

- If a Usurpers of Edoras Army includes Freca, it cannot include any Harad models.
- **Harad Warrior** models can only be included in the Warband of a War Mûmak of Harad. Additionally, they must deploy within the howdah.

**Page 233 – Besiegers of the Hornburg – Army Composition**

Add the following to the Options for Hill Tribesmen:

- Banner..... 25 points
- Banner and light shield ..... 26 points
- War horn..... 25 points
- War horn and light shield ..... 26 points

**Page 235 – Depths of Moria – Drums in the Deep**

Change the special rule to read:

Once per game, at the start of any Move Phase, a Depths of Moria player can declare they are using this special rule. If they do, until the End Phase of the turn, enemy models suffer a -1 penalty to any Courage Tests they are required to take, whilst friendly **Moria Goblin** models gain a bonus of +1 to any Courage Tests they are required to take. Additionally, until the End Phase of the turn, friendly **Moria Goblin** models count as being in range of a banner.