

# ARMIES OF MIDDLE-EARTH™

## OFFICIAL DESIGNERS' COMMENTARY – JULY 2026

**T**he 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](mailto: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:** When are the Dwarven Mirrors in the Khazad-dûm Army List deployed in Scenarios that do not have deployment zones? (p.95)

**A:** Before players roll for the Initial Priority.

**Q:** Do Wargs and Fell Wargs that become separated Mounts gain the **Beast** keyword? (p. 104)

**A:** Yes

**Q:** When playing a Scenario using the Dark of Night special rule, does a Dragon's Breathe Fire only gain the +1 To Wound against the initial target, or everyone that is hit by the attack? (p.122)

**A:** Only the initial target. Other affected models are then Set Ablaze, so if they were wounded it would not be by a shooting attack, but by the Set Ablaze special rule.

**Q:** What happens when a Dragon's Fire Breath hits a Cavalry model? (p.122)

**A:** The Dragon treats their Breathe Fire as a bow; when shooting at a Cavalry model, they would randomise between the Mount, the rider and any passengers. Any other parts of the model not struck by the initial hit would then be Set Ablaze.

**Q:** Does Brôrgir regain Will from his Sorcerous Adept special rule when using Heroic Channeling? (p.144)

**A:** No, a Hero that declares a Heroic Channeling will count the result of their next Casting Test that turn as a 6, not a Natural 6.

MIDDLE-EARTH  
STRATEGY BATTLE GAME



THE LORD OF THE RINGS

MIDDLE-EARTH  
ENTERPRISES

GAMES  
WORKSHOP

CITADEL  
MINIATURES

forge World  
MINIATURES

Permission to download/print for personal use only. © Copyright Games Workshop Limited 2026. All rights reserved. May not be used or reproduced in any manner for text and data mining activities or developing or training artificial intelligence models or systems.

Middle-earth, The Hobbit and The Lord of the Rings and the names of the characters, places, items and events therein, are trademarks of Middle-earth Enterprises, LLC used under license by Games Workshop. All rights reserved. (s26)

© New Line Productions, Inc. All rights reserved. THE LORD OF THE RINGS TRILOGY and the names of the characters, items, events and places therein are trademarks of Middle-earth Enterprises, LLC under license to New Line Productions, Inc. (S26)

WARHAMMER.COM

**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 37 – Prince Imrahil of Dol Amroth

Change points cost to 140.

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

Add the following before options:

WITH SHIELD

### Page 81 – Fords of Isen – Additional Rules

Add the following:

A Fords of Isen army may have up to 50% of its Warrior models armed with throwing spears rather than the usual 33%.

### Page 85 – The Fiefdoms – Army Composition

Change Prince Imrahil of Dol Amroth's points cost to 140 points.

### Page 87 – The Grief of Éomer – Army Composition

Change Prince Imrahil of Dol Amroth's points cost to 140 points.

### Page 118 – Drúzhag the Beastcaller – Enrage Beast

Change Range to 6".

### 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 150 – Easterling Kataphract – Options

Change the last bullet point to read:

- Exchange shield for war drum (Easterling)..... 25 points

### Page 165 – Moria – Additional Rules

Change the bullet point to the following:  
Beast Warrior models may only be included in Drúzhag's Warband.

### Page 169 – Host of the Witch-king

#### – Angmar Orc Shaman – Options

Add the following:

- Warg .....20 points

### Page 171 – Shadows of Angmar

#### – Angmar Orc Shaman – Options

Add the following:

- Warg .....20 points

### Page 173 – Buhrdûr's Horde – Angmar Orc Shaman – Options

Add the following:

- Warg .....20 points

### Page 190 – Isengard – Uruk-hai Shaman

Add the following army lists:

- Lurtz's Scouts – *Armies of the Lord of the Rings*<sup>TM</sup>  
– Minor Hero
- Uglúk's Scouts – *Armies of the Lord of the Rings*<sup>TM</sup>  
– Minor Hero

### Page 190 – The Misty Mountains

Add the following:

- Moria Goblin Drum ..... Page 121
- Depths of Moria – *Armies of the Lord of the Rings*<sup>TM</sup>