

# ARMIES OF MIDDLE-EARTH™

## OFFICIAL DESIGNERS' COMMENTARY – AUGUST 2025

**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.

### ERRATA

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

Add the following before options:

WITH SHIELD

**Page 118 – Drûzhag the Beastcaller – Enrage Beast**  
Change Range to 6".

**Page 118 – Drûzhag the Beastcaller – Fury (Beast)**  
Change range to Self.

**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 Drûzhag's Warband.

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