

MIDDLE-EARTH™

STRATEGY BATTLE GAME

BATTLE COMPANIES

Designer's Commentary, February 2021

The following commentary is intended to complement the *Battle Companies* supplement. It is presented as 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. The commentaries 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').

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the 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. We are always happy to consider more questions, so please send any queries to:

middle-earthfaq@gwplc.com

Q: Can I spend Influence Points to decrease a Reinforcement roll? (p.8)

A: Yes.

*Q: How many points do Magical Powers add onto a **Hero** model's point's value? (p.9)*

A: None.

Q: For the purposes of promoting Warrior models, is it the starting wargear or the wargear present at the time of promotion that determines what a model promotes into? For example, if I start with a Warrior of Rohan with bow and then discard the bow and purchase a shield, will they promote into a Rider of Rohan (as if they had a bow) or a Rohan Royal Guard (as if they had a shield)? (p.12)

A: A model will promote based on the wargear they currently hold at the time of promotion; so, in the above example the Warrior of Rohan would become a Rohan Royal Guard. However, if a model has enough wargear that would mean they could, in theory, promote in multiple ways (for example, a Warrior of Rohan with bow and shield), then the controlling player may choose how they promote.

*Q: If a Battle Company hires a Wanderer, gains wargear through captured tiles, or gains wargear through the campaign, can a **Hero** from that Battle Company purchase this wargear for themselves even though it is not in the Armoury and not normally available to any member of their Battle Company? (p.18)*

A: No. A **Hero** may only purchase wargear that is in the Armoury if it is available to a member of their usual Battle Company, or listed as unique wargear on their Battle Company's page. Not if it is available to another model that joins from another source.

*Q: Can **Hero** models purchase wargear that is not part of the Armoury or listed as Unique Wargear for the Battle Company; for example, armour, Elven cloaks, Twin Blades, Pavise, etc.? (p.19)*

A: No.

Q: If I already have 14 members in my Battle Company, and I roll a Vault Warden Team for my reinforcements roll, what happens? (p.46-47)

A: The Vault Warden Team will be added as normal, even though this will take your Battle Company above the maximum of 15 models. Should another model be slain later to take your Battle Company back down to 15 models, they may not be replaced as you will now be back to the maximum number allowed.

Q: If one member of a Vault Warden Team dies, how many points will the remaining member cost as the points cost for a Vault Warden Team is for both members? (p.46-47)

A: It will cost half the number of points, rounding down. So, a Vault Warden Team is normally 25 points, so one surviving member would cost 12 points.

Q: As a Cave Troll is not listed as being (Rare 1), can I have more than one of them in my Moria Battle Company? (p.58)

A: Yes. So long as you have enough Influence Points of course!

Q: How many points do Broodlings add onto a Denizens of Mirkwood Battle Company? (p.63)

A: 5 points each.

Q: Do bows carried by Haradrim Warriors and Haradrim Raiders have Poisoned Arrows? (p.64 & 65)

A: Yes.

Q: If I wipe my opponent's Battle Company out before either player has achieved their victory conditions, do I still win?

(p.71)

A: Yes.

Q: In the Recovery scenario, can models move the Relic off any board edge, or just their opponent's board edge as per the objectives? (p.74)

A: Only your opponent's board edge.

Q: In the Wolves Attack Scenario, does the Wargs force become Broken if they are reduced to 50% of their starting number?

(p76)

A: The Wargs cannot be Broken in this Scenario.

Q: In the Tame the Beast Scenario, how do we resolve a fight including the Troll and members from both Battle Companies?

(p.78)

A: Each side will roll their dice simultaneously, with the highest single D6 winning the overall fight. Models may still only strike enemies they are directly Engaged with.

Q: Is a captured **Hero** model's points cost added onto the Battle Company's rating for the A Daring Rescue Scenario? (p.81)

A: No.

Q: What happens if A Daring Rescue is rolled when neither Battle Company has a **Hero** lost in battle? (p.81)

A: Re-roll the Scenario.

Q: What happens if A Daring Rescue is rolled when a Battle Company has multiple **Hero** models lost in battle? (p.81)

A: Play the Scenario with one of the **Hero** models first, and then roll again to determine if you need to play A Daring Rescue or Secure the Area to rescue the other **Hero**.

Q: In the A Daring Rescue Scenario, can the Defender target the prisoner with shooting attacks? (p.81)

A: No.

Q: In the Baggage Train Scenario, where do the Baggage Ponies start? (p.82)

A: Anywhere touching the southern board edge.

Q: Do models gain Experience Points for killing Baggage Ponies? (p.82)

A: No, they are only a pony after all!

Q: In Map-based Campaigns, some special territories give bonuses to certain rolls such as the Shire giving +1 to the Injury Chart and Minas Tirith giving +1 to Reinforcement rolls. Are these bonuses optional? (p.107-109)

A: Yes.