

MIDDLE-EARTH™

STRATEGY BATTLE GAME

BATTLE COMPANIES

Designer's Commentary, **August 2019**

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: 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: 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: How many points do Broodlings add onto a Denizens of Mirkwood Battle Company? (p.63)
A: 5 points each.

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 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: Do models gain Experience Points for killing Baggage Ponies? (p.82)
A: No, they are only a pony after all!

