

# MIDDLE-EARTH™

## STRATEGY BATTLE GAME

### BATTLE COMPANIES

#### Designer's Commentary, August 2020

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](mailto: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: 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: 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? (p.76)*

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.