

MIDDLE-EARTH™

STRATEGY BATTLE GAME

MATCHED PLAY GUIDE

Designer's Commentary, August 2020

The following commentary is intended to complement the *Matched Play Guide* 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: In Scenarios where models deploy within 6" of the warband's captain, if a player wishes to deploy models on an elevated piece of terrain higher than the warband's captain, does the model need to be within 6" of the warband's captain or the captain's base? (p.10-29)

A: Any part of the captain's base.

Q: In Scenarios where you score Victory Points for killing enemy Hero models or the leader, are the Victory Points still scored if the Hero model is removed as a casualty in another way? For example, if they flee the board, are reduced to 0 Will when they have the Will of Evil special rule, or any other situation. (p.10-29)

A: Yes. You will still score the Victory Points if the enemy Hero or leader is removed as a casualty in any way.

Q: If in the Matched Play Scenarios, when a deployment states that models must be deployed within a certain area, is this within or wholly within? (p.10-29)

A: Deployment is always wholly within with one exception. In the Contest of Champions Scenario, leaders only need to be within 3" of the centre of the board rather than wholly within.

Q: In Scenarios that require models to capture objectives, do models that have temporarily switched sides (e.g., Denethor, Thráin the Broken) count as scoring Victory Points for their owning player or the player who temporarily controls them? (p.10-29)

A: Their owning player.

Q: In Scenarios that use the Maelstrom of Battle special rule, can models be Commanded/Compelled to charge an enemy model on the turn they arrived? (p.13, 20, 24)

A: No. The Maelstrom of Battle rule states that models may not charge on the turn they arrive. This includes if an enemy model tries to force them to through the use of the Command/Compel Magical Power.

Q: What happens if a model that can kill models by moving into them, such as a War Beast or an Iron Hills Chariot, tries to do so as they enter the board via the Maelstrom of Battle deployment, but fails to kill a model whilst not completely on the board? (p.13, 20, 24)

A: A model that moves in this way must be completely on the board before attempting to kill any models via its special rules, such as a War Beast using their Trample special rule.

Q: In the Lords of Battle Scenario, do wounds inflicted upon my opponent in ways other than being dealt by my army count towards my Wound tally? (p.14)

A: Yes. Essentially, any time an enemy model is removed as a casualty, you will add the points onto your Wound tally. This includes, but is not limited to, the likes of fleeing models (though you will still only score points for mounts if you actually kill them), models that are trampled/run over by a friendly War Beast or Chariots, models removed by special rules such as Kardûsh's Heart of Darkness and even situations such as models being removed as a result of falling damage.

Q: Do models that may spend Will points as if they were Fate points give points towards the Wound tally for spending Will points in this manner in the Lords of Battle Scenario? (p.14)

A: No. The Will points are spent as if they were Fate points, though they are not themselves Fate points and therefore will not count towards the Wound tally.

Q: Do models that are benefitting from the Fury Magical Power give points towards the Wound tally for making a Fury save? (p.14)

A: No.

Q: If a model gains Might points in some way (such as winning a Heroic Challenge), can they regain them in the Lords of Battle and Contest of Champions Scenarios even if this would take them back above their starting Might points? (p.14 & 18)

A: Yes. Models that gain Might points in some way and then spend them, can still regain them in these Scenarios as they were spent earlier in the battle.

Q: In the Reconnoitre Scenario, do models that have escaped the board count as being on the board for determining whether a force has been Broken or reduced to 25%? (p.15)

A: Yes.

*Q: The rules for deploying **Siege Engines** state they are deployed within 6" of the controlling player's board edge, whilst the rules for the Contest of Champions Scenario state that your leader must be deployed within 3" of the centre of the board. If my leader has a **Siege Engine** (e.g., Bard the Bowman or Girion with a Windlance), which takes precedence? (p.18)*

*A: The deployment rules for Contest of Champions will overrule the deployment rules for **Siege Engines** in this situation.*

Q: In the Assassination, if I choose a Siege Veteran as my Assassin, do I still score Victory Points for killing my Target with the Siege Engine? (p.29)

A: They will only count as killing the target if it is killed by the initial shot, not by damage caused by area of effect, piercing shots, and so on.