

# MIDDLE-EARTH™

## STRATEGY BATTLE GAME

### BATTLE COMPANIES

Designer's Commentary, August 2022

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: If the rider of a **Cavalry** model is slain, but their mount stays on the board, will the model still gain Experience Points for any kills subsequently made by the mount? (p.7)*

A: Yes!

*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: Do Heroic Actions gained by a **Hero** increase their points cost? (p.9)*

A: No.

*Q: If a **Warrior** model rolls A Hero in the Making on the **Warrior** Progression chart, can they choose a lower result instead? (p.12)*

A: No, the **Warrior** is clearly destined for greatness and must take up the mantle of being a **Hero**!

*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: If one member of a Vault Warden Team dies, can another member of the Battle Company be upgraded to replace them? (p.47)

A: No.

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: Can a Cave Troll purchase a Troll Chain as it has one in its profile? If so, how many Influence Points will it cost to buy one? (p.58)

A: Yes. It will cost the same as a normal throwing weapon from the Armoury.

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: Do Corsair Reavers treat the Leader and Sergeants as a Bo'sun for the purpose of their Mindless Killers special rule? (p.67)

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: If a **Hero** isn't wearing any type of armour, but a member of their Battle Company has the ability to take a type of armour (armour, heavy armour, etc.), can the Hero purchase a type of armour from the Armoury? (p.73)

A: No. The only option a **Hero** has is to upgrade armour to heavy armour. If the Hero doesn't have any armour then they cannot choose this option. This will likely be because the Hero in question has made a name for themselves as a ranger, scout or some similar role that doesn't require armour and taking some would only hinder their natural talents.

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.

## Official Errata, August 2022

The following errata correct errors in *Battle Companies*. The errata 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.

### Errata

#### **Page 27** – Wandering Dwarf

Change the Wandering Dwarf's Move value to 5".

#### **Page 34** – Rohan

Add the following:

Riders of Rohan in this Battle Company do not count towards your Bow Limit.

#### **Page 54** – Isengard

Change all instances of Orc bow on this page to Uruk-hai bow.

#### **Page 82** – Baggage Train – Objectives

Change the objectives to read:

**Attacker Victory** – The Attacker has at least three pieces of cargo in their possession at the end of the game.

**Defender Victory** – At least three pieces of cargo and at least one model that is not a Baggage Pony have escaped the board via the northern board edge.

**Draw** – Any other result.

#### **Various Pages** – Magical Powers

Below are the ranges for the Magical Powers found within this supplement:

Aura of Dismay 6"

Blinding Light –

Call Winds 12"

Command/Compel 12"

Enchanted Blades 6"

Flameburst 6"

Fury (X) –

Immobilise/Transfix 12"

Instill Fear 3"

Wither 12"