

# MIDDLE-EARTH™

STRATEGY BATTLE GAME

THE  
LORD OF THE RINGS

THE  
HOBBIT  
MOTION PICTURE TRILOGY

## MATCHED PLAY GUIDE

Designer's Commentary, February 2024

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](mailto: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 where you score Victory Points for wounding a specific **Hero** (such as the leader), if the **Hero** model is wounded and then is subsequently healed (such as with the Renew Magical Power), do they still count as having been wounded for the purpose of Victory Points? (p.10-29)*

A: Yes.

*Q: In Scenarios where you score Victory Points for breaking the enemy force, if the game ends at the end of a turn in which one force has killed enough models to break the enemy force at the start of the next turn, do they still score Victory Points for breaking the opposition force? (p.10-29)*

A: Yes.

*Q: In Scenarios where models can exit the board, do they need to move the entire base off the board, move part of their base off the board, or just touch the edge of the board? (p.10-29)*

A: They will need to move part of their base off the board.

*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: In the Lords of Battle Scenario, do you add points to your Wound Tally for wounding or disabling a **Siege Engine**? (p.14)

A: Yes. If you manage to disable a **Siege Engine**, then you will add points to your Wound Tally equal to the number of Wounds the **Siege Engine** had remaining.

Q: In the Lords of Battle Scenario, do you add points to your Wound Tally for an opposition Demolition Charge that has detonated? (p.14)

A: Not if it detonates of its controlling player's accord.

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: In Scenarios that allow models to exit the board, can a model exit the board via means other than their own movement, such as Backing Away, being Commanded/Compelled, being Hurlled/flung back by a **Siege Engine**, or any other such instance? (p.15, 17 & 25)

A: No. A model can only leave the board in these Scenarios via their own movement.

Q: In Scenarios that allow models to exit the board, can a model enter the Control Zone of an enemy model and then move within that enemy model's Control Zone in order to exit the board? (p.15, 17 & 25)

A: No. Once a model enters the Control Zone of an enemy model then it must Charge that model; it cannot exit the board as part of that Charge as then it would no longer be Charging that enemy model.

Q: In the Clash by Moonlight Scenario, if models have been illuminated by an effect such as Blinding Light, can they be targeted by shooting attacks, Magical Powers or special rules at distances greater than 12" away? (p.16)

A: Yes, though shooting attacks will still gain the bonus of +1 when rolling To Wound.

Q: In the Clash by Moonlight Scenario, can models with the Cave Dweller special rule still see enemy models at distances greater than 12" away? (p.16)

A: Yes. Additionally, shooting attacks that target a model with Cave Dweller will not gain the bonus of +1 when rolling To Wound.

Q: If when a **Siege Engine** lands a hit it would also deal a hit to other models within a certain range of the initially hit model (such as the Area Effect rule of the Gondor Battlecry Trebuchet), do these additional hits also gain the +1 To Wound in the A Clash By Moonlight Scenario? (p.16)

A: No.

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 Heirloom of Ages Past Scenario, if the relic is in the possession of a model, which will score their controlling player 6 Victory Points, will the opposing player score 3 Victory Points if they have more models within 3" of the model carrying the relic than their opponent? (p.20)

A: No. The 3 Victory Points for having the most models near the relic only applies if no models are in possession of the relic.

Q: In the Fog of War Scenario, do players secretly write their objectives down before or after deployment? (p.22)

A: After both sides have been deployed.

Q: If a **Cavalry** model is on top of an Objective marker in the Destroy the Supplies scenario, and then loses their mount and does not roll a 6 on the Thrown Rider chart, can they still destroy the Objective marker during the End phase? (p.27)  
A: No.

Q: Can a Prone model destroy an Objective marker in the Destroy the Supplies scenario? (p.27)  
A: No.

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.

Q: In Doubles Scenarios, when a Scenario says that it continues until one force is reduced to 25% of its starting numbers, does this mean one player's force, or the entire doubles army? (p.32-37)  
A: The entire doubles army.

## **ERRATA:**

**Page 23** – Storm the Camp – The Campsite  
Replace the first paragraph with the following:  
The campsites are the deployment areas of the two armies. A campsite is captured if at the end of the game you have more models entirely within your opponent's campsite than they do.