

MIDDLE-EARTH MATCHED PLAY GUIDE OFFICIAL DESIGNERS' COMMENTARY – JULY 2026



The following designers' commentary is intended to complement the Matched Play Guide. It is presented as an FAQ and an Errata. The FAQ is 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. These 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'). The Errata covers any direct changes to the rules.

Our designers' commentaries are updated regularly; when changes are made any changes from the previous version of the designers' commentary will be highlighted in **magenta**. Where the stated 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, and are assessed regularly. However, we are always happy to consider more questions, so please send any queries you may have to: middle-earthfaq@gwplc.com

FAQ

Q: In Scenarios where Objective Markers can be carried, how do you measure from the Objective Marker for any special rules that come into play for being within "X" of an Objective Marker, such as the Besiegers of the Hornburg Army's The Promise of Wealth special rule? (p.13)

A: Measure from the base of the model carrying the Objective Marker instead of the Objective Marker.

Q: In Scenarios that require you to know which model has the highest points cost, how do you determine which model that is if you have multiple models that are tied for highest cost? What happens if they only have one model who is their **General**? (p.15)

A: If a player's army contains two or more models that tie for the highest points cost, then they must select one of those models before the game begins to be the 'most expensive' for the duration of the Scenario and ensure that choice is clear and obvious for their opponent.

If a player only has a single model in their army, meaning the model with the highest points cost within the army would also be its **General**, the **General** will count as the 'most expensive' for the purposes of **Victory Points**.

Q: In Scenarios that award **Victory Points** for killing the most expensive model, what happens if the most expensive model was part of a pair or a group, such as Shank & Wrot, Orc Scavengers? (p.16-39)

A: In these instances, all models that are part of the points cost will need to be killed in order to score the **Victory Points**. So in the example of Shank & Wrot, Orc Scavengers, the player would need to kill Shank, Wrot, and the Snow Troll to score the relevant **Victory Points**.

Q: Will a **Mount** with the **Hero** keyword that has been slain give up **Victory Points** in Scenarios that award **Victory Points** for killing enemy **Hero** models? (p.17)

A: No.

Q: In the Reconnoitre Scenario, if a **Hero** with the **Dominant** (X) special rule escapes the board, we know it counts as X number of models for the purpose of working out how many individual models have escaped the board, but does it also count as X **Hero** models for the purpose of **Victory Points**? (p.20)

A: No, it will still be a single **Hero** model. So, if a **Hero** with **Dominant** (3) escaped the board in this instance, it would count as 3 models for the number of individual models that have escaped, but only a single **Hero** model for the criteria outlined in the second bullet point of **Scoring Victory Points**.

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Q: In the Reconnoitre Scenario, does a **Mount** with the **Hero** keyword count towards the number of **Hero** models that have escaped the board when determining **Victory Points** for bullet point 2 under Scoring **Victory Points**? (p.20)

A: No.

Q: In the Reconnoitre Scenario, what happens if all of the models in my army gain the Dominant (X) special rule, but some of my models have already left the battlefield? Would those who have already left gain the Dominant (X) special rule, too? (p.20)

A: No, once a model has left the battlefield, it would no longer be affected by new rules introduced to the army.

Using the Fords of Isen army as an example, the 'Resolute Rohirrim' special rule grants all models in the army the Dominant (2) special rule once the army becomes Broken. Any models that escaped the board before the army became Broken would not benefit from the special rule, whereas any models that escaped the board after the army became Broken would benefit from being Dominant (2).

In the case of models gaining the Dominant (X) special rule, it is vitally important that you, and your opponent, are clearly aware of which models had Dominant (X) and which ones did not, to ensure that you are able to calculate **Victory Points** accurately. If there is any discrepancy as to how many models had the Dominant (X) special rule when determining **Victory Points**, it is best to assume the lesser amount.

Q: Can a **Mount** with the **Hero** keyword be nominated in Scenarios like Fog of War or Assassination? (p.21 & 26)

A: No.

Q: In the Contest of Champions Scenario, what happens if the **Hero** is chosen to be the Champion, and that Hero does not normally deploy at the start of the game, such as the Watcher in the Water or a Goblin Mercenary Captain? (p.27)

A: In these situations, the **Hero** chosen to be the Champion will deploy as described in the Scenario, rather than using their special rules for arriving later.

Q: In Scenarios where the amount of **Victory Points** varies depending on a model's position, what happens if a model would meet the conditions for multiple scoring conditions? For example: in Seize the Prizes, if a model holding treasure is in between both halves of the board, how many VPs does it score? Or, in the Retrieval Scenario, if the model carrying the Objective is only partially within my Deployment Zone, how many **Victory Points** would I score? (p.31 & 32)

A: When determining **Victory Points**, you always score the most points that you are eligible for. Using Seize the Prizes as an example, if a model was holding an Objective Marker and their base was overlapping both your and your opponent's board halves, they are within your opponent's half of the board, meaning you would score 3 **Victory Points** rather than 2 **Victory Points**. Similarly, in Retrieval, if a model carrying the Objective was partially within your deployment zone, you would score 9 **Victory Points**.

However, if a Scenario requires a model to be wholly within an area, such as in Storm the Camp, then that model's base must be wholly within the specified area in order to score.

ERRATA

Page 36 – Escort the Wounded – Scoring Victory Points

Change the first bullet point to read:

You score 2 **Victory Points** for each of your wounded allies that is in base contact with a friendly model, and no enemy models, in your opponent's board half. For each wounded ally that has been rescued, you instead score 4 **Victory Points**.

Page 36 – Escort the Wounded – Wounded Allies

Change the third sentence to read:

If, during the End Phase of any turn, a friendly model is in base contact with a wounded ally and both the model and wounded ally are wholly within a friendly Sanctuary, the wounded ally is removed from the battlefield and has been rescued.

Page 29 – Sites of Power – Strange Aura

Change the roll for the final result on the table to be 5-6 rather than 4-6.