

KINGS OF THE WEST

A mod by GothmogtheOrc
and an excellent mod team.
(Full credits at end)

For **The Lord of the Rings: the Battle for Middle-earth (1)** by EA Games.
Requires a clean installation of the above game, patched to 1.03.

Mod Manual

Intro

The goal of this mod is to combine all of my previously released mods, several unreleased mods, and alot of new material. The mod adds nearly all the heroes and villians made famous in the War of the Ring. Heroes such as Erkenbrand and Beregond, Villians like Ugluk and Shagrat. And many, many more. Also included are the Blue Wizards, Sauron, and Minas Morgul. Gameplay has also been changed, Sieges are more important, take longer, and are more fun. The game's strategy is deeper due to the new options and the AI has been made tougher for Skirmish play.

Gameplay changes and Frequently Asked Questions

- All summoned troops are now permanent; that is, they don't have timers. Also they will respect the Command Point limit when summoned (meaning if you summon them and you don't have any Command Points available, they won't appear).
- There are some new limitations on the number of a type of troop you can build (i.e. 3 Knights max for Gondor or 5 Morgul Uruks max for Mordor)
- Fire Arrows are not just a damage bonus for archers. Now they do additional damage against Structures, Siege Equipment, and Ents but do much less damage against Infantry, Heroes, and Archers. They also can be toggled on and off, but you have to buy them each time you want to activate them. Also due to a bug, you must click the buy or sell fire arrows buttons twice to make them work properly. This has been accounted for in the balance as the purchase fire arrows cost is half of what it was intended to be.
- The Forged Blades upgrade has been replaced with the Weapon Upgrade. This means that each unit, rather than getting a damage increase with the

upgrade, will instead get a specific upgrade. For example, the Gondor Soldiers now do a radius of damage when they attack, hurting both their target and any nearby enemies.

- **The super heroes: Gandalf, Aragorn, Alatar, Pallando, Saruman, the Balrog, the Witch King, and Sauron can all kill each other with one of their powers instantaneously (usually the fireball/istari light type power). Most of them are also summoned now but when they are summoned they will appear in the middle of the map and then can be used just like any other hero. They do not have timers and if they die they can be purchased at the Citadel or Keep just like normal.**
- **The AI has been revamped for Kings of the West and it will now correctly use the new units, heroes, powers, and spells. It is also much, much harder.**
- **Due to the inclusion of the Morgul walls and gate and the problems that would result from building Mumakil or Siege Towers inside of the castle once it has walls, I've moved the Mumakil Pen outside of the Mordor castle. However, if you look at the 10 o'clock position just outside of the mordor castle (where 12 o'clock is the path leading to the gate) you will find two new build plots that are outside of the walls but still part of the castle. You can build the Mumakil Pen and a full Siege Works here. Inside the castle the Siege Works you can build will not be able to recruit Siege Towers or Grond.**
- **The Army of the Dead can only be used by Aragorn when he reaches level 10. The Gondor and Rohan super summons are now Gandalf and the Blue Wizards, respectively.**
- **Due to a currently unfixable bug with the Mordor AI, it is unable to build the Morgul Walls around the Mordor castle in Skirmish. Also as a result of this bug it is able to instead build defensive towers on the wall build plots. It is still limited to 16 towers total for the castle so this does not upset the balance.**
- **The Balrog still has a timer and is basically the same as the EA version.**
- **For issues with the Shagrat / Gorbag heroes, please see my comments about it at the end of the manual.**
- **Kings of the West does NOT support the campaign.** I do not know what will happen if you try to play it but I doubt it will be balanced. It may even crash the game. I will not offer any support for problems encountered while playing the Campaign with the mod.
- **If you encounter any bugs, balance issues, or other problems or if you have suggestions or want to say thanks for the mod, please visit my forums** hosted by Revora and The3rdAge. This [LINK](#) will take you to my forums. And this

is the [LINK](#) to my modding website.

Forum link: <http://forums.revora.net/index.php?showforum=756>

Modding site link: <http://www.gothmogtheorc.the3rdage.net>

Revora: <http://www.revora.net>

The3rdAge: <http://www.the3rdage.net>

Additional links at the end of the document.

- For questions about using the mod assets in your mod or for the mod credits, please go to the end of the manual.

Gondor

Focus

Gondor relies on the strength of its infantry, archers, castle defenses, and heroes to win the battle. Gondorian infantry and archers are the best overall in their respective categories. The Gondor heroes are also some of the strongest and best fighters. Gondor is one of the slowest moving factions due to the slow speed of its infantry and the slow build up speed of its economy. However once at full strength, a Gondor player is hard to overcome. Furthermore Gondor can summon many different allies to its cause, a great assistance in times of trouble.

Heroes

Aragorn

- Athelas
- BladeMaster
- Leadership
(Experience +200%,
Armor +20%,
Damage +100%,
Resist Fear +100%)
- Line of Kings (lvl 6)
(gives Aragorn a health and damage
bonus and makes nearby heroes
spells recharge faster)
- Foresight (lvl 8) (Palantir Vision)
- Summon Army of the Dead (lvl 10)

Aragorn is one of the best all around heroes in Middle-earth.

He has one of the best leaderships in the game and his Line of Kings power shortens the amount of time that nearby heroes powers need to recharge. His foresight allows him to see distant parts of the map and he can summon the full Army of the Dead when he reaches his full potential.

-gets Black Gate armor at level 8
-gets Coronation armor at level 10

-Starts at Level 5
-Costs \$3000

Gandalf

- Wizard Blast
- Lightning Sword
- Leadership
(Experience +200%,
Armor +30%,
Resist Fear +100%)
- Mount Shadowfax
- Istari Light
- Word of Power

-Starts at level 10 as Gandalf the White
-Summoned by the Summon Gandalf spell.
Once summoned he acts like a normal hero
with no timer.

Gandalf is one of the most powerful wizards to be sent to Middle-earth. His primary purpose is to combat the devices of Sauron and the forces of evil. He does not engage in hand to hand combat often but rather uses his strong leadership and his spells to help the people of Gondor win against Sauron.

Gimli

- Throw Axe (lvl 1)
- Leap Attack (lvl 2)
- Slayer (lvl 5)
(+100% Damage, +100% Armor)
- Breathe (lvl 5)
(Temporary +35% Speed bonus)
- Mithril Armor (lvl 8)
(Health +1000,
+100% knockback resistance)
- Dwarven Grudge (lvl 8)
(Special Power timers recharge
25% faster, +200 Health,
also Gimli receives a bonus for each
enemy he kills)

-Starts at level 1
-Costs \$2500

Gimli the Dwarf is one of the best fighters in Middle-earth. He enjoys getting into the middle of a battle and swinging his axe at every orc in sight. He also is one of the hardest heroes of Gondor with his strong armor and high health.

Legolas

- Hawk Strike (lvl 1)
- Knife Toggle (lvl 2)
- Knife Fighter (lvl 2)
(Armor +50%, Damage +50%)
(only when using Knives)
- Train Archers (lvl 4)
- Arrow Wind (lvl 7)

Legolas is the best archer in Middle-earth. He never misses and can even hit an enemy with two arrows at once for double the damage. When the enemy gets too close he can switch to his long knives and defend

himself.

-Starts at level 1

-Costs \$3000

Boromir

- Horn of Gondor (lvl 2)
- Last Stand (allows Boromir to continue fighting for 30 seconds after he is mortally wounded) (lvl 1)
- BladeMaster (lvl 2)
- Leadership (+50% Damage) (lvl 3)
- Captain of Gondor (lvl 5)
- Armor Upgrade (lvl 5)
(Grants Boromir a heavy armor upgrade and allows him to knockback enemies with his sword)

Boromir is the eldest son of Denethor, Steward of Gondor. As such he is the heir of the Steward and commander of the armies of Gondor. He is renowned for his strength and prowess in battle against the forces of Mordor.

-Starts at level 1

-Costs \$2000

Faramir

- Toggle Bow/Sword (lvl 1)
- Wounding Arrow (lvl 1)
- Leadership (lvl 4)
(+20% Damage, +30% Armor, +75% Experience)
- Captain of Gondor (lvl 5)
- Knight/Ranger Toggle (lvl 3)

Faramir is the second son of Denethor and thus is second in command of the armies of Gondor. Typically Faramir will take command of the Rangers of Ithilien or the Knights of Minas Tirith.

-Starts at level 1

-Costs \$1400

Imrahil

- Hour of Wrath
(Blade Master)
- Leadership
(Damage +15%, Armor +15%, Resist Fear +100%, Resist Knockback +100%, Cavalry crush decelerate +30%)
- Now for Gondor
(Glorious Charge)

Imrahil is the leader of the Knights of Dol Amroth and is kin to Denethor. Imrahil is said to be one of the three best swordsmen in Middle-earth, Aragorn and Eomer being the other two. Imrahil fights both on foot and on his steed.

-Starts at level 8

- Summoned from the Gondor Beacon
- If he dies he starts back at level 8.
- Cost \$2000

Beregond

- **Captain of the White Company** (bonus when near Faramir: +50 Damage, +50% Armor) (lvl 1)
- **Tower Guard Leadership** (+25% Damage, +15% Armor to TowerGuard) (level 5)
- **Armor Upgrade (lvl 5)** (Gives Beregond a heavy armor bonus)

Beregond is a member of the Tower Guard of Minas Tirith. He is a fearless fighter who is incredibly loyal to Faramir.

- Starts at level 1
- Costs \$800

Damrod

- **Train Archers (lvl 4)**
- **Treachery (Wounding Arrow type power that hurts evil men badly) (lvl 5)**
- **Toggle Bow/Sword**

Damrod is one of Faramir's ranger captains. He harbors a strong hatred towards the men of Harad and Rhun who have sided with Sauron over Gondor.

- Starts at level 1
- Costs \$800

Mablung

- **Strong Strike (lvl 3)** (single strong sword attack)
- **Detect Ambush (detect nearby stealthed enemy units) (lvl 1)**
- **Toggle Bow/Sword**

Mablung is another of Faramir's ranger captains. He often will lead the scout parties to search for any enemies lying in ambush on the road ahead.

- Starts at level 1
- Costs \$800

Madril

- **Leadership (+50% Experience to Rangers) (lvl 3)**
- **Counselor (leadership bonus to Faramir: +75% Experience) (lvl 5)**
- **Toggle Bow/Sword**

Madril is an old experienced ranger who is Faramir's counselor and advisor. He also helps lead the rangers if Faramir must leave for another assignment.

-Starts at level 1
-Costs \$800

Pippin

- Throw Rocks/Use Sword (lvl 1)
- Elven Cloak (lvl 1)
- Armor Upgrade (lvl 6)
(Pippin joins the Tower Guard)

Pippin is a hobbit who arrived in Gondor with Gandalf and helps in any way he can against the shadow of Mordor. Eventually he joins the Tower Guard and receives a suit of armor.

-Starts at level 1
-Costs \$100

Units

Gondor Soldiers

Cost \$100

Recruited from: Barracks

Weapon Upgrade: radius damage

Heavy Armor Upgrade Available

The main Gondor infantry unit.
Best infantry in the early game.
5 men per battalion.

Gondor Spearmen

Cost \$100

Recruited from: Barracks

Weapon Upgrade: anti-cavalry
bonus

Heavy Armor Upgrade Available

Basic Gondorian Pikemen.
5 men per battalion.

Gondor Ranger Scouts

Cost \$100

Recruited from: Barracks

Fast, stealthy rangers who scout ahead.
Armed only with swords.
2 scouts per battalion.

Gondor Tower Guard

Cost \$300

Recruited from: Barracks

Requires rank 2 Barracks

Start with weapon upgrade:
radius damage

Heavy Armor Upgrade Available

The elite infantry of Gondor.
5 men per battalion.

Gondor Citadel Guard

Cost \$600

The strongest, most loyal of all Gondor's men. They guard the citadel and the

Recruited from: Barracks
Requires rank 2 Barracks
Limit: 4 individuals

White Tree.
Almost as strong as a hero.

Gondor Archers

Cost \$200
Recruited from: Archery Range
Weapon Upgrade: Fire Arrows
Heavy Armor Upgrade Available

Gondor's Archers are known as some of the strongest and most accurate of any archers in Middle-earth.
5 men per battalion.

Gondor Rangers

Cost \$300
Recruited from: Archery Range
And Forbidden Pool
Requires rank 2 Archery Range
(No requirement for purchase at Forbidden Pool)

Gondor's Rangers are equally skilled with bow and sword. They can hide in forrests and are both elite archers and elite swordsmen.
3 men per battalion.

Gondor Knights

Cost \$800
Recruited from: Stables
Limit: 3 battalions
Weapon Upgrade: damage bonus
Heavy Armor Upgrade Available

Gondor's Knights are few in number but are very important due to their speed. They are saviors to the distant garrisons that come under attack and otherwise would not be rescued.
5 riders per battalion.

Gondor Trebuchet

Cost \$800
Built from: Workshop

Gondor's Trebuchets are the key to a strong defense as well as being beneficial in the sieges of enemy castles.

Gondor Battering Ram

Cost \$250
Built from: Workshop

Gondor's battering rams can be used to break into enemy castles or to destroy their buildings.

Gondor Siege Ladder

Cost \$200
Built from: Workshop

Gondor's siege ladders allow their soldiers to scale enemy castle walls.

Knights of Dol Amroth Infantry

Cost \$600
Recruited from: Gondor Beacon
Weapon Upgrade: radius damage

The Knights of Dol Amroth are elite infantry who are equipped with heavy armor.
5 men per battalion.

Knights of Dol Amroth Cavalry

Summoned with the Summon Dol Amroth spell

The mounted Knights of Dol Amroth are known for entering the battle at precisely the right time. They are strong cavalry and can trample their enemies beneath them.
5 riders per battalion.

Axemen of Lossarnach

Cost \$200

Recruited from: Gondor Beacon

The axemen of Lossarnach are strong infantry who excel in fights against large monsters and siege equipment but do poorly against regular infantry and cavalry.

5 men per battalion.

Spearmen of Pelagir

Cost \$200

Recruited from: Gondor Beacon

Weapon Upgrade: anti-cavalry bonus

The spearmen of Pelagir are elite pikemen who are equipped with heavy armor and stronger spears than the normal Gondor spearmen.

5 men per battalion.

Buildings

Gondor Farm

Cost \$350 in castle
\$200 outside

The main resource producing building for Gondor.

Reduces the cost of Cavalry.

Gondor Blacksmith

Cost \$400

The secondary resource producing building for Gondor.

Can research the Banner Carrier upgrade.

Gondor Barracks

Cost \$300

The main infantry training building.

Can train:

-Soldiers

-Spearmen

-Ranger scouts

-Tower Guard

-Citadel Guard

Gondor Archery Range

Cost \$300

The main archer training building.

Can train:

-Archers

-Rangers

Can research:

-Fire Arrows

Gondor Hero Statue

Cost \$150

Reduces the cost of Heroes.
Provides leadership to nearby troops.

Gondor Well

Cost \$200

Heals nearby troops.

Gondor Keep

Cost \$800

Defensive structure that can fire arrows
at enemy troops nearby.

Gondor Stables

Cost \$800

Primary cavalry training building.

Can train:

-Knights

Can research:

-Horse Shields

Gondor Workshop

Cost \$1500

Primary siege equipment construction
building.

Can build:

-Trebuchet

-Battering Ram

-Siege Ladder

Can research:

-Fire Stones

Gondor Stonemaker

Cost \$1500

Can research castle defense upgrades.

Gondor Marketplace

Cost \$1500

Can research economy upgrades.

Gondor Beacon

Cost \$500

Can only be built outside of the
castle on a settlement plot.

Primary fiefdom unit recruitment
building.

Can only be built as a settlement.

Can recruit:

-Imrahil

-Knights of Dol Amroth Infantry

-Pelagir Spearmen

-Losarnach Axemen

Spells

Heal (1)

Heal wounded troops.

Summon Fort (1)

Summon a Gondorian fort for defense.
Garrisonable, fires arrows
+10% Armor to nearby troops

Summon Forbidden Pool (3)

Can recruit rangers.
Stealthed.
Heals nearby units.

Summon Rangers (3)

Summon 5 battalions of
Rangers without timers.

Summon Dol Amroth (3)

Summons 3 battalions of
mounted Knights of Dol
Amroth with no timers.

Cloud Break (6)

Dispells darkness or freezing rain.
Incapacitates rank 1 enemy troops.

Summon Eagles (6)

Summon two eagles to your aid.
With timers.

Summon Gandalf the White (10)

Summon the wizard Gandalf to your aid.
Gandalf is a normal hero after being summoned. No timers.

Gto Notes

My strategy for Gondor is to focus on infantry with 2-3 heroes per group of infantry. Gondor has the best heroes, strongest infantry, and some of the best archers so that tends to be what my army is composed of. Many of Gondor's fiefdom units are very strong and are worth getting if you can hold a settlement plot away from your castle. I also find that I tend to start slow and turtle early on while I build up my forces and get heroes and then once I have my army ready I start a slow march to my enemies base and don't stop till I win.

Specific unit notes:

- **Ranger Scouts:** great if you need to keep an eye on your enemy without them knowing. Stealth them in a clump of trees near your enemy and you are all set.
- **Infantry:** the regular Soldiers are quite strong and can form the backbone of your army. Especially if you supplement them with a few Tower Guard or Knights of Dol Amroth. Rangers are also good fighters when using their swords.
- **Axemen of Lossarnach:** these guys are great against enemy Trolls or siege equipment. But don't use them as your primary infantry as they are weaker against normal enemy infantry, cavalry, and archers.

Rohan

Focus

Rohan is all about Cavalry. Nearly all of their heroes can mount and several give bonuses to only cavalry. However they also have several infantry choices too. Their basic, cheap infantry unit is the Peasant, which can be quite strong when fully

upgraded and supported by heroes. Stronger than the Peasants are the Men of the Westfold and the Westfold Spearmen. These are the regular infantry of Rohan however they are only moderately armored and equipped compared to Uruk-hai and Gondorian Soldiers. The strongest rohan infantry unit is also their best archer: the Elven Warriors, however they are hard to get in large numbers. Fortunately Rohan also benefits from many heroes including the Blue Wizards, Alatar and Pallando, and thus can use their weaker infantry and make them stronger with leadership bonuses.

Heroes

Theoden

- **Leadership**
(Damage +75%,
Armor +10%,
Experience +200%,
Resist Fear +100%)
- **Now for Wrath (Blade Master)**
- **Glorious Charge**
- **Kings Favor (lvl 6)**
- **Mount**

-Starts at Level 5

-Costs \$3000

King of Rohan, Theoden is an older man who is not the fighter he once was. However he makes up for it with his strong leadership and his ability to lead the cavalry in a glorious charge.

Eomer

- **Leadership**
(Damage +75%)
- **Outlaw Leadership**
(Earn money for enemies killed)
- **Lord of the Mark (Blade Master)**
- **Spear Throw**
- **Summon Eored (lvl 8)**
(summons 3 battalions of normal mounted Rohirrim)
- **Mount**

-Starts at level 5

-Cost \$3000

Eomer is King Theoden's nephew and is the Third Marshal of the Mark tasked with the defense of the Eastfold and northern Rohan. Upon the death of Theoden and Theodred, Eomer becomes the next King of Rohan. Eomer is young and fell and is one of the strongest swordsmen in Middle-earth. In times of trouble he can also summon his Eored to ride with him.

Theodred

- **Leadership**
(Damage +15%,

Theodred is King Theoden's Son and Heir to the Throne of

- Armor +20%, Experience +50%)
- **Hold Position**
(makes nearby infantry temporarily invulnerable)
- **King's Son**
(King Theoden's powers recharge 25% faster when he is near Theodred)
- **Heir to the Throne**
(Damage +50%, Armor +50% to nearby Erkenbrand, Hama, Elfhelm, Grimbold, and Gamling)
- **Summon Eored (lvl 8)**
(summons 3 battalions of normal mounted Rohirrim)
- **Mount**

-Starts at level 5

-Costs \$2500

Rohan. He is the Second Marshal of the Mark and is tasked with the defense of the Westfold. He personally commands the defense of the Fords of the river Isen.

Eowyn

- **Smite (lvl 1)**
(single strong spear throw)
- **Leadership (lvl 2)**
(Damage +100% only affects Peasants and Royal Guard)
- **Disguise (lvl 1)**
(Eowyn takes the appearance of a member of the Rohirrim)
- **Shield Maiden (lvl 1)**
(Damage +100%, Armor +50%)
- **Friend of Meriadoc (lvl 6)**
(Merry recieves Damage +50%, Armor +50%, when nearby)
- **Mount**

-Starts at level 1

-Costs \$1200

Eowyn is King Theoden's niece and sister of Eomer. She longs to fight for her people and inspires the people of Rohan, from Peasants to Royal Guard. She and Merry even killed the Witch King during the battle of Pelennor Fields.

Erkenbrand

- **Erkenbrand's Horn (lvl 1)**
(the sound of the horn makes

Erkenbrand is the Lord of the Westfold and lives in the

- enemies tremble in fear)
- **Leadership (lvl 3)**
(Damage +10%,
Armor +20%,
Experience +100%,
Resist Fear)
- **Valor of Helm (lvl 5)**
(Blade Master)
- **Wise Precautions (lvl 6)**
(Kings Favor)
- **Mount**

-Starts at level 3
-Costs \$1200

Hornburg of Helms Deep. It is said that the valor of Helm Hammerhand lives on in Erkenbrand. Upon the death of Theodred, Erkenbrand became the Second Marshal of the Mark and took command of the defense of the Westfold.

Hama

- **Leadership (lvl 1)**
(Damage +50%, Armor +20%
only affects Royal Guard)
- **Sword Attack (lvl 3)**
(single strong sword strike)
- **Strong Shield (lvl 5)**
(temporary bonus of
Armor +100%)
- **Summon Royal Guard (lvl 6)**
(summon 4 Royal Guards)
- **Mount**

-Starts at level 3
-Costs \$800

Hama is the captain of King Theoden's Royal Guard. He is completely loyal to the King and fights hard in his defense.

Elfhelm

- **Leadership (lvl 2)**
(Armor +15%,
Experience +50%
only affects Cavalry)
- **Reinforcements (lvl 6)**
(temporary speed bonus to
Cavalry)
- **Summon Eored (lvl 6)**
(summons 3 battalions of normal
Rohirrim)
- **Mount**

-Starts at level 1

Elfhelm is the Marshal of the garrison of Edoras. Thus he leads the Rohirrim of Edoras and is in command of the city's defense when the King is gone.

-Cost \$800

Grimbold

- Leadership (lvl)
(Damage +15%)
- Slayer (lvl)
(temporary bonus of
Damage +150%)

-Starts at level 1

-Costs \$600

Grimbold is a mighty man of Rohan who lives in the Westfold. He was at the Fords of the river Isen with Theodred when Saruman's army attacked in full force and he stood over the dead body of Theodred keeping the uruks at bay until reinforcements came.

Gamling

- Leadership (lvl 1)
(Damage +15%
only affects Peasants)
- Mount

-When mounted, Gamling uses a bow

-Starts at level 1

-Costs \$400

Gamling is an old man of Rohan who is from the Westfold. He assisted in the defense of Helms Deep against the Uruk-hai of Saruman.

Merry

- Throw Rocks/Use Sword (lvl 1)
- Elven Cloak (lvl 1)
- Sword of Westerness (lvl 4)
(single strong sword attack against
Nazgul and the Witch King)

-Starts at level 1

-Costs \$100

Merry is a hobbit of the Shire who becomes a Knight of Rohan under King Theoden.

Alatar

- Wizard Blast
- Healer from Across the Sea
(heals nearby heroes and infantry)
- Leadership
(Damage +100%, Armor +20%)
- Light from the Sea
(Istari Light)
- Wizard Knockback
(knocks back nearby enemy troops
but does no damage)
- Blue Wizards

Alatar is one of the Blue Wizards and a peer of Gandalf and Saruman. Alatar travels with Pallando and wears blue stained cloth. Alatar is a wizard of immense power sent to Middle-earth to fight against the dominion of Sauron.

(bonus when near Pallando:
Damage +50%, Armor +50%)

- Starts at level 10
- Summoned by the Summon Blue Wizards spell.
- Once summoned he acts like a normal hero with no timer.

Pallando

- **Water Blast**
(Fireball)
- **Voice of the Istari**
(Speech Craft)
- **Wrath of Orome**
(Lightning Sword)
- **Protection of the Valar**
(temporary invulnerability bonus to himself, Alatar, and any nearby infantry, cavalry, and heroes)
- **Blue Wizards**
(bonus when near Alatar:
Damage +50%, Armor +50%)

- Starts at level 10
- Summoned by the Summon Blue Wizards spell.
- Once summoned he acts like a normal hero with no timer.

Pallando is the second Blue Wizard and is also a peer of Gandalf and Saruman. Pallando is a friend of Alatar and accompanied him on his mission to Middle-earth.

Haldir

- **Toggle Bow / Sword**
- **Leadership (lvl 1)**
(Damage +25%,
Armor +20%,
only affects Elves)
- **Piercing Shot (lvl 4)**
(Wounding Arrow)
- **Blade Master (lvl 5)**
- **Summon Elves (lvl 8)**
(summons 4 battalions of Elven Warriors)

- Starts at level 5
- Summoned from the Elven Barracks

Haldir is an elven captain from Lothlorien. He commands the elven sentries that guard the forrest. He is a friend of Aragorn and Legolas.

- If he dies he starts back at level 5.
- Costs \$2000

Treebeard

- Guard area
- Grab Building
- Throw Rock
- Leadership
(Armor +10%, Range +20%, Speed bonus)

Treebeard is an Ent tending to the forrest of Fangorn. He hates orcs and their axes and fire. At the urging of Merry and Pippin he leads the Ents to war against Saruman and lays waste to the circle of Isengard.

- Starts at level 10
- Summoned from the Ent Moot
- Costs \$2000

Units

Peasants

Cost \$100
Recruited from: Farm
Heavy Armor Available
Can be drafted

The cheapest and weakest Rohan unit. They can be drafted and upgraded with heavy armor to make them stronger fighters.
5 peasants per battalion.

Men of the Westfold

Cost \$200
Recruited from: Barracks
Weapon Upgrade: radius damage

The core of Rohan's infantry, the Men of the Westfold are average soldiers who are equipped with whatever armor and weapons they can find.
5 men per battalion.

Westfold Spearmen

Cost \$200
Recruited from: Barracks
Weapon Upgrade: anti-cavalry bonus

The Westfold Spearmen are Rohan's answer to enemy cavalry. They are moderately armored and can be upgraded with stronger pikes that do more damage against cavalry.
5 men per battalion.

Yeoman Archers

Cost \$200
Recruited from: Barracks
Fire Arrows Upgrade Available

The Yeoman Archers are Rohan's core archers. They are moderately armored and can be upgraded with fire arrows for use against enemy siege equipment or structures.
5 men per battalion.

Royal Guard

Cost \$500

Recruited from: Barracks

Limit: 10 individuals

The Royal Guard are the personal knights and guards of the King of Rohan. They are all excellent fighters who are equipped with the best armor and weapons that Rohan has. They also are given fast horses to ride. Almost as strong as a hero.

Rohirrim

Cost \$600

Recruited from: Stables

Cost reduced by: Farm

Weapon Upgrade: increased

Trample damage

Heavy Armor Upgrade Available

The backbone of the Rohan army, the rohirrim are mounted troops. They are fast and can trample their enemies. 5 men per battalion.

Rohirrim Archers

Cost \$600

Recruited from: Stables

Cost reduced by: Farm

Fire Arrows Upgrade Available

Heavy Armor Upgrade Available

The Rohirrim Archers are mounted archers that support the regular Rohirrim by providing ranged fire. They can be equipped with fire arrows for use against enemy siege equipment and structures. 5 men per battalion.

Mounted Royal Guard

Cost \$1200

Recruited from: Stables

Requires rank 2 Stables

Cost reduced by: Farm

Limit: 5 battalions

Always ready to ride out with the King, the mounted Royal Guard battalions are the elite riders of Rohan and are specially trained to fight against enemy pikemen or spearmen. 5 riders per battalion.

Siege Ladder

Cost \$200

Built from: Armory

Rohan's siege ladders can be used to gain access to enemy castles.

Elven Warriors

Cost \$700

Recruited from: Elven Barracks
(summoned building)

Also summoned by spell:

Elven Allies

Weapon Upgrade: damage bonus

The Elven Warriors are Rohan's ultimate allies. Summoned at need or recruited from the Elven Barracks, the Elven Warriors are the elite infantry and archers of Rohan's forces. They can also stealth in the forrests. 5 Elves per battalion.

Heavy Armor Upgrade Available
Fire Arrows Upgrade Available

Ents

Cost \$1500

Recruited from: Ent Moot

Summoned by spell:

Summon Ents

The Ents are an ancient power of Middle-earth. Whether summoned to a council or recruited from the Ent Moot, the Ents are powerful creatures who are only weak against fire and axes.
Recruited individually.

Farm

Cost \$350 in castle
\$200 outside

Buildings

The main resource producing building for Rohan.

Also can recruit Peasants.
Reduces the cost of Cavalry.

Rohan Barracks

Cost \$300

The main infantry and archer training building. Can train:

- Men of the Westfold
 - Westfold Spearmen
 - Yeoman Archers
 - Royal Guard
- Can research:
- Fire Arrows

Rohan Stables

Cost \$600

The main cavalry training building.

- Can train:
- Rohirrim
 - Rohirrim Archers
 - Mounted Royal Guard
- Can research:
- Horse Shields

Rohan Armory

Cost \$1500

Research and upgrade building for Rohan. Can research:

- Banner Carriers
 - Heavy Armor
 - Weapon Upgrades
- Can build:
- Siege Ladder

Rohan Well

Cost \$200

Heals nearby troops.

Can be built at settlements

Rohan Hero Statue

Cost \$150

Reduces cost of Heroes.
Provides leadership to nearby troops.

Ent Moot

Cost \$5000

Can recruit Ents.

Can only be built at settlements

Elven Barracks

Summoned

Can recruit:
-Haldir
-Elven Warriors

Spells

Draft (1)

Upgrade Peasants armor and weapons

Heal (1)

Heal wounded troops.

Summon Elven

Barracks (3)

Can recruit Elves and
Haldir.
Stealthed.

Summon Elves (3)

Summon 3 battalions of
Elven Warriors without
timers.

Elven Wood (3)

Creates a patch of green
land protected by Elvish
spells. Armor bonus of
20%.

Cloud Break (6)

Dispells darkness or freezing rain.
Incapacitates rank 1 enemy troops.

Summon Ents (8)

Summon four ents to your aid. With
timers.

Summon the Blue Wizards (10)

Summon the wizards Alatar and Pallando to your aid.
The Blue Wizards are normal heroes after being summoned. No timers.

Gto Notes

My strategy for Rohan is to use Peasants, Men of the Westfold, Gamling, Grimbold, and Merry and hold as much as I can in the early game. Then I build up my Cavalry, led by Eomer, Theoden, and Theodred as well as try to get the Elves and Blue Wizards quickly. And don't underestimate the strength of a full army of Peasants led by a few heroes and backed up by some archers; they can do a very good job of defending your base or holding outposts while your Cavalry sneak up behind the enemy or attack his base.

Specific unit notes:

- **Men of the Westfold:** while they aren't the strongest infantry unit in the game, or the second or third strongest for that matter, they are still better than the Peasants and if you can build a large force of them, they can do some damage to the enemy.

- **Royal Guard:** think of these guys much like you would a berserker as Isengard: they are a single strong unit that might be able to make a difference in the battles. And since they can mount you can use them in either a cavalry attack or an infantry attack.
- **Royal Guard Mounted Battalion:** the elite cavalry of Rohan and specially trained to fight pikemen, the Royal Guard Mounted Battalion is definitely worth the price if you can get them.
- **Heroes:** each hero for Rohan does something special. Theoden is an all around good hero but Eomer is a great Cavalry attacking hero with his leadership and pillage. Theodred and Erkenbrand are strong defensive heroes due to their leaderships and powers. Eowyn is great if your enemy is using Trolls, Nazgul, or just has a pesky hero you want to get rid of. Finding the right use for each hero is critical to victory for Rohan, who unlike the other factions, don't have generic powerful heroes.

Isengard

Focus

Isengard is the fortress of Saruman the White, a wizard turned evil who has unleashed his army of Uruk-hai against the people of Middle-earth. Isengard relies on the strength of its Uruk infantry as well as its machines and iron upgrades for success. It has the fastest infantry in the game and the second strongest. What Isengard lacks in diversity it makes up for in the strength of its upgrades. All of Isengard's units can receive both a weapon upgrade and a heavy armor upgrade. Also the uruk leaders of Isengard's army are some of the strongest fighters in Middle-earth. Both Ugluk and Lurtz are dedicated swordsmen who can win almost any fight one on one.

Heroes

Saruman

- Wizard Blast
- Fireball
- Dominate Enemy
- Speech Craft
- Industry
(when Saruman is near the forges of Isengard they produce more iron)
- Word of Power

Saruman is the White Wizard and rules the fortress of Isengard from the Tower of Orthanc with an iron fist. He believes in the strength of machines and iron. Saruman is not a fighter and rarely leaves the fortress to observe or fight in a battle.

-Starts at level 10

-Costs \$5000

-Saruman also provides a small leadership bonus to nearby troops:

(Damage +20%, Armor +20%, Experience

+100%,
Resist Fear)

Lurtz

- **Toggle Bow / Sword (lvl 1)**
- **Crippling Strike (lvl 1)**
- **Carnage (lvl 3)**
- **Leadership (lvl 5)**
(Damage +100%,
Experience +50%)
- **Pillage (lvl 6)**

-Starts at level 1
-Cost \$1200

Lurtz is one of the first Urukhai to have been bred. As such he is the natural leader for the Army of Isengard. He is skilled with both Bow and Sword.

Ugluk

- **Leadership (lvl 1)**
(Damage +30%, Armor +30%,
Experience +50%,
Speed +10%)
- **Carnage (lvl 3)**
- **Orc Draught (lvl 5)**
(heals Ugluk and nearby Uruks)

-Starts at level 1
-Costs \$800

Another Uruk leader, Ugluk was a member of the scouting party that captured Merry and Pippin. Upon the death of Lurtz, Ugluk became the leader of the Uruks.

Grima Wormtongue

- **Anti-leadership (lvl 1)**
(nearby enemies cannot receive any leadership bonuses)
- **Witless Worm (lvl 1)**
(When near Saruman, Grima gets an Experience +100% bonus)
- **Leadership (lvl 2)**
(Damage +40%, Armor +10%)
- **Coward (lvl 1)**
(Grima can hide and avoid enemy attacks)
- **Summon Body Guards (lvl 6)**
(summons 4 Dunland body guards)
- **Poison Words (lvl 8)**
(weakens targeted enemy hero:
Speed -100%, Damage -50%,
Spell recharge time doubled)

Grima was a man of Rohan who betrayed his country and became a servant of Saruman. He became a spy in the court of King Theoden and was responsible for helping Saruman gain control over the King.

- Starts at level 1
- Costs \$800

Sharku

- **Train Warg Riders (lvl 2)**
- **Leadership (lvl 3)**
(Damage +50%, Armor +20%, Experience +50% only affects Warg Riders)
- **Summon Wargs (lvl 8)**
(summons 3 hordes of Warg Riders)
- **Warg Howl (lvl 1)**

Sharku is the leader of the Warg Riders of Isengard and rides with them on his personal Warg.

- Starts at level 1
- Costs \$800

Dunland Crow Scouts

- Summoned from Orthanc
- Have a timer
- Unattackable

Saruman learned how to communicate with the Crows of Dunland and quickly found a use for them: as spies.

Units

Dunland Wildmen

Cost \$100

Recruited from: Uruk Pit
Also summoned by spell:
Summon Dunland Wildmen

The men of Dunland may be weak but they are of great use to Saruman while he breeds his Uruk army. Fast to recruit and roughly the equivalent of the Rohan Peasants the men of Dunland are savage and loyal to Saruman.
10 men per horde.

Uruk Scouts

Cost \$100

Recruited from: Uruk Pit

Cheaper than normal Uruk fighters, the Scouts have less armor but are faster and can stealth in the forrests. Excellent scouts and ambushers.
7 scouts per horde.

Uruk-hai Fighters

Cost \$200

Recruited from: Uruk Pit

Weapon Upgrade: radius damage

Heavy Armor Upgrade Available

The Uruk-hai Fighters form the backbone of Saruman's Army. They are the fastest infantry in Middle-earth and second in strength only to the Gondorian soldiers.

10 uruks per horde.

Berserkers

Cost \$250

Recruited from: Uruk Pit

Requires rank 2 Uruk Pit

Leadership Bonus:

+10% Damage to nearby Infantry

The Berserkers are as crazy as their name suggests. They are the elite fighters of Isengard and are almost as strong as many heroes. The Berserkers fight individually and can light a torch to detonate a mine or they can ride a siege ladder.

Uruk Pikemen

Cost \$300

Recruited from: Uruk Pit

Requires rank 2 Uruk Pit

Weapon Upgrade: anti-cavalry bonus

Heavy Armor Upgrade Available

The Uruk Pikemen of Isengard are vital to the survival of the army when the Rohirrim are nearby. Armed with long poles, the uruks are always ready to take out enemy cavalry.

10 uruks per horde.

Uruk Crossbowmen

Cost \$300

Recruited from: Uruk Pit

Fire Arrows Upgrade Available

Heavy Armor Upgrade Available

The Uruk Crossbowmen are the archers of Isengard. With their crossbows they are prepared to attack the enemy from a distance.

10 uruks per horde.

Warg Riders

Cost \$500

Recruited from: Warg Pit

Weapon Upgrade: trample knockback

Heavy Armor Upgrade Available

The warg riders are the cavalry of Isengard. Individually both the orcs and the wargs are fearsome but added together they are a deadly combo.

5 wargs per horde.

Siege Ladder

Cost \$100

Built from: Siege Works

The siege ladders of Isengard allow the uruks to scale the enemy castle walls and potentially avoid the rest of the defenses completely if they can attack from the back or side of the castle.

<p>Ballista Cost \$500 Built from: Siege Works</p>	<p>Useful when the army of Isengard needs to take out enemy defenses from a distance, the Ballistaes can take down enemy castle defenses or enemy units.</p>
<p>Battering Ram Cost \$250 Built from: Siege Works</p>	<p>The battering rams can be used to break into enemy castles or to destroy their buildings.</p>
<p>Explosive Mine Cost \$1000 Built from: Siege Works Requires rank 2 Siege Works or rank 2 Forward Siege Works</p>	<p>The explosive mine is a frightening creation of the wizard Saruman who used one to bring down the wall at Helms Deep, nearly resulting in the defeat of Rohan.</p>
<p>Buildings</p>	
<p>Slaughter House Cost \$350 in castle \$200 outside</p>	<p>One of the main resource producing building for Isengard. Reduces the cost of Warg Riders.</p>
<p>Forge Cost \$400</p>	<p>One of the main resource producing building for Isengard. Reduces the cost of Siege Equipment.</p>
<p>Uruk Pit Cost \$300</p>	<p>The main infantry training building. Can train: -Dunland Wildmen -Uruk Scouts -Uruk-hai fighters -Berserkers -Uruk Pikemen -Uruk Crossbowmen</p>
<p>Isengard Keep Cost \$800</p>	<p>Defensive structure that can fire arrows at enemy troops nearby.</p>
<p>Warg Pit Cost \$800</p>	<p>Trains Warg Riders</p>
<p>Siege Works Cost \$1500</p>	<p>Primary siege equipment construction building. Can build: -Siege Ladder</p>

- Battering Ram
- Ballistae
- Explosive Mine

Isengard Armory
Cost \$1500

Can research the following upgrades:
-Weapon Upgrades
-Heavy Armor Upgrade
-Fire Arrow Upgrade
-Banner Carrier Upgrade

Forward Siege Works
Cost \$1500
Can only be built outside of the castle on a settlement plot.

Can build all siege equipment:
-Siege Ladder
-Battering Ram
-Ballistae
-Explosive Mine

Spells

War Chant (1)

Selected troops receive Damage +30% and Armor +20% for a limited time.

Palantir Vision (1)

Spy on enemies.

Summon Dunland

Wildmen (3)
Summons 6 hordes of Dunland Wildmen. Without timers.

Taint (3)

Corrupt a section of the map. Friendly troops receive Armor +20% when on it.

Devastation (4)

Instantly cuts down a section of the forest and gives you resources per tree.

Freezing Rain (6)

Covers the map in a storm. All enemy leaderships are cancelled out.

Fuel the Fires (6)

All lumber mills are twice as productive.

Summon Balrog (20)

Summon a Balrog of Morgoth with a timer.

Gto Notes

When it comes to Isengard I only have three words to say: upgrades, upgrades, upgrades. Since Isengard doesn't have as many types of specialty troops as the other factions, they make up for it with their upgrades and their speed.

Specific unit notes:

- **Uruk Scouts:** great if you need to keep an eye on your enemy without them knowing. Stealth them in a clump of trees near your enemy and you are all set. Or build lots of them and use them in hit and run tactics. They do the same damage as regular uruks but cost less and are faster.

- **Saruman:** is not a fighter! I've found the best use of Saruman is keeping him in the castle where his Industry power will earn you double resources from all your forges and slaughter houses. Then if your enemy attacks you can use all his powers to help destroy them.
- **Ugluk:** is a fighter! One of the single best swordsmen in the game, Ugluk seems to be able to kill one on one just about any other hero in the game. Or he can decimate enemy troops. Either way, he should always be on the front lines.
- **Grima Wormtongue:** again, not a fighter. He is best used in a sneaky role by hiding near the back of the army so that he provides leadership to them and if needed can run forward and use a power on the enemy. Or team him up with Saruman to earn experience twice as fast.

Mordor

Focus

Mordor believes in strength in numbers, particularly the huge numbers of weak orcs it can recruit and arm. Complementing the masses of orcs are the monsters and allies of Mordor: the Trolls, Mumakil, Haradrim, and Easterlings. For even greater strength, Mordor can turn to one of its great fortresses, Minas Morgul to equip and recruit the even stronger Morgul Orcs as well as enhance the base defenses with the Morgul Castle upgrades. When the orcs of Mordor are covered in Darkness and are led by the captains of Mordor, few can stand in their way for long.

Heroes

Sauron

- **Leadership**
(Damage +100%,
Experience +100%,
Resist Fear, Resist Knockback
affects Mordor troops)
- **Leadership**
(Damage +100%,
Experience +100%,
Spell Damage +100%,
Spell recharge times -25%,
only affects Mordor heroes)
- **Anti-Leadership**
- **Strike of Doom**
(single devastating mace attack)
- **Fireball**

The Dark Lord Sauron is the ruler of Mordor and the leader of all the evil peoples of Middle-earth. From his fortress of Barad-dûr he commands the might of Mordor. Once he gets the One Ring back he will be able to take physical form again and likely conquer all of Middle-earth.

-Starts at Level 10

-Summoned by the Summon Sauron spell.

-Once summoned he acts like a normal hero with no timer.

Witch King

- **Leadership**
(Damage +100%,
Armor +20%,
Experience +200%)
- **Toggle Sword / Mace**
- **Screech**
(makes enemies run in fear)
- **Black Breath**
(allows you to control nearby enemies for a short time)
- **This is my Hour**
(kills all enemy heroes within a small radius around the Witch King. Must be on foot to use)
- **Mount**

-Starts at level 10
-Cost \$5000

Lord of the Nazgul, the Fell Captain, Witch King of Agmar, Lord of the Morgul Vale, these are all titles for the great lord of men turned wraith. Now the strongest servant of Sauron, the Witch King leads the armies of Mordor in battle. It is said that no man can kill him.

Nazgul on Fellbeast (3 available)

- **Screech**
(makes nearby enemies run in fear)

-Starts at level 10
-Costs \$3000

In the dark secret places of Mordor Sauron has bred winged beasts to serve as steeds for his most trusted servants, the Nazgul. While riding the Fell Beasts the Nazgul are capable of wreaking great havoc on the forces of good below.

Mouth of Sauron

- **Leadership (lvl 2)**
(Damage +25%,
Experience +100%)
- **Lieutenant of Barad-Dûr (lvl 2)**
(nearby units receive +35 experience)
- **Anti-leadership (lvl 3)**
- **Trickery of Words (lvl 4)**
(control nearby enemy units for a short time)
- **Sorcery (lvl 7)**

The Mouth of Sauron is the Emissary of Sauron and Lieutenant of Barad-Dûr. He has learned some dark magic from his master Sauron which he uses to harm the forces of Gondor and Rohan.

(ignites a fire at selected location which hurts enemy units who walk through it)

- **Mount (lvl 1)**

-Starts at level 1

-Costs \$2000

Gothmog

- **Leadership (lvl 2)**
(Damage +25%, Armor +15%, Experience +25%, Resist Fear)
- **Siege Leadership (lvl 4)**
(Damage +25%, Armor +15%, Range +20%, Speed +25%, only affects Siege Equipment)
- **Summon Wargs (lvl 6)**
(summon 6 wargs without timers)
- **Summon Evil Men Army (lvl 8)**
(summon 2 Mumakil, 2 Haradrim hordes, 2 Rhun Pikemen hordes, 2 Rhun Archer hordes, and 2 Rhun Swordsmen hordes. Without timers)
- **Mount (lvl 1)**

-Starts at level 3

-Costs \$1200

Khamul

- **Leadership (lvl 2)**
(Damage +25%, Armor +20%, Experience +50%, only affects Rhun soldiers)
- **Blade Master (lvl 3)**
- **Pillage (lvl 5)**
(earn resources for each enemy killed)

-Starts at level 1

-Costs \$1200

Haradrim Captain

- **Champion of the South (lvl 2)**

Gothmog is the Lieutenant of Minas Morgul and is second in command of the Mordor army during the siege of Minas Tirith.

When Rohan arrived and decimated the initial wave of orcs, it was he who sent in the Southrons and Easterlings to attack the Rohirrim.

Khamul is the leader of the Soldiers of Rhun. He is an excellent swordsmen and a strong fighter.

The Haradrim Captain is the

- (Blade Master)
- **Leadership (lvl 1)**
(Damage +25%, Armor +10%,
Experience +50%,
only affects Haradrim)

leader of the Haradrim and a
strong swordsmen.

-Starts at level 1
-Cost \$800

Gorbag

- **Leadership (lvl 1)**
(Damage +50%,
Experience +100%,
only affects Morgul Uruks)
- **Pillage (lvl 5)**
(earn resources for each enemy
killed)

Gorbag is an Uruk from Minas
Morgul who leads a fast moving
party of Uruk Scouts in the
defense of Mordor.

-Starts at level 1
-Costs \$800

Shagrat

- **Leadership (lvl 1)**
(Damage +25%, Armor +10%,
only affects Orcs)
- **Killing Blow (lvl 3)**
(single strong attack)

Shagrat is the Orc Captain of
the Tower of Cirith Ungol. He
and his men have had many
encounters with Shelob, but not
all have lived to tell the tale.

-Starts at level 1
-Costs \$800

Grishnakh

- **Leadership (lvl 1)**
(Damage +25%
only affects Orcs)

Grishnakh is an orc in the
service of Sauron. He was
entrusted with the secret
mission to capture the Ring
from the Fellowship and bring
it back to Mordor. However the
Uruks of Isengard got there
first and took Merry and Pippin
hostage believing they had the
Ring.

-Starts at level 1
-Costs \$100

Units

Mordor Orc Fighters

Cost \$1

Recruited from: Orc Pit and Morgul Barracks

Cheap, weak, and fast to recruit, the Orcs form the core of the Mordor Army.

Equipped with swords, clubs, spears, hammers, and anything else that can be used as a weapon the Orcs always are ready for battle.

10 orcs per horde.

Mordor Orc Pikemen

Cost \$1

Recruited from: Orc Pit and Morgul Barracks

Weak orcs equipped with long pikes to discourage any cavalry from attacking. But not really a very effective threat...

8 orcs per horde.

Mordor Orc Archers

Cost \$1

Recruited from: Orc Pit and Morgul Barracks

Weak orcs equipped with bows and arrows for ranged attacks.

They could use some more practice...

10 orcs per horde.

Haradrim Lancers

Cost \$200

Recruited from: Haradrim Palace

Evil men in the service of Sauron who use lances, and bows when riding Mumakil, to attack the enemy from a distance.

5 men per horde.

Easterling Swordsmen

Cost \$400

Recruited from: Haradrim Palace (required: Rank 2)

The elite swordsmen of Mordor, these warriors hail from the land of Rhun to the East of Mordor and are evil men in the service of Sauron.

5 men per horde.

Easterling Archers

Cost \$400

Recruited from: Haradrim Palace (required: Rank 2)

Nearly as strong and accurate as the Gondorian Archers, these evil men are the elite archers of Mordor.

5 men per horde.

Easterling Pikemen

Cost \$400

Recruited from: Haradrim Palace (required: Rank 2)

The elite pikemen of Mordor and one of the fiercest fighting groups in Middle-earth, the Easterling Pikemen are known for ruining the cavalry of their enemies.

5 men per horde.

Morgul Orcs

Cost \$200

Recruited from: Morgul
Barracks

The Morgul Orcs are orcs that have recieved better training, rations, and equipment. They are a formidable foe on any battlefield and they function as a proper army unit; not as a mindless rabble like the regular orcs.

10 orcs per horde.

Morgul Uruks

Cost \$500

Recruited from: Morgul
Barracks

Limit: 5 hordes

Strong and fast, the Morgul Uruks were bred for the defense of Mordor, however not many are ready for service yet.

10 uruks per horde.

Mountain Troll

Cost \$1000

Recruited from: Troll Cage

The Mountain Trolls are the cavalry of Mordor. When they see an enemy they charge at them at full speed. They enjoy using trees as clubs and have been known to eat a nearby orc when hungry.

Drummer Troll

Cost \$800

Recruited from: Troll Cage
(required: Rank 2)

The Drummer Trolls of Mordor help the armies of Mordor keep in step as well as strike fear into the hearts of their enemies. They also excite the orcs of Mordor into a frenzy.

Armored Attack Troll

Cost \$2000

Recruited from: Troll Cage
(required: Minas Morgul Spell)

The Armored Attack Trolls are heavily armored against enemy arrows and swords and wield a huge iron sword. They are also stronger than normal trolls.

Mumakil

Cost \$2000

Recruited from: Mumakil Pen

The Mumakil, or Oliphant, is a giant beast closely resembling the modern day elephant, except the Mumakil is several times larger and much more fierce. Ridden and controlled by the Haradrim, the mumakil are towers of defense on the battlefield and are very effective against enemy cavalry or castles.

Battering Ram

The mordor battering ram is a useful

Cost \$250
Built from: Siege Works

tool in any siege. It also can be used against enemy buildings.

Siege Tower

Cost \$800
Built from: Siege Works
(outside the castle walls only)

The Mordor Siege Tower can get through castle defenses when the battering ram fails. It is much stronger against archer attacks and unless the enemy has fire arrows or swordsmen nearby it will get your troops on the wall.

Catapult

Cost \$800
Built from: Siege Works

The Mordor Catapults can be used for ranged attacks on enemy structures, walls, and units. Though the catapults are not accurate enough to be used reliably against troops.

Grond

Cost \$15000
Built from: Siege Works
(required: Rank 3)

The great battering ram Grond, forged in the smithies of Mordor, named for the Hammer of Morgoth. Strengthened by evil spells, it is nearly impossible to destroy without swordsmen.

Bring up the Wolf's Head!

Buildings

Slaughter House

Cost \$350 in castle
\$200 outside

One of the main resource producing building for Mordor.
Reduces the cost of Trolls and Mumakil.
Orcs can be fed into the Slaughter House for additional resources.

Forge

Cost \$400

One of the main resource producing building for Mordor.
Reduces the cost of Siege Equipment.

Orc Pit

Cost \$400

The main infantry training building.

Can train:

- Orc Fighters
- Orc Pikemen
- Orc Archers

Can research:

- Fire Arrows
- Banner Carrier Upgrade

Haradrim Palace

Cost \$300

The main training building for Mordor's allies.

Can train:

- Haradrim Lancers
- Rhun Swordsmen
- Easterling Pikemen
- Easterling Archers

Can research:

- Banner Carrier Upgrade

Morgul Barracks

Cost \$300

Required: Minas Morgul Spell

The main upgraded training building for Mordor.

Can train:

- Orc Fighters
- Orc Pikemen
- Orc Archers
- Morgul Orcs
- Morgul Uruks

Can research:

- Fire Arrows
- Banner Carrier Upgrade

Troll Cage

Cost \$1200

Can train:

- Mountain Trolls
- Drummer Trolls
- Armored Attack Trolls

Mumakil Pen

Cost \$2000

Can train:

- Mumakil

Siege Works

Cost \$1500

Primary siege equipment construction building.

Can build:

- Battering Ram
- Siege Tower
- Catapult
- Grond

Morgul Wall

Cost \$1000

Required: Minas Morgul Spell

Part of the Morgul Castle upgrade unlocked by the Minas Morgul Spell. Builds a wall piece around the castle.

Morgul Gargoyle Statue

Cost \$200

Another part of the Morgul Castle upgrade unlocked by the Minas Morgul Spell. Can build two Gargoyle statues at the entrance to the castle that provide:

- Leadership: Damage +100%
- Anti-leadership
- Detects Stealthed Units

Spells

Taint (1)

Corrupt a section of the map. Friendly troops receive Armor +20% when on it.

Eye of Sauron (1)

Use the Eye of Sauron to spy on the enemy or to encourage your troops. Damage +50%, Experience +100%

Industry (2)

Temporarily increase production at selected resource producing buildings.

Scavenger (4)

Earn resources for each enemy killed.

Call the Horde (4)

Temporarily increase unit production speed of all Orcs and all Trolls.

Darkness (6)

Covers the map in darkness. Damage +25%, Armor +10% to all friendly troops.

Minas Morgul (8)

Unlock all Morgul related units, powers, and buildings.

Summon Sauron (20)

Summon the Dark Lord Sauron to the battlefield. Sauron is a normal hero after being summoned. No timers.

Gto Notes

I have to admit, I love Mordor. I love sending in the masses of orcs led by a few heroes and complemented by a few Trolls or Mumakil. And so it works out great that the best strategy for Mordor is to rely on the masses of orcs (which now come in Fighter, Pike, and Archer flavors) backed up by some trolls and other monsters and heroes. Mordor's orcs also work best when they have tons of leadership with them, so you are going to want to get as many heroes, drummer trolls, spells, and powers that you can to help them win the battle.

Specific unit notes:

- **Rhun:** The elite infantry units of Mordor, the Easterlings are the units you want if you need a strong side army.
- **Morgul Orcs:** much like the Easterlings, the Morgul Orcs are the late-game strong infantry of Mordor. However they differ from the Easterlings in that they are cheaper and slightly weaker. So you can have more Morgul Orcs

that are individually weaker and cheaper or fewer Easterlings that are individually stronger and more expensive.

- **Morgul Castle:** the Morgul Castle upgrades are well worth the cost if you are heading into a long game that seems to be even. The walls and gate can provide cover for you to build up your forces without worrying about the hit and run tactics of your enemy while the stronger Orcs, Uruks, and Attack Trolls can provide a bonus on offense.

Credits:

Mod team and contributors

(in no particular order)

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- Dark Lord of the Sith
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- **Arborlon Elf**
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List of assets given to the mod:

- **Mordor**
 - Mouth of Sauron (by Lauri)
 - Gothmog (by EA and Celeglin)
 - Shagrat (by Cahik)
 - On-Foot Nazgul (by Vapula...given to the mod by King of the Universe)
 - Morgul Statue (by HastyNancingEnt, Animations by Lauri, skin edited by GothmogtheOrc)
 - Morgul Citadel (by GothmogtheOrc, skin originally by Celeglin)
 - Morgul Walls and Gate (by GothmogtheOrc)
 - Mordor/Morgul Base .bse file (by GothmogtheOrc and Lauri)
 - Morgul Banner Carrier (by Cahik)
 - Morgul Orcs (by Nightmare and DlotS)
 - Rhun Swordsmen (model by GothmogtheOrc, skin by Nertea edited by GothmogtheOrc)
 - Haradrim Captain (Model by Lavskaegge, binded by Lauri)
 - Rhun Archers (by Nightmare and DlotS)
 - Orc Fighters (by Nightmare and DlotS)
 - Orc Pikemen (by Nightmare and DlotS)
 - Orc Archers (by Nightmare and DlotS)
 - Troll with Sword (by GothmogtheOrc)
 - Armored Troll (by Nightmare and DlotS)
 - Mouth of Sauron 'Sorcery' fire fx (by DlotS from BFME+ mod)
 - Rhun/Easterling skins (by GothmogtheOrc)
 - Haradrim skins (by GothmogtheOrc)
- **Isengard**
 - Sharku (by Vapula...given to the mod by King of the Universe)
 - Ugluk (by Vapula...given to the mod by King of the Universe)
 - Crow Horde (Model by GothmogtheOrc, helped by Dark Lord of the Sith and N19HtmAr3, code by DlotS, edited by GothmogtheOrc)
 - Saruman (model by EA, edited by GothmogtheOrc)
 - Grima Wormtongue (donated, edited and skinned by FlameGuard, modelled by Pacman/Feudal_Knight)
 - Isengard Forward Siege Base (by Lauri)
 - New Skins by Nertea: Berserker, Crossbowmen, Saruman, Ballistica, Uruk-hai, Warg Rider

- New Uruk-hai with Shields (by unknown contributor)

- **Gondor**

- AragornII (model by GothmogtheOrc, skins by GothmogtheOrc, animations by Lauri)
- Tower Guard (model by Feanor and GothmogtheOrc, skin by Feanor, GothmogtheOrc, and Lauri)
- Pippin Heavy Armor Skin (by GothmogtheOrc)
- Gondor Spearmen (model by GothmogtheOrc, Skin by Nertea)
- Beregond (model and skin by GothmogtheOrc, parts from Lauri and Feanor)
- Boromir HA (model and skin by GothmogtheOrc, parts from Lauri and Feanor)
- Prince Imrahil (by Nertea)
- Knights of Dol Amroth (by Nertea)
- Fiefdom units of Gondor: Spearmen of Pelagir and Axeman of Lossnarch, (and unused Footman of Ringlo Vale and Bowman of Morthond) (by Nertea)
- Gandalf, Gimli, Legolas, Boromir, Faramir (by Celeglin from TEA)
- Gondor Beacon (by GothmogtheOrc)
- King of the Dead (by GothmogtheOrc)
- Oathbreaker Cavalry (by xxxMr. Xxxx)

- **Rohan**

- Men of the Westfold (model by Nertea, skin by GothmogtheOrc, scripting help by zimoo, lauri, and Sûlherokhh)
- Rohirrim skins (by GothmogtheOrc)
- Elves skins (by Celeglin from TEA, edited by GothmogtheOrc)
- Theoden, Eomer, Eowyn, Hama, Gamling (by Celeglin from TEA)
- Theodred, Grimbold (by GothmogtheOrc)
- Elfhelm, Erkenbrand (by GothmogtheOrc and Celeglin)
- Blue Wizards (by Celeglin)
- Haldir (by Vapula, edited/revised by GothmogtheOrc)
- Yeoman Archer skins (by GothmogtheOrc)

- **Other**

- T3A Hosted Intro Video (by DIGI_Byte)
- Kings of the West loading art (by GothmogtheOrc)
- Edoras map (by EA and Spartan184)
- Amon Hen, Lothlorien, Minas Tirith, and Isengard maps (by EA and matt)
- Minas Morgul map (by matt)

- **Paths of the Dead map (by GothmogtheOrc)**
- **Wold Blizzard map (by EA and GothmogtheOrc)**

Note: my records are extensive but not perfect, so if you see something in the mod and you believe that it is yours or someone else's and it was not credited above please let me know and I will give credit. It is not my intent to steal anyone's work and I do not claim to have made everything included in the mod. Furthermore before adding anything to the mod I did make sure that I had the author's explicit permission and/or that the author had made it publically clear that the item was allowed to be used in other mods with credit; so any errors are limited to forgetting to provide the credit, not in lack of permission.

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Addendum (not in license agreement)

I am fine with you using almost any of the parts of the mod in your mod(s), I just would appreciate you asking first as there are a few pieces that I do not plan on giving permission to use. Namely the Morgul castle walls, juts, gates, bridges, statues, and citadel. I want to keep these unique to my mod or a very select few mods. But most other art or code assets may be used with permission.

- **Special thanks to:**

- Rob38 for the excellent tutorial on forged blade and fire arrow settings and on horde mounting.
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- Hostile for hosting me at The3rdAge.

Extra special thanks to Revora and The3rdAge and their members for hosting, forums, and a great modding community.

Links to partner mods or sites:

Bfme 1 mods:



Bfme 2 or RotWK mods:



Great sites for modding and hosting:



Shagrat and Gorbag issues:

On page 721 of The Two Towers, "The Choices of Master Samwise", Gorbag says the following to Shagrat:

QUOTE: Always the poor Uruks to put slips right...

This means that atleast one of them is an uruk and the way it is said suggests that gorbag is an uruk since that saying implies that the speaker is part of the group mentioned. It doesn't say whether shagrat is an uruk or not, and the rest of the chapter uses Orcs and Uruks interchangably when talking about the two groups (shagrat's tower people and gorbag's uruks from morgul).

Interestingly if you watch the scene in the movie (which I am doing as I write this), shagrat's book lines are almost all said by the orc... The part about everything going to the great eye was Shagrat in the book... the orc coming back to frodo after the fight was shagrat in the book (and the orc in the movie)... the movie orc is more familiar with Shelob and explains to the uruk what she does, suggesting that the orc lives in the tower and deals with shelob more often (shagrat)... the orc is also the one who orders his troops "Get him [frodo] to the tower!" a command that the commander of the tower (shagrat) would say. There are only two problem with PJ's film: it's the uruk who says "I don't take orders from stickin morgul rats" and the uruk who runs away with Frodo's mithril shirt to Barad-dur (possible reason is that sam kills the other orc in the tower so PJ had to use the uruk in this role). They NEVER actually say their names in the movie...

So, what I decided was that because PJ showed us two orcs, one an uruk and one an orc, was that shagrat should be the orc and gorbag must be the uruk.

I could be wrong, but this is the view I've taken as it makes the most sense to me.
And my ideas + my mod = shagrat an orc.