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THE LORD OF THE RINGS™

THE **BATTLE** FOR
MIDDLE-EARTH™



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THE LORD OF THE RINGS™

THE BATTLE FOR MIDDLE-EARTH™

PRIMA Official Game Guide

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Prima Games

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WELCOME TO MIDDLE-EARTH

About This Guide

Thank you for purchasing Prima's Official Strategy Guide to *The Lord of the Rings™, The Battle for Middle-earth™*. We've spared no effort to bring you all of the tips, tricks, strategies, and hints that will help you defeat any army in any game mode. This guide is divided into three main sections:

Introduction

The first section of this guide expands upon the information found in the instruction manual and teaches you to win battles by preparing for them, maintaining your army, and attacking your enemy strategically. No matter which game mode you decide to play, you'll want to check out this section in detail.



The Forces of Good and Evil

The middle section of this guide gives you detailed statistics for every hero, unit, and building in the game, including their armor values, attack types, and special ability descriptions. Study not only the forces at your disposal but also the strengths and weaknesses of your enemies!

Campaign Walkthrough

The last section of this guide is a comprehensive overview of every battle in the Good and Evil campaigns, with more than 70 maps listing every building site, treasure trove, and mission-critical item or location.



These maps can also be used as a reference for the Skirmish or Multiplayer modes. The single-player and multiplayer Skirmish maps are *nearly* identical.

NOTE

The walkthroughs for the Campaigns don't just get you through each battle—they teach you how to decisively crush your enemies and end every battle ready for the next one. All of the walkthroughs were written for the Hard Campaigns, so if you play through Campaign mode with this walkthrough, you'll be almost unstoppable when playing online!



Basic Controls

The controls in *The Battle for Middle-earth™* are intuitive and easily mastered.

Menu Controls

CONTROL	EFFECT
Left-click on an option	Select that option
[ESC]	Cancel choice/return to previous menu

Battle Controls

CONTROL	EFFECT
Left-click on unit/building	Select unit/building
Move mouse to edge of screen or [←][↑][→][↓]	Scroll screen
[4] and [6]	Rotate camera
[2] and [8]	Zoom camera in/out
[5]	Reset camera to default zoom and orientation
[Ctrl]+function key (F1 to F8)	Bookmark current camera location
Function key (F1 to F8)	Jump to bookmarked camera location
[E]	Select all units on the screen that are of the same type as the selected unit
[E], [E]	Select all units on the battlefield that are of the same type as the selected unit
[Q]	Select all of your fighting units on the battlefield
[Shift]+[←] and [Shift]+[→]	Select next/previous unit or horde
[A]+right-click	Order units to attack-move to a location, fighting any hostile forces they encounter on the way
[G]+right-click	Order units to guard a location
[S]	Stop selected units

Battle Controls (cont'd)

CONTROL	EFFECT
[Ctrl]+number key (1 to 9)	Assign currently selected units to a group
Number key (1 to 9)	Select group
Tap number key (1 to 9) twice	Select group and jump camera to its location
[Alt]+Number key (1 to 9)	Jump camera to a group without selecting it
[H]	Jump camera back to your home base
[Ctrl]+[H]	Select hero (press repeatedly to cycle through heroes)
[Spacebar]	Jump camera to the location of the last event
[ESC]	Pause game and bring up pause menu
[←Enter]	Chat with everyone (Multiplayer)
[Backspace]	Chat with allies (Multiplayer)
[F12]	Capture screenshot to My Documents\Lord of the Rings RTS\shotXXX.tga



Main Menu



There are six options on the Main Menu:

Solo Play

The Solo Play Menu has four options: Campaign, Skirmish, Load, and Back.

- **Campaign:** Choose this option to start or continue a Good or Evil Campaign.
- **Skirmish:** Choose this option to start a Skirmish (single battle).
- **Load:** Load your saved game data by clicking on the Load button.
- **Back:** This button returns you to the Main Menu.

Multiplayer

The Multiplayer Menu has four options: Online, Network, Load Replay, and Back.

- **Online:** Compete in single battles against opponents from all over the world! (Requires an internet connection to play.)
- **Network:** Play single battles against opponents on a local network.
- **Load Replay:** Relive your greatest victories by loading saved game replays here.
- **Back:** Return to the Main Menu.

Options

Adjust Display, Controls, and Audio Controls options from this menu.

Display Options

The Display Options change the way the game looks on your monitor.

- **Resolution:** Higher numbers mean a wider field of view, but they also require more powerful processors and video cards to ensure solid performance.

- **Detail:** The higher the level, the more detailed the game looks. However, higher detail levels require more system resources.
- **Brightness:** Turn up the brightness level of the game if it seems too dark.
- **Show All Health Bars:** Enable this if you want to see the health bars for the heroes, units, and buildings.
- **Show Unit Decals:** Display or hide the icons for selected units in the game.

Controls Options

The Controls Options let you adjust the way the mouse operates during the game.

- **Scroll Speed:** The farther you move this bar to the right, the faster the map scrolls when you use the arrow keys or move the mouse to the edge of the screen.
- **Alternate Mouse Setup:** Turn the alternate mouse configuration on or off.

Audio Controls Options

The Audio Controls Options affect the sounds in the game and the volumes they are played at.

- **Music:** Raise or lower the level of the background music.
- **Sound FX:** Raise or lower the level of the sound effects.
- **Voice:** Raise or lower the level of the spoken voices in the game.
- **Ambient:** Raise or lower the level of the ambient sounds in the game (water, wind, etc.)
- **Movie:** Raise or lower the overall level of the movies that play during the game.
- **EAX3:** Turn this on if your sound card supports EAX3 to improve audio quality. If your card doesn't support EAX3 (or if you don't know if it does or not), leave it unchecked.
- **High Audio Quality:** Enable surround sound and dynamic reverb, and increase the number of ambient sounds.

Battle School

Select Battle School to watch a number of tutorial movies that teach you about the world map, moves and attacks, bases and units, heroes, veterancy, and special powers. Battle School makes an excellent companion to the introductory chapters of this guide. Check it out if you are new to *The Battle for Middle-earth*™.

Credits

Click this button to see the names of the hard-working folks who brought you the greatest *The Lord of the Rings*™ game of all time!

Exit

When you are ready to return to the desktop and stop playing *The Battle for Middle-earth*™, click this button.



WINNING THE BATTLE FOR MIDDLE-EARTH: A TUTORIAL

Building Bases



In most battles, your first priority is to establish a base that you can use to harvest resources and produce and upgrade additional troops. Failing to develop and maintain at least one stronghold is the quickest way to lose a battle.

Building Sites



Structures can be constructed only on special areas called building sites. Approach these building sites with any unit or

horde to claim them for your own, then "unpack" them to build on them. Generally speaking, always settle the nearest building site to your initial position on the battlefield. If there is more than one building site nearby, choose larger sites over smaller ones. There are four varieties of building sites:

Settlement

These modest building sites can support a single Farm, Lumber Mill, or Slaughter House. Conquering settlements should be low on your list of priorities, as you can build only a very limited selection of structures on them. However, once you have established a camp or castle, snapping up the settlements around it is an excellent way to boost your resource production.



Unpack Cost, Farm and Labor: 200
Unpack Cost, Slaughter House: 350

As the Good Campaign progresses, the Rohan army can also construct Ent Moots on settlements at a cost of 5,000 resources.

NOTE



Outpost

Unpack outpost sites to raise a Citadel and three building foundations. Just about any type of building can be constructed on an outpost building foundation. As its name implies, an outpost makes a strategic foothold on the battlefield, but it doesn't serve well as a main encampment.



Unpack Cost: 800

Camp

In most battles, your main base will be a camp. Unpack it to reveal several building and defensive foundations (the exact number of each depends on the army). Though a camp is large enough to maintain your army, continue to seize outposts and settlements to increase your resource production.



Unpack Cost: 2,000

Castle



Unpack Cost: 5,000

Castles are the largest building sites in *The Battle for Middle-earth™*. They have more building and defensive foundations than camp sites, making them the most strategically important locations on any battlefield. Taking a castle from your enemy—or losing your own to your foes—generally signals the beginning of the end of any battle.

Expansion vs. Fortification

One of the trickiest skills to master in *The Battle for Middle-earth™* is knowing when to send your units out to conquer additional building sites and when to hold off on the expansion and fortify your existing holdings.

Generally speaking, always have a group of units exploring the battlefield and settling new areas. However, with each site you develop, you have to leave several hordes or battalions there to defend it. This isn't much of a problem when you have a high command limit, but when you are just starting out, it's easy to overextend yourself by developing sites that you don't have the troops to adequately defend. If you find yourself being constantly attacked and unable to build up enough troops to mount a counteroffensive, consider sacrificing your less-important sites for the sake of fortifying the ones of greater strategic value.

The closer your unpacked sites are to enemy territory, the more frequently they will be attacked. Settlements and outposts along the fringes of the battlefield tend to attract less attention (and require fewer defenders) than those located in the center of it. However, you can also strategically occupy sites that your enemy can't resist attacking. This keeps them away from your main base while you raise a mighty army.

Building Structures

There are three main components to unpacked camp and castle sites: the Citadel, the building foundations, and the defensive foundations.

Citadel

The Citadel is the heart of the building site. If the Citadel is ever destroyed, you cannot construct any buildings on the site until the Citadel is repaired. If the Citadel and all other buildings on the site are destroyed, the site is considered destroyed and must be re-unpacked before it can be built upon again.

Citadels also serve as the resurrection locations for fallen heroes. Select the Citadel to see the portraits of all heroes that can be revived and summoned, and click on the portraits to revive the heroes.



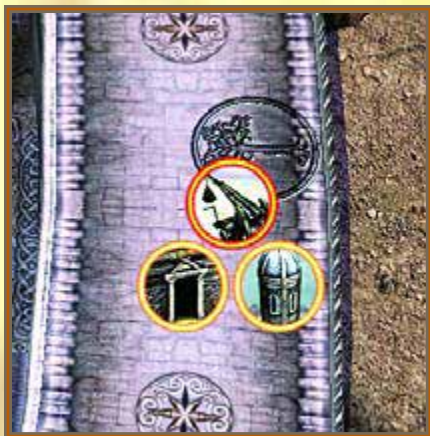


Building Foundations



The camp or castle's building foundations are arranged in a ring around the Citadel. Click on them to bring up the portraits of the buildings that can be constructed there. Just about every structure must be built on a building foundation.

Defensive Foundations



Certain structures, such as Sentry Towers, can be built only on defensive foundations. In Good castles, these defensive sites appear along the castle wall. Defensive foundations support a limited variety of defensive structures, but they

provide a low-cost solution for camp and castle defense that doesn't cut into your command limit.



Harvesting Resources



After unpacking your first building site, immediately construct at least one building that produces resources (Farms and Blacksmiths for Good armies; Furnaces, Lumber Mills, and Slaughterhouses for Evil armies). Without resources, you can't build any new structures, train new troops, or upgrade existing warriors. As resource-producing buildings rise in rank, they produce resources more quickly.

Citadels also produce resources, but much more slowly than resource-producing buildings, so don't depend on them for much.

NOTE



Other ways to gather resources include:

- Destroying the lairs of neutral creatures (Wargs, Goblins, and Cave Trolls) on the battlefield to get the treasure left behind when they crumble to dust.

- Killing enemies while under the influence of the Outlaw Leadership and Pillage ability possessed by Éomer and Lurtz, which rewards you with resources for every enemy unit and building destroyed.
- Destroying one of your own buildings to recover some of its resource cost.
- Fulfilling certain optional bonus objectives in some battles; see each battle's description in the Campaign sections of this guide for more information.
- Certain powers and abilities, such as Outlaw Leadership and Scavenger, allow you to earn resources by killing enemy units and destroying enemy structures.

Resource Multiplier

As you complete battles in Campaign mode, you can win bonuses to your resource multiplier as a reward (+10% Resources, +20% Resources, etc.). For example, if you bump your resource multiplier up to 2.0 by winning several battles, Farms that used to produce 15 resources every 6 seconds would now produce 30 resources every 6 seconds. Having a high resource multiplier lets you maintain a high rate of resource production without spreading your forces too thin by having conquered too many settlements and outposts.

Raising an Army



You always begin each battle with a number of troops in your army. If this is the first time you have used this army in Campaign mode, you start with a default army. If you have used the army in previous Campaign mode battles, it begins the battle with the same units it had at the end of its last battle.

However, no matter how impressive your army is at the beginning of a battle, you inevitably lose troops during the fight and need to create more. If you have recently

increased your command limit, you should train additional troops to take advantage of your higher maximum army size. You can train additional units at certain buildings (see "The Forces of Good: Buildings" and "The Forces of Evil: Buildings" sections of this guide for more information).

Groups of Good warriors that are trained and commanded as a single unit are called a **battalion**. Groups of Evil warriors are called a **horde**.

NOTE

Command Limit

During Campaign mode, you can train only as many troops as you have room for in your command limit. The maximum command limit for Good armies is 300; Evil armies have a maximum limit of 600. Every unit, battalion, or horde you train has a command point cost associated with it. If you don't have enough free command points, you can't train any more units until your command point total is lowered by losing units in combat.

Circumventing the Command Limit

Note that the command limit only affects the number of troops you can *train*, not the number of troops you can *have* in your army. If you're clever, you can actually command a much larger army than your command limit would seem to allow.

Battalions or hordes at rank 2 or higher automatically regenerate fallen units (see the "Veterancy" section of this chapter). Send them into battle expecting them to lose members, but don't let every member of the battalion/horde die. When they get down to one or two units, pull them out of the fight. As they lose members, your command point total drops. Once it is low enough to permit you to train additional battalions/hordes, do so until you hit your command limit. You not only add the newly trained troops to your army, you also earn back your fallen units as their battalion/horde regenerates them.

If you fight a battle in which you can call for reinforcements or find and add friendly forces to your army, try to wait to bring them in until you are already at or over your command limit. That way, you can take an army that is already at its maximum size and swell its ranks even further with the reinforcements!



Rally Points

Each unit-producing building has a rally point, which is the location that the units it produces move to. By default, the rally point is directly in front of the building's entrance. To set a new rally point, select the building and right-click on the battlefield where you want the new rally point to be.

Selecting Units



Before you can order a unit to do something, you have to select it. There are several ways to select different groupings of units:

Unit Selection	
COMMAND	EFFECT
Click on a unit	Select that unit and every unit in its battalion/horde (if applicable)
Double-click on a unit OR click on a unit and press [E]	Select that unit and every unit of its type on the screen
Click on a unit and press [E],[E]	Select that unit and every unit of its type on the battlefield
[Ctrl]+[H]	Select next hero

Grouping Units

You can place several units, hordes, or battalions into the same group by selecting them and holding **[Ctrl]** while pressing a number key from **[0]** to **[9]**. When you want to select that group again, just press its number key. Press the number key twice to select it and jump the camera to it, or hold **[Alt]** and press the number key to jump the camera to the group without selecting it.

Combining Battalions/Hordes

Some battalions and hordes can be combined with others to create a single battalion/horde of different types of units. For example, you can combine a horde of Uruk Pikemen with a horde of Uruk Crossbowmen to create a horde that blocks cavalry charges with its pikes and fires arrows at the cavalry at the same time. Select a unit and move the mouse over another unit to see if the two can combine—if they can, the cursor changes to two arrowheads pointing at each other.

Assigning Units to Buildings

Certain units can be assigned to different types of buildings to increase resource production or garrison themselves in them. For instance, Orcs and Uruks can be ordered into a Slaughter House and sacrificed to produce resources, while Archers can be sacrificed to take control of a Ruined Tower, which will attack enemies within range. Select a unit and move the cursor over a building; if the cursor turns into an arrow pointing down, the unit can be assigned to the building.

Guarding Locations

By default, units respond to any enemy threat, chasing down any enemies within their field of vision, fighting until the death, and remaining in that spot if they win the fight. To prevent them from wandering off like this, assign them to guard a location by choosing the Guard command from the *palantír* (or pressing **[G]**) and right-clicking on the area you want them to guard.

Exploring the Battlefield

The Campaign sections of this guide contain detailed maps of every battlefield in *The Battle for Middle-earth™*, which might be your biggest advantage in combat. When you first start a battlefield, you can see only your starting position. The rest of the battlefield, including enemy positions, is obscured by the shroud and the fog of war.

Shroud

The shroud is the inky blackness that covers the battlefield at the start of a battle. As you move your troops across the battlefield, they clear the shroud away for the duration of that battle. Clearing the shroud allows you to see the physical features of the battlefield, including building sites.

Fog of War

The fog of war is the gray filter that covers every inch of the map that is not within your units' visual range. Like the shroud, it is cleared away by your units as they move across the battlefield, but it closes up behind them as they leave an area. So while removing the shroud lets you know where building sites are, you might be surprised to find that your enemies have built on them if they are covered by the fog of war. You can see enemy positions and movements only in areas where the fog of war has been cleared away.

Upgrades

Training units in unit-producing buildings is only half of the task of creating the ultimate army. Freshly created units can be improved with upgrades to make them more effective warriors. Upgrading your units is a key component of waging war effectively. After a certain point, you'll reach your command limit and be unable to train more troops. That's when you need to make sure that the troops you have are as deadly as they can possibly be.

To upgrade a unit, purchase an upgrade from the building that creates it to make the upgrade available. Some upgrades are not available from some buildings until the building reaches rank 2.

Once the upgrade is available, upgrade a battalion or horde by clicking on one of its units, and then click on the *palantír* icon for the upgrade to purchase it.

Banner Carrier

Purchased In: Gondor Blacksmith (rank 2), Isengard Armory, Mordor Haradrim Palace (rank 2), Mordor Orc Pit (rank 2), Rohan Armory



Upgrades: Archers, Elven Warriors, Haradrim, Knights, Orc Archers, Orc Warriors, Peasants, Rangers, Rohirrim, Rohirrim Archers, Soldiers, Soldiers of Rhun, Tower Guards, Uruk Crossbowmen, Uruk Pikemen, Uruk-hai, Warg Riders, Yeoman Archers



Effect: Promotes a battalion or horde to rank 2 instantly, with all of the benefits that accompany it

Fire Arrows

Purchased In: Gondor Archery Range (rank 2), Gondor Forbidden Pool (rank 2), Isengard Armory, Mordor Orc Pit (rank 2), Rohan Archery Range (rank 2)



Upgrades: Archers, Elven Warriors, Orc Archers, Rangers, Rohirrim Archers, Uruk Crossbowmen, Yeoman Archers

Effect: Increases each unit's damage by 15 points of fire damage

Forged Blades

Purchased In: Gondor Blacksmith (rank 2) Isengard Armory, Rohan Armory



Upgrades: Elven Warriors, Knights, Peasants, Rohirrim, Soldiers, Tower Guards, Uruk Pikemen, Uruk-hai, Warg Riders

Effect: Increases each unit's damage by 50 points

Heavy Armor

Purchased In: Gondor Blacksmith (rank 2), Isengard Armory, Rohan Armory



Upgrades: Archers, Knights, Peasants, Rohirrim, Rohirrim Archers, Soldiers, Tower Guards, Uruk Crossbowmen, Uruk Pikemen, Uruk-hai, Yeoman Archers

Effect: Increases each unit's armor by 60 percent

Horse/Knight Shields

Purchased In: Gondor Stable (rank 2), Rohan Stable (rank 2)



Upgrades: Rohirrim, Knights

Effect: Increases each unit's armor by 80 percent





Battle



As the name of the game implies, combat is the main focus of *The Battle for Middle-earth™*. Commanding your forces effectively and knowing their strengths and weaknesses are the keys to victory.

Preparing for Battle

As you have probably noticed by this point, battles are often lost or won before they are even fought. Preparation usually means the difference between victory and defeat.

An army made up of upgraded veteran troops can triumph over a numerically superior force. Rotate injured troops out of the front lines and pull them back to your base, where they can heal up. Replace them with freshly trained troops that are itching to earn some experience and rise in rank.

Don't fight pointless battles either, unless you're only doing it to earn experience for units that will easily survive the fight. Many heroes have special abilities that drive enemies away in fear; make good use of them.

Try to pick fights where you have overwhelming numerical superiority or can force the enemy to come to you. These types of battles favor you and increase your odds of earning a victory while suffering few casualties.

Attacking

Attacking an enemy is as simple as selecting your attackers and right-clicking on their target. Your selected warriors move directly toward the target and attack it with their currently equipped weapons. The fight continues until one side or the other has been killed or run off.

Don't let individual battalions or hordes wander off from the main group by chasing fleeing enemies. It's too easy for them to be picked off by enemy reinforcements.

CAUTION

Strengths and Weaknesses



Take into account the strengths and weaknesses of your army and its troops when deciding how and when to attack your enemy. The strategies that might prove successful for Gondor, for instance, would be completely wrong for the Mordor army.

Gondor



Gondor's heavily armored Soldiers, reinforced structures, and ability to develop siege weapons make them the odds-on favorite for surviving a siege. Upgrade your walls with

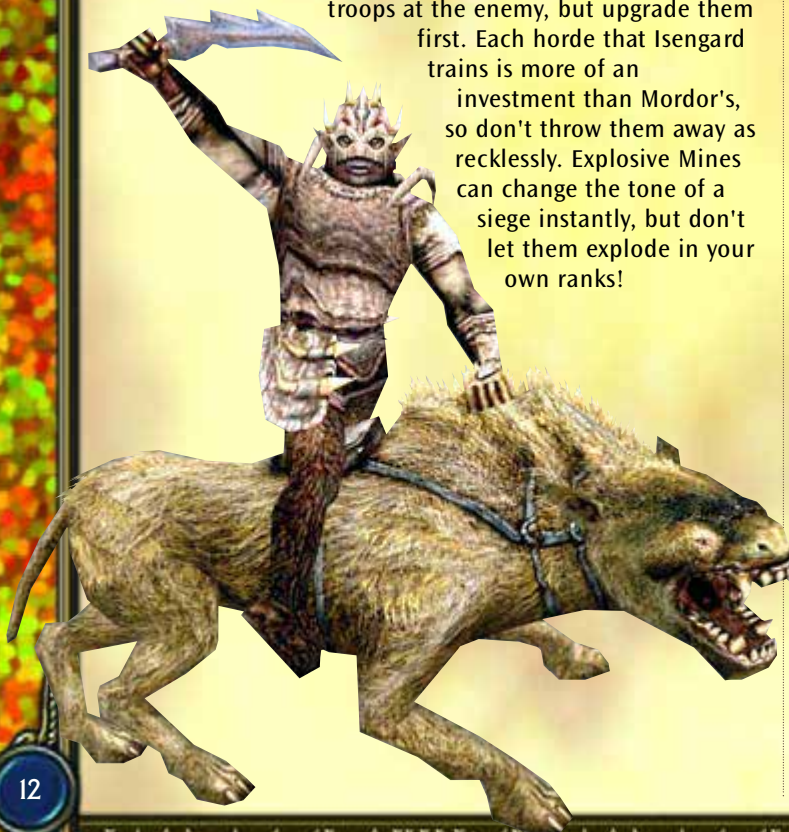
the Numenorian Stonework upgrade from a Stoneworker and raise Battle Towers and Trebuchets on the ramparts. Let the enemy's charge break upon your fortifications before sending out a counter-charge of elite Soldiers to carry the fight all the way back to the enemy base.

Isengard



Isengard has slightly tougher, slightly more expensive troops than Mordor, and it can also purchase Heavy Armor and Forged Blades, unlike Mordor. Follow the general Evil strategy for victory by sending overwhelming numbers of troops at the enemy, but upgrade them first. Each horde that Isengard trains is more of an

investment than Mordor's, so don't throw them away as recklessly. Explosive Mines can change the tone of a siege instantly, but don't let them explode in your own ranks!



Mordor



Mordor's motto is: "Life is cheap." Its Orc Warriors are among the very weakest enemies in the game, but they don't cost any resources to produce. Because Mordor cannot purchase any upgrades except Fire Arrows and Banner Carriers, and because its troop costs are so low, send wave after wave of warriors at the enemy, constantly producing replacements and wearing your foes down through relentless attacks.

Rohan



The Rohan army's greatest strengths are the ensemble of heroes who lead it, and the speed and power of their cavalry. Use Rohirrim and Rohirrim Archers to explore and settle new territory. Defend the territory with foot soldiers, such as Yeoman Archers and Peasants. Earn an early advantage by seeking out and settling as many building sites as possible—or even leading a charge directly at the enemy base at the start of the battle! Rohan only has five different unit types, so focus on upgrading them and earning experience for them. Of all of the armies, Rohan benefits most from having experienced battalions in its army.

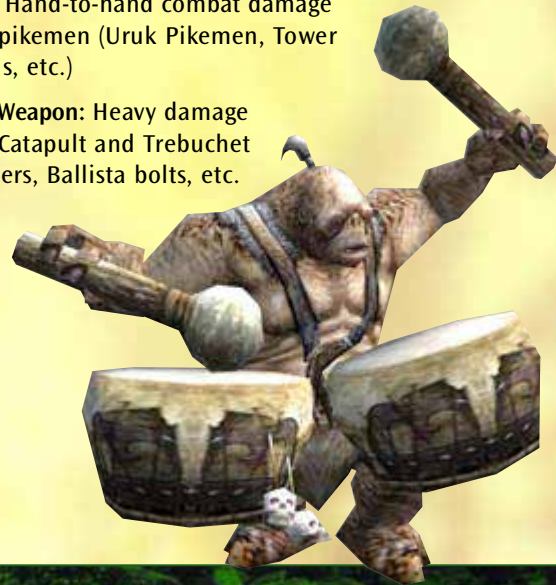


Attack Types

One of the most crucial aspects of combat is understanding the types of damage that units inflict and which units are most vulnerable to it. If you send Uruk Pikemen against an Ent, for example, they'll be slaughtered. However, Orc Laborers can chop Ents down to size in seconds, despite the fact that they are much weaker units than Uruk Pikemen.

The different types of damage are:

- **Archer:** Piercing damage from arrows (Yeoman Archers, Uruk Crossbowmen, etc.)
- **Axe:** Chopping damage from Orc Laborer's axes
- **Boulder:** Structural damage from huge, heavy attacks (Ent rocks, Grond, etc.)
- **Cavalry:** Crushing damage from a rushing charge (Rohirrim, Warg Riders, etc.)
- **Clubbing:** Brute strength damage from heavy, ponderous blows (Ents, Cave Trolls, etc.)
- **Fire:** Burning damage from fire (Fire Arrows, Saruman's Fireball, etc.)
- **Foot Soldier:** Hand-to-hand combat damage from swords and other blades (Soldiers, Uruk-hai, etc.)
- **Magic:** Mystical damage from magical attacks (Gandalf's Wizard Blast, Balrog's summoning, etc.)
- **Melee Hero:** Hand-to-hand combat damage from heroes (Aragorn, Saruman, etc.)
- **Missile Hero:** Ranged combat damage from heroes (Legolas, Lurtz w/bow, etc.)
- **Orc/Uruk:** Melee combat damage from Orc and Uruk swords (Orc Warriors, Uruk-hai, etc.)
- **Pikes:** Hand-to-hand combat damage from pikemen (Uruk Pikemen, Tower Guards, etc.)
- **Siege Weapon:** Heavy damage from Catapult and Trebuchet boulders, Ballista bolts, etc.



For more detailed information on a particular unit's strengths and weaknesses, consult the "Forces of Good" and "Forces of Evil" sections of this guide.

NOTE

Unit vs. Unit Strengths and Weaknesses

TYPE OF UNIT	VULNERABLE TO	RESISTANT TO	STRONG ATTACK AGAINST	WEAK ATTACK AGAINST
Archers	Foot soldiers, Orcs/Uruks	Nothing	Melee enemies that can't reach them	Siege weapons, Foot soldiers, <i>mûmakil</i>
Cavalry (mounted units)	Pikes, melee heroes	Nothing	Foot soldiers, Orcs/Uruks, Archers, siege weapons, buildings	Tower Guards, Ents, pikemen, trolls, <i>mûmakil</i> , Eagles, Nazgûl
Ents	Fire, Orc Laborers, siege weapons, boulders, melee heroes, magic, axe damage	Everything else	Infantry	Orc Laborers
Foot Soldiers	Cavalry	Archers	Archers, siege weapons, pikemen	<i>Mûmakil</i> , Ents
<i>Mûmakil</i>	Fire, siege weapons, boulders, heroes (missile and melee), archers with fire arrows	Everything else	Everything	Nothing
Siege Weapons	Cavalry, Foot soldiers, fire	Archers, missile heroes	Buildings, Ents, <i>mûmakil</i> , other stationary targets	Moving targets
Trolls	Magic, pikemen, melee heroes	Cavalry, Foot soldiers	Melee infantry	Archers with fire

Veterancy



Heroes (other than Gollum and Nazgûl), most units, and some buildings earn experience during battles. Experience automatically purchases "veterancy" for the hero, unit, or building, elevating its rank and improving it in some way.

Heroes and units carry over their veterancy from one battle to the next. Although you must risk them in battle to keep elevating their rank, try to keep experienced heroes and units alive to ensure that you have an experienced army from the start of the battle.

Heroes

Heroes earn experience by killing enemy units and heroes and destroying enemy buildings. The larger and more powerful the enemy, the more experience the hero gains. The amount of experience a hero gets from killing an enemy is its "experience value." See the following sections of this guide for details on the experience values that enemy heroes and units are worth.

Most heroes start at rank 1 and can rise as high as rank 10. If heroes are killed in battle and resurrected at a Citadel, they come back at the same rank they died at. However, higher-ranking heroes take longer to revive.

Heroes benefit from veterancy in a number of ways. As a hero's rank rises, the hero has higher maximum health and damage ratings. Also, at certain ranks, new special abilities become available to the hero. For more information on the advancements that veterancy brings to heroes, see the "Heroes" section of this chapter and the "Forces of Good" and "Forces of Evil" sections of this guide.

Units

Like heroes, units earn experience by destroying enemy buildings and killing enemy units and heroes. Freshly trained units start at rank 1 and can rise to rank 10.

Experienced units have higher health and damage ratings than inexperienced units, but that's not the main advantage of unit veterancy. If a horde or battalion is of rank 2 or higher, fallen units regenerate as long as one member of the horde or battalion is alive, preventing you from constantly having to retrain and re-upgrade fallen warriors.

Buildings

The only types of buildings that earn veterancy are resource-producing buildings (Farms, Slaughterhouses, etc.), which earn experience for producing resources, and unit-producing buildings (Stables, Orc Pits, etc.), which earn experience for training units. These buildings are initially constructed at rank 1 but can rise to rank 3.

Buildings earn additional health as they earn rank. Some of them can produce certain upgrades only at higher ranks, such as the Gondor Blacksmith, which can produce the Banner Carrier, Heavy Armor, and Forged Blades upgrades only at rank 2 or higher. Some buildings gain defense by shooting arrows with rank.

Maximizing Veterancy Opportunities

Having an experienced army to lead from battle to battle is the single greatest advantage you can have over your enemies. Always look for opportunities to increase your heroes' and units' rank.

The easiest way to do this is to draw out a battle that is going your way for the sake of giving your inexperienced units some combat experience. For instance, if you have destroyed everything except one of your enemy's outposts, leave it standing and place some rank 1 units near it to kill enemy units as they are trained. This will level those units to rank 2 in no time.

Also, when an enemy structure is nearly destroyed, pull all of your troops back and let a single inexperienced unit or horde finish off the building. The unit that delivers the killing blow is the one that earns the experience value for destroying the building.

Although you can't bring veteran buildings with you from one battle to the next, you should also try to improve your buildings' rank. For instance, the Gondor Archery Range can't produce Rangers until it reaches rank 2, so even if you have two or more Archery Ranges, produce most or all of your Archers from a single Archery Range in order to level it to rank 2 as soon as possible.



Heroes

Heroes are unique units of incredible power that lead their armies into battle. Different heroes have different abilities, and we recommend the "Forces of Good: Heroes" and "Forces of Evil: Heroes" sections of this guide for more detailed information on each of them.

Special Abilities



Most heroes have a number of special abilities. At rank 1, many of these special abilities are not available, but as the hero rises in rank, he or she can use more of these abilities. Although each hero has unique special abilities (see their sections for more information), many of them fall into a few general categories:

Leadership



Leadership abilities are passive, meaning that they are constantly on and cannot be activated or deactivated. Although the exact benefits of a Leadership ability vary from hero to hero, they all endow nearby friendly units with certain bonuses as long as the units remain in the hero's vicinity. These units are surrounded with a glowing aura indicating their affected status. Some Evenstar and One Ring powers (see following) can negate Leadership bonuses.

Power-Up

Power-up abilities, such as Gimli's Slayer and Aragorn's Blade Master, temporarily endow the hero with various bonuses. Note how long the bonus lasts and how long it takes to recharge.



Ranged Strike



Many melee heroes can unleash occasional ranged strikes of devastating power (Faramir's Wounding Arrow, Éowyn's Smite, etc.). Although these can be set to activate automatically, they're worth keeping in reserve to unleash against powerful enemies, rather than potentially wasting them on weak grunts.

Fear

Fear abilities, such as the Witch-king's Screech or Boromir's Horn of Gondor, send nearby enemies fleeing and make them temporarily unable to attack. This makes them into easy targets for your Archers or provides an opportunity to escape from a battle. Stronger and more experienced enemies have a chance to shake off the fear effect before it takes hold.



Some special abilities can be set to automatic activation by right-clicking on their *palantír* icons. Only one ability can be set to auto-activation per hero.

NOTE

Reviving Fallen Heroes



Heroes killed on the field of battle can be revived at any Citadel, but the cost is steep and the resurrection time gets longer the more veterancy the hero has. Unless it's late in the battle and you have more resources than you could ever hope to spend, resurrecting heroes can be a costly, time-consuming procedure that may compromise your security. Do whatever it takes to pull wounded heroes out of battle and back to camp, where they can rest up and recover.

POWERS





Good and Evil armies each have powers that can be purchased with power points. The powers' purchase point values are based on the single-player campaigns. They are different for Skirmish and Multiplayer. Earn power points by destroying enemies in battle and winning battles that offer power points as a reward (+1 Power, +2 Power, etc.). Many powers have prerequisite powers that you must purchase first.

Once purchased, powers are available for use in battle, although each of them must be recharged before they can be used. Not all powers are available in all battles.

Evenstar (Good) Powers



Heal

Purchase Cost: 1 point

Prerequisites: None

Recharge Time: 120 seconds

Effect: Heals targeted units and regenerates one dead unit per battalion



Elven Gifts

Purchase Cost: 1 point

Prerequisites: None

Recharge Time: n/a (constant)

Effect: All heroes gain a +50 percent damage bonus



Power of the Istari

Purchase Cost: 3 points

Prerequisites: Heal

Recharge Time: n/a (constant)

Effect: Gandalf's spells do +100 percent more damage and recharge twice as quickly



Elven Wood

Purchase Cost: 4 points

Prerequisites: Heal or Elven Gifts

Recharge Time: 240 seconds

Effect: Permanently transforms a targeted area of the battlefield into a lush Elven forest that gives all Good units a +50 percent armor bonus and removes Leadership bonuses from Evil units; heroes are unaffected



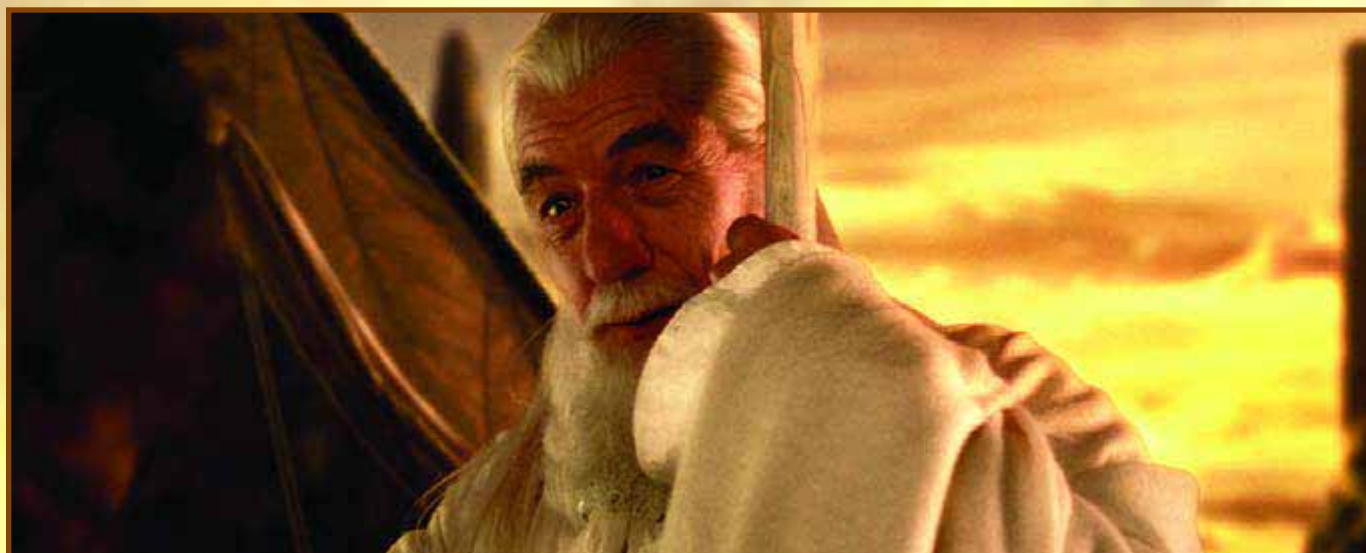
Draft

Purchase Cost: 1 point

Prerequisites: Elven Gifts

Recharge Time: 60 seconds

Effect: Permanently drafts all Peasants in your army, increasing their health and damage values



Cloud Break

Purchase Cost: 8 points

Prerequisites: Power of the Istari or Elven Wood

Recharge Time: 300 seconds

Effect: Negates Freezing Rain or Darkness powers; stuns Orcs and Uruks



Summon Elven Allies

Purchase Cost: 8 points

Prerequisites: Elven Wood

Recharge Time: 300 seconds

Effect: Summons several battalions of Elven Warriors to the targeted area; Elven Warriors remain until killed or their time limit expires



Summon Rohirrim Allies

Purchase Cost: 8 points

Prerequisites: Elven Wood or Draft

Recharge Time: 300 seconds

Effect: Summons several battalions of Rohirrim to the targeted area; Rohirrim remain until killed or their time limit expires



Summon Eagle Allies

Purchase Cost: 10 points

Prerequisites: Cloud Break

Recharge Time: 360 seconds

Effect: Summons a pair of Giant Eagles to the targeted area; Giant Eagles remain until killed or their time limit expires



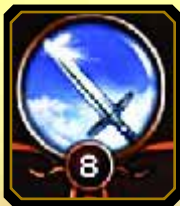
Andúril

Purchase Cost: 8 points

Prerequisites: Cloud Break or Elven Allies or Rohirrim Allies

Recharge Time: n/a (constant)

Effect: Gives Aragorn a 100 percent damage bonus



Summon Ent Allies

Purchase Cost: 10 points

Prerequisites: Summon Rohirrim Allies

Recharge Time: 480 seconds

Effect: Summons several Ents to the targeted area; Ents remain until killed or their time limit expires



Summon Oathbreakers

Purchase Cost: 16 points

Prerequisites: Andúril

Recharge Time: 360 seconds

Effect: Summons the Oathbreakers to the targeted area; Oathbreakers remain until killed or their time limit expires



One Ring (Evil) Powers



War Chant

Purchase Cost: 1 point

Prerequisites: None

Recharge Time: 120 seconds

Effect: Temporarily endows targeted units with +150 percent damage and +50 percent armor



Vision of the Palantír

Purchase Cost: 1 point

Prerequisites: None

Recharge Time: 150 seconds

Effect: Permanently removes the shroud and temporarily removes the fog of war from the targeted area of the map



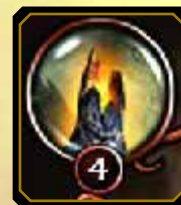
Industry

Purchase Cost: 4 points

Prerequisites: War Chant

Recharge Time: 240 seconds

Effect: Temporarily doubles the targeted buildings' resource gathering





Eye of Sauron

Purchase Cost: 4 points

Prerequisites: War Chant or Vision of the *palantír*

Recharge Time: 180 seconds

Effect: Temporarily reveals stealthed enemies on the targeted area of the battlefield; permanently removes the shroud and temporarily removes the fog of war from the targeted area of the map; gives Orcs and Uruks in the targeted area +150 percent damage and +200 percent experience bonuses; gives 50 percent Armor bonus



Devastation

Purchase Cost: 3 points

Prerequisites: Vision of the *palantír*

Recharge Time: 240 seconds

Effect: Instantly chops down and harvests resources from the targeted grove of trees



Fuel the Fires

Purchase Cost: 8 points

Prerequisites: Industry or Eye of Sauron

Recharge Time: n/a (constant)

Effect: Earn twice as many resources from Lumber Mills and tree harvesting



Scavenger

Purchase Cost: 8 points

Prerequisites: Eye of Sauron

Recharge Time: n/a (constant)

Effect: Every enemy killed and building destroyed earns resources for your army



Tainted Land

Purchase Cost: 6 points

Prerequisites: Eye of Sauron or Devastation

Recharge Time: 240 seconds

Effect: Permanently transforms a targeted area of the battlefield into a desolate, barren plain that gives all Evil units a 50 percent armor bonus and removes Leadership bonuses from Good units; heroes are unaffected



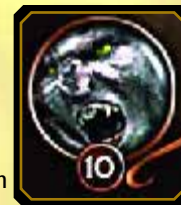
Call the Horde

Purchase Cost: 10 points

Prerequisites: Fuel the Fires

Recharge Time: 300 seconds

Effect: Drastically increases the speed at which Orcs and Uruks are trained for a short time



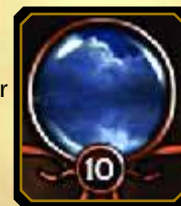
Darkness

Purchase Cost: 10 points

Prerequisites: Fuel the Fires or Scavenger or Tainted Land

Recharge Time: 600 seconds

Effect: Temporarily shrouds the entire battlefield in darkness; infantry hordes get +150 percent damage, +50 percent armor



Freezing Rain

Purchase Cost: 8 points

Prerequisites: Tainted Land

Recharge Time: 180 seconds

Effect: All enemy units temporarily lose all Leadership bonuses



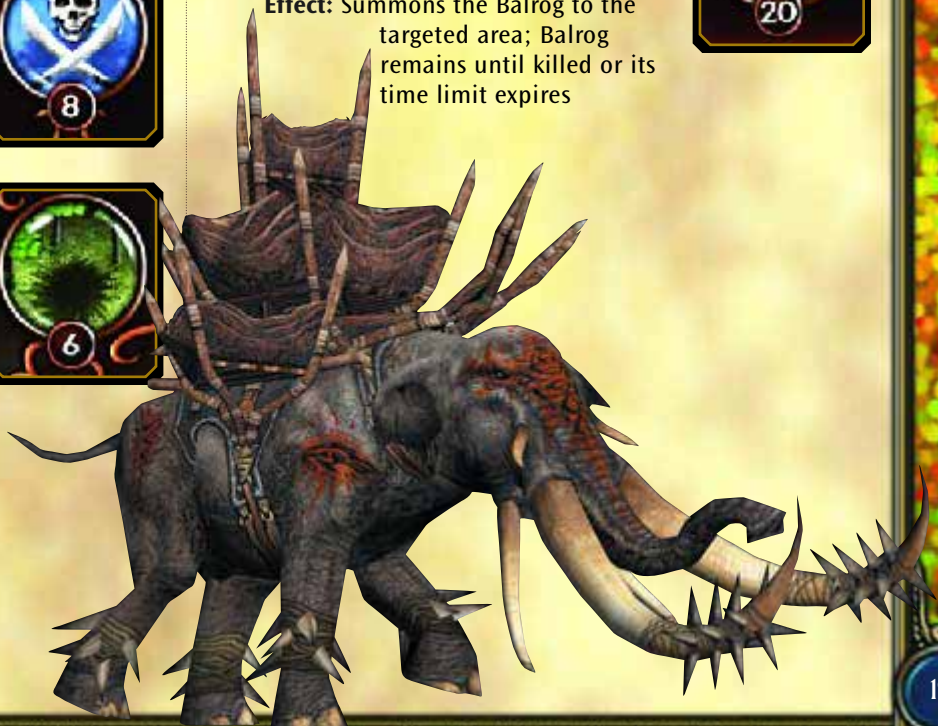
Summon Balrog

Purchase Cost: 20 points

Prerequisites: Darkness

Recharge Time: 360 seconds

Effect: Summons the Balrog to the targeted area; Balrog remains until killed or its time limit expires





THE FORCES OF GOOD: HEROES

The Fellowship of the Ring

The Fellowship of the Ring is a group of nine heroes entrusted with the greatest mission in the history of Middle-earth: the destruction of Sauron's One Ring of Power. Nearly all of the Good-aligned races of Middle-earth are represented in their ranks—men, elves, dwarves, and hobbits. They travel together at the start of the Good campaign, but the armies of Mordor and Isengard force them to split into smaller groups, some of which join the heroes of Rohan and Gondor.

Aragorn



Heir of the legendary King Isildur and exile by choice from the world of men, Aragorn is a Ranger with strong ties to the world of the elves. Fearless and loyal to the Fellowship beyond a shadow of a doubt, he is possibly the greatest (and most reluctant) natural leader and warrior ever to walk the lands of Middle-earth.

Build Cost: 3,000
Attack Type: Melee Hero



Aragorn's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	50%
Archer	40%
Cavalry	20%
Foot Soldier	60%
Orc/Uruk	40%
Melee Hero	100%
Missile Hero	100%
Fire	20%



Aragorn's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,200	60	30	n/a	70
2	1,260	70	60	50	80
3	1,320	80	60	100	90
4	1,400	90	90	200	100
5	1,500	100	90	300	120
6	1,600	110	90	500	150
7	1,700	120	90	700	180
8	1,800	130	90	900	210
9	1,900	140	120	1,100	250
10	2,000	160	120	1,500	300

Athelas

Required Rank: 1
Duration: Instant
Recharge Time: 60 seconds
Keyboard Shortcut: [T]



Athelas heals all nearby friendly heroes. It does not heal non-hero friendly units. There is a delay of 2–3 seconds between activation and the effect, so don't wait until the last second to use it.



Blade Master

Required Rank: 2
Duration: 30 seconds
Recharge Time: 120 seconds
Keyboard Shortcut: [B]



Blade Master endows Aragorn with a 100 percent damage bonus and 100 percent armor bonus for a limited time. This is probably Aragorn's best ability to set to automatic activation.

Leadership

Required Rank: 4
Duration: Constant
Recharge Time: n/a



Once Aragorn reaches rank 4, his Leadership ability automatically goes into effect from that point on, granting a 150 percent damage bonus and 200 percent combat experience bonus to all nearby friendly troops.

Elendil

Required Rank: 5
Duration: Instant
Recharge Time: 60 seconds
Keyboard Shortcut: [D]



Elendil is the legendary founder of Gondor. By holding his sword aloft and calling upon the name of his ancestor, Aragorn can cause nearby enemies to flee from him through force of will alone.

Oathbreakers

Required Rank: 10
Duration: Instant
Recharge Time: 360 seconds
Keyboard Shortcut: [R]



When Aragorn reaches his full potential, he can summon the Oathbreakers, also known as the Army of the Dead, a legion of spectral warriors who betrayed their oath of loyalty to Isildur and are prevented from moving on to their reward until their debt is repaid.



Boromir



Boromir is heir to the stewardship of the throne of Gondor, sent by his father, Denethor, to rally support for their lands as they face the increasingly overwhelming threat of Mordor's armies. Although noble and honorable by nature, Boromir's overwhelming desire to save his homeland is a fatal flaw that the sinister power of the One Ring attempts to exploit.

Build Cost: 1,400
Attack Type: Melee Hero



Boromir's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	50%
Archer	40%
Cavalry	20%
Foot Soldier	60%
Orc/Uruk	40%
Melee Hero	100%
Missile Hero	100%
Fire	20%



Boromir's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,200	50	30	n/a	40
2	1,260	70	60	50	50
3	1,320	90	60	100	60
4	1,400	110	90	200	70
5	1,500	130	90	300	80
6	1,600	150	90	500	90
7	1,700	170	90	700	100
8	1,800	190	90	900	120
9	1,900	210	120	1,100	150
10	2,000	260	120	1,500	200

Horn of Gondor

Required Rank: 2

Duration: Instant

Recharge Time: 60 seconds

Keyboard Shortcut: [R]



The Horn of Gondor is a symbol of Boromir's station as commander of the armies of Gondor. When blown, it sends a wave of fear through the enemy ranks, sending nearby foes fleeing in terror.

Leadership

Required Rank: 5

Duration: Constant

Recharge Time: n/a



At rank 5, Boromir's Leadership ability activates automatically. All nearby units do 100 percent damage as long as they remain in his proximity.

Captain of Gondor

Required Rank: 7

Duration: Instant

Recharge Time: 120 seconds

Keyboard Shortcut: [C]



As a Captain of Gondor, Boromir can select units and give them +50 experience.



Frodo



Frodo Baggins is the nephew of Bilbo Baggins, finder of the One Ring of Sauron and friend of Gandalf. When Frodo inherits the One Ring from Bilbo, he begins the long quest for the destruction of the Ring and ultimate defeat of Sauron. Although brave and devoted to his friends and his mission, Frodo's sedentary hobbit life has left him ill-prepared for combat. However, he does possess Bilbo's sword, Sting, which glows whenever Orcs or goblins are near. He is best used in combat as ranged support with thrown rocks, although it's usually wiser to keep him as far from danger as possible.

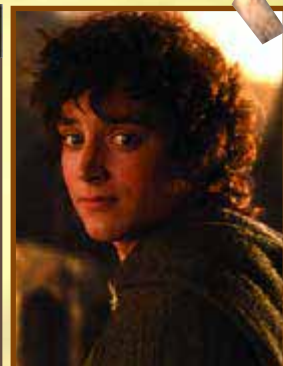
Build Cost: n/a (You never have an opportunity to resurrect Frodo during the Good campaign.)

Attack Type: Melee Hero (sword), Missile Hero (rocks)



Frodo's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Archer	50%
Cavalry	40%
Foot Soldier	60%
Orc/Uruk	60%
Melee Hero	100%
Missile Hero	100%
Fire	40%





Frodo's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RANGED DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	200	30	40	30	n/a	10
2	220	40	50	60	30	10
3	240	50	60	60	60	10
4	260	60	70	90	100	10
5	280	70	80	90	150	10
6	305	80	90	90	200	10
7	330	90	100	90	250	10
8	355	100	110	90	300	10
9	385	110	120	120	350	10
10	415	120	130	120	400	10

Throw Rocks/Use Sword

Required Rank: n/a

Duration: n/a

Recharge Time: n/a

Keyboard Shortcut: **[R]**

Clicking on the Throw Rocks/Use Sword icon in Frodo's Palantír toggles his attack from melee (sword) to missile (rocks). Frodo should usually choose thrown rocks, as he can inflict more damage with them than with his sword. He is also less likely to suffer combat damage when attacking from a distance.



Elven Cloak

Required Rank: n/a

Duration: Active until canceled by attacking or moving

Recharge Time: 10 seconds

Keyboard Shortcut: **[C]**

Frodo receives the Elven Cloak at the beginning of the Lothlorien battle. When Frodo dons his Elven Cloak, he becomes invisible to enemies as long as he stands still and does not attack. Moving or attacking dispels the effect.



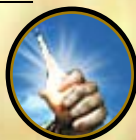
Phial of Galadriel

Required Rank: n/a

Duration: Instant

Recharge Time: 30 seconds

Frodo obtains the Phial of Galadriel at the start of the Lothlorien battle. When unveiled, its brilliant light causes nearby enemies to flee Frodo's presence, buying him time to make an escape.



The One Ring

Required Rank: n/a

Duration: Constant

Recharge Time: n/a

When Frodo slips the One Ring onto his finger, he becomes invisible to all enemies except the Nazgûl and



the Eye of Sauron. If the Eye of Sauron focuses on Frodo while he's wearing the One Ring, its stealth ability is negated for 30 seconds.

Gandalf



A kindly but mysterious wizard, Gandalf the Grey (who becomes Gandalf the White after his battle with The Balrog of Morgoth) is a tireless defender of the free peoples of Middle-earth and a driving force behind rallying opposition to Sauron's will. He is one of the few inhabitants of Middle-earth who understands the diabolical power of the One Ring and knows how to destroy it. In possession of great knowledge and power, Gandalf serves as an accomplished tactician and warrior of no mean skill for the Fellowship of the Ring.

Build Cost: 6,000
Attack Type: Melee Hero



Gandalf's Armor Values

ATTACK TYPE	DAMAGE TAKEN (ON FOOT)	DAMAGE TAKEN (MOUNTED)
Default	75%	50%
Archer	50%	100%
Cavalry	20%	30%
Foot Soldier	75%	50% (100% vs. pikemen)
Orc/Uruk	50%	60%
Melee Hero	100%	100%
Missile Hero	100%	100%
Fire	30%	50%

Gandalf's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,200	100	30	n/a	70
2	1,260	110	60	100	80
3	1,320	120	60	200	90
4	1,400	130	90	300	100
5	1,500	140	90	500	120
6	1,600	150	90	700	150
7	1,700	160	90	900	180
8	2,300	170	90	1,100	210
9	2,400	180	120	1,500	250
10	2,500	200	120	2,000	300

Wizard Blast

Required Rank: 1

Duration: Instant

Recharge Time: 30 seconds

Keyboard Shortcut: [B]

Wizard Blast unleashes a wave of magical energy that knocks enemies back or sends them flying, depending on their size. It also deals 100 points of magic damage to each affected enemy unit, destroying weaker foes outright. This is a good ability to set to automatic activation (do so by right-clicking on its icon in the Palantir).



Lightning Sword

Required Rank: 2

Recharge Time: 240 seconds

Keyboard Shortcut: [D]

When he uses his Lightning Sword ability, Gandalf draws a mystic bolt of lightning into his sword and redirects it at an enemy, doing 160 points of magic damage. It is best used against large individual enemies, such as the Balrog.



Leadership

Required Rank: 4

Duration: Constant

Recharge Time: n/a

At rank 4, Gandalf gains the passive Leadership ability, which confers a 75 percent armor bonus and 300 percent combat experience leadership bonus on all nearby troops as long as Gandalf remains in their presence. When used with the Mount ability, Gandalf is one of the few heroes who can keep up with mounted units and give them a leadership bonus.



Mount

Required Rank: 5

Duration: Instant

Recharge Time: n/a

Keyboard Shortcut: [M]

The Mount ability summons the legendary steed Shadowfax into Gandalf's service. This effectively makes Gandalf a mounted unit, similar to Rohan's Rohirrim, increasing his walking speed dramatically. He gains a 25 percent armor bonus vs. foot soldiers and cavalry; consult the preceding table for the other armor bonuses and penalties that come with Shadowfax. Shadowfax remains with Gandalf until the current battle ends or until Gandalf is killed and re-summoned.



Istari Light

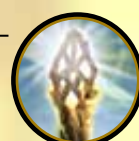
Required Rank: 5

Duration: Instant

Recharge Time: 900 seconds

Keyboard Shortcut: [L]

Istari Light is a brilliant beam of magical energy that cuts down practically any foe it targets, doing 2,000 points of magic damage.



Word of Power

Required Rank: 10

Duration: Instant

Recharge Time: 360 seconds

Keyboard Shortcut: [W]

Gandalf's most lethal ability, the Word of Power radiates a devastating wave of magical energy in all directions. It does 500 points of magic damage to any enemy caught in its radius.





Gimli

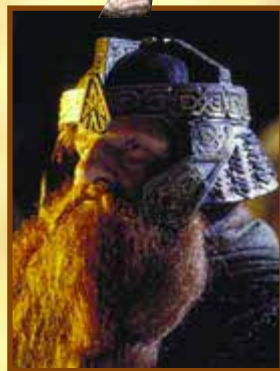


Gimli, son of Gloin, is the sole dwarf in the Fellowship of the Ring. Although he's short in stature, his prowess with the battle axe is unrivaled, and his health is second to none among the Fellowship of the Ring. Despite a deep-rooted ethnic rivalry between elves and dwarves, Gimli is a stalwart friend to Legolas and one of the few dwarves in recent memory to enter an elven city.



Build Cost: 2,500
Attack Type: Melee Hero

Gimli's Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	50%
Archer	40%
Cavalry	20%
Foot Soldier	60%
Orc/Uruk	40%
Melee Hero	100%
Missile Hero	100%
Fire	20%

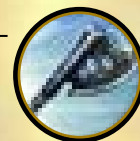


Gimli's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	2,000	60	30	n/a	70
2	2,060	80	60	50	80
3	2,120	100	60	100	90
4	2,200	120	90	200	100
5	2,300	140	90	300	120
6	2,400	160	90	500	150
7	2,500	180	90	700	180
8	2,600	200	90	900	210
9	2,700	220	120	1,100	250
10	2,800	270	120	1,500	300

Axe Throw

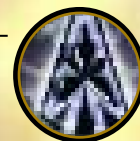
Required Rank: 1
Duration: Instant
Recharge Time: 30 seconds
Keyboard Shortcut: **T**



Gimli's Axe Throw ability is a powerful ranged attack that inflicts 400 points of damage on its target. Set it to automatic activation (by right-clicking on its Palantír icon) to soften up distant enemies before closing the distance and fighting them hand-to-hand. However, this means that Gimli probably won't have it in reserve for when he faces large individual foes.

Leap Attack

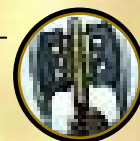
Required Rank: 2
Duration: Instant
Recharge Time: 60 seconds
Keyboard Shortcut: **C**



Leap deals 120 points of damage to a small targeted area of enemies, sending them flying or knocking them back, depending on their size. Auto-activation is not an option for this ability, but make good use of it whenever it is available.

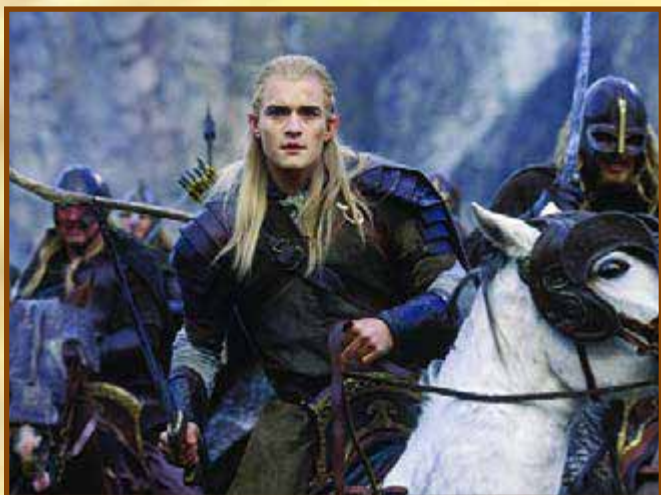
Slayer

Required Rank: 5
Duration: 30 seconds
Recharge Time: 60 seconds
Keyboard Shortcut: **R**



The Slayer ability turns Gimli into a one-dwarf war ensemble, raining blood like an angel of death and increasing his attack speed by 100 percent and his damage by 200 percent. Set it to auto-activation by right-clicking on its Palantír icon to send your foes south of heaven for a season in the abyss.

Legolas



Legolas represents the Elves in the Fellowship of the Ring, and his keen eyes and unmatched skill with the bow are both invaluable assets in their quest. Although he's skilled at hand-to-hand combat, his relatively low health and superior ranged damage make him much better suited to attacking from a distance.



Build Cost: 3,000

Attack Type: Missile Hero (bow),
Melee Hero (knife)

Legolas's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	75%
Archer	50%
Cavalry	20%
Foot Soldier	75%
Orc/Uruk	50%
Melee Hero	100%
Missile Hero	100%
Fire	30%



Legolas's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RANGED DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,000	40	60	30	n/a	70
2	1,060	60	80	60	50	80
3	1,120	80	100	60	100	90
4	1,200	100	120	90	200	100
5	1,300	120	140	90	300	120
6	1,400	140	160	90	500	150
7	1,500	160	180	90	700	180
8	1,600	180	200	90	900	210
9	1,700	200	220	120	1,100	250
10	1,700	200	220	120	1,500	300

Hawk Strike

Required Rank: 1

Duration: Instant

Recharge Time: 300 seconds

Keyboard Shortcut: [K]

Legolas's Hawk Strike ability fires a double-arrow shot at a single enemy, inflicting 300 points of missile hero damage with a single shot. It is best used against tougher foes such as trolls and heroes, rather than wasted on weaker enemies such as goblins and Orcs.



Knife Fighter

Required Rank: 2

Duration: 500 seconds

Recharge Time: 600 seconds

Keyboard Shortcut: [F]

If Legolas is ever forced into melee combat, use the Knife Fighter ability to improve his hand-to-hand combat skills dramatically by giving him a 125 percent speed bonus and 20 percent armor bonus. Use it wisely, as Legolas is unable to use his bow until Knife Fighter has worn off.



Train Archers

Required Rank: 4

Duration: Instant

Recharge Time: 120 seconds

Keyboard Shortcut: [T]

Use Legolas's Train Archers ability to give nearby Archers a 50-point experience bonus. This is a permanent enhancement that remains even if Legolas leaves the area.



Arrow Wind

Required Rank: 7

Duration: 30 seconds

Recharge Time: 240 seconds

Keyboard Shortcut: [W]





Arrow Wind is Legolas's most powerful attack. For the duration of the ability, he fires multi-arrow shots at all enemies entering the targeted area, inflicting 80 points of missile hero damage with each shot.

Merry



The hobbit Meriadoc Brandybuck is one of Frodo's oldest and dearest friends and insisted on accompanying him on his journey. And it's a good thing he did, as he and Pippin are instrumental in rallying the Ents against the forces of Isengard. Although he joins King Théoden and the riders of Rohan on the battlefield, Merry's low health and damage make him best suited for attacking from a distance with thrown rocks, if at all.

Build Cost: 100
Attack Type: Melee Hero (sword), Missile Hero (rocks)



Merry's Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Archer	50%
Cavalry	40%
Foot Soldier	60%
Orc/Uruk	60%
Melee Hero	100%
Missile Hero	100%
Fire	40%



Merry's Statistics by Rank						
RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	200	30	40	30	n/a	10
2	220	40	50	60	30	10
3	240	50	60	60	60	10
4	260	60	70	90	100	10
5	280	70	80	90	150	10
6	305	80	90	90	200	10
7	330	90	100	90	250	10
8	355	100	110	90	300	10
9	385	110	120	120	350	10
10	415	120	130	120	400	10

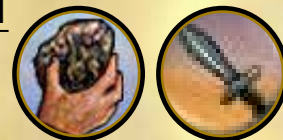
Throw Rocks/Use Sword

Required Rank: n/a

Duration: n/a

Recharge Time: n/a

Keyboard Shortcut: [R]



The Throw Rocks/Use Sword icon in Merry's Palantír toggles his attack from melee (sword) to missile (rocks). Thrown rocks should be Merry's weapon of choice, as he can inflict more damage with them than with his sword. He is also less likely to suffer combat damage when attacking from a distance.

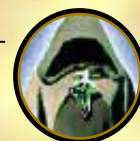
Elven Cloak

Required Rank: n/a

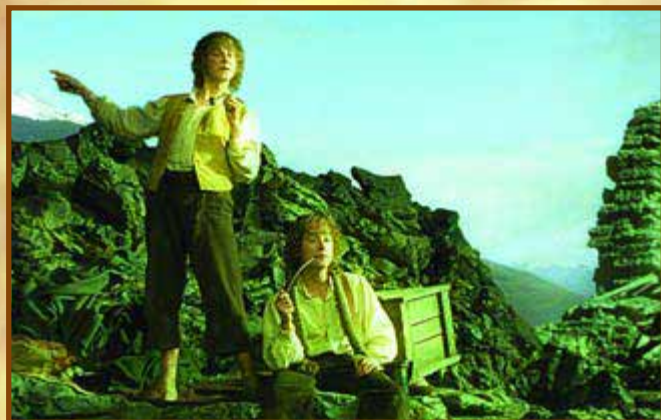
Duration: Active until canceled by moving or attacking

Recharge Time: 10 seconds

Keyboard Shortcut: [C]



Merry receives the Elven Cloak at the beginning of the Lothlorien battle. When Merry dons his Elven Cloak, he becomes invisible to enemies as long as he stands still and does not attack. Moving or attacking dispels the effect.



Pippin



Peregrin Took has been a friend to Frodo since the two of them were hobbit children. Pippin insisted on accompanying Frodo on his journey, and although he made some serious errors in judgment along the way, he and Merry were responsible for bringing the Ents into the fight against Isengard at a crucial moment.



Build Cost: 100

Attack Type: Melee Hero (sword), Missile Hero (rocks)

Pippin's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Archer	50%
Cavalry	40%
Foot Soldier	60%
Orc/Uruk	60%
Melee Hero	100%
Missile Hero	100%
Fire	40%



Pippin's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	200	30	40	30	n/a	10
2	220	40	50	60	30	10
3	240	50	60	60	60	10
4	260	60	70	90	100	10
5	280	70	80	90	150	10
6	305	80	90	90	200	10
7	330	90	100	90	250	10
8	355	100	110	90	300	10
9	385	110	120	120	350	10
10	415	120	130	120	400	10

Throw Rocks/Use Sword

Required Rank: n/a

Duration: n/a

Recharge Time: n/a

Keyboard Shortcut: [R]



The Throw Rocks/Use Sword icon in Pippin's Palantír toggles his attack from melee (sword) to missile (rocks). Thrown rocks should be Pippin's weapon of choice, as he can inflict more damage with them than with his sword. He is also less likely to suffer combat damage when attacking from a distance.

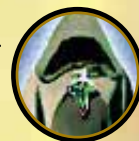
Elven Cloak

Required Rank: n/a

Duration: Active until canceled by moving or attacking

Recharge Time: 10 seconds

Keyboard Shortcut: [C]



Pippin receives the Elven Cloak at the beginning of the Lothlorien battle. When Pippin dons his Elven Cloak, he becomes invisible to enemies as long as he stands still and does not attack. Moving or attacking dispels the effect.





Sam



Sam Gamgee is Frodo's most loyal friend and constant companion. Without his assistance, it is unlikely that Frodo could ever succeed in destroying the One Ring. Although sturdy and stalwart by hobbit standards, Sam does not possess the health or damage of an experienced warrior, although his cast-iron frying pan inflicts some considerable damage. In combat, he should be restricted to throwing rocks from a distance—and, of course, as a last line of defense for Frodo.

Build Cost: n/a (You never have an opportunity to resurrect Sam during the Good campaign.)

Attack Type: Melee Hero (sword), Missile Hero (rocks)



Sam's Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Archer	50%
Cavalry	40%
Foot Soldier	60%
Orc/Uruk	60%
Melee Hero	100%
Missile Hero	100%
Fire	40%



Sam's Statistics by Rank					
RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	300	30	100	n/a	10
2	320	40	110	30	10
3	340	50	120	60	10
4	360	60	130	100	10
5	380	70	140	150	10
6	405	80	150	200	10
7	430	90	160	250	10
8	455	100	170	300	10
9	485	110	180	350	10
10	515	120	190	400	10

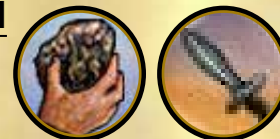
Throw Rocks/Use Sword

Required Rank: n/a

Duration: n/a

Recharge Time: n/a

Keyboard Shortcut: [R]



The Throw Rocks/Use Sword icon in Sam's Palantír toggles his attack from melee (sword) to missile (rocks). Thrown rocks should be Sam's weapon of choice, despite the fact that they do less damage than his sword, as he is less likely to suffer combat damage when attacking from a distance.

Elven Cloak

Required Rank: n/a

Duration: Active until canceled by moving or attacking

Recharge Time: 10 seconds

Keyboard Shortcut: [C]



Sam receives the Elven Cloak at the beginning of the Lothlorien battle. When Sam dons his Elven Cloak, he becomes invisible to enemies as long as he stands still and does not attack. Moving or attacking dispels the effect.

Phial of Galadriel

Required Rank: n/a

Duration: Instant

Recharge Time: 300 seconds



Sam picks up Frodo's Phial of Galadriel at the start of the Shelob's Lair battle, following Frodo's betrayal at the hands of Gollum. When unveiled, its brilliant light causes all nearby enemies to flee its presence, an especially valuable technique when Shelob draws too close to the outmatched Sam.

Heroes of Rohan

Éomer



Éomer, Third Marshal of Riddermark and heir to the throne of Rohan, is a fearless warrior of unquestionable character. Exiled while King Théoden was under the corrosive influence of Grima Wormtongue, Éomer remained loyal to his king and country, defending Rohan from Isengard's encroaching forces with his band of loyal Rohirrim.

Build Cost: 1,200

Attack Type: Melee Hero (on foot)



Éomer's Armor Values

ATTACK TYPE	DAMAGE TAKEN (ON FOOT)	DAMAGE TAKEN (MOUNTED)
Default	50%	50%
Archer	40%	100%
Cavalry	20%	30%
Foot Soldier	60%	50% (100% vs. pikemen)
Orc/Uruk	40%	60%
Melee Hero	100%	100%
Missile Hero	100%	100%
Fire	20%	50%

Éomer's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,200	40	30	n/a	40
2	1,260	60	60	50	50
3	1,320	80	60	100	60
4	1,400	100	90	200	70
5	1,500	120	90	300	80
6	1,600	140	90	500	90
7	1,700	160	90	700	100
8	1,800	180	90	800	120
9	1,900	200	120	1,100	150
10	2,000	250	120	1,500	200

Horse Lord

Required Rank: 1

Duration: Constant

Recharge Time: n/a

As one of Rohan's greatest leaders, Éomer is an inspiring presence to all Soldiers under his command. All horsemen in Éomer's vicinity gain a 100 percent damage bonus while they remain near him.



Outlaw Leadership

Required Rank: 2

Duration: Constant

Recharge Time: n/a

When Éomer reaches rank 2, he and all nearby friendly units earn resources for each enemy unit killed. Larger and more powerful enemies result in higher resource bonuses.



Throws Spear

Required Rank: 5

Duration: Instant

Recharge Time: 300 seconds

Keyboard Shortcut: [T]





When Éomer uses his Throws Spear ability, he executes a single ranged attack of great power against an individual enemy, resulting in 400 points of melee hero damage. Set this ability to auto-activation by right-clicking on its Palantír icon.

Mount

Required Rank: n/a

Duration: Instant

Recharge Time: n/a

Keyboard Shortcut: **M**

Clicking the Mount icon in Éomer's Palantír causes him to mount his horse or dismount and become a foot soldier.



Éowyn



Éowyn is already at rank 4 by the time she is a playable character in the Good campaign.

NOTE

A valiant rider and accomplished swordswoman, Éowyn distinguishes herself on the field of battle at a time when women are not allowed to serve in the armies of Rohan. Disguising herself as a man, she helps to turn the tide of Rohan's struggle against Sauron's forces, beginning with the defense of Helm's Deep. Although her love for Aragorn went unrequited, she later finds happiness with Faramir, whom she marries after the battle for Middle-earth ends.

Build Cost: 800

Attack Type: Melee Hero



Éowyn's Armor Values

ATTACK TYPE	DAMAGE TAKEN (ON FOOT)	DAMAGE TAKEN (MOUNTED)
Default	50%	50%
Archer	40%	100%
Cavalry	20%	30%
Foot Soldier	60%	50% (100% vs. pikemen)
Orc/Uruk	40%	60%
Melee Hero	100%	100%
Missile Hero	100%	100%
Fire	20%	50%

Éowyn's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	800	40	30	n/a	40
2	860	60	60	50	50
3	920	80	60	100	60
4	1,000	100	90	200	70
5	1,100	120	90	300	80
6	1,200	140	90	400	90
7	1,300	160	90	500	100
8	1,400	180	90	600	120
9	1,500	200	120	700	150
10	1,600	250	120	800	200

Smite

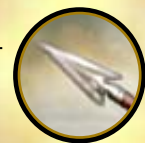
Required Rank: 1

Duration: Instant

Recharge Time: 300 seconds

Keyboard Shortcut: **T**

Éowyn's Smite ability is a single long-range attack that does 1,000 damage to an individual target (2,000 damage to a Nazgûl). It can be set to automatic activation by right-clicking on its Palantír icon, but you're better off keeping it handy for use on a single large enemy.



Disguise

Required Rank: 4

Duration: Instant

Recharge Time: 100 seconds

Keyboard Shortcut: **D**

By using her Disguise ability, Éowyn appears to be a normal Rohirrim, concealing her true rank and power from enemy units.



Shield Maiden

Required Rank: 5

Duration: 300 seconds

Recharge Time: 120 seconds

Keyboard Shortcut: [N]

Shield Maiden grants Éowyn a temporary 55 percent armor bonus and allows her to inflict 200 percent damage.



Mount

Required Rank: 3

Duration: Instant

Recharge Time: n/a

Keyboard Shortcut: [M]

Clicking the Mount icon in Éowyn's Palantír causes her to mount her horse or dismount and become a foot soldier. While mounted, Éowyn gains a 25 percent armor bonus vs. footmen and cavalry, but suffers a 50 percent armor penalty against Archers and pikes. She also takes 100 percent more damage from Archers and spearmen.



Théoden



Théoden is already at rank 4 by the time he is a playable character.

NOTE

Théoden, King of the Mark, is the ruler of Rohan. Universally beloved, Théoden inspires confidence and devotion among his subjects and vows to defend them until his dying breath. Released from Grima Wormtongue's spell by Gandalf, Théoden chooses to make his stand against Sauron's forces at Helm's Deep.



Build Cost: 1,200

Attack Type: Melee Hero

Théoden's Armor Values

ATTACK TYPE	DAMAGE TAKEN (ON FOOT)	DAMAGE TAKEN (MOUNTED)
Default	50%	50%
Archer	40%	100%
Cavalry	20%	30%
Foot Soldier	60%	50% (100% vs. pikemen)
Orc/Uruk	40%	60%
Melee Hero	100%	100%
Missile Hero	100%	100%
Fire	20%	50%

Théoden's Statistics by Rank

RANK	HEALTH	DAMAGE (ON FOOT)	DAMAGE (MOUNTED)	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	800	50	35	30	n/a	40
2	860	70	55	60	50	50
3	920	90	75	60	100	60
4	1,000	110	95	90	200	70
5	1,100	130	115	90	300	80
6	1,200	150	135	90	500	90
7	1,300	170	155	90	700	100
8	1,400	190	175	90	900	120
9	1,500	210	195	120	1,100	150
10	1,600	260	245	120	1,500	200



Leadership

Required Rank: 1

Duration: Constant

Recharge Time: n/a

Théoden's presence inspires a 150 percent damage and 50 percent armor bonus among all nearby friendly troops.



Glorious Charge

Required Rank: 4

Duration: 30 seconds

Recharge Time: 60 seconds

Keyboard Shortcut: [C]

During a Glorious Charge, Théoden and all nearby troops suffer only 10 percent damage from enemy attacks. Make the most of this advantage; it will not last! Théoden must be mounted on a horse for this ability to work.



King's Favor

Required Rank: 6

Duration: Instant

Recharge Time: 120 seconds

Keyboard Shortcut: [K]

When Théoden uses his King's Favor ability, the targeted friendly units permanently gain 50 experience.



Mount

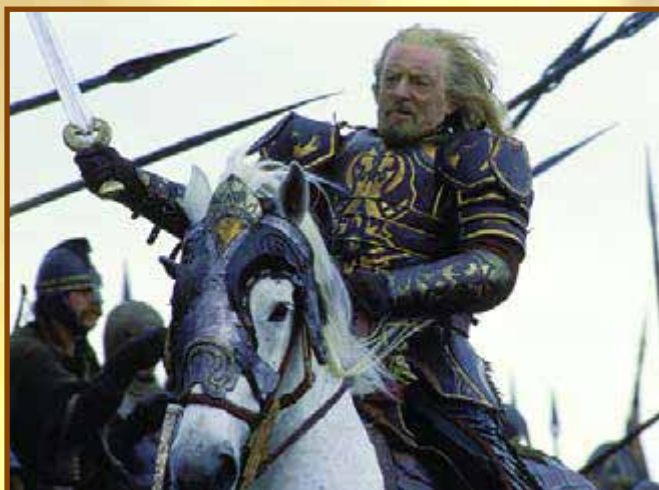
Required Rank: n/a

Duration: Instant

Recharge Time: n/a

Keyboard Shortcut: [M]

Clicking the Mount icon in Théoden's Palantír causes him to mount his horse or dismount and become a foot soldier, with the changes in armor ratings and attack damage that come with it.



Heroes of Gondor

Faramir



The younger (and less loved) son of Denethor, steward of Gondor, Faramir defends the lands of Gondor from the encroaching armies of Mordor as his brother Boromir travels with the Fellowship of the Ring. His fearless devotion to the people of Gondor is proven time and time again in the battles of Northern Ithilien, Osgiliath, and Minas Tirith.



Build Cost: 1,200

Attack Type: Melee Hero (sword), Missile Hero (bow)

Faramir's Armor Values

ATTACK TYPE	DAMAGE TAKEN (ON FOOT)	DAMAGE TAKEN (MOUNTED)
Default	50%	50%
Archer	40%	100%
Cavalry	20%	30%
Foot Soldier	60%	50% (100% vs. pikemen)
Orc/Uruk	40%	60%
Melee Hero	100%	100%
Missile Hero	100%	100%
Fire	20%	50%

Faramir's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	800	50	30	60	n/a	40
2	860	70	50	90	50	50
3	920	90	70	90	100	60
4	1000	110	90	120	200	70
5	1100	130	110	120	300	80
6	1200	150	130	120	500	90
7	1200	150	130	120	700	100
8	1300	170	150	120	900	120
9	1400	190	170	150	1100	150
10	1500	240	220	150	1500	200

Toggle Weapon

Required Rank: n/a

Duration: Instant

Recharge Time: n/a

Keyboard Shortcut: **[T]**

Switch between Faramir's bow (missile) or sword (melee) attack.



Wounding Arrow

Required Rank: 1

Duration: Instant

Recharge Time: 300

Keyboard Shortcut: **[W]**

Faramir's Wounding Arrow is a single powerful ranged attack that does 500 points of missile hero damage to an enemy unit or hero. It does not damage structures, but it does damage siege machines.



Leadership

Required Rank: 6

Duration: Constant

Recharge Time: n/a

Keyboard Shortcut: n/a

When Faramir reaches rank 6, he provides an inspirational Leadership bonus of +50 percent armor to all nearby Good units.



Captain of Gondor

Required Rank: 7

Duration: Instant

Recharge Time: 120

Keyboard Shortcut: **[C]**

Using the Captain of Gondor ability on a targeted group of units gives those units a 50 experience point bonus. It does not work on heroes.



Knight/Ranger Toggle

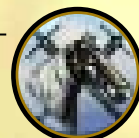
Required Rank: 3

Duration: Instant

Recharge Time: n/a

Keyboard Shortcut: **[R]**

Clicking this button on Faramir's Palantir toggles him between Knight (mounted) and Ranger (foot) modes, with the armor bonuses and penalties that accompany them.





Other Good Heroes

Treebeard



Treebeard is the leader of the Ents, an ancient race of slow-moving sentient trees. Although pacifist by nature, Treebeard and his people are stirred into action against Saruman after seeing the destruction wrought by the wizard in the forests near Isengard.



Build Cost: 2,000
Attack Type: Melee Hero (melee), Boulder (rocks)
Melee Damage: 600
Missile Damage (Rocks): 400

Treebeard appears in the game at rank 10 and does not rise any further in rank.

NOTE

Treebeard's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	1%
Archer	1%
Cavalry	1%
Foot Soldier	1%
Axe (Orc/Uruk Laborer)	500%
Melee Hero	100%
Missile Hero	20%
Fire	60%
Siege Weapon	100%
Magic	100%



If Treebeard suffers repeated fire attacks, he will burst into flame and become uncontrollable as he flees to submerge himself in the nearest body of water.

NOTE

Grab Building Chunk

Keyboard Shortcut: [B]
 Pulls rock from building.



Throw Rocks

Keyboard Shortcut: [R]
 This command toggles between Treebeard's melee attack and his missile attack, which involves him throwing enormous boulders at enemy troops and buildings. Each boulder does 400 points of boulder damage.





THE FORCES OF GOOD: UNITS

Rohan Units

Elven Warriors



Elven Warriors are skilled Archers and swordsmen, switching between their weapons with the practiced ease of hundreds of years of experience. Although they are the only Elven combat unit in *The Battle for Middle-earth™*, they are more versatile than any comparable unit.

Trained In: Elven Barracks, Archery Range (rank 2)

Cost: 700

Command Points: 20

Number of Units in Battalion: 5

Build Time: 40 seconds

Attack Type: Archer (bow), foot soldier (sword)



Elven Warrior Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	200%
Foot Soldier	300%
Orc/Uruk	300%
Archer	100%

Elven Warrior Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	EXP. NEEDED	EXP. VALUE
1	160	60	30	n/a	5
2	180	70	40	150	6
3	200	80	50	300	7
4	220	90	60	500	8
5	240	100	70	700	9
6	250	105	75	900	10
7	260	110	80	1,100	11
8	270	115	85	1,300	12
9	280	120	90	1,500	13
10	290	125	95	1,700	14

Switch Weapon

Duration: Instant

Keyboard Shortcut: **T**



Left-clicking on the Switch Weapon Palantír icon toggles between sword and bow for the selected unit(s).

Elven Warriors have a stealth ability that allows them to hide in forests as long as they are not moving and not attacking.

NOTE



Peasants



Peasants are skilled laborers who can repair damaged buildings. With the Draft power, you can permanently arm all of your existing Peasants and turn them into sword-wielding infantry.

Trained In: Farm
Cost: 100
Command Points: 10
Number of Units in Battalion: 5
Build Time: 30 seconds
Attack Type: Foot soldier (sword)



Peasant Armor Values

ATTACK TYPE	DAMAGE TAKEN (UNDRAFTED)	DAMAGE TAKEN (DRAFTED)
Default	100%	100%
Cavalry	200%	200%
Foot Soldier	100%	100%
Archer	80%	50%
Fire	80%	50%

Peasant Statistics by Rank

RANK	HEALTH	MELEE DAMAGE (UNDRAFTED)	EXP. NEEDED	EXP. VALUE
1	50	5	n/a	3
2	70	15	50	4
3	90	25	100	5
4	110	35	200	6
5	130	45	300	7
6	140	50	400	8
7	150	55	600	9
8	160	60	800	10
9	170	65	1,000	11
10	180	70	1,200	12

Upon being Drafted, Peasants gain 25% armor and 100% damage bonuses.

NOTE

Repair Structure

Duration: Constant until structure is repaired

Keyboard Shortcut: T

The Repair Structure ability sends Peasants to restore targeted damaged buildings to full health.



Rohirrim



The Rohirrim are the legendary horsemen of Rohan. Strong versus swordsmen but weak against pikemen and bowmen, they are ideal cavalry troops for shattering enemy infantry lines with a powerful charge. Once stopped by infantry forces, however, their effectiveness is limited. The best strategy is to have them charge, withdraw, and charge again.



Trained In: Stables
Cost: 600
Command Points: 20
Number of Units in Battalion: 5
Build Time: 40 seconds
Attack Type: Foot soldier (sword), cavalry (crushing charge)

Rohirrim Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100%
Archer	100% (200% from pikes)
Melee Hero	300%
Missile Hero	100%

Rohirrim Statistics by Rank

RANK	HEALTH	MELEE DAMAGE (SWORD)	EXP. NEEDED	EXP. VALUE
1	140	40	n/a	8
2	160	50	200	9
3	180	60	400	10
4	200	70	600	11
5	220	80	800	12
6	230	85	1,000	13
7	240	90	1,200	14
8	250	95	1,400	15
9	260	100	1,600	16
10	270	105	2,000	20

Wedge Formation/ Line Formation

Duration: Instant

Keyboard Shortcut: [M]

Wedge Formation is a Rohirrim offensive tactic that increases their attack power at the cost of their own defense. It is best used during a charge to smash the



enemy's line. Using Wedge Formation grants a 25 percent damage bonus and 25 percent armor penalty to the Rohirrim. Returning to Line Formation (with a second left-click of the Palantir icon) removes both the bonus and the penalty.

Rohirrim Archers



Trained In: Stables
Cost: 1,000
Command Points: 20
Number of Units in Battalion: 5
Build Time: 40 seconds
Attack Type: Archer (bow)

Rohirrim Archers are the perfect complement for the Rohirrim, as they are strong against pikemen and bowmen but less successful against swordsmen.



Rohirrim Archer Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100%
Archer	100% (200% from pikes)
Melee Hero	300%
Missile Hero	100%



Rohirrim Archer Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	200	20	n/a	8
2	220	30	200	9
3	240	40	400	10
4	260	50	600	11
5	280	60	800	12
6	290	65	1,000	13
7	300	70	1,200	14
8	310	75	1,400	15
9	320	80	1,600	16
10	330	85	2,000	20

Wedge Formation/ Line Formation

Duration: Instant

Keyboard Shortcut: **M**



Wedge Formation is a Rohirrim Archer offensive tactic that increases their attack power at the cost of their own defense. It is best used when other cavalry or infantry troops are keeping the Rohirrim Archers' targets occupied. Using Wedge Formation grants a 25 percent damage bonus and 25 percent armor penalty to the Rohirrim Archers. Returning to Line Formation (with a second left-click of the Palantir icon) removes both the bonus and the penalty.

Yeoman Archers

Although not as fast as Rohirrim Archers, these unmounted Yeoman Archers are much more reasonably priced and inflict comparable damage per unit, making them ideal castle wall defenders. They work best against cavalry and monster units but are less impressive against swordsmen (infantry) and heroes.

Trained In: Archery Range
Cost: 300
Command Points: 15
Number of Units in Battalion: 5
Build Time: 30 seconds
Attack Type: Archer (bow), foot soldier (sword, if forced to fight hand-to-hand)



Yeoman Archer Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	400%
Orc/Uruk	400%
Archer	100%

Yeoman Archer Statistics by Rank

RANK	HEALTH	MELEE DAMAGE (SWORD)	MISSILE DAMAGE (BOW)	EXP. NEEDED	EXP. VALUE
1	80	10	5	n/a	3
2	100	20	15	50	4
3	120	30	25	100	5
4	140	40	35	200	6
5	160	50	45	300	7
6	170	55	50	400	8
7	180	60	55	600	9
8	190	65	60	800	10
9	200	70	65	1,000	11
10	210	75	70	1,200	12

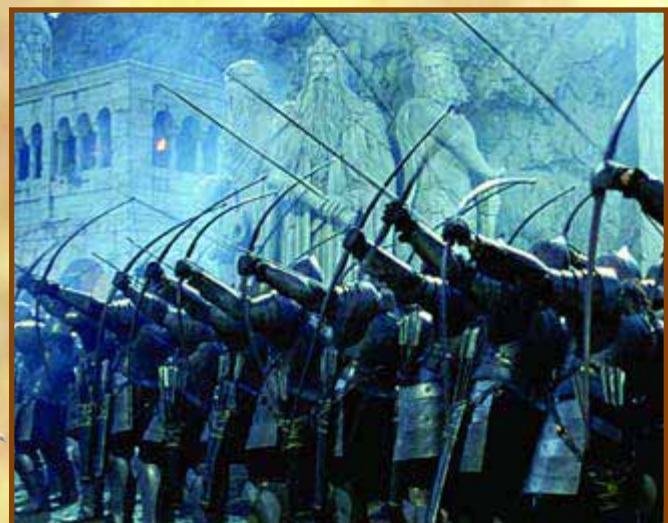
Skirmish Formation

In Skirmish formation, Yeoman Archers do 125 percent damage but suffer a 50 percent armor penalty.



Gondor Units

Archers



The Archers of Gondor are known throughout Middle-earth for their lethal accuracy and unflinching bravery. When defended by Gondor's Soldiers and Tower Guards, Archers can inflict heavy casualties on the enemy. These inexpensive warriors are best used along castle and city walls as a first line of defense.



Trained In: Archery Range
Cost: 200
Command Points: 10
Number of Units in Battalion: 5
Build Time: 30
Attack Type: Archer (bow)

Archer Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	200%
Orc/Uruk	200%
Archer	80%

Archer Statistics by Rank

RANK	HEALTH	MISSILE DAMAGE	EXP. NEEDED	EXP. VALUE
1	80	10	n/a	3
2	100	20	50	4
3	120	30	100	5
4	140	40	200	6
5	160	50	300	7
6	170	55	400	8
7	180	60	600	9
8	190	65	800	10
9	200	70	1,000	11
10	210	75	1,200	12



Knights



A swift, devastating cavalry force, the Knights of Gondor have dedicated their lives to the protection of Gondor and its people. As Gondor's only cavalry unit, it falls to them to ride out in a first strike against the enemy, breaking their lines with a well-timed crushing strike.



Trained In: Stables
Cost: 800
Command Points: 20
Number of Units in Battalion: 5
Build Time: 40 seconds
Attack Type: Foot soldier (sword), cavalry (crushing charge)

Knight Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100% (200% from pikes)
Archer	100%
Melee Hero	300%
Missile Hero	100%



Knight Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	240	40	n/a	8
2	260	50	200	9
3	280	60	400	10
4	300	70	600	11
5	320	80	800	12
6	330	85	1,000	13
7	340	90	1,200	14
8	350	95	1,400	15
9	360	100	1,600	16
10	370	105	2,000	20

Wedge Formation/ Line Formation



When the Knights of Gondor arrange themselves into the Wedge formation, they inflict 125 percent damage on their foes but suffer a 25 percent armor penalty. Returning to the default Line formation removes the bonus and the penalty.



Rangers



Silent and deadly, Rangers call the forests of Gondor home, and few invaders have ever passed through those woods unscathed. Rangers are an elite unit equally skilled in bow and sword and possessed of a natural stealth ability that lets them hide in the trees and strike unwary foes as they draw near. Both Faramir and Aragorn were trained as Rangers of Gondor.

Trained In: Archery Range
Cost: 500 (rank 2 Archery Range required)
Command Points: 15
Number of Units in Battalion: 5
Build Time: 30 seconds
Attack Type: Archer (bow), foot soldier (sword)

Ranger Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	200%
Foot Soldier	300%
Orc/Uruk	300%
Archer	100%



Rangers have a stealth ability that allows them to hide in forests as long as they are not moving and not attacking.

NOTE



Ranger Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	EXP. NEEDED	EXP. VALUE
1	120	20	20	n/a	5
2	140	30	30	150	6
3	160	40	40	300	7
4	180	50	50	500	8
5	200	60	60	700	9
6	210	65	65	900	10
7	220	70	70	1,100	11
8	230	75	75	1,300	12
9	240	80	80	1,500	13
10	250	85	85	1,700	14

Skirmish Formation/ Line Formation

In Skirmish formation, Rangers gain a 300 percent damage bonus but suffer a 75 percent armor penalty. Returning to Line formation removes the bonus and the penalty.



Soldiers



Soldiers are the backbone of Gondor's army. With minimal build and command-point costs and solid hand-to-hand combat skills, they are an excellent investment for a small Gondor army looking to expand quickly.



Trained In: Barracks
Cost: 100
Command Points: 10
Number of Units in Battalion: 5
Build Time: 30 seconds
Attack Type: Foot soldier (sword)

Soldier Armor Values

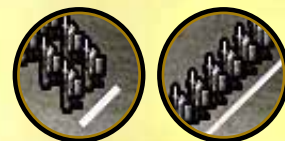
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	200%
Foot Soldier	100%
Archer	50%
Fire	50%

Soldier Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	100	10	n/a	3
2	120	20	50	4
3	140	30	100	5
4	160	40	200	6
5	180	50	300	7
6	190	55	400	8
7	200	60	600	9
8	210	65	800	10
9	220	70	1,000	11
10	230	75	1,200	12

Block Formation/ Line Formation

In Block formation, Soldiers gain a 25 percent armor bonus but suffer a 40 percent speed penalty. Returning to Line formation negates the effect.





Tower Guards



Tower Guards are Gondor's elite foot soldiers. Only the finest Soldiers are ever promoted into their ranks. Although they are more expensive to train than Soldiers, the benefits of their superior attack and defense ratings more than offset the additional resources spent on them.



Trained In: Barracks
Cost: 400 (rank 2 Barracks required)
Command Points: 15
Number of Units in Battalion: 5
Build Time: 40 seconds
Attack Type: Foot soldier (pikes)

Tower Guard Armor

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	50%
Archer	50%
Fire	50%

Tower Guard Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	160	40	n/a	5
2	180	50	150	6
3	200	60	300	7
4	220	70	500	8
5	240	80	700	9
6	250	85	900	10
7	260	90	1,100	11
8	270	95	1,300	12
9	280	100	1,500	13
10	290	105	1,700	14

Shield Wall Formation/ Line Formation



In Shield Wall formation, Tower Guards gain an 80 percent armor bonus but suffer a 75 percent speed penalty. Returning to Line formation negates the effect.

Trebuchets

Trebuchets are the sole siege weapon of any Good army. These slow-moving war machines hurl rocks with deadly accuracy, smashing any enemy unit unwise enough to stand still within their range. When they're upgraded with Fire Stones, their damage increases dramatically. Although powerful, Trebuchets are also extremely vulnerable to attack and should always be guarded by at least one battalion of melee troops.



Trebuchet Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	40%
Cavalry	250%
Foot Soldier	250%
Orc/Uruk	200%
Archer	1%
Fire	100%
Siege	50%
Boulders	100%
Melee Hero	100%
Missile Hero	10%

Trained In: Workshop
Cost: 1,200
Command Points: 5
Number of Units in Battalion: 1
Build Time: 40 seconds
Attack Type: Siege weapon
Health: 400
Damage: 400

Trebuchets do not rise in rank.

NOTE

Bombardment

Keyboard Shortcut: [B]

Use the Bombardment command to order your Trebuchet to continually attack a target area. This is useful for ordering it to repeatedly hammer a tough structure, such as a castle wall, without having it be distracted by new enemies that appear. It can also continually fire at routes regularly traveled by the enemy, instead of automatically targeting them and firing too slowly to hit them.



Halt Fire/Auto Acquire

Keyboard Shortcut: [I]

Order your Trebuchets to Halt Fire if you don't want them to automatically hurl boulders at enemies within range (if, for example, they were hitting too many of your troops accidentally). Choose to Auto Acquire to have them fire automatically.



Fire Stones

Cost: 500

Keyboard Shortcut: [F]

After purchasing the Fire Stones upgrade from the Workshop, equip it on your Trebuchets to enable them to do an additional 400 points of fire damage per shot.



Other Good Units

Oathbreakers



Trained In: n/a (summoned into battle)

Cost: n/a

Command Points: n/a

Number of Units in

Battalion: n/a

Build Time: Instant

Attack Type: Magic (ghost swords)

Damage: 100

Oathbreakers Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	1%
Melee Hero	100%
Magic	1,000%

The Oathbreakers, also known as the Army of the Dead, were an army of men who pledged their allegiance to the Gondor King

Isildur in life. However, during the first war against Sauron, the Oathbreakers broke their vow and

fled from the field of battle. As

Isildur's rightful heir,

Aragorn has the power to

summon the Army of the

Dead and offer them a

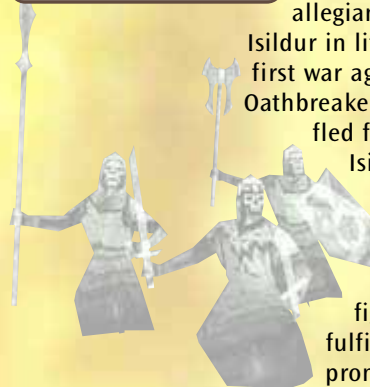
chance at redemption by

fighting at his side and

fulfilling their ancient

promise. They can be

summoned by Aragorn's Oathbreakers special ability or by the Evenstar power of the same name. These extremely powerful spectral warriors can be defeated only by melee hero or magic damage.



The Oathbreakers do not rise in rank.

NOTE

Ents



The Ents are a long-lived race of sentient trees living in the forests of Fangorn near Isengard. Preferring to dwell in solitude away from the peoples of Middle-earth, they are spurred into action against Saruman when he starts cutting down the forest for lumber to fire his infernal war machine.



Ents are extremely resistant to all conventional forms of damage, but they are vulnerable to fire, siege weapons, and especially the axes of Orc and Uruk Laborers.



Ents do not rise in rank.

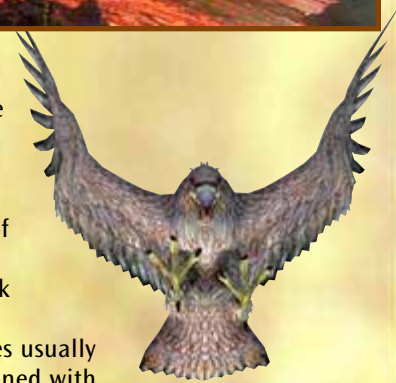
NOTE

Ent Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	1%
Cavalry	1%
Foot Soldier	1%
Archer	1%
Fire	60%
Siege Weapon	100%
Boulder	100%
Axe	500%
Melee Hero	100%
Missile Hero	20%
Magic	100%

Trained In: Ent Moot
Cost: 1,500
Command Points: 10
Number of Units in Battalion: 1
Build Time: 80 seconds
Attack Type: Clubbing (melee attacks), boulder (thrown rock)
Melee Attack Damage: 600
Thrown Rock Damage: 400

Giant Eagles



Led by Gwaihir, the Giant Eagles of Middle-earth are among the most powerful units that the forces of Good can call upon. They are the natural enemies of the Fell Beasts that the Nazgûl ride and can wreak havoc on nonmissile enemy troops. Giant Eagles usually appear only when summoned with the Summon Eagle Allies Evenstar power.

Trained In: n/a (summoned into battle)
Cost: n/a
Command Points: n/a
Number of Units in Battalion: 1
Build Time: Instant
Attack Type: Clubbing (talons)
Health: 2,000
Damage: 400 (plowing through units), 200 (flying into units), 40 (splash damage)

Grab Building Chunk

Keyboard Shortcut: [B]
 Pulls Rock from building.



Throw Rocks

Keyboard Shortcut: [R]
 This command toggles between Treebeard's melee attack and his missile attack, which involves him throwing enormous boulders at enemy troops and buildings. Each boulder does 400 points of boulder damage.



Giant Eagle Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	25%
Cavalry	50%
Magic	150%
Melee Hero	100%
Missile Hero	100%
Fire	100%
Archer	50%



THE FORCES OF GOOD: BUILDINGS AND STRUCTURES

Rohan Buildings and Structures

Archery Range



Built On: Outpost, camp, or castle building foundation
Cost: 300
Keyboard Shortcut: [R]
Effect: Trains Yeoman Archers and Elven Warriors, produces Fire Arrow upgrade

Archery Range Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	1,000	15
3	6,000	+50%	3,600	20

This structure can purchase Fire Arrows and Elven Warriors only at rank 2.

NOTE

Fire Arrow Upgrade

Cost: 1,200

Keyboard Shortcut: [W]

Effect: Allows you to upgrade Yeoman Archers and Elven Warriors with Fire Arrows, increasing offensive power by 15 points of fire damage per attack



Armory



Built On: Outpost, camp, or castle building foundation
Cost: 1,500
Health: 3,000
Keyboard Shortcut: [Y]
Effect: Produces Banner Carrier, Forged Blades, and Heavy Armor upgrades

Banner Carrier Upgrade

Cost: 600

Keyboard Shortcut: [C]

Effect: Allows you to purchase Banner Carrier upgrades for rank 1 units, raising them to rank 2 instantly



Forged Blades Upgrade

Cost: 800

Keyboard Shortcut: [F]

Effect: Allows you to purchase Forged Blades upgrades for Peasants, Elven Warriors, and Rohirrim, giving them a +50 percent damage bonus





Heavy Armor Upgrade

Cost: 1,000

Keyboard Shortcut: [V]



Effect: Allows you to purchase Heavy Armor for Peasants, Rohirrim, Rohirrim Archers, Elven Warriors, and Yeoman Archers, giving them a +60 percent armor bonus (rank 2 Armory required)

Battle Tower



Built On: Castle wall upgrade site

Cost: 800

Health: 1,500

Damage: (Archer) 40

Keyboard Shortcut: [B]

Effect: Defends castle wall by firing arrows at nearby defenders

Battle Towers do not rise in rank.

NOTE

Ent Moot



Built On: Settlements

Cost: 5,000

Keyboard Shortcut: [E]

Effect: Trains Ents, revives Treebeard

An Ent Moot is a unique structure in that it is actually a meeting place. Instead of being built, the Moot gathers Ents to decide whether they should attack. What would normally be construction time is instead the length of the debate. When it is over, you may use it to produce Ents. Also, if the Moot is attacked before it has concluded, it instantly ends and becomes ready for use.

NOTE

Ent Moots do not rise in rank.

NOTE

Farm



Built On: Settlement, outpost, camp, or castle building foundation

Cost: 350

Keyboard Shortcut: [F]

Effect: Creates Peasants, harvests resources (food), reduces cost of Rohirrim and Rohirrim Archers

Reduced Cost of Rohirrim

# OF FARMS	ROHIRRIM COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	25%
6+	30%

Farm Statistics by Rank

RANK	HEALTH	RESOURCES	EXP. NEEDED	EXP. VALUE
1	1,500	15 per 6 sec.	n/a	10
2	3,000	18 per 6 sec.	1,200	15
3	5,000	20 per 6 sec.	2,700	20

Postern Gate



Built On: Castle wall defensive build site

Cost: 300

Health: 5,000

Keyboard Shortcut: [G]

Effect: Creates a gate in the wall that only friendly forces can use

Postern Gates do not rise in rank.

NOTE

Sentry Tower

Built On: Camp defensive site

Cost: 150

Health: 1,000

Damage: (Archer) 20

Experience Value: 20

Keyboard Shortcut: [T]

Effect: Raises a tower that automatically fires arrows at nearby enemies. Can be ordered to attack specific enemies



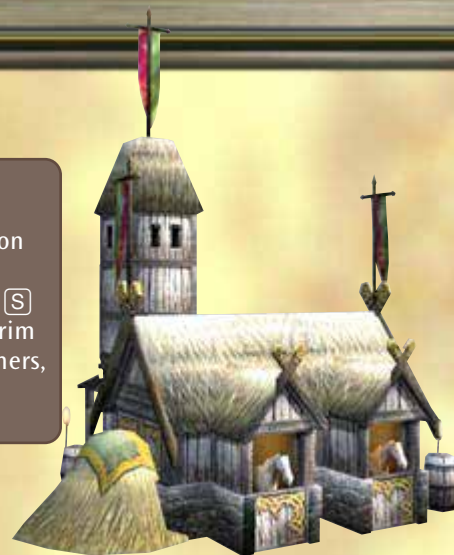
Stable

Built On: Outpost, camp, or castle building foundation

Cost: 500

Keyboard Shortcut: [S]

Effect: Trains Rohirrim and Rohirrim Archers, produces Horse Shields upgrade



Stable Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	3,000	15
3	6,000	+50%	7,200	20

Horse Shields Upgrade

Cost: 1,000

Keyboard Shortcut: [R]

Effect: Allows you to purchase Horse Shields for Rohirrim and Rohirrim Archers, giving them an 80 percent armor bonus (rank 2 Stable required)



Statue

Built On: Outpost, camp, or castle building foundation

Cost: 150

Health: 1,500

Experience Value: 10

Keyboard Shortcut: [T]

Effect: Leadership bonus to nearby troops (+50 percent armor, +200 percent combat experience), reduce hero recruit and revive costs



Statue Hero Cost Reduction

# OF STATUES	HERO COST REDUCTION
1	0%
2	10%
3	20%
4	30%

Statues do not rise in rank.

NOTE



Wall Banner



Built On: Castle wall defensive site
Cost: 800
Health: 5,000
Keyboard Shortcut: [A]
Effect: Grants +50 percent and +125 percent damage bonus to nearby friendly troops

Wall Banners do not rise in rank.

NOTE

Well

Built On: Outpost, camp, or castle building foundation
Cost: 200
Health: 1,500
Experience Value: 10
Keyboard Shortcut: [L]
Effect: Automatically heals nearby units that aren't attacking, reduces cost of Infantry



Well Peasant Cost Reduction

# OF WELLS	HERO COST REDUCTION
1	0%
2	20%
3	30%

Wells do not rise in rank.

NOTE

Gondor Buildings and Structures

Archery Range

Built On: Outpost, camp, or castle building foundation
Cost: 300
Keyboard Shortcut: [A]
Effect: Trains Archers and Rangers, produces Fire Arrow upgrade



Archery Range Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	1,000	15
3	6,000	+50%	3,600	20

Fire Arrow Upgrade

Cost: 1,200

Keyboard Shortcut: [W]



Effect: Allows you to upgrade Archers and Rangers with Fire Arrows, increasing their offensive power by 15 points of fire damage per attack (rank 2 Archery Range required)

Barracks

Built On: Outpost, camp, or castle building foundation
Cost: 300
Keyboard Shortcut: [R]
Effect: Trains Soldiers and Tower Guards



Barracks Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	500	15
3	6,000	50%	1,800	20

Battle Tower

Built On: Castle wall upgrade site

Cost: 800

Health: 1,500

Damage: 60 (Archer)

Keyboard Shortcut: [B]

Effect: Raises a Battle Tower Rampart (health: 1,000) and creates a Battle Tower atop it that defends the castle wall by firing arrows at nearby attackers



Battle Towers do not rise in rank.

NOTE

Blacksmith



Built On: Outpost, camp, or castle building foundation

Cost: 400

Keyboard Shortcut: [B]

Effect: Provides resources (iron), creates Banner Carrier, Forged Blades, and Heavy Armor upgrades (at rank 2), multiple Blacksmiths mean cheaper upgrades

Multiple Blacksmith Upgrade Discounts

# OF BLACKSMITHS	UPGRADE COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	30%
6+	40%

Blacksmith Statistics by Rank

RANK	HEALTH	RESOURCE RATE	EXP. NEEDED	EXP. VALUE
1	3,000	15 per 6 sec.	n/a	10
2	4,500	18 per 6 sec.	1,200	15
3	6,000	20 per 6 sec.	4,000	20

Banner Carrier Upgrade

Cost: 600

Keyboard Shortcut: [C]

Effect: Allows you to purchase Banner Carrier upgrades for rank 1 units, raising them to rank 2 instantly (rank 2 Blacksmith required)



Forged Blades Upgrade

Cost: 800

Keyboard Shortcut: [F]

Effect: Allows you to purchase Forged Blades upgrades for Knights, Soldiers, and Tower Guards, giving them a +50 percent damage bonus (rank 2 Blacksmith required)



Heavy Armor Upgrade

Cost: 1,000

Keyboard Shortcut: [A]

Effect: Allows you to purchase Heavy Armor for Archers, Knights, Soldiers, and Tower Guards, giving them a +60 percent armor bonus (rank 2 Blacksmith required)



Farm



Built On: Settlement, outpost, camp, or castle building foundation

Cost: 350

Keyboard Shortcut: [F]

Effect: Creates Peasants, harvests resources (food), reduces cost of Knights



Reduced Cost of Calvary	
# OF FARMS	ROHIRRIM COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	25%
6+	30%

Farm Statistics by Rank				
RANK	HEALTH	RESOURCE RATE	EXP. NEEDED	EXP. VALUE
1	1,500	15 per 6 sec.	n/a	10
2	3,000	18 per 6 sec.	1,200	15
3	5,000	20 per 6 sec.	2,700	20

Forbidden Pool



Built On: n/a (only appears in certain battles, already built)
Cost: n/a
Keyboard Shortcut: n/a
Effect: Trains Rangers, Archers, Knights, and Soldiers, produces Fire Arrow upgrade

Forbidden Pool Statistics by Rank	
RANK	BUILD SPEED
1	+0%
2	+25%
3	50%

Fire Arrow Upgrade

Cost: 1,200

Keyboard Shortcut: **[W]**

Effect: Allows you to upgrade Archers and Rangers with Fire Arrows, increasing their offensive power by 15 points of fire damage per attack (rank 2 Forbidden Pool required)



Heroic Statue

Built On: Outpost, camp, or castle building foundation

Cost: 150

Health: 1,500

Experience Value: 10

Keyboard Shortcut: **[T]**

Effect: Leadership bonus to nearby troops (+50 percent armor, +200 percent combat experience), reduces hero revive cost



Heroic Statue Hero Cost Reduction

# OF STATUES	HERO COST REDUCTION
1	0%
2	10%
3	20%
4	30%

Heroic Statues do not rise in rank.

NOTE

Keep



Built On: Outpost, camp, and castle building sites

Cost: 800

Health: 3,000

Damage: 40 (Archer)

Keyboard Shortcut: **[K]**

Effect: Builds a defensive tower that fires arrows at approaching enemies

Keeps do not rise in rank.

NOTE

Marketplace



Built On: Outpost, camp, or castle building foundation
Cost: 1,500
Health: 2,500
Experience Value: 50
Keyboard Shortcut: [M]
Effect: Creates Iron Ore, Grand Harvest, and Siege Materials economic upgrades

Marketplaces do not rise in rank.

NOTE

Iron Ore Upgrade

Cost: 1,500

Keyboard Shortcut: [R]

Effect: Gives a +50 percent resource production increase to all Blacksmiths



Grand Harvest Upgrade

Cost: 1,500

Keyboard Shortcut: [G]

Effect: Gives a +50 percent resource production increase to all Farms



Siege Materials Upgrade

Cost: 500

Keyboard Shortcut: [S]

Effect: Destroyed structures refund 50 percent of their cost to you



Postern Gate

Built On: Castle wall defensive build site

Cost: 300

Health: 1,500

Keyboard Shortcut: [G]

Effect: Creates a gate in the wall that only friendly forces can use



Postern Gates do not rise in rank.

NOTE

Sentry Tower

Built On: Camp defensive site

Cost: 150

Health: 1,000

Keyboard Shortcut: [T]

Effect: Raises a tower that automatically fires arrows at nearby enemies. Can be ordered to attack specific enemies



Stable

Built On: Outpost, camp, or castle building foundation

Cost: 800

Keyboard Shortcut: [S]

Effect: Trains Knights, produces Horse Shields upgrade



Stable Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	2,400	15
3	6,000	+50%	4,800	20



Horse Shields Upgrade

Cost: 1,000

Keyboard Shortcut: **[R]**

Effect: Allows you to purchase Horse Shields for Knights, giving them an 80 percent armor bonus (rank 2 Stable required)



Stoneworker



Stoneworkers do not rise in rank.

NOTE

Built On: Outpost, camp, or castle building foundation

Cost: 1,500

Health: 2,500

Experience Value: 50

Keyboard Shortcut: **[N]**

Effect: Produces Battle Tower and Keep Archers, Numenorian Stonework, and Reinforced Gate defensive upgrades

Multiple Stoneworkers Defense Discounts

# OF STONE-WORKERS	DEFENSE COST REDUCTION
1	20%
2	40%

The defense cost reduction applies to any structure build on a defensive foundation in a castle or camp.

NOTE

Battle Tower and Keep Archers Upgrade

Cost: 2,000

Keyboard Shortcut: **[T]**

Effect: Increases the damage of Archers in Keeps and of Battle Towers



Numenorian Stonework Upgrade

Cost: 2,000

Keyboard Shortcut: **[U]**

Effect: +100 percent health for walls and towers



Reinforced Gate Upgrade

Cost: 750

Keyboard Shortcut: **[R]**

Effect: +50 percent health for castle gates



Trebuchet



Built On: Castle defensive foundations

Cost: 1,600

Health: 400

Damage: 400 (siege weapon)

Keyboard Shortcut: **[T]**

Effect: Raises a Trebuchet Rampart (health: 1,500) and creates a Trebuchet atop it that fires at approaching enemies

Like their counterpart units, wall-mounted Trebuchets do not rise in rank and can be upgraded with Fire Stones, which allow them to do an additional 400 points of fire damage per shot. They are identical to the unit of the same name except they are stationary.

NOTE

Well



Built On: Outpost, camp, or castle building foundation

Cost: 200

Health: 1,500

Experience Value: 10

Keyboard Shortcut: [L]

Effect: Replenishes the health of nearby friendly units not engaged in combat, reduces cost of Archers, Rangers, Soldiers, and Tower Guards

Well Infantry Cost Reduction

# OF WELLS	COST REDUCTION
1	0%
2	20%
3	30%

Wells do not rise in rank.

NOTE

Workshop



Built On: Outpost, camp, or castle building foundation

Cost: 2,000

Keyboard Shortcut: [P]

Effect: Builds Trebuchets, creates Fire Stone upgrade for Trebuchets

Workshop Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	3,200	15
3	6,000	+50%	6,400	20

Fire Stone Upgrade

Cost: 800

Keyboard Shortcut: [F]



Effect: After you purchase the Fire Stone upgrade from the Workshop, you can upgrade all of your Trebuchets with Fire Stones, which allows them to do +200 percent additional damage (fire).

Other Good Buildings and Structures

Elven Barracks



Built On: Specific sites in Lothlorien during Good campaign

Cost: 300

Health: 3,000

Keyboard Shortcut: n/a

Effect: Trains Elven Warriors

Elven Barracks do not rise in rank.

NOTE



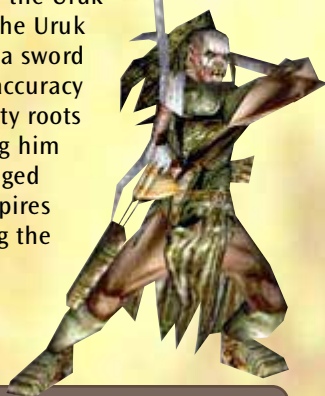
THE FORCES OF EVIL: HEROES

Isengard Heroes

Lurtz



Lurtz is the greatest warrior of the Uruk-hai, given life by Saruman in the Uruk Pits of Isengard. His skill with a sword is matched only by his lethal accuracy with the bow. His Cripple ability roots any hero to the spot, rendering him helpless against Isengard's ranged units. With a brutality that inspires leadership through fear among the Uruk-hai, Lurtz is the purest example of the world Sauron wishes to create.



Build Cost: 1,200

Attack Type: Melee Hero (sword), Missile Hero (bow)

Lurtz's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Generic	50%
Archer	40%
Cavalry	20%
Foot Soldier	60%
Orc/Uruk	40%
Melee Hero	100%
Missile Hero	100%
Fire	20%



Lurtz's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RANGED DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,200	60	40	60	n/a	40
2	1,260	80	60	90	50	50
3	1,320	100	80	90	100	60
4	1,400	120	100	120	200	70
5	1,500	140	120	120	300	80
6	1,600	160	140	120	500	90
7	1,700	180	160	120	700	100
8	1,800	200	180	120	900	120
9	1,900	220	200	150	1,100	150
10	2,000	270	250	150	1,500	200

Toggle Weapon

Keyboard Shortcut: **[T]**

Click the Change Weapon icon to toggle between Lurtz's sword (melee attack) and bow (missile attack).



Cripple

Required Rank: 1

Duration: 30 seconds

Recharge Time: 45 seconds

Keyboard Shortcut: **[C]**

When Lurtz Cripples an enemy hero, that hero is rooted to the spot and cannot move until the effect expires, making him an easy target for ranged weapons (such as Lurtz's bow). However, the hero can still attack any units in range of his missile or melee weapons, so keep your distance.



Carnage

Required Rank: 3

Duration: 30 seconds

Recharge Time: 60 seconds

Keyboard Shortcut: [R]

Lurtz's Carnage ability gives him an additional 20 percent armor bonus across all attack types and multiplies his attack damage by 200 percent as long as the effect lasts. Set it to automatic activation by right-clicking on its Palantír icon.



Leadership

Required Rank: 5

Duration: Constant

As soon as Lurtz reaches rank 5, his Leadership ability activates, increasing all nearby friendly units' damage by 100 percent.



Pillage

Required Rank: 6

Duration: Constant

At rank 6, Lurtz and all nearby friendly units earn resource bonuses for every enemy they slay. More powerful enemies result in larger resource bonuses.



Saruman

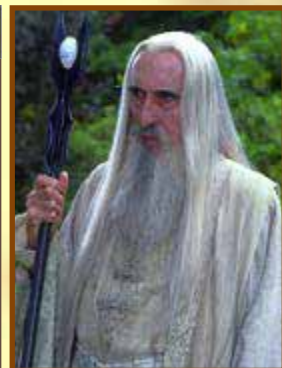


Saruman the White is the leader of the Istari wizards and Sauron's greatest ally. Inhabiting the tower of Orthanc in Isengard, Saruman raises a mighty army of Uruk-hai and sends them forth to invade the lands of Rohan. He's a sorcerer beyond compare, and his Wizard Blast and Fireball inflict considerable damage on enemies. His Wormtongue ability allows him to temporarily take control of any enemy unit.

Build Cost: 5,000
Attack Type: Melee Hero

Saruman's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Generic	75%
Archer	50%
Cavalry	20%
Foot Soldier	75%
Orc/Uruk	50%
Melee Hero	100%
Missile Hero	100%
Fire	30%



Saruman's Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	RESURRECT TIME (SECS)	EXP. NEEDED	EXP. VALUE
1	1,200	80	75	n/a	70
2	1,260	100	105	100	80
3	1,320	120	105	200	90
4	1,400	140	135	300	100
5	1,500	160	135	500	120
6	1,600	180	135	700	150
7	1,700	200	135	900	180
8	1,800	220	135	1,100	210
9	1,900	240	165	1,500	250
10	2,000	290	165	2,000	300

Wizard Blast

Required Rank: 1

Duration: Instant

Recharge Time: 30 seconds

Keyboard Shortcut: [B]

Saruman's Wizard Blast sends out a wave of magical energy that knocks enemy units back and deals 120 points of magic damage to each of them. Set it to automatic activation by right-clicking on its Palantír icon.



Fireball

Required Rank: 2

Duration: Instant

Recharge Time: 60 seconds

Keyboard Shortcut: [F]

Saruman's Fireball inflicts 400 points of magic, siege, and fire damage on a single target. It does 300 percent damage to Nazgûl, the Witch-king, and Giant Eagles.





Wormtongue

Required Rank: 4

Duration: 30 seconds

Recharge Time: 120 seconds

Keyboard Shortcut: **[W]**

By targeting an enemy with the Wormtongue command, Saruman can take control of it and temporarily add it to your army.



Speech Craft

Required Rank: 5

Duration: Instant

Recharge Time: 120 seconds

Keyboard Shortcut: **[C]**

When Saruman uses his Speech Craft ability, the targeted friendly units permanently gain 50 experience points.



Formerly known as Sméagol, the wretched creature called Gollum was the first hobbit to find the One Ring, long before Bilbo Baggins discovered it. His mind and body warped by the corrosive powers of the Ring, Gollum dedicates what remains of his miserable life to recovering his "precious" at all costs. He is naturally hidden from enemies and can often escape their notice if he stands perfectly still and does not attack.

Attack Type: Hero Melee
Damage: 10
Health: 200

Gollum appears in the game at rank, and never rises from this rank. You can revive him at the Citadel in Cirith Ungol.

NOTE

Gollum's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Generic	100%
Archer	50%
Cavalry	40%
Foot Soldier	60%
Orc/Uruk	60%
Melee Hero	100%
Missile Hero	100%
Fire	40%



Mordor Heroes

Gollum



Nazgûl



Also known as the Ringwraiths and the Black Riders, the Nazgûl are all that remains of nine kings of men corrupted by rings of power given to them by Sauron. In *The Battle for Middle-earth™*, the Nazgûl ride winged Fell Beasts, casting a shadow high above the forces of Good and swooping down at them to pluck their Soldiers from the battlefield. The Nazgûl are also gifted with the Screech ability, which causes enemy units to flee their presence.



Trained In: Camp and Castle Citadels

Cost: 5,000

Command Points: n/a

Number of Units in Horde: 1

Build Time: 60 seconds

Attack Type: Hero (vs. units), Siege weapon (vs. buildings)

Health: 3,000

Damage: 200 (plow into units), 200 (claw), 240 (grab splash damage), 500 (vs. buildings)

Experience Value: 10

Nazgûl appear at rank 10 and do not rise further than that.

NOTE

Nazgûl Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	25%
Cavalry	100%
Magic	100%
Melee Hero	100%
Missile Hero	300%
Fire	100%
Archer	50%
Siege Weapon	100%



Screech

Keyboard Shortcut: [C]

Recharge Time: 60 seconds

The Screech of the Nazgûl sends enemy units fleeing from its presence, unable to attack until they recover their nerve. It is an excellent way to break up battalions of ranged units that threaten the Nazgûl.



Witch-king



The Witch-king of Angmar is the commander of the Nazgûl, human kings whose minds, bodies, and souls long ago fell to Sauron's control. Astride his winged Fell Beast, the Witch-king lays waste to the forces of Good, sending them fleeing with his Fell Beast's unearthly Screech ability.



Build Cost: 8,000
Attack Type: Melee Hero
Damage: 100
Health: 4,000

The Witch-king appears in the game at rank 10 and does not rise any further in rank.

NOTE

Witch-king's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Generic	25%
Giant Eagle/Nazgûl	100%
Magic	100%
Melee Hero	100%
Missile Hero	300%
Fire	100%
Archer	50%
Siege	100%



Screech

Duration: Instant

Recharge Time: 60 seconds

Keyboard Shortcut: [S]

The Screech of the Witch-king sends enemy units fleeing from his presence. Not only does this cause them to stop attacking, it also shatters their lines and clears the way for your infantry to break through.



Leadership

Duration: Constant

The Witch-king's natural Leadership ability endows all nearby friendly units with a 50 percent armor bonus. It also allows them to do 200 percent damage.



Other Evil Heroes

Shelob



Shelob is a gargantuan spider who makes her home in the tunnels around the Pass of Cirith Ungol. This ancient arachnid feeds primarily on the unwitting Orc and Gondor Soldiers who draw too near to her hunting grounds. By default, Shelob always attacks the most powerful units in her presence.



Attack Type: Hero Melee
Damage: 100
Health: 4,500

Shelob appears in the game at rank 10, and never rises from this rank. You can revive him at the Citadel in Cirith Ungol.

NOTE

Shelob's Armor Values

ATTACK TYPE	DAMAGE TAKEN
Generic	20%
Foot Soldier	50%
Orc/Uruk	40%
Archer	45%
Melee Hero	125%
Missile Hero	50%





THE FORCES OF EVIL: UNITS

Isengard Units

Ballistae

The Isengard Ballista is a massive crossbow that fires gigantic bolts at stationary targets. It is best used against gates, wall defenses, and groups of enemies foolish enough to remain still within its range. Because of its slow movement speed and lack of defensive capabilities, always accompany a Ballista with at least one horde of melee troops.



Trained In: Siege Works
Cost: 1,000
Command Points: 5
Number of Units in Horde: 1
Build Time: 40 seconds
Attack Type: Siege weapon
Health: 240
Damage: 400
Experience Value: 20

Ballista Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	250%
Foot Soldier	250%
Fire	100%
Archer	1%
Melee Hero	100%
Missile Hero	10%
Siege Weapon	50%

Ballistae do not rise in rank.

NOTE

Bombardment

Keyboard Shortcut: [B]

Use the Bombardment command to order your Ballista to continually attack a target area. This is useful for ordering it to repeatedly hammer a tough structure, such as a castle wall, without having it be distracted by new enemies that appear. It can



also continually fire at routes regularly traveled by the enemy, instead of automatically targeting them and firing too slowly to hit them.

Hold Fire/Auto Acquire

Keyboard Shortcut: [I]

To prevent the Ballista from automatically firing at enemies as they approach, use the Hold Fire command. To resume the automatic attacks on enemies, switch it back to Auto Acquire.



Battering Rams

No gate can stand for long against the relentless pounding of the Battering Ram. Manned by a team of Uruks, the Battering Ram delivers punishing blow after punishing blow against structures of all types, though it is practically useless against enemy units.



Trained In: Siege Works
Cost: 400
Command Points: 5
Number of Units in Horde: 1
Build Time: 30 seconds
Attack Type: Siege weapon
Health: 480
Damage: 600
Experience Value: 10

Battering Ram Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100%
Fire	25%
Archer	10%
Melee Hero	100%
Missile Hero	50%

Battering Rams do not rise in rank.

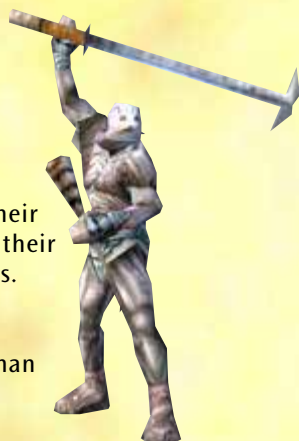
NOTE



Berserkers



The Uruk-hai are infamous for their bloodthirsty brutality, but even they are unsettled by Berserkers. Spawned from Isengard's Uruk Pits, Berserkers are utterly fearless, savage warriors that take the lives of their foes as eagerly as they sacrifice their own to detonate Explosive Mines. Berserkers have no particular resistance to any attack, but no attack does any more damage than normal to them either.



Trained In: Uruk Pit (rank 2)
Cost: 200
Command Points: 4
Number of Units in Horde: 1
Build Time: 20 seconds
Attack Type: Orc/Uruk
Health: 200
Damage: 80
Experience Value: 10

Berserker Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%

Berserkers do not rise in rank.

NOTE

Light Torch

Keyboard Shortcut: **T**

Once an Explosive Mine has been placed, you can sacrifice a Berserker to detonate it by using the Light Torch command and ordering the Berserker to attack the mine.



Explosive Mines



Explosive Mines are the most powerful weapons in Isengard's arsenal, but they are as dangerous to their allies as they are to their enemies. Move an Explosive Mine into position and detonate it with a Fire Arrow, Saruman's Fireball, or a Berserker's Light Torch ability.

The resulting explosion is enough to instantly punch a hole through all but the strongest walls. However, if Isengard's enemies see the Explosive Mine being moved into position, they can detonate it prematurely with Fire Arrows, destroying it and all units in its blast radius. Keep Explosive Mines far away from the rest of your army at all times!



Trained In: Siege Works (rank 2)
Cost: 700
Command Points: 4
Number of Units in Horde: 1
Build Time: 45 seconds
Attack Type: Siege weapon
Health: 800
Damage: 7,000 (instantly destroys Helm's Deep culvert)
Experience Value: 10

Explosive Mine Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Siege Weapon	200%
Fire	200%
Archer	25%
Boulder	50,000%

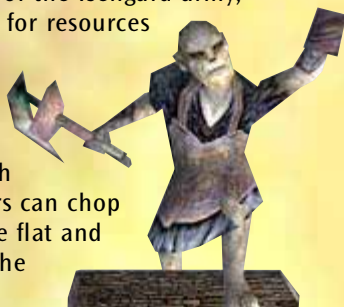
Explosive Mines do not rise in rank.

NOTE

Orc Laborers



Orc Laborers are the grunts of the Isengard army, chopping down trees to use for resources in Lumber Mills. Although capable of defending themselves with their axes, their combat skills are generally unimpressive, with one exception—Orc Laborers can chop Ents down to size in no time flat and are the mortal enemies of the tree people.



Trained In: Lumber Mills
Cost: 20
Command Points: 1
Number of Units in Horde: 1
Build Time: 5 seconds
Attack Type: Axe
Health: 30
Damage: 5
Experience Value: 5

Orc Laborer Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	200%
Foot Soldier	100%
Archer	80%
Fire	80%

Orc Laborers do not rise in rank.

NOTE

Harvest Resources

Keyboard Shortcut: [R]

Use the Harvest Resources command to order your Orc Laborers to automatically acquire resources for your army.



Siege Ladders



Why tear down a wall when you can just go over it? By placing a Siege Ladder up against a castle wall, you can send your units up it and onto the top of the wall. If the bearers of the Siege Ladder are killed, the Siege Ladder is rendered useless. Siege Ladders have no ability to defend themselves, so be sure to escort them with hordes of troops.

Trained In: Siege Works
Cost: 150
Command Points: 4
Number of Units in Horde: 1
Build Time: 30 seconds
Attack Type: n/a
Health: 600
Damage: n/a
Experience Value: 10

Siege Ladder Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	25%
Orc/Uruk	25%
Archer	10%
Fire	100%
Melee Hero	50%
Missile Hero	10%

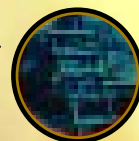
Siege Ladders do not rise in rank.

NOTE

Retract

Keyboard Shortcut: [R]

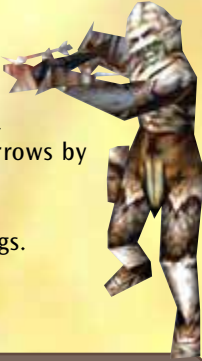
If you want to remove the Siege Ladder from the enemy wall, use the Retract command.





Uruk Crossbowmen

Uruk Crossbowmen pick off the enemies of Isengard from a distance and are best used behind a line of melee troops. Upgrade Uruk Crossbowmen with Fire Arrows by purchasing them from an Armory to increase their effectiveness against all targets, particularly Ents and buildings.



Uruk Crossbowman Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	400%
Orc/Uruk	400%
Arrow	100%

Trained In: Uruk Pit
Cost: 400
Command Points: 30
Number of Units in Horde: 10
Build Time: 30 seconds
Attack Type: Archer

Uruk Crossbowmen Statistics by Rank

RANK	HEALTH	MISSILE DAMAGE	EXP. NEEDED	EXP. VALUE
1	80	10	n/a	3
2	100	15	100	4
3	120	20	200	5
4	140	25	400	6
5	160	30	600	7
6	170	35	800	8
7	180	40	1,200	9
8	190	45	1,600	10
9	200	50	2,000	11
10	210	55	2,400	12

Wedge Formation/ Loose Formation

Keyboard Shortcut: **[M]**

In Wedge formation, Uruk Crossbowmen gain a 25 percent damage bonus but suffer a 25 percent armor penalty. Returning to Loose formation removes the bonus and penalty.



Uruk Pikemen



Trained to counter the swift attacks of the Rohirrim, Uruk Pikemen deal additional damage against cavalry units and bring them down quickly. Uruk Pikemen can be ordered into Porcupine formation, which increases their armor at the expense of their speed.



Uruk Pikemen Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	50%
Foot Soldier	300%
Orc/Uruk	300%
Archer	100%
Fire	50%

Trained In: Uruk Pit (rank 2)
Cost: 300
Command Points: 20
Number of Units in Horde: 10
Build Time: 30 seconds
Attack Type: Orc/Uruk (pike)

Uruk Pikemen Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	80	20	n/a	3
2	100	25	100	4
3	120	30	200	5
4	140	35	400	6
5	160	40	600	7
6	170	45	800	8
7	180	50	1,200	9
8	190	55	1,600	10
9	200	60	2,000	11
10	210	65	2,400	12

Porcupine Formation/ Loose Formation

Keyboard Shortcut: **[M]**

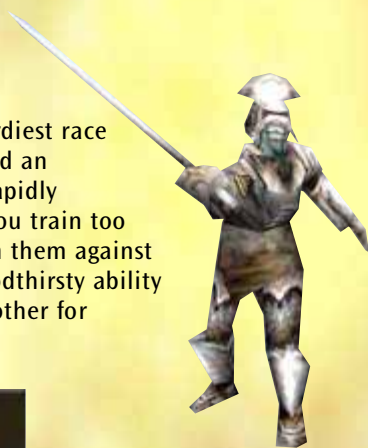
In Porcupine formation, Uruk Pikemen and Warg Riders with Heavy Armor gain a 25 percent armor bonus but suffer a 40 percent speed penalty. It also increases their damage against mounted units, such as Rohirrim and Knights. Returning to Loose formation removes the bonus and penalty.



Uruk-hai



The Uruk-hai are the backbone of Saruman's dark army. The product of evil sorcery and selective breeding, they are the hardiest race of Orcs in Middle-earth and an economical choice for a rapidly expanding army. Should you train too many, you can always turn them against each other with their Bloodthirsty ability and have them slay each other for experience.



Uruk-hai Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	200%
Foot Soldier	100%
Archer	50%
Fire	50%

Trained In: Uruk Pit
Cost: 200
Command Points: 20
Number of Units in Horde: 10
Build Time: 30 seconds
Attack Type: Orc/Uruk (sword)

Uruk-hai Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	80	10	n/a	3
2	100	15	100	4
3	120	20	200	5
4	140	25	400	6
5	160	30	600	7
6	170	35	800	8
7	180	40	1,200	9
8	190	45	1,600	10
9	200	50	2,000	11
10	210	55	2,400	12

Block Formation/ Loose Formation

Keyboard Shortcut: **[M]**

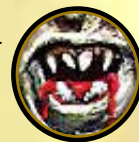
In Block formation, Uruk-hai gain a 25 percent armor bonus but suffer a 40 percent speed penalty. Returning to Loose formation removes the bonus and penalty.



Bloodthirsty

Keyboard Shortcut: **[T]**

The Bloodthirsty ability allows you to order a horde of Uruk-hai to attack and kill another horde of Uruk-hai and earn the experience value of their victims. By sacrificing hordes of Uruk-hai, you can raise the rank of the Bloodthirsty horde. It is an excellent way to free up room in your army if you have reached your command limit and wish to train additional troops.



Warg Riders



Although wild Wargs are usually a danger to Good and Evil units alike, some Uruks have managed to tame the beasts and ride them as mounts for the glory of Isengard. These fast-moving cavalry units are a constant threat to the horsemen of Rohan and Gondor.



Trained In: Warg Pit
Cost: 800
Command Points: 20
Number of Units in Horde: 5
Build Time: 40 seconds
Attack Type: Cavalry

Warg Rider Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100% (200% vs. pikes)
Archer	100%
Melee Hero	300%
Missile Hero	100%

Warg Rider Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	300	60	n/a	5
2	320	70	150	6
3	340	80	300	7
4	360	90	500	8
5	380	100	700	9
6	390	105	900	10
7	400	110	1,100	11
8	410	115	1,300	12
9	420	120	1,500	13
10	430	125	1,700	14



Line Formation/ Skirmish Formation

Keyboard Shortcut: [M]

In Line formation, Warg Riders gain a 25 percent armor bonus but suffer a 50 percent damage penalty. Returning to Skirmish formation removes the bonus and penalty.



Howl

Keyboard Shortcut: [W]

Duration: 45 seconds

Recharge Time: 120 seconds

Using the Howl ability gives the horde of Warg Riders a temporary 150 percent damage bonus.



Mordor Units

Battering Rams

No gate can stand for long against the relentless pounding of the Battering Ram. Manned by a team of Orcs, the Battering Ram delivers punishing blow after punishing blow against structures of all types, though it is practically useless against enemy units.



Trained In: Great Siege Works

Cost: 400

Command Points: 5

Number of Units in Horde: 1

Build Time: 30 seconds

Attack Type: Siege weapon

Health: 480

Damage: 600

Experience Value: 10

Battering Ram Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100%
Fire	25%
Archer	10%
Melee Hero	100%
Missile Hero	50%

Battering Rams do not rise in rank.

NOTE

Catapults



Catapults are Mordor's deadliest siege weapons, lobbing their infernal charges great distances against buildings and stationary enemies. Their ammunition can be switched from Fire Rocks, which inflict a great deal of fire damage, to Helmets, which do less damage but send their targets fleeing in revulsion. Catapults cannot defend themselves against melee attackers, so be sure to escort them with units that can.



Trained In: Great Siege Works
Cost: 800
Command Points: 5
Number of Units in Horde: 1
Build Time: 40
Attack Type: Siege weapon/fire (Fire Rocks), Siege weapon (Helmets)
Health: 240
Damage: 400 (Fire Rocks), 100 (Helmets)
Experience Value: 20

Catapult Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	250%
Foot Soldier	250%
Fire	100%
Archer	1%
Melee Hero	100%
Missile Hero	10%
Siege Weapon	50%

Catapults do not rise in rank.

NOTE

Bombardment

Keyboard Shortcut: [B]

Use the Bombardment command to order your Catapult to continually attack a target area. This is useful for ordering it to repeatedly hammer a tough structure, such as a castle wall, without having it be distracted by new enemies that appear. It can also continually fire at routes regularly traveled by the enemy, instead of automatically targeting them and firing too slowly to hit them.



Hold Fire/Auto Acquire

Keyboard Shortcut: [I]

To prevent the Ballista from automatically firing at enemies as they approach, use the Hold Fire command. To resume the automatic attacks on enemies, switch it back to Auto Acquire.



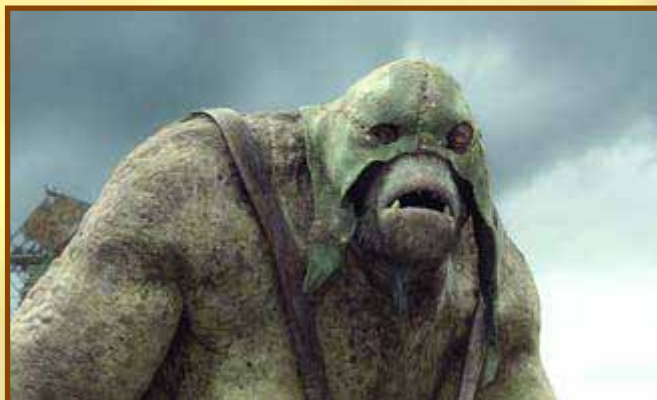
Switch Ammunition

Switch Ammunition: [T]

Use this command to toggle between launching Fire Rocks and Helmets from your Catapult. Fire Rocks do more damage to structures and units, but Helmets instill fear in the enemies they hit, causing them to temporarily cease attacking.



Drummer Trolls



While massive Drummer Trolls are effective fighting units in their own right, their real power is to inspire all friendly units around them to perform better in combat, granting them a 150 percent damage multiplier, a 50 percent armor bonus, and a 300 percent experience multiplier. When coupled with Mountain Trolls, they are nearly unstoppable.

Trained In: Troll Cage (rank 2)
Cost: 1,200
Command Points: 10
Number of Units in Horde: 1
Build Time: 45 seconds
Attack Type: Clubbing



Drummer Troll Armor Values

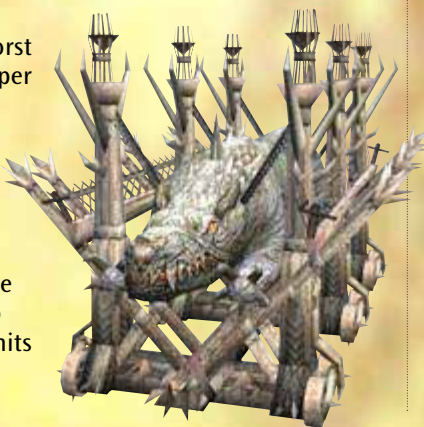
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	50%
Foot Soldier	100% (200% vs. pikes)
Archer	100%
Fire	75%
Magic	200%
Melee Hero	200%
Missile Hero	100%

Drummer Troll Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	2,000	120	n/a	20
2	2,050	150	200	30
3	2,100	180	400	40
4	2,150	210	600	50
5	2,200	240	800	60
6	2,250	270	1,000	70
7	2,300	300	1,500	80
8	2,350	330	2,000	90
9	2,400	360	2,500	100
10	2,450	390	3,000	110

Grond

Grond is a castle gate's worst enemy; think of it as a super Battering Ram. This mammoth siege device inflicts massive amounts of damage against buildings and other structures but cannot be used against units. Although the Grond is tough, be sure to escort it with hordes of units that can protect it against melee attacks.



Trained In: Great Siege Works
Cost: 5,000
Command Points: 10
Number of Units in Horde: 1
Build Time: 60 seconds
Attack Type: Boulder
Health: 8,000
Damage: 2,000
Experience Value: 100

Grond Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	20%
Cavalry	20%
Foot Soldier	20%
Archer	1%
Melee Hero	50%
Missile Hero	1%
Siege Weapon	100%
Boulder	100%
Fire	1%
Magic	100%

The Grond does not rise in rank.

NOTE

Haradrim



These exotic units hail from Middle-earth's southern lands. Longtime enemies of Gondor, they align themselves with Mordor during the battle for Middle-earth. Equally skilled in melee and missile attacks, they are as versatile as they are deadly.

Trained In: Haradrim Palace
Cost: 200
Command Points: 10
Number of Units in Horde: 5
Build Time: 30 seconds
Attack Type: Archer (bow), foot soldier (lance)



Haradrim Lancer Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	100%
Orc/Uruk	100%
Archer	100%

Haradrim Lancer Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	EXP. NEEDED	EXP. VALUE
1	60	60	40	n/a	3
2	80	70	50	150	4
3	100	80	60	300	5
4	120	90	70	500	6
5	140	100	80	700	7
6	150	105	85	900	8
7	160	110	90	1,100	9
8	170	115	95	1,300	10
9	180	120	100	1,500	11
10	190	125	105	1,700	12

Wedge Formation/ Line Formation

Keyboard Shortcut: **[M]**

In Wedge formation, Haradrim gain a 25 percent damage bonus but suffer a 25 percent armor penalty. Returning to Line formation removes the bonus and penalty.



Mountain Trolls



Mountain Trolls are lumbering engines of destruction that pummel any enemy unit or structure unfortunate enough to catch their attention. They can pick up and hurl rocks and Orcs and swing trees to enhance their already formidable destructive abilities. As large and strong as they are, Mountain Trolls often fail to notice that they might be hitting their own allied troops during their rampages, so keep your smaller units well away from them. Also, when a Mountain Troll nears death, it flails around wildly, knocking back anyone and anything in its way.

Trained In: Troll Cage
Cost: 1,200
Command Points: 10
Number of Units in Horde: 1
Build Time: 45 seconds
Attack Type: Clubbing (punch, shoulder, tree), boulder (thrown rock)



Mountain Troll Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	50%
Foot Soldier	100% (200% vs. pikes)
Archer	100%
Fire	75%
Magic	200%
Melee Hero	200%
Missile Hero	100%



Mountain Troll Statistics by Rank

RANK	HEALTH	PUNCH DAMAGE	SHOULDER DAMAGE	TREE DAMAGE	ROCK DAMAGE	EXP. NEEDED	EXP. VALUE
1	2,000	200	400	120	300	n/a	20
2	2,050	230	430	150	330	200	30
3	2,100	260	460	180	360	400	40
4	2,150	290	490	210	390	600	50
5	2,200	320	520	240	420	800	60
6	2,250	350	550	270	450	1,000	70
7	2,300	380	580	300	480	1,500	80
8	2,350	410	610	330	510	2,000	90
9	2,400	440	640	360	540	2,500	100
10	2,450	470	670	390	570	3,000	110

Find a Rock

Keyboard Shortcut: **[R]**

Use this command to order a Mountain Troll to find a rock to hurl at an enemy. The Mountain Troll's next attack will be a hurled rock.



Find a Tree

Keyboard Shortcut: **[T]**

Mountain Trolls can be ordered to rip the nearest tree out of the ground and swing it at enemies like a club. It does less damage than the Mountain Troll's normal melee attacks, but the troll swings the tree in a much wider arc, hitting more enemies (and allies!) per shot.



Find an Orc to Eat

Keyboard Shortcut: **[F]**

When a Mountain Troll is injured, use this command to order it to find and eat the nearest Orc to replenish 50 points of health.



Mûmakil



Mûmakil are the "oliphaunts" that Sam Gamgee sees as he and Frodo approach Mordor. These massive beasts are saddled with palanquins containing Harad Archers. The

mûmakil themselves are capable of frightening damage, toppling buildings with their gargantuan heads, and knocking away enemies in front of them with a sweep of their tusks. They can also be marched through forests to topple trees and deny Elven Warriors and Rangers a place to hide.

The greatest enemy of the *mûmakil* is fire. If a *mûmakil*'s palanquin is set alight by Fire Arrows, the beast will rampage in a panic, trampling all nearby units until it dies.

Units can be garrisoned in *mûmakil* and transported across the battlefield. If you garrison ranged units in a *mûmakil*, they will fire at enemies from the beast's back.

Trained In: *Mûmakil* Pen
Cost: 2,000
Command Points: 30
Number of Units in Horde: 1
Build Time: 60 seconds
Attack Type: Siege weapon (regular attack), cavalry (charge)



Mûmakil Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	1%
Cavalry	1%
Foot Soldier	1% (200% vs. pikes)
Orc/Uruk	1%
Archer	1%
Siege Weapon	200%
Boulder	200%
Melee Hero	100%
Magic	100%
Missile Hero	200%
Fire	200%



Mûmakil Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	4,000	600	n/a	50
2	4,050	630	200	60
3	4,100	660	400	70
4	4,150	690	600	80
5	4,200	720	800	90
6	4,250	750	1,000	100
7	4,300	780	1,500	110
8	4,350	810	2,000	120
9	4,400	840	2,500	130
10	4,450	870	3,000	140

Charge Attack

Keyboard Shortcut: **C**

The *mûmakil*'s Charge Attack gives it a temporary boost of speed as it runs toward the targeted enemy and tramples it.



Evacuate

Keyboard Shortcut: **V**

When you want to remove garrisoned units from the *mûmakil*, use the Evacuate command to do so. Any units garrisoned in a *mûmakil* when it dies are killed with it, so be sure to evacuate them before the beast's dying breath.



Orc Archer



Orc Archers are the basic ranged units in the Mordor army. Although they are weaker than their Uruk cousins, they can be produced more cheaply. Once upgraded with Fire Arrows, Orc Archers are a force to be reckoned with, burning Good buildings and units alike.

Trained In: Orc Pit

Cost: 300

Command Points: 30

Number of Units in Horde: 10

Build Time: 30 seconds

Attack Type: Archer (bow), foot soldier (if forced to fight hand-to-hand)

Orc Archer Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	400%
Orc/Uruk	400%
Arrow	100%



Orc Archer Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	MISSILE DAMAGE	EXP. NEEDED	EXP. VALUE
1	50	8	4	n/a	3
2	70	13	9	100	4
3	90	18	14	200	5
4	110	23	19	400	6
5	130	28	24	600	7
6	140	33	29	800	8
7	150	38	34	1,200	9
8	160	43	39	1,600	10
9	170	48	44	2,000	11
10	180	53	49	2,400	12

Orc Laborer





Orc Laborers are the grunts of the Mordor army, chopping down trees to use for resources in Lumber Mills (they can be found at Isengard as well). Although capable of defending themselves with their axes, their combat skills are generally unimpressive, with one exception—Orc Laborers can chop Ents down to size in no time flat and are the mortal enemies of the tree people.



Trained In: Lumber Mills
Cost: 20
Command Points: 1
Number of Units in Horde: 1
Build Time: 5 seconds
Attack Type: Axe
Health: 30
Damage: 5
Experience Value: 5

Orc Laborer Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	200%
Foot Soldier	100%
Archer	80%
Fire	80%

Orc Laborers do not rise in rank.

NOTE

Harvest Resources

Keyboard Shortcut: [R]

Use the Harvest Resources command to order your Orc Laborers to automatically acquire resources for your army.



Orc Warrior



Compared to the Uruk-hai, Orc Warriors are small, weak, and generally unimpressive. However, they cost no resources to produce, allowing even a fledgling army to

swell its ranks quickly. And although individual Orc Warriors seem unimposing, they never attack as individuals but in massive hordes that overwhelm enemy positions with the sheer force of numbers.

Trained In: Orc Pit
Cost: Free
Command Points: 20
Number of Units in Horde: 10
Build Time: 30 seconds
Attack Type: Orc/Uruk

Orc Warrior Armor Values	
ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	100%
Foot Soldier	400%
Orc/Uruk	400%
Arrow	100%



Orc Warrior Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	50	10	n/a	3
2	70	15	100	4
3	90	20	200	5
4	110	25	400	6
5	130	30	600	7
6	140	35	800	8
7	150	40	1,200	9
8	160	45	1,600	10
9	170	50	2,000	11
10	180	55	2,400	12

Bloodthirsty

Keyboard Shortcut: [T]

The Bloodthirsty ability allows you to order a horde of Orc Warriors to attack and kill another horde of Orc Warriors and earn the experience value of their victims. By sacrificing hordes of Orc Warriors, you can raise the rank of the Bloodthirsty horde. It is an excellent way to free up room in your army if you have reached your command limit and wish to train additional troops.



Siege Tower



A sturdier version of Isengard's Siege Ladder, the Siege Tower accomplishes the same objective. Wheel it up to a castle wall to give your units a way up onto the wall and past the enemy's defenses. Siege Towers always attract a great deal of attention from castle defenders, so be sure to escort them with ranged units that can return fire, and eliminate all enemy siege weapons and boulder-hurling units in the Siege Tower's path.



Trained In: Great Siege Works
Cost: 600
Command Points: 5
Number of Units in Horde: 1
Build Time: 45 seconds
Attack Type: n/a
Health: 2,000
Damage: n/a
Experience Value: 10

Siege Towers do not rise in rank.

NOTE

Retract

Keyboard Shortcut: [R]

To remove your Siege Tower from the castle wall where you placed it, use the Retract command.



Siege Tower Armor Values

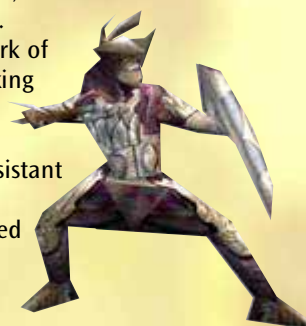
ATTACK TYPE	DAMAGE TAKEN
Default	10%
Cavalry	25%
Foot Soldier	1%
Siege Weapon	100%
Boulder	100%
Fire	10%
Archer	1%
Melee Hero	10%
Magic	100%
Missile Hero	1%

Soldiers of Rhun



Occasionally referred to as "Easterlings," Soldiers of Rhun are elite pikemen Soldiers in the Mordor army. They are capable of assuming the Porcupine formation, which increases their armor at the expense of their speed.

Soldiers of Rhun can make short work of enemy cavalry with their pikes, making them the perfect defense against Rohirrim and Knights. They are also immune to fire attack and highly resistant to Archers, so they can make short work of enemy missile units upgraded with Fire Arrows.



Soldiers of Rhun Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	50%
Arrow	20%
Fire	0%

Trained In: Haradrim Palace
Cost: 400
Command Points: 15
Number of Units in Horde: 5
Build Time: 40 seconds
Attack Type: Foot soldier (pikes)

Soldiers of Rhun Statistics by Rank

RANK	HEALTH	MELEE DAMAGE	EXP. NEEDED	EXP. VALUE
1	160	40	n/a	5
2	180	50	150	6
3	200	60	300	7
4	220	70	500	8
5	240	80	700	9
6	250	85	900	10
7	260	90	1,100	11
8	270	95	1,300	12
9	280	100	1,500	13
10	290	105	1,700	14



Porcupine Formation/ Line Formation

Keyboard Shortcut: **[M]**

In Porcupine formation, Soldiers of Rhun gain a 25 percent armor bonus but suffer a 40 percent speed penalty and do additional damage to cavalry units, such as Rohirrim, Knights, and Warg Riders. Returning to Loose formation removes the bonus and penalty.



Other Evil Units

The Balrog



The Balrog of Morgoth is a demonic creature composed of flame and possessed of frightening power. It is responsible for driving the dwarves from their ancestral home of Moria and nearly killed Gandalf in their clash in the Mines of Moria. The Balrog can be summoned into combat with the One Ring power Summon Balrog Ally. Although it moves slowly and vanishes two minutes after being summoned, the Balrog is capable of destroying even the hardest warriors and structures with ease.

Trained In: n/a (summoned into battle)

Cost: 0

Command Points: n/a

Number of Units in Horde: 1

Build Time: Instant

Attack Type: Magic (summoning), siege weapon/fire/boulder (sword), siege weapon/fire (whip), magic/fire (breath), cavalry (leap)

Health: 4,000

Damage: 1,800 (sword swipe), 1,600 (sword chop), 600 (whip), 3,000 (breath), 400 (jump), 1,000 (summoning)

Balrog Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	1%
Siege Weapon	25%
Boulder	25%
Magic	100%
Melee Hero	50%
Missile Hero	1%

The Balrog does not rise in rank.

NOTE

Ignite

Keyboard Shortcut: **[I]**

Recharge Time: 10 seconds

The Ignite command briefly engulfs the Balrog in a withering flame, giving it an additional 200 percent damage (all of which is fire damage) and 50 percent armor.



Flaming Whip

Keyboard Shortcut: **[W]**

Recharge Time: 30 seconds

The Balrog's Flaming Whip is a powerful, long-range melee attack that inflicts 200 points of fire damage and 400 points of siege weapon damage.



Scream

Keyboard Shortcut: **[M]**

Recharge Time: 15 seconds

The Scream of the Balrog frightens nearby foes and renders them temporarily unable to attack.



Breathe Fire

Keyboard Shortcut: **[B]**

Recharge Time: 30 seconds

The Balrog's fiery breath does a whopping 3,000 points of fire and magic damage to all units and buildings in its range.



Wings

Keyboard Shortcut: **[S]**

Recharge Time: 5 seconds

By leaping and flapping its wings, the Balrog can jump a considerable distance and inflict 400 points of cavalry damage to any units underneath it when it lands.



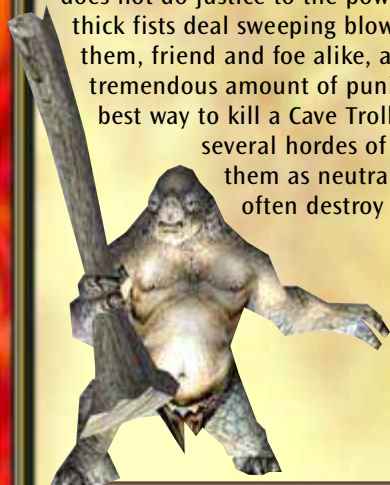
Cave Trolls

Cave Trolls are often encountered as neutral creatures in most battles. However, in the early battles of the Good campaign, they specifically attack the Fellowship of the Ring, which is why they appear in this section of the guide.

NOTE



Although Cave Trolls are the weakest trolls, the description does not do justice to the power of these hefty beasts. Their thick fists deal sweeping blows to all units in front of them, friend and foe alike, and they can absorb a tremendous amount of punishment before dying. The best way to kill a Cave Troll is from a distance with several hordes of Archers. If you encounter them as neutral creatures in battle, you can often destroy their lairs for treasure.



Cave Trolls do not rise in rank.

NOTE

Trained In: Cave Troll Lair

Cost: n/a

Command Points: n/a

Number of Units in Horde: 1

Build Time: n/a

Attack Type: Clubbing (punch, shoulder, tree), boulder (rock)

Health: 1,500

Damage: 200 (punch), 400 (shoulder), 120 (tree), 300 (rock)

Experience Value: 20

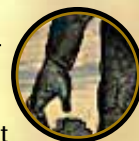
Cave Troll Armor Values

ATTACK TYPE	DAMAGE TAKEN
Default	100%
Cavalry	50%
Foot Soldier	100% (200% vs. pikes)
Archer	100%
Fire	75%
Magic	200%
Melee Hero	200%
Missile Hero	100%

Find a Rock

Keyboard Shortcut: [R]

Use this command to order a Cave Troll to find a rock to hurl at an enemy. The Cave Troll's next attack will be a hurled rock.



Find a Tree

Keyboard Shortcut: [T]

Cave Trolls can be ordered to rip the nearest tree out of the ground and swing it at enemies like a club. It does less damage than the Cave Troll's normal melee attacks, but the troll swings the tree in a much wider arc, hitting more enemies (and allies!) per shot.



Goblin Archers



Goblin Archers are often encountered as neutral creatures in most battles. However, in the early battles of the Good campaign, they specifically attack the Fellowship of the Ring, which is why they appear in this section of the guide.

NOTE

Goblin Archers are among the smallest, weakest units in the game, but what they lack in size they make up for in numbers. Often found defending their lairs (which can be destroyed for treasure), Goblin Archers do not hesitate to fire on any units that threaten their territory.





Trained In: Goblin Lair
Cost: n/a
Command Points: n/a
Number of Units in Horde: 1
Build Time: n/a
Attack Type: Archer (bow)
Health: 30
Damage: 10
Experience Value: 1

Goblin Archers do not rise in rank.

NOTE

Trained In: Goblin Lair
Cost: n/a
Command Points: n/a
Number of Units in Horde: 1
Build Time: n/a
Attack Type: Foot soldier (sword)
Health: 30
Damage: 10
Experience Value: 1

Goblin Swordsmen do not rise in rank.

NOTE

Goblin Swordsmen



Goblin Swordsmen are often encountered as neutral creatures in most battles. However, in the early battles of the Good campaign, they specifically attack the Fellowship of the Ring, which is why they appear in this section of the guide.

NOTE

Like Goblin Archers, Goblin Swordsmen are physically unimpressive, but they usually try to attack in overwhelming numbers to make up for that fact. The best way to deal with them is with area-effect spells or weapons (Gandalf or Saruman's Wizard Blast, Gimli's Leap, etc.), as killing each one individually can take a while and expose your units to more danger than the reward is worth. And speaking of rewards, don't forget to destroy neutral Goblin Lairs for treasure!



Wargs



Wargs are often encountered as neutral creatures in most battles. However, in some battles of the Evil campaign, they can be found and added to Evil armies as allies, which is why they appear in this section of the guide.

NOTE

Wild Wargs are an intelligent and vicious race of wolf-like creatures found on many battlefields. Unlike their tamed counterparts that serve as steeds for Isengard's Warg Riders, Wargs in their natural state attack anyone and anything that approaches their Warg Lairs. Kill them and destroy the Warg Lairs for treasure.

Trained In: Warg Lair
Cost: n/a
Command Points: n/a
Number of Units in Horde: Varies
Build Time: n/a
Attack Type: Foot soldier (teeth and claws)

Wargs do not rise in rank.

NOTE



THE FORCES OF EVIL: BUILDINGS AND STRUCTURES

Isengard Buildings and Structures

Armory



Built On: Outpost, camp, or castle building foundation

Cost: 1,200

Keyboard Shortcut: [A]

Effect: Creates Fire Arrow, Forged Blades, Heavy Armor, and Banner Carrier upgrades

Armories do not rise in rank.

NOTE

Fire Arrow Upgrade

Cost: 1,200

Keyboard Shortcut: [W]

Effect: Allows you to upgrade Uruk Crossbowmen with Fire Arrows, which inflict an additional 15 points of fire damage per attack



Forged Blades Upgrade

Cost: 800

Keyboard Shortcut: [B]



Effect: Allows you to upgrade Uruk-hai, Uruk Pikemen, and Warg Riders with Forged Blades, which inflict an additional 50 points of damage per attack

Heavy Armor Upgrade

Cost: 1,000

Keyboard Shortcut: [V]

Effect: Allows you to upgrade Uruk-hai, Uruk Crossbowmen, Uruk Pikemen, and Warg Riders with Heavy Armor, which gives them an additional 60 percent armor bonus



Banner Carrier Upgrade

Cost: 600

Keyboard Shortcut: [C]

Effect: Allows you to purchase Banner Carriers for your rank 1 hordes, which instantly makes them rank 2 hordes, with all of the benefits that come with it



Furnace



Built On: Outpost, camp, or castle building foundation

Cost: 350

Keyboard Shortcut: [F]

Effect: Provides iron as a resource; multiple Furnaces reduce the cost of siege weapons and upgrades



Furnace Statistics by Rank

RANK	HEALTH	RESOURCE PRODUCTION	EXP. NEEDED	EXP. VALUE
1	3,000	+15 per 6 sec.	n/a	10
2	4,500	+18 per 6 sec.	1,200	15
3	6,500	+20 per 6 sec.	2,700	20

Siege Weapon and Upgrade Cost Reduction

# OF FURNACES	FURNACE COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	30%
6 or more	40%

Building Cost Reduction

# OF LUMBER MILLS	BUILDING COST REDUCTION
1	0%
2	10%
3	20%
4 or more	30%

Lumber Mills automatically produce four Orc Laborers when they are built.

NOTE

Lumber Mill



Built On: Settlement
Cost: 200
Keyboard Shortcut: [L]
Effect: Produces Orc Laborers; gathers lumber as a resource; multiple Lumber Mills reduce cost of buildings

Lumber Mill Statistics by Rank

RANK	HEALTH	RESOURCE PRODUCTION	EXP. NEEDED	EXP. VALUE
1	1,500	15 per 6 sec.	n/a	10
2	2,000	18 per 6 sec.	2,000	15
3	5,000	20 per 6 sec.	5,000	20

Sentry Tower

Built On: Camp or castle defensive foundation
Cost: 150
Health: 1,000
Damage: 20
Keyboard Shortcut: [T]
Effect: Fires arrows at any enemy unit within range



Sentry Towers do not rise in rank.
NOTE

Siege Works



Built On: Outpost, camp, or castle building foundation
Cost: 1,500
Keyboard Shortcut: [W]
Effect: Builds Siege Ladders, Battering Rams, Ballistae, and Explosive Mines (rank 2 required)

Siege Works Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	2,000	15
3	6,000	+50%	4,000	20

Slaughterhouse



Built On: Settlement, outpost, camp, or castle building foundation

Cost: 350

Keyboard Shortcut: [S]

Effect: Provides food as a resource; reduces cost of Warg Riders

Warg Rider Cost Reduction

# OF SLAUGHTERHOUSES	WARG RIDER COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	25%
6 or more	30%

Slaughterhouse Statistics by Rank

RANK	HEALTH	RESOURCE PRODUCTION	EXP. NEEDED	EXP. VALUE
1	1,500	15 per 6 sec.	n/a	10
2	3,000	18 per 6 sec.	1,200	15
3	4,500	20 per 6 sec.	2,700	20

Order hordes of Uruks into the Slaughterhouse to earn resources for every unit sacrificed.

NOTE

Uruk Pit



Built On: Outpost, camp, or castle building foundation

Cost: 300

Keyboard Shortcut: [U]

Effect: Trains Uruk-hai, Uruk Crossbowmen, Uruk Pikemen (rank 2 required), and Berserkers (rank 2 required)

Uruk Pit Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	1,000	15
3	6,000	+50%	2,000	20

Warg Pit



Built On: Outpost, camp, or castle building foundation

Cost: 800

Keyboard Shortcut: [P]

Effect: Trains Warg Riders

Warg Pit Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	4,000	15
3	6,000	+50%	7,200	20



Mordor Buildings and Structures

Furnace



Built On: Outpost, camp, or castle building foundation
Cost: 350
Keyboard Shortcut: **[F]**
Effect: Provides iron as a resource; multiple Furnaces reduce the cost of siege weapons and upgrades

RANK	HEALTH	RESOURCE PRODUCTION	EXP. NEEDED	EXP. VALUE
1	3,000	+15 per 6 sec.	n/a	10
2	4,500	+18 per 6 sec.	1,200	15
3	6,500	+20 per 6 sec.	2,700	20

# OF FURNACES	FURNACE COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	30%
6 or more	40%

Great Siege Works



Built On: Outpost, camp, or castle building foundation
Cost: 1,200
Keyboard Shortcut: **[W]**
Effect: Builds Siege Towers, Catapults, and Grond

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	4,500	+0%	n/a	10
2	5,500	+25%	2,000	15
3	6,500	+50%	4,000	20

Haradrim Palace



Built On: Outpost, camp, or castle building foundation

Cost: 300

Keyboard Shortcut: [A]

Effect: Trains Haradrim and Soldiers of Rhun (rank 2 required); creates Banner Carrier upgrade (rank 2 required)

Haradrim Palace Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	1,500	+0%	n/a	10
2	3,000	+25%	500	15
3	5,000	+50%	2,400	20

Banner Carrier Upgrade

Cost: 600

Keyboard Shortcut: [C]

Effect: Allows you to purchase Banner Carriers for your rank 1 hordes, which instantly makes them rank 2 hordes, with all of the benefits that come with it (rank 2 Haradrim Palace required)



Lumber Mill



Built On: Settlement

Cost: 200

Keyboard Shortcut: [L]

Effect: Produces Orc Laborers; gathers lumber as a resource; multiple Lumber Mills reduce cost of buildings

Lumber Mill Statistics by Rank

RANK	HEALTH	RESOURCE PRODUCTION	EXP. NEEDED	EXP. VALUE
1	1,500	15 per 6 sec.	n/a	10
2	2,000	18 per 6 sec.	2,000	15
3	5,000	20 per 6 sec.	5,000	20

Building Cost Reduction

# OF LUMBER MILLS	BUILDING COST REDUCTION
1	0%
2	10%
3	20%
4 or more	30%

Lumber Mills automatically produce four Orc Laborers when they are built.

NOTE

Mûmakil Pen



Built On: Outpost, camp, or castle building foundation

Cost: 1,200

Keyboard Shortcut: [M]

Effect: Trains *mûmakil*

Mûmakil Pen Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	6,000	+0%	n/a	10
2	7,000	+25%	10,000	15
3	8,000	+50%	20,000	20



Orc Pit



Built On: Outpost, camp, or castle building foundation
Cost: 400
Keyboard Shortcut: **[T]**
Effect: Trains Orc Warriors and Orc Archers; creates Fire Arrow and Banner Carrier upgrades (rank 2 Orc Pit required)

Orc Pit Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	1,600	15
3	6,000	+50%	3,600	20

Fire Arrow Upgrade

Cost: 1,200
Keyboard Shortcut: **[W]**
Effect: Allows you to upgrade Orc Archers with Fire Arrows, which inflict an additional 15 points of fire damage per attack (rank 2 Orc Pit required)



Banner Carrier Upgrade

Cost: 600
Keyboard Shortcut: **[C]**
Effect: Allows you to purchase Banner Carriers for your rank 1 hordes, which instantly makes them rank 2 hordes, with all of the benefits that come with it (rank 2 Orc Pit required)



Sentry Tower



Built On: Camp or castle defensive foundation

Cost: 150

Health: 1,000

Damage: 20

Keyboard Shortcut: [T]

Effect: Fires arrows at enemy units within range

Sentry Towers do not rise in rank.

NOTE

Troll and *Mûmakil* Cost Reduction

NUMBER OF SLAUGHTERHOUSES	TROLL AND MÛMAKIL COST REDUCTION
1	0%
2	10%
3	15%
4	20%
5	25%
6 or more	30%

Order hordes of Orcs into the Slaughterhouse to earn resources for every unit sacrificed.

NOTE

Slaughterhouse



Built On: Settlement, outpost, camp, or castle building foundation

Cost: 350

Keyboard Shortcut: [S]

Effect: Provides food as a resource; reduces cost of Drummer and Mountain Trolls and *mûmakil*

Slaughterhouse Statistics by Rank

RANK	HEALTH	RESOURCE PRODUCTION	EXP. NEEDED	EXP. VALUE
1	1,500	15 per 6 sec.	n/a	10
2	3,000	18 per 6 sec.	1,200	15
3	4,500	20 per 6 sec.	2,700	20

Troll Cage



Built On: Outpost, camp, or castle building foundation

Cost: 1,200

Keyboard Shortcut: [C]

Effect: Trains Mountain Trolls and Drummer Trolls (rank 2 required)

Troll Cage Statistics by Rank

RANK	HEALTH	BUILD SPEED	EXP. NEEDED	EXP. VALUE
1	3,000	+0%	n/a	10
2	4,500	+25%	5,000	15
3	6,000	+50%	12,000	20





Other Evil Buildings and Structures

Cave Troll Lair



Cave Troll Lairs are neutral structures on most battlefields and produce Cave Trolls that are enemies of Good and Evil forces alike. However, because Cave Trolls occasionally work with Evil armies, we have included their Lairs in this section.

NOTE

Built On: n/a
Cost: n/a
Health: 2,000
Keyboard Shortcut: n/a
Effect: Trains Cave Trolls

Cave Troll Lairs do not rise in rank.

NOTE

Goblin Lair



Goblin Lairs are neutral structures on most battlefields and produce Goblin Swordsmen and Archers that are enemies of Good and Evil forces alike. However, because Goblins occasionally work with Evil armies, we have included their Lairs in this section.

NOTE

Built On: n/a
Cost: n/a
Health: 2,000
Keyboard Shortcut: n/a
Effect: Trains Goblin Archers and Goblin Swordsmen

Goblin Lairs do not rise in rank.

NOTE

Warg Lair



Warg Lairs are neutral structures on most battlefields and produce Wargs that are enemies of Good and Evil forces alike. However, because Wargs occasionally work with Evil armies, we have included their Lairs in this section.

NOTE

Built On: n/a
Cost: n/a
Health: 2,000
Keyboard Shortcut: n/a
Effect: Trains Wargs

Warg Lairs do not rise in rank.

NOTE



The Good Campaign

Major Battles of the Good Campaign

ICON	BATTLE	ICON	BATTLE
1	Mines of Moria	7	Northern Ithilien
2	Lothlorien	8	Osgiliath
3	Amon Hen	9	Shelob's Lair
4	Eaves of Fangorn	10	Minas Tirith
5	Helm's Deep	11	Black Gate
6	Isengard		

Ancillary Battles of the Good Campaign

ICON	BATTLE	ICON	BATTLE
12	Anorien	26	Halifirien
13	Cair Andros	27	Harondor
14	Central Ithilien	28	Mirkwood
15	Crossroads	29	Mouths of the Entwash
16	Dagorlad	30	Near Harad
17	Dead Marshes	31	Nurn
18	Druadan Forest	32	Rhun
19	Dunharrow	33	Rohan
20	East Emnet	34	Southern Ithilien
21	Eastern Rohan	35	West Emnet
22	Eastfold	36	Westfold
23	Eryn Arnien	37	Wold
24	Eryn Muil		
25	Fangorn		

The Good campaign follows the epic story of *The Lord of the Rings* from the Fellowship of the Ring's entry into the Mines of Moria to the last stand of the forces of Good at the Black Gate of Mordor.

Eleven major battles comprise the Good campaign. You must fight these battles, and usually you are taken directly to them at the appropriate point in the campaign. Major battles often have unique conditions for victory, and the events in them closely mirror the

events of *The Lord of the Rings* film trilogy. Each major battle has its own section in this guide.

There are also 26 ancillary battles. Ancillary battles are optional to a degree. At certain points in the campaign between major battles, you must fight an ancillary battle, but you are given your choice of which one to fight. Because the conditions for victory for the ancillary battles are identical (destroy all Evil forces and/or buildings), they are all grouped in the "Ancillary Battles" section of this guide.

Story Flow

The battles of the Good campaign are fought in this order:

1. The Fellowship of the Ring in the **Mines of Moria** (1)
2. Éomer and the armies of Rohan in an ancillary battle
3. The Fellowship of the Ring in **Lothlorien** (2)
4. Éomer and the armies of Rohan in an ancillary battle
5. The Fellowship of the Ring in **Amon Hen** (3)
6. Éomer and the armies of Rohan in an ancillary battle
7. Éomer and the armies of Rohan in the **Eaves of Fangorn** (4)
8. Éomer and the armies of Rohan in an ancillary battle
9. Éomer and the armies of Rohan in an ancillary battle
10. Fellowship and Rohan heroes and the armies of Rohan in **Helm's Deep** (5)
11. Merry, Pippin, Treebeard, and the Ents in **Isengard** (6)
12. Faramir, Frodo, Sam, and the armies of Gondor in **Northern Ithilien** (7)
13. The heroes and armies of Gondor or Rohan in an ancillary battle
14. The heroes and armies of Gondor or Rohan in an ancillary battle
15. Faramir and the armies of Gondor in **Osgiliath** (8)
16. Sam and the armies of Gondor in **Shelob's Lair** (9)
17. The Good heroes and the armies of Gondor and Rohan in **Minas Tirith** (10)
18. The heroes and armies of Gondor or Rohan in as many as 18 ancillary battles; you do not have to fight them all, but you do not have to attack the Black Gate until you are ready, either
19. The Good heroes and the armies of Gondor and Rohan at the **Black Gate** (11)

General Tips for the Good Campaign

Maintain a Strong Army

The army that you have left at the end of a battle is the army that you start the next battle with. That means that if you just barely survive a battle and have only a dozen troops left at the end of it, you start with only those dozen troops the next time you use that army.

It is extremely important to end each battle with as many troops as possible, and make sure that they are all equipped with every available upgrade. It is worth drawing out the end of the battle so that you can make sure that every one of your bow-equipped units has Fire Arrows, for example.

Also, units carry their rank over from one battle to the next. Your high-ranking battalions are extremely effective in combat, but they're also very difficult to replace if they are killed. A rank 1 Tower Guard battalion fresh out of a Gondor Barracks is no substitute for a rank 8 Tower Guard battalion that has been killed in battle. Pull your high-ranking units out of combat if they are suffering heavy losses; every battalion above rank 1 regenerates lost units over time.

Also, as soon as you can play as Faramir and the armies of Gondor, use them in ancillary battles until their army is as strong and experienced as Rohan's. This makes the battles of Osgiliath and Minas Tirith much easier.

If a battle is going poorly for you, consider restarting it rather than playing through to the bitter end and managing a weak finish at best. There is no penalty for restarting a battle.



Rewards for Victory

Pay attention to the rewards that each battle offers for victory. There are three main types of rewards:

- **Command:** Increases your command limit (up to a maximum of 300), which determines how many troops you can train and lead on the battlefield. It is possible to temporarily have more troops than your command limit allows for, but the additional troops do not carry over into the next battle.
- **Power:** Adds to your total Evenstar power points, which are used to buy powers that you can use in combat. After you purchase a power, it is available for the remainder of the Good campaign, no matter which army you control. Some powers are not available in certain battles, however.
- **Resources:** Enhances your resource multiplier, which increases the base resource collection rate of your Citadels, Farms, and Blacksmiths. For example, if you have a resource multiplier of 3.0, a rank 1 Farm that normally produces 15 resources per turn would produce 45 resources per turn. If you complete all 36 major and ancillary battles before attacking the Black Gate, you go into that final battle with a resource multiplier of 3.8.

Pick your ancillary battles according to the rewards that fit best into your strategy. Are you trying to acquire high-level powers quickly? Choose battles that give you a power reward. Have you noticed that you always seem short of resources, no matter how carefully you try to manage them? Select battles with resource rewards to solve the problem.

Once you reach a command limit of 300, there is no point to fighting ancillary battles that only give you a command reward, because you can't increase your command limit past 300. These battles can be useful for raising the ranks of your army's battalions, however.

Also, pay attention to the bonus objectives of each battle (listed in the section of this guide that is devoted to that battle). If one of the bonus objectives requires you to raise a hero to rank 10, and you don't have a hero who is above rank 6, you probably won't be able to fulfill that objective. Choose a different battle and return to that one when you have a hero at rank 8 or 9.

Know Your Enemies

Finally, consult the following sections and become familiar with the enemies that you will face in each battle. The most powerful armies in the world are no substitute for a comprehensive knowledge of the enemies that you face. Know their strong and weak points and prepare yourself to defend against the former and exploit the latter.



THE MINES OF MORIA

OBJECTIVES

- GUIDE THE FELLOWSHIP THROUGH THE HALLS OF MORIA.
- GANDALF AND FRODO MUST REMAIN ALIVE.
- DESTROY THE BALROG.

HEROES

- Aragorn
- Boromir
- Frodo
- Gandalf
- Gimli
- Legolas
- Merry
- Pippin
- Sam

Heroes denoted with a blue circle must survive the battle in order to complete the battle successfully.

MAP KEY

Enemy unit(s) Veterancy upgrade



ENEMIES ENCOUNTERED

- | | |
|-------------|------------------|
| Balrog | Goblin Swordsmen |
| Cave Trolls | Goblin Archers |

REWARD FOR VICTORY

• +1 POWER

Overview

This first battle in the Good campaign requires you to lead the Fellowship of the Ring through the Mines of Moria on the way to the elven city of Lothlorien. It does not require you to build any settlements, train any units, or harvest any resources (although you can collect veterancy upgrades that grant experience to the hero who picks them up).

Before you start exploring the mines and confronting the hordes of goblins and trolls within, arrange your heroes in three groups:

1. **Aragorn, Boromir, and Gimli:** Make these heavy hitters your first line of defense against enemies. Not only do they have the highest melee damage and health, their survival is not necessary for successful completion of the battle.
2. **Legolas and Gandalf:** Keep these heroes behind the first group. Have Legolas attack enemies with his bow, and make good use of Gandalf's Wizard Blast ability to quickly scatter foes. Remember that Gandalf must survive the battle, so don't let him spend too much time in combat.
3. **Frodo, Merry, Pippin, and Sam:** The hobbits are all unimpressive melee fighters, so toggle their attack to Throw Rocks instead of the default Use Sword. Keep them behind groups 1 and 2, and protect Frodo at all costs!

When moving through Moria, let group 1 lead the way, followed by group 2 and—when the coast is clear—group 3. During larger battles, group 3 will need to participate, but make sure that it's from a distance!



General Tips for Moria

- Aragorn's Athelas ability heals every nearby member of the party, but it takes a couple of seconds to activate, so don't cut it too close! Right-click on it for automatic activation.
- Gandalf's Wizard Blast sends goblins flying, killing them instantly. It even knocks Cave Trolls off of their feet, giving your other units a chance to take them out. Right-click on it to have him activate it automatically.
- Level up Aragorn quickly by instructing him to pick up veterancy upgrades. His Blade Master ability is available at rank 2 and makes short work of enemies. He'll use it automatically when he encounters enemies if you right-click on him.
- Likewise, level up Gandalf as soon as possible, because his Lightning Sword (rank 2) ability is key for taking out Cave Trolls and the Balrog at the end of the battle.
- Also level up Gimli before fighting the enemies in Balin's Tomb (☛☛ and ☛☛), because his Leap ability inflicts good area effect damage on the massive numbers of foes that attempt to overwhelm you.



- After taking out a group of enemies, remain in the area long enough to recharge your special abilities and heal your party (whether through natural regeneration or Aragorn's Athelas ability). Although the foes of Moria shouldn't pose much of a threat to your group, you can never enter into a fight too well-rested.
- The best Evenstar power to choose is Elven Gifts, which grants a 50 percent bonus to your heroes' attack power. Because all of your units are heroes in this battle, it's a huge benefit.



Enemies

① Goblin Swordsmen

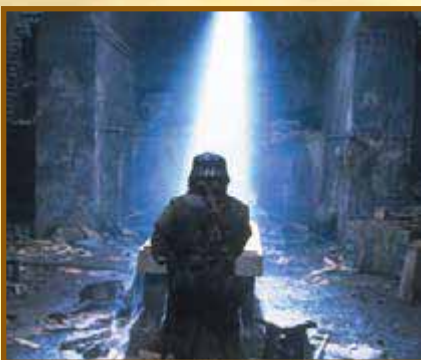


Two lowly Goblin Swordsmen guard the first rank-boosting veterancy upgrade in the Mines of Moria (🏹①). They should present almost no threat whatsoever to any of your heroes, but attack them with group 1 to be on the safe side.

② Goblin Swordsmen



This small horde of Goblin Swordsmen shouldn't present much of a challenge to your forces. In fact, you should be able to take them out using only Aragorn, Boromir, and Gimli.



③ Goblin Swordsmen



Like the last group of Goblin Swordsmen, these vile little creatures are no match for the Fellowship of the Ring—the hobbits alone could probably take them out! Just be careful that they don't surprise you when you send a hero to collect the nearby veterancy upgrade (🏹②), and make sure to regroup and rest your forces before proceeding into the next room and facing the Goblin Swordsmen (🏹④) inside it.

④ Goblin Swordsmen



Now the numbers of goblins start to increase, although they're still far from overwhelming at this point. Take out both small hordes of Goblin Swordsmen with groups 1 and 2, and be careful not to let your heroes wander off into the northern or eastern rooms before you're ready, or they'll attract the unwelcome attention of a Cave Troll and Goblin Archers (🏹⑤) or more Goblin Swordsmen (🏹⑥).

⑤ Cave Troll and Goblin Archers



A Cave Troll and two Goblin Archers guard an experience-boosting veterancy upgrade in this room (🏹⑤). Aragorn, Boromir, and Gimli should be able to take him down with no trouble, but use Legolas's Hawk Strike ability and Gandalf's Lightning Sword as well to be on the safe side.

⑥ Goblin Swordsmen



The next group of Goblin Swordsmen is about twice as numerous as the last group (🏹④), and the pace starts to pick up. Use Aragorn, Boromir, and Gimli to hold a line against the goblins and prevent them from getting back to the hobbits (whose rock-throwing abilities come in handy here). Use Gandalf's Wizard Blast and Gimli's Leap (if available) to inflict mass casualties on your weak foes.

7 Goblins



In the room north of the last group of Goblin Swordsmen (7), you find another veterancy upgrade (4) guarded by Goblin Swordsmen and Goblin Archers. Make short work of them with groups 1 and 2. Rest up before proceeding east into Balin's Tomb.

8 Goblins and Trolls



Just after you enter the final resting place of the great dwarven warrior Balin, Goblin Swordsmen, Goblin Archers, and Cave Trolls start pouring in through the western entrance to the tomb. Send group 1 to the western doorway to hold the goblins and trolls at bay while group 2 attacks from near the sarcophagus. Keep the hobbits of group 3 in the room's southeast corner, at a safe distance from both the western doorway and the Cave Trolls (8) that burst in through the northeast wall after you defeat this wave of enemies.

9 Cave Trolls and Goblins



As soon as you finish off the last of the first wave of enemies (9), a group of Cave Trolls and Goblin Swordsmen crashes into Balin's Tomb through the northeast wall. Send Aragorn, Boromir, and Gimli to meet the goblins as soon as they appear, and order the hobbits to throw rocks at the trolls from a distance. If your heroes' health is getting low, use Aragorn's Athelas ability to restore it. Take a good long rest after dispatching these enemies.

10 Goblins and Trolls



Proceed through the hole in the northeast wall of Balin's Tomb to face the next wave of adversaries. Don't go too far into the room, or you'll be surrounded by no fewer than 10 hordes of goblins and a very unfriendly Cave Troll. Instead, let your enemies come to you, moving farther into the room only after you have eliminated all visible enemies. Pick up the veterancy upgrade (9) once you've cleared the area, but don't proceed any farther until you've rested.

11 Goblins



As you run down the stone stairs toward Moria's exit, a group of Goblin Archers appears on a ledge and starts peppering your group with arrows. A horde of Goblin Swordsmen leaps onto the path in front of you to block your progress.

Although Legolas and the hobbits can pick off the Goblin Archers, you'll suffer much more damage by trying to take them out than you will if you just destroy the Goblin Swordsmen and keep running. And because you're so close to the end of the battle, let discretion be the better part of valor and hightail it down the stairs to the Balrog fight (12)

12 Balrog



When the Balrog appears, Gandalf tells the rest of the Fellowship to run out of Moria while he stays behind to fight the fiery demon. However, in a departure from the events of *The Fellowship of the Ring*, Gandalf must actually survive his battle with the beast and continue with the Fellowship on their journey.



To defeat the Balrog, use Gandalf's Lightning Sword ability to inflict significant damage on it. While waiting for the Lightning Sword to recharge, run in wide circles around the Balrog—although it is larger than Gandalf, it is not nearly as fast. Keep your distance until you are able to hit it with the Lightning Sword again. Repeat until the monster is defeated and the mission is completed.



Veterancy Upgrade

1 Experience Boost



This first experience-bonus veterancy upgrade is just east of your party's starting position. It is guarded by two feeble Goblin Swordsmen, which any member of the Fellowship can easily destroy. Pick up the veterancy upgrade with Aragorn or Gandalf to raise their ranks and enable an additional special ability.

2 Experience Boost



The second veterancy upgrade is slightly northwest of the second group of Goblin Swordsmen (1 3). Defeat

the foes first, then pick it up with Aragorn or Gandalf, whoever didn't get the last one (1 4).

3 Experience Boost



After slaying the fourth group of Goblin Swordsmen (1 4), rest for a bit to restore your party and proceed north into the room with the Cave Troll and Goblin Archers (1 5). Defeat the enemies and pick up the veterancy upgrade with Gimli (to get his Leap ability) or Legolas (to earn his Knife Fighter ability).

4 Experience Boost



Pick up this veterancy upgrade from the room just north of the sixth group of goblins that you face (1 6); destroy the Goblin Swordsmen and Goblin Archers (1 7) that guard it. It is best used by Gimli, Legolas, or Boromir.

No hero can rise above rank 3 in this battle, either by accumulating veterancy upgrades or slaying enemies. A hero who is already at rank 3 cannot pick up any additional veterancy upgrades, so don't worry about wasting it on a hero who can't use it.

NOTE


5 Experience Boost



The fifth and final veterancy upgrade is in the large hall with the vast numbers of goblins (1 10) just north of Balin's Tomb. Slay them all and collect the veterancy upgrade with any hero.



Overview

Lothlorien does not require you to do much in the way of resource management or settlement building, but it will test your ability to command large numbers of units efficiently. After moving the Fellowship of the Ring into Lothlorien, you must build Elven Warriors and use them and your heroes to repel the waves of goblin and troll invaders that try to cross the northwest and southwest bridges.

You also need to send out smaller forces to destroy the three Lumber Mills in the forests surrounding Lothlorien. Each Lumber Mill you destroy gives you a resource reward (which is why they are labeled with  icons on the map).

Arrange your units into the following three groups:

1. **Aragorn, Boromir, Gandalf, and Gimli:** Place your four most powerful melee fighters at the near end (toward Lothlorien) of the bridge that the current wave of enemies tries to cross. They must hold the line and allow the ranged units to do their jobs.
2. **Legolas and Elven Warriors:** Placed just behind the first group, your ranged units must pick off Cave Trolls before they can shatter your melee heroes' line.
3. **Frodo, Merry, Pippin, and Sam:** Place the four hobbits behind the Elven Warriors and set them to rock throwing mode. This prevents them from charging into battle and being overwhelmed by enemies.

At the start of the battle, move all of your Elven Warriors except the eastern ones ( ) from bridge to bridge to overwhelm the enemy with arrows. As you produce more Elven Warriors in the Elven Barracks and your existing Elven Warriors rise in rank, you can afford to station a few battalions at each bridge to make sure that you are not overrun by foes.



General Tips for Lothlorien

- If your melee heroes fail to hold the line and enemies break through to attack your Elven Warriors, switch several of the Elven Warriors' weapons to swords to create a second melee line of defense.
- Aragorn's Athelas ability is invaluable for keeping your melee heroes' health high. Use it whenever any hero's health falls below 1/3.
- The Heal power is also extremely useful, as it restores non-heroic units and regenerates one fallen unit in each battalion.
- Make frequent use of Gimli's Leap and Gandalf's Wizard Blast, both of which do area effect damage and send the weak goblins flying.
- Set Gandalf's Wizard Blast, Aragorn's Blade Master, and Legolas's Hawk Strike to automatic activation by right-clicking on their icons. Use these three abilities as often as possible.
- Focus your missile attacks on Cave Trolls if there are any in the area. Cave Trolls' attacks can send your melee heroes flying and allow Goblin Swordsmen to pour in through the hole in your defensive line.
- Don't send more than one or two battalions of Elven Archers to take out each Lumber Mill. The structures are not well defended, and you need to keep as many defending warriors in the city as possible.



- Destroy the Lumber Mills as quickly as possible and pick up the treasure that they leave behind. Collecting treasure is the only way to gain resources to produce more Elven Warriors.
- Make sure that you always have Elven Warriors in the production queue, even if you don't have the resources or command limit to allow them to be created. The enemy's strategy is to overwhelm you with superior numbers; don't let that happen.

Enemies

1 Goblins



Shortly after the start of the battle, hordes of Goblin Swordsmen and Goblin Archers attack from the north, behind the Fellowship. Use the Fellowship and the two battalions of Elven Warriors (1) to the south to destroy them, then move south down the path toward Lothlorien, taking the Elven Warriors with you.

2 Goblin Archers



As you proceed south toward Lothlorien, a horde of Goblin Archers appears on a ledge above you to the west. Use the Elven Warriors, Legolas, and the stone-throwing hobbits to dispose of them quickly, or just run past them to the southwest bridge that leads into Lothlorien. As soon as you reach Lothlorien, build an Elven Barracks on the nearby building foundation.

3 Goblins



The first wave of enemies is composed of Goblin Archers and Goblin Swordsmen who come down from the north to cross the northwest bridge. Be ready for them by placing your melee heroes (group 1) at the south-east end of the bridge and your Archers (group 2) just behind them.

4 Goblins and Trolls



Shortly after the first wave of goblins (3), a larger wave of Goblin Archers, Goblin Swordsmen, and Cave Trolls appears at the north end of the battlefield and attempts to cross the northwest bridge. Be ready to repel them with your melee heroes and as many Elven Archers as you can muster.

5 Goblins and Trolls



Following on the grimy heels of the last wave of goblins and Cave Trolls (4), another army of Goblin Archers, Goblin Swordsmen, and Cave Trolls invades from the north and attempts to seize the northwest bridge. Destroy them in the same manner as you did the last ones.

6 Goblins and Trolls



Immediately following the wave of goblins, a large army of Goblin Archers, Goblin Swordsmen, and Cave Trolls appears at the southwest corner of the battlefield and moves east to attack Lothlorien from the southwest bridge. After defeating this wave of enemies (5), position your troops to defend the southwest bridge with the usual tactics.

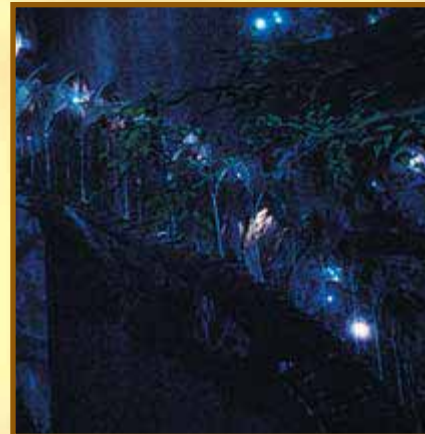


7 Goblins and Trolls



The fifth and final wave of enemies

(Goblin Archers, Goblin Swordsmen, and Cave Trolls) attacks from the northwest soon after the last attackers attempt to take the southwest bridge. In fact, you may still be fighting the **4 5** attackers when you are warned of this group's approach. Place some of your Elven Warriors at the end of the northwest bridge to intercept them, but leave some other warriors at the southwest bridge in case they try to sneak in through that route. After these enemies and the three Lumber Mills are destroyed, the day is yours!



Treasure

1 Elven Treasure



Hidden under the trees in the center of Lothlorien are ten treasure chests containing golden resources that you can use to train Elven Warriors. Send the hobbits out to pick up these chests while the other heroes and Elven Warriors defend Lothlorien against the hordes of goblins and trolls.

2 Northeast Lumber Mill



As soon as you repel the first wave of goblins (**1 3**), send your easternmost battalion of Elven Warriors (**1 6**) to destroy the northeast Lumber Mill (**1 2**). This small band of Elven Warriors should be able to crush the building and its weak Orc Laborer defenders with ease. Don't forget to pick up the treasure that appears when the Lumber Mill is destroyed!

3 North Lumber Mill



Once your Elven Warriors have destroyed the northeast Lumber Mill and collected its treasure, move those units west to the second Lumber Mill. Like the first one, this Lumber Mill doesn't take long to destroy, and it leaves treasure behind.

4 Southwest Lumber Mill



Once the second Lumber Mill has been destroyed, move your Elven Archers back into Lothlorien and send them across the southwestern bridge to destroy the final Lumber Mill to the southwest. Destroying this third Lumber Mill completes the Lumber Mills battle objective.

If you time your attack on this Lumber Mill incorrectly, you will run into the horde of goblins and trolls that attacks from the southwest (**4 5**). Make a run for the Lumber Mill immediately after defeating the (**4 5**) wave, and be prepared to sacrifice your Elven Archers if need be.

CAUTION



AMON HEN

OBJECTIVES

- FRODO AND SAM MUST SURVIVE.

HEROES

-  Aragorn
-  Boromir
-  Frodo
-  Gandalf
-  Gimli
-  Legolas
-  Sam

Heroes denoted with a blue circle must survive the battle in order to complete the battle successfully.



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

- | | | |
|--|---|--|
|  Berserkers (Isengard) |  Lurtz (Isengard) |  Uruk-hai (Isengard) |
|  Cave Trolls (Isengard) |  Uruk Crossbowmen (Isengard) |  Warg Riders (Isengard) |





REWARD FOR VICTORY

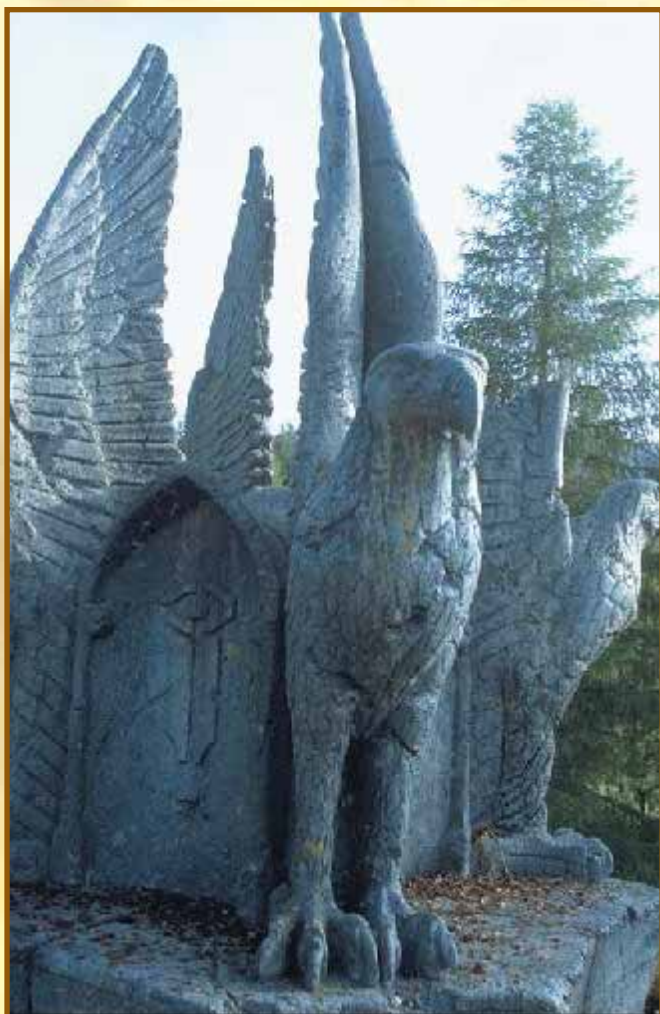
• +20 COMMAND

• +1 POWER

Overview

The Isengard Uruk-hai hero Lurtz has led a massive army to the summit of Amon Hen in an effort to isolate the Fellowship and steal the One Ring back from Frodo. At the start of the battle, Aragorn, Gandalf, Frodo, and Sam must fend off the Isengard hordes and meet up with Gimli and Legolas. From there they must aid Boromir in his desperate struggle against Lurtz and save Pippin and Merry from an overwhelming number of Orcs.

Once the Fellowship is reunited, Frodo and Sam must reach the boat that will take them far from Amon Hen and the clutches of Isengard. Once Frodo and Sam reach the boat and shove off, the mission is completed.



General Tips for Amon Hen

- Keep your melee heroes (Aragorn, Gandalf, Gimli, and Boromir) together, and have your missile heroes (Frodo, Legolas, Merry, Pippin, and Sam) support them from a distance.
- Use Gandalf's Wizard Blast and Gimli's Leap to scatter and kill large numbers of enemies at once.
- Keep your heroes on the same screen so that Aragorn can use his Athelas ability at any time to heal everyone.
- Unless you are specifically prompted to do so, don't advance too far too quickly after clearing your immediate area of enemies. Take time to recover your health and recharge your special abilities before proceeding.
- Don't pick unnecessary fights. If you can frighten off enemies (with the Phial of Galadriel or Horn of Gondor) or avoid them altogether, so much the better.
- Frodo's One Ring and Frodo and Sam's Elven Cloaks permit them to hide from battle if their health falls too far.
 - Heal and Power of the Isanti are excellent powers to use in this battle, as is Elven Gifts.
 - Lurtz is a deadly fighter. Attack him with several heroes at once, even if it means ignoring other enemies.

Enemies

① Uruk-hai



The battle begins immediately with several hordes of Uruk-hai attacking Aragorn, Gandalf, Frodo, and Sam. Although Frodo and Sam must survive, they still can fight the relatively weak Uruk-hai in hand-to-hand combat. Make sure that each hobbit is paired with Gandalf or Aragorn, however. Once the fight is over, switch Frodo and Sam to rock-throwing mode.

② Uruk-hai



Shortly after you defeat the first wave of Uruk-hai, your attention is drawn to Legolas and Gimli (①), who are battling dozens more Orcs to the north. Send Aragorn, Gandalf, Frodo, and Sam to assist them, but watch out for the Cave Trolls (③) who attack you along the way.

③ Cave Trolls



Two Cave Trolls lie in wait along the path that Aragorn's party takes to reach Legolas and Gimli (①). Use Gandalf's Lightning Sword, Legolas's Hawk Strike, and Gimli's Axe Throw to take them down quickly, then finish up the rest of the nearby Uruk-hai (②).

④ Warg Riders



Immediately after you destroy the Uruk-hai (②) and Cave Trolls (③), three hordes of Warg Riders charge toward you. You don't have long to prepare a defense, but use Aragorn's Athelas ability to heal your heroes, and put the hobbits and Legolas in the middle of the three melee heroes, if possible.

⑤ Uruk-hai



Several more hordes of Uruk-hai charge toward you as soon as you kill the Warg Riders (④) and hear Boromir (②) blow the Horn of Gondor. Aid Boromir as quickly as possible, but kill these Uruk-hai before moving east toward him.

⑥ Uruk Crossbowmen



Don't move recklessly to the east because two hordes of Uruk Crossbowmen are on the ridges in the center of the battlefield. Send Gimli, Aragorn, and Gandalf to kill the ones on the southern ledge and kill the Orcs on the northern ledge with your missile-attacking heroes.



If Frodo and/or Sam are low in health, move them into the trees and use their Elven Cloak ability to hide from the Uruk Crossbowmen.

TIP

Uruk-hai



Continue east quickly to approach Boromir and save him from the hordes of Uruk-hai that have him surrounded. Drive them off quickly with Boromir's Horn of Gondor or Frodo's Phial of Galadriel ability, or crush them with Gandalf's Wizard Blast or Gimli's Leap ability. Turn them away from Boromir quickly, or he'll be killed.

If possible, quickly move Aragorn close to Boromir and use his Athelas ability to give Boromir a fighting chance. If you hear Boromir tell you not to let Sauron regain the One Ring, he's close to death.

TIP

Lurtz's Forces



As soon as you arrive to save Boromir, Lurtz and his hordes of Uruk-hai charge toward you. Your first priority is to get Boromir out of danger and have him rest with the hobbits behind your remaining heroes. Use your heroes' most powerful missile attacks to hit Lurtz from a distance and kill him as soon as possible. Aragorn, Gimli, and Gandalf should be able to hold the tide of Uruk-hai, if you use Aragorn's Athelas ability wisely.

Once the enemies in this area are slain, this is an excellent place to rest and recover your health and special abilities.

TIP

Berserkers, Uruks, and Trolls



Your last goal is to secure the boat in the northeast corner so that Frodo and Sam can escape. However, that's not going to be easy—it's guarded by

Berserkers, Uruk-hai, Uruk Crossbowmen, and Cave Trolls. Rest until your heroes' health is fully recovered, then send them down to face their foes. Use every special ability at your disposal, and take out the strongest enemies first.

Don't advance too far too quickly. Lure the Berserkers and Uruk-hai to you in order to stay out of range of the Uruk Crossbowmen's bolts and the Cave Troll's rocks as long as possible.

TIP



Remember, no matter who else might fall during the battle, Frodo and Sam must survive and reach the boat! You don't have to kill every enemy to finish the fight, either—send Frodo and Sam to the boat, then drive off the enemies closest to the boat to complete the battle.





EAVES OF FANGORN

OBJECTIVES

- DESTROY ALL EVIL FORCES AND BUILDINGS.
- DESTROY LUMBER MILLS TO GET ENTS.
- CALL IN ÉOMER'S ARMY WHEN HE ARRIVES.
- BONUS: RESCUE MERRY AND PIPPIN.
- BONUS: LEVEL UP 3 BATTALIONS.

HEROES



Éomer



Merry

(non-playable)



Pippin

(non-playable)

Éomer appears as the leader of the reinforcements. He is not available at the start of the battle.

MAP KEY



Camps



Enemy unit(s)



Friendly forces



Outpost



Lumber Mills



ENEMIES ENCOUNTERED



Berserkers (Isengard)



Orc Laborers (Isengard, Mordor)



Uruk-hai (Isengard)



Cave Trolls (Neutral)



Orc Warriors (Mordor)



Uruk Pikemen (Isengard)



Orc Archers (Mordor)



Uruk Crossbowmen (Isengard)



Warg Riders (Isengard)

REWARD FOR VICTORY

• +30 COMMAND

• +10% RESOURCES









Overview

Fleeing from the ambush at the summit of Amon Hen, Merry and Pippin find themselves in the Eaves of Fangorn, the stretch of plains that separates Fangorn Forest from Isengard. Captured by hordes of Orcs loyal to Isengard and Mordor, they win a brief reprieve when their captors can't decide whether to obey their urges and eat them, or return them to Isengard as Saruman ordered.

By coincidence, a small battalion of Rohirrim has pursued the Orcs into the Eaves of Fangorn, with Éomer's army only minutes behind them. By fulfilling their ongoing mission of purging the lands of Rohan of the taint of Evil, the Rohan forces also save Merry and Pippin.

At the start of the battle, you are vastly outnumbered and have no buildings of your own. Fortunately, the situation changes dramatically early on. Destroy the nine Lumber Mills on the battlefield (represented on the map with ) to gain treasure and release Ent allies () who join you in the fight against Saruman and Sauron. Also, if you manage to survive for four and a half minutes, you can summon Éomer's army as reinforcements; they appear in the map's southwest corner ().



General Tips for the Eaves of Fangorn



- You can't build new structures on the ground formerly occupied by destroyed Lumber Mills, so adopt a "slash and burn" strategy. Send an overwhelming force to crush the Lumber Mills, destroying each and moving quickly to the next one.
- Ents are extremely slow, so don't include them in attack groups with faster units. Instead, send them to attack undefended Lumber Mills or occupy outpost sites.
- Merry and Pippin are not playable heroes in this battle. By destroying the Orcs around them, you enable them to make a break for Fangorn Forest (and earn a nice point bonus at the end of the battle).
- Don't forget about the pair of Cave Trolls () in the southeast corner. If you blunder toward them unprepared, you'll pay for it.



Fangorn Strategies

Don't press your attack too far until Éomer's army is available. Hit lesser targets such as isolated bands of Evil units and Lumber Mills for the first part of the battle. No matter how you have to do it, keep your initial forces alive until Éomer shows up, or the battle will be lost before it truly begins.

As soon as you can, seize one or both of the two southern outposts ( and ) and construct Farms to produce resources and Wells to heal your Soldiers.

As soon as Éomer's army arrives, send a large force north to save Merry and Pippin () and crush the Orcs' camp () to prevent them from training more units.

Save the eastern Lumber Mills for last. If you use good strategy and burn the Evil camp to the ground, you won't need the Ents or the treasure that the Lumber Mills provide. And the Evil forces can harvest as many resources as they want—it won't do them any good if they don't have any Orc Pits or Uruk Pits to spend them on.





HELM'S DEEP

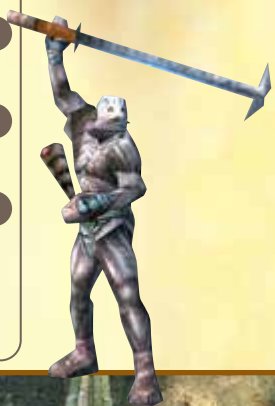
OBJECTIVES

- DESTROY ALL ISENGARD CAMPS
- KILL ALL ISENGARD FORCES
- BONUS: CALL ON ÉOMER'S ARMY

HEROES

- Aragorn
- Boromir
- Éomer
- Éowyn
- Gandalf
- Gimli
- Legolas
- Théoden

Heroes in *italics* are reinforcements and are not playable at the beginning of the battle.



MAP KEY

- Camps
- Friendly forces/reinforcements
- Treasure



ENEMIES ENCOUNTERED

- Ballistae (Isengard)
- Berserkers (Isengard)
- Siege Ladders (Isengard)
- Uruk-hai (Isengard)
- Warg Riders (Isengard)
- Battering Rams (Isengard)
- Explosive Mines (Isengard)
- Uruk Crossbowmen (Isengard)
- Uruk Pikemen (Isengard)



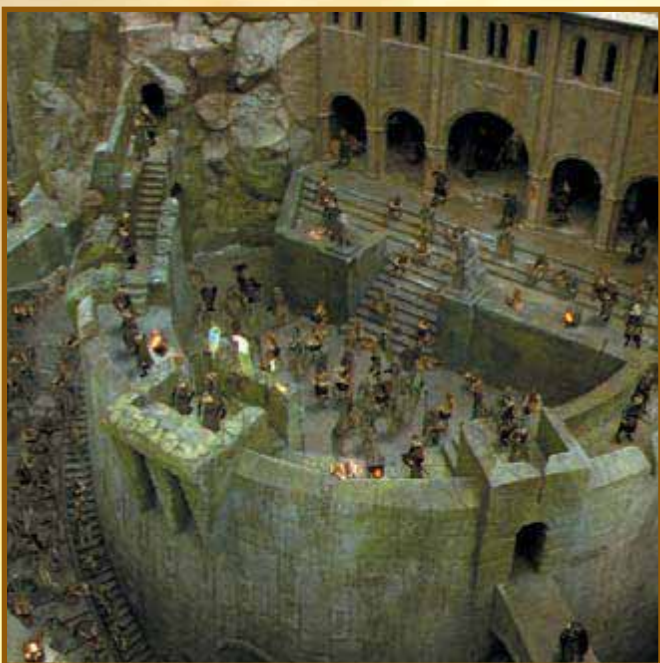
REWARD FOR VICTORY

• +30 COMMAND

• +2 POWER

Overview

Their lands overrun by Saruman's forces, the people of Rohan retreat to the impenetrable fortress known as Helm's Deep to make their last stand. Not only must they survive Isengard's onslaught, they must also leave the city walls and ride out to destroy every Isengard unit and structure to ensure victory. Fortunately, Éomer's army is on its way. Unfortunately, Helm's Deep must survive a grueling 25-minute siege before it arrives.



General Tips for Helm's Deep

- From the start of the battle, produce Yeoman Archers as quickly as you can, and line the Outer Wall and Deeping Wall of Helm's Deep with them. Space them evenly so that every inch of the wall is defended.
- Upgrade your troops as fast as you can. First upgrade every unit to Banner Carrier, raising them to rank 2 and enabling them to regenerate lost units. After that, equip all of your Archers with Fire Arrows, and then give them Heavy Armor.
- Don't forget about Legolas's Train Archers ability. It's a quick and easy way to raise fresh troops to rank 2. Group untrained troops together to get the maximum benefit from the ability.
- Make sure that you space your heroes out along the wall as well. Even if they don't have any ranged attacks, they'll be ready to take out any enemies that scale the wall. Also, Aragorn and Théoden grant a Leadership bonus to nearby troops.
- Should any of your heroes fall, they can be revived at the hall or the camp keep in the middle of the area behind the Deeping Wall (see map).
- If the Deeping Wall is breached with an Explosive Mine, bring all of your troops off the wall and begin your push toward the Isengard camps. With the Deeping Wall gone, the fortress is almost impossible to adequately defend.



- Powers that summon reinforcements, such as Elven Allies, Rohirrim Allies, and Ent Allies, are extremely valuable in this battle. Use them when your command limit has been met, and you can temporarily command a much larger army than you could otherwise.
- Study all of your heroes' special abilities, and make good use of them. Refer to the "Heroes and Units" section at the beginning of this guide, and consider how best to use each hero's unique talents.

Preparing Your Defenses



First, build as many Farms as you can afford. As soon as you can build more Farms, do so. Resources are extremely limited, and being able to afford unit upgrades means the difference between life and death.



There are two treasures inside the walls of Helm's Deep (1 and 2). Pick them up with your Peasants while you move your other units into position on the Deeping Wall. Space your six heroes evenly along the wall and send your few Yeoman Archers up there as well.



Once your resources are flowing nicely, start training additional Yeoman

Archers and place them along the Deeping Wall and Outer Wall. Space them evenly to ensure that Helm's Deep's entire perimeter is covered.



Build an Armory as soon as you can afford to, and use it to create the Heavy Armor upgrades. Don't waste resources on the Banner Carrier upgrade, as you can use Legolas's special ability to train Yeoman Archers and make them rank 2 for free. Purchase the Fire Arrow upgrade from the Archery Range as soon as you can afford it.

You have 10 minutes to prepare yourself for Isengard's first attack. In that time, you should reach your command limit by training Yeoman Archers and ensure that every unit is at least at rank 2. Most, if not all, of your Yeoman Archers should have Fire Arrows by the time Isengard attacks.

NOTE

Elven Reinforcements



Shortly before Isengard's army arrives, four battalions of Elven Warriors appear from the west (1) and march toward the causeway. When they arrive, they become a part of your army. Place them along the Deeping Wall with the rest of your Archers.

Refugees



Two groups of Peasant refugees (2 and 3) run toward Helm's Deep from the south pursued by Warg Riders. Send out your Rohirrim to kill the Warg Riders and allow the Peasants to reach the gate safely. Doing so not only adds the Peasants to your army, but it also gives you a resource reward (4 and 5) for each one you save.



Isengard Attacks



Once 10 minutes elapse, Isengard begins its assault. An enormous wave of Uruk warriors march toward Helm's Deep. Make sure the gate is closed and your troops are ready to repel them. **Do not** allow any of your troops outside of the wall! Pick off the Isengard forces from the relative safety of the wall. Your top targets should be Siege Ladders and Uruk Crossbowmen, as these are the only two units in the initial wave that can actually hurt any of your units.



During the second and third waves, Isengard sends siege machines—Battering Rams and Ballistae—at you. Make killing these your new top priorities. If these machines shatter the gate or the wall, the forces of Isengard will pour through, and the battle will be all but lost.

Use Peasants to repair the gate if it is damaged by Battering Rams or Ballistae.

TIP



The worst Isengard units by far, however, are the Explosive Mines carried by Uruks, which show up during the third wave. If even one of these makes it to the Deeping Wall and is lit by a Berserker, the wall will shatter into fragments, and Helm's Deep will be breached. As soon as you see an Explosive Mine being carried toward the wall, shoot it and its bearers with Fire Arrows to detonate it safely.

Isengard Camps



Isengard's forces construct two camps (1 and 2) after their first wave of attacks. You must destroy these

camp to finish off the enemy, and that's not going to be easy, since they issue forth a constant stream of units. You'll probably have to wait until the reinforcements arrive before you can successfully besiege them.

Summoning Reinforcements



Éomer's army (which includes Gandalf) becomes available 25 minutes into the battle, which means you have to survive 15 minutes without them. If at all possible, hold off summoning them until you have reached your command limit, in order to have as many troops as possible on the battlefield. The reinforcements come from the battlefield's western edge (14), the same place the Elven Warriors approached from. Once you summon the reinforcements, use them to shatter the Isengard camps and break their siege.

Casting Elven Allies, Rohirrim Allies, and/or Ent Allies after summoning the reinforcements gives you a gargantuan army that should be more than a match for Isengard.

TIP



ISEGARD

OBJECTIVES

- DESTROY THE DAM.
- BONUS: KILL SARUMAN.
- BONUS: ENSURE TREEBEARD SURVIVES.

HEROES



Merry



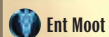
Pippin



Treebeard



MAP KEY



Ent Moot



Isegard buildings

ENEMIES ENCOUNTERED



Cave Trolls (Neutral)



Goblin Archers (Neutral)



Orc Laborers (Isegard)



Uruk-hai (Isegard)



Warg Riders (Isegard)



Berserkers (Isegard)



Goblin Swordsmen (Neutral)



Uruk Crossbowmen (Isegard)



Uruk Pikeman (Isegard)



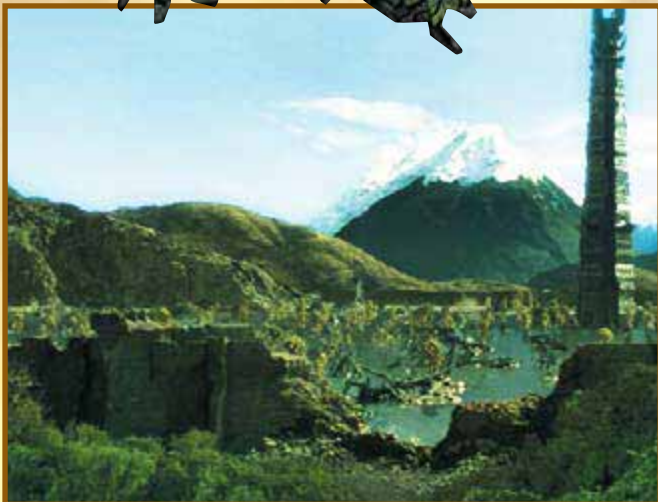
REWARD FOR VICTORY

• +10% RESOURCES

• +2 POWER

Overview

His forces humbled at Helm's Deep, Saruman marshals his resources at his tower in Isengard, hoping to rise from the ashes of defeat and carry out Sauron's will. However, Treebeard and his fellow Ents have other plans—namely, the destruction of Sauron and his army. They must destroy the dam at Isengard, one that holds back a mighty river. Once its waters are unleashed, Saruman and his minions will cease to be a threat to the free people of Middle-earth.



General Tips for Isengard

- Ents are almost indestructible, but you need to keep them away from two units. The first is an Uruk Crossbowmen unit equipped with Fire Arrows, which ignite Ents and send them running for water in a panic. The second is a unit of Orc Laborers with axes that can chop Ents down to size in no time.
- Ents' best attacks are their thrown rocks. Keep a couple Ents in hand-to-hand combat mode to pin enemies down, and set the rest to throwing rocks.
- Almost every structure you destroy leaves treasure behind. Collecting this treasure is the only way to accumulate resources that you can use to create more Ents at the Ent Moot (👤).
- If you move slowly and methodically—like an Ent, actually—you will have very little trouble destroying Isengard's structures.
- Unless you're being attacked by a unit that can damage an Ent severely, focus on destroying Uruk Pits and Warg Pits first, then deal with enemy units.
- Merry and Pippin aren't as tough as Ents, but they're a great deal faster. Use them to pick up treasure from destroyed buildings.
- The Elven Allies and Rohirrim Allies powers are excellent ways to summon a greater variety of units.
- Saruman's tower (Orthanc) is indestructible. Don't waste time trying to bring it down.

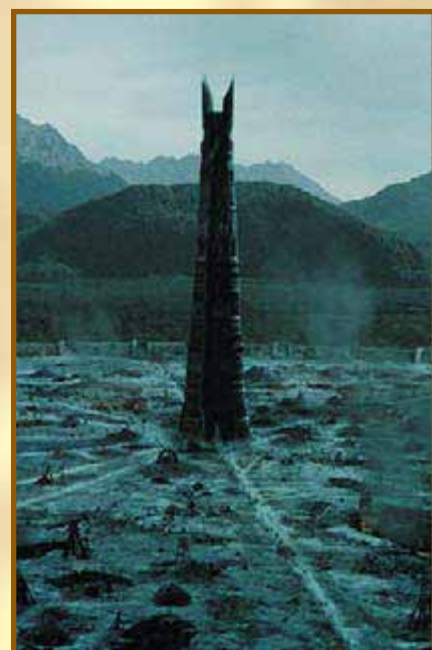
Breaking into Isengard



You need to get inside Isengard's gates. You can shatter them easily with the Ents' thrown rocks. This also draws the attention of almost every unit in Isengard, so be ready for them.



Before you storm the gates, destroy the structures outside of Isengard first—one of them (1) is a Lumber Mill that produces lethal Orc Laborers. The other two are neutral creature lairs: a Goblin Lair (2) and a Cave Troll Lair (3). Both of these leave much greater amounts of treasure than any Isengard structure.



Inside Isengard



Once you're inside Isengard's walls, have fun trashing all of Saruman's structures. Watch out for Uruk Crossbowmen with Fire Arrows; kill them immediately if you see them.



Saruman is a powerful wizard, but even he can't survive a barrage of thrown Ent rocks. Send a half dozen his way, and he'll be dead after the first attack.



With Saruman out of the way and Isengard's structures destroyed, take out the remaining Uruk Pikemen and Uruk Crossbowmen defending the dam by throwing rocks at them. Then shatter the dam with thrown rocks to win.



NORTHERN ITHILIEN

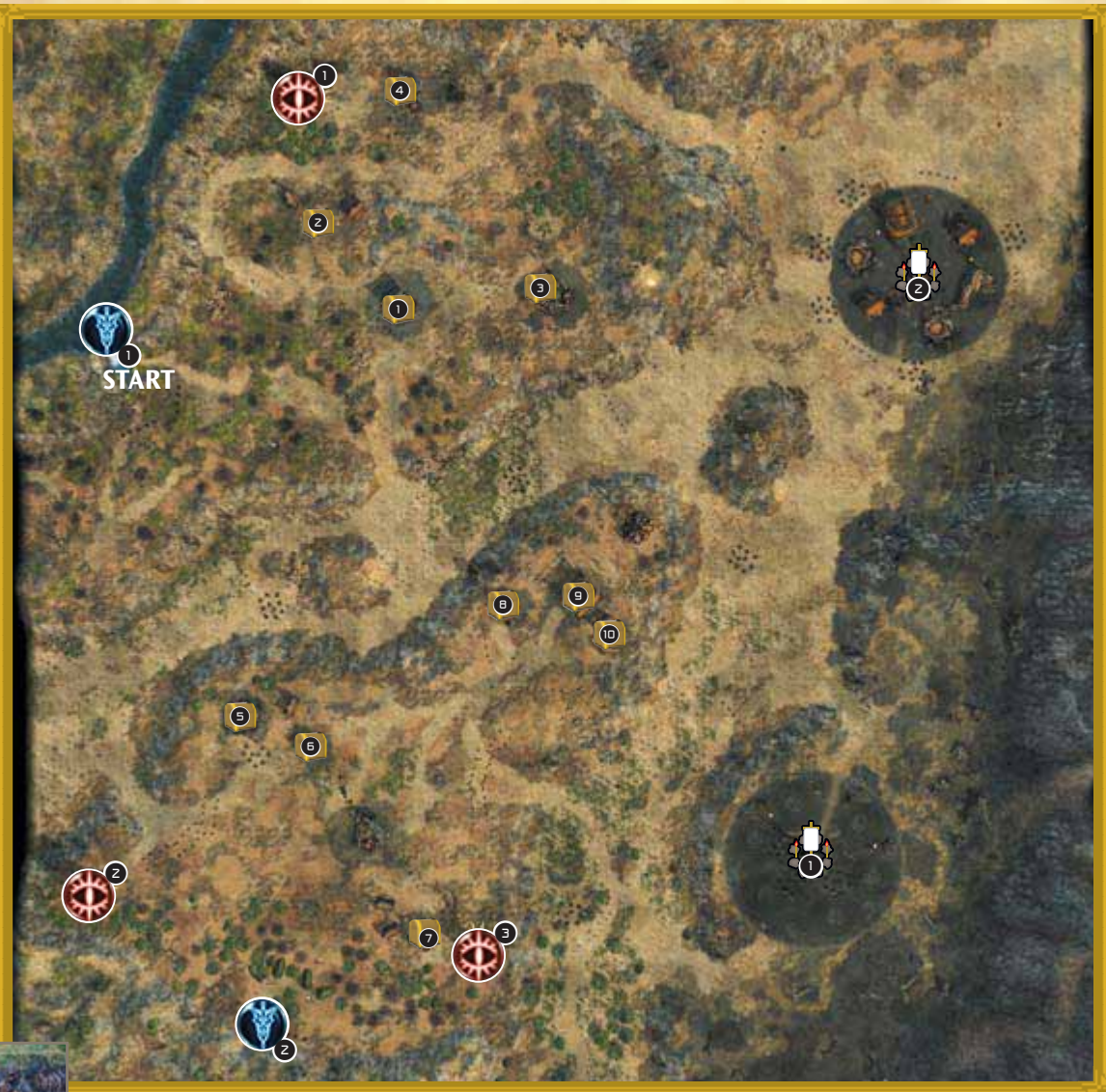
OBJECTIVES

- DESTROY THE LUMBER MILLS TO THE EAST.
- DESTROY ALL MORDOR FORCES IN THE AREA.
- FRODO MUST SURVIVE.
- BONUS: LEVEL UP FARAMIR TO RANK 2.

HEROES



Heroes denoted with a blue circle must survive the battle.



MAP KEY

- Camps
- Friendly forces (Rangers)
- Mûmakil Pens
- Mordor buildings



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

- | | | | |
|--------------------------|----------------------|------------------------|---------------------------|
| Haradrim (Mordor) | Mûmakil (Mordor) | Orc Laborers (Mordor) | Soldiers of Rhun (Mordor) |
| Mountain Trolls (Mordor) | Orc Archers (Mordor) | Orc Swordsmen (Mordor) | |

REWARD FOR VICTORY

• +20% RESOURCES

Overview

On their way to Mordor, Frodo and Sam are captured by Faramir, captain of the armies of Gondor. Although initially wary of the two hobbits, Faramir enlists their aid in clearing the Mordor forces from the forests of Northern Ithilien.

General Tips for Northern Ithilien

- Throughout most of this battle, you are outnumbered and low on resources. Keep your forces together, and rely heavily on Rangers, who can remain hidden in the forest and attack enemies from a distance.
- Most of your Evenstar powers are unavailable in this battle. However, you can still use the Elven Wood and Cloud Break powers to improve your own units' combat skills and hinder your enemies'. If you've been making a special effort to earn more experience by drawing out previous battles, you may also have access to the Lone Summon Allies power available in this battle, Summon Eagles Allies, which can turn the tide of any battle in an instant.
- Don't rush. Take time to recharge Faramir's special abilities and rest your troops. None of the Mordor buildings outside of the two camps (👤 1 and 👤 2) leave any sort of building foundation behind after they're destroyed, so you don't have to worry about Mordor retaking territory that you conquer.
- Use Frodo to pick up the treasure (📦) that the destroyed Mordor structures leave behind. Although Frodo must survive until the end of the battle to complete it successfully, he can always slip on the One Ring to escape from enemies who notice him. This means you won't risk other forces in combat that you aren't prepared for.

Destroying Lumber Mills

From the start of the battle, train as many Rangers as you can afford at the Forbidden Pool (👤 1). Until you establish a camp at 👤 1, there is little need for any other type of unit.



Once you train enough Rangers to raise the Forbidden Pool to rank 2, purchase the Fire Arrow upgrade. Archers and Rangers with Fire Arrows can ignite *mûmakil* and send them rampaging through their own troops.

TIP

Proceed east, then north from your starting position; destroy the four treasure-bearing structures there (📦 1, 📦 2, 📦 3, and 📦 4). Have your Rangers target the Haradrim before attacking any other unit or structure.



When you reach the penned *mûmakil* (👤 1), shoot it only with Fire Arrows to set it afire and cause it to panic, trampling the nearby Mordor troops as it does.





As soon as the *mûmakil* dies, move in and destroy whatever is left.

Ranger Reinforcements



After you clear the battlefield's northwest corner, two battalions of Ranger reinforcements and a Trebuchet appear in the southwest (1 2), but you can't add them to your army until you physically reach them. Carefully move south, panicking the *mûmakil* at 3 2 and taking out the structures at 4 5 and 6 6 as you go.

Don't just charge down there—you face hordes of enemies along the way, and getting past them with your forces largely intact requires careful control of your troops.



When you get close to the Rangers and Trebuchet, send Frodo down to meet them while wearing the One

Ring. He can slip by any enemies undetected and add the forces to your army, setting up a two-pronged attack on any remaining enemies.



Rout the *mûmakil* at 7 3, crush the nearby enemy forces and smash the 8 7 building to get more resources. Move north to destroy the 9 6, 10 6, 11 9, and 12 10 buildings, focusing first on the *Mûmakil* Pen (13 9).

Making Camp



From there, it's time to attack, destroy, and occupy the camp in the southeast (14 1). Use your Trebuchet to smash the enemy structures. Occupy the camp and build your own from the rubble of the Mordor encampment.

Caravan Ambush

As soon as you build your camp, a five-minute timer starts counting down, measuring the amount of time you have until a Mordor caravan comes up through the southeastern pass on its way toward the second Mordor camp (15 2). Keep all your troops in your camp and prepare for battle.





OSGILIATH

OBJECTIVES

- SECURE THE BRIDGES.
- DESTROY ALL MORDOR STRUCTURES.
- BONUS: CALL IN FARAMIR'S ARMY WHEN HE ARRIVES.
- BONUS: PUT A SOLDIER OR TOWER GUARD BATTALION IN BLOCK FORMATION.

HEROES



Faramir
(reinforcement)

MAP KEY

- Friendly forces (Faramir's army)
- Camps



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

- Catapults (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Mountain Trolls (Mordor)
- Orc Warriors (Mordor)
- Witch-king (Mordor)

REWARD FOR VICTORY

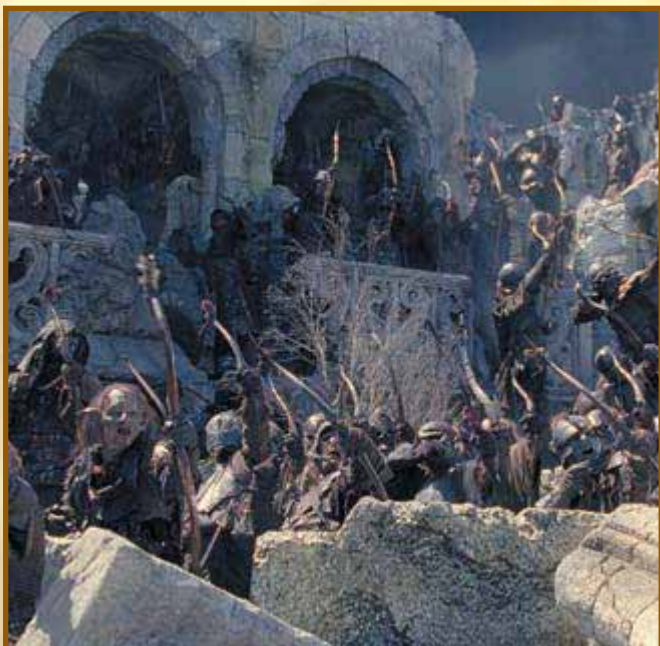
• +20 COMMAND

• +2 POWER

Overview

The battered but unbroken forces of Gondor have entrenched themselves in the ruined city of Osgiliath. Mordor has built three camps on the battlefield's eastern side, and it sends its troops across three bridges in an effort to crush Gondor's one camp and claim Osgiliath.

Outmatched and overpowered, Gondor must hold all three bridges, raise a mighty army, turn the tide of battle, and crush Mordor's camps, driving them from the battlefield. Gondor's one advantage is Faramir's army of reinforcements, which can be called into battle once 13 minutes have passed.



General Tips for Osgiliath

- Put your Soldiers and Tower Guards into block formation when they are guarding the bridges. This improves their armor significantly, and it also fulfills one of the bonus objectives and rewards you at the end of the battle.
- Produce and upgrade units as quickly as possible. Build Blacksmiths rather than Farms, as they significantly lower the cost of upgrades while producing resources for you.
- When the Witch-king attacks, use your Eagle Allies' power to summon two Giant Eagles and take him down.
- Don't move large numbers of units across bridges, as they can be bottlenecked by a single enemy unit. Send units across in groups of three or four battalions at a time.
- Trebuchets make excellent bridge defenders, but remember that they can kill your own troops as well. Make sure your first line of defense on each bridge is a battalion of Soldiers or Tower Guards at rank 2 or higher so that they can regenerate any units that the Trebuchet accidentally kills.





Defense



The first thing you absolutely must do is kill any Mordor forces on your side of the bridges. This may involve pulling units from other bridges to do so. You have several units (including three Trebuchets) near your camp. Put them into battle immediately.



Once you control the bridges, start preparing a thorough defense. Place a battalion of Rangers or Archers in any towers that are still standing. This affords them some protection against attacks while they pick off enemies. Place Soldiers and Tower Guards at the foot of each bridge in block formation, with your remaining Archers, Rangers, and Trebuchets behind them. Distribute your forces evenly across all three bridges.

Don't put your units too far onto the bridges themselves, or enemy Catapults will pick them off.

CAUTION



Send a single battalion (preferably a weakened one that has lost some of its members) down to the undeveloped campsite (👤👤) and build a camp on it as soon as you can afford to. Build Blacksmiths on any available building foundations. In the short term, they give you resources and reduce the cost of upgrades. If you need to build something else, destroy one to free up space.



Continue churning out Rangers and Tower Guards as soon as your Archery Range and Barracks reach rank 2. Start upgrading them with Banner Carriers, Fire Arrows, Forged Blades, and Heavy Armor as soon as one of your Blacksmiths hits rank 2.



Build a Workshop as soon as possible so that you can build Trebuchets. After building a few of them, the Workshop levels up to rank 2, and you can purchase the Fire Stone upgrade, which significantly improves the Trebuchets' damage.



By the time Faramir's army is available as reinforcements, you should be able to defend all three bridges without difficulty.

Do not summon Faramir and his army until you have reached your command limit. That way, you can maximize the number of units in your army.

TIP

Offense



When Faramir's army arrives, move it down toward the southern bridge. Make sure all your units are upgraded as much as possible, then lead all of Faramir's forces plus most of your southern bridge defenders across the southern bridge. Leave only a small detachment of troops guarding the southern bridge.

Move your troops across the bridge three or four battalions at a time. Trying to get any more across simultaneously only results in bottlenecks that leave your troops sitting ducks for enemy Catapult attacks.

TIP



Expect to lose some forces in the initial crossing, but don't let it stop

you. Press on to the Mordor camp at the other end of the bridge (4) and raze it to the ground. Target Mountain Trolls and Troll Cages with your Archers and Rangers, and use your other forces to crush everything else.

If the Witch-king attacks, summon your Eagle Allies to attack him. If you don't have Eagle Allies, order all of your Archers and Rangers to fire at him.

TIP



As soon as the first camp falls, build your own from its rubble and pull your forces inside of the walls. Construct Blacksmiths to increase your resources and Wells to heal your Soldiers.



Once your troops are rested, send them to the southeast and crush the

next camp (4). This should not be any more difficult than taking out the first camp. It might even be easier, as many of the second camp's defenders probably perished in your assault on the first camp.



Erect another camp on the site of the second Mordor camp after you destroy it. Once again, rest your warriors, heal their wounds, and regroup.



Now take out the third and final Mordor camp (4). Move all of your forces from the southern half of the map to the area just south of (4). When they are in position, use them to attack from the south while simultaneously attacking from the west with the northern bridge defenders. The camp and its defenders should fall in no time, securing victory for Gondor.



SHELOB'S LAIR

OBJECTIVES

- SEARCH FOR FRODO; SAM MUST NOT DIE.
- HELP THE SOLDIER FIND THE REST OF HIS PARTY.
- BONUS: FIND ALL THE TREASURE IN SHELOB'S LAIR.
- BONUS: USE THE PHIAL.
- BONUS: FREE ALL THE WEBBED UNITS IN SHELOB'S LAIR.

HEROES



Sam

Sam must survive in order to complete the battle.

MAP KEY

- Enemies
- Friendly forces (Soldiers and Archers)
- Outpost
- Treasure



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

- | | | | |
|-------------------------|--------------------------------|-----------------------|------------------|
| Cave Trolls (Neutral) | Gollum (Neutral; noncombatant) | Orc Archers (Mordor) | Shelob (Neutral) |
| Giant Spiders (Neutral) | Mountain Trolls (Mordor) | Orc Warriors (Mordor) | |

REWARD FOR VICTORY

• +2 POWER


Overview

After being led into Shelob's Lair by the treacherous Gollum, Frodo and Sam are separated, and Frodo is taken prisoner by the Orcs of Cirith Ungol. Sam finds Frodo's sword and the Phial of Galadriel. Picking them up, he resolves to journey through Shelob's Lair and find Frodo.

Along the way, Sam must fight several neutral enemies, including Giant Spiders and Cave Trolls. Fortunately, he also finds two dozen imprisoned Archers and Soldiers from Gondor. Freeing them from their web prisons adds them to your army.







At the end of the battle, you must raise a mighty army and send it against the Orcs of Cirith Ungol to destroy their outpost, rescue Frodo, and clear a path to Mount Doom.

General Tips for Shelob's Lair













- For the first part of the battle (until you establish your outpost at ) , you need to keep very tight control over your units. The best way to keep them all alive is to have them stay close together and execute carefully timed attacks as a group.
- Sam must survive the battle. Have him attack Giant Spiders with his sword and everything else with thrown rocks.
- Move slowly and carefully through Shelob's Lair. Free imprisoned Archers and Soldiers as you find them, and don't forget to grab all the treasure.
- Some battles aren't worth fighting. For example, Sam can use the Phial of Galadriel to frighten off enemies.
- Units that you rescue from Shelob's Lair cannot be upgraded or rise in rank. None of the units that you use in this battle continue into any other battle, so don't upgrade them just for the sake of upgrading them.
- Gollum appears in this battle, but he does not attack, nor can you attack him.










Shelob's Lair

At the start, have Sam remain in his initial location and kill the Giant Spiders (  and  ) that skitter toward him. Once they are dead, use Sam's sword to free the Soldier ( ) by attacking him and cutting off the web that binds him.









Continue to the east, free the bound Archer ( ) , and pick up the treasure near him. ( ). Move slightly north and free another Soldier ( ) and another Archer ( ). Kill the Giant Spiders ( ) as they attack, and pick up the treasure ( ) in the area as well.



At the north end of this area, the path forks east and west. Go west along the winding path to reach a southern alcove with several Giant Spiders ( ) , some treasure (  ), and an imprisoned Gondor Archer ( ).



A Cave Troll ( ) patrols the area to the north where a Soldier ( ) and Archer ( ) are being held. Move Sam and your Archers up to





attack the Cave Troll. Drive the Cave Troll off with the Phial of Galadriel to let your Archers get a few free shots at it, then use Sam to hold it at bay.

Don't take on the Cave Troll with your Soldiers. The troll can swipe them aside and kill them all with one hit.

CAUTION



After killing the Cave Troll and freeing the two units, regroup all of your forces in the area and proceed east to fight more Giant Spiders (♣♠ and ♣♣), pick up more treasure (♠♣ and ♠♠), and rescue an Archer (♠♠) and a Soldier (♠♠).

Don't move too far east, or you'll attract the unwelcome attention of a large group of Giant Spiders (♣♠).

CAUTION



Move all of your forces toward the Giant Spiders to the east. Slay them all and enter the cavern east of them to pick up the four piles of treasure (♠♠). Watch out for the horde of Orc Archers (♣♠) in the cavern.



Regroup and move all of your forces southeast to fight several more Giant Spiders (♣♠) and rescue eight more units (♠♠ through ♠♠), giving you an additional six Soldiers and two Archers.



Gollum (♣♠) taunts you from a ledge above you, but he can't hurt you. Unfortunately, you can't hit him either. Make sure that Sam is at full

health and his special abilities are ready for use, then move south into the next cavern to fight Shelob (♣♠).



Shelob attacks Sam almost to the exclusion of anything else. Use Sam to lead her around the cavern while your Archers pepper her with arrows. Use Sam's Phial of Galadriel ability to frighten off Shelob if she gets too close. Once Shelob is dead, rescue the nearby Archer (♠♠) and pick up the two piles of treasure (♠♠ and ♠♠).





You should now have rescued every unit and collected every treasure, fulfilling two of your objectives.

NOTE



Proceed into the northern cavern, kill the Giant Spiders (Ⓡⓑ) inside, pick up the three piles of treasure (ⓂⓉ), and rescue the two Soldiers and four Archers (Ⓛⓑ through ⓁⓉ).



Cirith Ungol



Head east to find an outpost (ⓈⓁ). Kill the Orc Warriors (ⓇⓁ) that defend it, and destroy the Lumber Mill (ⓂⓉ) to the south of it. Pick up the treasure that the Lumber Mill leaves behind, then construct an outpost.



Build a Blacksmith, an Archery Range, and a Barracks. Train Archers and Soldiers until your buildings reach rank 2, and then build Tower Guards and Rangers until you reach your population limit. Purchase the Fire Arrows upgrade and improve your Archers' and Rangers' arrows.



Cirith Ungol to the north is well-defended, but you can take it easily with overwhelming numbers. Send your troops north up the bridge, and destroy every unit and building in sight to successfully complete the battle.



Target the Troll Cage in the courtyard's northwest corner as soon as you can to prevent additional Mountain Trolls from being produced.

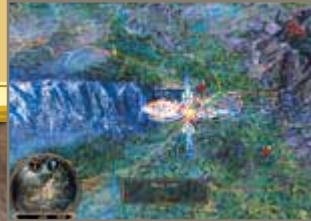
TIP



MINAS TIRITH

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS AND UNITS.
- BONUS: LEVEL ANY HERO TO RANK 8.



HEROES

- Aragorn** (reinforcement)
- Boromir**
- Éomer** (reinforcement)
- Éowyn** (reinforcement)
- Faramir**
- Gandalf**
- Gimli** (reinforcement)
- Legolas** (reinforcement)
- Merry** (reinforcement)
- Pippin**
- Théoden** (reinforcement)



MAP KEY

- Camps (Good cannot build on)
- Éomer's army (reinforcements)
- Aragorn's army (reinforcements)
- Settlements

ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

- Battering Rams** (Mordor)
- Grond** (Mordor)
- Mûmakil** (Mordor)
- Orc Warriors** (Mordor)
- Soldiers of Rhun** (Mordor)
- Catapults** (Mordor)
- Haradrim** (Mordor)
- Nazgûl** (Mordor)
- Orc Laborers** (Mordor)
- Witch-king** (Mordor)
- Mountain Trolls** (Mordor)
- Orc Archers** (Mordor)
- Siege Towers** (Mordor)

REWARD FOR VICTORY • +8 POWER

Overview

As the forces of Mordor continue their unstoppable march, the last remnants of Gondor's army retreat to the crown city of Minas Tirith to make one final stand. Although the walls of Minas Tirith have never been breached, never have they had to resist an army the size of the one that Mordor has unleashed.

Fortunately, Rohan has heard Gondor's cry for help and has dispatched reinforcements. And unknown to Gondor or Rohan, Aragorn has raised the Oathbreakers, ethereal

Soldiers who broke their oath to Isildur and now follow Aragorn's command in order to atone for their sin.

Minas Tirith is the penultimate major battle in the *The Battle for Middle-earth™*. Should it fall to Mordor, there will be no stopping Sauron's armies from conquering all of Middle-earth, Ring or no Ring. But if the combined forces of Gondor, Rohan, and the Fellowship of the Ring can stop Mordor here, there is still hope that Sauron might be defeated.

General Tips for Minas Tirith

- One of the trickiest skills to master in this battle is moving your view quickly across the battlefield. Click on your palantír map to constantly survey your forces and attend to your defenses.
- Build training structures (Barracks, Archery Ranges, etc.) on the upper level of Minas Tirith, where they are protected from enemy attack. Place nothing but Blacksmiths on the lower level to ensure a steady stream of resources and cheap upgrades.
- Train, upgrade, and maintain your forces constantly. Line the walls with Rangers and Archers. Make sure they have Banner Carriers, Heavy Armor, and Fire Arrows. Build Trebuchets along the walls wherever possible and upgrade their ammunition to Fire Stones as quickly as you can.
- Place your heroes along the walls as well, and put those with Leadership abilities (Gandalf, Boromir, etc.) close to the gate so that they can inspire the Archers and Rangers there.
- Your Allies powers (Elven Allies, Rohirrim Allies, Ent Allies, and Eagle Allies) are invaluable for creating armies behind enemy lines and wreaking havoc on their camps.
- Heroes can be revived at the citadel on the second level.

Preparing for Mordor's Assault



Minas Tirith has more than a dozen building sites within its walls. Construct Blacksmiths along the lower level and Archery Ranges, Barracks, and Workshops along the upper level. Because your forces spend most of their time defending the city against a siege, Stables are not as necessary in this battle as they would be in others.

Later on in the battle, as you send Archers and Rangers down from these Archery Ranges to replace fallen units on the walls, select them as soon as they come out of the Archery Ranges and upgrade them with Banner Carriers, Fire Arrows, and Heavy Armor (in that order). That way, they'll be fully upgraded by the time they reach the wall and enter combat.

TIP



Construct Trebuchets along all of the defensive building sites along the outer wall. Battle Towers are not as useful against the vast numbers of enemies you face, and you have plenty of Archers and Rangers up there for short-range missile attacks anyway.



Place any Soldiers or Tower Guards that you have in the courtyard inside Minas Tirith's main gate and shut the gate. Place your heroes along the walls, and start training Archers, Rangers, and Trebuchets. Place the Trebuchets along the inside of the outer wall and the Archers and Rangers along the outer wall.

Make sure the entire wall is covered by Archers and Rangers, but group more of them near the gates, as that's where most of your enemies will charge toward.

TIP



Train new units, upgrade existing units, and make sure that you're as ready as you can be for the Mordor forces, which attack eight minutes into the battle. Until Éomer's army is available as reinforcements (25 minutes into the battle), your one and only objective is to defend Minas Tirith at all costs.



Don't worry about those four Farms outside of the walls of Minas Tirith. Sadly, there's no way you can defend them, although your Trebuchets can keep Mordor from building anything on them.



If a Trebuchet on the outer wall is destroyed, rebuild it immediately. If a battalion of Archers or Rangers should fall, send another one up to replace them without delay. Spend most of your time maintaining your defenses and allowing your units to attack automatically. The only exception is if Mordor rolls Siege Towers, Battering Rams, or Catapults toward you—target them with Trebuchets immediately!



When Nazgûl appear, use your Eagle Allies power (if you have it) and send the Giant Eagles after them. If you don't have this power, order all nearby Archers and Rangers to shoot them out of the sky. However, this also distracts your Archers and Rangers from the other Mordor forces, who will take advantage of the opportunity.



Summoning Reinforcements



After 25 minutes pass, Éomer's army becomes available. If possible, don't summon it until your command limit is already at its maximum; that way, you can command as many troops as possible. Also, try to summon it when the northeastern Mordor camp is undefended, preferably after Mordor has sent its army to Minas Tirith's gate.



Once the first camp falls, you have Mordor's attention. The enemies probably try to destroy Éomer's army before you can smash the second camp (4 2). Nevertheless, press on to 4 2 and do as much damage to it as possible. Also, use this chance to rebuild and retrain Minas Tirith's defenses.



Just when all looks hopeless, Aragorn, Gimli, and Legolas appear at the western edge of the battlefield (1 2) with the Oathbreakers. These spectral warriors are immune to physical attacks. Send them into Minas Tirith to utterly eradicate the Mordor army.



As soon as you summon Éomer's army, send it to attack the northeast Mordor camp (4 1) immediately. Target unit-producing buildings first, then the citadel, and then all remaining buildings to smash the camp once and for all.

Remember that if Éowyn, Éomer, or Théoden fall in battle, you can revive them at Minas Tirith's citadels.

NOTE



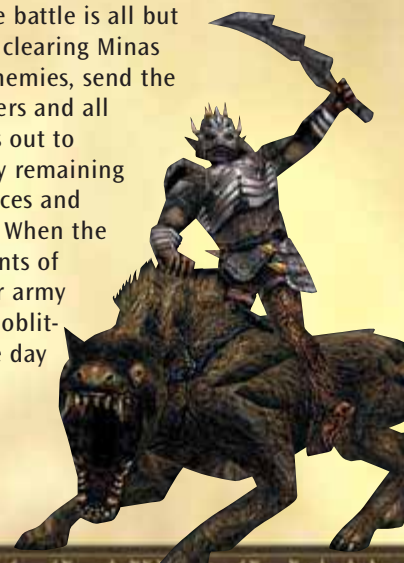
Eventually, no matter how hard you try to maintain your defenses, the Mordor forces become overwhelming. Mountain Trolls and Catapults destroy your Trebuchets, and hordes of Mordor troops burst through the gates. Continue trying to hold back the forces, pulling back to the upper level if necessary. Your goal is to hold back Mordor for as long as you possibly can.



Once the Oathbreakers appear, the battle is all but won. After clearing Minas Tirith of enemies, send the Oathbreakers and all other units out to destroy any remaining Mordor forces and structures. When the last remnants of the Mordor army have been obliterated, the day is yours!

Use the Elven Allies, Rohirrim Allies, and Ent Allies powers to beef up your assault force.

TIP





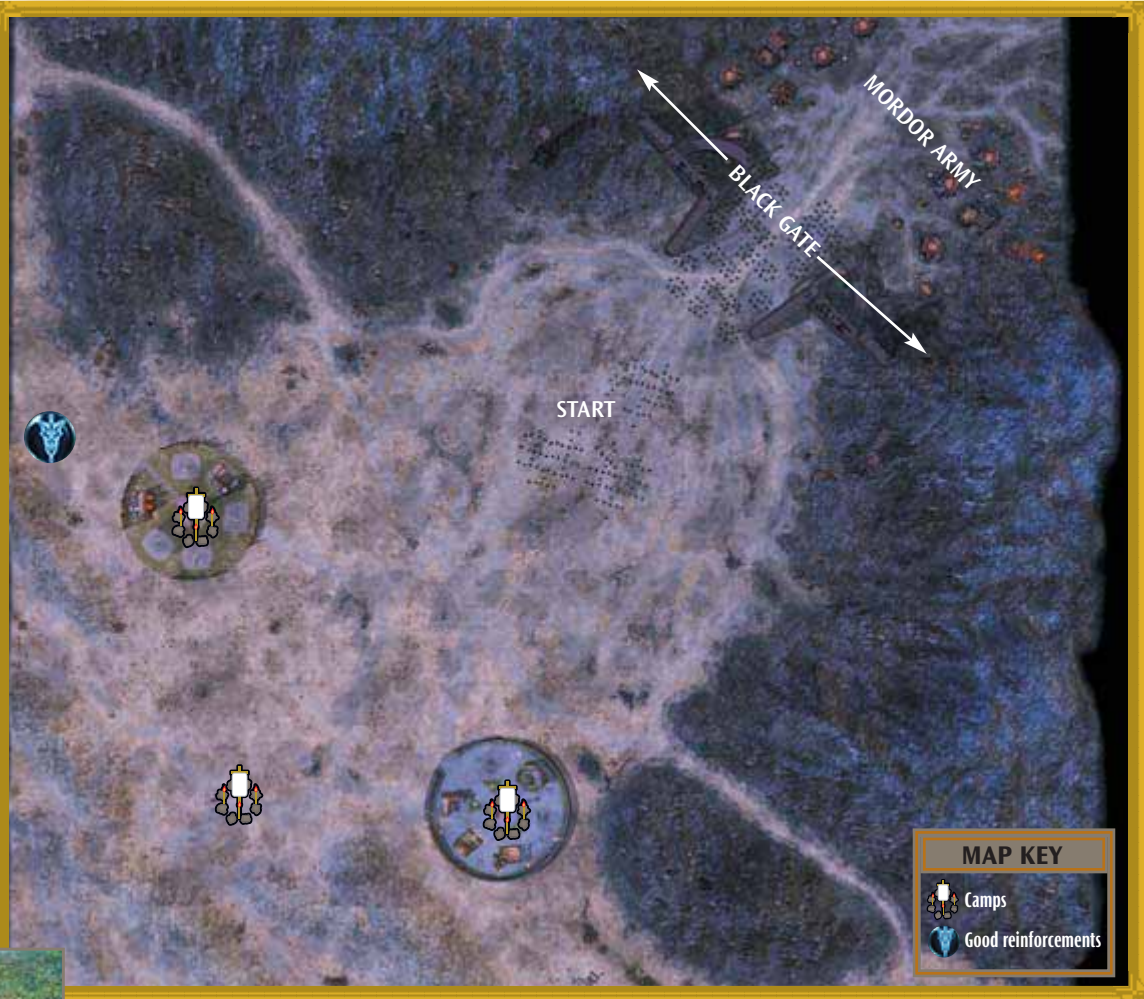
THE BLACK GATE

OBJECTIVES

- DRAW OUT ALL OF MORDOR'S FORCES SO FRODO CAN TRAVEL SAFELY TO MOUNT DOOM.
- SURVIVE THE FIRST ATTACK WAVE.
- SURVIVE THE SECOND ATTACK WAVE.
- SURVIVE THE THIRD ATTACK WAVE.
- SURVIVE THE FOURTH ATTACK WAVE.
- BONUS: KEEP ALL OF YOUR HEROES ALIVE FOR THE ENTIRE DURATION OF THE BATTLE.

HEROES

- Aragorn
- Boromir
- Éomer
- Éowyn
- Faramir
- Gandalf
- Gimli
- Legolas
- Merry
- Théoden



ENEMIES ENCOUNTERED

- | | | | |
|-------------------------|--------------------------|----------------------|---------------------------|
| Drummer Trolls (Mordor) | Mountain Trolls (Mordor) | Nazgûl (Mordor) | Orc Warriors (Mordor) |
| Haradrim (Mordor) | Mûmakil (Mordor) | Orc Archers (Mordor) | Soldiers of Rhun (Mordor) |

REWARD FOR VICTORY

WINNING THE CAMPAIGN

Overview

Against all odds, the forces of Good have vanquished Sauron's vast army from all lands save one: the Black Gate of Mordor itself. Now only one task remains: The armies of men must draw up to the very gates of Mordor itself and lure out Sauron's entire army so that Frodo and Sam can scale Mount Doom without threat and destroy the One Ring once and for all.

The army you choose to attack the Black Gate with is the first army to arrive there. However, the second army is not far behind and can reinforce the first if the first army can hold out long enough.

There is very little in the way of resource management in this battle—it is all-out war, and the battle only ends when Frodo reaches Mount Doom safely or when Sauron crushes the Good armies once and for all.

General Tips for the Black Gate

- Make sure that your camps are constantly producing new units, and set the rally point for every building at the Black Gate itself. This battle is too chaotic to hope that all of your initial forces will survive until the end of it, so set up a queue of warriors to replace them. This allows you to focus on the much more important task of coordinating combat.
- Call in Éomer's army only after you have reached your maximum command limit. This ensures that you have as many troops as possible on the field.
- In the end, this battle comes down to numbers. Use all of your summoning powers (Elven Allies, Rohirrim Allies, Ent Allies, Eagle Allies, and Oathbreakers) to increase your forces quickly and send them directly into the fight.
 - Hold the area around the Black Gate. This forces your enemies to attack through the narrow gap of the gate, which prevents them from overwhelming you as badly as they otherwise would.
 - This is the final battle of the Good campaign. Don't hesitate to sacrifice your entire army for the sake of victory.

First and Second Waves

First build Farms and Blacksmiths on all available building sites to spur resource production. Also build Sentry Towers on all defensive foundation sites as quickly as possible to defend your camps without taking any troops from the Black Gate to do so.

Next, move your forces northeast toward the Black Gate and attack the hordes of Orcs pouring through them. Send Knights and Rohirrim forward to trample them, and then pull them back and let your foot soldiers hold them up while your Archers destroy them. Send your mounted units in to attack the Orc flanks repeatedly.

Press on and use your ranged units to kill the Orc Archers on the walls of the Black Gate. The remnants of the first wave of Evil Soldiers should now all be on the northern side of the Black Gate.

Just when everything looks like it's going well, Nazgûl appear and attack. Shoot them down with your ranged units and your heroes' special abilities.





By this point, you have probably lost some troops. Produce new ones from the two camps to the south and west, and set the rally points at the Black Gate. Use the first troops you produce to move to the map's southwest corner and erect a camp at the third campsite.



Third Wave

The third wave of enemies is primarily made up of Orcs, Mountain Trolls, and Drummer Trolls. Kill the trolls as quickly as possible with your ranged units. Expect to take some heavy casualties from this wave. Replace fallen troops with Soldiers from your camps.

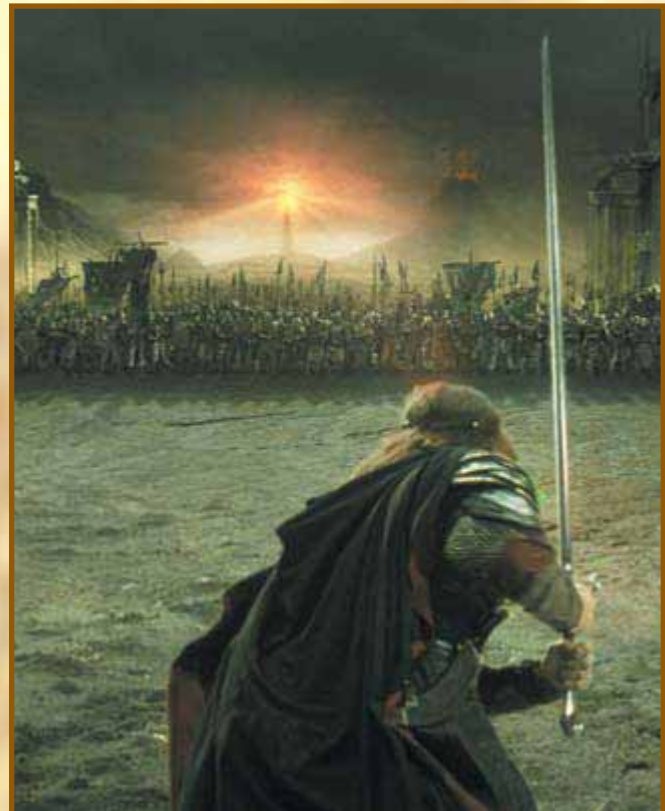
If Gandalf is in your army, his Word of Power is an excellent way to turn the tide if you find yourself overwhelmed by the Trolls.



Fourth Wave

The fourth wave of Mordor Soldiers brings *mûmakil* with it. Remember that Fire Arrows will set *mûmakil* alight and cause them to panic, trampling their own troops.

Summon Oathbreakers is an excellent power to use against the *mûmakil*, especially because there are so many of them that your ranged units will have a hard time killing them all.



Fifth Wave

Summoning Reinforcements

The second Good army is available to summon as reinforcements 20 minutes into the battle. This should be either during the fourth wave of Mordor attackers or just after. Try to avoid summoning them until you have reached your command limit; this ensures that you have the maximum number of troops on the battlefield. The reinforcing army arrives from the western edge of the battlefield (♥). Send them to the Black Gate immediately.



Once you summon the reinforcements (which should all be experienced Soldiers, if you've been following good strategy thus far), the battle should be all but won. In most cases, if you have been producing and upgrading Archers, Yeoman Archers, Elven Warriors, and Rangers, you should have such a massive army of Archers that even Mountain Trolls will find it almost impossible to break through your lines.

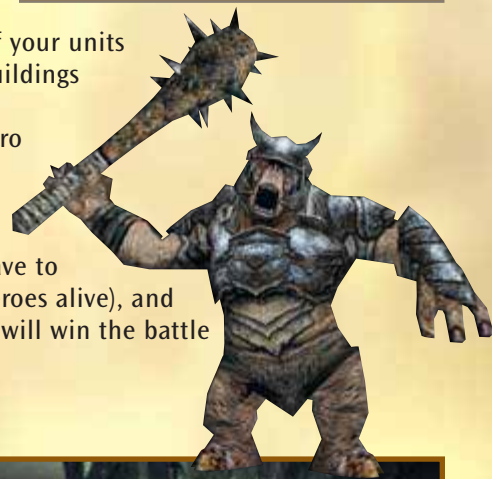


The Ring Must Be Destroyed

After the fourth Mordor wave is broken, all that remains is for your army and camps to survive for five minutes while Frodo casts the One Ring into the fires of Mount Doom. There's no fancy strategy for doing so—just bring as many troops (especially ranged units) to the Black Gate as possible and use your summoning powers to beef up your army.



Do whatever it takes to ensure that at least one of your units and one of your buildings survives until the counter reaches zero (though if you're aiming to also fulfill the bonus objective, you'll have to keep **all** of your heroes alive), and the forces of Good will win the battle for Middle-earth!





ANCILLARY BATTLES

At several points in the Good campaign, you can choose your next battle, rather than be taken directly to the next major battle. These ancillary battles allow you to earn a higher command limit, improve your resource collection rate, and add to your Evenstar power.

From the world map, select one of your armies by clicking on it. Available ancillary battles appear, each one telling you what the reward for victory is. Click on the battle you wish to fight, and your army moves there. Not all battles are available at the start of the campaign. You can only reach battles that are adjacent to territories your armies have already defended.

Battle Strategies

Although each battlefield has its own unique characteristics, the overall strategy for every ancillary battle is essentially the same. Start by building a castle or camp (or occupying an existing one) near your starting position.

Build Farms and/or Blacksmiths first, to start the flow of resources. The biggest mistake you can make is spending your initial resources without creating something that will replenish them. The Citadel in your camp or castle is a source of resources, but it's a very slow one.

After constructing a couple of Farms or Blacksmiths, set up your base's defenses. Typically, assign about a quarter to a third of your initial army to defend your base. Include a good mix of hand-to-hand and ranged units.

While you continue to build new structures and train and upgrade units, send your remaining forces out to find new settlements, outposts, and camps to occupy and build on. The secret to victory in these battles is rapid expansion and vigorous defense of your territories.

Usually, you would have to send scouting parties out to discover undeveloped building sites. However, with the maps included for each ancillary battle in this chapter, you can see exactly where to move your troops and settle new areas.

NOTE

Many battlefields have lairs occupied by neutral creatures, such as Goblins, Cave Trolls, and Wargs. Destroying the lairs of these creatures leaves behind treasure that adds to your resource pool. These creatures are equally hostile to Good and Evil forces, so one clever strategy is to wait until an Evil army has killed the defending neutral creatures and then swoop in with your own forces, kill the Evil units, and destroy the lair for the treasure it contains.





Most of the following battles require you to utterly destroy every Evil structure and unit to achieve victory. Weaken your foes by conquering their settlements and outposts, depriving them of resources while adding to your own. Once you have raised a well-trained army, send it forth to crush your enemies and achieve victory!

If the battle is clearly going in your favor, don't end it too quickly. Make sure that all of your units are as upgraded as possible with Fire Arrows, Reinforced Blades, Banner Carriers, and Heavy Armor. Send less-experienced units out in overwhelming numbers to fight outmatched Evil units and buildings. Doing so helps these units rise in rank quickly. Remember that the army you have at the end of a battle is the army that you start with at the beginning of the next battle. It's much easier to upgrade your units when your enemy is down to a single Lumber Mill than it is in the thick of battle!

TIP

Maps

The following map key applies to all maps in this chapter:

MAP KEY	
 Friendly forces	 Outpost
 Enemy forces	 Settlement
 Castle	 Treasure (usually a neutral creature lair)
 Camp	

Because of the unpredictable nature of battle, it is impossible to list every enemy's position on the maps, so approach every settlement, outpost, camp, and castle as if it's occupied by the enemy.

CAUTION



Cair Andros

OBJECTIVES

- DESTROY ALL EVIL UNITS AND BUILDINGS.
- BONUS: REINFORCE YOUR CASTLE WALLS WITH NUMENORIAN STONEMWORK.
- BONUS: PURCHASE BANNERS FOR THREE BATTALIONS.



ENEMIES ENCOUNTERED

- | | | | | |
|--------------------|--------------------------|-----------------------|---------------------------------|---------------------------|
| Catapults (Mordor) | Mountain Trolls (Mordor) | Orc Archers (Mordor) | Orc Laborers (Isengard, Mordor) | Soldiers of Rhun (Mordor) |
| Haradrim (Mordor) | Mâmakil (Mordor) | Orc Warriors (Mordor) | Siege Towers (Mordor) | Wargs (Neutral) |

REWARD FOR VICTORY

• +20 COMMAND

• +2 POWER

Central Ithilien

OBJECTIVES

- DESTROY ALL MORDOR FORCES.
- BONUS: SAVE THE FRIENDLY GONDOR CAMP IN THIS REGION.



If you can reach the friendly Gondor camp to the north with at least one unit, you can add the camp and all surviving Gondor units to your army.

NOTE

ENEMIES ENCOUNTERED



REWARD FOR VICTORY

• +10% RESOURCES

• +2 POWER



Crossroads

OBJECTIVES

- DESTROY ALL EVIL UNITS AND BUILDINGS.
- BONUS: MAKE CONTACT WITH THE GONDOR RANGERS HIDING IN THIS REGION.
- BONUS: PURCHASE FIRE ARROWS FOR THREE ARCHER BATTALIONS.



The friendly forces on this map (♣) are the hidden Rangers. Approach them to add them to your army. Don't add the Rangers until you train enough units to max out your command limit. That way, when you add the Rangers, you can have more than your maximum number of troops.

NOTE



ENEMIES ENCOUNTERED

- | | | | | |
|--------------------------|----------------------------|--------------------------|-----------------------|-----------------|
| Cave Trolls (Neutral) | Goblin Swordsmen (Neutral) | Mountain Trolls (Mordor) | Orc Warriors (Mordor) | Wargs (Neutral) |
| Goblin Archers (Neutral) | Haradrim (Mordor) | Orc Archers (Mordor) | Orc Laborers (Mordor) | |

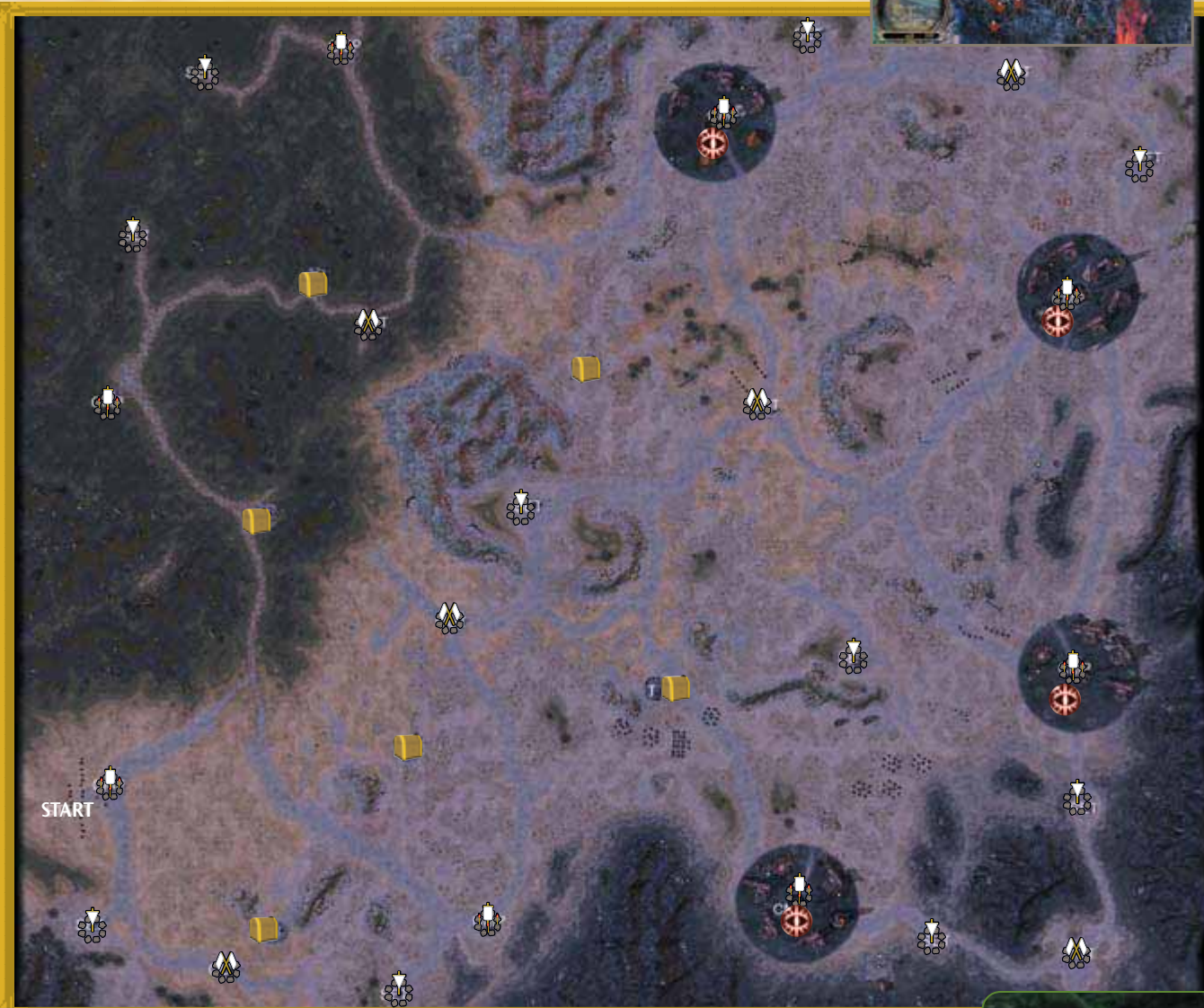
REWARD FOR VICTORY

• +3 POWER

Dagorlad

OBJECTIVES

- DESTROY ALL MORDOR FORCES.
- BONUS: LEVEL ANY HERO TO RANK 10.



ENEMIES ENCOUNTERED

Goblin Archers (Neutral)	Haradrim (Mordor)	Orc Archers (Mordor)	Orc Warriors (Mordor)
Goblin Swordsmen (Neutral)	Mountain Trolls (Mordor)	Orc Laborers (Mordor)	Soldiers of Rhun (Mordor)

REWARD FOR VICTORY

• +3 POWER

Winning this battle allows you access to the Black Gates, the final battle of the Good campaign.

NOTE



Dead Marshes

OBJECTIVES

- DESTROY ALL EVIL UNITS AND BUILDINGS.
- BONUS: PURCHASE FIRE ARROWS FOR THREE BATTALIONS.
- BONUS: BUILD FOUR SENTRY TOWERS.



START

ENEMIES ENCOUNTERED



Mountain Trolls (Mordor)



Orc Laborers (Mordor)



Orc Archers (Mordor)



Orc Warriors (Mordor)



Build four Sentry Towers in your camp. Not only do they help ward off Mordor's attacks, but constructing them also fulfills a bonus objective.

REWARD FOR VICTORY

• +1 POWER

TIP



Dunharrow

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: DESTROY THE ISENGARD REINFORCEMENT ARMY.



ENEMIES ENCOUNTERED

- | | | | |
|-----------------------|----------------------------|-----------------------------|------------------------|
| Berserker (Isengard) | Goblin Archers (Neutral) | Uruk Crossbowmen (Isengard) | Uruk-hai (Isengard) |
| Cave Trolls (Neutral) | Goblin Swordsmen (Neutral) | Uruk Pikemen (Isengard) | Warg Riders (Isengard) |

REWARD FOR VICTORY

• +20 COMMAND

• +1 POWER



East Emnet

OBJECTIVES


- DESTROY ALL EVIL FORCES.



ENEMIES ENCOUNTERED

-  Orc Laborers (Isengard)
-  Uruk Pikemen (Isengard)
-  Uruk-hai (Isengard)
-  Warg Riders (Isengard)
-  Uruk Crossbowmen (Isengard)



The northeast  icon represents the Evil camp. The other four represent the starting locations of four roaming packs of Warg Riders. If you leave an area undefended or under defended, it's only a matter of time before one of these foul hordes destroys it. Hunt them down with Rohirrim and Rohirrim Archers.

REWARD FOR VICTORY

- +20 COMMAND

NOTE



Eastern Rohan

OBJECTIVES

- DESTROY ALL EVIL FORCES.
- SAVE ROHAN REFUGEES (PEASANTS).



The icons represent Peasant battalions being menaced by Uruk-hai (). Approach the Peasants with any unit and help them safely reach your base to add them to your army.

NOTE

Use the Draft power to turn the Peasants into armed warriors and improve their combat skills.

TIP

ENEMIES ENCOUNTERED

- Uruk Crossbowmen (Isengard)
- Goblin Archers (Neutral)
- Goblin Crossbowmen (Neutral)
- Orc Laborers (Isengard)
- Uruk-hai (Isengard)
- Warg Riders (Isengard)
- Wargs (Neutral)



REWARD FOR VICTORY

• +1 POWER

Eastfold

OBJECTIVES

- DESTROY ALL EVIL UNITS AND BUILDINGS.
- BONUS: DEFEAT URUK-HAI REINFORCEMENT ARMY.
- BONUS: PURCHASE HEAVY ARMOR FOR THREE BATTALIONS.
- BONUS: LEVEL UP THREE BATTALIONS.



ENEMIES ENCOUNTERED

Cave Trolls (Neutral)	Orc Laborers (Isengard)	Battering Rams (Isengard)	Berserkers (Isengard)
Goblin Archers (Neutral)	Uruk Crossbowmen (Isengard)	Uruk-hai (Isengard)	Warg Riders (Isengard)
Goblin Swordsmen (Neutral)	Uruk Pikemen (Isengard)	Wargs (Neutral)	

Ten minutes into this battle, a massive Isengard army appears at the battlefield's northern edge and moves south toward your castle. Be prepared to defend your castle and all of your settlements and outposts from them, but don't be afraid to lose a few unimportant territories for the sake of preserving your army.

REWARD FOR VICTORY

- +20 COMMAND
- +10% RESOURCES

NOTE



Eryn Arnem

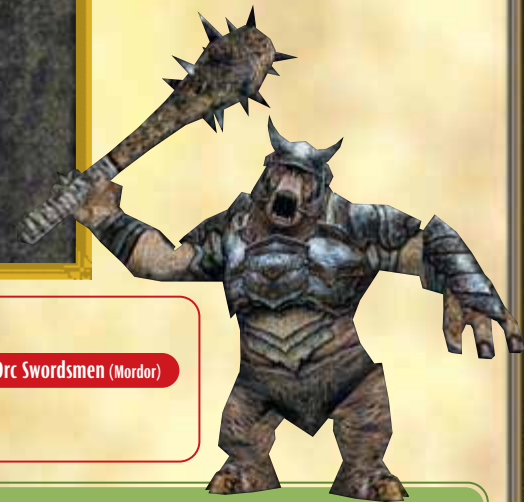
OBJECTIVES

- DESTROY ALL EVIL STRUCTURES.
- BONUS: MAKE CONTACT WITH THE GONDOR KNIGHTS HIDING IN THIS REGION.
- BONUS: PURCHASE SHIELDS FOR THREE CAVALRY BATTALIONS.



Two battalions of Gondor Knights (♥) hide to the south of your castle. Send at least one unit down to meet them and add them to your army. This also fulfills one of your bonus objectives.

NOTE



ENEMIES ENCOUNTERED

- | | | | |
|-----------------------|--------------------------|-----------------------|------------------------|
| Cave Trolls (Neutral) | Mountain Trolls (Mordor) | Orc Archers (Mordor) | Orc Swordsmen (Mordor) |
| Haradrim (Mordor) | Māmakil (Mordor) | Orc Laborers (Mordor) | |

REWARD FOR VICTORY

- +10% RESOURCES
- +1 POWER

Emyn Muil

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: PUT A SOLDIER OR TOWER GUARD BATTALION IN BLOCK FORMATION.
- BONUS: COMBINE A YEOMAN ARCHER BATTALION WITH A PEASANT BATTALION.



ENEMIES ENCOUNTERED

-  Cave Trolls (Neutral)
-  Orc Archers (Mordor)
-  Orc Warriors (Mordor)
-  Mountain Trolls (Mordor)
-  Orc Laborers (Mordor)



REWARD FOR VICTORY

- +2 POWER



Fangorn

OBJECTIVES

- DESTROY ALL EVIL UNITS AND BUILDINGS.
- BONUS: MAKE CONTACT WITH THE ENTS.
- BONUS: COMMAND YOUR ENTS TO THROW ROCKS.



START

Use the Ents' Throw Rocks ability to smash Isengard Soldiers and structures and earn another point bonus in the post-battle scoring.

ENEMIES ENCOUNTERED

- | | |
|-----------------------------|-------------------------|
| Cave Trolls (Neutral) | Uruk Pikemen (Isengard) |
| Orc Laborers (Isengard) | Uruk-hai (Isengard) |
| Uruk Crossbowmen (Isengard) | Warg Riders (Isengard) |

Destroy Isengard Lumber Mills built on settlements to rescue nearby Ents (♥) and add them to your army.

NOTE

REWARD FOR VICTORY • +2 POWER

Halifirien

OBJECTIVES

- DESTROY ALL EVIL CAMPS.
- BONUS: CONTACT THE GIANT EAGLES THAT DWELL IN THIS REGION.
- BONUS: COMBINE AN ARCHER BATTALION WITH A PEASANT BATTALION.

Send at least one unit over to make contact with the pair of Giant Eagles (♥) in the southwest to add them to your army and fulfill one of your bonus objectives.

NOTE



ENEMIES ENCOUNTERED



Orc Laborers (Isengard)



Uruk Pikemen (Isengard)



Wargs (Neutral)



Uruk Crossbowmen (Isengard)



Uruk-hai (Isengard)



Warg Riders (Isengard)



Berserkers (Isengard)



REWARD FOR VICTORY

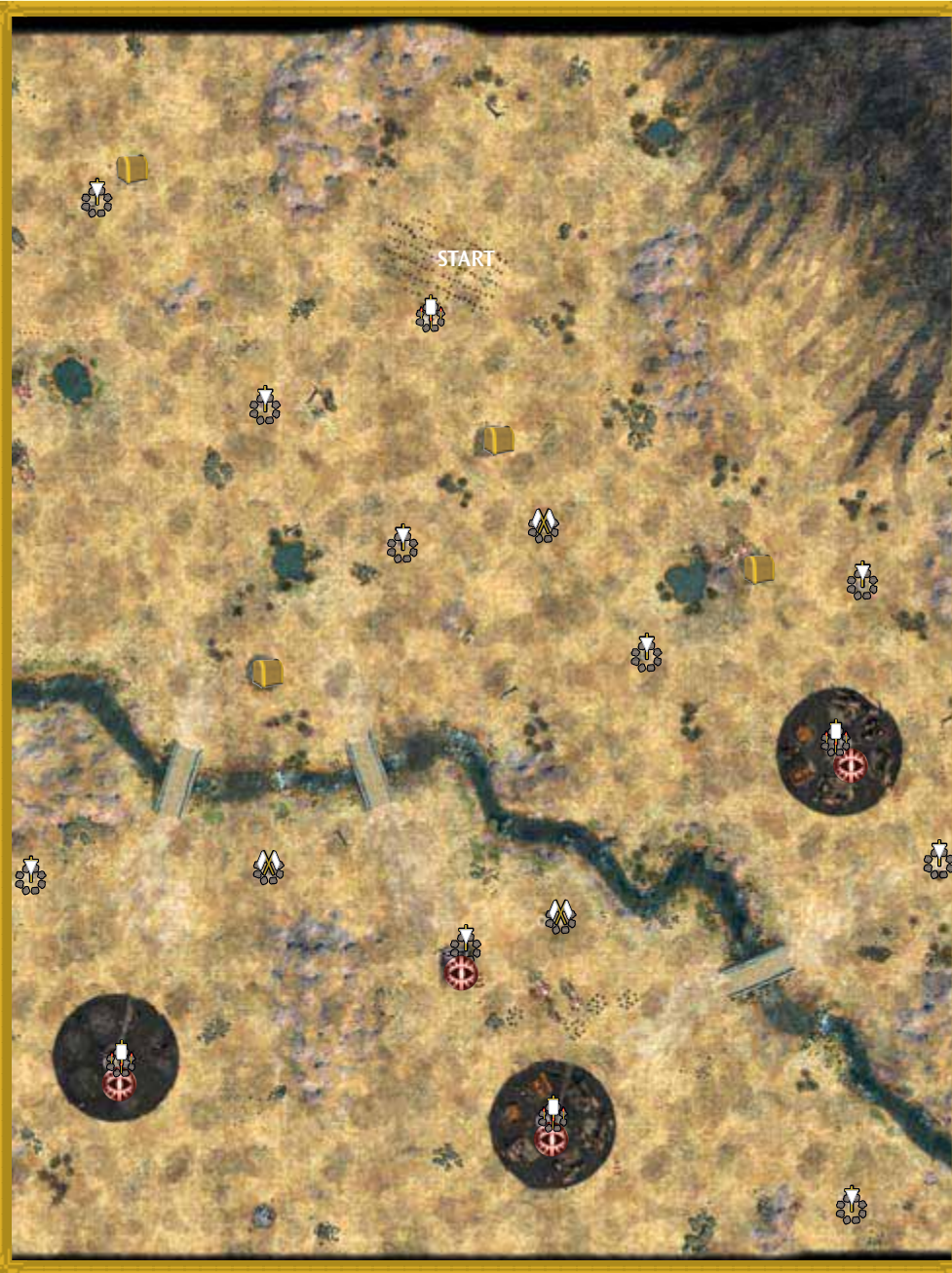
- +20% RESOURCES



Harondor

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: BUILD FOUR SENTRY TOWERS.



ENEMIES ENCOUNTERED

- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Haradrim (Mordor)
- Mûmakil (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)

REWARD FOR VICTORY

• +2 POWER

Mirkwood

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: MAKE CONTACT WITH THE ELVEN WARRIORS THAT DWELL IN THIS FOREST.
- BONUS: PURCHASE FIRE ARROWS FOR THREE BATTALIONS.



ENEMIES ENCOUNTERED

- | | | | |
|-----------------------------------|-----------------------------|------------------------------|----------------------------------|
| Goblin Archers (Neutral) | Haradrim (Mordor) | Orc Laborers (Mordor) | Soldiers of Rhun (Mordor) |
| Goblin Swordsmen (Neutral) | Orc Archers (Mordor) | Orc Warriors (Mordor) | |

REWARD FOR VICTORY

• +20% RESOURCES

• +3 POWER

Send at least one unit into the northeast corner to find some Elven Warriors and add them to your army. This also fulfills one of your bonus objectives.

NOTE



Mouths of the Entwash

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: DESTROY THE NAZGÛL IN THIS REGION.
- BONUS: PURCHASE FORGED BLADES FOR THREE BATTALIONS.



ENEMIES ENCOUNTERED

- | | | | | |
|-----------------------------------|---------------------------------|-----------------------------|------------------------------|----------------------------------|
| Goblin Archers (Neutral) | Haradrim (Mordor) | Nazgûl (Mordor) | Orc Laborers (Mordor) | Soldiers of Rhun (Mordor) |
| Goblin Swordsmen (Neutral) | Mountain Trolls (Mordor) | Orc Archers (Mordor) | Orc Warriors (Mordor) | Wargs (Neutral) |

REWARD FOR VICTORY

• +1 POWER

Ancillary Battles



Nurn

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: LEVEL ANY HERO TO RANK 10.



ENEMIES ENCOUNTERED



Mountain Trolls (Mordor)



Orc Laborers (Mordor)



Soldiers of Rhun (Mordor)



Orc Archers (Mordor)



Orc Warriors (Mordor)



REWARD FOR VICTORY

+40% RESOURCES

+3 POWER







Rohan

OBJECTIVES

- DESTROY ALL EVIL FORCES.
- BONUS: GARRISON THE RUINED TOWERS WITH YEOMAN ARCHERS.
- BONUS: RANK UP ÉOMER ONE LEVEL.



ENEMIES ENCOUNTERED

- | | |
|---|--|
|  Goblin Archers (Neutral) |  Uruk Crossbowmen (Isengard) |
|  Goblin Swordsmen (Neutral) |  Uruk-hai (Isengard) |



Move quickly toward the Peasant forces (👑) to save them from the oncoming Isengard Soldiers and add them to your army.

NOTE

REWARD FOR VICTORY

• +20 COMMAND

Southern Ithilien

OBJECTIVES

- DESTROY ALL EVIL STRUCTURES.
- BONUS: PURCHASE FIRE ARROWS FOR THREE ARCHER BATTALIONS.



ENEMIES ENCOUNTERED

- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Haradrim (Mordor)
- Mountain Trolls (Mordor)
- Mûmakil (Mordor)
- Nazgûl (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)

REWARD FOR VICTORY

- +20% RESOURCES



West Emnet

OBJECTIVES

- DESTROY ALL EVIL FORCES.
- BONUS: PURCHASE HEAVY ARMOR FOR THREE BATTALIONS.
- BONUS: LEVEL UP ÉOMER ONE RANK.



ENEMIES ENCOUNTERED

- Berserker (Isengard)
- Orc Laborers (Isengard)
- Uruk Crossbowmen (Isengard)
- Uruk-hai (Isengard)
- Uruk Pikemen (Isengard)
- Wargs (Neutral)

REWARD FOR VICTORY

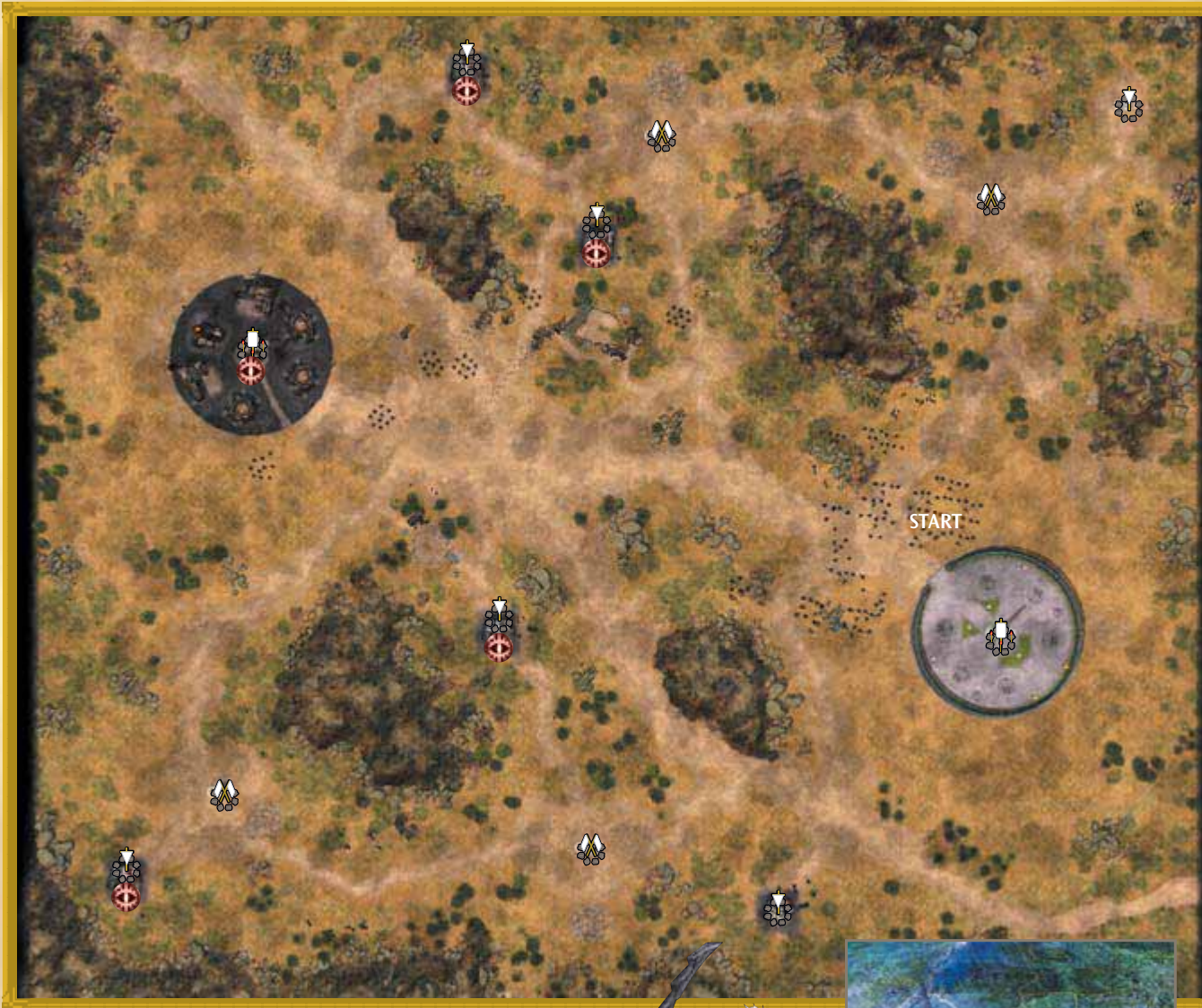
• +20 COMMAND

+10% RESOURCES

Westfold

OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: BUILD SIX FARMS.
- BONUS: LEVEL UP ÉOMER ONE RANK.



ENEMIES ENCOUNTERED



Mountain Trolls (Mordor)



Orc Laborers (Mordor)



Orc Archers (Mordor)



Orc Warriors (Mordor)

REWARD FOR VICTORY

- +10% RESOURCES





Wold



OBJECTIVES

- DESTROY ALL EVIL BUILDINGS.
- BONUS: DESTROY THE GOBLINS THAT INFEST THIS TERRITORY.
- BONUS: PURCHASE FORGED BLADES FOR THREE BATTALIONS.



Destroy the Goblin army in the south-east to find several piles of treasure and fulfill one of your bonus objectives.

NOTE

ENEMIES ENCOUNTERED

Ballistae (Isengard)

Berserkers (Isengard)

Goblin Archers (Neutral)

Orc Laborers (Isengard)

Uruk Pikemen (Isengard)

Warg Riders (Isengard)

Cave Troll (Neutral)

Goblin Swordsmen (Neutral)

Uruk Crossbowmen (Isengard)

Uruk-hai (Isengard)

Wargs (Neutral)

REWARD FOR VICTORY

- +20% RESOURCES



EVIL CAMPAIGN OVERVIEW





The Evil Campaign

Major Battles of the Evil Campaign

ICON	BATTLE	ICON	BATTLE
1	Isengard	6	Near Harad
2	Fangorn	7	Southern Ithilien
3	Amon Hen	8	Osgiliath
4	Edoras	9	Cirith Ungol/ Shelob's Lair
5	Helm's Deep	10	Minas Tirith

Ancillary Battles of the Evil Campaign

ICON	BATTLE	ICON	BATTLE
11	Anfalas	25	Enedwaith
12	Anorien	26	Fords of Isen
13	Belfalas	27	Gap of Rohan
14	Cair Andros	28	Harlond
15	Central Ithilien	29	Lebennin
16	Crossroads	30	Mirkwood
17	Dead Marshes	31	Mouths of the Entwash
18	Druadan Forest	32	Northern Ithilien
19	Dunharrow	33	Old Brown Lands
20	East Emnet	34	Pelargir
21	Eastern Rohan	35	Rohan
22	Eaves of Fangorn	36	West Emnet
23	Eryn Arnien	37	Westfold
24	Eryn Muil		

The Evil campaign follows an alternate history of the events in *The Lord of the Rings* trilogy. Instead of relating the heroic journey of the Fellowship of the Ring, the destruction of the One Ring, and the victory of Good over the forces of Sauron, the Evil campaign tells the story of what might have happened. Beginning in Isengard, Saruman raises a mighty army of Urukhai, which he leads out to conquer the lands of Gondor, achieving victory in the sieges of Edoras and Helm's Deep.

Simultaneously, the forces of Mordor forge an alliance with the eastern Haradrim and drive Gondor's army from their own lands. The Orcs of Cirith Ungol pursue Sam and

Frodo, killing them and recovering the One Ring for their dark lord, whose armies proceed to crush the armies of men at Minas Tirith, ending the age of men before it even begins.

Ten major battles comprise the Evil campaign. You must fight these battles, and usually you are taken directly to them at the appropriate point in the campaign. Major battles often have unique conditions for victory, and the events in them represent significant events in the story of Evil's triumph over Good. Each major battle has its own section in this guide.

There are also 27 ancillary battles. Ancillary battles are optional to a degree. At certain points in the campaign between major battles, you must fight an ancillary battle, but you may choose which one to fight. Because the conditions for victory for the ancillary battles are identical (destroy all Good forces and/or buildings), all of them are grouped in the "Ancillary Battles" section of this guide.

Story Flow

The battles of the Evil campaign are fought in this order:

1. Saruman and the armies of Isengard in **Isengard** (1)
2. Saruman and the armies of Isengard in **Fangorn** (2)
3. Saruman and the armies of Isengard in an ancillary battle
4. Lurtz and the armies of Isengard at **Amon Hen** (3)
5. Saruman or Lurtz and the armies of Isengard in an ancillary battle
6. Saruman or Lurtz and the armies of Isengard in an ancillary battle
7. Saruman or Lurtz and the armies of Isengard at **Edoras** (4)
8. Saruman or Lurtz and the armies of Isengard in an ancillary battle
9. Saruman or Lurtz and the armies of Isengard in an ancillary battle
10. Saruman, Lurtz, and the armies of Isengard at **Helm's Deep** (5)
11. The armies of Mordor at **Near Harad** (6)
12. The armies of Mordor at **Southern Ithilien** (7)
13. Any Evil army in an ancillary battle
14. Any Evil army in an ancillary battle
15. The armies of Mordor at **Osgiliath** (8)
16. Gollum, Shelob, and the forces of Evil at **Cirith Ungol/Shelob's Lair** (9)
17. A series of ancillary battles with any army—choose to fight only the ones that lead to Minas Tirith, or eradicate the forces of Good from every land except Minas Tirith
18. The forces of Evil at **Minas Tirith** (10)

General Tips for the Evil Campaign

Maintain a Large Army

While the forces of Good rely heavily on improving and upgrading their units, the forces of Evil have the luxury of a much higher command limit (600, as opposed to Good's measly 300). That means that you can overwhelm your enemies with superior numbers. Although it never hurts to upgrade your units and raise their rank, it is much more important to finish each battle with the largest army possible, so that it is available to you at the start of the next battle.

However, that doesn't mean avoid upgrading your troops altogether; just don't purchase upgrades until you've reached your command limit. It's well worth your time to draw out the end of the battle to ensure that every bow-equipped unit has Fire Arrows, for example.

Units carry their rank over from one battle to the next. Your high-ranking hordes are more effective in combat, but they're also difficult to replace if killed. A rank 1 Orc Warrior horde fresh out of a Mordor Orc Pit is no substitute for a rank 8 Orc Warrior horde that has been killed in battle. Pull your high-ranking units out of combat if they are suffering heavy losses; every horde above rank 1 regenerates lost units over time.

Also, whenever a new army becomes available, send them into ancillary battles until their warriors are as strong and experienced as your other armies' hordes. This makes it much easier to win major battles, which you usually must fight with a specific army.

If a battle is going poorly, consider restarting it rather than playing through to the bitter end and managing a weak finish at best. There is no penalty for restarting a battle.

TIP

Rewards for Victory

Pay attention to the rewards that each battle offers for victory. There are three main types of rewards:

- **Command:** Increases your command limit (up to a maximum of 600), which determines how many troops you can train and lead on the battlefield. It is possible to temporarily have more troops than your command limit allows for, but you can't train any more troops at unit-producing buildings once you reach your command limit.
- **Power:** Adds to your total One Ring power points, which are used to buy powers that you can use in combat. Once you purchase a power, it is available for the remainder of the Evil campaign, no matter which army you control. Some powers are not available in certain battles, however.
- **Resources:** Enhances your resource multiplier, which increases the base resource collection rate of your Citadels, Slaughterhouses, Lumber Mills, and Furnaces. For example, if you have a resource multiplier of 2.0, a rank 1 Slaughterhouse that normally produces 15 resources per turn would produce 30 resources per turn. If you complete all 35 major and ancillary battles before attacking Minas Tirith, you go into that final battle with a resource multiplier of 4.1.

Choose your ancillary battles carefully, and make sure that their rewards match your strategy. Do you often find yourself short of troops? Solve the problem by selecting ancillary battles that give you a command bonus. Are you trying to acquire high-level powers (such as Balrog Ally) quickly? Choose battles that give you a power reward.

Once you reach a command limit of 600, there is no point to fighting ancillary battles that give only a command reward, because you can't increase your command limit past 600. These battles can be useful for raising the ranks of your army's battalions, however.

Also, pay attention to the bonus objectives of each battle (listed in the section of this guide that is devoted to that battle). If one of the bonus objectives requires you to raise a hero to rank 10, and you don't have a hero who is above rank 6, you probably won't be able to fulfill that objective. Choose a different battle and return to that one once you have a hero at rank 8 or 9.

Know Your Enemies

Finally, consult the following sections and become familiar with the enemies that you will face in each battle. The most powerful armies in the world are no substitute for a comprehensive knowledge of the enemies that you face. Know their strong and weak points and prepare yourself to defend against the former and exploit the latter.



ISENGARD

OBJECTIVES

- CHOP DOWN THE TREES IN ISENGARD TO UNCOVER FOUNDATIONS FOR BUILDING.
- BUILD 100 URUKS.
- BONUS: BUILD 16 BUILDINGS.
- BONUS: LEVEL UP SARUMAN TO RANK 2.
- BONUS: PURCHASE A POWER.
- BONUS: FINISH THE LEVEL WITH 100 URUKS

HEROES



Saruman

MAP KEY

Enemies



ENEMIES ENCOUNTERED

Elven Warriors (Neutral)

Rohirrim (Rohan)

Ents (Neutral)

Rohirrim Archers (Rohan)

REWARD FOR VICTORY

+25 COMMAND

+2 POWER



Overview

This first battle in the Evil campaign takes place at the very beginning of the *The Lord of the Rings*™, shortly after Saruman has pledged his allegiance to the dark lord Sauron. Your main goals are to train an army of 100 Uruk Crossbowmen and Uruk-hai and defend Isengard against the Ents, elves, and men who make up the early alliance of Good forces.

The bonus objectives are designed to familiarize you with the basic battle controls. As your Orc Laborers clear away trees, construct new buildings on them. Level Saruman to rank 2 by sending him into battle against the forces of Good, and purchase a One Ring power once you earn a power point in combat.



General Tips for Isengard

- You start off with two hordes of Uruk Crossbowmen armed with Fire Arrows. Don't waste them in battle needlessly. They are best used to set Ents afire and kill them quickly.
- When you hit your command limit, construct Lumber Mills instead of Uruk Pits, as you won't be able to train more Uruks from the new Uruk Pits anyway.
- Set Saruman's Wizard Blast ability to automatically fire by right-clicking on its icon in the Palantír. This extremely useful low-level ability sends Elven Warriors and Rohirrim flying in all directions.
- Saruman's Fireball ability is deadly to Ents. Make good use of it when they attack Isengard.

Raise an Army



From the beginning of the battle, build Uruk Pits on building foundations uncovered as your Orc Laborers chop down the trees around Isengard. Train Uruk Crossbowmen and Uruk-hai from these Uruk Pits.



A Rohirrim scout patrol charges through Isengard's main gate. Allow Saruman to deal with them with a Wizard Blast. Be sure that his Wizard Blast remains on automatic activation by right-clicking its Palantír icon.



A small battalion of elves attacks from the southeast. Send several hordes of Uruks to meet and kill them. They should not pose much of a threat.



Shortly after the elves attack, some Ents show up to express their displeasure at Saruman's decision to clear-cut the forests of Isengard. Kill the Ents with your Fire Arrow Uruk Crossbowmen.



A second group of Elven Warriors also tries to attack Isengard through the hole that the Ents made in the outer wall. Send your Uruk Crossbowmen to eradicate them.

The axes of your Orc Laborers and Saruman's Fireball ability also make quick work of the Ents, if your Uruk Crossbowmen are dead or indisposed.

TIP



Near the end of the battle, a large force of Rohirrim and Rohirrim Archers appears in the southeastern corner. Assemble your entire army and leave Isengard to meet and destroy them. Doing so wins the battle and marks the first victory for Evil in their campaign against the free peoples of Middle-earth.



Another group of Ents crushes Isengard's eastern wall and charges into the city. Use your Fire Arrows, Orc Laborers, and Saruman's Fireball to get rid of them.

If all of the trees in Isengard are cut down and your Orc Laborers are just standing around, include them in the attack force!

NOTE





FANGORN

OBJECTIVES

- DESTROY THE ENT MOOT.
- KILL TREEBEARD.
- BONUS: LEVEL SARUMAN TO RANK 3.
- BONUS: COMMAND A HORDE OF URUK-HAI TO USE THEIR BLOODTHIRSTY POWER ON ANOTHER HORDE OF URUK-HAI.
- BONUS: COMBINE A HORDE OF URUK CROSSBOWMEN WITH A HORDE OF URUK-HAI.

HEROES



Saruman

MAP KEY

- Camp
- Enemies
- Outpost
- Settlements
- Treasure



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.



Elven Warriors (Neutral)



Ents (Neutral)



Treebeard (Neutral)

REWARD FOR VICTORY

• +20 COMMAND

• +1 POWER

Overview

General Tips for Fangorn

- Fire Arrows are your best friends in this battle. Not only do they kill Elven Warriors quickly, but they also are the most effective weapons for destroying Ents.

- Whenever you move your army, move in a large group. In addition to the enemies labeled on the map, many others hide in the woods and ambush you as you pass.

- Uruk Crossbowmen are superior to Uruk-hai in this battle. The Uruk-hai are almost useless against Ents, and they take too long to reach Elven Warriors. Also, none of their upgrades (except Banner Carrier) are available in this battle.



After the Ents are gone, move all of your units except your Orc Laborers northeast toward the battlefield's only campsite (🏠). Kill the Elven Warriors (👤👤, 👤👤👤, 👤👤👤) near the campsite.



Make a thorough sweep of the woods near 🏠 and 🏠👤 to ensure that you got all of the Elven Warriors.

TIP

Establish a camp on 🏠 and build Furnaces, an Armory, and at least one Uruk Pit. Start churning out Uruk Crossbowmen by the ton. Build a Lumber Mill or Slaughterhouse on 🏠👤 to boost your resource production.



When you raise a respectable force, send half a dozen hordes of Uruks southeast to build another Slaughterhouse or Lumber Mill on 🏠👤. Watch out for the hidden Elven Warriors (👤👤) nearby.



Setting Up Camp

At the start of the battle, you have a vast army of Uruks (including some additional Uruk Crossbowmen with Fire Arrows), but no base to speak of. The two Lumber Mills (🏠👤 and 🏠👤) near your starting position are a good source of resources and Orc Laborers, though. Shortly after the start of the battle, two Ents (👤👤) charge through the forest north of you. Kill them with Fire Arrows and Orc Laborers. Move your other forces out of the way.



On the Offensive



Once you settle everything southwest of the river, concentrate on building up your forces. Train Uruk Crossbowmen until you hit your command limit, then upgrade them all with Fire Arrows and Banner Carriers.

To fulfill one of your bonus objectives, join an Uruk-hai horde with an Uruk Crossbowmen horde. To do this, select one horde and right click on the other horde.

TIP



When your army is as strong as it can be, take half of your Uruks and Saruman up to the battlefield's north-west corner and destroy the Elven camp there. It is extremely well guarded by Ents and Elven Warriors (7), so be prepared for a fight.

Use Saruman's Fireball against the Ents and his Wizard Blast against the Elven Warriors.

TIP



Pick up the treasure (1) from the ruined Elven Barracks and build Lumber Mills, Furnaces, and/or Slaughterhouses on the nearby outpost and settlement (2, 3).



Send a small force to the east to occupy (4). Don't move too far east, or you'll attract the attention of the Ents at the Ent Moot (5).



Now, take the Uruks you used to conquer (4) and cross the river with them, killing the numerous Elven Warriors on the other side (6, 7). Build Lumber Mills or Slaughterhouses on the nearby settlements (8, 9).



Once again, rest your troops and make sure they are as upgraded as possible. When you are ready, lead every unit you have against the Ents at the Ent Moot (10). The Ent hero Treebeard is among them, and he is extremely tough.



The best way to take out the Ents is to concentrate all of your Uruk Crossbowmen's fire on one of them at a time. Make killing Treebeard your first priority. Use Saruman's Fireball against him to soften him up for your Uruks.



After all of the Ents have been killed, order all of your units to attack the Ent Moot and destroy it. Victory is yours!



AMON HEN

OBJECTIVES

- KILL THE HOBBITS.
- BONUS: FIND SECRET ALLIES.
- BONUS: LEVEL UP LURTZ TO RANK 2.

HEROES



Lurtz

MAP KEY

- Enemies
- Friendly forces
- Treasure



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

Aragorn (Fellowship)

Elven Warriors (Rohan)

Gimli (Fellowship)

Merry (Fellowship)

Rohirrim (Rohan)

Boromir (Fellowship)

Frodo (Noncombatant, Fellowship)

Legolas (Fellowship)

Pippin (Fellowship)

Rohirrim Archers (Rohan)

Sam (Noncombatant, Fellowship)

REWARD FOR VICTORY

• +1 POWER

Overview

At Amon Hen, you control Lurtz, Uruk-hai hero and field commander of Saruman's legions. A single Uruk Pit is your source of Soldiers, and the only resources you can acquire are the piles of treasure you collect during the battle.

You must kill six members of the Fellowship of the Ring, including Merry and Pippin, whom Lurtz mistakenly believes to be the hobbits who bear the One Ring. Facing such powerful adversaries with a limited force will be challenging, but good strategy will see you through.

General Tips for Amon Hen

- Much of the opposing army is composed of Elven Warriors, whose ability to hide in trees makes them difficult to fight. Keep your army together in a tight group and approach all enemy positions (as indicated on the map) carefully.
- If Lurtz does not survive until the end of the battle, you cannot complete the bonus objective that requires you to level him to rank 2, even if you did so before he died.
- Keep your forces together. There is nothing to defend in this battle, so there's no reason not to move your troops en masse.
- Lurtz is best used as a ranged unit in this battle. Make good use of his Cripple ability, which freezes enemy heroes to the spot and makes sitting ducks of these powerful foes.
- It is absolutely vital that you keep as many of your troops alive as possible through the battle. Whatever army is left at the end of this fight is the army that Lurtz has at the start of his next battle.



To the Summit of Amon Hen

Start the battle by training as many Uruk Crossbowmen as you can afford from the Uruk Pit near your starting location. Because the overwhelming majority of your foes will be ranged attackers, you won't need more Uruk-hai than the two hordes you start with.

Make sure that Lurtz is set to attack with his bow, rather than his sword. Select your entire army and start moving southeast. As soon as you see the Cave Trolls being attacked by the Elven Warriors, keep your army together in a tight group and approach the enemy's position carefully. Once you approach the Cave Trolls, you can add them to your army. Don't miss the piles of treasure (1, 2) in the area, which increase your resource pool and allow you to train more Uruks.



Watch out! There are many more Elven Warriors in the area than the one battalion attacking the Cave Trolls (see map).

CAUTION

Even if a couple of Cave Trolls survive to the end of the battle, they are not included in Lurtz's army at the start of the next battle. They are utterly expendable.

NOTE



Pull your army back to the northwest a bit and train as many new Uruk Crossbowmen as you can afford. Once you've maximized your forces, select your entire army and move south toward the summit of Amon Hen.



As soon as you run into Legolas, Gimli, and the next group of Elven Warriors (1 2), use Lurtz's Cripple

ability on Legolas to root him to the spot and order Lurtz to shoot him from a distance.

Don't let your Cave Trolls attack while they're standing near your other forces. The Trolls swing their fists and clubs in a wide arc and will deck your own Soldiers along with the enemy's if you're not careful.

CAUTION



In the southwest is a Cave Troll Lair (1 2). Approach it to claim it as your own. For the rest of the battle, whenever your Cave Trolls have been killed, two more will spawn

from this lair. Claiming this lair also fulfills one of your bonus objectives.



With the Cave Troll Lair claimed and Legolas killed, wait until Lurtz's Cripple ability has recharged, then send all of your forces against Gimli and the Elven Warriors (1 3) on the summit of Amon Hen. Order Lurtz to Cripple Gimli and shoot him from a distance with arrows. Finish off the rest of the Elven Warriors to claim the summit of Amon Hen and fulfill one of your objectives.

Kill the Hobbits



Once you capture the summit of Amon Hen, two hordes of Uruk-hai appear as reinforcements in the battlefield's southeast corner (1 3). The Uruks pursue Frodo and Sam, who run north to reach a canoe that takes them to safety. The Uruk-hai are run down by an overpowering force of Rohirrim (1 4) and slaughtered.

There is nothing you can do to keep Frodo and Sam from escaping and your Uruk-hai reinforcements from being killed by the Rohirrim, so don't worry about it when it happens.

NOTE



Claim the treasure on and around the summit of Amon Hen (👉👈, 📍👉) if you have not already done so. Train some Uruk Pikemen and add them to Lurtz's army. Move your entire army (including Cave Troll reinforcements if some have spawned) to the center of the battlefield, near where you found the first pair of Cave Trolls (👉👈). A few Elven Warriors attack you (👉👈), but they should pose no real threat.



Select all of your Uruk Pikemen, put them into Porcupine formation, and move them to the front of your army, along with any surviving Uruk-hai. With Lurtz and your Crossbowmen behind them, march east to find the Rohirrim (👉👈), some Rohirrim Archers (👉👈), several hidden battalions of Elven Archers (👉👈), and more treasure (📍👉). Your line of Pikemen and hordes of Crossbowmen should be more than a match for the Rohirrim. Use Lurtz and your Crossbowmen to get rid of the Elven Archers.



Pick up the piles of treasure (📍👉, 📍👈) to the south, and use your resources to train more Uruk Crossbowmen. Gather all of your forces in the southeast (don't forget your Cave Trolls!), and prepare for the final assault.



The remaining forces of Good (👉👈) are in the northeast. Boromir and Aragorn stand ready to defend Merry and Pippin, as do several hidden battalions of Elven Warriors.



Gather your Uruk-hai and Cave Trolls together and send them to attack the remaining Good forces. Order Lurtz to Cripple Boromir, and

concentrate all of your missile fire on killing Boromir before picking off the remaining Elven Warriors.



Aragorn, Merry, and Pippin are just north of the Elven Warriors, and Aragorn attacks as soon as the hobbits' other defenders have been killed. Cripple him with Lurtz if possible, then order all of your Crossbowmen to fire on him.



When Aragorn is dead, order all of your forces to kill Merry and Pippin, who should present very little challenge to your overwhelming army. When both hobbits fall, the battle is yours!



EDORAS

OBJECTIVES

- CONQUER ANY ROHAN CAMPS THAT PROTECT EDORAS.
- DESTROY EVERY ROHAN BUILDING IN THE CITY.
- BONUS: LOOT THE TREASURES OF THE DEAD ROHAN KINGS.
- BONUS: KILL THE LADY ÉOWYN.

HEROES



Saruman

OR



Lurtz

MAP KEY



Camp



Enemy forces and buildings



Outpost



Treasure



The hero that you have in this battle depends upon which hero's army you choose to attack Edoras.

NOTE

ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.



Éowyn (Rohan)



Peasants (Rohan)



Rohirrim Archers (Rohan)



Elven Warriors (Rohan)



Rohirrim (Rohan)



Yeoman Archers (Rohan)

REWARD FOR VICTORY

• +50 COMMAND

• +1 POWER

REWARD FOR VICTORY

• +50 COMMAND

• +1 POWER

Overview

As King Théoden leads the people of Rohan to the fortress of Helm's Deep to protect them from Isengard's armies, a few foolish defenders remain in the crown city of Edoras. Choose the army with which you wish to attack Edoras, then seize their lands and burn the city to the ground.

General Tips for Isengard

- It is vital that you build up and upgrade your army quickly. Attacking Edoras with anything less than your command limit is suicide.
- Make good use of Siege Ladders. If you try to push all of your troops through the main gate, you will be easy pickings for the city's Rohirrim and Yeoman Archers. But if you place Siege Ladders at the ends of the city wall, you can send wave after wave of Uruk Crossbowmen up there to cover your invasion force.
- You don't have to destroy all of the buildings in Edoras, just the Farms, Stables, Archery Ranges, and Armories. However, you receive treasure from just about every other structure that you destroy, which helps replace the troops that you lose in combat.

Setting Up Camp

Build a camp on the outpost (🏕️) near your starting position. Construct Furnaces and Slaughterhouses on it. This helps spur your resource production, but it doesn't give you much of a base to work from.



Leaving behind only one or two experienced hordes of defenders, take the rest of your troops across the river to the east and attack the first of Rohan's two camps (🏕️ 1). Focus on destroying the camp's defenders first, then the unit-producing buildings, and then everything else.

Smash the nearby settlements (🏘️ 1, 🏘️ 2, 🏘️ 3) to receive treasure from each building. This helps you afford to set up a camp on the campsite.



Use the Industry power to destroy a grove of trees and quickly increase your resource pool.

TIP

Erect Sentry Towers to defend your camp. Also build an Uruk Pit, a Warg Pit, and more Furnaces and Slaughterhouses. Begin cranking out more Uruks and some Warg Riders.



Leave your newly produced units at the camp and take your original army north to attack and destroy the northern Rohan camp (🗺️ 2). Raze the nearby settlement (🗺️ 4) to earn more treasure and add to your resource pool.



Unpack a second camp at 🗺️ 2 and build Sentry Towers, an Armory, a Siege Works, and more Furnaces and Slaughterhouses. Build some Siege Ladders and Ballistae at the



Siege Works. Take some time to purchase upgrades and make sure that every horde is as well-equipped as possible with Banner Carriers, Forged Blades, Fire Arrows, and Heavy Armor. Give hordes that have lost units time to regenerate those units. Train additional units until you reach your command limit.

Attacking Edoras

Don't rely solely on a frontal assault to gain entry into Edoras. Instead, place Siege Ladders along the northwest wall and send Uruk Crossbowmen up there. Use Ballistae to take out the Battle Towers along the wall, and kill the Yeoman Archers defending the wall with your own Crossbowmen. In this manner, you can take the wall with little trouble. This also protects your Crossbowmen from Rohirrim.



Once the wall is taken, place your Crossbowmen on the wall near the main gate so that they can shoot all Rohan defenders within range. Use Ballistae and Battering Rams to smash open the gates and move the rest of your army through them.

While the rest of your army is flooding through Edoras' gates, send a single horde to the burial mounds of the Rohan kings in the southeast. As you approach the burial mounds, piles of treasure appear (🗺️ 5). Pick up the treasure to add to your war chest and fulfill one of your bonus objectives.



Once your forces are inside Edoras, move slowly and methodically through the city, destroying every unit and building in it. Crush Armories, Farms, Stables, and Archery Ranges (labeled 🗺️ 1 on the map) to bring you closer to fulfilling your main objective. Raze nonessential structures (marked with 🗺️ 3 on the map) for additional treasure that you can use to purchase reinforcements.



Set the rally points for all of your unit-producing buildings at the main gate of Edoras and queue up reinforcements so that new hordes will be produced as you lose Soldiers in Edoras.

TIP

Éowyn is among Edoras' defenders. When you kill her, you fulfill another bonus objective. Continue moving through the city and obliterating everything in your path to successfully complete the siege of Edoras.





HELM'S DEEP



OBJECTIVES

- CRUSH THE DEFENSES OF HELM'S DEEP AND DESTROY EVERY STRUCTURE WITHIN ITS WALLS.
- KILL ALL ENEMY HEROES.
- BONUS: DESTROY THE DEFENDERS BEFORE REINFORCEMENTS CAN ARRIVE.

It is not possible to kill all of the enemy heroes and destroy the defenders before reinforcements can arrive, because Gandalf and Éomer are among the second wave of reinforcements.

NOTE

HEROES

 **Saruman** OR  **Lurtz**
 (At the start of the battle)






 **Lurtz** OR  **Saruman**
 (Reinforcement)

The hero you control from the start of the battle depends upon which hero's army you chose to attack Helm's Deep. The other hero and his army are available as reinforcements 30 minutes into the battle.

NOTE



MAP KEY

 Friendly forces (Reinforcements)	 Camp
 Enemy forces (Buildings and Reinforcements)	 Settlements
	 Treasure

ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

 Aragorn (Fellowship)	 Ents (Rohan)	 Éowyn (Rohan)	 Legolas (Fellowship)	 Rohirrim Archers (Rohan)
 Elven Warriors (Rohan)	 Éomer (reinforcement, Rohan)	 Gandalf (reinforcement, Fellowship)	 Rohirrim (Rohan)	 Yeoman Archers (Rohan)
			 Théoden (Rohan)	

REWARD FOR VICTORY

• +50 COMMAND

• +1 POWER

Overview

The once-mighty army of Rohan is in tatters, retreating to the fortress of Helm's Deep to make its last stand. Although the mighty fortress has held off every attacker in Rohan's long history, never before has it faced the might of Isengard's armies. Using the tactics that served you so well in Edoras, you must break into Helm's Deep, destroy its defenders, and burn every structure to the ground.

General Tips for Helm's Deep

- Explosive Mines, produced in the Siege Works, can destroy the Deeping Wall quickly, granting your armies access to Helm's Deep. However, keep the mine carriers far from your other units. If their explosive cargo is detonated by a stray Fire Arrow, the mine will explode and take out everything around it!
- Ballistae don't work as quickly as Explosive Mines, but they are much safer. You can position them out of range of the Deeping Wall's Archers and defend them as they slowly pound the Deeping Wall into rubble.
- Don't try to run all of your forces through Helm's Deep's main gate. The courtyard beyond it is too easily defended, and you'll only waste units trying to take it.
- Uruk Crossbowmen with Fire Arrows are some of the best units to use in Helm's Deep. They pack a punch, they're easily maneuverable, and they're easily replaced should they fall in battle.
- Fifteen minutes into the battle, Ent survivors from the battle of Fangorn show up (♣♣). Twenty-five minutes into the battle, Gandalf and Éomer ride in with an army of Rohirrim (♣♣). If you wait for the second wave of reinforcements, you can fulfill the "kill every enemy hero" objective, but you can't fulfill the "win before reinforcements arrive" objective, and vice-versa.
- You can call for reinforcements 30 minutes into the battle. They appear at the southern edge of the battlefield (♣) and consist of the army that you did not choose to assault Helm's Deep with.

Setting Up Camp

Before you destroy the remnants of Rohan's army, you have to make a camp of your own. There are two camps (♣) and two settlements (♣) in the south. Occupy all of them and construct your bases.

Create a Siege Works early, and start pumping out Ballistae and Siege Ladders. Once the Siege Works reaches rank 2, make a few Explosive Mines (but keep them far away from your camp and troops!).

As prepare for war, Rohirrim, Yeoman Archers, and Elven Warriors attack your camp and army in small groups. They shouldn't pose much of a threat. Deal with them quickly by attacking them with overwhelming numbers.



Assault on Helm's Deep



Once you have built up the largest army that your command limit allows and have upgraded every unit as much as possible, it's time to begin. Your first objective is to break down the Deeping Wall. The quickest way to do this is with an Explosive Mine—lay it at the base of the wall and detonate it with a Fire Arrow or Berserker with a lit torch. However, this is also the most dangerous method, as enemy Fire Arrows can detonate the mine prematurely and possibly kill several of your troops if they're too close.



A safer (if slower) method is to line up Ballistae out of range of the wall's Archers and order them to fire at the wall. It takes a long time to bring down the wall this way, but there's very little that Rohan can do to stop you except send Soldiers out through the main gate on a suicide mission.


If you use the Ballistae method, place troops around them and defend them well.

TIP



A third method of getting past the Deeping Wall is to order a large horde of Uruk Crossbowmen to clear a section of it by shooting the wall's defenders. Run some Siege Ladders up against it, then send foot soldiers up the ladders and into Helm's Deep.



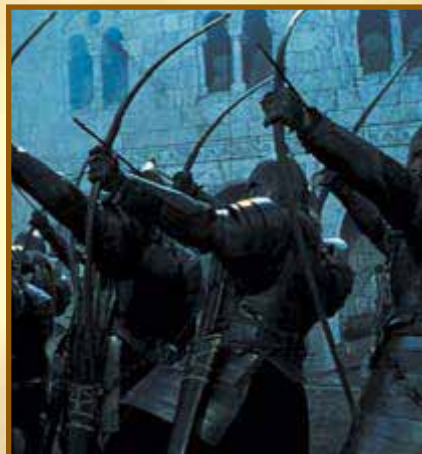
When you are inside, sweep quickly through the fortress and destroy every building (labeled with ) within its walls and kill its remaining defenders. Send units along the walls in small groups to avoid having them jam up and wind up as targets for the remaining defenders.



Destroying the Farms in the western half of Helm's Deep deprives the fortress of most of its resources. If breaking into Helm's Deep is half the battle, destroying these Farms means that victory is all but assured.



Continue pressing on into the very keep of Helm's Deep itself, wreaking havoc as you do. When every last defender and structure has been destroyed, the day belongs to the forces of Evil.





NEAR HARAD

OBJECTIVES

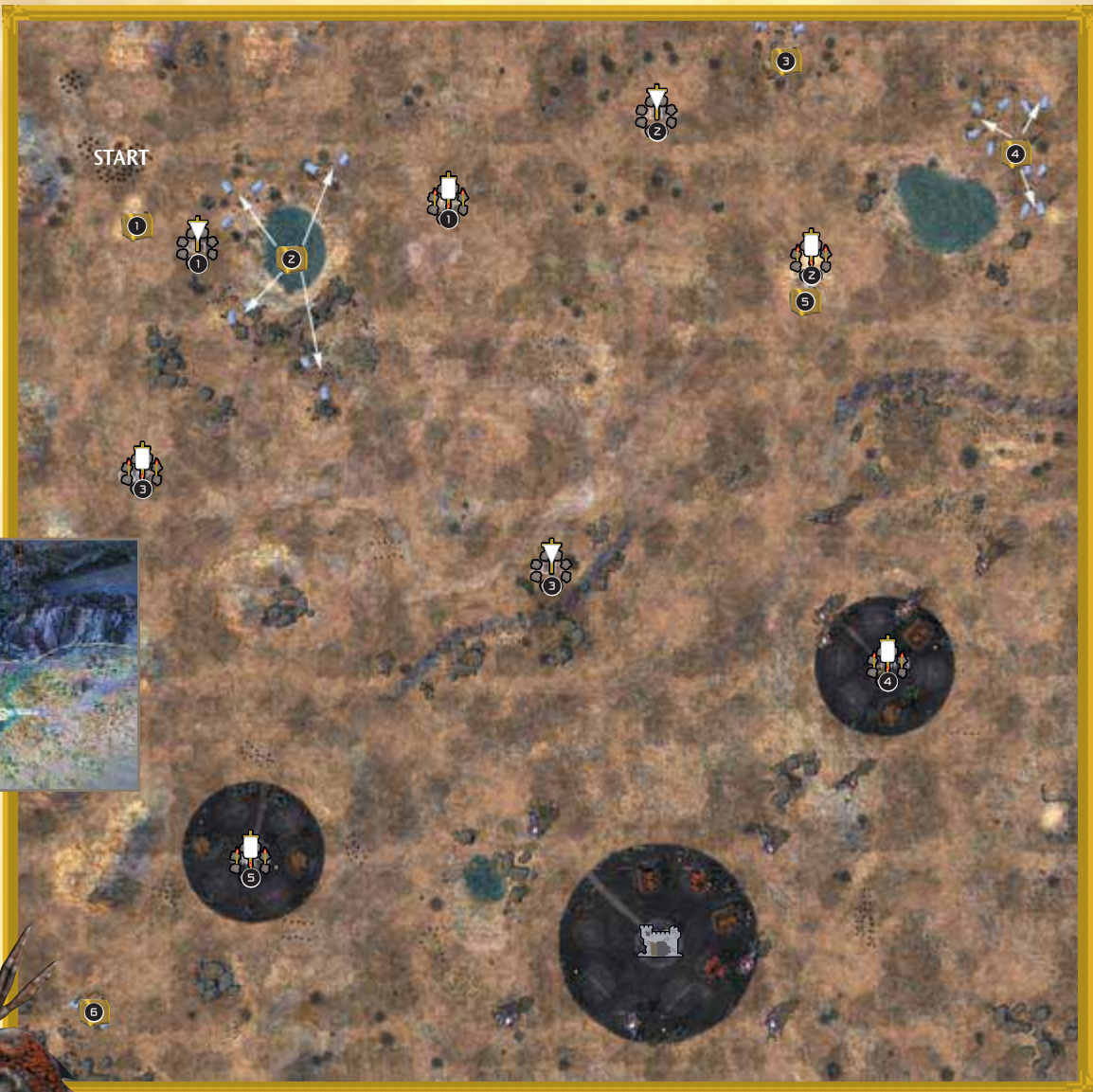
- RECRUIT THE HARADRIM EITHER BY FORCE OR BY TRIBUTE

HEROES

NONE

MAP KEY

-  Camp
-  Castle
-  Settlement
-  Treasure (Rohan Peasants)



ENEMIES ENCOUNTERED

-  Haradrim (Neutral)
-  Mûmakil (Neutral)
-  Peasants (Gondor)



REWARD FOR VICTORY

• +50 COMMAND

Overview

In an effort to increase the strength of the already overpowering army of Mordor, Sauron dispatches a small horde of Orcs to the lands of Near Harad. Their mission: To recruit the Haradrim warriors to Sauron's side by tribute or force. You have the option of bribing each of three Haradrim armies with a 10,000 resource Tribute Cart...or by showing them exactly what it means to defy the will of Sauron.

General Tips for Near Harad

- It is much easier to recruit the Haradrim with gold than it is to beat them in combat. This chapter describes how to bribe the Haradrim to your side. If you wish to fight them, follow basic strategy for fighting *mûmakil* and the Haradrim.
- Use Orc Archers to hunt down fleeing Peasants and kill them for their treasure. Chasing them with Orc Warriors takes forever and may lead you into unfriendly territory.
- Although the Haradrim are under orders not to attack the Tribute Carts, some of them don't get the message. Never send a Tribute Cart to a Haradrim camp without a heavy escort.
- Remember, the best way to kill *mûmakil* is with Fire Arrows. Purchase this upgrade as soon as it is available and equip your Orc Archers with them ASAP.

Making Camp

From your starting location, use your Orc Archers to hunt and kill the fleeing Rohan Peasants (1). Every Peasant you kill leaves treasure behind. Continue to the large Peasant camp (2) to the east, next to an undeveloped settlement (3). Build a Slaughterhouse on the settle-



ment and send your Orc Archers after the Peasants to take their gold.

While your Orc Archers increase your bankroll, move your Orc Warriors farther east to find a campsite (4). Build a camp, line it with Sentry Towers, and put up Slaughterhouses, an Orc Pit, and a Troll Cage. Start training Orc Warriors, Orc Archers, and Mountain Trolls.



Mordor Orc Warriors are free to train, but they tie up your Orc Pit while they're being trained. They're also very weak in combat. To maximize their potential, use their Bloodthirsty power to make them devour each other and increase their rank or feed them to Slaughterhouses for resources.

TIP

Shortly after you build the camp, Haradrim come up from the south and start attacking. Pull all of your forces inside the camp and let your Sentry Towers take care of them. Continue producing Trolls and Orcs.



When the waves of Haradrim stop coming, send several hordes of Orc Archers to the map's northeast corner, where they find two more Peasant settlements (5, 6) and another campsite (7) surrounded by treasure (8). Kill the Peasants, pick up the treasure, and build a second camp.



By this time, you should have produced enough Orcs at one of your Orc Pits to level it to rank 2 and make the Fire Arrow upgrade available. Purchase it as soon as you can, and start upgrading your Orc Archers immediately.

NOTE

Another campsite (🏠👤) is southwest of your first camp. Move some Fire Arrow-equipped Orc Archers and a couple of Mountain Trolls down there to settle it. Another settlement (🏠👤) in the middle of the map makes a good staging area for moving your forces south, which you're about to do.



Recruiting the Haradrim

Three groups of Haradrim occupy the map's southern half. To the east and west are camps (🏠👤, 🏠👤) and between them is a castle (🏰). Because you're spending your hard-earned cash to buy them off, get the most for your money and start with the castle. Create a Tribute Cart at any of your camps' Citadels and send it toward the castle with a heavy escort of Mountain Trolls and Orc Archers with Fire Arrows.



Use the Orc Archers and Mountain Trolls to lure away the Haradrim and *mûmakil* that guard the castle, clearing a path for your Tribute Cart.

TIP

As soon as the Tribute Cart reaches the darkened ground of the Haradrim camp, it disappears and the Haradrim pledge fealty to Mordor. All of their units come under your control.



Try not to beat up their warriors too badly. Remember, they're going to be yours as soon as the Tribute Cart reaches them!

TIP

After you've got another 10,000 resources, create another Tribute Cart from the castle's Citadel and send it to the eastern Haradrim camp (🏠👤), which is the stronger of the two camps. Once again, use your other units to keep the camp's defenders busy while you drive the Tribute Cart into the camp and win the allegiance of the Haradrim.



Now only one Haradrim camp remains. You could just attack it—considering that you now have an overwhelming army that's probably about twice your command limit—but it's still easier to create a third Tribute Cart and drive it into the camp. When you secure the loyalty of the final camp, you win the battle.





SOUTHERN ITHILIEN

OBJECTIVES

- DESTROY THE GONDOR CAMP.
- FIND AND DESTROY THE FORBIDDEN POOL.
- BONUS: TAKE COMMAND OF THE ORC CAMP TO THE NORTH.

HEROES

NONE

MAP KEY

- Camp
- Enemy ambushes (Rangers)
- Friendly forces (Orc camp)
- Settlement
- Treasure



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.



Archers (Gondor)



Faramir (Gondor)



Rangers (Gondor)



Soldiers (Gondor)

REWARD FOR VICTORY

• +2 POWER

Overview

After recruiting the Haradrim from Near Harad, you must move north to the forests of Southern Ithilien. Destroy the Gondor presence there to create a route for the Haradrim force to take in preparation for the upcoming war against Gondor. Rangers lurk behind every tree, and their stealthy attacks can whittle even the largest army down at a staggering pace.



General Tips for Southern Ithilien

- Rangers hide everywhere in the forest—they are so numerous that they can't all be labeled on the map. Trample down trees with your *mûmakil*, who should be accompanied by an escort of Haradrim or Orc Archers that can respond rapidly to threats.
- Make good use of the Palantír Vision and Eye of Sauron powers to reveal Rangers in the forest and allow your troops to target and attack them.
- You should come in with a huge force from your battle in Near Harad, but don't get cocky.



Southern Ithilien Strategy



From the start of the battle, make a camp at (1) and gather your forces around it. Order your *mûmakil* to trample down trees in the surrounding area to deny Rangers a hiding place. Guard them with a few hordes of Orc Archers and Haradrim.



After setting up your camp, assemble a large group of Haradrim, Orc Archers, and Mountain Trolls and move north to reach the friendly Orc camp (2) in the northeast. Watch out for the Ranger ambush (1, 2) along the way.



When you reach the camp, the buildings and units come under your control, and a large pile of treasure appears near the Citadel. This also fulfills your bonus objective. Develop the camp with Sentry Towers and production buildings, and raise Lumber Mills on the adjacent settlements (3, 3).



Once both of your camps are up and running, it's time to destroy the Gondor camp. Leave behind a small defensive force at each camp (the Sentry Towers should be able to handle most attackers) and send your Mountain Trolls, Orcs, and Haradrim across the river to take out the Rangers, Soldiers, and Archers that defend the route to the Gondor camp (📍📍).



Send in your *mûmakil* once you have cleared a path to the Gondor camp. Don't do this too quickly, or your *mûmakil* might be spooked by enemy arrow fire and run amok among your own troops. Order the *mûmakil* to destroy all of the buildings in the Gondor camp.

Once you raze the Gondor camp, build your own camp from its rubble. Regroup your forces and settle the camp. Train new units if your army has taken heavy losses. Otherwise, just erect Sentry Towers and other buildings and prepare for the final push to the Forbidden Pool.



The Forbidden Pool is in the northwest (📍📍). Once again, send your foot soldiers up first to take out the Rangers, Archers, and Soldiers guarding it. The Gondor prince Faramir is among them—make him a primary target.



Attack the Forbidden Pool with your *mûmakil* and other powerful units after you've thinned out the defenders. Once its pristine waters are choked with the rubble of the surrounding cliff, victory is yours!





OSGILIATH

OBJECTIVES

- SECURE THE BRIDGES.
- DESTROY ALL GONDOR STRUCTURES.
- BONUS: COLLECT THE HELMETS OF 100 FALLEN GONDOR WARRIORS.
- BONUS: COMMAND A CATAPULT TO FIRE HELMETS.

HEROES

NONE



MAP KEY

- Campsite
- Enemy forces and encampments
- Friendly forces (extra Catapults)
- Settlement
- Treasure

ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

- | | | | |
|------------------|------------------|-------------------|-----------------------|
| Archers (Gondor) | Knights (Gondor) | Rangers (Gondor) | Tower Guards (Gondor) |
| Faramir (Gondor) | Peasants (Rohan) | Soldiers (Gondor) | Trebuchets (Gondor) |

REWARD FOR VICTORY

• +50 COMMAND

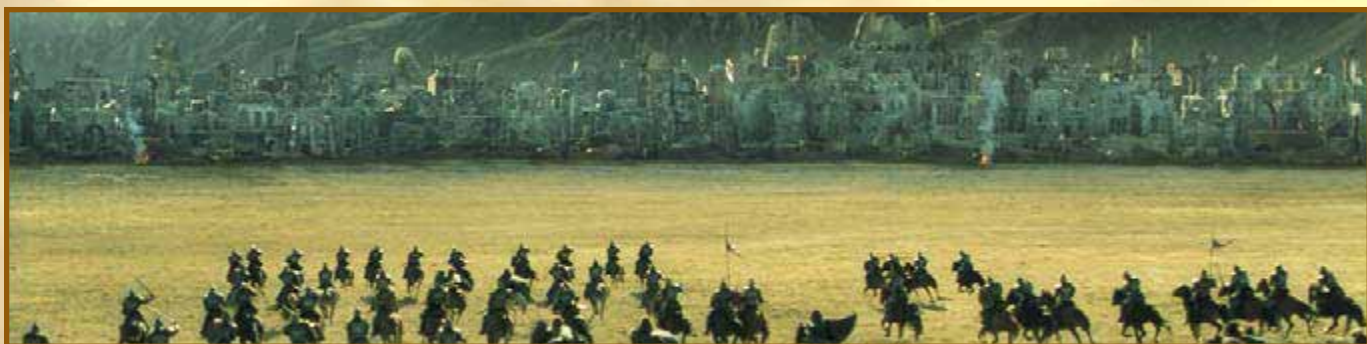
Overview

Faramir, prince of Gondor, fights a losing battle against the power of Sauron. Pulling his forces back to the once-proud city of Osgiliath, he digs in and hopes to turn the tide of the battle for Middle-earth. However, although Gondor is a fortified and entrenched enemy, they have no hope of resisting the armies of Mordor for long. No matter how many Orc lives must be spent, Sauron shall have the victory!



General Tips for Osgiliath

- You must constantly produce units in this battle. Considering that the enemy starts off with three camps and builds a fourth one not long into the battle, you have to make the most of your initial army and single camp. Sending hordes of free Orc Warriors to constantly harass Gondor is a good way to keep them on the defensive.
- Never move a Catapult without an escort of missile and hand-to-hand troops. Although Catapults are capable of immense destructive power, they are extremely weak, slow, and vulnerable to melee troops. Arrows do not damage them greatly, but they're not good for their health either.
- Whenever possible, knock over old towers near Gondor camps and Ruined Towers that Gondor forces have occupied. The old towers are very weak and destroy an entire structure when they topple.
- Neutralize large groups of Archers and Rangers with Catapults. Fire the bodies of Gondor warriors at massed enemy units to damage them and cause them to flee in revulsion.
- Always allow your Catapults to soften up enemy positions before sending in foot soldiers. Use flaming rocks for ammunition against structures.
- Sending a single Mountain Troll against a mass of enemies is also a great way to wreak havoc in their ranks. Even when the Mountain Troll dies, it goes berserk for a few seconds and smashes everything within arm's reach.
- If you build Sentry Towers on every defensive foundation in your camps, they can defend the camps without assistance against any threat except Trebuchets, which can knock down the Sentry Towers from a distance. Keep a few hordes of Orcs or a Mountain Troll or two at each camp to destroy enemy Trebuchets.
- When sending troops across the bridges, send them in small groups, or they'll wind up bottlenecked and unable to get through. Smash all of the Ruined Towers and most of the enemy defenders with Catapults before making your move.
- Keeping your enemies off-balance and unable to attack is the best way to defeat them quickly. Use the Nazgûl's Screech ability and the Catapults' skull ammunition to temporarily cause the Gondor forces to halt their attacks.



Conquering the First Camp

You start the battle with a camp (🏠 1) already constructed. Build Slaughterhouses on all unused building foundations and Sentry Towers on the defensive foundations. Gather your army and send a couple of Orc hordes to the west to find and claim the nearby settlement (🏠 1). Build a Slaughterhouse there.

Almost immediately, forces from the nearby Gondor camp (🏠 2) move in to attack. This camp is extremely vulnerable and under defended, so send about two-thirds of your troops—including your Trebuchets and Mountain Trolls—in to attack and destroy the camp.

Target the two old towers outside of the camp with your Catapults to topple them and quickly wreck the camp's Barracks and Farm.

TIP

Settle the camp quickly and prepare for attacks from the north and south. Keep your Catapults well-defended; they are prime targets for Gondor forces. Take a moment to regroup and plan your next move, which is to take the southern bridge.



Conquering the Second Camp

Send a large invasion force south from (🏠 2). Leave several weaker hordes of foot soldiers on the north end of (🏠 2) to defend it against attackers. Crush the Gondor forces (🏠 2) on either side of the southern bridge with Catapults before moving your foot soldiers in to occupy the bridge.



Every Gondor Soldier you kill automatically gives you a human helmet. Collect 100 helmets to fulfill a bonus objective. This also allows you to fire helmets from your Catapults.

NOTE

Build a Lumber Mill or Slaughterhouse on the settlement (🏠 2) near the bridge, and pick up the pile of treasure (💰 1) lying near it.

While keeping the north ends of (🏠 1) and (🏠 2) defended, press on across the southern bridge and conquer (🏠 3) and (🏠 3) on the other side. Build up a strong defense on the northern end of the camp before proceeding.



Reinforcements

At some point during the early stage of the battle, more Catapults arrive near your first camp (1). Put them to good use during your attempts to take additional camps and defend them well against enemy Soldiers, Tower Guards, and Trebuchets.



Conquering the Third Camp

After settling (2), take another breather, rebuild your forces, deploy them as defenders of your territories, and upgrade them as much as possible. You may wish to wait for Faramir's attack before pressing on to the next camp (see sidebar).



Faramir's Attack

Somewhere around the time you conquer (3), Faramir arrives with several battalions of knights and proceeds to attack your forces. The best way to defend against them is to keep a large group of Orc Warriors, Orc Archers, and a few Mountain Trolls at the north ends of your cities. Order your Orc Archers and Sentry Towers to fire at Faramir while the Orc Warriors and Trolls pound his knights. Faramir definitely inflicts significant damage, but if you can slow his army's attack by sacrificing relatively cheap units, it shouldn't cost you much in the long term.



Build up an assault force in (1) and (2) that consists of Mountain Trolls, Catapults, and Orc Warriors and Archers. Move them north toward (4), the third Gondor camp. Make sure that the Catapults remain at the back of your army, and turn off their auto-fire ability, or they'll take out as many of your troops as the enemy's.



Expect heavy resistance around the center bridge (3) and the settlement south of the Gondor camp (4). When you approach the entrenched battalions of Archers and Rangers that guard the camp, order your Catapults to fire skulls at them and send in your foot soldiers.



Don't leave your Catapults unguarded at the rear of your army! Remember, there are still forces to the south of you (5) that will attempt to flank you.

CAUTION

Nazgûl

A Nazgûl appears near (1) well into the battle. As soon as it shows up, send it into masses of Gondor Soldiers and use its Screech ability to send them scattering for a moment. Make sure you have forces in place to take out the Gondor warriors, however, as they recover fairly quickly, and even a Nazgûl is no match for a dozen battalions of Archers.





Once again, try to topple the towers outside of (4) to secure a quick victory. Build a new Mordor camp from the ashes of the Gondor camp, and replenish and retrain your forces. Build a Lumber Mill or Slaughterhouse on the settlement (4) south of the camp.



By this point, your camps are pretty much out of danger. Leave a token horde or two of Orc Warriors in them, and make sure you've built Sentry Towers on every defensive foundation. Then send every remaining unit to the center bridge for the final assault.

NOTE

Crossing the River

Now take the center and northern bridges. Build up assault forces from (3) and (4) that include plenty of Mountain Trolls and Catapults. Send the (4) forces against the northern bridge defenders (4) and the (3) forces against the middle bridge defenders (3).



Conquering the Fourth Camp

At this point, it is almost inconceivable that you could lose the battle, as only one Gondor camp remains (4). However, remember that you want to finish the fight with a powerful army that you can use in the next battle, so don't get reckless. Move your forces toward the camp. Once your Catapults are within range, order them to fire flaming rocks at the old towers around the camp and skulls at the defenders around it.



Knock down the Ruined Towers near the bridges with your Catapults; they are occupied by Gondor Soldiers who will pick off your troops.

CAUTION

Pick up the two treasures near the bridges (2), (3) and add them to your resource pool. Start amassing a large force of Mountain Trolls, Catapults, Orc Archers, and Haradrim at the western end of the middle bridge.



Defend your Catapults as the Gondor forces try in vain to resist your onslaught. Keep them off-balance with skulls from the Catapults and Screeches from the Nazgûl, and destroy them and their city to win the battle for the forces of Evil.





CIRITH UNGOL/SHELOB'S LAIR

OBJECTIVES

- FIND AND KILL FRODO AND SAM.
- BONUS: FEED ORCS TO SHELOB.
- BONUS: FREE 10 URUKS.

HEROES



Gollum



Shelob

MAP KEY

Enemy forces

Friendly forces

Treasure



ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.



Archers (Gondor)



Frodo (Fellowship)



Rangers (Gondor)



Sam (Fellowship)



Soldiers (Gondor)

REWARD FOR VICTORY

• +10 POWER

Overview

The Soldiers of Cirith Ungol discover that the bearer of the One Ring is in Shelob's Lair, having been misled there by the treacherous Gollum. Mordor now has the perfect opportunity to retake the One Ring, virtually guaranteeing victory in the battle for Middle-earth. You must send warriors through the twisting caverns of Shelob's Lair, killing Gondor warriors as you do, until you find and slay Frodo and Sam and reclaim the One Ring for Gondor.

General Tips for Cirith Ungol

- Move quickly, because time is against you. Gondor warriors constantly respawn from the entrance to Shelob's Lair in the southwest corner (see map). However, you have a finite number of resources—the treasure scattered around Shelob's Lair—with which to train new units. If you wait too long, you will inevitably be overcome by Gondor's forces.
- Always try to move with an overwhelming force, as enemy Rangers, Archers, and Soldiers lie in wait in Shelob's Lair. A group of five Mountain Trolls is nearly unstoppable, especially when they're backed up by hordes of Uruk Crossbowmen or Orc Archers.
- Units have different build costs in this battle. Mordor Orc Warriors, which are usually free, cost 100 per horde to train. Mordor Orc Archers cost 200. Isengard Uruk-hai and Uruk Crossbowmen are 200 and 300, respectively. Mountain Trolls cost 500. You get what you pay for—the Isengard Uruk-hai are generally tougher than the Mordor Orcs, and the Mountain Trolls are overwhelmingly powerful.
- Always station at least one horde of units at the entrance to Cirith Ungol to prevent the hobbits from reaching the escape route on the battlefield's eastern edge (see map).



Building an Army

Gollum (⊕⊙) runs into Cirith Ungol at the start of the battle, and Frodo and Sam (⊕⊙) run away from it. Although the goal is to kill Frodo and Sam, you can't do it with the forces you currently have; the hobbits will lead you into battalions of Gondor warriors who will cut your forces to pieces. Your only hope for reclaiming the One Ring is to raise an army and pursue them.



There are four building sites in Cirith Ungol's courtyard, but don't waste your resources constructing too many buildings at once. Start off with an Isengard Uruk Pit and train Uruk Crossbowmen and Uruk-hai.



Send one horde of Uruk-hai or Orcs to Shelob's Lair (⊕⊙) and let her attack and kill a couple of them. This recruits Shelob to your side. Use her to kill the nearby enemies and start training and sending troops to her lair.

Mountain Trolls are the absolute best units to use in this battle, bar none. If you train six of them, they can rampage through most of the battle before being killed.

TIP

Recovering the One Ring



Once you have trained as many troops as you can afford, it's time to hunt the hobbits. There are no step-by-step plans for this, as you may need to use different strategies depending on the number of enemies you face and the units in your army. However, here are some guidelines:

Free the Berserkers (⊕)



Now that Shelob has joined your army, she allows you to free the Isengard Berserkers she webbed up as future late-night snacks. All unnumbered ⊕ icons represent Berserkers that you can free and add to your army. To free a Berserker, order a melee unit to attack it.

Free 10 Berserkers to fulfill one of the bonus objectives.

NOTE

Loot the Treasure (👛)



Shelob's Lair is also loaded with piles of treasure. Pick them up to increase your resource pool, which you can spend on new units and buildings. Be smart about spending your resources, however, as collecting this treasure is the only way to acquire them. When the treasure is gone, so is your ability to train more units.

Kill the Gondor Units (👤)



Stationed around Shelob's Lair are Gondor Archers, Rangers, and Soldiers, each marked with 👤 on the map. As you move through Shelob's Lair, be ready for these foes.

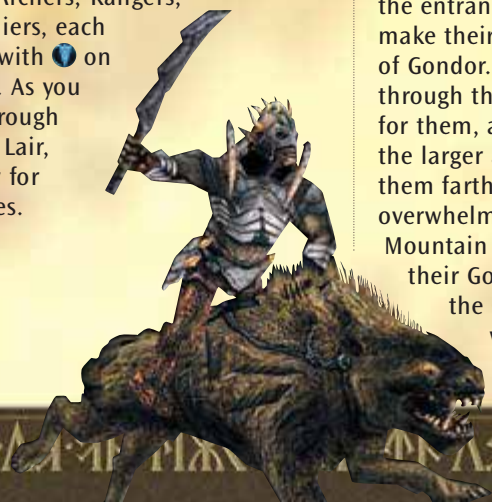


However, these are not the only Gondor warriors in the area. The southwestern entrance to Shelob's Lair (see map) is a spawning point for more Gondor units, and they never stop coming through. These constantly spawning warriors first reinforce the southwestern corner and then start winding through the passages to find and kill your army. Kill them quickly and keep moving.

Kill the Hobbits



Eventually the hobbits end up near the entrance to Shelob's Lair (👤👤) to make their last stand with the forces of Gondor. Leaving Shelob's Lair through that entrance is not an option for them, as it would expose them to the larger armies of Mordor and take them farther from their goal. Lead an overwhelming force there (think Mountain Trolls) to kill them and their Gondor protectors and reclaim the One Ring for Sauron, winning the battle for Mordor.





MINAS TIRITH

OBJECTIVES

- DESTROY MINAS TIRITH.
- BONUS: DESTROY ALL GOOD HEROES.

HEROES

 Saruman
 OR
 Lurtz

 Witch-king

Whether you have Saruman or Lurtz available in this battle depends upon which army you choose to attack Minas Tirith with.

NOTE



MAP KEY

-  Campsite
-  Enemy reinforcements
-  Outpost
-  Settlement

ENEMIES ENCOUNTERED

Enemies denoted with a black box are your opponents' heroes.

 Aragorn (Fellowship)	 Éowyn (Rohan)	 Gandalf (Fellowship)	 Gimli (Fellowship)	 Legolas (Fellowship)	 Rohirrim (Rohan)
 Archers (Gondor)	 Faramir (Gondor)	 Giant Eagles (Forces of Good)	 Knights (Gondor)	 Oathbreakers (Forces of Good)	 Rohirrim Archers (Rohan)
				 Peasants (Gondor)	 Trebuchets (Gondor)

REWARD FOR VICTORY

WINNING THE CAMPAIGN

Overview

This is the final battle between Good and Evil. The forces of Gondor have retreated to the White City of Minas Tirith, where they plan to make their last stand against the combined forces of Mordor and Isengard. By laying siege to the city and destroying its buildings and its defenders, you will show the tattered remnants of the alliance of men what it means to defy the will of Sauron.

General Tips for Minas Tirith

- Minas Tirith's defenders have the advantage of being on the defensive, with thick stone walls between you and them. It's unlikely that they can ride out and destroy your camps, but you must manage your troops effectively to avoid falling into a stalemate.
- The best way to destroy enemy Trebuchets is to draw their attention with a tough unit, such as a Mountain Troll. While they're distracted, hit them with flaming rocks from your own Catapults.
- Don't underestimate the power of smaller, more maneuverable units. Mountain Trolls attract a lot of attention when they come charging into an area, and it's very easy for every missile enemy to target and kill them quickly. However, sending in two or three hordes of Orc Archers or Haradrim allows them to react much more quickly to a variety of different enemies.
- Large groups of Orc Archers and Haradrim are also good choices for defending Catapults that you wheel up to or inside Minas Tirith. They can pick off enemies at a distance and take out battalions of units before they reach the Catapults.
- Although you can construct Siege Towers and send troops through them and onto the outer wall of Minas Tirith, the defenders of the city have so many wall-mounted Trebuchets that these siege machines are of limited use until late in the battle, if at all.
- The greatest ability of the Nazgûl and the Witch-king is not their claws but their Scream, which sends enemies scattering. Send them into large

groups of enemies one at a time and frighten them, making them easy pickings for other units.

- Don't forget about your Catapults' ability to fire the skulls of your conquered foes. Like the Nazgûl's Scream, these cause enemy defenders to flee the immediate area, allowing you to capitalize on their panic.
- Above all, keep producing units and moving them into combat. Remember, Evil's biggest advantage is its high command limit. Max out your command limit and raise your resource multiplier to at least 3.0 before attempting this battle. This ensures that you can produce a never-ending stream of warriors to do your bidding.

Set Up Camp

Two campsites are in the southeast, near your starting position. Unpack them quickly and start building on them. Half of the buildings should be Slaughterhouses and Armories to provide a steady stream of resources. The others should be unit-production buildings, especially a Troll Cage, a Siege Works, and a Haradrim Camp.

Start producing Haradrim and Catapults. Roll your Catapults within range of the Farms in front of Minas Tirith's gates and destroy them with flaming rocks. Guard your Catapults with Haradrim.



There's an outpost to the west. Send a large force over there to deal with the Archers, Soldiers, Tower Guards, and hidden Rangers. Build an outpost there as soon as they're dead, and start producing more Catapults and Mountain Trolls.



Use your Catapults or Orc Archers' Fire Arrows to take out the remaining four Farms outside of Minas Tirith. This helps to limit Good's resource income and forces them to rely on what Farms they can build inside the city.



Shortly after the start of the battle, a counter appears to tell you that Rohan reinforcements (1 2) are on their way. Pull your forces back to your camps before they arrive. Greet Éowyn and her Rohirrim with Nazgûls, Mountain Trolls, and ranged units.



Trolls up to attack the gate. While the Trebuchets are lobbing flaming rocks at the Mountain Trolls, fire your Catapults at the Trebuchets and destroy them.

Each wall-mounted Trebuchet requires two hits from your Catapults' flaming rocks to destroy them.

NOTE

Once the wall-mounted Trebuchets have been destroyed, move your Catapults up just past the settlements where the Farms used to be. Guard each with several hordes of Orc Archers or Haradrim. The Catapults automatically fire on the wall defenders and any attempt to rebuild the Trebuchets.



Send the Grond up to Minas Tirith's main gate with a group of Mountain Trolls and smash down the gate. The Grond might be destroyed before it can bust the gate open; that's not a problem. Simply produce another one and send it up to the gate to finish the job.



Breaking Down the Gate

Once you've dealt with Éowyn and her Rohirrim, it's time to break down Minas Tirith's main gate. Produce Catapults, Mountain Trolls, and a Grond from your Siege Works and Troll Cage. Distract the wall-mounted



Trebuchets of Minas Tirith by sending one or two Mountain

Invading Minas Tirith

Once the gates are down, send a flood of Haradrim, Orc Archers, Soldiers of Rhun, and Mountain and Drummer Trolls through the gates. Expect to lose a lot of units.





Roll your Catapults up closer to Minas Tirith so that they can blast away at any target on the city's first level. Be sure that they remain well-defended with Haradrim and Orc Archers.

Once you wreck all of the buildings on the first level, change some of your Catapults' ammunition to skulls so that they can wreak havoc on Minas Tirith's defenders as they try to regroup.

TIP



Keep sending foot soldiers through the front gates. Don't let them stand still, or they'll be easy targets for the Trebuchets on the city's second level. Keep moving and slaughtering Minas Tirith's defenders.



If your attackers get bottlenecked in the city, send in the Nazgûl and Witch-king to break up the jam by killing or frightening the obstructing defenders. They also do a great job of destroying the Trebuchets on the second level.



As you sweep through the city, a counter appears to tell you that additional reinforcements are on the way. Don't believe it. Aragorn has actually met and killed the reinforcements with the Oathbreakers. When that counter reaches zero, the Oathbreakers (12) attack your western outpost (88).



The best way to deal with the Oathbreakers is with the Balrog Ally

power. The Balrog can put up quite a fight and either destroy the Oathbreakers or grant them so much experience when they kill him that they vanish, their broken oath finally fulfilled through combat.



Once you clear the first level of Minas Tirith completely, move your troops up to the second level and roll your Catapults into the first level. As soon as you can target the Citadel on the city's second level with your Catapults, do so. Remember, nothing can be rebuilt until the Citadel is destroyed. Station a couple of Catapults to keep an eye on it as you use the others to destroy other second-level buildings.



Keep up the pressure. As soon as you destroy all of the buildings in Minas Tirith, the battle and the Evil campaign are both over. You have ushered in a new age of darkness to Middle-earth—Sauron will be most pleased!

ANCILLARY BATTLES OF THE EVIL CAMPAIGN

At many points in the Evil campaign, you must choose your next battle, rather than be taken directly to the next major fight. These ancillary battles allow you to improve your command limit, resource collection rate, and One Ring power.

When it's time to fight an ancillary battle, select one of your armies on the world map, and available ancillary battles appear. Review each region to see what the reward for victory is. Click on the battle you wish to fight, and your army moves there. Click on your army once it arrives to start the battle.

Most ancillary battles are not available at the start of the campaign. To fight an ancillary battle in a particular territory, you must first win battles in at least one territory adjacent to it.

NOTE

Battle Strategies

Although each battlefield has its own unique characteristics, the overall strategy for every ancillary battle is essentially the same. Start by building a castle or camp (or occupying an existing one) near your starting position.

Build Furnaces, Slaughterhouses, and/or Lumber Mills first to start the flow of resources. The biggest mistake you can make is spending your initial resources without creating something that will replenish them. The Citadel in your camp or castle is a source of resources, but it's a very slow one.

After constructing a couple of resource-producing structures, set up your base's defenses. Typically, assign about a quarter to a third of your

initial army to defend your base. Include a good mix of hand-to-hand and ranged troops.

The primary advantages that the Evil armies have over the forces of Good are their higher maximum command limit and lower per-unit costs. The trade-off is that Evil units, on average, tend to be weaker than their Good counterparts. So, constantly produce and send out hordes of disposable units to relentlessly pound down your adversaries' defenses.

TIP

While you continue to build new structures and train and upgrade units, send your remaining forces out to find new settlements, outposts, and camps to occupy and build on. The secret to victory in these battles is rapid expansion and vigorous defense of your territories.

Usually, you would have to send scouting parties out to discover undeveloped building sites. However, with the maps included for each ancillary battle in this chapter, you can see exactly where to move your troops and settle new areas.

NOTE

Many battlefields have lairs occupied by neutral creatures, such as Goblins, Cave Trolls, and Wargs.

Destroying the lairs of these creatures leaves behind treasure that you can add to your resource pool. These creatures are equally hostile to Good and Evil forces, so one clever strategy is to wait until a Good army has killed the defending neutral creatures, then swoop in with your own forces, kill the Good units, and destroy the lair for the treasure it contains.

Most of the following battles require you to utterly destroy every Good structure and unit to achieve victory. Weaken your foes by conquering their settlements and outposts, depriving them of resources while adding to your own. Once you have raised a well-trained army, send it forth to crush your enemies and achieve victory!

If the battle is clearly going in your favor, don't end it too quickly. Make sure that all of your units are as upgraded as possible with Fire Arrows, Forged Blades, Banner Carriers, and Heavy Armor. Send less-experienced units out in overwhelming numbers to fight outmatched Good units and buildings. Doing so helps these units rise in rank quickly. Remember that the army you have at the end of a battle is the army that you start with at the beginning of the next battle. It's much easier to upgrade your units when your enemy is down to a single Farm than it is in the thick of battle!

TIP

Maps

The following map key applies to all maps in this chapter:

MAP KEY

 Camp	 Friendly forces	 Treasure (usually a neutral creature lair)
 Castle	 Outpost	
 Enemy forces	 Settlement	

Because of the unpredictable nature of battle, it is impossible to list every enemy's position on the maps, so approach every settlement, outpost, camp, and castle as if it's occupied by the enemy.

CAUTION









Anfalas

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: BUILD SIX SLAUGHTERHOUSES.



ENEMIES ENCOUNTERED

- | | | | |
|--|--|---|---|
|  Goblin Archers (Neutral) |  Knights (Gondor) |  Rangers (Gondor) |  Tower Guards (Gondor) |
|  Goblin Swordsmen (Neutral) |  Peasants (Rohan) |  Soldiers (Gondor) |  Wargs (Gondor) |

REWARD FOR VICTORY

- +3 POWER
- +10% RESOURCES





Anorien

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: BUILD FOUR HORDES OF WARG RIDERS.



ENEMIES ENCOUNTERED

- | | | |
|--|--|--|
|  Elven Warriors (Rohan) |  Rohirrim (Rohan) |  Wargs (Neutral) |
|  Peasants (Rohan) |  Rohirrim Archers (Rohan) |  Yeoman Archers (Rohan) |

REWARD FOR VICTORY

- +10% RESOURCES



Cair Andros

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: BUILD THREE BALLISTAE OR CATAPULTS.



ENEMIES ENCOUNTERED

- | | | | |
|-----------------------|------------------|-----------------------|-----------------|
| Cave Trolls (Neutral) | Peasants (Rohan) | Soldiers (Gondor) | Wargs (Neutral) |
| Knights (Gondor) | Rangers (Gondor) | Tower Guards (Gondor) | |

REWARD FOR VICTORY

• +3 POWER

Central Ithilien

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY THE GONDOR RANGERS HIDING IN THIS REGION.
- BONUS: PUT SOLDIERS OF RHUN IN PORCUPINE FORMATION.



The starting positions of the hidden Rangers that you must destroy to fulfill the bonus objective are labeled on the map with . They may move around during the battle.

NOTE

ENEMIES ENCOUNTERED

Archers (Gondor)	Goblin Archers (Neutral)	Peasants (Rohan)	Rohirrim (Rohan)	Tower Guards (Gondor)
Cave Trolls (Neutral)	Goblin Swordsmen (Neutral)	Rangers (Gondor)	Rohirrim Archers (Rohan)	Wargs (Neutral)

REWARD FOR VICTORY

• +20 RESOURCES



Crossroads











OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: COMMAND A MOUNTAIN TROLL TO PICK UP A TREE.



ENEMIES ENCOUNTERED

- | | | | |
|---|--|--|---|
|  Archers (Gondor) |  Goblin Archers (Neutral) |  Peasants (Rohan) |  Soldiers (Gondor) |
|  Cave Trolls (Neutral) |  Goblin Swordsman (Neutral) |  Rangers (Gondor) |  Tower Guards (Gondor) |

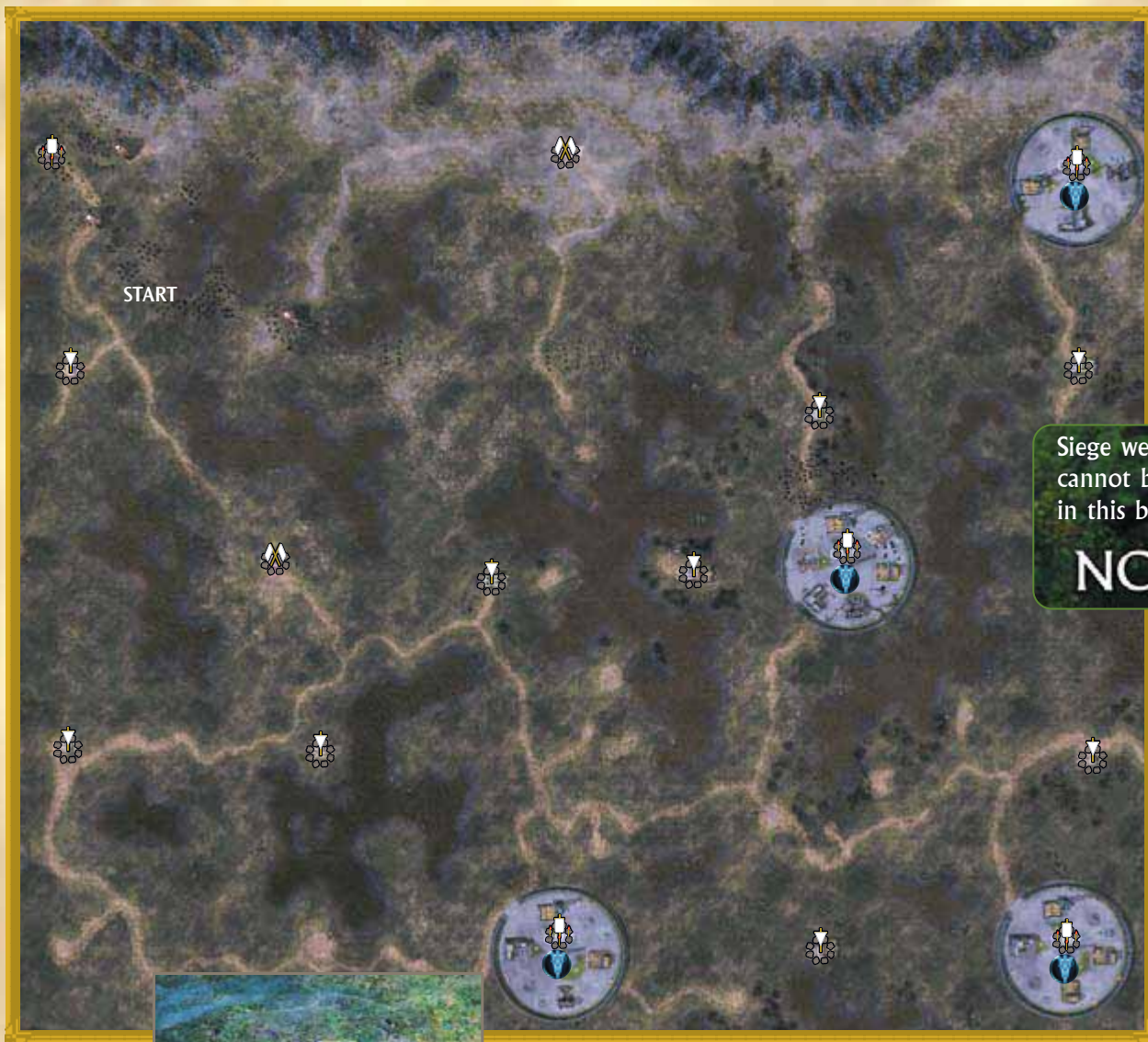
REWARD FOR VICTORY

• +2 POWER

Dead Marshes

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: BUILD SIX SENTRY TOWERS.



Siege weapons cannot be built in this battle.

NOTE



ENEMIES ENCOUNTERED



Archers (Gondor)



Peasants (Rohan)



Soldiers (Gondor)



Knights (Gondor)



Rangers (Gondor)



Tower Guards (Gondor)

REWARD FOR VICTORY

- +2 POWER



Druadan Forest

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY ALL WILD CAVE TROLLS THAT ROAM THIS REGION.
- BONUS: COMBINE FIVE HORDES OF ARCHERS WITH ORC WARRIORS.



ENEMIES ENCOUNTERED

- | | | | | |
|------------------------|-----------------------------------|----------------------------|--------------------------|------------------------|
| Cave Trolls (Neutral) | Ents (Neutral, Allied with Rohan) | Goblin Swordsmen (Neutral) | Rohirrim (Rohan) | Yeoman Archers (Rohan) |
| Elven Warriors (Rohan) | Goblin Archers (Neutral) | Peasants (Rohan) | Rohirrim Archers (Rohan) | |

REWARD FOR VICTORY

• +1 POWER






East Eminent

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY ALL PATROLLING ROHIRRIM.
- BONUS: UPGRADE FIVE HORDES WITH HEAVY ARMOR.
- BONUS: PUT URUK PIKEMEN IN PORCUPINE FORMATION.



The starting locations of the patrolling bands of Rohirrim that you must destroy to fulfill the bonus objective are marked with  on the map. Their positions may change during the battle.

NOTE



ENEMIES ENCOUNTERED

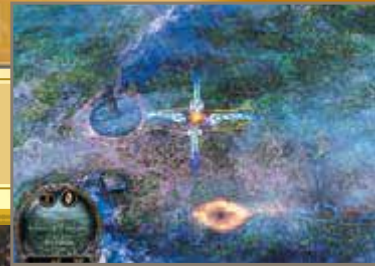
-  Elven Warriors (Rohan)
-  Rohirrim (Rohan)
-  Peasants (Rohan)
-  Rohirrim Archers (Rohan)
-  Yeoman Archers (Rohan)

REWARD FOR VICTORY

- +25 COMMAND



Eaves of Fangorn








OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY ALL ELVES AND ENTS IN THIS REGION.
- BONUS: BUILD FOUR LUMBER MILLS.



ENEMIES ENCOUNTERED

- | | |
|--|--|
|  Goblin Archers (Neutral) |  Peasants (Rohan) |
|  Goblin Swordsmen (Neutral) |  Yeoman Archers (Rohan) |

The hidden Ents and Elven Warriors are indicated on the map with  icons. Destroy them to fulfill your bonus objective.

NOTE

REWARD FOR VICTORY

• +10% RESOURCES

• +1 POWER



Eryn Muiil

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: TAME THE MOUNTAIN TROLLS THAT LIVE IN THIS REGION.
- BONUS: PUT SOLDIERS OF RHUN INTO PORCUPINE FORMATION.



ENEMIES ENCOUNTERED

- | | |
|------------------|-----------------------|
| Archers (Gondor) | Rangers (Gondor) |
| Knights (Gondor) | Soldiers (Gondor) |
| Peasants (Rohan) | Tower Guards (Gondor) |

The locations of the Mountain Trolls that you can add to your army are indicated on the map with . Simply send a unit over to approach each Mountain Troll, and it automatically joins your forces.

NOTE

REWARD FOR VICTORY • +1 POWER

Enedwaith

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY ALL ROHIRRIM PATROLS IN THIS REGION.
- BONUS: UPGRADE FIVE HORDES WITH FORGED BLADES



The starting positions of all of the Rohirrim patrols that you must destroy to fulfill the bonus objective are indicated on the map with . They may move around during the battle.

NOTE

ENEMIES ENCOUNTERED

- | | | | |
|------------------------|------------------|--------------------------|------------------------|
| Cave Trolls (Neutral) | Peasants (Rohan) | Rohirrim Archers (Rohan) | Yeoman Archers (Rohan) |
| Elven Warriors (Rohan) | Rohirrim (Rohan) | Wargs (Neutral) | |

REWARD FOR VICTORY

- +10% RESOURCES





Fords of Isen

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: UPGRADE FIVE HORDES WITH HEAVY ARMOR.



ENEMIES ENCOUNTERED

- | | | |
|------------------------|--------------------------|------------------------|
| Elven Warriors (Rohan) | Rohirrim (Rohan) | Wargs (Neutral) |
| Peasants (Rohan) | Rohirrim Archers (Rohan) | Yeoman Archers (Rohan) |




REWARD FOR VICTORY

- +50 COMMAND
- +20% RESOURCES

Gap of Rohan

- OBJECTIVES**
- DESTROY ALL GOOD FORCES.
 - BONUS: DESTROY THE REFUGEE CAMPS.
 - BONUS: BUILD FOUR LUMBER MILLS.



The refugee camps that you must destroy to fulfill your bonus objective are labeled with  on the map.

NOTE



- ENEMIES ENCOUNTERED**
-  Cave Trolls (Neutral)
 -  Elven Warriors (Rohan)
 -  Goblin Archers (Neutral)
 -  Goblin Swordsmen (Neutral)
 -  Peasants (Rohan)
 -  Rohirrim (Rohan)
 -  Rohirrim Archers (Rohan)
 -  Yeoman Archers (Rohan)

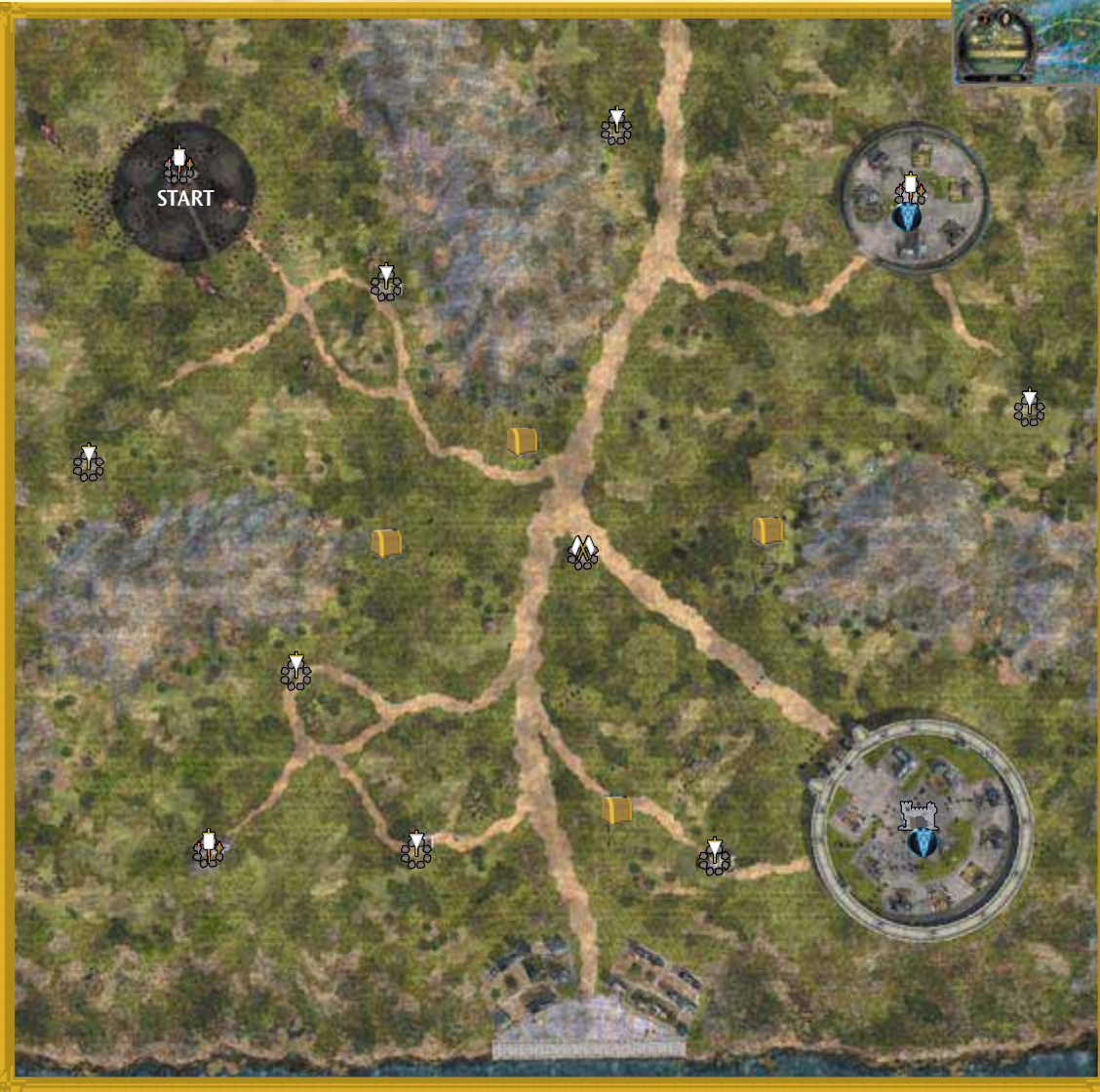
REWARD FOR VICTORY • +25 COMMAND



Harlond

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY GONDOR REINFORCEMENTS.



ENEMIES ENCOUNTERED



Archers (Gondor)



Peasants (Rohan)



Soldiers (Gondor)



Wargs (Neutral)



Knights (Gondor)



Rangers (Gondor)



Tower Guards (Gondor)

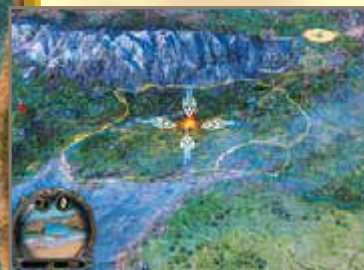
REWARD FOR VICTORY

• +2 POWER

Lebennin

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: LEVEL UP THREE BATTALIONS.



ENEMIES ENCOUNTERED

- Archers (Gondor)
- Goblin Archers (Neutral)
- Goblin Swordsman (Neutral)
- Knights (Gondor)
- Peasants (Rohan)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)
- Trebuchets (Gondor)
- Wargs (Neutral)

REWARD FOR VICTORY

- +1 POWER




Mirkwood

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY THE ELVEN WARRIORS THAT DWELL IN THIS REGION.











The locations of all of the hidden Elven Warriors that you must destroy to fulfill the bonus objective are labeled with  on the map. They generally do not move around much during the battle.

NOTE



ENEMIES ENCOUNTERED

- | | | | |
|--|--|--|--|
|  Elven Warriors (Rohan) |  Goblin Swordsmen (Neutral) |  Rohirrim (Rohan) |  Wargs (Neutral) |
|  Goblin Archers (Neutral) |  Peasants (Rohan) |  Rohirrim Archers (Rohan) |  Yeoman Archers (Rohan) |

REWARD FOR VICTORY

• +3 POWER

• +20% RESOURCES



Northern Ithilien

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: BUILD SIX SENTRY TOWERS.



ENEMIES ENCOUNTERED



Archers (Gondor)



Goblin Archers (Neutral)



Knights (Gondor)



Rangers (Gondor)



Tower Guards (Gondor)



Cave Trolls (Neutral)



Goblin Swordsmen (Neutral)



Peasants (Rohan)



Soldiers (Gondor)

REWARD FOR VICTORY

- +20% RESOURCES




Pelargir

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: BUILD SIX SENTRY TOWERS.



Many of the buildings in the city can be destroyed to reveal treasure. These buildings are marked with  on the map.

NOTE

ENEMIES ENCOUNTERED

- | | | | | |
|--|--|--|---|---|
|  Archers (Gondor) |  Goblin Swordsmen (Neutral) |  Peasants (Rohan) |  Soldiers (Gondor) |  Wargs (Neutral) |
|  Goblin Archers (Neutral) |  Knights (Gondor) |  Rangers (Gondor) |  Tower Guards (Gondor) | |

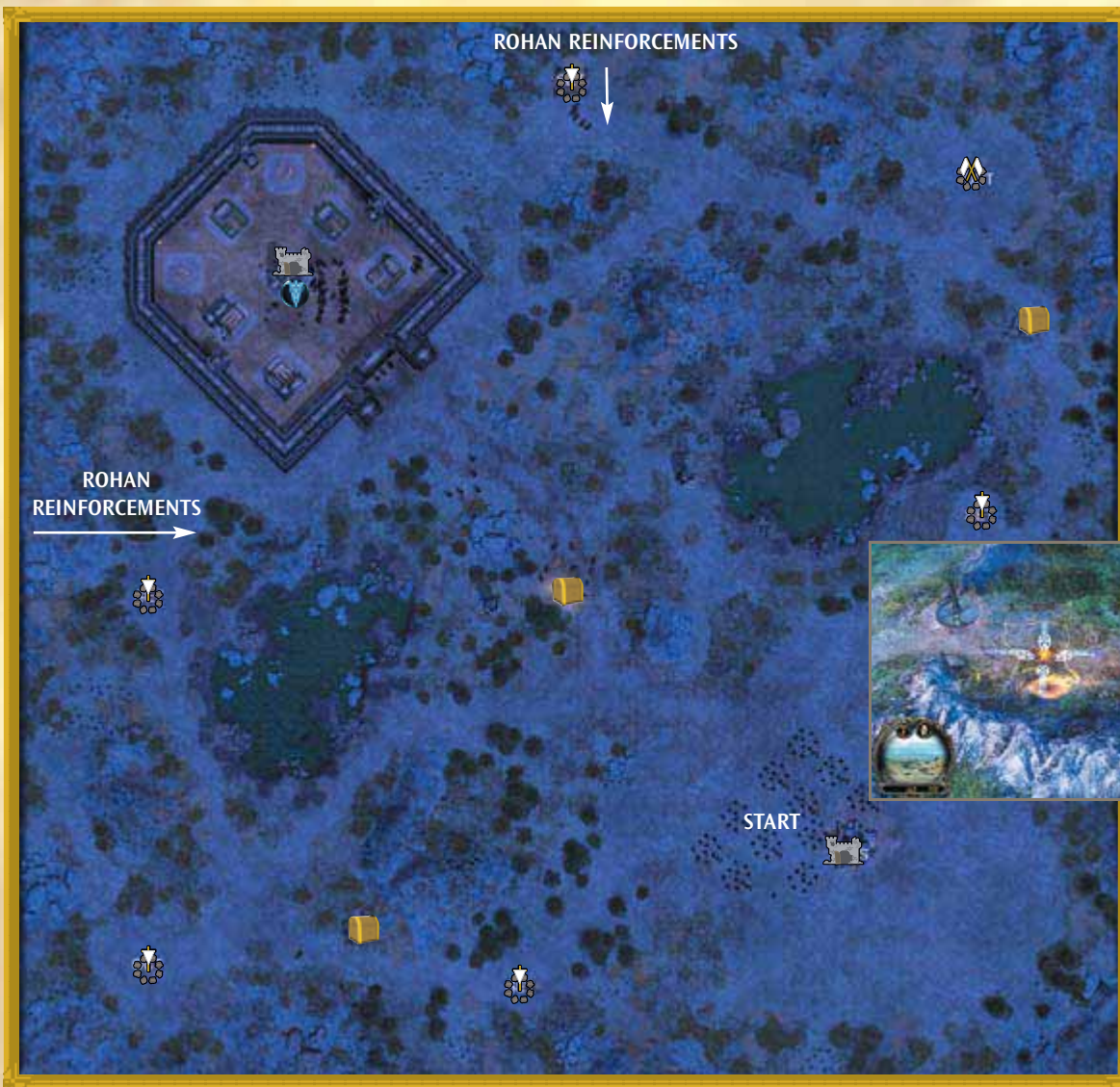
REWARD FOR VICTORY

- +10% RESOURCES
- +2 POWER

Rohan

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY THE REINFORCING ROHAN ARMY.
- BONUS: UPGRADE FIVE HORDES WITH HEAVY ARMOR.
- BONUS: GARRISON A RUINED TOWER WITH AN URUK CROSSBOW HORDE.



ENEMIES ENCOUNTERED

- | | | | | |
|------------------------|----------------------------|------------------|--------------------------|------------------------|
| Cave Trolls (Neutral) | Goblin Archers (Neutral) | Peasants (Rohan) | Rohirrim Archers (Rohan) | Yeoman Archers (Rohan) |
| Elven Warriors (Rohan) | Goblin Swordsmen (Neutral) | Rohirrim (Rohan) | Wargs (Neutral) | |

REWARD FOR VICTORY

- +50 COMMAND




West Emnet

OBJECTIVES

- DESTROY ALL GOOD FORCES.
- BONUS: RECRUIT ALL THE WILD WARGS IN THIS REGION.
- BONUS: UPGRADE FIVE HORDES WITH HEAVY ARMOR.



The two groups of wild Wargs that you can find and add to your army are marked with  on the map. Approach them with any unit to recruit them.

NOTE

ENEMIES ENCOUNTERED

-  Elven Warriors (Rohan)
-  Peasants (Rohan)
-  Rohirrim (Rohan)
-  Rohirrim Archers (Rohan)
-  Yeoman Archers (Rohan)

REWARD FOR VICTORY

• +50 COMMAND

• +10% RESOURCES


Westfold



OBJECTIVES






- DESTROY ALL GOOD FORCES.
- BONUS: DESTROY THE GIANT EAGLES DWELLING IN THIS REGION.
- BONUS: UPGRADE THREE URUK CROSSBOW HORDES WITH FIRE ARROWS.
- BONUS: COMMAND A HORDE OF URUK-HAI TO USE THEIR BLOODTHIRSTY ABILITY ON ANOTHER HORDE OF URUK-HAI.



The locations of the four Giant Eagles that you must kill to fulfill the bonus objective are marked with  on the map.

NOTE

ENEMIES ENCOUNTERED

- | | | | | |
|--|--|--|---|--|
|  Cave Trolls (Neutral) |  Giant Eagles (Rohan) |  Goblin Swordsman (Neutral) |  Rohirrim Archers (Rohan) |  Yeoman Archers (Rohan) |
|  Elven Warriors (Rohan) |  Goblin Archers (Neutral) |  Rohirrim (Rohan) |  Wargs (Neutral) | |

REWARD FOR VICTORY

• +20% RESOURCES



Ancillary Battles of the Evil Campaign

