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

### Menu Controls

<table>
<thead>
<tr>
<th>Control</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left-click on an option</td>
<td>Select that option</td>
</tr>
<tr>
<td>esc</td>
<td>Cancel choice/return to previous menu</td>
</tr>
</tbody>
</table>

### Battle Controls

<table>
<thead>
<tr>
<th>Control</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Left-click on unit/building</td>
<td>Select unit/building</td>
</tr>
<tr>
<td>Move mouse to edge of screen or 🅱️,+,-,↑,↓</td>
<td>Scroll screen</td>
</tr>
<tr>
<td>1 and 2</td>
<td>Rotate camera</td>
</tr>
<tr>
<td>2 and 3</td>
<td>Zoom camera in/out</td>
</tr>
<tr>
<td>5</td>
<td>Reset camera to default zoom and orientation</td>
</tr>
<tr>
<td>Ctrl+function key (F1 to F8)</td>
<td>Bookmark current camera location</td>
</tr>
<tr>
<td>Function key (F1 to F8)</td>
<td>Jump to bookmarked camera location</td>
</tr>
<tr>
<td>E</td>
<td>Select all units on the screen that are of the same type as the selected unit</td>
</tr>
<tr>
<td>E,E</td>
<td>Select all units on the battlefield that are of the same type as the selected unit</td>
</tr>
<tr>
<td>O</td>
<td>Select all of your fighting units on the battlefield</td>
</tr>
<tr>
<td>Shift+← and Shift+→</td>
<td>Select next/previous unit or horde</td>
</tr>
<tr>
<td>A+right-click</td>
<td>Order units to attack-move to a location, fighting any hostile forces they encounter on the way</td>
</tr>
<tr>
<td>G+right-click</td>
<td>Order units to guard a location</td>
</tr>
<tr>
<td>S</td>
<td>Stop selected units</td>
</tr>
</tbody>
</table>

### Battle Controls (cont’d)

<table>
<thead>
<tr>
<th>Control</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl+number key (1 to 9)</td>
<td>Assign currently selected units to a group</td>
</tr>
<tr>
<td>Number key (1 to 9)</td>
<td>Select group</td>
</tr>
<tr>
<td>Tap number key (1 to 9) twice</td>
<td>Select group and jump camera to its location</td>
</tr>
<tr>
<td>Alt+Number key (1 to 9)</td>
<td>Jump camera to a group without selecting it</td>
</tr>
<tr>
<td>H</td>
<td>Jump camera back to your home base</td>
</tr>
<tr>
<td>Ctrl+H</td>
<td>Select hero (press repeatedly to cycle through heroes)</td>
</tr>
<tr>
<td>Spacebar</td>
<td>Jump camera to the location of the last event</td>
</tr>
<tr>
<td>esc</td>
<td>Pause game and bring up pause menu</td>
</tr>
<tr>
<td>Enter</td>
<td>Chat with everyone (Multiplayer)</td>
</tr>
<tr>
<td>Backspace</td>
<td>Chat with allies (Multiplayer)</td>
</tr>
<tr>
<td>F12</td>
<td>Capture screenshot to My Documents\Lord of the Rings RTS\shotXXX.tga</td>
</tr>
</tbody>
</table>
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 you 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, veteran, 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.
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 Moos on settlements at a cost of 5,000 resources.
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.

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.

Castle

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.

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.

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

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:

<table>
<thead>
<tr>
<th>Command</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Click on a unit</td>
<td>Select that unit and every unit in its battalion/horde (if applicable)</td>
</tr>
<tr>
<td>Double-click on a unit OR click on a unit and press E</td>
<td>Select that unit and every unit of its type on the screen</td>
</tr>
<tr>
<td>Click on a unit and press E,E</td>
<td>Select that unit and every unit of its type on the battlefield</td>
</tr>
<tr>
<td>CH+H</td>
<td>Select next hero</td>
</tr>
</tbody>
</table>

Grouping Units
You can place several units, hordes, or battalions into the same group by selecting them and holding CH 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 AR 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 palantir (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 palantir 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
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.

**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.

**Preventing 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.

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.

---

**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 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:** Brutal 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.

### Unit vs. Unit Strengths and Weaknesses

<table>
<thead>
<tr>
<th>Type of Unit</th>
<th>Vulnerable To</th>
<th>Resistant To</th>
<th>Strong Attack Against</th>
<th>Weak Attack Against</th>
</tr>
</thead>
<tbody>
<tr>
<td>Archers</td>
<td>Foot soldiers, Orcs/Uruks</td>
<td>Nothing</td>
<td>Melee enemies that can’t reach them</td>
<td>Siege weapons, Foot soldiers, Mûmakil</td>
</tr>
<tr>
<td>Cavalry (mounted units)</td>
<td>Pikes, melee heroes</td>
<td>Nothing</td>
<td>Foot soldiers, Orcs/Uruks, Archers, siege weapons, buildings</td>
<td>Tower Guards, Ents, pikemen, trolls, Mûmakil, Eagles, Nazgûl</td>
</tr>
<tr>
<td>Ents</td>
<td>Fire, Orc Laborers, siege weapons, boulders, melee heroes, magic, axe damage</td>
<td>Everything else</td>
<td>Infantry</td>
<td>Orc Laborers</td>
</tr>
<tr>
<td>Foot Soldiers</td>
<td>Cavalry</td>
<td>Archers</td>
<td>Archers, siege weapons, pikemen</td>
<td>Mûmakil, Ents</td>
</tr>
<tr>
<td>Mûmakil</td>
<td>Fire, siege weapons, boulders, heroes (missile and melee), archers with fire arrows</td>
<td>Everything else</td>
<td>Everything</td>
<td>Nothing</td>
</tr>
<tr>
<td>Siege Weapons</td>
<td>Cavalry, Foot soldiers, fire</td>
<td>Archers, missile heroes</td>
<td>Buildings, Ents, Mûmakil, other stationary targets</td>
<td>Moving targets</td>
</tr>
<tr>
<td>Trolls</td>
<td>Magic, pikemen, melee heroes</td>
<td>Cavalry, Foot soldiers</td>
<td>Melee infantry</td>
<td>Archers with fire</td>
</tr>
</tbody>
</table>
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 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.

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 veteran 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.
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

### One Ring (Evil) Powers

#### 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

#### 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 palantir
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 palantir
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 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.

Aragorn's Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>50%</td>
</tr>
<tr>
<td>Archer</td>
<td>40%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>40%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>20%</td>
</tr>
</tbody>
</table>

Aragorn's Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,200</td>
<td>60</td>
<td>30</td>
<td>n/a</td>
<td>70</td>
</tr>
<tr>
<td>2</td>
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</tr>
<tr>
<td>3</td>
<td>1,320</td>
<td>80</td>
<td>60</td>
<td>100</td>
<td>90</td>
</tr>
<tr>
<td>4</td>
<td>1,400</td>
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<td>100</td>
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<tr>
<td>5</td>
<td>1,500</td>
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<td>300</td>
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<td>140</td>
<td>120</td>
<td>1,100</td>
<td>250</td>
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<tr>
<td>10</td>
<td>2,000</td>
<td>160</td>
<td>120</td>
<td>1,500</td>
<td>300</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>50%</td>
</tr>
<tr>
<td>Archer</td>
<td>40%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>40%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>20%</td>
</tr>
</tbody>
</table>
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.

Boromir’s Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,200</td>
<td>50</td>
<td>30</td>
<td>n/a</td>
<td>40</td>
</tr>
<tr>
<td>2</td>
<td>1,260</td>
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<tr>
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<td>2,000</td>
<td>260</td>
<td>120</td>
<td>1,500</td>
<td>200</td>
</tr>
</tbody>
</table>

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.

Frodo’s Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>40%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>40%</td>
</tr>
</tbody>
</table>

Build Cost: n/a (You never have an opportunity to resurrect Frodo during the Good campaign.)
Attack Type: Melee Hero (sword), Missile Hero (rocks)
The Forces of Good: Heroes

### 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.

#### Gandalf’s Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken (On Foot)</th>
<th>Damage Taken (Mounted)</th>
</tr>
</thead>
<tbody>
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</tr>
<tr>
<td>Archer</td>
<td>50%</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
<td>30%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>75% 50% (100% vs. pikemen)</td>
<td>50% 60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>50%</td>
<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>30%</td>
<td>50%</td>
</tr>
</tbody>
</table>
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 bold 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.

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, 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.

Gimli’s 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.

Gimli’s 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.

Gimli’s 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.

Legolas's Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
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<td>Archer</td>
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<tr>
<td>Cavalry</td>
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</tr>
<tr>
<td>Foot Soldier</td>
<td>75%</td>
</tr>
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<td>Orc/Uruk</td>
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<tr>
<td>Missile Hero</td>
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</tr>
<tr>
<td>Fire</td>
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</table>

Legolas's Statistics by Rank

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<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Ranged Damage</th>
<th>Resurrect Time (Secs)</th>
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<td>200</td>
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<td>120</td>
<td>1,500</td>
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</tbody>
</table>

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)

<table>
<thead>
<tr>
<th>Merry’s Armor Values</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ATTACK TYPE</strong></td>
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<tr>
<td>Archer</td>
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<td>Foot Soldier</td>
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<tr>
<td>Orc/Uruk</td>
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<tr>
<td>Melee Hero</td>
</tr>
<tr>
<td>Missile Hero</td>
</tr>
<tr>
<td>Fire</td>
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**Merry’s Statistics by Rank**

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<th>HEALTH</th>
<th>MELEE DAMAGE</th>
<th>MISSILE DAMAGE</th>
<th>RESURRECT TIME (Secs)</th>
<th>EXP. NEEDED</th>
<th>EXP. VALUE</th>
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</thead>
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<td>30</td>
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<td>120</td>
<td>130</td>
<td>120</td>
<td>400</td>
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</tr>
</tbody>
</table>

**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 Palantir 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

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>40%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>40%</td>
</tr>
</tbody>
</table>

Pippin's Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Missile Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
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<td>240</td>
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<td>120</td>
<td>130</td>
<td>120</td>
<td>400</td>
<td>10</td>
</tr>
</tbody>
</table>

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 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**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>40%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>60%</td>
</tr>
<tr>
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</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>40%</td>
</tr>
</tbody>
</table>

**Throw Rocks/Use Sword**

- **Required Rank:** n/a
- **Duration:** n/a
- **Recharge Time:** n/a
- **Keyboard Shortcut:**  

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:**  

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.
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.

**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

---

**Éomer’s Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken (On Foot)</th>
<th>Damage Taken (Mounted)</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>Archer</td>
<td>40%</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
<td>30%</td>
</tr>
<tr>
<td>Foot Soldier</td>
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<td>50% (100% vs. pikemen)</td>
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<td>Orc/Uruk</td>
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<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
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<tr>
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<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>20%</td>
<td>50%</td>
</tr>
</tbody>
</table>

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**Éomer’s Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
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<td>120</td>
<td>1,500</td>
<td>200</td>
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</table>
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**

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

**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.

---

**Éowyn’s Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken (On Foot)</th>
<th>Damage Taken (Mounted)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>50%</td>
<td>50%</td>
</tr>
<tr>
<td>Archer</td>
<td>40%</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
<td>30%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
<td>50% (100% vs. pikemen)</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>40%</td>
<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>20%</td>
<td>50%</td>
</tr>
</tbody>
</table>

**Éowyn’s Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
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<tbody>
<tr>
<td>1</td>
<td>800</td>
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<td>2</td>
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<tr>
<td>3</td>
<td>920</td>
<td>80</td>
<td>60</td>
<td>100</td>
<td>60</td>
</tr>
<tr>
<td>4</td>
<td>1,000</td>
<td>100</td>
<td>90</td>
<td>200</td>
<td>70</td>
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<tr>
<td>5</td>
<td>1,100</td>
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<td>90</td>
<td>300</td>
<td>80</td>
</tr>
<tr>
<td>6</td>
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<td>140</td>
<td>90</td>
<td>400</td>
<td>90</td>
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<tr>
<td>7</td>
<td>1,300</td>
<td>160</td>
<td>90</td>
<td>500</td>
<td>100</td>
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<tr>
<td>8</td>
<td>1,400</td>
<td>180</td>
<td>90</td>
<td>600</td>
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<tr>
<td>9</td>
<td>1,500</td>
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<td>700</td>
<td>150</td>
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<tr>
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<td>1,600</td>
<td>250</td>
<td>120</td>
<td>800</td>
<td>200</td>
</tr>
</tbody>
</table>
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, 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.

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

NOTE
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.

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

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken (On Foot)</th>
<th>Damage Taken (Mounted)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>50%</td>
<td>50%</td>
</tr>
<tr>
<td>Archer</td>
<td>40%</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
<td>30%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
<td>50% (100% vs. pikemen)</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>40%</td>
<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>20%</td>
<td>50%</td>
</tr>
</tbody>
</table>
**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:**  
**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:**  
**Keyboard Shortcut:** R

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

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

Treebeard's Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>1%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>1%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>1%</td>
</tr>
<tr>
<td>Axe (Orc/Uruk Laborer)</td>
<td>500%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>20%</td>
</tr>
<tr>
<td>Fire</td>
<td>60%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>100%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
</tbody>
</table>

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.

NOTE
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.

**Elven Warrior Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>200%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>300%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>300%</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
</tbody>
</table>

**Elven Warrior Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Missile Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>160</td>
<td>60</td>
<td>30</td>
<td>n/a</td>
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<tr>
<td>2</td>
<td>180</td>
<td>70</td>
<td>40</td>
<td>150</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>200</td>
<td>80</td>
<td>50</td>
<td>300</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>220</td>
<td>90</td>
<td>60</td>
<td>500</td>
<td>8</td>
</tr>
<tr>
<td>5</td>
<td>240</td>
<td>100</td>
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<td>700</td>
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<td>6</td>
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<td>75</td>
<td>900</td>
<td>10</td>
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<tr>
<td>7</td>
<td>260</td>
<td>110</td>
<td>80</td>
<td>1,100</td>
<td>11</td>
</tr>
<tr>
<td>8</td>
<td>270</td>
<td>115</td>
<td>85</td>
<td>1,300</td>
<td>12</td>
</tr>
<tr>
<td>9</td>
<td>280</td>
<td>120</td>
<td>90</td>
<td>1,500</td>
<td>13</td>
</tr>
<tr>
<td>10</td>
<td>290</td>
<td>125</td>
<td>95</td>
<td>1,700</td>
<td>14</td>
</tr>
</tbody>
</table>

**Switch Weapon**

**Duration:** Instant

**Keyboard Shortcut:** T

Left-clicking on the Switch Weapon Palantir 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**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN (UNDRAFTED)</th>
<th>DAMAGE TAKEN (DRAFTED)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>200%</td>
<td>200%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>80%</td>
<td>50%</td>
</tr>
<tr>
<td>Fire</td>
<td>80%</td>
<td>50%</td>
</tr>
</tbody>
</table>

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.
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 Palantír 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 Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>100% (200% from pikes)</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>300%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>

### Rohirrim Archer Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>100% (200% from pikes)</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>300%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>
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.

**Skirmish Formation**

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

Archers

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Missile Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
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<tr>
<td>1</td>
<td>80</td>
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<td>3</td>
</tr>
<tr>
<td>2</td>
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<tr>
<td>7</td>
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</tr>
<tr>
<td>8</td>
<td>190</td>
<td>65</td>
<td>800</td>
<td>10</td>
</tr>
<tr>
<td>9</td>
<td>200</td>
<td>70</td>
<td>1,000</td>
<td>11</td>
</tr>
<tr>
<td>10</td>
<td>210</td>
<td>75</td>
<td>1,200</td>
<td>12</td>
</tr>
</tbody>
</table>

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

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.

Knights

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Missile Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>2</td>
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<td>4</td>
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<td>5</td>
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<tr>
<td>4</td>
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</tr>
<tr>
<td>8</td>
<td>190</td>
<td>65</td>
<td>800</td>
<td>10</td>
</tr>
<tr>
<td>9</td>
<td>200</td>
<td>70</td>
<td>1,000</td>
<td>11</td>
</tr>
<tr>
<td>10</td>
<td>210</td>
<td>75</td>
<td>1,200</td>
<td>12</td>
</tr>
</tbody>
</table>

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)

Armors

<table>
<thead>
<tr>
<th>Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>200%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>200%</td>
</tr>
<tr>
<td>Archer</td>
<td>80%</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100% (200% from pikes)</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>300%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>
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.

Knight Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>240</td>
<td>40</td>
<td>n/a</td>
<td>8</td>
</tr>
<tr>
<td>2</td>
<td>260</td>
<td>50</td>
<td>200</td>
<td>9</td>
</tr>
<tr>
<td>3</td>
<td>280</td>
<td>60</td>
<td>400</td>
<td>10</td>
</tr>
<tr>
<td>4</td>
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<td>70</td>
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<tr>
<td>5</td>
<td>320</td>
<td>80</td>
<td>800</td>
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</tr>
<tr>
<td>6</td>
<td>330</td>
<td>85</td>
<td>1,000</td>
<td>13</td>
</tr>
<tr>
<td>7</td>
<td>340</td>
<td>90</td>
<td>1,200</td>
<td>14</td>
</tr>
<tr>
<td>8</td>
<td>350</td>
<td>95</td>
<td>1,400</td>
<td>15</td>
</tr>
<tr>
<td>9</td>
<td>360</td>
<td>100</td>
<td>1,600</td>
<td>16</td>
</tr>
<tr>
<td>10</td>
<td>370</td>
<td>105</td>
<td>2,000</td>
<td>20</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>Trained In: Archery Range</th>
<th>Cost: 500 (rank 2 Archery Range required)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command Points: 15</td>
<td></td>
</tr>
<tr>
<td>Number of Units in Battalion: 5</td>
<td></td>
</tr>
<tr>
<td>Build Time: 30 seconds</td>
<td></td>
</tr>
<tr>
<td>Attack Type: Archer (bow), foot soldier (sword)</td>
<td></td>
</tr>
</tbody>
</table>

Ranger Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>200%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>300%</td>
</tr>
<tr>
<td>Orc/Uruck</td>
<td>300%</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
</tbody>
</table>

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

NOTE
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.

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.

Ranger Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Missile Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>120</td>
<td>20</td>
<td>20</td>
<td>n/a</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>140</td>
<td>30</td>
<td>30</td>
<td>150</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>160</td>
<td>40</td>
<td>40</td>
<td>300</td>
<td>7</td>
</tr>
<tr>
<td>4</td>
<td>180</td>
<td>50</td>
<td>50</td>
<td>500</td>
<td>8</td>
</tr>
<tr>
<td>5</td>
<td>200</td>
<td>60</td>
<td>60</td>
<td>700</td>
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</tr>
<tr>
<td>6</td>
<td>210</td>
<td>65</td>
<td>65</td>
<td>900</td>
<td>10</td>
</tr>
<tr>
<td>7</td>
<td>220</td>
<td>70</td>
<td>70</td>
<td>1,100</td>
<td>11</td>
</tr>
<tr>
<td>8</td>
<td>230</td>
<td>75</td>
<td>75</td>
<td>1,300</td>
<td>12</td>
</tr>
<tr>
<td>9</td>
<td>240</td>
<td>80</td>
<td>80</td>
<td>1,500</td>
<td>13</td>
</tr>
<tr>
<td>10</td>
<td>250</td>
<td>85</td>
<td>85</td>
<td>1,700</td>
<td>14</td>
</tr>
</tbody>
</table>

Soldier Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>100</td>
<td>10</td>
<td>n/a</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>120</td>
<td>20</td>
<td>50</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>140</td>
<td>30</td>
<td>100</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>160</td>
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<td>5</td>
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<tr>
<td>8</td>
<td>210</td>
<td>65</td>
<td>800</td>
<td>10</td>
</tr>
<tr>
<td>9</td>
<td>220</td>
<td>70</td>
<td>1,000</td>
<td>11</td>
</tr>
<tr>
<td>10</td>
<td>230</td>
<td>75</td>
<td>1,200</td>
<td>12</td>
</tr>
</tbody>
</table>

Soldier Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>200%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Fire</td>
<td>50%</td>
</tr>
</tbody>
</table>

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

**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.

**Tower Guard Armor**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>50%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Fire</td>
<td>50%</td>
</tr>
</tbody>
</table>

**Trebuchet Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>40%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>250%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>250%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>200%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Siege</td>
<td>50%</td>
</tr>
<tr>
<td>Boulders</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>10%</td>
</tr>
</tbody>
</table>

**Tower Guard Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>160</td>
<td>40</td>
<td>n/a</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>180</td>
<td>50</td>
<td>150</td>
<td>6</td>
</tr>
<tr>
<td>3</td>
<td>200</td>
<td>60</td>
<td>300</td>
<td>7</td>
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<td>4</td>
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<td>5</td>
<td>240</td>
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<tr>
<td>6</td>
<td>250</td>
<td>85</td>
<td>900</td>
<td>10</td>
</tr>
<tr>
<td>7</td>
<td>260</td>
<td>90</td>
<td>1,100</td>
<td>11</td>
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<tr>
<td>8</td>
<td>270</td>
<td>95</td>
<td>1,300</td>
<td>12</td>
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<tr>
<td>9</td>
<td>280</td>
<td>100</td>
<td>1,500</td>
<td>13</td>
</tr>
<tr>
<td>10</td>
<td>290</td>
<td>105</td>
<td>1,700</td>
<td>14</td>
</tr>
</tbody>
</table>

**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)
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.

Oathbreakers

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.

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.

**Ent Armor Values**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>1%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>1%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>1%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Fire</td>
<td>60%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>100%</td>
</tr>
<tr>
<td>Boulder</td>
<td>100%</td>
</tr>
<tr>
<td>Axe</td>
<td>500%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>20%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
</tbody>
</table>

**Ents do not rise in rank.**

**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.

**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.

**Giant Eagle Armor Values**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>25%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>50%</td>
</tr>
<tr>
<td>Magic</td>
<td>150%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp Needed</th>
<th>Exp Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>1,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>3,600</td>
<td>20</td>
</tr>
</tbody>
</table>

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:** [G]  
**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

Ent Moot

Built On: Settlement, outpost, camp, or castle building foundation
Cost: 350
Keyboard Shortcut: E
Effect: Creates Peasants, harvests resources (food), reduces cost of Rohirrim and Rohirrim Archers

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.

Farm

Built On: Settlements
Cost: 5,000
Keyboard Shortcut: E
Effect: Trains Ents, revives Treebeard

Reduced Cost of Rohirrim

<table>
<thead>
<tr>
<th># of Farms</th>
<th>Rohirrim Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>15%</td>
</tr>
<tr>
<td>4</td>
<td>20%</td>
</tr>
<tr>
<td>5</td>
<td>25%</td>
</tr>
<tr>
<td>6+</td>
<td>30%</td>
</tr>
</tbody>
</table>

Farm Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resources Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,500</td>
<td>15 per 6 sec.</td>
<td>n/a</td>
</tr>
<tr>
<td>2</td>
<td>3,000</td>
<td>18 per 6 sec.</td>
<td>1,200</td>
</tr>
<tr>
<td>3</td>
<td>5,000</td>
<td>20 per 6 sec.</td>
<td>2,700</td>
</tr>
</tbody>
</table>
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

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**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp Needed</th>
<th>Exp Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>3,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>7,200</td>
<td>20</td>
</tr>
</tbody>
</table>

**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**

<table>
<thead>
<tr>
<th># of Statues</th>
<th>Hero Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>20%</td>
</tr>
<tr>
<td>4</td>
<td>30%</td>
</tr>
</tbody>
</table>

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

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**

<table>
<thead>
<tr>
<th># of Wells</th>
<th>Peasant Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>20%</td>
</tr>
<tr>
<td>3</td>
<td>30%</td>
</tr>
</tbody>
</table>

Wells do not rise in rank.

NOTE

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**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>1,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>3,600</td>
<td>20</td>
</tr>
</tbody>
</table>

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

NOTE
**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

**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)

**Blacksmith**

Built On: Outpost, camp, or castle building foundation  
Cost: 400  
Keyboard Shortcut: F  
Effect: Creates Peasants, harvests resources (food), reduces cost of Knights

**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
Forbidden Pool

Cost: 1,200
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

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

Note: Heroic Statues do not rise in rank.
Marketplace

- **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

- **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

- **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.**

Sentry Tower

- **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

- **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**

<table>
<thead>
<tr>
<th>RANK</th>
<th>HEALTH</th>
<th>BUILD SPEED</th>
<th>EXP NEEDED</th>
<th>EXP VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>2,400</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>4,800</td>
<td>20</td>
</tr>
</tbody>
</table>
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)

Stoneworkers do not rise in rank.

Stoneworker

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

<table>
<thead>
<tr>
<th># of Stoneworkers</th>
<th>Defense Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>20%</td>
</tr>
<tr>
<td>2</td>
<td>40%</td>
</tr>
</tbody>
</table>

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

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

Workshop

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).

Workshop Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>3,200</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>6,400</td>
<td>20</td>
</tr>
</tbody>
</table>

Fire Stone Upgrade

Cost: 300
Health: 3,000
Experience Value: 10
Keyboard Shortcut: n/a
Effect: Trains Elven Warriors

Elven Barracks

Built On: Specific sites in Lothlorien during Good campaign
Cost: 300
Health: 3,000
Experience Value: 10
Keyboard Shortcut: n/a
Effect: Trains Elven Warriors

NOTE

Wells do not rise in rank.
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**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generic</td>
<td>50%</td>
</tr>
<tr>
<td>Archer</td>
<td>40%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>40%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>20%</td>
</tr>
</tbody>
</table>

---

**Lurtz’s Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Ranged Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,200</td>
<td>60</td>
<td>40</td>
<td>60 n/a</td>
<td>40</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>1,260</td>
<td>80</td>
<td>60</td>
<td>90 50</td>
<td>50</td>
<td>50</td>
</tr>
<tr>
<td>3</td>
<td>1,320</td>
<td>100</td>
<td>80</td>
<td>90 100</td>
<td>60</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>1,400</td>
<td>120</td>
<td>100</td>
<td>120 200</td>
<td>70</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>1,500</td>
<td>140</td>
<td>120</td>
<td>120 300</td>
<td>80</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>1,600</td>
<td>160</td>
<td>140</td>
<td>120 500</td>
<td>90</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>1,700</td>
<td>180</td>
<td>160</td>
<td>120 700</td>
<td>100</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>1,800</td>
<td>200</td>
<td>180</td>
<td>120 900</td>
<td>120</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>1,900</td>
<td>220</td>
<td>200</td>
<td>150 1,100</td>
<td>150</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>2,000</td>
<td>270</td>
<td>250</td>
<td>150 1,500</td>
<td>200</td>
<td></td>
</tr>
</tbody>
</table>

---

**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:  
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.

Saruman’s Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generic</td>
<td>75%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>75%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>50%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>30%</td>
</tr>
</tbody>
</table>

Saruman’s Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Resurrect Time (Secs)</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,200</td>
<td>80</td>
<td>75</td>
<td>n/a</td>
<td>70</td>
</tr>
<tr>
<td>2</td>
<td>1,260</td>
<td>100</td>
<td>105</td>
<td>100</td>
<td>80</td>
</tr>
<tr>
<td>3</td>
<td>1,320</td>
<td>120</td>
<td>105</td>
<td>200</td>
<td>90</td>
</tr>
<tr>
<td>4</td>
<td>1,400</td>
<td>140</td>
<td>135</td>
<td>300</td>
<td>100</td>
</tr>
<tr>
<td>5</td>
<td>1,500</td>
<td>160</td>
<td>135</td>
<td>500</td>
<td>120</td>
</tr>
<tr>
<td>6</td>
<td>1,600</td>
<td>180</td>
<td>135</td>
<td>700</td>
<td>150</td>
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<tr>
<td>7</td>
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<td>1,800</td>
<td>220</td>
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<td>1,100</td>
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<td>1,900</td>
<td>240</td>
<td>165</td>
<td>1,500</td>
<td>250</td>
</tr>
<tr>
<td>10</td>
<td>2,000</td>
<td>290</td>
<td>165</td>
<td>2,000</td>
<td>300</td>
</tr>
</tbody>
</table>

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.

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

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generic</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>40%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>60%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>60%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>40%</td>
</tr>
</tbody>
</table>

NOTE

Gollum’s Armor Values

**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%  

**Attack Type:** Hero Melee  
**Damage:** 10  
**Health:** 200
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.

**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.

**Nazgûl Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>25%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>300%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>100%</td>
</tr>
</tbody>
</table>

Nazgûl appear at rank 10 and do not rise further than that.
The Witch-king appears in the game at rank 10 and does not rise any further in rank.

**NOTE**

**Witch-king's Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generic</td>
<td>25%</td>
</tr>
<tr>
<td>Giant Eagle/Nazgûl</td>
<td>100%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>300%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Siege</td>
<td>100%</td>
</tr>
</tbody>
</table>

**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.

---

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.

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**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Generic</td>
<td>20%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>50%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>40%</td>
</tr>
<tr>
<td>Archer</td>
<td>45%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>125%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>50%</td>
</tr>
</tbody>
</table>
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.

**Ballista Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>250%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>250%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>10%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>50%</td>
</tr>
</tbody>
</table>

**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.

**Battering Ram Armor Values**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>25%</td>
</tr>
<tr>
<td>Archer</td>
<td>10%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>50%</td>
</tr>
</tbody>
</table>

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.

Battering Rams do not rise in rank.

**NOTE**
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.

**Berserkers**

**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
**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 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!

**Explosive Mines**

**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**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
</tbody>
</table>

**NOTE**

Explosive Mines do not rise in rank.
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

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>200%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>80%</td>
</tr>
<tr>
<td>Fire</td>
<td>80%</td>
</tr>
</tbody>
</table>

Orc Laborers do not rise in rank.

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

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>25%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>25%</td>
</tr>
<tr>
<td>Archer</td>
<td>10%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>50%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>10%</td>
</tr>
</tbody>
</table>

Siege Ladders do not rise in rank.

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.

<table>
<thead>
<tr>
<th>Uruk Crossbowman Armor Values</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ATTACK TYPE</strong></td>
</tr>
<tr>
<td>Default</td>
</tr>
<tr>
<td>Cavalry</td>
</tr>
<tr>
<td>Foot Soldier</td>
</tr>
<tr>
<td>Orc/Uruk</td>
</tr>
<tr>
<td>Arrow</td>
</tr>
</tbody>
</table>

**Uruk Crossbowmen Statistics by Rank**

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

**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.

<table>
<thead>
<tr>
<th>Uruk Pikemen Armor Values</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ATTACK TYPE</strong></td>
</tr>
<tr>
<td>Default</td>
</tr>
<tr>
<td>Cavalry</td>
</tr>
<tr>
<td>Foot Soldier</td>
</tr>
<tr>
<td>Orc/Uruk</td>
</tr>
<tr>
<td>Archer</td>
</tr>
<tr>
<td>Fire</td>
</tr>
</tbody>
</table>

**Uruk Pikemen Statistics by Rank**

<table>
<thead>
<tr>
<th>RANK</th>
<th>HEALTH</th>
<th>MELEE DAMAGE</th>
<th>EXP NEEDED</th>
<th>EXP VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>80</td>
<td>20</td>
<td>n/a</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>100</td>
<td>25</td>
<td>100</td>
<td>4</td>
</tr>
<tr>
<td>3</td>
<td>120</td>
<td>30</td>
<td>200</td>
<td>5</td>
</tr>
<tr>
<td>4</td>
<td>140</td>
<td>35</td>
<td>400</td>
<td>6</td>
</tr>
<tr>
<td>5</td>
<td>160</td>
<td>40</td>
<td>600</td>
<td>7</td>
</tr>
<tr>
<td>6</td>
<td>170</td>
<td>45</td>
<td>800</td>
<td>8</td>
</tr>
<tr>
<td>7</td>
<td>180</td>
<td>50</td>
<td>1,200</td>
<td>9</td>
</tr>
<tr>
<td>8</td>
<td>190</td>
<td>55</td>
<td>1,600</td>
<td>10</td>
</tr>
<tr>
<td>9</td>
<td>200</td>
<td>60</td>
<td>2,000</td>
<td>11</td>
</tr>
<tr>
<td>10</td>
<td>210</td>
<td>65</td>
<td>2,400</td>
<td>12</td>
</tr>
</tbody>
</table>
Porcupine Formation/
Loose Formation

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 hardest 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

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>200%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>50%</td>
</tr>
<tr>
<td>Fire</td>
<td>50%</td>
</tr>
</tbody>
</table>

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

Block Formation/
Loose Formation

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

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.
The Forces of Evil: Units

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.

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 Rams do not rise in rank.

Note

Warg Rider Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100% (200% vs. pikes)</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>300%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>

Warg Rider Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>300</td>
<td>60</td>
<td>n/a</td>
<td>5</td>
</tr>
<tr>
<td>2</td>
<td>320</td>
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<td>3</td>
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</tr>
<tr>
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<td>10</td>
<td>430</td>
<td>125</td>
<td>1,700</td>
<td>14</td>
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</table>

Battering Ram Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>25%</td>
</tr>
<tr>
<td>Archer</td>
<td>10%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>50%</td>
</tr>
</tbody>
</table>
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.

---

**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.

---

**Catapults**

*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**

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>250%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>250%</td>
</tr>
<tr>
<td>Fire</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>10%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>50%</td>
</tr>
</tbody>
</table>

---

**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*
The Forces of Evil: Units

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.

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>50%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100% (200% vs. pikes)</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>75%</td>
</tr>
<tr>
<td>Magic</td>
<td>200%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>200%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>

Drummer Troll Armor Values

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2,000</td>
<td>120</td>
<td>n/a</td>
<td>20</td>
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</table>

Drummer Troll Statistics by Rank

<table>
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<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>20%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>20%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>20%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>50%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>1%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>100%</td>
</tr>
<tr>
<td>Boulder</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>1%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
</tbody>
</table>

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.

<table>
<thead>
<tr>
<th>Trained In</th>
<th>Haradrim Palace</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cost</td>
<td>200</td>
</tr>
<tr>
<td>Command Points</td>
<td>10</td>
</tr>
<tr>
<td>Number of Units in Horde</td>
<td>5</td>
</tr>
<tr>
<td>Build Time</td>
<td>30 seconds</td>
</tr>
<tr>
<td>Attack Type</td>
<td>Archer (bow), foot soldier (lance)</td>
</tr>
</tbody>
</table>
Wedge Formation/Line Formation

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.

Haradrim Lancer Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>100%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100%</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>100%</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
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Haradrim Lancer Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Missile Damage</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
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<td>10</td>
<td>190</td>
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<td>1,700</td>
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</table>

Mountain Troll Armor Values

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<thead>
<tr>
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<th>Damage Taken</th>
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<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>50%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100% (200% vs. pikes)</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>75%</td>
</tr>
<tr>
<td>Magic</td>
<td>200%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>200%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>

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)
The Forces of Evil: Units

**Mountain Troll Statistics by Rank**

<table>
<thead>
<tr>
<th>RANK</th>
<th>HEALTH</th>
<th>PUNCH DAMAGE</th>
<th>SHOULDER DAMAGE</th>
<th>TREE DAMAGE</th>
<th>ROCK DAMAGE</th>
<th>EXP. NEEDED</th>
<th>VALUE</th>
</tr>
</thead>
<tbody>
<tr>
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<td>200</td>
<td>400</td>
<td>120</td>
<td>300</td>
<td>n/a</td>
<td>20</td>
</tr>
<tr>
<td>2</td>
<td>2,050</td>
<td>230</td>
<td>430</td>
<td>150</td>
<td>330</td>
<td>200</td>
<td>30</td>
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<td>460</td>
<td>180</td>
<td>360</td>
<td>400</td>
<td>40</td>
</tr>
<tr>
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<td>490</td>
<td>210</td>
<td>390</td>
<td>600</td>
<td>50</td>
</tr>
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<td>2,200</td>
<td>320</td>
<td>520</td>
<td>240</td>
<td>420</td>
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<td>610</td>
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<td>90</td>
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<td>360</td>
<td>540</td>
<td>2,500</td>
<td>100</td>
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<td>10</td>
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<td>470</td>
<td>670</td>
<td>390</td>
<td>570</td>
<td>3,000</td>
<td>110</td>
</tr>
</tbody>
</table>

**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.

---

**Mûmakil Armor Values**

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>1%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>1%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>1% (200% vs. pikes)</td>
</tr>
<tr>
<td>Orc/Uruk</td>
<td>1%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>200%</td>
</tr>
<tr>
<td>Boulder</td>
<td>200%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>100%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>200%</td>
</tr>
<tr>
<td>Fire</td>
<td>200%</td>
</tr>
</tbody>
</table>
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.

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.

**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.

**Harvest Resources**

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

**Orc Warrior Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Melee Damage</th>
<th>Exp Needed</th>
<th>Exp Value</th>
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<td>10</td>
<td>180</td>
<td>55</td>
<td>2,400</td>
<td>12</td>
</tr>
</tbody>
</table>

**Bloodthirsty**

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.

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

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
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<td>Default</td>
<td>10%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>25%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>1%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>100%</td>
</tr>
<tr>
<td>Boulder</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>10%</td>
</tr>
<tr>
<td>Archer</td>
<td>1%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>10%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>1%</td>
</tr>
</tbody>
</table>

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.

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

Soldiers of Rhun do not rise in rank.

NOTE

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 Armor Values

<table>
<thead>
<tr>
<th>ATTACK TYPE</th>
<th>DAMAGE TAKEN</th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td>Arrow</td>
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</tr>
<tr>
<td>Fire</td>
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</table>

Soldiers of Rhun Statistics by Rank

<table>
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<tr>
<th>RANK</th>
<th>HEALTH</th>
<th>MELEE DAMAGE</th>
<th>EXP NEEDED</th>
<th>EXP VALUE</th>
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<td>10</td>
<td>290</td>
<td>105</td>
<td>1,700</td>
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</tbody>
</table>
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.

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 hardiest 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)

The Balrog Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>1%</td>
</tr>
<tr>
<td>Siege Weapon</td>
<td>25%</td>
</tr>
<tr>
<td>Boulder</td>
<td>25%</td>
</tr>
<tr>
<td>Magic</td>
<td>100%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>50%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>1%</td>
</tr>
</tbody>
</table>

NOTE

The Balrog does not rise in rank.

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.
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.

**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 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.

### Cave Troll Armor Values

<table>
<thead>
<tr>
<th>Attack Type</th>
<th>Damage Taken</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>100%</td>
</tr>
<tr>
<td>Cavalry</td>
<td>50%</td>
</tr>
<tr>
<td>Foot Soldier</td>
<td>100% (200% vs. pikes)</td>
</tr>
<tr>
<td>Archer</td>
<td>100%</td>
</tr>
<tr>
<td>Fire</td>
<td>75%</td>
</tr>
<tr>
<td>Magic</td>
<td>200%</td>
</tr>
<tr>
<td>Melee Hero</td>
<td>200%</td>
</tr>
<tr>
<td>Missile Hero</td>
<td>100%</td>
</tr>
</tbody>
</table>

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 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.
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.

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!

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 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: Archer (bow)
Health: 30
Damage: 10
Experience Value: 1

Goblin Archers do not rise in rank.

NOTE

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.

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

Armory

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

Heavy Armor Upgrade
Cost: 1,000
Keyboard Shortcut: V
Effect: Allows you to upgrade Uruk-hai, 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

NOTE

Armories do not rise in rank.

Isengard Buildings and Structures

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
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**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resource Production</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,500</td>
<td>15 per 6 sec.</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>2,000</td>
<td>18 per 6 sec.</td>
<td>2,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>5,000</td>
<td>20 per 6 sec.</td>
<td>5,000</td>
<td>20</td>
</tr>
</tbody>
</table>

**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)

---

**Furnace Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resource Production</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+15 per 6 sec.</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+18 per 6 sec.</td>
<td>1,200</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,500</td>
<td>+20 per 6 sec.</td>
<td>2,700</td>
<td>20</td>
</tr>
</tbody>
</table>

**Siege Weapon and Upgrade Cost Reduction**

<table>
<thead>
<tr>
<th># of Furnaces</th>
<th>Furnace Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>15%</td>
</tr>
<tr>
<td>4</td>
<td>20%</td>
</tr>
<tr>
<td>5</td>
<td>30%</td>
</tr>
<tr>
<td>6 or more</td>
<td>40%</td>
</tr>
</tbody>
</table>

**Lumber Mill** automatically produce four Orc Laborers when they are built.

**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.**

---

**Building Cost Reduction**

<table>
<thead>
<tr>
<th># of Lumber Mills</th>
<th>Building Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>20%</td>
</tr>
<tr>
<td>4 or more</td>
<td>30%</td>
</tr>
</tbody>
</table>

**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 Warg Riders

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)

Warg Pit

Built On: Outpost, camp, or castle building foundation
Cost: 800
Keyboard Shortcut: P
Effect: Trains Warg Riders

Siege Works Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>2,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>4,000</td>
<td>20</td>
</tr>
</tbody>
</table>

Uruk Pit Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>1,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>2,000</td>
<td>20</td>
</tr>
</tbody>
</table>

Warg Pit Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>4,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>7,200</td>
<td>20</td>
</tr>
</tbody>
</table>

Slaughterhouse Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resource Production</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,500</td>
<td>15 per 6 sec.</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>3,000</td>
<td>18 per 6 sec.</td>
<td>1,200</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>4,500</td>
<td>20 per 6 sec.</td>
<td>2,700</td>
<td>20</td>
</tr>
</tbody>
</table>

Warg Rider Cost Reduction

<table>
<thead>
<tr>
<th># of Slaughterhouses</th>
<th>Warg Rider Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>15%</td>
</tr>
<tr>
<td>4</td>
<td>20%</td>
</tr>
<tr>
<td>5</td>
<td>25%</td>
</tr>
<tr>
<td>6 or more</td>
<td>30%</td>
</tr>
</tbody>
</table>

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

NOTE
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

Furnace Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resource Production</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+15 per 6 sec.</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+18 per 6 sec.</td>
<td>1,200</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,500</td>
<td>+20 per 6 sec.</td>
<td>2,700</td>
<td>20</td>
</tr>
</tbody>
</table>

Siege Weapon and Upgrade Cost Reduction

<table>
<thead>
<tr>
<th># of Furnaces</th>
<th>Furnace Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>15%</td>
</tr>
<tr>
<td>4</td>
<td>20%</td>
</tr>
<tr>
<td>5</td>
<td>30%</td>
</tr>
<tr>
<td>6 or more</td>
<td>40%</td>
</tr>
</tbody>
</table>

Great Siege Works

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

Great Siege Works Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>4,500</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>5,500</td>
<td>+25%</td>
<td>2,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,500</td>
<td>+50%</td>
<td>4,000</td>
<td>20</td>
</tr>
</tbody>
</table>

Haradrim Palace
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)

Haradrim Palace Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,500</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>3,000</td>
<td>+25%</td>
<td>500</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>5,000</td>
<td>+50%</td>
<td>2,400</td>
<td>20</td>
</tr>
</tbody>
</table>

Lumber Mill

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)

Lumber Mill Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resource Production</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,500</td>
<td>15 per 6 sec.</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>2,000</td>
<td>18 per 6 sec.</td>
<td>2,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>5,000</td>
<td>20 per 6 sec.</td>
<td>5,000</td>
<td>20</td>
</tr>
</tbody>
</table>

Building Cost Reduction

<table>
<thead>
<tr>
<th># of Lumber Mills</th>
<th>Building Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>20%</td>
</tr>
<tr>
<td>4 or more</td>
<td>30%</td>
</tr>
</tbody>
</table>

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

Mûmakil Pen

Built On: Outpost, camp, or castle building foundation
Cost: 1,200
Keyboard Shortcut: M
Effect: Trains mûmakil

Mûmakil Pen Statistics by Rank

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>6,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>7,000</td>
<td>+25%</td>
<td>10,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>8,000</td>
<td>+50%</td>
<td>20,000</td>
<td>20</td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>RANK</th>
<th>HEALTH</th>
<th>BUILD SPEED</th>
<th>EXP. NEEDED</th>
<th>EXP. VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>1,600</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>3,600</td>
<td>20</td>
</tr>
</tbody>
</table>

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
**Slaughterhouse**

Built On: Camp or castle defensive foundation  
Cost: 150  
Health: 1,000  
Damage: 20

**Effect:** Fires arrows at enemy units within range

**Troll Cage**

Built On: Outpost, camp, or castle building foundation  
Cost: 1,200

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

**Slaughterhouse Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Resource Production</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1,500</td>
<td>15 per 6 sec.</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>3,000</td>
<td>18 per 6 sec.</td>
<td>1,200</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>4,500</td>
<td>20 per 6 sec.</td>
<td>2,700</td>
<td>20</td>
</tr>
</tbody>
</table>

**Troll and Mûmakil Cost Reduction**

<table>
<thead>
<tr>
<th>Number of Slaughterhouses</th>
<th>Troll and Mûmakil Cost Reduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0%</td>
</tr>
<tr>
<td>2</td>
<td>10%</td>
</tr>
<tr>
<td>3</td>
<td>15%</td>
</tr>
<tr>
<td>4</td>
<td>20%</td>
</tr>
<tr>
<td>5</td>
<td>25%</td>
</tr>
<tr>
<td>6 or more</td>
<td>30%</td>
</tr>
</tbody>
</table>

**Troll Cage Statistics by Rank**

<table>
<thead>
<tr>
<th>Rank</th>
<th>Health</th>
<th>Build Speed</th>
<th>Exp. Needed</th>
<th>Exp. Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3,000</td>
<td>+0%</td>
<td>n/a</td>
<td>10</td>
</tr>
<tr>
<td>2</td>
<td>4,500</td>
<td>+25%</td>
<td>5,000</td>
<td>15</td>
</tr>
<tr>
<td>3</td>
<td>6,000</td>
<td>+50%</td>
<td>12,000</td>
<td>20</td>
</tr>
</tbody>
</table>
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.

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

NOTE

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.

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

NOTE

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.

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

NOTE
GOOD CAMPAIGN OVERVIEW
The Good campaign follows the epic story 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.

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

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5. The Fellowship of the Ring in **Amon Hen**
6. Éomer and the armies of Rohan in an ancillary battle
7. Éomer and the armies of Rohan in the **Eaves of Fangorn**
8. Éomer and the armies of Rohan in an ancillary battle
9. Éomer and the armies of Rohan in an ancillary battle
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16. Sam and the armies of Gondor in **Shelob’s Lair**
17. The Good heroes and the armies of Gondor and Rohan in **Minas Tirith**
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**

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.

<table>
<thead>
<tr>
<th>Major Battles of the Good Campaign</th>
<th>Ancillary Battles of the Good Campaign</th>
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</thead>
<tbody>
<tr>
<td>Icon 1</td>
<td>Mines of Moria</td>
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<tr>
<td>Icon 2</td>
<td>Lothlorien</td>
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<td>Icon 3</td>
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<td>Icon 8</td>
<td>Osgiliath</td>
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<td>Shelob’s Lair</td>
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<tr>
<td>Icon 10</td>
<td>Minas Tirith</td>
</tr>
<tr>
<td>Icon 11</td>
<td>Black Gate</td>
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**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.

**ENEMIES ENCOUNTERED**
- Balrog
- Goblin Swordsmen
- Cave Trolls
- Goblin Archers

**MAP KEY**
- Enemy unit(s)
- Veterancy upgrade

**FINISH**
- BALIN’S TOMB

**START**

---

"The Mines of Moria"
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 (8 and 9), 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.
Two lowly Goblin Swordsmen guard the first rank-boosting veteranity 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.

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.

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).
Goblins

In the room north of the last group of Goblin Swordsmen, you find another veteranancy upgrade 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.

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 that burst in through the northeast wall after you defeat this wave of enemies.

Goblins and Trolls

As soon as you finish off the last of the first wave of enemies, 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.

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 veteranancy upgrade once you’ve cleared the area, but don’t proceed any farther until you’ve rested.

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.

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The first experience-bonus veteranity 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 veteranity upgrade with Aragorn or Gandalf to raise their ranks and enable an additional special ability.

The second veteranity upgrade is slightly northwest of the second group of Goblin Swordsmen. Defeat the foes first, then pick it up with Aragorn or Gandalf, whoever didn’t get the last one.

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

The fifth and final veteranity upgrade is in the large hall with the vast numbers of goblins just north of Balin’s Tomb. Slay them all and collect the veteranity upgrade with any hero.

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

**NOTE**
**LOTHLORIEN**

**OBJECTIVES**
- Move the Fellowship to Lothlorien.
- Build a Barracks and train Elven Warriors.
- Prepare for an attack by goblins and Cave Trolls.
- Destroy all Lumber Mills.

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

**ENEMIES ENCOUNTERED**
- Cave Trolls (Isengard)
- Goblin Archers (Isengard)
- Goblin Swordsmen (Isengard)
- Orc Laborers (Isengard)

**MAP KEY**
- +50 Command
- +1 Power

**REWARD FOR VICTORY**
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.
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.

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.

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 southeast end of the bridge and your Archers (group 2) just behind them.

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.

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.
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 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!

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.

Northeast Lumber Mill

As soon as you repel the first wave of goblins, send your easternmost battalion of Elven Warriors to destroy the northeast Lumber Mill. 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!

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.

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. Make a run for the Lumber Mill immediately after defeating the wave, and be prepared to sacrifice your Elven Archers if need be.
**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**

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

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

**MAP KEY**

- Enemy unit(s)
- Friendly forces

**START**

**BOAT**
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.
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.

Shortly after you defeat the first wave of Uruk-hai, your attention is drawn to Legolas and Gimli, 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 who attack you along the way.

Immediately after you destroy the Uruk-hai and Cave Trolls, 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.

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

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

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.

Uruk-hai

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.

Lurtz’s Forces

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

TIP

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.

Berserkers, Uruks, and Trolls

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.
**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)
- Cave Trolls (Neutral)
- Orc Archers (Mordor)
- Orc Labours (Isengard, Mordor)
- Orc Warriors (Mordor)
- Orc Crossbowmen (Isengard)
- Uruk-hai (Isengard)
- Uruk Pikemen (Isengard)
- Warg Riders (Isengard)

**Reward for Victory**

- +30 Command
- +10% Resources
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 ( ).

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.

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.
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.

ENEMIES ENCOUNTERED
- Ballistae (Isengard)
- Battering Rams (Isengard)
- Berserkers (Isengard)
- Uruk Crossbowmen (Isengard)
- Siege Ladders (Isengard)
- Explosive Mines (Isengard)
- Uruk-hai (Isengard)
- Uruk Pikemen (Isengard)
- Warg Riders (Isengard)
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.
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 (1 and 2) 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 (3 and 4) for each one you save.
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.

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

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 (4), 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.
ISENGARD

OBJECTIVES
- Destroy the dam.
- BONUS: Kill Saruman.
- BONUS: Ensure Treebeard survives.

HEROES
- Merry
- Pippin
- Treebeard

ENEMIES ENCOUNTERED
- Cave Trolls (Neutral)
- Orc Laborers (Isengard)
- Berserkers (Isengard)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Uruk Crossbowmen (Isengard)
- Uruk Pikemen (Isengard)
- Uruk-hai (Isengard)
- Warg Riders (Isengard)

MAP KEY
- Ent Moot
- Isengard buildings

START
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.

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**REWARD FOR VICTORY**

- +10% Resources
- +2 Power

**Overview**

**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.
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.

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.
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

- Faramir
- Frodo
- Sam

Heroes denoted with a blue circle must survive the battle.

ENEMIES ENCOUNTERED

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

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

MAP KEY

- Camps
- Friendly forces (Rangers)
- Mûmakil Pens
- Mordor buildings
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 (1) 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.

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 2, 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 (5), 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, but you can’t add them to your army until you physically reach them. Carefully move south, panicking the mûmakil and taking out the structures at and 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.

**CAUTION**

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 , crush the nearby enemy forces and smash the building to get more resources. Move north to destroy the , , and buildings, focusing first on the Mûmakil Pen.**

**Making Camp**

From there, it’s time to attack, destroy, and occupy the camp in the southeast. 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. Keep all your troops in your camp and prepare for battle.
One of the first structures you should produce in your camp is a Well; build it near the entrance to the camp so that the camp’s defenders can benefit from its healing powers.

Build at least two Farms in your camp. Raise all four Sentry Towers as soon as they are available, then construct a Blacksmith and Archery Range to train and upgrade Archers and Rangers.

When the caravan appears, fire Flaming Arrows at the mûmakil to panic them and send them charging through their own troops. If you still have the Trebuchet, fire it into the massed Mordor Soldiers to deal additional damage.

Conquer the Second Camp

After you destroy the caravan, start training and upgrading Archers, Rangers, Soldiers, and Tower Guards as quickly as possible. Don’t send them to attack the second camp until you have upgraded them with Banner Carriers, Heavy Armor, Forged Blades, and Fire Arrows. This will take a while, but don’t worry—your camp is in an extremely defensible area, and you should be able to repel the steady stream of Mordor attackers while still raising a large, well-equipped army.

Having superior numbers and upgraded troops helps you destroy the Mordor encampment more easily, and it also leaves you with a powerful army for the next battle that Faramir’s army must fight.
**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)

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

**MAP KEY**
- Friendly forces (Faramir’s army)
- Camps
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.
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.

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**

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

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 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.

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.

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.

Now take out the third and final Mordor camp. Move all of your forces from the southern half of the map to the area just south of the bridge. 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.
**OBJECTIVES**

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

**HEROES**

Sam

Sam must survive in order to complete the battle.

**MAP KEY**

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

**ENEMIES ENCOUNTERED**

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

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

**REWARD FOR VICTORY**

+2 Power
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 1), 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.

**Overview**

At the start, have Sam remain in his initial location and kill the Giant Spiders (1) and (2) that skitter toward him. Once they are dead, use Sam’s sword to free the Soldier (1) by attacking him and cutting off the web that binds him.

Continue to the east, free the bound Archer (3), and pick up the treasure near him. (4). Move slightly north and free another Soldier (5) and another Archer (6). Kill the Giant Spiders (7) as they attack, and pick up the treasure (8) 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 (9), some treasure (10), and an imprisoned Gondor Archer (11).

A Cave Troll (12) patrols the area to the north where a Soldier (13) and Archer (14) 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 (9 and 8), pick up more treasure (4 and 5), and rescue an Archer (0) and a Soldier (0).

Don't move too far east, or you'll attract the unwelcome attention of a large group of Giant Spiders (4 and 5).

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 (6). Watch out for the horde of Orc Archers (9) in the cavern.

Regroup and move all of your forces southeast to fight several more Giant Spiders (9) and rescue eight more units (0 through 7), giving you an additional six Soldiers and two Archers.

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 (0) and pick up the two piles of treasure (6 and 8).

Gollum (9) 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 (9).
Proceed into the northern cavern, kill the Giant Spiders (q) inside, pick up the three piles of treasure (9), and rescue the two Soldiers and four Archers (u through u).

You should now have rescued every unit and collected every treasure, fulfilling two of your objectives.

**NOTE**

Head east to find an outpost (1). Kill the Orc Warriors (w) that defend it, and destroy the Lumber Mill (0) 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.

**TIP**

Target the Troll Cage in the courtyard’s northwest corner as soon as you can to prevent additional Mountain Trolls from being produced.
**MINAS TIRITH**

**OBJECTIVES**
- Destroy all Evil buildings and units.
- BONUS: Level any hero to rank 8.

**HEROES**
- Aragorn (reinforcement)
- Boromir
- Eomer (reinforcement)
- Éowyn (reinforcement)
- Faramir
- Gandalf
- Gimli (reinforcement)
- Legolas (reinforcement)
- Merry (reinforcement)
- Pippin
- Théoden (reinforcement)

**ENEMIES ENCOUNTERED**
- Haradrim (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Ornuls (Mordor)
- Witch-king (Mordor)
- Nazgûl (Mordor)
- Mûmakil (Mordor)
- Siege Towers (Mordor)
- Battering Rams (Mordor)
- Grond (Mordor)
- Mountain Trolls (Mordor)

**MAP KEY**
- Camps (Good cannot build on)
- Éomer’s army (reinforcements)
- Aragorn’s army (reinforcements)
- Settlements

**REWARD FOR VICTORY**
- +8 Power
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 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 palantir 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.

**Preparating for Mordor’s Assault**

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.

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.

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.
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.

As soon as you summon Éomer's army, send it to attack the northeast Mordor camp (1) immediately. Target unit-producing buildings first, then the citadel, and then all remaining buildings to smash the camp once and for all.

Use the Elven Allies, Rohirrim Allies, and Ent Allies powers to beef up your assault force.

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 (2). Nevertheless, press on to 2 and do as much damage to it as possible. Also, use this chance to rebuild and retrain Minas Tirith's defenses.

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.

Just when all looks hopeless, Aragorn, Gimli, and Legolas appear at the western edge of the battlefield (2) with the Oathbreakers. These spectral warriors are immune to physical attacks. Send them into Minas Tirith to utterly eradicate the Mordor army.

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!
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 Archers (Mordor)
- Orc Warriors (Mordor)
- Mûmakil (Mordor)
- Haradrim (Mordor)
- Soldiers of Rhûn (Mordor)

**REWARD FOR VICTORY**

Winning the campaign
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.

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.

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.
**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.

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!
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.

**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!

**Maps**

The following map key applies to all maps in this chapter:

<table>
<thead>
<tr>
<th>MAP KEY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Friendly forces</td>
</tr>
<tr>
<td>Enemy forces</td>
</tr>
<tr>
<td>Castle</td>
</tr>
</tbody>
</table>

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.

**TIP**

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.
Anorien

**OBJECTIVES**

- Destroy all evil units and buildings.
- BONUS: Combine a Yeoman Archer battalion with a Peasant battalion.

**ENEMIES ENCOUNTERED**

- Haradrim (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)
- Mountain Trolls (Mordor)
- Orc Archers (Mordor)
- Wargs (Neutral)

**REWARD FOR VICTORY**

- +20% Resources
Ancillary Battles

Cair Andros

**OBJECTIVES**

- Destroy all Evil units and buildings.
- BONUS: Reinforce your castle walls with Numenorian Stonework.
- BONUS: Purchase banners for three battalions.

**ENEMIES ENCOUNTERED**

- Catapults (Mordor)
- Mountain Trolls (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Isengard, Mordor)
- Mûmakil (Mordor)
- Haradrim (Mordor)
- Orc Warriors (Mordor)
- Siege Towers (Mordor)
- Soldiers of Rhun (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.

**ENEMIES ENCOUNTERED**

- Cave Trolls (Neutral)
- Goblin Swordsmen (Neutral)
- Mountain Trolls (Mordor)
- Nazgûl (Mordor)
- Orc Laborers (Mordor)
- Orc Archers (Mordor)
- Orc Warriors (Mordor)

**REWARD FOR VICTORY**

- +10% Resources
- +2 Power

**NOTE**

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.
Ancillary Battles

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.

ENEMIES ENCOUNTERED

- Cave Trolls (Neutral)
- Goblin Swordsmen (Neutral)
- Mountain Trolls (Mordor)
- Orc Archers (Mordor)
- Orc Warriors (Mordor)
- Wargs (Neutral)
- Haradrim (Mordor)
- Orc Laborers (Mordor)

REWARD FOR VICTORY

+3 Power

NOTE

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.
**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

**NOTE**

Winning this battle allows you access to the Black Gates, the final battle of the Good campaign.
Ancillary Battles

Objectives
- Destroy all Evil units and buildings.
- BONUS: Purchase Fire Arrows for three battalions.
- BONUS: Build four Sentry Towers.

Enemies Encountered
- Mountain Trolls (Mordor)
- Orc Laborers (Mordor)
- Orc Archers (Mordor)
- Orc Warriors (Mordor)

Reward for Victory
+1 Power

Tip
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.
Objectives:
- Destroy all Evil camps.
- BONUS: Level up five battalions.

Enemies Encountered:
- Cave Trolls (Neutral)
- Goblin Swordsmen (Neutral)
- Goblin Archers (Neutral)
- Mountain Trolls (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)

Reward for Victory:
- +10% Resources
- +1 Power

Watch out for the isolated groups of neutral Cave Trolls (Neutral) infesting the battlefield.

CAUTION
Ancillary Battles

**OBJECTIVES**
- Destroy all Evil buildings.
- BONUS: Destroy the Isengard reinforcement army.

**ENEMIES ENCOUNTERED**
- Berserker (Isengard)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Cave Trolls (Neutral)
- Uruk Crossbowmen (Isengard)
- Uruk Pikemen (Isengard)
- Uruk-hai (Isengard)
- Warg Riders (Isengard)

**REWARD FOR VICTORY**
- +20 Command
- +1 Power
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.

**NOTE**
Ancillary Battles

**OBJECTIVES**
- Destroy all Evil forces.
- Save Rohan Refugees (Peasants).

**ENEMIES ENCOUNTERED**
- Uruk Crossbowmen (Isengard)
- Goblin Archers (Neutral)
- Goblin Crossbowmen (Neutral)
- Orc Laborers (Isengard)
- Uruk-hai (Isengard)
- Warg Riders (Neutral)
- Wargs (Neutral)

**NOTE**
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.

**TIP**
Use the Draft power to turn the Peasants into armed warriors and improve their combat skills.

**REWARD FOR VICTORY**
+1 Power
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.

**ENEMIES ENCOUNTERED**

- Cave Trolls (Neutral)
- Orc Laborers (Isengard)
- Uruk Crossbowmen (Isengard)
- Uruk Pikemen (Isengard)
- Goblin Swordsmen (Neutral)
- Goblin Archers (Neutral)
- Warg Riders (Isengard)
- Wargs (Neutral)
- Battering Rams (Isengard)
- Berserkers (Isengard)
- Uruk-hai (Isengard)

**REWARD FOR VICTORY**

- +20 Command
- +10% Resources

**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.
Ancillary Battles

Emyn Aren

**OBJECTIVES**
- Destroy all Evil structures.
- BONUS: Make contact with the Gondor Knights hiding in this region.
- BONUS: Purchase shields for three Cavalry battalions.

**ENEMIES ENCOUNTERED**
- Cave Trolls (Neutral)
- Mountain Trolls (Mordor)
- Orc Archers (Mordor)
- Orc Swordsmen (Mordor)
- Haradrim (Mordor)
- Mûmakil (Mordor)
- Orc Laborers (Mordor)

**REWARD FOR VICTORY**
- +10% Resources
- +1 Power

NOTE

Two battalions of Gondor Knights (قبول) 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.
- 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
**Ancillary Battles**

- **DESTROY ALL EVIL UNITS AND BUILDINGS.**
- **BONUS: MAKE CONTACT WITH THE ENTS.**
- **BONUS: COMMAND YOUR ENTS TO THROW ROCKS.**

**OBJECTIVES**

- DESTROY ISENGARD LUMBER MILLS built on settlements to rescue nearby Ents (♀) and add them to your army.
- Use the Ents’ Throw Rocks ability to smash Isengard Soldiers and structures and earn another point bonus in the post-battle scoring.

**REWARD FOR VICTORY**

- +2 Power
Objectives

• Destroy all Evil camps.
• Bonus: Contact the Giant Eagles that dwell in this region.
• Bonus: Combine an Archer battalion with a Peasant battalion.

Enemies Encountered

- Orc Laborers (Isengard)
- Uruk Pikemen (Isengard)
- Berserkers (Isengard)
- Uruk Crossbowmen (Isengard)
- Uruk-Hai (Isengard)
- Wargs (Neutral)
- Warg Riders (Isengard)

Reward for Victory

• +20% Resources

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.
Heroes

Objectives

- Destroy all Evil buildings.
- BONUS: Build four Sentry Towers.

Ancillary Battles

- +2 Power

Enemies Encountered

- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Haradrim (Mordor)
- Mûmakil (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhûn (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 Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)
- Goblin Swordsmen (Neutral)

**REWARD FOR VICTORY**

- +20% Resources
- +3 Power

**NOTE**

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.
Ancillary Battles

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 Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)
- Mountain Trolls (Mordor)
- Wargs (Neutral)

**REWARD FOR VICTORY**

* +1 Power
**OBJECTIVES**

- Destroy all Evil buildings.
- BONUS: Level any hero to rank 10.

**ENEMIES ENCOUNTERED**

- Haradrim (Mordor)
- Mûmakil (Mordor)
- Orc Warriors (Mordor)
- Mountain Trolls (Mordor)
- Orc Laborers (Mordor)
- Soldiers of Rhun (Mordor)

**REWARD FOR VICTORY**

+4 Power
Ancillary Battles

**Objectives**

- Destroy all Evil buildings.
- **BONUS:** Level any hero to rank 10.

**Enemies Encountered**

- Mountain Trolls (Mordor)
- Orc Laborers (Mordor)
- Orc Archers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)

**Reward for Victory**

- +40% Resources
- +3 Power
**OBJECTIVES**
- Destroy all Evil buildings.
- BONUS: Level any hero to Rank 10.

**ENEMIES ENCOUNTERED**
- Catapult (Mordor)
- Mountain Trolls (Mordor)
- Haradrim (Mordor)
- Orc Archers (Mordor)
- Orc Laborers (Mordor)
- Orc Warriors (Mordor)
- Soldiers of Rhun (Mordor)
- Wargs (Neutral)

**REWARD FOR VICTORY**
- +10% Resources
- +3 Power
Ancillary Battles

**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)

**NOTE**

Move quickly toward the Peasant forces ( ), to save them from the oncoming Isengard Soldiers and add them to your army.

**REWARD FOR VICTORY**

+20 Command
**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
Ancillary Battles

**OBJECTIVES**

- Destroy all Evil forces.
- BONUS: Purchase Heavy Armor for three battalions.
- BONUS: Level up Éomer one rank.

**ENEMIES ENCOUNTERED**

- Uruk-hai (Isengard)
- Uruk Pikemen (Isengard)
- Wargs (Neutral)
- Berserker (Isengard)
- Orc Laborers (Isengard)
- Uruk Crossbowmen (Isengard)

**REWARD FOR VICTORY**

- +20 Command
- +10% Resources
**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
Ancillary Battles

**Objectives**
- Destroy all evil buildings.
- BONUS: Destroy the Goblins that infest this territory.
- BONUS: Purchase Forged Blades for three battalions.

**Ancillary Battles**

- Destroy the Goblin army in the south-east to find several piles of treasure and fulfill one of your bonus objectives.

**Enemies Encountered**
- 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 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 Uruk-hai, 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.

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
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 Palantir. 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 Palantir 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.

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.

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.

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.

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.

If all of the trees in Isengard are cut down and your Orc Laborers are just standing around, include them in the attack force!
**Fangorn**

**OBJECTIVES**
- Destroy the Ent Moot.
- Kill Treebeard.
- BONUS: Level Saruman to rank 3.

**HEROES**
Saruman

**MAP KEY**
- Camp
- Enemies
- Outpost
- Settlements
- Treasure

**ENEMIES ENCOUNTERED**
- Elven Warriors (Neutral)
- Ents (Neutral)
- Treebeard (Neutral)

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

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 (1 and 2) near your starting position are a good source of resources and Orc Laborers, though. Shortly after the start of the battle, two Ents (1) charge through the forest north of you. Kill them with Fire Arrows and Orc Laborers. Move your other forces out of the way.

Establish a camp on 1 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 1 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 1. Watch out for the hidden Elven Warriors (1) nearby.

After the Ents are gone, move all of your units except your Orc Laborers northeast toward the battlefield's only campsite (1). Kill the Elven Warriors (2, 3) near the campsite.

Make a thorough sweep of the woods near 1 and 2 to ensure that you got all of the Elven Warriors.

TIP

REWARD FOR VICTORY

* +20 Command

* +1 Power
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.

Pick up the treasure (1) from the ruined Elven Barracks and build Lumber Mills, Furnaces, and/or Slaughterhouses on the nearby outpost and settlement (4, 5).

Send a small force to the east to occupy (6). Don’t move too far east, or you’ll attract the attention of the Ents at the Ent Moot (8). When you are ready, lead every unit you have against the Ents at the Ent Moot (8). The Ent hero Treebeard is among them, and he is extremely tough.

Now, take the Uruks you used to conquer (4) and cross the river with them, killing the numerous Elven Warriors on the other side (7). Build Lumber Mills or Slaughterhouses on the nearby settlements (7, 8).

Use Saruman’s Fireball against the Ents and his Wizard Blast against the Elven Warriors.

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 (8). 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!
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

- Aragorn (Fellowship)
- Boromir (Fellowship)
- Frodo (Noncombatant, Fellowship)
- Gimli (Fellowship)
- Legolas (Fellowship)
- Merry (Fellowship)
- Pippin (Fellowship)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Sam (Noncombatant, Fellowship)
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.

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 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).

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.

™
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 (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.

In the southwest is a Cave Troll Lair (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 (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.

Once you capture the summit of Amon Hen, two hordes of Uruk-hai appear as reinforcements in the battlefield's southeast corner (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 (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 (ائها), 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 (ائها). A few Elven Warriors attack you (ائها), 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 (ائها), some Rohirrim Archers (ائها), several hidden battalions of Elven Archers (ائها), and more treasure (ائها). 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 (ائها, (ائها) 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 (ائها) 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!
**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**

- Heroes: Saruman, Éowyn (Rohan)

**Map Key**

- Camp
- Enemy forces and buildings
- Outpost
- Treasure

**Enemies Encountered**

- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)
- Peasants (Rohan)
- Elven Warriors (Rohan)

**Rewards for Victory**

- +50 Command
- +1 Power

**Note**

The hero that you have in this battle depends upon which hero’s army you choose to attack Edoras.
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.

Building 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.

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.

REWARD FOR VICTORY

• +50 Command
• +1 Power
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 (1) to earn more treasure and add to your resource pool.

Unpack a second camp at (4) 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.

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 (2) 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.

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.

**HEROES**

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**

**ENEMIES ENCOUNTERED**

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

**NOTE**
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.
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.

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.

If you use the Ballistae method, place troops around them and defend them well.

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**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)
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 ( ). Every Peasant you kill leaves treasure behind. Continue to the large Peasant camp ( ) to the east, next to an undeveloped settlement ( ). Build a Slaughterhouse on the settlement 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 ( ). 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.

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 ( , ) and another campsite ( ) surrounded by treasure ( ). Kill the Peasants, pick up the treasure, and build a second camp.

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
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.

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!

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

**ENEMIES ENCOUNTERED**
- Rangers (Gondor)
- Archers (Gondor)
- Soldiers (Gondor)

**REWARD FOR VICTORY**
- +2 Power

Enemies denoted with a black box are your opponents’ heroes.
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 Palantîr 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 🏗️ 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 (⛺️) in the northeast. Watch out for the Ranger ambush (Enemies) 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 (Trees, Trees).
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 (3).

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 (4). 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!
**OBJECTIVES**

- Secure the bridges.
- Destroy all Gondor structures.
- BONUS: Collect the helmets of 100 fallen Gondor warriors.
- BONUS: Command a Catapult to fire helmets.

**ENEMIES ENCOUNTERED**

- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)
- Peasants (Rohan)
- Knights (Gondor)
- Arrows (Gondor)
- Faramir (Gondor)

**REWARD FOR VICTORY**

- +50 Command
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.
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.

NOTE

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 (1) 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.

Build a Lumber Mill or Slaughterhouse on the settlement (3) near the bridge, and pick up the pile of treasure (1) lying near it.

While keeping the north ends of (1) and (3) defended, press on across the southern bridge and conquer (2) and (3) on the other side. Build up a strong defense on the northern end of the camp before proceeding.

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.
Reinforcements

At some point during the early stage of the battle, more Catapults arrive near your first camp ( ). 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 ( ), 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 ( ), 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 ( ) and ( ) that consists of Mountain Trolls, Catapults, and Orc Warriors and Archers. Move them north toward ( ), 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 ( ) and the settlement south of the Gondor camp ( ). 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 ( ) that will attempt to flank you.

Nazgûl

A Nazgûl appears near ( ) 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 (5) south of the camp.

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 3 forces against the northern bridge defenders (4) and the 4 forces against the middle bridge defenders (3).

Knock down the Ruined Towers near the bridges with your Catapults; they are occupied by Gondor Soldiers who will pick off your troops.

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.

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

At this point, it is almost inconceivable that you could lose the battle, as only one Gondor camp remains (5). 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.

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.

Osgiliath
CIRITH UNGOL/SHELOB'S LAIR

OBJECTIVES
• Find and kill Frodo and Sam.
• BONUS: Feed Orcs to Shelob.
• BONUS: Free 10 Uruks.

HEROES
Gollum
Shelob

GONDOR FORCES

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

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.

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.
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.

**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.

**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
- Lurtz
- Witch-king

Whether you have Saruman or Lurtz available in this battle depends upon which army you choose to attack Minas Tirith with.

**Map Key**
- Campsite
- Enemy reinforcements
- Outpost
- Settlement

**Enemies Encountered**
- Aragorn (Fellowship)
- Éowyn (Rohan)
- Gandalf (Fellowship)
- Gimli (Fellowship)
- Legolas (Fellowship)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Oathbreakers (Forces of Good)
- Giant Eagles (Forces of Good)
- Peasants (Gondor)
- Trebuchets (Gondor)

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

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.

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 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.

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.

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 move to attack your western outpost.

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!
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!
Maps
The following map key applies to all maps in this chapter:

<table>
<thead>
<tr>
<th>MAP KEY</th>
<th>MAP KEY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Camp</td>
<td>Castle</td>
</tr>
<tr>
<td>Friendly forces</td>
<td>Outpost</td>
</tr>
<tr>
<td>Enemy forces</td>
<td></td>
</tr>
</tbody>
</table>

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.**

**REWARD FOR VICTORY**
- **+3 Power**
- **+10% Resources**

**ENEMIES ENCOUNTERED**
- Goblin Archers (Neutral)
- Knights (Gondor)
- Rangers (Gondor)
- Tower Guards (Gondor)
- Goblin Swordsmen (Neutral)
- Peasants (Rohan)
- Soldiers (Gondor)
- Wargs (Gondor)
Ancillary Battles of the Evil Campaign

OBJECTIVES

- Destroy all Good forces.
- BONUS: Build four hordes of Warg Riders.

REWARD FOR VICTORY

- +10% Resources

ENEMIES ENCOUNTERED

- Elven Warriors (Rohan)
- Rohirrim (Rohan)
- Wargs (Neutral)
- Peasants (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Command a Troll to pick up a tree, a rock, or to eat an Orc.

**ENEMIES ENCOUNTERED**

- Archers (Gondor)
- Cave Trolls (Neutral)
- Knights (Gondor)
- Peasants (Rohan)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)

**REWARD FOR VICTORY**

* +4 Power
Ancillary Battles of the Evil Campaign

Cair Andros

**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Build Three Ballistae or Catapults.

**ENEMIES ENCOUNTERED**

- Cave Trolls (Neutral)
- Knights (Gondor)
- Peasants (Rohan)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)
- Wargs (Neutral)

**REWARD FOR VICTORY**

+3 Power
Objectives

- Destroy all Good forces.
- BONUS: Destroy the Gondor Rangers hiding in this region.

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.

Enemies Encountered

- Archers (Gondor)
- Cave Trolls (Neutral)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Peasants (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Tower Guards (Gondor)
- Wargs (Neutral)

Reward for Victory

+20 Resources
Ancillary Battles of the Evil Campaign

OBJECTIVES

• Destroy all Good forces.
• BONUS: Command a Mountain Troll to pick up a tree.

ENEMIES ENCOUNTERED

Archers (Gondor)  Cave Trolls (Neutral)  Goblin Archers (Neutral)  Goblin Swordsmen (Neutral)  Peasants (Rohan)  Rangers (Gondor)  Tower Guards (Gondor)  Soldiers (Gondor)

REWARD FOR VICTORY

• +2 Power
Dead Marshes

**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Build six Sentry Towers.

**ENEMIES ENCOUNTERED**

- Archers (Gondor)
- Knights (Gondor)
- Peasants (Rohan)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)

Siege weapons cannot be built in this battle.

**REWARD FOR VICTORY**

- +2 Power
Ancillary Battles of the Evil Campaign

**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)
- Elven Warriors (Rohan)
- Ents (Neutral, Allied with Rohan)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Rohirrim (Rohan)
- Yeoman Archers (Rohan)
- Peasants (Rohan)
- Rohirrim Archers (Rohan)

**REWARD FOR VICTORY**

**+1 Power**
Dunharrow

**OBJECTIVES**
- Destroy all Good forces.
- BONUS: Combine Five Hordes of Uruk Crossbowmen with Warriors or Uruk Pikemen.

**ENEMIES ENCOUNTERED**
- Elven Warriors (Neutral)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Peasants (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)

**REWARD FOR VICTORY**
- +50 Command
- +1 Power
Ancillary Battles of the Evil Campaign

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 ![Rohirrim](image) on the map. Their positions may change during the battle.

Note

Reward for Victory

+25 Command
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Destroy the Elven Warriors that dwell in this region.
- BONUS: Upgrade five hordes with Forged Blades.

**ENEMIES ENCOUNTERED**

- Elven Warriors (Rohan)
- Peasants (Rohan)
- Rangers (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Wargs (Neutral)
- Yeoman Archers (Rohan)

**REWARD FOR VICTORY**

+10% Resources

**NOTE**

The starting positions of the Elven Warriors that you must kill to fulfill the bonus objective are labeled with ◯ on the map. They may move around during the course of the battle.
Eaves of Fangorn

**OBJECTIVES**

• **DESTROY ALL GOOD FORCES.**
• **BONUS: DESTROY ALL ELVES AND ENTS IN THIS REGION.**
• **BONUS: BUILD FOUR LUMBER MILLS.**

The hidden Ents and Elven Warriors are indicated on the map with \( \equiv \) icons. Destroy them to fulfill your bonus objective.

**NOTE**

**ENEMIES ENCOUNTERED**

- Goblin Archers (Neutral)
- Peasants (Rohan)
- Goblin Swordsmen (Neutral)
- Yeoman Archers (Rohan)

**REWARD FOR VICTORY**

• **+10% RESOURCES**
• **+1 POWER**
• Destroy all Good forces.
• BONUS: Destroy all enemy Knight patrols.
• BONUS: Put Soldiers of Rhun in Porcupine formation.

The starting positions of the knights you must destroy to complete the bonus objective are marked on the map with ✧. They may move from those positions during battle.

NOTE

ENEMIES ENCOUNTERED
- Archers (Gondor)
- Cave Trolls (Neutral)
- Knights (Gondor)
- Peasants (Rohan)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)

REWARD FOR VICTORY
• +2 Power
Ancillary Battles of the Evil Campaign

**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)

**REWARD FOR VICTORY**
+1 Power

The locations of the Mountain Trolls that you can add to your army are indicated on the map with a red icon. Simply send a unit over to approach each Mountain Troll, and it automatically joins your forces.

**NOTE**
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Destroy all Rohirrim patrols in this region.
- BONUS: Upgrade Five Hordes with Forged Blades

**ENEMIES ENCOUNTERED**

Cave Trolls (Neutral)  
Elven Warriors (Rohan)  
Peasants (Rohan)  
Rohirrim Archers (Rohan)  
Wargs (Neutral)  
Yeoman Archers (Rohan)

**REWARD FOR VICTORY**  
+10% Resources

**NOTE**

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.
**Ancillary Battles**

**Fords of Isen**

**Objectives**
- Destroy all Good forces.
- BONUS: Upgrade five hordes with Heavy Armor.

**Enemies Encountered**
- Elven Warriors (Rohan)
- Peasants (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Wargs (Neutral)
- Yeoman Archers (Rohan)

**Reward for Victory**
- +50 Command
- +20% Resources
**Objectives**

- Destroy all Good forces.
- BONUS: Destroy the refugee camps.
- BONUS: Build four Lumber Mills.

**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

The refugee camps that you must destroy to fulfill your bonus objective are labeled with ▼ on the map.

**Note**
Ancillary Battles of the Evil Campaign

**OBJECTIVES**
- Destroy all Good forces.
- BONUS: Destroy Gondor reinforcements.

**ENEMIES ENCOUNTERED**
- Archers (Gondor)
- Peasants (Rohan)
- Knights (Gondor)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)
- Wargs (Neutral)

**REWARD FOR VICTORY**
+2 Power
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Level up three Battalions.

**ENEMIES ENCOUNTERED**

- Archers (Gondor)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Knights (Gondor)
- Peasants (Rohan)
- Rangers (Gondor)
- Soldiers (Gondor)
- Tower Guards (Gondor)
- Trebuchets (Gondor)
- Wargs (Neutral)

**REWARD FOR VICTORY**

- +1 Power
Ancillary Battles of the Evil Campaign

**Objectives**
- Destroy all Good forces.
- BONUS: Destroy the Elven Warriors that dwell in this region.

**Enemies Encountered**
- Elven Warriors (Rohan)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Peasants (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Wargs (Neutral)
- Yeoman Archers (Rohan)

**Reward for Victory**
- +3 Power
- +20% Resources

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**
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Destroy the Ents that live in this region.
- BONUS: Upgrade five hordes with Fire Arrows.

**ENEMIES ENCOUNTERED**

- Elven Warriors (Rohan)
- Goblin Archers (Neutral)
- Peasants (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)
- Ents (Neutral, Good-aligned)
- Goblin Swordsmen (Neutral)
- Rohirrim (Rohan)
- Wargs (Neutral)

**REWARD FOR VICTORY**

+10% Resources

*NOTE*

The Ents that you must destroy to fulfill the bonus objective are labeled on the map with ◄. Watch out when approaching vacant settlements, as Ents often lurk near them.
Ancillary Battles of the Evil Campaign

Northern Ithilien

OBJECTIVES
- Destroy all Good forces.
- BONUS: Build six Sentry Towers.

ENEMIES ENCOUNTERED
- Archers (Gondor)
- Cave Trolls (Neutral)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Knights (Gondor)
- Rangers (Gondor)
- Peasants (Rohan)
- Soldiers (Gondor)
- Tower Guards (Gondor)

REWARD FOR VICTORY
* +20% Resources
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Destroy all the Goblins that lurk in this region.
- BONUS: Build Three Trolls.

**ENEMIES ENCOUNTERED**

- Archers (Gondor)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Knights (Gondor)
- Peasants (Rohan)
- Soldiers (Gondor)
- Tower Guards (Gondor)

**REWARD FOR VICTORY**

+10% Resources

**NOTE**

The starting positions of the hordes of Goblins that you must destroy to fulfill the bonus objective are labeled with a flag on the map. They may move around during the battle.
Ancillary Battles of the Evil Campaign

Pelargir

OBJECTIVES

• DESTROY ALL GOOD FORCES.
• BONUS: BUILD SIX SENTRY TOWERS.

ENEMIES ENCOUNTERED

Archers (Gondor)
Goblin Archers (Neutral)
Goblin Swordsmen (Neutral)
Knights (Gondor)
Peasants (Rohan)
Rangers (Gondor)
Soldiers (Gondor)
Tower Guards (Gondor)
Wargs (Neutral)

REWARD FOR VICTORY

• +10% RESOURCES
• +2 POWER

Many of the buildings in the city can be destroyed to reveal treasure. These buildings are marked with on the map.

NOTE
**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)
- Elven Warriors (Rohan)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Peasants (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)
- Wargs (Neutral)

**REWARD FOR VICTORY**

+50 Command
Ancillary Battles of the Evil Campaign

West Emnet

**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Recruit all the wild Wargs in this region.
- BONUS: Upgrade five hordes with Heavy Armor.

**REWARD FOR VICTORY**

- +50 Command
- +10% Resources

**ENEMIES ENCOUNTERED**

- Elven Warriors (Rohan)
- Peasants (Rohan)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)

**NOTE**

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.
**OBJECTIVES**

- Destroy all Good forces.
- BONUS: Destroy the Giant Eagles dwelling in this region.
- BONUS: Upgrade three Uruk Crossbow hordes with Fire Arrows.

**ENEMIES ENCOUNTERED**

- Cave Trolls (Neutral)
- Elven Warriors (Rohan)
- Giant Eagles (Rohan)
- Goblin Archers (Neutral)
- Goblin Swordsmen (Neutral)
- Rohirrim (Rohan)
- Rohirrim Archers (Rohan)
- Yeoman Archers (Rohan)
- Wargs (Neutral)

**REWARD FOR VICTORY**

+20% Resources

**NOTE**

The locations of the four Giant Eagles that you must kill to fulfill the bonus objective are marked with down arrows on the map.