



## DESCRIPTION

The peoples of **DORWINION** are divided between **ELVES** and **MEN**. The **ELVES** are few, but with their affinity for nature have become the wealthy of the land. Despite this, the aristocracy of **DORWINION** is formed by the **MEN**. This is due to **MAN'S** eagerness to fight, as opposed to the **ELVEN** interests in peace. Despite this divide, the **MEN**, regardless of their power, are jealous of the **ELVEN** wealth flowing from the vineyards and trade routes.

In the **VINTER-COURT**, the **WINE REGENT** (comparative to a king in other realms) oversees a large council. Many of the nobles are **MEN**, as they don't wish to see **ELVES** in their place of power. The **WINE REGENT** only wishes to maintain peace and the flourishing of commerce. This is made more difficult as the nobles push **DORWINION** to the brink of war.

On the outskirts of the realm, peoples from across **RHÛN** are migrating over the border. Though many of these are refugees from wars in the east, there is also a coordinated effort to overwhelm the people of **DORWINION** and make the land a puppet of the **EASTERLINGS**, bringing them into the coming fight against **DALE**. In this tense atmosphere, the **WINE REGENT** is having an even harder time keeping the peace.

This tension will give the player the opportunity to choose between good and evil, **DALE** or **RHÛN**, **ELVES** or **MEN**...

## The Buildings:



**WATCHMEN BARRACKS:** The **WATCHMEN BARRACKS** IS THE CENTRAL RECRUITING BUILDING OF THE FACTION IT ALLOWS YOU TO RECRUITS EVERY STANDART UNITS AND EVERY ELITE AND HEROIC UNITS.

### STANDART UNITS:



**SWORDSMEN:** The Vineyards watchmen can equips themself with every weapons available. There, the bataLLION is equipped with swords.



**LANCERS:** The Vineyards watchmen can equips themself with every weapons available. There, the bataLLION is equipped with Lances.



**ARCHERS:** The Vineyards watchmen can equips themself with every weapons available. There, the bataLLION is equipped with bows.

### ELITE UNITS:



**AVARI ELVES:** The avari elves are a peacefull faction of Dorwinion. But when they have to, they can take up weapons and are mighty fighters

*LIMITED TO 3 UNITS*



**VINTNER-COURT BATTALION:** The VINTNER COURT need his personal guards to protect this hugh building. They are the elite of Dorwinion.

### HEROIC UNITS:



**BLADORTHIN ELITES:** despite protecting the Tomb of Bladorthin, these mighty warriors are the most powerfull LANCERS OF ALL DORWINION.

*LIMITED TO 1 UNIT*



**PURPLE GUARD:** The purple guards are the personal guard of the wine regent of Dorwinion. Their helmet hides their faces and make them really frightening

*LIMITED TO 3 UNITS*



**DEPARTURE BUILDING OF THE CONVOYS:** FROM THIS PLACE, THE MERCHANT'S CONVOYS GOES FAR TO SELL THE FAMOUS WINE OF THE DORWINION'S VINYARDS.

### STANDART UNITS:



**MERCHANT ESCORTS:** WHEN LEAVING DORWINION, THE MERCHANTS NEED ESCORTS TO PROTECT THEMSELVES FROM PLUNDERERS. THESE HORSEMEN ARE REALLY INTERESTING FOR THEM.



**SIEGE WORKSHOP:** IT IS INTO THE SIEGE WORKSHOP THAT ARE IMPROVED AND CONSTRUCT THE WEAPONS THAT WILL DESTROY THE CITIES OF THE ENNEMIES OF DORWINION.

### SIEGE MACHINES:



**FIRETHROWER:** THESE WEAPONS ARE ABLE TO CAST SUCH A DEVASTATING FLAME THAT IT CAN BRING DOORS DOWN AS WELL AS SOLDIERS, TURNING THEM INTO ASHES.



**CATAPULT:** THE CATAPULT OF DORWINION IS A POWERFUL SIEGE WEAPON THAT IS USED BY THE ARMY TO ATTACK BUILDINGS AND ENEMIES ALIKE.



**DORWINION BESIEGERS:** THE BESIEGERS THROW BOMBS OF NEPH TAR ON THE ENNEMIES TO DESTROY BUILDINGS AS WELL AS UNITS.

### UPGRADES:



**NEPH TAR:** THE DORWINION ARE THE LONE FACTION TO KNOW THE SECRET OF NEPH TAR AND THEY USE IT AS A MIGHTY WEAPON!

*UNLOCK NEPH TAR PROJECTILES, FIRETHROWER AND BESIEGERS*



**EMBASSY:** The Embassy is the Core buildings of the faction. There, the Dorwinions make their trade rights, alliances and contracts. It's a place of peace where every one can go without being embarrassed.

### Upgrades:



**COMMERCE WITH DALE:** Dorwinion make a trade rights with the Kingdom of Dale and thus the Dalian products come into the Dorwinion markets.

*Lower the price of the standard units + spawn units that defend the embassy + give recruiting buildings their level three (recruit faster)*



**COMMERCE WITH RHUN:** Dorwinion make a trade rights with the Confederation of Rhun and thus the Rhunish products come into the Dorwinion markets.

*Lower the price of upgrading + give the units defending the embassy all upgrades + give recruiting buildings their level two (possibility to recruit elite units)*



**COMMERCE WITH MIRKWOOD:** Dorwinion make a trade rights with the Kingdom of Mirkwood and thus the Elven products come into the Dorwinion markets.

*Lower the price of heroes + allow the embassy to shoot enemies + give recruiting buildings their level 4 (tower with archer)*



**COMMERCE WITH EREBOR:** Dorwinion make a trade rights with the Kingdom of Erebor and thus the Dwarven products come into the Dorwinion markets.

*Lower the price of the buildings + give the embassy more life + give recruiting buildings their level 5 (more life)*

## DALE ALLIANCE:

**PARTICULARITY:** The DALIAN UNITS ARE TRAINED REALLY FAST. THEY ARE BETTER THAN THE BASIC DORWINION UNITS BUT DISAPPEAR AFTER A SHORT PERIOD OF TIME.

IT ALSO BOOSTS THE BONUS GIVEN BY DALIAN TRADE AT THE EMBASSY, BUT LESSENS THE BONUS GIVEN BY RHUNISH TRADE.

### ELITE UNITS:



**DALIAN PATROLLERS:** SENT FROM DALE AND COMMANDED BY DEL-  
LING, THE DALIAN PATROLLERS GUARD THE ROADS OF DORWINION.

*LIMITED TO 3 UNITS*

### HEROES:



**DELLING, AMBASSADOR OF THE DALIAN KINGDOM:** DELLING IS ONE OF THE MOST REPUTED CAPTAINS OF DALE. HE IS AS VALOROUS AS HE IS LOYAL

## RHUN ALLIANCE:

**PARTICULARITY:** RHUNISH UNITS ARE FULLY UPGRADED. THEY ARE VERY STRONG BUT MOVE IN BLOCK FORMATION LIKE GONDORIAN UNITS AND THUS ARE VERY SLOW.

IT ALSO BOOSTS THE BONUS GIVEN BY RHUNISH TRADE AT THE EMBASSY, BUT LESSENS THE BONUS GIVEN BY DALIAN TRADE.

### ELITE UNITS:



**RHUNIC PEACEKEEPERS:** SENT FROM THE RHUNIC CONFEDERATION TO STOP PEOPLE THAT REBEL ON THE LANDS OF DORWINION.

*LIMITED TO 3 UNITS*

### HEROES:



**BELAKAR, AMBASSADOR OF THE RHUNIC CONFEDERATION:** THE COMMANDER OF THE PEACEKEEPERS, BELAKAR IS REPUTED FOR HIS SEVERITY AND HIS COMPLETE LACK OF MERCY



**NOBLE FORGES:** IN THEIR FORGES, THE NOBLES RESEARCH NEW TECHNOLOGIES TO IMPROVE THEIR UNITS AND MAKE THEM EVEN MORE POWERFULL WHILE FIGHTING.

### Upgrades:



**LEARN FROM THE IMPORTED PRODUCT:** THE NOBLES ATTENDS TO LEARN THE TECHNOLOGIES BY IMPORTING FOREIGN WEAPONS AND TECHNOLOGIES

*ENABLE THE RESEARCH OF NEW ARCHERS TECHNOLOGY, NEW BLADES TECHNOLOGY, NEW CAVALRY STRATEGIES, NEW SPEARS STRATEGIES, LAMELAR ARMOR AND BANNERS.*



**LAMELAR ARMOR:** THE ARMORS OF DORWINION ARE MADE LIKE BYZANTINE ONE, THEY ARE LAMELAR AND PROTECT PRETTY WELL FROM ENNEMIES ATTACKS, THEY ARE ALSO GOOD IF YOU HAVE TO MOVE

*ENABLE THE UPGRADING OF HEAVY ARMOR*



**BANNERS:** THE UNITS OF DORWINION ARE EQUIPED WITH THEIR BANNER BEARER, IT ALLOWS THE BATTALION TO FIND NEW RECRUITS INTO THE COUNTRY TO JOIN THEM.

*ENABLE THE RESEARCH OF BANNER BEARER*



**NEW ARCHERS TECHNOLOGY:** THE NOBLES ATTENDS TO LEARN THE TECHNOLOGIES BY IMPORTING FOREIGN WEAPONS AND TECHNOLOGIES

*ENABLE THE RESEARCH OF NEW ARCHERS TECHNOLOGY, NEW BLADES TECHNOLOGY, NEW HORSES TECHNOLOGY.*



**NEW SPEARS STRATEGIES:** THE ARMORS OF DORWINION ARE MADE LIKE BYZANTINE ONE, THEY ARE LAMELAR AND PROTECT PRETTY WELL FROM ENNEMIES ATTACKS, THEY ARE ALSO GOOD IF YOU HAVE TO MOVE

*ENABLE THE UPGRADING OF HEAVY ARMOR*



**NEW CAVALRY STRATEGIES:** THE UNITS OF DORWINION ARE EQUIPED WITH THEIR BANNER BEARER, IT ALLOWS THE BATTALION TO FIND NEW RECRUITS INTO THE COUNTRY TO JOIN THEM.

*ENABLE THE RESEARCH OF BANNER BEARER*



**NEW BLADES TECHNOLOGY:** THE ARMORS OF DORWINION ARE MADE LIKE BYZANTINE ONE, THEY ARE LAMELAR AND PROTECT PRETTY WELL FROM ENNEMIES ATTACKS, THEY ARE ALSO GOOD IF YOU HAVE TO MOVE

*ENABLE THE UPGRADING OF HEAVY ARMOR*



**VINYARDS:** The wine of Dorwinion is famous and thus Dorwinion have a lot of vineyards into his land, most part of them are elven's property. They have affinity with nature and it helps to grow the perfect grapes for the perfect wine.

### Upgrades:



**SMALL PANTRY:** The same upgrades than the other Edain's economic buildings outside the castle

*Increases the command points by 150.*



**SCOUTING POST:** The same upgrades than the other Edain's economic buildings outside the castle

*Doubles the hit points and triples sight radius (does not add a tower anymore).*



**ADDITIONAL WORKER:** The same upgrades than the other Edain's economic buildings outside the castle

*Increases the production by 50%.*

### UNITS:



**MILICIANS:** The milicians are a verry weak units, armed quickly without any basic training they are equipped with lances and will serve approximately only to protect the vineyards



**MARKET:** The MARKETS OF DORWINION ARE KNOWN ALL AROUND THE MIDDLE EARTH FOR THE QUANTITY AND QUALITY OF WINE THAT YOU CAN FOUND THERE, THE DORWINIRIMS GOES THERE EVERY WEEKS TO EXCHANGE, BUY AND SELL EVERYTHING THEY COULD.

### Upgrades outside the castle:



**SMALL PANTRY:** The same upgrades than the other EDAIN'S ECONOMIC BUILDINGS outside the castle

*Increases the command points by 150.*



**SCOUTING POST:** The same upgrades than the other EDAIN'S ECONOMIC BUILDINGS outside the castle

*Doubles the hit points and triples sight radius (does not add a tower anymore).*



**ADDITIONAL WORKER:** The same upgrades than the other EDAIN'S ECONOMIC BUILDINGS outside the castle

*Increases the production by 50%.*

### Upgrades inside the castle:



**LARGE PANTRY:** The same upgrades than the other EDAIN'S ECONOMIC BUILDINGS outside the castle

*Increases the command points by 300.*



**SENTINEL:** The same upgrades than the other EDAIN'S ECONOMIC BUILDINGS outside the castle

*Doubles the hit points and adds a sentry tower.*



**ADDITIONAL WORKERS:** The same upgrades than the other EDAIN'S ECONOMIC BUILDINGS outside the castle

*Increases the production by 100%.*





**WINE CELLAR:** The wine of Dorwinion is famous and thus Dorwinion need to store them somewhere. The wine cellars are generally the property of the nobles of Dorwinion. When an elf want to use it to store his wine he have to pay a tax.

### Upgrades outside the castle:



**SMALL PANTRY:** The same upgrades than the other Edain's economic buildings outside the castle

*Increases the command points by 150.*



**SCOUTING POST:** The same upgrades than the other Edain's economic buildings outside the castle

*Doubles the hit points and triples sight radius (does not add a tower anymore).*



**ADDITIONAL WORKER:** The same upgrades than the other Edain's economic buildings outside the castle

*Increases the production by 50%.*

### Upgrades inside the castle:



**LARGE PANTRY:** The same upgrades than the other Edain's economic buildings outside the castle

*Increases the command points by 300.*



**SENTINEL:** The same upgrades than the other Edain's economic buildings outside the castle

*Doubles the hit points and adds a sentry tower.*



**ADDITIONAL WORKERS:** The same upgrades than the other Edain's economic buildings outside the castle

*Increases the production by 100%.*

## The Units:



VINELAND MILICIANS: The MILICIANS ARE A VERRY WEAK UNITS, ARMED QUICKLY WITHOUT ANY BASIC TRAINING THEY ARE EQUIPED WITH LANCES AND WILL SERVE APPROXYMATELY ONLY TO PROTECT THE VINYARDS. THEY CAN'T RECEIVE ANY UPGRADES AND CAN'T UPGRADE THEIR LEVELS



**VINEYARDS ARCHERS:** The Vineyards watch are the basic units of Dorwinion, they are not the best units of Middle Earth but do not want to see their land being razed by enemies. They will take up their weapons to defend their lands from plunderers and various enemies

### Upgrades:



**CROSSBOWS:** The crossbows have been invented by the dwarves, but used by some other armies in Middle Earth, by trading with them, Dorwinion learned the way to craft them

*deal higher damages but have a lesser range*



**LONGBOWS:** The longbows have been used by the Dalians first, Bard used this weapon to kill the dragon Smaug and it has been imported in many armies as it is really useful

*have a high range but deal less damages*



**LAMELAR ARMOR:** The armors of Dorwinion are made like Byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move

*increase the defence of the units*



**BANNERS:** The units of Dorwinion are equipped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*lost units reappear over time*

### Power:



**THORN STRATEGY:** The thorn strategy is a strategy invented by Dewin and improved by Roald it's the while strategie of the Dorwinion units

*deal 50% damages but move 25% slower*



**VINEYARDS LANCERS:** The Vineyards watch are the basic units of DORWINION, they are not the best units of Middle Earth but do not want to see their land being razed by enemies. They will take up their weapons to defend their lands from plunderers and various enemies

### Upgrades:



**HALBERD:** The halberd are basically a long axe, it is really useful against land fighters even if it's really heavy and less practical than a simple lance. The first one to have invented this was the Gondorians.

*Deal higher damages against land units but less against cavalry*



**PIKES:** The pikes are the nightmare of the cavalry, a good phalanx could defeat any cavalry armies it is an heritage from Gondor during their wars against Rhun and the Wainriders.

*Deal higher damages against cavalry but less against land units*



**LAMELAR ARMOR:** The armors of DORWINION are made like Byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move

*Increase the defence of the units*



**BANNERS:** The units of DORWINION are equipped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*Lost units reappear over time*

### POWER:



**THORN STRATEGY:** The thorn strategy is a strategy invented by Dewin and improved by Roald it's the while strategie of the DORWINION units

*Separated formation: deal 75% damages but loose 25% armor and move 25% slower*



**VINEYARDS SWORDSMEN:** The Vineyards watch are the basic units of Dorwinion, they are not the best units of Middle Earth but do not want to see their land being razed by enemies. They will take up their weapons to defend their lands from plunderers and various enemies

### Upgrades:



**LONGSWORDS:** This large and long sword is a powerful weapon against enemies that are inexperienced and in a large number, but when it's time to face a trained fighter it is less useful...

*Deal higher damages against light units but less against elite units*



**SABERS:** The sabers are the sword used by the neighbors of the Dorwinions, the Rhinearions. The sabers are swift and precise while dueling with experienced units but really less effective when fighting a large pack of enemies.

*Deal higher damages against elite units but less against light units*



**LAMELAR ARMOR:** The armors of Dorwinion are made like Byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move

*Increase the defence of the units*



**BANNERS:** The units of Dorwinion are equipped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*Lost units reappear over time*

### Power:



**THORN STRATEGY:** The thorn strategy is a strategy invented by Dewin and improved by Roald it's the while strategy of the Dorwinion units

*Wedge formation: Deal 50% damages but lose 25% armor*



**DALIAN PATROLLERS:** SENT FROM DALE AND COMMANDED BY DEL-LING, THE DALIAN PATROLLERS GUARD THE ROADS OF DORWINION AGAINST ENEMIES OF THE COUNTRY AND OF DALE ITSELF, ARMED WITH BOWS, THEY ARE FEARSOME ARCHERS THAT CAN KILL ENEMIES FROM AFAR.

### UPGRADES:



**LONGBOWS:** THE LONGBOWS HAVE BEEN USED BY THE DALIANS FIRST, BARD USED THIS WEAPON TO KILL THE DRAGON SMAUG AND IT HAVE BEEN IMPORTED IN MANY ARMIES AS IT IS REALLY USEFULL

*THE ARCHERS GOT A HIGHER RANGE, BUT HAVE LESS ATTACK*



**LAMELAR ARMOR:** THE ARMORS OF DORWINION ARE MADE LIKE BYZANTINE ONE, THEY ARE LAMELAR AND PROTECT PRETTY WELL FROM ENNEMIES ATTACKS, THEY ARE ALSO GOOD IF YOU HAVE TO MOVE

*INCREASE THE DEFENCE OF THE UNITS*



**BANNERS:** THE UNITS OF DORWINION ARE EQUIPED WITH THEIR BANNER BEARER, IT ALLOWS THE BATTALION TO FIND NEW RECRUITS INTO THE COUNTRY TO JOIN THEM.

*LOST UNITS REAPPEAR OVER TIME*

### POWER:



**BLACK ARROWS:** THE PATROLLS USE THEIR BLACK ARROWS, MASTERPIECES MADE BY THE DWARVES TO SHOOT ON AN ENNEMY

*DEAL HEAVY DAMAGES AGAINST AN ENNEMY*



**Rhunic Peacekeepers:** The Rhunic peacekeepers called by the population as peacebringers are sent from the Rhunic Confederation to stop people that rebel because of the alliance between Dorwinion and Rhûn. These mounted warriors are under the service of Belakar and are prepared to show the might of Rhûn on the lands of Dorwinion.

### Upgrades:



**Cataphracts:** This heavy armor protect almost every little parts of the horse, but even for a horse, it's really heavy and difficult to carry

*the cavalry moves slower but have a higher armor*



**Lamellar Armor:** The armors of Dorwinion are made like Byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move

*increase the defence of the units*



**Banners:** The units of Dorwinion are equipped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*lost units reappear over time*

### Power:



**Kill the Dissidents:** The Rhunic peacekeepers don't show any mercy to dissidents on their lands

*deal 50% damages for a certain period of time*



**Merchant Escorts:** When merchants leave the lands of Dorwinion for less safe places, they need a guard to protect themselves from danger. The Merchant Escorts are well trained cavalry that serve this purpose.

### Upgrades:



**LANCES:** The Lancers are a strong cavalry after all, especially when it's time to fight other cavalry and kill the horses of their enemies.

*deal higher damages against cavalry units but less against land units*



**SABERS:** The sabers are the sword used by the neighbours of the Dorwinims, the Rhinearims. The sabers are swift and parcticle while killing enemies around a horsemen.

*deal higher damages against land units but less against cavalry units*



**Cataphracts:** This heavy armor protect almost every little parts of the horse, but even for a horse, it's really heavy and difficult to carry

*the cavalry moves slower but have a higher armor*



**Light Cavalry:** when the horses don't have anything more than their horsemen, they can move faster...

*the cavalry moves faster but have less armor*



**LAMELAR ARMOR:** The armors of Dorwinion are made like byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move

*increase the defence of the units*



**BANNERS:** The units of Dorwinion are equiped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*lost units reappear over time*

### Power:



**THORN STRATEGY:** The thorn strategy is a strategy invented by Dewin and improved by Roald it's the while strategie of the Dorwinion units

*deal 50% damages but move 25% slower*





**VINTNER-COURT BATTALION:** The VINTNER-COURT BATTALION is the guard of the VINTNER-COURT, and are selected among the best swordsmen of DORWINION, so they can fulfill the important task they have been given.

### Upgrades:



**LONGSWORDS:** This large and long sword is a powerful weapon against enemies that are inexperienced and in a large number, but when it's time to face a trained fighter it is less useful...

*deal higher damages against light units but less against elite units*



**SABERS:** The sabers are the sword used by the neighbours of the Dorwinims, the Rhinearims. The sabers are swift and precise while dueling with experienced units but really less effective when fighting a large pack of enemies.

*deal higher damages against elite units but less against light units*



**LAMELAR ARMOR:** The armors of Dorwinion are made like Byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move

*increase the defence of the units*



**BANNERS:** The units of Dorwinion are equipped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*lost units reappear over time*

### Power:



**VINTNER COURT GUARDS:** The VINTNER COURT BATTALIONS are the personal guard of the members of the VINTNER COURT members...

*when near members of the VINTNER COURT, the units get higher damages*



**AVARI LANCERS:** The AVARI are peaceful elves that hail from the lands of DORWINION. They are usually devoted to the making of wine, but when time comes to fight for DORWINION and defend it from outside menaces, they can be formidable pikemen.

### Upgrades:



**HALBERD:** The HALBERD are basically a long axe, it is really useful against land fighters even if it's really heavy and less practical than a simple lance. The first one to have invented this was the Gondorians.

*Deal higher damages against land units but less against cavalry*



**PIKES:** The pikes are the nightmare of the cavalry, a good phalanx could defeat any cavalry armies it is an heritage from Gondor during their wars against Rhun and the Wainriders.

*Deal higher damages against cavalry but less against land units*



**LAMELAR ARMOR:** The armors of DORWINION are made like Byzantine one, they are lamellar and protect pretty well from enemies attacks, they are also good if you have to move.

*Increase the defence of the units*



**BANNERS:** The units of DORWINION are equipped with their banner bearer, it allows the battalion to find new recruits into the country to join them.

*Lost units reappear over time*

### Power:



**FIRSTBORN AND AVARI:** The Avaris were the elves that refused the call of URUMÖ and stay into Middle Earth.

*Near buildings produce +10% resources*



**BLADORTHIN PALADINS:** Tasked with guarding the tomb of King Bladorthin, these soldiers are the best lancers in all of Dorwinion, and will not hesitate to fight to protect the lands and the tomb of the king himself.

### Powers:



**PROTECTORS OF BLADORTHIN'S TOMB:** The Bladorthin Paladins are resolved to protect the tomb of King Bladorthin, and they show spectacular resistance when fulfilling their purpose.

*They will have an armor bonus when near allied buildings.*



**TRAVELLING MEDICINE:** When on duties different than protecting the tomb of Bladorthin, Paladins carry medicine with them to heal their allies' wounds.

*Heals the selected units*



**STALWART DEFENDERS:** The defensive abilities the Paladins have make it impossible for enemies of Dorwinion to even damage the Tomb of Bladorthin.

*Makes a selected building invulnerable for 10 seconds.*



**Purple Guard:** The personal guard of the Wine-regent of Dorwinion, commanded by Hawin, they are well trained in the art of the sword, and hide their faces between masks that makes them frightening to the enemies of Dorwinion and the Wine-regent.

**Powers:**



**Longswords:** The Purple Guard has been trained to protect their leader, and will do anything to do so, even if it entails their death.

*They will have an attack bonus whenever they are near their king.*



**Guard of the Wine-regent:** The masks worn by the Purple Guard are designed to instill fear in the enemies of the Wine-regent of enemies.

*The Purple Guard will cause fear to the enemies near them.*



**Stop the enemy:** In the case that assassins are sent against the Wine-regent, his guard will do the best to slow them down before destroying the threat.

*Can make enemies slow-down when they are hit, for a short time. (active ability)*



**Thorn Regiments:** The Thorn Regiment are an elite cavalry battalion commanded by Roald the Grave, General of Dorwinion. They are usually sent by the wine-regent to kill dissidents, and wield powerful spears into battle.

**Power:**



**Thorn Strategy:** The Thorn Strategy is a strategy invented by Dewin and improved by Roald it's the while strategie of the Dorwinion units

*Deal 50% Damages but move 25% slower*



**DORWINION BESIEGERS:** Men who are trained to throw wild-fire pots, which can deal devastating damage to the buildings of Dorwinion's enemies, so they are really dangerous for the besieged when assaulting an enemy fortress.

**Power:**



**Nephtar Pots:** The nephtar pots are the famous weapon of Dorwinion it's a secret keep jealously and that is devastating

*deal important fire damages*



**FIRETHROWER OF DORWINION:** The fire-throwers are used as the equivalent of a siege ram by the people of Dorwinion, being able to cast such a devastating flame that it can bring doors down as well as soldiers, turning them into ashes.

**Power:**



**Nephtar Throw:** The nephtar pots are the famous weapon of Dorwinion it's a secret keep jealously and that is devastating

*deal important fire damages*



**Catapult:** The Catapult of Dorwinion is a powerful siege weapon that is used by the army to attack buildings and enemies alike. It can be equipped with wildfire pots for maximum effectiveness in their purpose.

**Power:**



**Nephtar Pots:** The nephtar pots are the famous weapon of Dorwinion it's a secret keep jealously and that is devastating

*deal important fire damages*

The heroes:





**HEROCA, WINE REGENT OF DORWINION:** HEROCA IS THE WINE REGENT OF DORWINION. THOUGH OLD, HE IS STILL A STRONG KING, THAT TRY TO MAINTAIN THE STABILITY OF HIS LAND. HE IS THE DESCENDANT OF THE KING BLADORTHIN. HE IS THE MASTER OF THE VINTNER COURT AND HIS DUTY IS TO LISTEN TO HIS POEPL E WILL.

**POWERS:**



**LEADER OF THE DORWINIRIMS:** HEROCA IS THE WINE REGENT OF DORWINION. THOUGH OLD, HE IS STILL A STRONG KING.

*LEADERSHIP FOR THE MEN OF DORWINION: GRANTS AN ATTACK BUFF AND FEAR RESISTANCE*



**THE MOST LOYAL ONES:** HEROCA SUMMONS HIS MOST LOYAL GUARDS TO PROTECT HIS LIFE

*SUMMONS THREE PURPLE GUARDS THAT ACT AS «SLAVE» UNITS AND PROTECT THEIR KING FROM DAMAGE*



**KING'S TRAINING:** HEROCA ORDERS TO HIS MENS TO TRAIN HARDER

*GIVES EXPERIENCE TO THE DORWINION HUMAN UNITS.*



**KING'S BANNER:** HEROCA SHOWS HIS POWER WITH THE KING'S BANNER

*SUMMONS A TEMPORARY BANNER WHICH GIVES RESOLVE TO HIS TROOPS: GRANTS AN ARMOR AND EXPERIENCE BUFF.*



**TIME TO PREPARE THE ARMY:** HEROCA ORDERS TO HIS MENS TO PREPARE THEMSEL F TO THE UPCOMING WAR

*GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.*



## Nurwë, Elven Representative to the Vinter-Court:

Nurwë was one of the leaders of the Avari, along with Morwë, those of the Elves who refused the summons of Oromë. He also is the most prosperous merchant in all Dorwinion. He controls around half the vineyards in the land and as a result is quite influential.

### Powers:



PROSPEROUS MERCHANT: Nurwë is the most prosperous merchant in Dorwinion.

*The selected building provides double resources for a certain time*



ELVEN SAVANT: Nurwë has a lot of time to learn the particularities of plants and with this knowledge he became rich.

*Nurwë spawn a small garden which provide resources*



ELVEN ARCHITECTURE: Nurwë helps the construction of buildings and knows how to repair them.

*Nurwë repairs the selected building*



MORWË'S FRIEND: Nurwë was one of the leaders of the Avari, along with Morwë.

*Spawns Morwë on a building to defend it.*



RICHEST PERSON IN DORWINION: Nurwë is the richest person in all Dorwinion. Some may say the richest in all of Middle-earth.

*Spawn treasure around Nurwë.*



**Roald the Grave, General of Dorwinion:** The more loyal general of Middle Earth. Even if Dorwinion didn't have any wars since a while, he keeps his soldiers trained and he is generous with them even if he is grave

**Powers:**



**Commander Of The Thorn Regiment:** Even if he is the general of Dorwinion, he also is the commander of the Thorn regiment.

*When he's with the Thorn regiment, they become fearless*



**Grave Commander:** Roald is a grave commander, his strength provide him an aura among his men

*Nearby units become fearless*



**Noble Family:** Roald come from a noble family of Dorwinion, he learned strategies and thus is a verry powerfull general.

*The selected battallion gains a permanent buff*



**Old General:** Roald is the oldest general of Dorwinion, his campaigns in the wildlands gave his army a good experience of fightings

*The selected battallions gains their full levels*



**Last Charge:** Roald know that this will be his last fight and make the gloriest speech he ever done. All his mens are encouraged

*Lower the life of Roald to 1 pv but all sarroding units are invulnerable for 50 seconds, all ennemy units in a huge range are stunned for 20 seconds and their attacks reduced to 50% for 3 minutes*



**Palando, Messenger of Mandos:** Palando, also known as Pallando the Blue, Rómestámo, was one of the five Istari or Wizards that were sent to Middle-earth to aid the free Peoples in their struggle against Sauron.

**Powers:**



**Ithrin Luin:** Alatar and Palando are friends, they travelled together to the east of Arda and fought Sauron by undermine the authority of Sauron

*When Palando and Alatar are both together they gain +50% attack and defence*



**Long Travellers:** Palando and Alatar travelled far in the east and they never came back to the west

*for 1 minute Palando moves faster*



**Basic Medicine:** When travelling with his friend Alatar, Palando learned to heal the wounds and thus can make basic medicine

*heal nearby heroes*



**Death Message:** Palando is the messenger of Mandos the Valar of death, as his messenger he brings the message of his master.

*stun for a really little time an enemy*



**Ithrin Luin's establishment:** The Ithrin Luin have chosen the place where they will stay, they do not need to travel anymore.

*Cost: 1500*

*change powers of the Ithrin Luin, increase their life and attack*



**PALANDO, MESSENGER OF MANDOS:** PALLANDO, ALSO KNOWN AS PALLANDO THE BLUE, RÓMESTÁMO, WAS ONE OF THE FIVE ISTARI OR WIZARDS THAT WERE SENT TO MIDDLE-EARTH TO AID THE FREE PEOPLES IN THEIR STRUGGLE AGAINST SAURON.

**POWERS:**



**ITHRIN LUIN:** ALATAR AND PALANDO ARE FRIENDS, THEY TRAVELLED TOGETHER TO THE EAST OF ARDA AND FOUGHT SAURON BY UNDERMINE THE AUTHORITY OF SAURON

*When Palando and Alatar are both together  
they gain +50% attack and defence*



**MOUNT/DISMOUNT:** PALANDO AND ALATAR BOUGHT DORWINION'S HORSES TO MOVE FASTER AND EASIER INTO THE LANDS

*mount a horse, when on horse have a sword.*



**MANDOS WILL:** PALANDO RESPECTS THE WILL OF HIS MASTER AND EVERYONE HAVE TO. IF MANDOS SAYS THAT IT'S NOT THE TIME IT'S NOT THE TIME.

*Gives experience to the Dorwinion human units.*



**BANISHING AURA:** MANDOS BANISH SOME SOULS FROM HIS CAVES, THEY ARE CONDEMNED CONDEMNED TO WAIT AT THE ENTRANCE

*ALL UNITS NEAR PALANDO LOOSE AN AMOUNT OF LIFE  
FOR A CERTAIN PERIOD OF TIME.*



**MANDOS WORDS:** WHEN MANDOS SPEAKS, THE SILENCE BECOMES

*STUN THE ENEMY UNITS IN THE TARGETED AREA FOR A CERTAIN PERIOD  
OF TIME*



**ALATAR, MESSENGER OF OROMĒ:** MORINEHTAR WAS A MAIA AND AN IMMORTAL ISTAR WIZARD. HE TRAVELLED TO MIDDLE-EARTH IN THE SECOND AGE WITH RÓMESTÁMO (PALANDO), AND THEY BECAME THE ITHRIN LUIN, OR «BLUE WIZARDS». THEY TRAVELLED TO THE EAST OF ARDA.

**POWERS:**



**ITHRIN LUIN:** ALATAR AND PALANDO ARE FRIENDS, THEY TRAVELLED TOGETHER TO THE EAST OF ARDA AND FOUGHT SAURON BY UNDERMINING THE AUTHORITY OF SAURON

*When Palando and Alatar are both together  
they gain +50% attack and defence*



**LONG TRAVELLERS:** PALANDO AND ALATAR TRAVELLED FAR IN THE EAST AND THEY NEVER CAME BACK TO THE WEST

*For 1 minute Alatar moves faster*



**OROMĒ'S AURA:** ALATAR HAS THE AURA OF THE MAIA OF THE HUNTER, IT INSPIRES THE NEARBY ARCHERS THAT ARE ALSO HUNTERS IN THEIR OWN.

*Nearby archers level up faster*



**HUNTER:** ALATAR IS A HUNTER, WHEN HE IS TRAVELLING WITH PALANDO, HE HUNT TO PROVIDE FOOD FOR BOTH OF THEM.

*Increase the line of sight of Alatar*



**ITHRIN LUIN'S ESTABLISHMENT:** THE ITHRIN LUIN HAVE CHOSEN THE PLACE WHERE THEY WILL STAY, THEY DO NOT NEED TO TRAVELL ANYMORE.

*Cost: 1500*

*change powers of the Ithrin Luin, increase their life and attack*



**ALATAR, MESSENGER OF OROMĚ:** MORINEHTAR WAS A MAIA AND AN IMMORTAL ISTAR WIZARD. HE TRAVELLED TO MIDDLE-EARTH IN THE SECOND AGE WITH RÓMESTÁMO (PALLANDO), AND THEY BECAME THE ITHRIN LUIN, OR «BLUE WIZARDS». THEY TRAVELLED TO THE EAST OF ARDA.

**POWERS:**



**ITHRIN LUIN:** ALATAR AND PALANDO ARE FRIENDS, THEY TRAVELLED TOGETHER TO THE EAST OF ARDA AND FOUGHT SAURON BY UNDERMINING THE AUTHORITY OF SAURON

*When Palando and Alatar are both together  
they gain +50% attack and defence*



**MOUNT/DISMOUNT:** PALANDO AND ALATAR BOUGHT DORWINION'S HORSES TO MOVE FASTER AND EASIER INTO THE LANDS

*Mount a horse, when on horse have a bow.*



**HUNTER'S SHOT/ COUP DE GRACE:** ALATAR KILL AN ANIMAL WITH ONLY ONE ARROW, IF NOT THEN HE KILL IT WITH A COUP DE GRACE

*Deal a high amount of damages to the selected  
UNIT*



**THE HUNT:** ACCOMPANIED WITH GOOD DOGS, ALATAR LIKES TO HUNT DEERS AND OTHER BIG ANIMALS.

*Summons a temporary pack of dogs*



**OROMĚ'S MESSENGER:** ALATAR IS THE MESSENGER OF OROMĚ HE BRING HIS WORDS TO THE LIVING.

*spawn a big OromĚ that act like the water horses*



## DEWIN THE FOX, VICE-REGENT OF THE VINTER-COURT:

DEWIN IS BORN IN A LITTLE NOBLE FAMILY OF DORWINION. HE GAINED HIS TITLE; «THE FOX» THANKS TO HIS HAIR AS MUCH AS FOR HIS WILLFULNESS AND CUNNING. HE'S THE MOST INFLUENTIAL AND ELOQUENT NOBLE OF THE VINTNER-COURT.

### POWERS:



GREAT ELOQUENCE: DEWIN IS REPUTED TO BE A DIPLOMAT AND A MANIPULATOR

*INSTILL DOUBT IN THE ENEMY, MAKING THEM TEMPORARILY STOP FIGHTING*



MASTER OF RHETORIC: DEWIN IS A MASTER OF SPEECH. HE CONVINCES THE ENEMY THAT THEY ARE ON THE WRONG SIDE.

*MAKES THE ENEMY HERO YOUR ALLY FOR A LITTLE PERIOD OF TIME THEN DIES*



BLIND THE ENEMY: DEWIN, THROUGH HIS KNOWLEDGE OF THE LANDS AROUND THEM, MANAGES TO CONFUSE THE ENEMY ARMIES.

*REDUCES THE SIGHT OF ENEMY BATTALIONS' IN A SMALL AREA FOR A WHILE.*



COMMAND OF THE VICE-REGENT: DEWIN COMMANDS A GROUP OF CAVALRY TO STORM THE ENEMY ARMY.

*A SMALL GROUP OF CAVALRY APPEARS AND CHARGES THROUGH THE ENEMY LINES.*



WEB OF SPIES: DEWIN'S WEB OF SPIES IS HUGE, AND HE CAN HEAR NEWS FROM ALL CORNERS OF MIDDLE-EARTH.

*REVEAL THE SIGHT OF AN ENEMY BUILDING FOR THE END OF THE GAME.*





## DEWIN THE FOX, VICE-REGENT OF THE VINTER-COURT:

DEWIN IS BORN IN A LITTLE NOBLE FAMILY OF DORWINION. HE GAINED HIS TITLE; «THE FOX» THANKS TO HIS HAIR AS MUCH AS FOR HIS WILLFULNESS AND CUNNING. HE'S THE MOST INFLUENTIAL AND ELOQUENT NOBLE OF THE VINTNER-COURT.

### POWERS:



I SEE FIRE: DEWIN BURNS THE LANDS THAT HE DOESN'T NEED JUST TO AVOID HIS ENEMIES.

*TARGET ENEMY ECONOMIC BUILDING PRODUCES VERY FEW RESOURCES. TARGET ENEMY RECRUITMENT BUILDING MAY NOT RECRUIT UNITS*



Unexpected Strategy: DEWIN USES ALL HIS CUNNING TO MAKE UNPREDICTABLE STRATEGIES.

*PROVIDES A BUFF TO FRIENDLY UNITS.*



This is the best place: DEWIN SEES ALL THE ADVANTAGES OF EACH PLACE AND USES THE BEST FOR HIS ARMY

*FRIENDLY UNITS IN A SELECTED AREA ALWAYS GAIN A BUFF*



The fox and the crow: DEWIN IS A FLATTERER AND CAN TURN ENEMIES INTO ALLIES.

*TURNS AN ENEMY HERO INTO AN ALLY FOR 7 MINUTES.  
DIE AFTER THIS TIME.*



Peace by iron hand: DEWIN SHOWS NO MERCY TO HIS PEOPLE. THERE IS NO REASON TO DEFY HIS WILL.

*ALL SUMMONS BECOME PERMANENT.*



**Hawin, Captain of the Purple Guard:** Captain Hawin is the most talented fighter in all Dorwinion. He trained and fought with the most talented fighters of Middle-earth: even Brand of Dale.

**Powers:**



**Noble Blood:** Hawin was born in a noble family of Dorwinion, he learned arts of war.

*increase the sight of Hawin*



**Captain of the purple guard:** Hawin is the captain of the purple guard and most talented fighter in all Dorwinion

*the nearby purple guards gain attacks*



**Gentleman:** when Hawin purpose a duel the respect is important. The duel begin only when both fighters agree

*block the enemy hero but the enemy hero can't be attacked.*



**Secret Move:** the most talented fighter have a secret move that only him does know.

*a powerfull attack to an enemy hero*



**Duelist:** Hawin trained and fought with the most talented fighters. and like to make proper duels against good fighters

*same effect as Aragorn*



## BELAKAR, AMBASSADOR OF THE RHÛNIC CONFEDERATION:

The commander of the peacekeepers, Belakar is reputed for his severity and his complete lack of mercy. He will pacify the land with his sword and his ability to trample the rebels and the angry population.

### POWERS:



AMBASSADOR OF RHÛN: Belakar is less an ambassador than a governor and not everyone like this passion of power

*Give a malus to every dorwinrim units around him but a bonus to every rhunic units on the maps*



COMMANDER OF THE PEACEKEEPERS: Belakar is the commander of the peacekeepers and these men loves him.

*Command a glorious charge to every peace keepers around him*



FOURTH IN RANK: Belakar is the fourth men of the Balcoth confederation and his reputation precede him.

*all rhunic units around him became fearless*



MASK OF FEAR: Belakar wear the helmet of the captain of the peacekeepers, every one knos what does this helmet mean

*Enemy units around Belakar are feared*



GOVERNOR OF DORWINION: Belakar is now considered as the governor of Dorwinion he controls this new rhunish province

*all heroes around Belakar gain +50% attack*



## DELLING, AMBASSADOR OF THE DALIAN KINGDOM:

He is one of the most reputed captains of Dale. He is as valorous as he is loyal and wouldn't hesitate to serve his lord even if it meant his death. His temperament gives him victories where once defeat was imminent.

### POWERS:



THAT'S NOT WRONG: Delling is an ambassador and thus is supposed to be diplomatic, this is his secret pass...

*NEARBY HEROES GAIN +10% ATTACK AND DEFENCE*



IMMEDIATE ENUMERATION: Delling have an affinity with numbers and have a special faculty to count directly the number of the enemies

*REVEAL THE WHOLE MAP*



UNAWARE COURAGE: Delling is considered by some people as really brave and by some people just unaware

*NEARBY UNITS ARE FEARLESS*



GAME PLAYER: Delling have a huge ability with games like dices and cards and like to play with other people

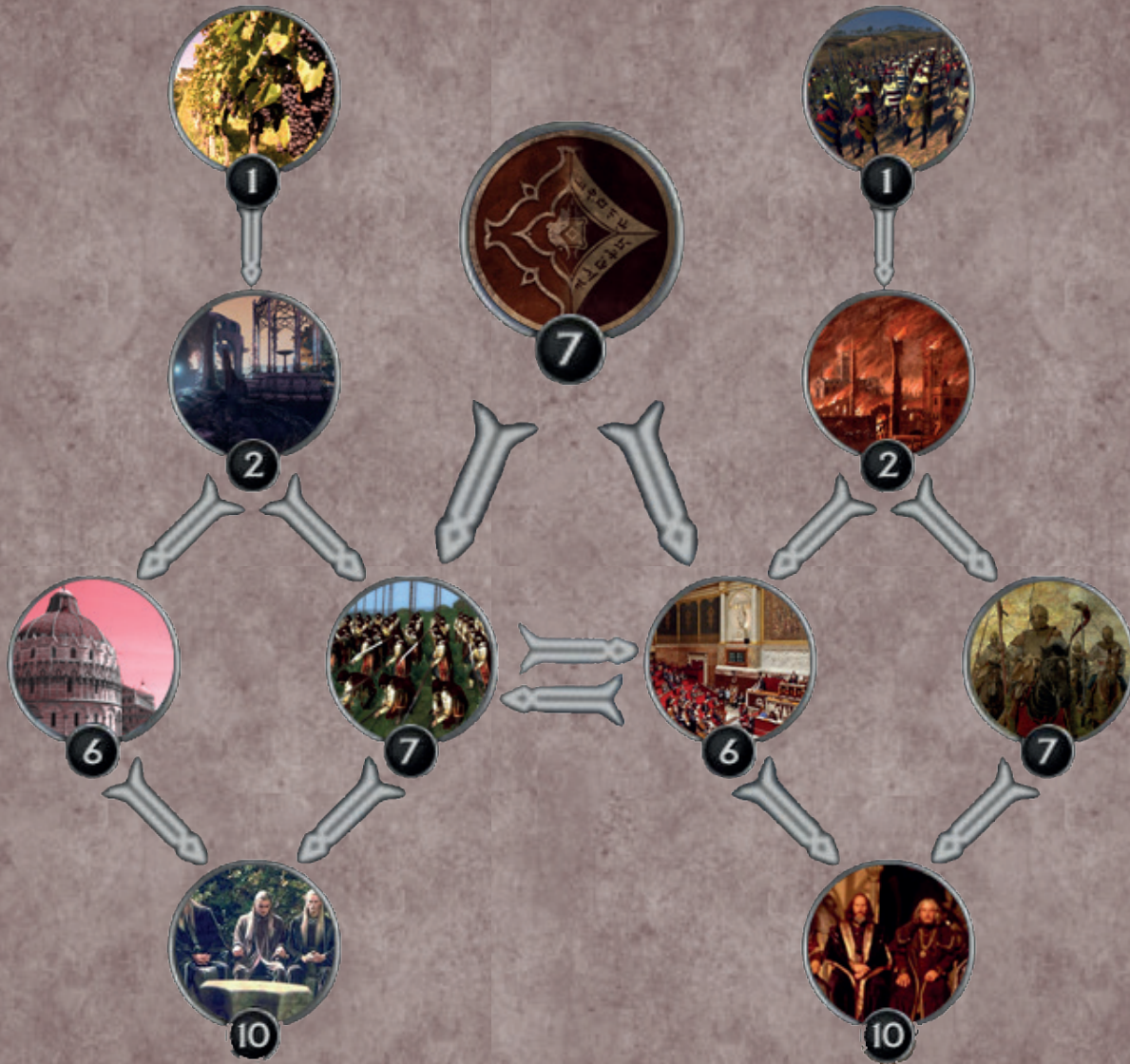
*HEAL NEARBY UNITS WHEN NOT FIGHTING*



PROTECTED BY THE KING: Delling have a particular relation with Brand, he seems to have adopted him

*DELLING GAIN +20% ARMOR WHEN NEAR DALIAN UNITS*

# The SPELLBOOK:





**MILITIA ORDER:** The nobles raise militias to guard their vineyards from plunderers.

*Allows one vineyard to recruit light militia.*

*Cost: 1 point*



**REVOLTS ON THE OUTSKIRTS:** The plebeians take up weapons and leave their houses to show their anger.

*The selected resource building spawns three hordes of angry civilians.*

*Cost: 2 points*



**QUELL THE REBELLION:** HeroCa sends his cavalry to kill the dissidents.

*Spawns three units of Elite Cavalry.*

*Cost: 7 points*



**VINTER-COURT DECISION:** The Vinter-court decides that it's time to raise the Bladorthin Paladins.

*Enables the Bladorthin Paladins.*

*Cost: 8 points*



**NOBLES' INFLUENCE:** The Nobles have arrived to push the king to the war. Dorwinion will raise the banners and call the host.

*Units are instantly recruited for a period of time and have banners.*

*Cost: 10 points*



**Grape Harvesting Time:** IT'S TIME TO MAKE WINE!

*The selected building provides more resources (Like Malbeth's power).*

*Cost: 1 point*



**Power of the Elves:** The ELVES have affinities with the PLANTS AND THEIR GARDENS ARE MASTERPIECES.

*Spawns an ELVEN garden that heals nearby units.*

*Cost: 2 points*



**Place of Peace:** The Embassy is a place of peace and every ONE RESPECTS IT.

*Make the Embassy unattackable by enemies for a certain period of time.*

*Cost: 6 points*



**Elven Mobilization:** It is rare that the ELVES take up arms BUT they do it. They are MIGHTY WARRIORS.

*Allows the player to recruit ELVES from the casern.*

*Cost: 7 points*



**Elven Influence:** The ELVES temporarily stop the war and CONTINUE THEIR TRADE.

*Make peace on the whole map and boost the economy.*

*Cost: 10 points*



**TIME TO MAKE A CHOICE:** HEROCA NOW HAS TO MAKE A CHOICE BETWEEN DALE AND RHÛN.

*Gives the choice on the Embassy between Rhûn and Dale.*

*Cost: 7 points*

**DALE:** UNLOCKS DELLING, AMBASSADOR OF DALE AND ENABLE TO RECRUIT DALIAN UNITS REALLY FAST. THEY ARE BETTER THAN THE BASIC DORWINION UNITS BUT DISAPPEAR AFTER A SHORT PERIOD OF TIME. ALSO ENABLES THE RECRUITMENT OF THE DALIAN PATROL. IT ALSO BOOSTS THE BONUS GIVEN BY DALIAN TRADE AT THE EMBASSY, BUT LESSENS THE BONUS GIVEN BY RHÛNISH TRADE.

**RHÛN:** UNLOCKS BELAKAR, AMBASSADOR OF RHÛN AND FULLY UPGRADED RHÛNISH UNITS. THEY ARE VERY STRONG BUT MOVE IN BLOCK FORMATION LIKE GONDORIAN UNITS AND THUS ARE VERY SLOW. ALSO ENABLES THE RECRUITMENT OF THE RHÛNIC PEACEKEEPERS. IT ALSO BOOSTS THE BONUS GIVEN BY RHÛNISH TRADE AT THE EMBASSY, BUT LESSENS THE BONUS GIVEN BY DALIAN TRADE.