



DESCRIPTION

The KINGDOM OF ARNOR IS DIVIDED BETWEEN THREE REALMS...

ARThedain, the first and richest, was ruled by ARvedui from the fortress of FORNOST. This KINGDOM have a weakness though which is their low population and small army size, but this weakness is balanced by the fact that it's the richest KINGDOM OF ARNOR

CARDOLAN; the second and the greenest with all the forests that cover its land, the KINGDOM OF THARBAD has been heavily wounded by the attacks of the WITCH KING. The realm is still ruled by a governor and it has the army that is now the most trained of the ARNORIAN KINGDOMS

AND finally Rhudaur, the poorest, is not a KINGDOM anymore, as all the territories have been emptied. The ancient king, MEANERIL, led a force of Rhudauris that still believe in the resurgence of their KINGDOM...

BUT some say that it shall soon be reunified one day under the same crown...

ARNOR



ARNOR WAS FOUNDED IN SA 3320 BY ELENĐIL WHILE HIS SONS WENT ON TO BUILD THE SOUTHERN REALM OF GONDOR. THE HISTORY OF THE TWO KINGDOMS IS INTERTWINED; BOTH KINGDOMS ARE KNOWN AS THE REALMS OF THE ĐÚNEDAIN IN EXILE.

ARNOR INCLUDED MOST OF ERIADOR, EXTENDING FROM THE GULF OF LUNE (WEST OF WHICH WAS LINDON) TO THE RIVER GREYFLOOD AND ITS TRIBUTARY, THE RIVER LOUDWATER (EAST OF WHICH WAS RIVENDELL)

THE ĐUNEDAIN OF ARNOR DWELT IN MANY PLACES IN ERIADOR, BUT MOST OF THE POPULATION CENTERED AROUND THE REGION OF ARTHEDAIN. THE ĐUNEDAIN MAINLY INHABITED THE CITIES OF FORNOST AND THE CAPITAL CITY OF ANNÚMINAS, AS WELL AS ALONG THE BARANDUIN AND THE GULF OF LUNE. BY THE LATER THIRD AGE, THE SETTLEMENTS OF THE ĐÚNEDAIN OF CARDOLAN AND RHUDAUR HAD DECAYED AND BECAME RUINS AND BARROWS.

ARNOR'S CAPITAL WAS ANNÚMINAS ON LAKE EVENDIM, BUT BY T.A. 861 FORNOST ERAIN HAD TAKEN ITS PLACE. NO LONGER A SITE OF SUCH IMPORTANCE, ANNÚMINAS BECAME DEPOPULATED AND WAS SLOWLY ABANDONED.

The Units:



Swordsmen of Arnor: The swordsmen of Arnor are the base soldiers of the Northern Realm. They are trained to protect their land against the evil that lay in Angmar and against the various creatures that want to destroy these lands

Upgrades:



Forged Blades: The forges of Arnor produced the most renowned weapons of the race of Men.

Increases the damage against other infantry



Heavy Armor: When a general wants to keep their soldiers alive, the simplest solution is to give them stronger armor.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



Banners: The banners of Arnor are flying in the wind as a symbol of hope to every civilian that knows the army is still fighting

Lost units replenish over time

Power:



Shield Wall: The soldiers of Arnor form a wall of shields that is nearly impossible to attack.

The Dunedain soldiers gain +20% armor but lose 30% movement speed



Archers of Arnor: Gathered all around Arnor, these archers are not the finest among Middle Earth and not the worst. But they are numerous and shall launch volleys of arrows against the rabbles of Evil.

Upgrades:



Fire Arrows: When the soldiers of Arnor decide to light their projectiles, the night is all lit up by the flames flying through the darkness

equip the unit with fire arrows



Heavy Armor: when a general wants to keep its soldiers alive, the most simple is to give them good armors.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



Banners: The banners of Arnor are flapping in the wind. And it is a symbol of hope to the every civilians that knows that the army is still fighting

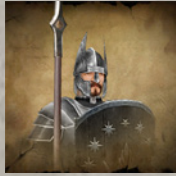
lost units reappear over time

Power:



Loose Formation: the archers of Arnor choose a loose formation that is a speciality of Arnor

Arnor Archers gain +25% damage but lose 15% attack range.



SPEARMEN OF ARNOR: The spearmen of Arnor are equipped with a spear and a shield. While common among the armies, they still are efficient weapons that will be particularly deadly against enemy cavalry.

Upgrades:



FORGED BLADES: The forges of Arnor produced the most renowned weapons on the human free folks.

Increases the damage against other infantry



HEAVY ARMOR: When a general wants to keep its soldiers alive, the most simple is to give them good armors.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



BANNERS: The banners of Arnor are flapping in the wind. And it is a symbol of hope to the every civilians that knows that the army is still fighting

Lost units reappear over time

Power:



PORCUPINE FORMATION: The spearmen of Arnor form a circle of spears through which no rider could pass through

The units form a circle with pikes extended.



Knights of Arnor: The Dúnedain were not avid riders in past ages, but were able to ride horses against their foes in Angmar. Indeed, a cavalry charge was deadly against the Orc hordes, and allowed the soldiers to fight against the Warg riders while mounted.

Upgrades:



Forged Blades: The forges of Arnor produced the most renowned weapons on the human free folks.

Increases the damage against other infantry



Heavy Armor: When a general wants to keep its soldiers alive, the most simple is to give them good armors.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



Banners: The banners of Arnor are flapping in the wind. And it is a symbol of hope to the every civilians that knows that the army is still fighting

Lost units reappear over time



Shield: The shields of Arnor, shall defend the knights against any enemy, they will carry the symbol of their kingdom with pride.

armor against pikemen +25% and armor against swordsmen +50%.

Power:



Battle Formation: The knights of Arnor form a compact formation that will crush the enemy

The knights gain +35% armor against swords and spears, but they lose 50% speed.



RANGERS OF ARNOR: FEW NOW REMEMBER THEM, YET STILL SOME GO WANDERING, SONS OF FORGOTTEN KINGS WALKING IN LONELINESS, GUARDING FROM EVIL THINGS FOLK THAT ARE HEEDLESS.

Upgrades:



FIRE ARROWS: WHEN THE SOLDIERS OF ARNOR DECIDES TO LIT THEIR PROJECTILES, THE NIGHT IS ALL LIT UP BY THE HUNDREDS OF FIRE FLYING THROUGH THE DARK NIGHT.

EQUIP THE UNIT WITH FIRE ARROWS



COMPOSITE BOWS: THE RANGERS OF ARNOR SOMETIMES EQUIP THEMSELVES WITH A COMPOSITE BOW. THESE KINDS OF BOWS ARE MORE EFFICIENT, AND THEIR VOLLEYS ARE A SOURCE OF FEAR AMONG THE ORCS...

LOWERS THE RECHARGE TIME OF UNEXPECTED SALVO BY 33% AND DOUBLES THE DAMAGE



BANNERS: THE BANNERS OF ARNOR ARE FLAPPING IN THE WIND. AND IT IS A SYMBOL OF HOPE TO THE EVERY CIVILIANS THAT KNOWS THAT THE ARMY IS STILL FIGHTING

LOST UNITS REAPPEAR OVER TIME



FAITHFUL OF ARANARTH: WHEN ARANARTH CHOSE TO EXILE HIMSELF, THE ARMY REFORMED ITSELF INTO THE RANGERS OF THE NORTH WE KNOW NOW

+5% VISION AND ATTACK RANGE, PERMANENTLY STEALTHED AND «DISRUPTIVE FIRE» ABILITY.



BARROW GUARDS: THE BARROW-DOWNS ARE THE TOMBS OF THE KINGS OF ARNOR. THEY WERE GUARDED BY MEN WHO TOOK A SOLEMN OATH TO WATCH OVER THE TOMBS

+25% ARMOR, +25% MELEE ARMOR, RESISTANCE AGAINST FEAR AND «UNEXPECTED SALVO» ABILITY.

POWER:



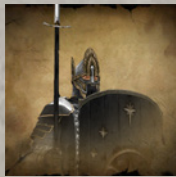
UNEXPECTED SALVO: THE RANGERS FIRE A SALVO OF ARROW, DEALING TRIPLE THEIR RANGED DAMAGE AND REVEALING ENEMIES HIT FOR 15 SECONDS.

LEFT CLICK ON TARGET UNITS



HARASSING FIRE: THE FAITHFUL OF ARANARTH LAUNCH HARASSING FIRE ANYWHERE ON THE MAP, WHICH DISRUPTS ENEMY TROOPS AND LOWERS THEIR MORALE.

LEFT CLICK ON ICON THEN LEFT CLICK ON TARGET AREA



PALANTIR GUARD OF ARNOR: A GREAT HOST CAME OUT OF ANGMAR IN 1409. THEY CROSSED THE RIVER, ENTERING CARDOLAN AND SURROUNDING WEATHERTOP. THE DÚNEDAIN WERE DEFEATED AND ARVELEG WAS SLAIN. THE TOWER OF AMON SÚL WAS BURNED AND RAZED; BUT THE PALANTÍR WAS SAVED AND CARRIED BACK IN RETREAT TO FORNOST...

Upgrades:



FORGED BLADES: THE FORGES OF ARNOR PRODUCED THE MOST RENOWNED WEAPONS ON THE HUMAN FREE FOLKS.

INCREASES THE DAMAGE AGAINST OTHER INFANTRY



HEAVY ARMOR: WHEN A GENERAL WANTS TO KEEP ITS SOLDIERS ALIVE, THE MOST SIMPLE IS TO GIVE THEM GOOD ARMORS.

INCREASES THE ARMOR, HIT POINTS AND DAMAGE RESISTANCE OF THE UNIT TO RANGED DAMAGE.



BANNERS: THE BANNERS OF ARNOR ARE FLAPPING IN THE WIND. AND IT IS A SYMBOL OF HOPE TO THE EVERY CIVILIANS THAT KNOWS THAT THE ARMY IS STILL FIGHTING

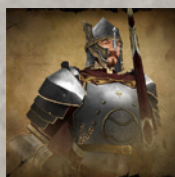
LOST UNITS REAPPEAR OVER TIME

POWER:



DEFEND BUILDING: THE PALANTIR GUARDS HAVE A MISSION TO PROTECT A DESIGNATED BUILDING.

THE TARGET BUILDING BECOMES INVULNERABLE FOR 30 SECONDS.



Amon-Sûl Watch: In 1409, Weathertop was surrounded by a great host from Angmar. Arveleg was killed and the Tower of Amon Sûl was burned and razed. The stone (palantír) of Amon Sûl was rescued by the forces of Arthedain. These warriors are the finest archers of Arnor, led by Manargil. These marksmen can even compete with elven bowmen and were a terror to Angmar's forces during the assault on Amon-Sûl.

Upgrades:



Attack Formation: The Amon-Sûl watch chooses a formation specialized for the attack

The Amon Sûl Watch gain +25% damage but lose 10% armor and speed.



Banner of the Palantir: The Keepers from Amon Sûl are led by a standard bearer that grants pride

Increase the defence of the units



Switch Weapons: The Watch is talented with a bow and as well with a sword.

Left click to switch between sword and bow. They gain +15% armor when armed with swords.



KNIGHTS OF ANNUMINAS: THE ORDER OF ANNUMINAS IS AN ARNORIAN ORDER THAT TRAVELS THE THREE KINGDOMS. THEY ARE NOT BOUND TO ANY ONE KINGDOM BUT THEIR OATH IS TO THE ORDER THAT COMMANDED THEM TO PROTECT THE REALM OF ARNOR. THIS ORDER SUBSIDED AFTER THE SPLIT AND EVEN AFTER THE SUBMERSION OF ANNÚMINAS, THEY ARE THE MOST TRAINED UNITS AMONGST ALL MEN. THEY ARE SKILLED ENOUGH TO DEFEAT TRAINED ELVES IN SINGULAR COMBAT. THE KNIGHTS ARE NOT EQUIPPED WITH HEAVY ARMOR AS IT WOULD RESTRICT THEIR MOVEMENT, AND THEY ARE SKILLED ENOUGH IN BATTLE THAT THIS WEAKNESS DOES NOT AFFECT THEM.

Upgrades:



EXTINGUISHED ORDER: THE KNIGHTS OF ANNUMINAS ARE THE LAST REMNENTS OF THE ARNOR'S OLD MIGHT.

WHEN ACTIVATED NEAR ALLIES CAN'T BE KNOCKED BACK AND GAIN +50% DEFENCE AND ATTACK



MOUNT: WHAT WOULD BE A KNIGHT WITHOUT HIS HORSE.

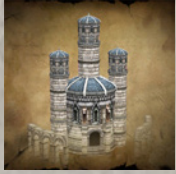
MOUNT A HORSE



BANNERS: ANNUMINAS KNIGHTS ARE EXPERIMENTED IN USING SWORD AND SPEAR AS WELL AS IN RIDING...

SWITCH BETWEEN SWORD AND SPEAR

The BUILDINGS:



Amon-Sûl Outpost: DURING THE WAR OF ARNOR, MANARGIL, A LORD OF ARNOR TRIED TO TAKE BACK THE AMON-SÛL FORTRESS FROM THE REALM OF ANGMAR. HE TOOK THE PALANTIR AND THE FINEST ARCHERS OF ALL OVER THE ARNOR WITH HIM... THIS FORCE WAS CALLED THE WATCH OF AMON-SÛL... HOWEVER, THIS ATTEMPT FAILED AND MANARGIL HAD TO ABANDON AMON-SÛL TO RETURN TO FORNOST.

ELITE UNITS:



Amon Sûl watch: THESE MARKSMEN ARE THE ELITE OF ARNOR WHO CAN EVEN COMPETE WITH ELVEN BOWMEN...

LIMITED TO 3 UNITS

HEROES:



Manargil, Captain of Amon-Sûl: MANARGIL IS THE CAPTAIN OF ARNOR THAT HAS TRIED TAKE BACK AMON-SÛL TO STRENGTHEN THE KINGDOM AGAINST THE WITCH KING.

POWER:



Look in the Palantir: FROM THE TOWER OF AMON-SÛL, ON THE HIGHEST ROOF, ARGELEB, CAPTAIN OF THE FORTRESS USE THE POWER OF PALANTIR TO SPY THE ENEMY'S CAMP.

REVEAL CHOOSEN AREA FOR ONE MINUTE



MANARGIL, CAPTAIN OF AMON-SÛL: MANARGIL IS THE CAPTAIN OF ARNOR THAT HAS TRIED TAKE BACK AMON-SÛL TO STRENGTHEN THE KINGDOM AGAINST THE WITCH KING. HOWEVER, HE LOST IT AS THE CONTINUOUS ASSAULTS ON THE TOWER AND THE WEAK DEFENCES OF THE RUINS FORCED THE CAPTAIN TO FLEE AND LEAVE THE TOWER TO THE ENEMY.

POWERS:



PALANTIR OF AMON-SÛL: THE USE OF THE PALANTIR HAVE SOME EFFECTS ON ITS USER

UNLOCK PALANTIR PALANTIR



THE MOST LOYAL ONES: THE PRESENCE OF SUCH A GREAT LEADER SPARKS A FIRE IN THE HEARTS OF THE MEN.

NEARBY ALLIED UNITS GAIN +25% ATTACK DAMAGE. ACTIVATION OF THE ABILITY: FOR 30 SECONDS ALLIED UNITS NEAR MANARGIL GAIN +50% ARMOR AND ATTACK; HOWEVER, FOR THE DURATION OF THE RECHARGE TIME, LEADERSHIP BONUSES ARE DEACTIVATED.



COMMANDER OF THE AMON-SÛL: AS MANARGIL KNOWLEDGE AND POWER WAX, THE AMON-SÛL TOWER UPGRADES.

THE TOWER OF AMON SÛL GAIN LEVELS WITH MANARGIL



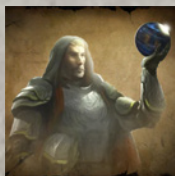
HEALING AURA: MANARGIL, BEFORE BEGINNING HIS CAREER IN THE ARNOR ARMY LEARNED THE EFFECT OF THE MEDICINAL PLANTS

FOR 10 SECONDS ALLIED UNITS AND HEROES NEAR MANARGIL ARE SLOWLY HEALED.



RETREAT TO THE CAPITAL: MANARGIL COMMAND THE RETREAT TO THE CAPITAL, AMON SÛL IS LOST AND WILL ALWAYS BE...

FOR 30 SECONDS ENEMIES NEAR MANARGIL GAIN NEITHER EXPERIENCE NOR RESOURCES FROM SLAIN UNITS.



MANARGIL, CAPTAIN OF A-MON-SÛL: MANARGIL IS THE CAPTAIN OF ARNOR THAT HAS TRIED TAKE BACK A-MON-SÛL TO STRENGTHEN THE KINGDOM AGAINST THE WITCH KING. HOWEVER, HE LOST IT AS THE CONTINUOUS ASSAULTS ON THE TOWER AND THE WEAK DEFENCES OF THE RUINS FORCED THE CAPTAIN TO FLEE AND LEAVE THE TOWER TO THE ENEMY.

POWERS:



CAPTAIN OF A-MON-SÛL: MANARGIL IS THE CAPTAIN OF A-MON SÛL THE WATCH-TOWER THAT CONTAIN THE PALANTIR

SWITCH TO MANARGIL'S NORMAL ABILITIES



QUICK LOOK IN THE PALANTIR: MANARGIL TAKE THE PALANTIR TO HAVE A QUICK LOOK ON IT AND SEE SOME THINGS...

INCREASE THE SIGHT OF MANARGIL BY 100% FOR 45 SECOND BUT LOWER IT TO 15% FOR 1 MINUTE AFTER IT



PRECISE VISION: THE PALANTIR HAVE THE POWER OF SHOWING WHAT THE OWNER WANTS PRECISELY.

REVEAL A TARGET AREA FOR DURING 5 MINUTES, DURING THIS TIME MANARGIL MOVES 50% SLOWER AND HAVE HIS SIGHT REDUCED BY 25%



FARSIGHT: FROM THE TOP OF THE TOWER OF A-MON-SÛL, MANARGIL TAKE THE PALANTIR TO SEE WHAT HAPPENS ALL AROUND ARNOR.

REVEAL THE WHOLE MAP FOR 5 MINUTES BUT DURING THIS TIME, MANARGIL HAVE HALF OF HIS ARMOR AND CAN'T FIGHT BACK



DESTRUCTION OF THE PALANTIR: IF HE'S SURROUNDED, AND HAVE NO OTHER CHOICES, MANARGIL HAVE THE MISSION TO DESTROY THE PALANTIR INSTEAD OF LETTING IT TO THE ENEMIES

WHEN MANARGIL HAVE LESS THAN 5% OF HIS LIFE, HE DESTROYED THE PALANTIR WHICH KILL ALL THE UNITS, HEROES, AND BUILDINGS AROUND HIM IN A MEDIUM RADIUS AND MAKES THAT ALL ALLIED PLAYERS WILL BE UNABLE TO USE THEIR BUILDINGS FOR 15 SECONDS.



Araphant, Father of the King: The father of Arvedui and the 14th King of Arthedain to fight for Arnor. King Araphant continued with dwindling strength to hold off the assaults of Angmar, and his son Arvedui did likewise when he took the throne...

Powers:



Leadership Palantir: Araphant uses his charisma and leadership to help troops fight against the forces that wish to extinguish Arnor

Changes the Palantir to the Leadership Palantir



Mount/Dismount: Araphant mounts his horse

Switch between mounted and on foot



Blessing of the Royal Family: Araphant give his blessing to the most virtuous soldiers of Arnor.

Targeted units permanently gain resistance to fear, knockback and gain +25% more experience.



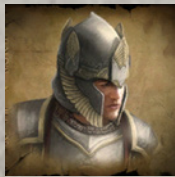
Armories of Fornost: Araphant uses his position to arms the troops of Arnor with the weapons of Fornost.

equips a battalion of Arnor with Heavy armor and forged blades.



Defensive Strategy: Araphant orders a pair of Annúminas Guards to guard a building with their lives

spawn Annúminas guards that shall protect the selected structure



ARANARTH, HEIR TO THE THRONE: AFTER ARVEDUI THE NORTH-KINGDOM ENDED, FOR THE DÚNEDAIN WERE NOW FEW AND ALL THE PEOPLES OF ERIADOR DIMINISHED. YET THE LINE OF THE KINGS WAS CONTINUED BY THE CHIEFTAINS OF THE DÚNEDAIN, OF WHOM ARANARTH SON OF ARVEDUI WAS THE FIRST.

POWERS:



DÚNEDAIN RANGER: ARANARTH FOLLOWS THE PATH OF THE DÚNEDAIN.

SWITCH TO THE DÚNEDAIN STANCE



MOUNT/DISMOUNT: ARANARTH MOUNT HIS PERSONAL HORSE AND CHARGE IN BATTLE

MOUNT HIS HORSE



HOPE OF THE KINGDOM: THE PRINCE PERSONIFIES THE HOPE THAT REMAINS IN ARNOR.

HEROES IN HIS VICINITY GAIN +25% ATTACK AND ARMOR.



CHARGE OF THE PRINCE: ARANARTH CHARGES HIS ENEMIES WITH ANGER AND DESTROY ALL THE ENEMY IN HIS WAY

ARANARTH MOVES 20% FASTER AND ATTACKS 20% FASTER.



HEIR TO THE THRONE OF ARNOR: ARANARTH ACCEPTS HIS FATE AND FOLLOWS HIS DESTINY, BECOMING HEIR TO THE THRONE OF ARNOR. OR THE CHIEFTAIN OF THE DÚNEDAIN



ARANARTH, HEIR TO THE THRONE: AFTER ARVEDUI THE NORTH-KINGDOM ENDED, FOR THE DÚNEDAIN WERE NOW FEW AND ALL THE PEOPLES OF ERIADOR DIMINISHED. YET THE LINE OF THE KINGS WAS CONTINUED BY THE CHIEFTAINS OF THE DÚNEDAIN, OF WHOM ARANARTH SON OF ARVEDUI WAS THE FIRST.

POWERS:



Mount/Dismount: ARANARTH MOUNT HIS PERSONAL HORSE AND CHARGE IN BATTLE

MOUNT HIS HORSE



Hope of the Kingdom: THE PRINCE PERSONIFIES THE HOPE THAT REMAINS IN ARNOR.

HEROES IN HIS VICINITY GAIN +25% ATTACK AND ARMOR.



Charge of the Prince: ARANARTH CHARGES HIS ENEMIES WITH ANGER AND DESTROY ALL THE ENEMY IN HIS WAY

ARANARTH MOVES 20% FASTER AND ATTACKS 20% FASTER.



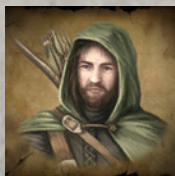
Architect of the Old Kingdom: ARANARTH COMMANDS THE ARCHITECTS TO REPAIR A BUILDING OF ARNOR

REPAIR TO AN AMOUNT OF 4000 HITPOINTS



Aid of the Prince: ARANARTH BRINGS HOPE TO THE KINGDOM OF ARNOR, EVEN WHEN FACED WITH ITS DESTRUCTION.

ALLIED HEROES IN HIS VICINITY TEMPORARILY GAIN +50% ATTACK, +50% ARMOR, AND ALL THEIR ABILITIES COOL-DOWN TIMERS ARE FULLY RECHARGED.



ARANARTH, HEIR TO THE THRONE: AFTER ARVEDUI THE NORTH-KINGDOM ENDED, FOR THE DÚNEDAIN WERE NOW FEW AND ALL THE PEOPLES OF ERIADOR DIMINISHED. YET THE LINE OF THE KINGS WAS CONTINUED BY THE CHIEFTAINS OF THE DÚNEDAIN, OF WHOM ARANARTH SON OF ARVEDUI WAS THE FIRST.

POWERS:



Toggle Weapon: ARANARTH MASTER BOW ASWELL AS SWORD

SWITCH BETWEEN BOW AND SWORD.



Cripple Shot: ARANARTH SHOOTS AN ARROW WITH DEADLY PRECISION, WHICH CAUSES HIGH DAMAGE

SHOOT AN ARROW WHICH CAUSES HIGH DAMAGE TO THE TARGET AND MAKES IT RUN AWAY IN TERROR.



Deadly Sniper: ARANARTH CONCENTRATE HIMSELF AND SHOOTS HIS ARROWS FASTER. MAKING THEM RAIN ON THE ENEMY

FOR A 10 SECONDS, HE GETS +100% ATTACK SPEED AND +50% DAMAGE. ONLY AVAILABLE WHEN USING HIS BOW.



AtheLas: AS THE LEADER OF THE DÚNEDAIN, ARANARTH DISCOVERED THE CURATIVE EFFECT OF ATHELAS.

NEARBY HEROES WILL BE HEALED FOR A 1000 HIT-POINTS.



ARROW BARRAGE: ARANARTH SHOOTS SEVERAL VOLLEYS OF ARROWS AT THE ENEMY KILLING MUCH OF THE ORCS

SHOOTS VOLLEYS OF ARROWS AT THE TARGET AREA, DEALING SMALL DAMAGE BUT THROWING DOWN ENEMIES.



MALBETH, SEER OF ARNOR: Thus spoke MALBETH the Seer, IN THE DAYS OF ARVEDUI, LAST KING AT FORNOST,» SAID DRAGORN: «...FROM THE NORTH shall he come, need shall drive him: he shall pass the DOOR TO THE PATHS OF THE DEAD.

POWERS:



VISION: MALBETH was the seer of ARNOR and had vision from the future. He told DRAPHANT to call his son ARVEDUI for he was going to be the last king in ARTHE-DAIN

MALBETH REVEALS A BIG PART OF THE MAP AND LEVELS UP BY TWO.



ECONOMICAL COUNSEL: MALBETH foresees a cruel winter and advises the villagers of an economy building to finish the harvest early.

THE ECONOMY BUILDING INSTANTLY PRODUCES MANY RESOURCES, BUT THEN PRODUCES NOTHING FOR SOME TIME AFTERWARDS.



PROPHECY: MALBETH shares his knowledge about the future with a hero. This knowledge allows the hero to prepare himself and his allies for the coming events.

THE HERO AND ALL NEARBY ALLIED HEROES AND UNITS EARN EXPERIENCE +50% FASTER.



STRATEGIC COUNCIL: MALBETH foresees the enemy's strategy and instructs ARNOR'S GENERALS ON HOW TO COUNTER IT.

ALL ENEMY LEADERSHIPS ARE NEGATED ON THE MAP FOR 30 SECONDS



CAPTAIN OF THE SEER: MALBETH has a personal guard and some captain under his command

MALBETH NOW SUMMONS TWICE AS MANY GUARDS TO THE BATTLEFIELD AND HAVE A CHANCE TO SUMMON A CAPTAIN



CARTHAEN, CAPTAIN OF THE RANGERS: Carthaen was the one who tried to defend the sacred Barrow-Downs of Cardolan from the attacks of Angmar's armies. After countless battles, he was slain and then buried in the Barrow-Downs he managed to defend...

Powers:



Switch Weapons: Carthaen the captain of the Rangers master bow as well as sword

TOGGLE BETWEEN BOW AND SWORD. +50% ARMOR WHEN TOGGLED TO SWORD.



Lone Watchman: Carthaen and his men are the last survivors of the destroyed realm Cardolan and protect their home to this day.

A Barrow Guard of Cardolan pitches up his tent and watches for the terror of Angmar. The guard is invisible to enemies.



Resolve: Although his home was lost a long time ago, Carthaen continues to fight against the growing shadow.

He gets +25% attack and movement speed, and his life regeneration is twice as fast when he is not in combat.



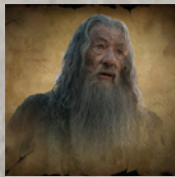
Carthaen's Companions: Carthaen recruits some of the Rangers of Arnor to serve as Hill Guards and protect his home, the hills of Cardolan.

*Rangers can now be appointed as Hill Guards.
(Passive Ability)*



Stray Arrows: Carthaen orders his troops to bring down a storm of arrows in enemy territory.

The arrows are distributed randomly on selected impact site; up to eight volleys can rain down on the enemy.



GANDALF, THE GREY PILGRIM: GANDALF WAS KNOWN BY MANY NAMES DURING THE LONG YEARS HE WANDERED: THE MEN OF ARNOR NAMED HIM GANDALF, WHICH BECAME HIS MOST COMMON NAME. HE LATER REVEALED HIMSELF AS ONE OF THE ISTARI, AND EVENTUALLY BECAME KNOWN AS THE WISEST OF AND MOST POWERFUL OF THAT ORDER.

POWERS:



WIZARD BLAST: GANDALF USES HIS POWERS TO MAKE A BLAST FROM HIS STAFF

CLOSE RANGE ATTACK THAT BLASTS BACK ENEMIES.



LIGHTNING SWORD: GANDALF USES GLAMDRING TO STRIKE THE THUNDER ON HIS ENEMY

SHOOTS OUT LIGHTNING BOLTS FROM GANDALF'S SWORD.



MOUNT: THE GREY PILGRIM IS OFTEN SEEN MOUNTING A HORSE

GANDALF IS ABLE TO MOUNT HORSE.



ISTARI LIGHT: GANDALF CAST A LIGHT FROM THE TOP OF HIS STAFF TO ATTACK THE ENEMY OF DARKNESS

SHOOTS A BEAM OF LIGHT THAT DAMAGES ENEMIES



WORD OF POWER: GANDALF UNLEASH ALL HIS POWER IN A LARGE BLAST THAT DESTROY ALL THE ENEMIES SURROUNDING HIM

GANDALF UNLEASHES A POWERFUL BLAST WAVE WHICH WILL FLING ALL ENEMY FORCES AWAY.



GLORFINDEL, IMLADRIS HERALD: GLORFINDEL WAS TALL AND STRAIGHT; HIS HAIR WAS OF SHINING GOLD, HIS FACE FAIR AND YOUNG AND FEARLESS AND FULL OF JOY; HIS EYES WERE BRIGHT AND KEEN, AND HIS VOICE LIKE MUSIC; ON HIS BROW SAT WISDOM, AND IN HIS HAND WAS STRENGTH

POWERS:



MOUNT/DISMOUNT: GLORFINDEL MOUNT A HORSE, HE IS A POWERFULL RIDER

MOUNT HIS HORSE



WIND RIDER (MOUNTED ONLY): GLORFINDEL'S COURAGE AND STRENGTH INSPIRE HIS MOUNT TO A GREAT EFFORT,

+40% SPEED AND +50% ARMOR FOR A SHORT TIME.



BLADE OF PURITY (ON FOOT ONLY): GLORFINDEL CALLS UPON HIS INNER STRENGTH AND PURITY, CAUSING A BRILLIANT LIGHT TO EMANATE FROM HIM

GIVES HIM A SMALL AREA OF EFFECT ATTACK AND CAUSES HIM TO RECEIVE ONLY HALF DAMAGE



COLLECT STARLIGHT: GLORFINDEL, AS A HIGH ELF LORD, IS ABLE TO ENTER THE SHADOW WORLD AND SURROUND HIMSELF WITH PURE LIGHT.

FOR 30 SECONDS GLORFINDEL IS FILLED WITH PURE LIGHT WHICH RESTORES 300 HEALTH PER SECOND AND PARTIALLY REPULSES MELEE DAMAGE DEALT BY ENEMIES.



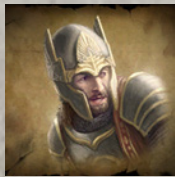
BRILLIANT ILLUMINATION: GLORFINDEL IS THE ONLY ELF WHO HAS SEEN THE HALLS OF MANDOS AND RETURNED TO MIDDLE-EARTH, BRINGING THE BLESSING OF THE VALAR WITH HIM.

EVERY 15 SECONDS HE WILL BE COMPLETELY PROTECTED FROM AN ENEMY ATTACK OR ABILITY. (PASSIVE ABILITY)



LIGHT OF HOPE: GLORFINDEL BECOMES ILLUMINATED IN HIS WRATH, BLAZING BRILLIANTLY AND TERRIFYING ALL NEARBY ENEMIES WHO DARE RAISE ARMS AGAINST HIM.

FOR 30 SECONDS ENEMY UNITS NEAR GLORFINDEL BECOME CONTINUOUSLY PARALYZED



Arvedui, High King of Arnor: Arvedui was indeed the last king, as his name signifies. It is said that this name was given to him at his birth by Malbeth the Seer. He was the son of King Araphant of Arthedain, father of Aranarth and the last king of the Dúnedain in the North.

Powers:



Bulwark: Arvedui uses his shield to knock his enemies down.

Arvedui can temporarily knock back enemies, gets +25% armor and is resistant to knock-back himself.



High King of Arnor: Arvedui has an indomitable will and will never surrender, even if his kingdom is doomed.

The less health he has, the more armor he gets, but causes less damage.

-50% Health: +40% armor and -10% attack damage.

-25% Health: +80% armor and -20% attack damage.

Near allies will be inspired and gain +50% armor and resistance to fear if Arvedui is at full health.



Diplomatic Relations: In foresight of the growing shadow that is threatening his kingdom, the King of Arnor sends requests for help to his old allies.

All units and heroes of settlement buildings are 60% cheaper as long as Arvedui is on the battlefield.



Keep Standing: Arvedui encourages his troops to fight on no matter the gravity of their injuries.

Infantry in the target area will be fully healed, gain all their experience and get +100% armor for a short time.



Personal Guard of the King: Arvedui has led soldiers in many battles and these men's have gained experience.

Arvedui summons 4 battalions of elites veterans to the battlefield for the rest of the game.

ARThEDAIN



The kingdom's capital was at Fornost, and Bree was one of its most important towns. Annúminas was in the territory of Arthedain, but mostly abandoned and falling into ruin.

In TA 1300 the kingdom of Angmar appeared at Arthedain's north-eastern border. Its King was the chief of the Ringwraiths, although this was not known to the Dúnedain. When this new threat came Cardolan placed itself under the suzerainty of Arthedain, which then began to call itself Arnor again. Cardolan repeatedly sent aid to Arthedain when needed but by TA 1409 Cardolan and Rhudaur were conquered by Angmar.

Arthedain kept up the resistance against Angmar for over 500 years but in TA 1974 Arthedain was overrun and Fornost fell into the hands of Angmar. It fell just one year too soon for help was underway from Gondor under the lead of Eärnur. This army reached Arthedain in TA 1975 and destroyed Angmar at the Battle of Fornost.

Its last king, Arvedui, drowned just before the battle was fought. The kings of Arthedain were also the lords of the Shire, and the Shire would later choose the Thain to replace the kings.

The Units:



Palace Guards of Fornost: The Elite Swordsmen of the Kings of Arnor. The Palace Guards are picked to protect the King and his royal family. They are equipped with a red cloak and their presence is glorious.

Upgrades:



Forged Blades: The forges of Arnor produced the most renowned weapons on the human free folks.

Increases the damage against other infantry



Heavy Armor: When a general wants to keep its soldiers alive, the most simple is to give them good armors.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



Banners: The Banners of Arnor are flapping in the wind. And it is a symbol of hope to the every civilians that knows that the army is still fighting

Lost units reappear over time

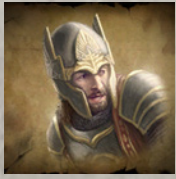
Power:



Noble Courage: The first under the King's banner were a source of inspiration and courage.

Allies in the vicinity of the Palace Guards of Arnor gain experience more rapidly. (Passive ability)

The Heroes:



Arvedui, High King of Arthedain: Arvedui was indeed the last king, as his name signifies. It is said that this name was given to him at his birth by Malbeth the Seer. He was the son of King Araphant of Arthedain, father of Aranarth and the last king of the Dúnedain in the North.

Powers:



Unification of Arnor: To counter Angmar's attacks, Arnor needs to be unified again.

Unlock unification palantir



King of Arthedain: Arvedui has an indomitable will and will never surrender, even if his kingdom is doomed.

The less health he has, the more armor he gets, but causes less damage.

-50% Health: +20% armor and -10% attack damage.

-25% Health: +40% armor and -20% attack damage.

Near allies will be inspired and gain +25% armor and resistance to fear if Arvedui is at full health



Diplomatic Relations: In foresight of the growing shadow that is threatening his kingdom, the King of Arnor sends requests for help to his old allies.

All units and heroes of settlement buildings are

30% cheaper as long as Arvedui is on the battlefield.



Keep Standing: Arvedui encourages his troops to fight on no matter the gravity of their injuries.

Infantry in the target area will be healed, gain

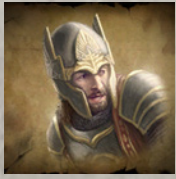
experience and get +50% armor for a short time.



Veterans of Arthedain: Arvedui has led soldiers in many battles and these men's have gained experience.

Arvedui summons 4 battalions of experienced veterans to the battlefield for a short time.

The Heros:



Arvedui, High King of Arthedain: Arvedui was indeed the last king, as his name signifies. It is said that this name was given to him at his birth by Malbeth the Seer. He was the son of King Araphant of Arthedain, father of Aranarth and the last king of the Dúnedain in the North.

Powers:



Arvedui palantir: switch to Arvedui's abilities

switch to Arvedui's abilities



Recuperation of the Scepter of Annúminas: An expedition like this is not free...

Annúminas Knights are healed faster



Coronation: Such a great event costs a lot of money for the kingdom

*All the units around Arvedui are immune to
terror*



Reconstruction of Annúminas: Reconstruction of a city is one of the most expensive project you could make

*Enable Annúminas Knights to mount their
horses*



Reunified Kingdom: Sometimes, gifts to the other realms helps in the negotiations

The Kingdom of Arnor is fully reunited

CARDOLAN



THE BORDERS OF CARDOLAN EXTENDED FROM THE RIVER BRANDYWINE TO THE WEST, THE RIVER HOARWELL TO THE EAST AND THE RIVER GREYFLOOD TO THE EAST AND SOUTH. ITS NORTHERN BORDER WAS THE GREAT EAST ROAD, BUT CARDOLAN ALSO CLAIMED THE ARTHEDAIN-CONTROLLED WEATHER HILLS, WHICH CONTAINED THE FORTRESS OF WEATHERTOP AND ITS VALUABLE PALANTÍR. FOR THIS REASON THE WEATHER HILLS WERE CLAIMED BY ALL THREE KINGDOMS - ARTHEDAIN, CARDOLAN AND RHUDAUR OF THE FORMER ARNOR. THIS TERRITORIAL DISPUTE CONTINUED UNTIL RHUDAUR BECAME A VASSAL OF ANGMAR AFTER THE LINE OF THE DÚNEDAIN KINGS FAILED THERE.

WHEN THE KINGDOM OF ANGMAR AROSE IN NORTHERN ERIADOR, CARDOLAN BECAME THE MOST IMPORTANT ALLY OF ARTHEDAIN. IT HAD TO FIGHT THE COMBINED ARMIES OF BOTH ANGMAR AND RHUDAUR. IT SOON BECAME APPARENT THAT CARDOLAN COULD NOT HOLD BACK THE FORCES OF ANGMAR AND IN ITS LAST YEARS THE PEOPLE BECAME ENTRENCHED IN THE HILL REGION, TYRN GORTHAD (THE BARROW-DOWNS). THIS POSITION BECAME UNTENABLE AFTER ANGMAR SENT EVIL SPIRITS TO INHABIT THE DOWNS (THE BARROW-WIGHTS).

AFTER THE FINAL FALL OF ARNOR, AND THE DESTRUCTION OF ANGMAR AT THE BATTLE OF FORNOST, CARDOLAN PRESUMABLY REMAINED A LOW POPULATED AREA.

The Units:



Guard of Tharbad: Tharbad is the Capital city of Cardolan. The guards keep an eye on the Regent's house and have protected the city since its foundation. While not as physically strong as the soldiers of Arthedain, these Guards are talented in battle and will defend their city till their last breath

Upgrades:



Forged Blades: The forges of Arnor produced the most renowned weapons on the human free folks.

Increases the damage against other infantry



Heavy Armor: when a general wants to keep its soldiers alive, the most simple is to give them good armors.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



Banners: The Banners of Arnor are flapping in the wind. And it is a symbol of hope to the every civilians that knows that the army is still fighting

Lost units reappear over time

Power:



Watchers of Tharbad: The Guards of Tharbad are the watchers on walls, caring about their Capital City

When near a building the guards and the surrounding units are hidden

The Heros:



Theodore Delbert, Regent of Cardolan: When the last king of Cardolan died above the footsteps of the Thyrn Gorthad, the Regents begin to rule Cardolan. Theodore was the last regent of Cardolan before he died from the Great Plague.

Powers:



Unification of Arnor: To counter Angmar's attacks, Arnor needs to be unified again

Unlock unification palantir



Regent of Cardolan: Theodore Delbert is the regent of Cardolan, he is not from a noble bloodline but the soldiers like him

All nearby units are immune to fear and to poison



Woods of Cardolan: Cardolan is the most green country on the west of the Misty Mountains

Spawn a forest in the target area that hides units inside it



Hope of the Regent: The regent have never lost hope of seeing the glory of Arnor restored

The units in the target area are healed



Old Men: Theodore is an old man that have fought on the battle side by side with his lost king.

The unit on the target area gets all its upgrades and their level 5

The Heros:



Theodore Delbert, Regent of Cardolan: When the last king of Cardolan died above the footsteps of the Thyrn Gorthad, the Regents begin to rule Cardolan. Theodore was the last regent of Cardolan before he died from the Great Plague.

Powers:



Theodore Palantir: switch to Theodore's abilities

switch to Theodore's abilities



Defence of the Thyrn Gorthad: Making towers and defences around the Thyrn Gorthad is not that cheap

ALL the buildings get +25% Life



Battle of the Barrow Downs: The gathering of an army to defend the barrows is expensive

The recruitment time is reduced by 25%



Great Plague Crisis: This crisis time forces the Kingdom to make expensive public expenses

The units in the targeted area are healed instantly



Death of the Regent: In his last hope to be healed from the plague, the regent buy the services of all the medicine man on Middle Earth.

the kingdom of Arnor is fully reunited

Rhudaur



Rhudaur formed the eastern part of Arnor, and stretched from the Weather Hills with Weathertop to the river Loudwater. It shared a long border with Cardolan along the Great East Road, and with Arthedain along the line of the Weather Hills.

The land between the rivers Hoarwell and Loudwater was also considered part of Rhudaur. It was called the Angle, and it is here that the first Stoor Hobbits came into Eriador around TA 1150. However, due to the increasing hostility of Angmar these Stooks fled the region around TA 1356, with some of them moving west to the Shire, and others moving back to Wilderland.

From the start of its existence, Rhudaur was unfriendly towards the two other successor states, and took part in a bitter conflict with Arthedain over the Tower of Amon Sûl and the Palantír associated with the tower.

There is evidence that after the fall of Angmar at the Battle of Fornost the Angle became home to the remainder of the Dúnedain, and the Rangers of the North established several villages there.

The Units:



SERGEANTS OF Rhudaur: Very little could be told about the armies of Rhudaur. However, their sergeants worked tirelessly in service of this army. They were a group of old nobles and talented soldiers that organized themselves to defend their land and protect it from evil...

Upgrades:



FORGED BLADES: The forges of Arnor produced the most renowned weapons on the human free folks.

Increases the damage against other infantry



HEAVY ARMOR: When a general wants to keep its soldiers alive, the most simple is to give them good armors.

Increases the armor, hit points and damage resistance of the unit to ranged damage.



BANNERS: The banners of Arnor are flapping in the wind. And it is a symbol of hope to the every civilians that knows that the army is still fighting

Lost units reappear over time

Power:



WANDERING NOBILITY: The sergeants all consisted of nobles and talented soldiers

All units near the sergeant move as fast as they do

The Heros:



Hirgon, Last King of Rhudaur: Hirgon was the last of the wandering kings of Rhudaur. When the palace of Cameth Brin was burned by the forces of Angmar, the royal family fled and continued to rule over Rhudaur as well as they could.

Powers:



Unification of Arnor: To counter Angmar's attacks, Arnor needs to be unified again.

Unlock unification palantir



Wandering King: Hirgon have lost his kingdom and is now wandering, with the hope of restore his lost kingdom.

Hirgon moves faster with each new levels, and the nearby units gain +5% attack



Stones of Rhudaur: The Rhudaur lands are very full of tough stones and rocks. This terrain is well known among Arnor.

spawns several stones in the area that hides the allied units in there



Tragedy of the Rhudaur's King Family: The king of Rhudaur has lost all his family during the last sack of Cameth Brin, he's now the last member of his bloodline.

All near units get a buff on their attack for one minute.



Resting Camp: Hirgon has constructed a camp for his wandering army.

Spawn some tents for a little time that heal the nearby units, and buff them

The Heros:



Hirgon, Last King of Rhudaur: Hirgon was the last of the wandering kings of Rhudaur, when the palace of Cameth Brin was burned by the forces of Angmar, the royal family fled and continue to rule over Rhudaur as well as they could, but Hirgon was the last member of his house.

Powers:



Hirgon's Palantir: Switch to Hirgon's abilities

Switch to Hirgon's abilities



King in Exile: A king in exile can't live with a lot of money and must let the wealth of a kingdom

All the heroes moves faster



Recuperation of the crown of Rhudaur: Making an expedition through the enemy land to find the lost crown is a perilous project

*Units in the targetted area move faster and
hided*



Gathering of the remnants of the Army: Gathering the remnants soldiers of Rhudaur's army will have a pretty high price

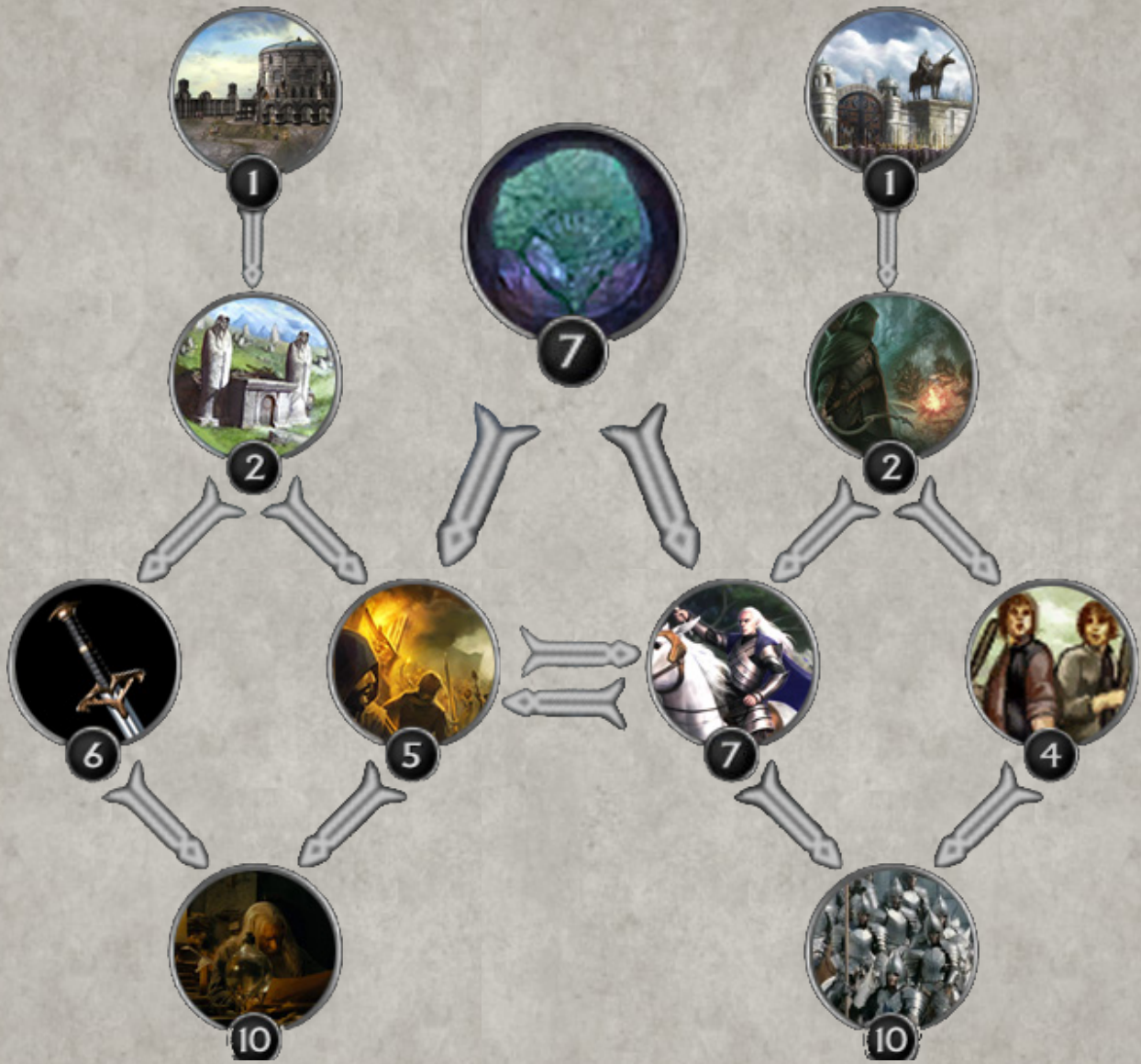
All the units are cheaper



Sacrifice of the King: In a last battle, the king dies and so is lost the hope of a free rhudaur Kingdom

The Kingdom of Arnor is fully reunited

The SPELLBOOK:





ARCHITECTS OF ARNOR: The ARCHITECTS OF ARNOR rapidly REPAIR BUILDINGS

TARGETED BUILDINGS ARE FULLY REPAIRED IN A SELECTED AREA.

COST: 1 POINT



MONUMENT OF ARNOR: IN ARNOR LAY SOME IMPRESSIVE MONUMENTS

SPAWN RANDOMLY A SMALL STATUE THAT REDUCE 10% OF ENEMY ARMOR OR A BARROW THAT REMOVES BUFF TO NEARBY ENEMY UNITS OR A RAIN THAT HIDE NEARBY ALLIES

COST: 2 POINTS



SWORDS OF WESTERNESSEE: THESE BLADES PROTECT THEIR BEARERS FROM MAGIC, POISON, AND THE ELEMENTS AND LEND THEM STRENGTH TO FACE ALL KINDS OF ENEMIES.

EQUIP A UNIT WITH SWORDS OF WESTERNESSEE.

COST: 7 POINTS



INCESSANT WARS: ARNOR HAS BEEN AT WAR AGAINST ANGMAR FOR CENTURIES NOW, LEADING TO MANY VETERANS AMONG THE ARMY

GIVES XP AT EXCHANGE OF THE LIFE FOR THE UNITS IN THE AREA.

COST: 6 POINTS



UNIVERSITY OF ARNOR: THE UNIVERSITIES OF ARNOR ARE KNOWN ALL AROUND MIDDLE EARTH FOR MANY SECRETS ARE KEPT THERE

SPAWN THE UNIVERSITY OF ARNOR THAT ALLOW THE RESEARCH OF POWER-FULL UPGRADES FOR ARNOR.

COST: 10 POINTS



PRIDE OF ARNOR: ARNOR'S PEOPLE ARE PRIDEFUL MEN, FOR THEY KNOW THE GLORY THAT THEIR KINGDOM ONCE HAD

UNITS IN THE AREA GAIN +15% ATK, 10% DEFENCE AND RESISTANCE TO FEAR

COST: 1 POINT



ARNORIAN AMBUSH: THE RANGERS OF ARNOR CAN EASILY BE INVISIBLE TO THE EYES OF THEIR ENEMIES

SPAWN A CIRCLE OF RANGERS THAT WILL ATTACK EVERYONE THAT GO THROUGH THE AREA

COST: 2 POINTS



DETACHMENT FROM THE SHIRE: IT IS SAID IN THE SHIRE THAT DURING THE FALL OF FORNOST, THE HOBBITS CAME TO THE AID OF ARNOR

SUMMON AND COMMAND BUCCA OF THE MARISH AND HIS BOWMEN FROM THE SHIRE FOR A SHORT TIME

COST: 6 POINTS



THE MANY ALLIES OF ARNOR: ARNOR WAS SURROUNDED BY MANY ALLIES EVEN IF IT WAS ATTACKED BY AN OVERWHELMING ENEMY

SPAWN RANDOMLY GLORFINDEL AND HIS CAVALRY, CIRDAN AND ARCHERS OR ELROND AND SEVERAL ELVES

COST: 7 POINTS



RESCUE TO ARNOR: IN T.A. 1973, KING EARNIL II SENT HIS SON PRINCE EARNUR NORTH, AS CAPTAIN OF GONDOR AT THE HEAD OF A LARGE GONDOR ARMY

SUMMON A LARGE ARMY OF ELVES AND GONDORIANS TO HELP ARNOR.

COST: 10 POINTS



BLOODLINE OF NÚMENÛR: The bloodline of the Númenóreans gives the people of Arnor Long Life

All troops now regain health over time out of combat.

Cost: 7 points