



The Fiefdoms of Gondor

The defense of Gondor's fiefdoms were the responsibility of the respective lords of these territories. Their training, strength in numbers, and armaments varied from each fief (Lossarnach brought axemen to the aid of Minas Tirith while the men of Morthond Vale consisted of archers). The greatest of these fiefs was Dol Amroth, which brought forth the largest force to Minas Tirith, made up of men-at-arms and arguably the best cavalry in Middle Earth- the elite Swan Knights.

Gondor's fleet at the time of the War of the Ring was docked at Pelargir. This port and the Anduin River was essential in the defense of Minas Tirith. As made evident by the fiefdom's dire need to defend their coasts and many rivers of Gondor, a majority of the fleet was concentrated at Pelargir. This fleet was destroyed when the Black Ships of Umbar attacked, enslaving many of Gondor's sailors into the service of Mordor.

The Southern Fiefdoms:



The Southern fiefs consists of the regions of Belfalas, Harondor and Tol Falas. These regions have faced many raids of Harad and Umbar and have developed a perfect resilience against these enemies of Gondor. It also counts as one of the richest region of Gondor.

Strategy:

Stand a Ground Strategy: The provinces like Tol Falas and Harondor have faces many attacks from both Harad and Umbar, and have defend their cities during long periods against them.

The units from Southern Fiefdoms are specialized on guarding a zone

Unit:



DOR-EN-ERNIL SMITHS: The Smith of Dor-en-ernil uses warhammers to slay down the enemies of Dol Amroth in time of war.



BELFALAS MARKSMEN: The archers of Belfalas are the archers that shall protect Dol Amroth.



HARONDOR SWORDSMEN: South Gondor, known in Sindarin as Harondor, was a disputed region south of Ithilien, between the rivers Poros and Harnen.



TOL FALAS HALBERDIERS: Tol Falas is an island that is the Gondorian territory the most attacked by Haradrim.

The Western Fiefdoms:



The Western fiefs of Gondor like Anfalas and Pinnath Gellin produce a lot of food for Gondor even if it is still less than Lebennin and Lossarnach but in the forests of Andrast lives most of all hunters and lumbermen for there is almost no villages in Andrast.

Strategy:

Building Protection Strategy: The Western coasts of Gondor are the perfect areas to be attacked by the corsairs. The garrisons are few and all the men in this region are used to defend themselves when they see the black sails.

The units from Western Fiefdoms are specialized on keep an eye on the buildings

Unit:



Anfalas Hammerers: The soldiers of Anfalas are well known for their hammers.



Pinnath Gellin Crossbowmen: The crossbowmen of Pinnath Gellin are well trained soldiers.



Andrast Marksmen: The terrain of Andrast consisted of scattered woodlands due to its climate.



Ras Morthil Watchmen: The watch of Ras Morthil are the men's that watch at the most Western point of Gondor.

The Northern Fiefdoms:



The forests of the Northern Fiefdoms are large and full of life, if most of the grain comes from Lossarnach and most of the fishs from Lebenin. It is from Lamedon that comes the beefs and pigs meat and from Tarlang and Morthond that comes the meat from hunted animals...

Strategy:

Ambush Strategy: The terrain of the northern fiefdoms are really suitable for all kind of ambush, indeed the forests give a perfect cover to attack the ennemy before they know it

The units from Northern Fiefdoms are specialized on making an ambush

Unit:



Lamedon Clansmen: the Clansmen who hail from the foothills of the White Mountains are a brave and reckless people.



Morthond Archers: The Archers of the Blackroot Vale are ranked amongst the finest.



Ethring Citywatch: Ethring was a major crossing point of the river Ringló, along the main road from Erech to Pelargir.



Tarlang Swordsmen: in the hills of Tarlang lives strong men that are used to live a rude life.

The Eastern Fiefdoms:



The Eastern fiefs also known as the granary of Gondor are the regions of Lebenin and Lossarnach. Both provides food to Anorien, fishes from Lebenin can be seen in all the markets of Minas Tirith. In the other hand, Lossarnach provide most of the wheat and other fruits. It's a really fertile region

Strategy:

Reinforcement Strategy: The Eastern regions of Gondor are nearest regions of Minas Tirith and the first to come if the city faces a threat, the people from Lebenin may even use ships to arrive faster to help the Capital

The units from Eastern Fiefdoms are specialized on reinforce fast and friendly army

Unit:



Lossarnach Axemen: The stoic Axemen of Lossarnach wield broad-bladed axes instead of more conventional weapons.



Pelargir City Guards: The Pelargir Swordsmen come to defend Gondor. They are master swordsmen who have sworn allegiance to the White Tree.



Lebenin Bowmen: If Lebenin is known for their fishermen more than they hunters, we can found some good archers on Lebenin.



Linhir Trollbenders: The Trollbenders are specialized pikemen which have spent their entire lives training to slay monsters and now excel in the matter.

GREATER GONDOR:



The Long time lost cities and regions of Gondor have been retake thanks to the strenght and the strategy of Boromir, but he couldn't go further than the fortress of Cirith Ungol where he posted a strong garrison of fierce men that shall keep a watch on the Land of Mordor.

Strategy:

Elite Strategy: The units from those cities are long trained soldiers that have seen many combats, they are impressive in combat for they master their weapons like no others....

The units from the Greater Gondor are all elite units that shall be available only when Boromir has the ring

Unit:



Cirith Ungol First Defenders: The Defenders of Cirith Ungol are the first protection of Gondor against Mordor and his legions.



Guards of the Star City: The Star City was once the jewel of the kingdom of Gondor. A place of light, and beauty, and music.



Veterans of Cair Andros: Cair Andros, meaning «Ship of the Long-foam», and pronounced «cyre an-dros», was an island in the river Anduin.



Guards of the Moon: The Guards of the Moon, probably one of the most charismatic unit of Gondor.

The Western Fiefdoms:



ANFALAS HAMMERERS: The soldiers of ANFALAS are well known for their hammers, in fact in ANFALAS the men selected their weapons to be usable as a tool, it evolved to become a true war hammer that shall crush the bones of the enemy.

Upgrades:



FORGED BLADES: The forges of Gondor produces the most renowned weapons on the human free folks.

Classical effect of forged blades



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

Classical effect of heavy armors



BANNERS: When the banners of Gondor are flapping in the wind it gives hope to the nearby civilians that knows that the army has come to save them.

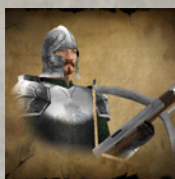
Classical effect of banners

Power:



DEFENDERS OF THEIR HOMES: The ANFALAS soldiers are first of all the defenders of their own homes

When near a house or a farm the units gain a bonus against all infantry (Passive ability)



PINNATH GELLIN CROSSBOWMEN: The crossbowmen of Pinnath Gellin are well trained soldiers, in the green hills of their land they train themselves at the age of 10 to master the crossbows and to load the most quickly possible.

Upgrades:



FIRE ARROWS: When the soldiers of Gondor lit their projectiles the night is all lit up by the hundreds of fire flying through the dark night.

Classical effect of fire arrows



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

Classical effect of heavy armors



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Classical effect of banners

Power:



LONG TRAINING: The Pinnath Gellin crossbowmen are trained since their 10th spring

When near any friendly building, the units shoots 10% faster (Passive ability)



ANDRAST MARKSMEN: The terrain of Andrast consisted of scattered woodlands due to its climate and the strong coastal winds that blow the region. The forests of pines are dark and the villages are spaced.

Upgrades:



FORGED BLADES: The forges of Gondor produce the most renowned weapons on the human free folks.

Classical effect of Forged Blades



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

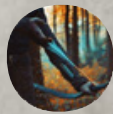
Classical effect of Heavy Armors



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Classical effect of Banners

Power:



MARKSMEN OF THE WOODS: The men of Andrast master either bows and swords

When near a building they are able to switch their weapons (Passive Ability)



Ras Morthil Watchmen: The watch of Ras Morthil are the men's that watch at the most Western Point of Gondor, they are replaced every month by fresh mens of the country around. If there is not a lot of villages there is plenty of men that can keep this far point

Upgrades:



Forged Blades: The forges of Gondor produces the most renowned weapons on the human free folks.

Classical effect of Forged Blades



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

Classical effect of Heavy Armors



Banners: When the Banners of Gondor are flapping in the wind it gives hope to the nearby civilians that knows that the army has come to save them.

Classical effect of Banners

Power:



Watch of the Last Lighthouse: Ras Morthil is the Last Lighthouse of the Western Gondor and offers a good sight

When near a tower, the unit gain +30% Line of sight (Passive Ability)

The Northern Fiefdoms:



Lamedon Clansmen: The Clansmen who hail from the foothills of the White Mountains are a brave and reckless people. Their ferocity makes them deadly skirmishers who can cause havoc amongst enemy lines with their long broadswords

Upgrades:



Forged Blades: The forges of Gondor produces the most renowned weapons on the human free folks.

Classical effect of Forged Blades



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

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Classical effect of banners

Power:



Quick Attacks: The clansmen are used to make quick but decisives attacks on the enemies

Structures and units which are targeted lose 20% armor for 10 seconds. (Active Ability)



MORTHOND BOWMEN: The Archers of the Blackroot Vale are ranked amongst the finest shots in Middle-earth, able to find the weakest point in any creature's hide. Their Lord Duinhir took 500 bowmen to the Battle of the Pelennor Fields. With them went Duinhir's sons, Derufin and Duilin, both of whom were trampled by the Mumakil in the defense of Minas Tirith.

Upgrades:



FIRE ARROWS: When the soldiers of Gondor lit their projectiles the night is all lit up by the hundreds of fire flying through the dark night.

Classical effect of fire arrows



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

Classical effect of heavy armors



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Classical effect of banners

Power:



AMBUSH FORMATION: The archers of Morthond are well trained to make dreadful ambush on their enemies.

The Archers are hidden in the trees (active ability)



ETHRING CITYWATCH: ETHRING WAS A MAJOR CROSSING POINT OF THE RIVER RINGLÓ, ALONG THE MAIN ROAD FROM ERECH TO PELARGIR. ARAGORN AND THE OATHBREAKERS CROSSED THE RIVER HERE DURING THE WAR OF THE RING. AND ALL THE WATCH OF THE CITY JOINED THE HOST TO SAVE MINAS TIRITH FROM THE MORDOR ARMIES.

Upgrades:



FORGED BLADES: THE FORGES OF GONDOR PRODUCES THE MOST RENOWNED WEAPONS ON THE HUMAN FREE FOLKS.

CLASSICAL EFFECT OF FORGED BLADES



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

CLASSICAL EFFECT OF HEAVY ARMORS



BANNERS: WHEN THE BANNERS OF GONDOR ARE FLAPPING IN THE WIND IT GIVES HOPE TO THE NEARBY CIVILIANS THAT KNOWS THAT THE ARMY HAS COME TO SAVE THEM.

CLASSICAL EFFECT OF BANNERS

POWER:



CITY WATCH: IF THESE MEN OF ETHRING ARE MOST OF ALL A CITY WATCH THAT KEEP ORDER ON THE CITY AND ARREST THE BURGLERS THEY HAVE GOOD EYES EVEN IN THE WOODS

WHEN CLICKED THE UNITS SIGHT IS 20% HIGHER (ACTIVE ABILITY)



TARLANG SWORDSMEN: IN THE HILLS OF TARLANG LIVES STRONG MEN THAT ARE USED TO LIVE A RUDE LIFE IN FORESTS AND OTHER DIFFICULT PLACES. ACCORDING TO FOLKLORE, TARLANG BELONGED TO A GROUP OF GIANTS WHO IN «ANCIENT DAYS» WERE BUILDING THE WHITE MOUNTAINS IN ORDER TO PREVENT MEN FROM ENTERING THE GIANTS' LAND CLOSE BY THE SEA.

Upgrades:



FORGED BLADES: THE FORGES OF GONDOR PRODUCES THE MOST RENOWNED WEAPONS ON THE HUMAN FREE FOLKS.

CLASSICAL EFFECT OF FORGED BLADES



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

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CLASSICAL EFFECT OF BANNERS

Power:



ATTACK FROM THE FOREST: THE SWORDSMEN OF TARLANG HIDES IN THE FOREST TO DEAL GREAT DAMAGES ON THEIR ENEMIES

WHEN IN A FOREST THE SWORDSMEN ARE HIDDEN AND GAIN +25% ATTACK AND THE BONUS STAY 10 SECONDS AFTER LEAVING THE FOREST

The Southern Fiefdoms:



DOR-EN-ERNIL SMITHS: The SMITH of DOR-EN-ERNIL uses WA-RHAMMERS TO SLAY DOWN THE ENEMIES OF DOL AMROTH IN TIME OF WAR, BUT IN TIME OF PEACE THEY ARE GOOD SMITH THAT WILL PROVIDE GREAT AR-MORS TO THE KNIGHTS OF DOL AMROTH.

Upgrades:



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CLASSICAL EFFECT OF FORGED BLADES



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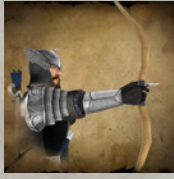
CLASSICAL EFFECT OF BANNERS

POWER:



SMITH OF DOL AMROTH: The SMITH STOP FIGHTING AND ARE REQUISITIONED TO CRAFT WEAPONS AND ARMORS

IF THEY ARE NOT MOVING EVERY 30 SECONDS THEY GAIN A BONUS OF 10% ARMOR AND ATTACKS FOR THEM AND NEARBY UNITS (CUMULATIVE UP TO 5 TIMES)



BELFALAS MARKSMEN: THE ARCHERS OF BELFALAS ARE THE ARCHERS THAT SHALL PROTECT DOL AMORTH IF THE CITY IS UNDER SIEGE. INDEED BELFALAS IS UNDER THREE COMMAND OF THE PRINCE OF DOL AMORTH. THE KNIGHTS OF DOL AMORTH NEVER MASTERED THE BOW EVEN IF SOME OF THEIR ANCESTORS MAY HAVE BEEN ELVES, THEY NEVER CONSIDERED WORTHY OF THE CHIVALRY

UPGRADES:



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

CLASSICAL EFFECT OF FIRE ARROWS



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

CLASSICAL EFFECT OF HEAVY ARMORS



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CLASSICAL EFFECT OF BANNERS

POWER:



BARRAGE: THE ARCHERS OF BELFALAS HAVE DEVELOPED A STRATEGY OF BARRAGE PARTICULARLY EFFICIENT.

WHEN ACTIVED THE UNIT CAN'T MOVE DURING 30 SECOND BUT SLOW DOWN ENEMY UNITS BY 15% AND SHOOT 15% FASTER (ACTIVE ABILITY)



HARONDOR SWORDSMEN: South Gondor, known in Sindarin as Harondor, was a disputed region south of Ithilien, between the rivers Poros and Harnen. The Harad Road ran across South Gondor. Its climate was described as fluctuating between mild winters and very hot and dry summers. Ongoing wars led to the region's downfall and by the end of the Third Age, Harondor was said to be a deserted land.

Upgrades:



FORGED BLADES: The forges of Gondor produces the most renowned weapons on the human free folks.

CLASSICAL EFFECT OF FORGED BLADES



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

CLASSICAL EFFECT OF HEAVY ARMORS



BANNERS: When the banners of Gondor are flapping in the wind it gives hope to the nearby civilians that knows that the army has come to save them.

CLASSICAL EFFECT OF BANNERS

Power:



AMBUSH AREA: The swordsmen of Harondor will decide and prepare an area to attack more efficiently their enemies

When clicked on a area the unit can't move for 15 seconds to prepare the terrain where they and all other units of the southern fiefs shall get a bonus on their attacks of 15%

(ACTIVE ABILITY)



TOL FALAS HALBERDIERS: Tol Falas is an island that is the Gondorian territory the most attacked by Haradrim. Because of this, the Gondorians that live there count as the most resilient soldiers of Gondor. Some of them even become some of the tower guards of Minas Tirith.

Upgrades:



FORGED BLADES: The forges of Gondor produce the most renowned weapons on the human free folk.

CLASSICAL EFFECT OF FORGED BLADES



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

CLASSICAL EFFECT OF HEAVY ARMORS



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CLASSICAL EFFECT OF BANNERS

Power:



TOL FALAS RESILIENCE: Known for their resilience, the halberdiers of Tol Falas will stand their ground whatever the price is.

WHEN CLICKED THE UNITS MOVES 75% SLOWER BUT GAIN A BONUS OF 40% ON THEIR ARMOR AND RESIST TO KNOCKBACK THAT STAY DURING 30 SECONDS

The Eastern Fiefdoms:



Lossarnach Axemen: The stoic Axemen of Lossarnach wield broad-bladed axes instead of more conventional weapons. Although this seems strange to other warriors, it is believed this custom originates from when the first Lord of Lossarnach wielded the same weapon in defence of his liege.

Upgrades:



Forged Blades: The forges of Gondor produces the most renowned weapons on the human free folks.

Classical effect of forged blades



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

Classical effect of heavy armors



Banners: When the banners of Gondor are flapping in the wind it gives hope to the nearby civilians that knows that the army has come to save them.

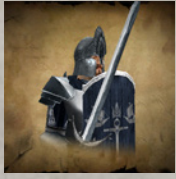
Classical effect of banners

Power:



Rush into the battle: When the axemen of Lossarnach go into battle they never do it by walking

They gain +25% damage and speed and knock their opponents to the ground. Left click on the icon then left click on target enemy.



PELARGIR CITY GUARDS: The PELARGIR CITY GUARDS COME TO DEFEND GONDOR. THEY ARE MASTER SWORDSMEN WHO HAVE SWORN ALLEGIANCE TO THE WHITE TREE. AND WILL MAKE FORCED MARCHES TO COME AS FAST AS POSSIBLE TO HELP THE CAPITAL OF GONDOR, MINAS TIRITH....

UPGRADES:



FORGED BLADES: THE FORGES OF GONDOR PRODUCES THE MOST RENOWNED WEAPONS ON THE HUMAN FREE FOLKS.

CLASSICAL EFFECT OF FORGED BLADES



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

CLASSICAL EFFECT OF HEAVY ARMORS



BANNERS: WHEN THE BANNERS OF GONDOR ARE FLAPPING IN THE WIND IT GIVES HOPE TO THE NEARBY CIVILIANS THAT KNOWS THAT THE ARMY HAS COME TO SAVE THEM.

CLASSICAL EFFECT OF BANNERS

POWER:



LONG TRAINING OF MARCHES: THE PELARGIR UNITS ARE TRAINED TO MAKE LONG MARCHES

WHILE THE UNIT FAR FROM ENEMY UNITS THEY HAVE A BONUS OF 30% SPEED



LEBENIN ARCHERS: If Lebénin is known for their fishermens more than they hunters, we can found some good archers on Lebénin, they are called all around Lebénin to protect the capital of Lebénin, PeLargir

Upgrades:



FIRE ARROWS: When the soldiers of Gondor lit their projectiles the night is all lit up by the hundreds of fire flying through the dark night.

classical effect of fire arrows



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

classical effect of heavy armors



BANNERS: When the banners of Gondor are flapping in the wind it gives hope to the nearby civilians that knows that the army has come to save them.

classical effect of banners

Power:



mass uprising: The archers of Lebénin are gather all around Lebénin and reunited on PeLargir

When clicked the unit moves 50% faster during 30 seconds



LINHIR TROLLBENDERS: The Trollbenders are specialized pikemen which have spent their entire lives training to slay monsters and now excel in the matter. Their skill is now renowned, and they have come far from Linhir to help Gondor.

Upgrades:



FORGED BLADES: The forges of Gondor produces the most renowned weapons on the human free folks.

CLASSICAL EFFECT OF FORGED BLADES



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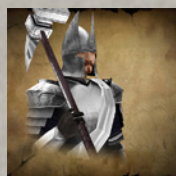
Power:



TROLLBENDER FORMATION: The soldiers of Linhir have developed a formation particularly efficient against the trolls.

THE TROLLBENDERS GAIN +50% ARMOR AGAINST MONSTERS AND ARE RESISTANT TO KNOCK-BACK BUT LOSE 25% ARMOR AGAINST ALL OTHER UNITS

GREATER GONDOR:



CIRITH UNGOL FIRST DEFENDERS: The DEFENDERS OF CIRITH UNGOL ARE THE FIRST PROTECTION OF GONDOR AGAINST MORDOR AND HIS LEGIONS, HIS TROLLS AND HIS ALLIES. THEY ARE EXPERIMENTED WARRIORS THAT USES FIERCE HAMMERS

UPGRADES:



FORGED BLADES: THE FORGES OF GONDOR PRODUCES THE MOST RENOWNED WEAPONS ON THE HUMAN FREE FOLKS.

CLASSICAL EFFECT OF FORGED BLADES



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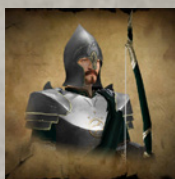
CLASSICAL EFFECT OF BANNERS

POWER:



FIRST RAMPART OF GONDOR: ALL SOLDIERS OF GONDOR RECOGNIZE THIS ARMOR, THEY KNOW THAT WITHOUT THIS EXPERIMENTED UNITS GONDOR WOULD FALL

ALL SOLDIERS AROUND THE DEFENDERS ARE IMMUNE TO FEAR AND A BONUS ON THEIR ATTACK AND DEFENCE OF 10%



Guards of the Star City: The Star City was once the jewel of the kingdom of Gondor. A place of light, and beauty, and music. And so it is once more thanks to the rule of Boromir the King. The Guards are experimented archers gathered from all around Gondor even if most of them comes from either Morthond and Ithilien

Upgrades:



Fire Arrows: When the soldiers of Gondor lit their projectiles the night is all lit up by the hundreds of fire flying through the dark night.

Classical effect of fire arrows



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

Classical effect of heavy armors



Banners: When the banners of Gondor are flapping in the wind it gives hope to the nearby civilians that knows that the army has come to save them.

Classical effect of banners

Power:



Best archers of Gondor: These men are the best archers among all Gondor

Archers near the guards levels up 25% faster



VETERANS OF CAIR ANDROS: CAIR ANDROS, MEANING «SHIP OF THE LONG-FOAM,» AND PRONOUNCED «CYRE AN-DROS», WAS AN ISLAND IN THE RIVER ANDUIN, RESTING NEARLY FORTY MILES TO THE NORTH OF OSGILIATH. AND THE SOLDIERS IN THIS FORTRESS ARE VETERANS THAT COMES FROM ALL AROUND GONDOR

Upgrades:



FORGED BLADES: THE FORGES OF GONDOR PRODUCES THE MOST RENOWNED WEAPONS ON THE HUMAN FREE FOLKS.

CLASSICAL EFFECT OF FORGED BLADES



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CLASSICAL EFFECT OF BANNERS

Power:



LONG TIME VETERANS: THESE MENS HAVE SEEN MANY BATTLES AND WARS AGAINST MORDOR BUT ALSO EASTERLINGS AND HARADRIMS...

THE UNITS SPAWN DIRECTLY AT LEVEL 5



Guards of the Moon: The Guards of the Moon, probably one of the most charismatic unit of Gondor, their armors shines under the light of the moon with a pure white light and the black clothes sewn with silver makes a perfect contrast between black and white.

Upgrades:



Forged Blades: The forges of Gondor produces the most renowned weapons on the human free folks.

Classical effect of forged blades



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

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Classical effect of banners

Power:



Most Charismatic Unit of Gondor: These units are the most inspiring units among all Gondor.

All units near the guards of the Moon level up 20% and are resistant to terror