



DESCRIPTION

AFTER DURIN'S BANE CAUSED THE ABANDONMENT OF MORIA BY THE DWARVES AND ITS OCCUPATION BY ORCS OF THE MISTY MOUNTAINS, ONLY THRÓR AND NÁR ARE KNOWN TO CONSIDER ENTERING IT. THRÓR WAS MURDERED AS HE ENTERED THE EAST-GATE OF MORIA, LEADING TO THE WAR OF THE DWARVES AND ORCS. EVEN AFTER THE END OF THE WAR, MANY DWARVES REFUSED TO RECLAIM MORIA, PARTIALLY BECAUSE OF THE DURIN'S BANE. YEARS LATER HOWEVER, THE DWARVES MANAGED TO RECLAIM THE LONELY MOUNTAIN.

THOUGH THE RICHES OF EREBOR HAD MADE THE DWARVES PROSPEROUS AGAIN, A STRANGE DARKNESS ROSE AMONGST THE PEOPLE OF EREBOR, AND RUMOR GREW OF EVEN GREATER WEALTH ELSEWHERE. CHIEFLY AMONG THESE GREW THAT DURIN'S FOLK NOW HAD THE STRENGTH AND NUMBERS TO RETURN KHAZAD-DUM, WHICH BALIN AND MANY OTHERS HAD DECIDED TO JOURNEY TO. DESPITE KING DÁIN IRONFOOT'S ADVICE AGAINST THEIR PLAN, HE GAVE LEAVE OF BALIN AND HIS FOLLOWERS TO TAKE THE EXPEDITION IN T.A. 2989. THEY HAD HOPED TO REGAIN THE TREASURES OF MORIA, AND BALIN HAD ALSO HOPED TO FIND THE RING OF THRÓR, WHICH WAS ASSUMED TO HAVE BEEN LOST WITH THRÓR (IN REALITY THRÓR HAD GIVEN THE RING TO HIS SON, THRÁIN, BEFORE HIS FATEFUL QUEST TO RETAKE HIS KINGDOM).

EVENTUALLY BALIN AND HIS FOLLOWERS REACHED AND ENTERED THE DIMRILL DALE. BATTLE SOON ENSUED THAT DAY LEAVING MANY ORCS DEAD, AND FLÓI KILLED A CHIEFTAIN, BUT WAS KILLED SOON AFTER. THE DWARVES SUBSEQUENTLY TOOK THE EAST-GATE AND FIRST HALL.

The Buildings:



RECRUITMENT TENTS: The tents of the dwarves are made of strong fabric. This fabric itself is made with goats hairs of high mountains and hills. And in all region, Balin's expedition find dwarves to help him.

Standart Units:



AXEMENS: Those brave dwarves were found by Balin's expedition. Dreaming about renewal of the Khazad-dûm kingdom, they joined his force to reclaim what they lost.



ARCHERS: These dwarfs spend a lot of time in the dark corridors of Moria, sharpened their hearing and vision in the dark.



Weapon wagon: In this wagon are kept all the weapons sent by Erebor and all the ally dwarven realms. The smith that sleep in it, can give himself the weapon to the dwarves that need it.

Upgrades:



RE-ARMED: The smith decide to give the best weapons to the selected battalion and to give a banner to one of them.



CARPENTERS WAGON: For a wandering poeple, a carpenter is an obligation, he repair the other carts and wagon and help to construct the fort.

SIEGE UNITS:



Sappers: These dwarven sappers are mainly used to dig stone and tunnels, their skills can be very useful in many cases, for example to dig into enemy territory.



BATTERING RAM: Dwarves with a view to regaining the kingdom of Khazad-dûm, must take into account the opposition of many obstacles, one of them may be the solid gates built by their ancestors.



CANTINA: The CANTINA is the place where the DWARVES MET TO EAT AND FEAST. IT IS IMPORTANT TO STAY FEEDED AND TO DRINK GOOD ALE. AND SMOKED PORK

POWER:



FEEDING TIME: It's the hour to eat now, the cooks have prepared a good meal AND EVERY DWARVES COMES TO EAT



TOWER: When the time comes to construct the camp. It's verry important to have advanced points to keep the camp safe. Inthere the DWARVES CAN WATCH ALL AROUND THEM

POWER:



BRASEROS: When guarding a tower and watch for the ENNEMIES ARRIVAL, IT IS ALWAYS GOOG TO HAVE A BRASEROS, TO WARM BOTH FOOD AND BODIES.



RECEPTION CAMP: When travelling from far away places, the dwarves are received to this advanced camp, this place serves dwarves to give roles to dwarven settlers. It is also a shelter for them.

SETTLERS CAMP:



EREBOR SETTLERS: The Kingdom of Erebor is a kingdom of merchants and craftsmans.



IRON HILLS SETTLERS: The Realm of the Iron Hills is a composed by a people of miners and mason.



ERED LUIN SETTLERS: The Dwarves of the Blue Mountains is a kin of fierce dwarves and hunters.



HUNTERS CAMP: When travelling it is a necessity to get food for all the dwarves. This camp is a home for many dwarven hunters who prefer life outside of the halls of stone.

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:



HUNTERS: While many dwarves live within the safety of great mountain halls, there are some that prefer the wandering life - those who will gladly sleep under an open sky rather than a rocky ceiling.



Excavation Camp: When travelling, sometimes the dwarves have a little time to extract metals and stones from surface. This place serves for excavation. The tents serve as a shelter for its employees.

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%.



Supply cart: For a wandering people, there must be a place where put the resources we get and received. It is very important to centralize it into a supply cart.

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:



HUNTERS: The Dwarves are reputed to be fierce and mighty warriors, but when they need to find food on the wild they are as talented as on the battlefield. These hunters are accustomed to nature and forest.

Upgrades:



FORGED BLADES: The dwarves are well known for their steel and the weapons they get with forging them. The smith equip the dwarves with new weapons more efficient.

classical effect of forged blades



FIRE ARROWS: What is more deadliest than the fire? Shoot a fire arrow and you can burn the enemies, the buildings and the forest itself.

classical effect of fire arrows



BANNERS: The banners of Khazad-dûm are green and white. When the orcs see it they know that the glorious kingdom is back and that their feircy dwarves come to war...

classical effect of banners

Power:



CHANGE WEAPONS: The hunters are as good with bows as they are with swords. They kill deers and monsters to feed the dwarves or protect them...

switch between bow and axes/swords



Khazad-dûm Guardians: The Dwarves of Khazad-dûm are hardy and fierce, tempered by years of war against the Goblins and Orcs. Dwarves are trained to fight in their youth by taking to the field of battle in kinbands.

Upgrades:



Forged Blades: The dwarves are well known for their steel and the weapons they get with forging them. The smith equip the dwarves with new weapons more efficient.

classical effect of forged blades



Banners: The banners of Khazad-dûm are green and white. When the orcs see it they know that the glorious kingdom is back and that their feircy dwarves come to war...

classical effect of banners

Power:



Stand Fast: The dwarves of Khazad-dûm stand fast against the waves of orcs and goblins and kill all of them with their swift axes and swords.

slow down nearby ennemy units



Khazad-dûm Archers: The Dwarves of Khazad-dûm are hardy and fierce, tempered by years of war against the Goblins and Orcs. Dwarves are trained to fight in their youth by taking to the field of battle in kinbands.

Upgrades:



Fire Arrows: What is more deadliest than the fire? Shoot a fire arrow and you can burn the enemies, the buildings and the forest themselves.

classical effect of fire arrows



Banners: The Banners of Khazad-dûm are green and white. When the orcs see it they know that the glorious kingdom is back and that their feircy dwarves come to war...

classical effect of banners

Power:



Wild Breakfast: The archers are also hunters in time of need, and if they find a deer, they can shoot them and eat their meat.

heal a little bit the unit



IRON HILLS SETTLERS: COMING FROM ALL DWARVEN REALMS THE SETTLERS REINFORCE THE KHAZAD-DUM ARMY AND REALM. THEY COME TO MAKE IT GROW AND GIVE IT BACK HIS LOST RESPLENDENCY BY REPAIR THE RUINS AND MINE THE MITHRIL VEINS. THESE ONES COMES FROM THE IRON HILLS

Options:



ARMED: THE SETTLERS CAN ARM THEMSELF WITH WEAPONS AND FIGHT FOR THE REBIRTH OF THE KINGDOM OF KHAZAD-DUM. THE DWARVES OF IRON HILLS ARE ARCHERS

THE CIVILIANS ARE EQUIPPED WITH WEAPONS AND CAN FIGHT



WORK: THE SETTLERS HAVE COME TO MAKE KHAZAD-DUM GREAT AGAIN. FOR THIS THEY WILL HELP ON WORK AND PROVIDES THE REALM NEW RESSOURCES. THE DWARVES OF IRON HILLS WORK ON THE MINES

KILL THE UNIT TO PRODACE LOTS OF RESSOURCES IN ONE TIME



EREBOR SETTLERS: COMING FROM ALL DWARVEN REALMS THE SETTLERS REINFORCE THE KHAZAD-DUM ARMY AND REALM. THEY COME TO MAKE IT GROW AND GIVE IT BACK HIS LOST RESPLENDENCY BY REPAIR THE RUINS AND MINE THE MITHRIL VEINS. THESE ONES COMES FROM THE KINGDOM OF EREBOR

OPTIONS:



ARMED: THE SETTLERS CAN ARM THEMSELV WITH WEAPONS AND FIGHT FOR THE REBIRTH OF THE KINGDOM OF KHAZAD-DUM. THE DWARVES OF EREBOR ARE GUARDIANS

THE CIVILIANS ARE EQUIPPED WITH WEAPONS AND CAN FIGHT



WORK: THE SETTLERS HAVE COME TO MAKE KHAZAD-DUM GREAT AGAIN. FOR THIS THEY WILL HELP ON WORK AND PROVIDES THE REALM NEW RESSOURCES. THE DWARVES OF EREBOR WORK ON THE SUPPLY CARTS

KILL THE UNIT TO PRODUCE LOTS OF RESSOURCES IN ONE TIME



Ered Luins Settlers: Coming from all dwarven realms the settlers reinforce the Khazad-dûm army and realm. They come to make it grow and give it back his lost resplendency by repair the ruins and mine the mithril veins. These ones comes from the Ered Luins realm.

Options:



Armed: The settlers can arm themselves with weapons and fight for the rebirth of the kingdom of Khazad-dûm. The dwarves of Ered Luins are hunters

the civilians are equipped with weapons and can fight



Work: The settlers have come to make Khazad-dûm great again. For this they will help on work and provides the realm new resources. The dwarves of Ered Luins work on the hunters camp

kill the unit to produce lots of resources in one time



Khazad Dûm reached: BALIN'S expedition has reached the MORIA. IT IS NOW TIME TO RISE AGAIN THE KHAZAD-DÛM REALM

BALIN BECOMES LORD OF MORIA, THE MITHRIL EQUIPMENT ARE UNLOCKED AS WELL AS THE NEW UNITS AND ALL THE BUILDINGS GETS AN HIGER ARMOR

COST: 6 POINTS

NEW ARMORS: The dwarves have reached the MORIA. In the depths of Khazad Dûm they have found the armors of old made with Mithril parts and with a craftsmanship of masters

NEW BUILDINGS: The dwarves have to rebuilt Khazad-Dûm. The ancient architecture of Khazad Dûm inspired them to construct their houses

NEW UNITS: The dwarves of Khazad-Dûm are fierce warriors and they have trained some fellows to defend themselves against the creatures of the depth

NEW BALIN: BALIN have begin his quest to find back Durin's staff and carry now the crown of Khazad-Dûm Kingdom

The Buildings:



BARRACKS: IN THIS BUILDING ARE TRAINED THE ELITE UNITS OF THE KHAZAD-DUM KINGDOM. THEY HAVE THE BEST ARMORS AND WEAPONS IN THE ENTIRE ARMY. THEY COUNT AS SOME OF THE FEAREST WARRIORS ON MIDDLE EARTH.

STANDART UNITS:



AXEMENS: THE DWARVES OF KHAZAD-DUM ARE HARDY AND FIERCE, TEMPERED BY YEARS OF WAR AGAINST THE GOBLINS AND ORCS.



ARCHERS: THE DWARVES OF KHAZAD-DUM ARE HARDY AND FIERCE, TEMPERED BY YEARS OF WAR AGAINST THE GOBLINS AND ORCS.



VAULT WARDENS: HEAVILY ARMORED AND EQUIPPED WITH LONG PIKES, THESE WARRIORS ARE TRAINED TO MAINTAIN COHESIVENESS UPON THE BATTLEFIELD



IRON GUARDS: ALTHOUGH PERPETUALLY OUTNUMBERED, THE ARMOR AND SKILLS AT ARMS OF THE IRON GUARDS PERMITTED THEM TO WIN THE FIGHT.



KHAZAD GUARDS: THE KHAZAD GUARDS ARE OUTFITTED WITH THE FINEST MITHRIL REINFORCED ARMS AND ARMOUR STILL AVAILABLE IN THE ANCIENT ARMOURIES OF THEIR FOREFATHERS.



FEAST PLACE: WHEN IT'S TIME TO FEAST THE DWARVES KNOWS HOW TO MAKE IT. THE SONGS, THE ALE AND THE PORK NEVER STOPS AND EVERYBODY ARE HAPPY ALL AROUND THE TABLES. THEY COUNT THE STORY OF THEIR ANCESTORS AND SONG TO THE GLORY OF DURIN

POWER:



FEEDING TIME: IT'S THE HOUR TO EAT NOW, THE COOKS HAVE PREPARED A GOOD MEAL AND EVERY DWARVES COMES TO EAT



TOWER: EVEN WHEN THEY ARE ESTABLISHED, THE DWARVES NEEDS TOWERS TO WATCH OUT AROUND THEM, EVERYBODY REMEMBERS THE RAVENHILL. KHAZAD-DUM CONSTRUCT HIGH TOWERS THAT PROVOKE THE SKY AND THE GIANT EAGLES...

POWER:



BRASEROS: WHEN GUARDING A TOWER AND WATCH FOR THE ENEMIES ARRIVAL, IT IS ALWAYS GOOD TO HAVE A BRASEROS, TO WARM BOTH FOOD AND BODIES.



HUNTERS CAMP: IN THIS WAGON ARE KEPT ALL THE WEAPONS SENT BY EREBOR AND ALL THE ALLY DWARVEN REALMS. THE SMITH THAT SLEEP IN IT, CAN GIVE HIMSELF THE WEAPON TO THE DWARVES THAT NEED IT.

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:



HUNTERS: WHILE MANY DWARVES LIVE WITHIN THE SAFETY OF GREAT MOUNTAIN HALLS, THERE ARE SOME THAT PREFER THE WANDERING LIFE - THOSE WHO WILL GLADLY SLEEP UNDER AN OPEN SKY RATHER THAN A ROCKY CEILING.



INN: The dwarves are well known to drink and eat. And the inns of the dwarves are both a meeting place and a resting place. This is where the civilians from all around the dwarven kingdoms comes to rest after their long travel.

SETTLERS CAMP:



EREBOUR SETTLERS: The Kingdom of Erebor is a kingdom of merchants and craftsmans.



IRON HILLS SETTLERS: The Realm of the Iron Hills is a composed by a poeple of miners and mason.



ERED LUIN SETTLERS: The Dwarves of the Blue Mountains is a kin of fierce dwarves and hunters.



OROCARNI SETTLERS: The Dwarves of the Red Mountains is a kin of strong dwarves and mercenaries.



ERED MITHRIN SETTLERS: The Dwarves of the Ered Mithrin is a kin of fierce dwarves and dragons hunters.



MITHRIL MINE: MITHRIL ORE IS A TYPE OF METAL THAT CAN BE OBTAINED THROUGH MINING IN VARIOUS PLACES THROUGHOUT THE MINES OF MORIA. IT CAN BE SMELTED WITH COAL THROUGH THE SMITHING SKILL TO FORM A MITHRIL BAR, WHICH CAN THEN BE SMITHED.

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%.



PIG PEN: DWARVES ARE HARD-WORKING FOLK, AND THEY REQUIRE MORE PROTEIN AND ENERGY THAN THE OTHER RACES OF MIDDLE-EARTH. PIGS ARE AN EXCELLENT SOURCE OF SUCH PROTEIN AND ENERGY. THEY ARE EASY TO BREED AND MAINTAIN.

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:



HUNTERS: The **DWARVES** ARE REPUTED TO BE FIERCE AND MIGHTY WARRIORS, BUT WHEN THEY NEED TO FIND FOOD ON THE WILD THEY ARE AS TALENTED AS ON THE BATTLEFIELD. THESE HUNTERS ARE ACCUSTOMED TO NATURE AND FOREST.

Upgrades:



FORGED BLADES: The **DWARVES** ARE WELL KNOWN FOR THEIR STEEL AND THE WEAPONS THEY GET WITH FORGING THEM. THE SMITH EQUIP THE **DWARVES** WITH NEW WEAPONS MORE EFFICIENT.

CLASSICAL EFFECT OF FORGED BLADES



FIRE ARROWS: WHAT IS MORE DEADLIEST THAN THE FIRE? SHOOT A FIRE ARROW AND YOU CAN BURN THE ENNEMIES, THE BUILDINGS AND THE FOREST THEMSELF.

CLASSICAL EFFECT OF FIRE ARROWS



BANNERS: THE BANNERS OF **KHAZAD-DUM** ARE GREEN AND WHITE. WHEN THE ORCS SEE IT THEY KNOW THAT THE GLORIOUS KINGDOM IS BACK AND THAT THEIR FEIRCY **DWARVES** COME TO WAR...

CLASSICAL EFFECT OF BANNERS

POWER:



CHANGE WEAPONS: The **HUNTERS** ARE AS GOOD WITH BOWS AS THEY ARE WITH SWORDS. THEY KILL DEERS AND MONSTERS TO FEED THE **DWARVES** OR PROTECT THEM...

SWITCH BETWEEN BOW AND AXES/SWORDS



Khazad-dûm Guardians: The Dwarves of Khazad-dûm are hardy and fierce, tempered by years of war against the Goblins and Orcs. Dwarves are trained to fight in their youth by taking to the field of battle in kinbands.

Upgrades:



Forged Blades: The dwarves are well known for their steel and the weapons they get with forging them. The Smith equip the dwarves with new weapons more efficient.

Classical effect of Forged Blades



Banners: The Banners of Khazad-dûm are green and white. When the Orcs see it they know that the Glorious Kingdom is back and that their feircy dwarves come to war...

Classical effect of Banners

Power:



Stand Fast: The dwarves of Khazad-dûm stand fast against the waves of Orcs and Goblins and kill all of them with their swift axes and swords.

Slow down nearby enemy units



Khazad-dûm Archers: The Dwarves of Khazad-dûm are hardy and fierce, tempered by years of war against the Goblins and Orcs. Dwarves are trained to fight in their youth by taking to the field of battle in kinbands.

Upgrades:



Fire Arrows: What is more deadliest than the fire? Shoot a fire arrow and you can burn the enemies, the buildings and the forest themselves.

Classical effect of fire arrows



Banners: The banners of Khazad-dûm are green and white. When the orcs see it they know that the glorious kingdom is back and that their feircy dwarves come to war...

Classical effect of banners

Power:



Wild Breakfast: The archers are also hunters in time of need, and if they find a deer, they can shoot them and eat its meat

heal a little bit the unit



Vault Wardens: heavily armored and equipped with long pikes, these warriors are trained to maintain cohesiveness upon the battlefield so that they can provide a bulwark against even the strongest enemy charge.

Upgrades:



Forged Blades: The dwarves are well known for their steel and the weapons they get with forging them. The smith equip the dwarves with new weapons more efficient.

Classical effect of forged blades



Banners: The banners of Khazad-dûm are green and white. When the orcs see it they know that the glorious kingdom is back and that their feircy dwarves come to war...

Classical effect of banners

Power:



Hold your Ground: The thorn strategy is a strategy invented by Dewin and improved by Roald it's the while strategie of the Dorwinion units

They are positioned and slow down nearby ennemy units



IRON GUARDS: ALTHOUGH PERPETUALLY OUTNUMBERED, THE SUPERIOR ARMOR AND GREATER SKILL AT ARMS OF THE IRON GUARDS ALLOW THEM TO ENDURE THE RELENTLESS ASSAULT AND KEEP ORCS AND OTHER EVIL CREATURES AT BAY.

UPGRADES:



FORGED BLADES: THE DWARVES ARE WELL KNOWN FOR THEIR STEEL AND THE WEAPONS THEY GET WITH FORGING THEM. THE SMITH EQUIP THE DWARVES WITH NEW WEAPONS MORE EFFICIENT.

CLASSICAL EFFECT OF FORGED BLADES



BANNERS: THE BANNERS OF KHAZAD-DUM ARE GREEN AND WHITE. WHEN THE ORCS SEE IT THEY KNOW THAT THE GLORIOUS KINGDOM IS BACK AND THAT THEIR FEIRCY DWARVES COME TO WAR...

CLASSICAL EFFECT OF BANNERS

POWER:



CHARGE: THE CHARGE OF THE IRON GUARDS IS KNOWN ALL AROUND THE MIDDLE EARTH. IT IS ONE OF THE GREATEST FEAR AMONG THE GOBLINS RANKS AND THEIR LEADERS ARE A SPRING OF LEGENDS

THEY GAIN SPEED AND ATTACKS FOR A LITTLE TIME



Khazad Guards: The Khazad Guards are outfitted with the finest Mithril reinforced arms and armour still available in the ancient armouries of their forefathers. Faced with swarms of orcs, cave trolls and perhaps even greater horrors that dwell in the deep places of the Earth.

Powers:



King's Guard: The Khazad guards are also the king's guard, they would give their life to keep him safe and would fight in every battles their king send them. They counts as one of the mightiest soldiers in middle earth.

NEER BALIN THEY ARE IMMUNE TO FEAR AND GAIN +70% OF ARMOR AND 40% OF THEIR ATTACKS



Warriors of Legend: The Khazad guards, beside being the king's guard are the base of numerous legends among the dwarves and even among the other free peoples.

WHEN ACTIVE; ALL THE NEARBY UNITS GAIN A BUFF AND ENEMY UNITS ARE FEARED



Knowledge Keepers: The Dwarves live centuries and keep every knowledge into books themselves kept into high library. The Knowledge Keepers would give their life to protect the library safe with their decades of expertise.

Powers:



Professors: The Knowledge keepers, beside being fighters are first of all professors and scholars. Their wise is known all around the dwarven kingdoms.

give levels to units in the selected area



Wiseest of Khazad Dûm: The Knowledge keepers are the wiseest of Khazad Dûm they have learned about the history of middle earth and everything knows yet.

significantly increase their line of sight



Quiet Fighters: The Knowledge keepers fight quietly, no warcry with them no insults. They fight because they have to but not by pleasure.

fear to enemies and allies are fearless

Upgrades:



Savant: The knowledge keepers have learned the classical studies and have improved the knowledge dwarves already have.

the selected unit will be buffed for the rest of the game



Knowledge of the Old Fights: The knowledge keepers have learned the historical studies and have improved the knowledge dwarves already have about the way of fighting.

nearby units level up faster



Expert: The knowledge keepers have learned the strategical studies and have improved the knowledge dwarves already have about the way of strategies and fights.

the selected units will have bonus when in position



Ered Mithrin Settlers: Coming from all dwarven realms the settlers reinforce the Khazad-dûm army and realm. They come to make it grow and give it back his lost resplendency by repair the ruins and mine the mithril veins. These ones comes from the Ered Mithrin realm.

Options:



ARMED: The settlers can arm themselves with weapons and fight for the rebirth of the kingdom of Khazad-dûm. The dwarves of Ered Mithrin are Iron Guards

the civilians are equipped with weapons and can fight



WORK: The settlers have come to make Khazad-dûm great again. For this they will help on work and provides the realm new resources. The dwarves of Ered Mithrin work on the casern

kill the unit to produce lots of resources in one time



OROCARNI SETTLERS: COMING FROM ALL DWARVEN REALMS THE SETTLERS REINFORCE THE KHAZAD-DUM ARMY AND REALM. THEY COME TO MAKE IT GROW AND GIVE IT BACK HIS LOST RESPLENDENCY BY REPAIR THE RUINS AND MINE THE MITHRIL VEINS. THESE ONES COMES FROM THE OROCARNI.

OPTIONS:



ARMED: THE SETTLERS CAN ARM THEMSELVES WITH WEAPONS AND FIGHT FOR THE REBIRTH OF THE KINGDOM OF KHAZAD-DUM. THE DWARVES OF OROCARNI ARE VAULT WARDENS

THE CIVILIANS ARE EQUIPPED WITH WEAPONS AND CAN FIGHT



WORK: THE SETTLERS HAVE COME TO MAKE KHAZAD-DUM GREAT AGAIN. FOR THIS THEY WILL HELP ON WORK AND PROVIDES THE REALM NEW RESSOURCES. THE DWARVES OF OROCARNI WORK ON THE FEAST PLACE

KILL THE UNIT TO PRODUCE LOTS OF RESSOURCES IN ONE TIME



Mazarbull Room: Chamber of Records in Khazad-dûm. The Chamber of Mazarbull is located on the seventh level of Khazad-dûm, six levels above the East-gate. It is north of the twenty-first hall on the right-hand or east side of the corridor.

Upgrades outside the castle:



Ballistic: The dwarves have developed the science about the ballistic and it will be used in the army

more line of sight for every units



Cartography: The dwarves have developed the cartography and it will be used for the army

all missiles pierce the heavy armors



Inginery: The dwarves have developed their ingeenering and it will be used for the buildings and the construction.

buildings have more armour

Upgrades inside the castle:



Battle of the Five Armies: The verry well known battle of the five armies have been studied by the scholars many times.

bonus against elfs and men



War of the North: The progress of the war of the North have been studied by the scholars.

bonus against goblin and orcs



Battle of Azanulbizar: The verry well known battle of the Azanulbizar have been studied by the scholars a lots of time.

bonus for veteran units

Upgrades inside the castle:



Attack Tactics: The scholars of Mazarbull have developed a new tactics for attacking the enemies

defensive formations



Defence Strategy: The scholars of Mazarbull have developed a new strategy about defence against the enemies

aggressive formations



Mobile War: The scholars of Mazarbull have developed a new way of making war.

bonus of speed

The heroes:



FLÓI STONEHAND: FLÓI STONEHAND IS THE LOREMASTER OF MORIA, A PRESTIGIOUS POSITION THAT IS GIVEN ONLY TO THE WISEST AND MOST EXPERIENCED OF DWARVES. THE DUTY OF THE LOREMASTER IS TO RECORD THE BATTLES OF THE DWARVES, ENSURING THAT PRECIOUS KNOWLEDGE OF THEIR FOES, AND HOW TO DEFEAT THEM, IS PRESERVED TO BE USED AGAIN AND AGAIN.

POWERS:



LOREMASTER OF KHAZAD-DÛM: FLÓI STONEHAND IS THE LOREMASTER OF MORIA, A PRESTIGIOUS POSITION AMONG THE DWARVES

NEAR UNITS LEVEL UP FASTER



BOOK OF MAZARBUL: INTO THE BOOK OF MAZARBULL IS KEPT ALL THE KNOWLEDGE ABOUT QUEST OF THE DWARVES.

GAIN THREE LEVELS JUST LIKE DENETOR.



WISE ADVICE: FLÓI IS WISE AND WHEN HE GAVES AN ADVICE TO BALIN HE IS LISTENED AND MOST OF THE TIME FOLLOWED

THE SELECTED ALLY HERO GAIN A BONUS



QUIET AURA: FLÓI IS OLD NOW AND WITH AGE COMES THE WISDOM

HEALS NEARBY ALLIES



STONE HAND: ONE OF FLÓI'S HAND HAVE BEEN MADE OF STONE AFTER HE LOST IT DURING A BATTLE

STONEHAND-GIVES FLÓI ABOUT +60% DAMAGE AGAINST MONSTERS AND

HEROES BUT DECREASE ARMOR BY 40%



BALIN: BALIN IS ONE OF THE MOST FAMOUS DWARVES TO HAIL FROM EREBOR. AFTER THE BATTLE OF FIVE ARMIES, BALIN HELPED ESTABLISH THE KINGDOM UNDER THE MOUNTAIN WITH KING DÁIN BEFORE TRAVELLING TO MORIA TO RECLAIM IT IN THE NAME OF THE DWARVES.

POWERS:



BALIN'S QUEST: BALIN'S QUEST IS TO FIND BACK THE STUFF OF DURIN LOST INTO MORIA AND BRING THEM BACK TO A SAFE PLACE

GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.



MIRRORMERE: WAS THE LAKE LOCATED BENEATH THE EAST-GATE OF KHAZAD-DUM. IT LAY IN THE SOUTHEAST CORNER OF DIMRILL DALE. MIRRORMERE WAS THE SOURCE OF THE RIVER SILVERLODE.

SPAWNS A POOL THAT HEALS NEARBY UNITS.



BALIN'S TOMB: BALIN WAS KILLED AT THE HANDS OF MORIA ORCS IN T.A. 2994 IN DIMRILL DALE. HE WAS PROMPTLY BURIED IN A TOMB IN THE CENTER OF THE CHAMBER OF MAZARBUL.

SPAWNS A TOMB THAT PROVIDES A LEADERSHIP BUFF TO NEARBY UNITS.



FIRST HALL: THE FIRST HALL OF KHAZAD-DUM WAS ON THE EASTERN SIDE OF THE MISTY MOUNTAINS, ABOVE THE DIMRILL DALE AND APPARENTLY THE FIRST HALL BUILT BY DURIN I.

SPAWNS FOUR COLUMNS OF MORIA THAT PROVIDE A POWERFUL, MAP-WIDE LEADERSHIP BUFF.



THRONE ROOM: THE THRONE ROOM OF MORIA HAVE BEEN BUILT EARLY AFTER THE COLONISATION OF KHAZAD-DUM BY DURIN I

SPAWNS THREE TREASURES



BALIN: BALIN IS ONE OF THE MOST FAMOUS DWARVES TO HAIL FROM EREBOR. AFTER THE BATTLE OF FIVE ARMIES, BALIN HELPED ESTABLISH THE KINGDOM UNDER THE MOUNTAIN WITH KING DAIN BEFORE TRAVELLING TO MORIA TO RECLAIM IT IN THE NAME OF THE DWARVES.

POWERS:



BALIN'S QUEST: BALIN'S QUEST IS TO FIND BACK THE STUFF OF DURIN LOST INTO MORIA AND BRING THEM BACK TO A SAFE PLACE

GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.



DURIN'S AXE: BALIN HAVE FOUND BACK THE AXE OF DURIN AND WILL USE IT IN FIGHT. IT'S A BLADE SO FINELY CRAFTED THAT BALIN CAN WIELD IT WITH BLINDING SPEED AND DEXTERITY

INCREASES BALIN'S DAMAGE



DURIN'S ARMOR: BALIN HAVE FOUND BACK THE ARMOUR OF DURIN AND WILL WEAR IT IN FIGHT. IT'S AN ARMOR FINELY MADE WITH MITHRIL SCALES.

INCREASES BALIN'S ARMOR.



DURIN'S SHIELD: BALIN HAVE FOUND BACK THE SHIELD OF DURIN AND WILL WEAR IT IN FIGHT. IT'S A SHIELD SO LIGHT THAT IT WEIGHT JUST LIKE A FEATHER.

INCREASES BALIN'S ARMOR AND ATTACK.



DURIN'S CROWN: BALIN HAVE FOUND BACK THE LAST RELIC OF DURIN; HIS CROWN AND WILL WEAR IT IN FIGHT.

PROVIDES BALIN WITH A LEADERSHIP BUFF.



FRÁR IRONFIST: FRÁR IS A DWARF OF DURIN'S FOLK THAT COLONIZED IN MORIA DURING THE LATE THIRD AGE.

FRÁR, ALONG WITH FLÓI, ÓIN, ORI, LÓNI, AND NÁLI WERE THE DWARVES WHO ENTERED MORIA WITH BALIN. HE IS ALSO THE FORGEMASTER OF THE KHAZAD-DÚM KINGDOM AND THE HERALD OF BALIN.

POWERS:



HERALD OF BALIN: BESIDE BEING THE FORGE MASTER OF MORIA, FRÁR IS ALSO THE HERALD OF BALIN

SAME POWER AS NARIN THAT MAKES AN ENEMY HERO UNENABLE TO FIGHT



WARHAMMER SMASH: THE FORGE MASTER USE HIS HAMMER ON IRON AS WELL AS ON ENEMIES HEAD

SMASH AN ENEMY HERO KNOCKING HIM BACK AND MAKING HIM SLOWER



FIRE OF THE FORGE: INTO THE DEPTH THE FORGES FOR IS A FURNACE AND COULD BURN THE GROUND ITSELF

SAME POWER AS SADRON OR DURIN



IRONFIST: A DWARF WHO HAS AS TITLE IRONFIST SHOULD BE FEARED...

SMASH AN ENEMY HERO VERY STRONG KNOCKING HIM BACK



FORGE MASTER OF MORIA: THE FORGE MASTER OF KHAZAD DUM IS AN ARTIST, HIS WEAPONS ARE MASTER PIECE

GIVE A PERMANENT ATTACK BONUS TO THE SELECTED HERO



ÓIN: ÓIN (T.A. 2774 - 2994, 220 years old) was one of the Dwarves of Thorin's company who set out to reclaim Erebor from Smaug. Later, he followed Balin in an ill-fated attempt to retake Moria.

Powers:



Second Adventure: This quest is the second adventure of Óin. He went with Balin to see the halls of Durin.

Grants upgrades to battalions in a small area.



Wealth of Erebor: Óin was a member of the Thorin's company and gain a 14th of the Erebor treasure he's now rich beyond measure

spawn treasures around him



Thorin's Companion: Óin was a member of the Thorin's company and even after the death of Thorin and the reconquest of Erebor the members stayed connected

when with Balin or Ori he gain a bonus of defence



Long Traveller: Óin is accustomed to travel, firstly with Thorin and now with Balin

Óin moves faster



Adventurer: Óin is an adventurer, he likes to travel and explores the countryside. He was one of the first to go with Balin.

Óin have a greater line of sight.



ORI: ORI WAS ONE OF THE THIRTEEN DWARVES OF THORIN'S COMPANY WHO JOURNEYED TO EREBOR TO CHALLENGE THE DRAGON SMAUG. AFTER THE DEATH OF SMAUG, ORI LIVED AT THE LONELY MOUNTAIN UNTIL HE WENT TO MORIA AS PART OF BALIN'S ILL-FATED ATTEMPT TO RE-TAKE THE ANCIENT MANSIONS OF THE DWARVES.

POWERS:



MEMBER OF THE KNOWLEDGE KEEPERS: ORI IS A MEMBER OF THE KNOWLEDGE KEEPERS. THOUGH HE'S NOT A GREAT FIGHTER, HE HAS MADE GREAT ADVANCE BY BEING MEMBER OF THE KNOWLEDGE KEEPERS

With each LEVELS ORI GAIN +10% ATTACKS



WEALTH OF EREBOR: ORI WAS A MEMBER OF THE THORIN'S COMPANY AND GAIN A 14TH OF THE EREBOR TREASURE HE'S NOW RICH BEYOND MEASURE

SPAWN TREASURES AROUND HIM



THORIN'S COMPANION: ORI WAS A MEMBER OF THE THORIN'S COMPANY AND EVEN AFTER THE DEATH OF THORIN AND THE RECONQUEST OF EREBOR THE MEMBERS STAYED CONNECTED

WHEN WITH BALIN OR OIN HE GAIN A BONUS OF DEFENCE



WARRIOR SCRIBE: ORI IS A SCRIBE AS WELL AS A FIGHTER. HE WRITES ALL THE STEPS OF THE EXPEDITION.

ORI GIVES AN ATTACK BONUS TO THE SELECTED UNIT



LAST WORDS IN THE BOOK: ORI IS AN ADVENTURER, HE LIKES TO TRAVEL AND EXPLORES THE COUNTRYSIDE. HE WAS ONE OF THE FIRST TO GO WITH BALIN.

ORI GIVES A GREAT MALUS ON AN ENEMY HERO



LÓNI BURNEDBEARD: LÓNI who ENTERED MORIA WITH BALIN, FRÁR, ÓIN, ORI, FLÓI, AND NÁLI IN THEIR ATTEMPT TO FORM A COLONY THERE IN TA 2989. LÓNI WAS KILLED IN A BATTLE WHILE DEFENDING THE BRIDGE OF KHAZAD-DÛM AND SECOND HALL ALONGSIDE NÁLI AND FRÁR. HIS BODY FELL THOUSANDS OF FEET OFF THE BRIDGE OF KHAZAD-DÛM, BUT HIS AXE WAS RECOVERED.

POWERS:



CAPTAIN OF THE IRON GUARD: LONI IS THE CAPTAIN OF THE IRON GUARD. HE LEADS THE IRON GUARDS INTO BATTLE AND KILL ALL THE ORCS

PROVIDES A LEADERSHIP BUFF FOR NEARBY IRON GUARD.



ANGER OF IRON: THE ANGER OF THE IRON GUARDS IS CALLED «ANGER OF IRON» AND IS FAMOUS BECAUSE IT GIVE THEM STRENGTH INTO BATTLE.

LÓNI AND NEARBY IRON GUARD GAIN AN INCREASE TO THEIR ARMOUR WHEN NEAR A TOWER.



OLD GUARD OF THE OUTER TOWERS: THE IRON GUARDS GUARD THE OUTER TOWERS OF MORIA AND KILL THE ORCS THAT TRY TO COME

GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.



WEAPONS OF THE ARMORY: THE IRON GUARDS FIND THE WEAPONS OF THE OLD ARMORY, IF THEY ARE OLD THEY ARE STILL SWIFT.

LÓNI GIVES FORGED BLADES TO THE SELECTED IRON GUARD



CHARGE OF IRON: LONI LEAD THE IRON GUARDS TO BATTLE TO A FIERCE CHARGE THAT WILL SPREAD DEATH INTO THE RANKS OF THE ENEMIES.

LÓNI AND NEARBY IRON GUARD GAIN +50% SPEED FOR 1 MINUTE.



NALI GOLDENFACE: NALI was part of BALIN'S COLONY TO RECLAIM MORIA. THEIR MISSION AT FIRST SEEMED SUCCESSFUL, AND BALIN WENT SO FAR AS TO CLAIM THE TITLE LORD OF MORIA. THIS ALL CHANGED IN THEIR FIFTH YEAR THERE.

POWERS:



CAPTAIN OF THE KHAZAD GUARD: NALI THE CAPTAIN OF THE KHAZAD GUARD AND THE KHAZAD GUARD KNOWS HIM AND RESPECT HIM.

GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.



GOLD COMPANY: THE GOLD COMPANY IS FAMOUS AMONG ALL, IF THEY DON'T HAVE OLIPHANT THEY COULD KILL ONE OF THEM.

GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.



RUDE COMMANDER: EVERY ONE KNOWS THAT NALI IS A RUDE COMMANDER, BUT HE'S NOT MEAN EVERYTHING HE SAYS IT'S TRUE.

GRANTS UPGRADES TO BATTALIONS IN A SMALL AREA.



TRUE SPEAKER: NALI IS A TRUE SPEAKER. EVERYTHING HE SAYS IS THE TRUTH BUT SOMETIMES THE TRUTH IS NOT ALWAYS GOOD TO SAY.

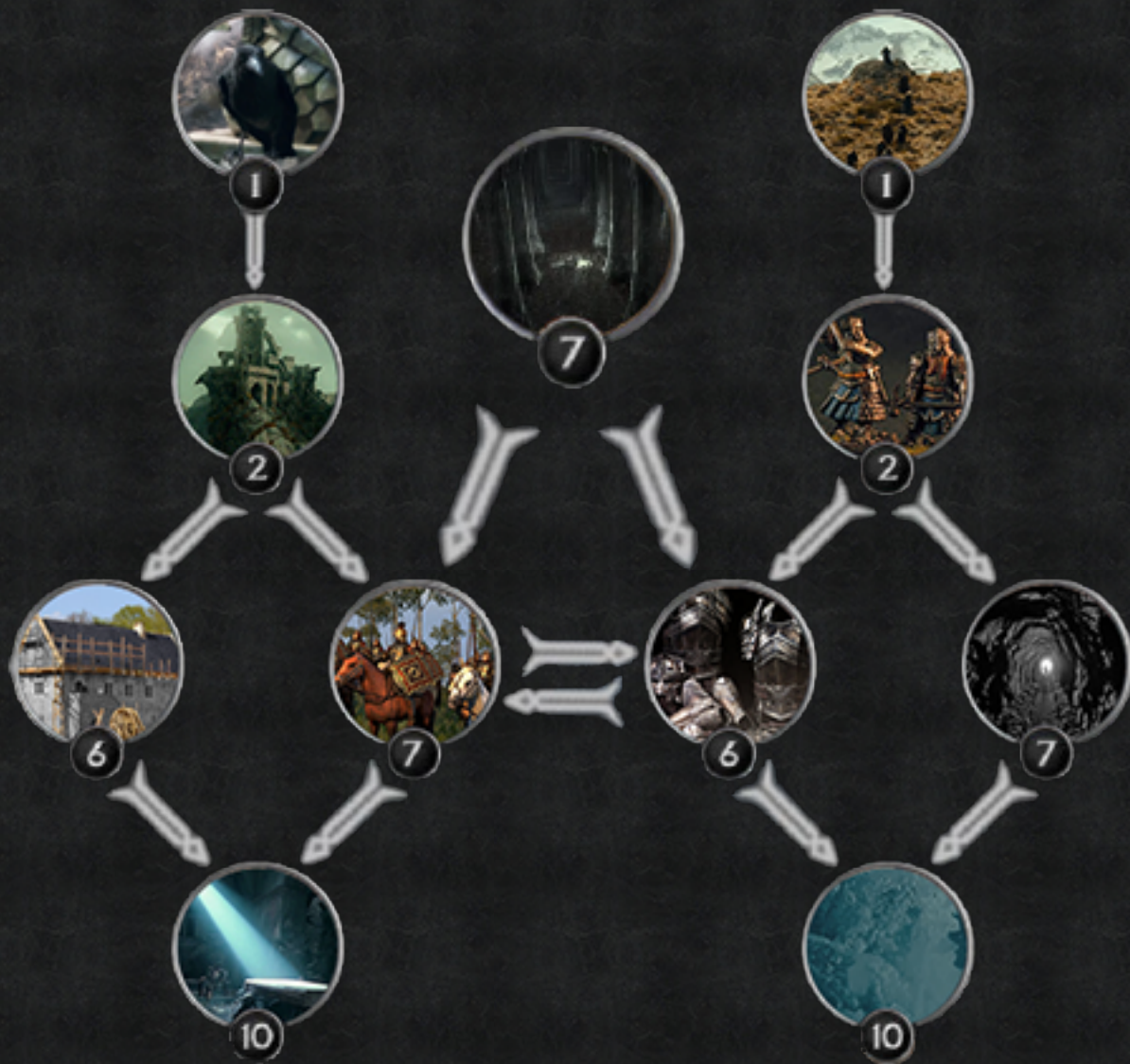
GIVE A BONUS ON THE SELECTED HERO LIKE GALADRIEL'S MIRROR



GOLDEN FACE: NALI WEAR HIS GOLDEN HELMET WHEN ON FIGHT, AND EVEN THE GOBLINS KNOW WHAT DOES IT MEANS...

NEARBY ENEMIES FLEE IN TERRORS

The Spellbook:





EXPEDITION: As GIMLI said , DWARVES ARE NATURAL SPRINTERS. BUT THEY ARE ALSO LONG TRAVELLERS

ALLOWS ONE VINEYARD TO RECRUIT LIGHT MILITIA.

COST: 1 POINT



GRIM HAMMERS: WHEN THE DWARVES GATHER TO METE OUT A TERRIBLE VENGEANCE, THE VANGUARD IS OFTEN MADE OF GRIM HAMMERS.

THE SELECTED RESOURCE BUILDING SPAWNS THREE HORDES OF ANGRY CIVILIANS.

COST: 2 POINTS



SAPPERS: THE DWARVES HAVE AN AFFINITY WITH STONE AND TUNNELS, THEY CAN USE IT AGAINST THEIR ENNEMIES.

SPAWNS THREE UNITS OF ELITE CAVALRY.

COST: 7 POINTS



ANCIENT ARMOURY: INTO THE DEPTHS OF KHAZAD-DUM LAYS THE ARMORS OF THE DWARVES OF OLD.

ENABLES THE BLADORTHIN PALADINS.

COST: 6 POINTS



WRATH OF CARADHRAS: THE CARADHRAS CANNOT BE TAMED AND HIS MIGHT FEARS ALL LIVING CREATURES.

UNITS ARE INSTANTLY RECRUITED FOR A PERIOD OF TIME AND HAVE BANNERS.

COST: 10 POINTS



LOOKOUT: When travelling you need to see around your camp

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

Cost: 1 point



SENTRY: If you make a tower you should protect it against enemies ...

Spawns an Elven garden that heals nearby units.

Cost: 2 points



REBUILDING MORIA: The buildings of Khazad-dûm are ruins since a long time and will need to be repaired.

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

Cost: 6 points



MERCENARIES FROM DALE: You can find mercenaries from every where...

Allows the player to recruit Elves from the casern.

Cost: 7 points



The Chamber Of Mazarbull: The Chamber of Mazarbull is the library of the Khazad-dûm realm.

Make peace on the whole map and boost the economy.

Cost: 10 points