



The recruitment camp:



RECRUITMENT CAMP: In time of the need, every man which is able to fight is mobilized to protect the kingdom,... Even the mercenaries are recruited to save the king,... But these men are nothing more than militias and the battle is far more dangerous for unexperienced men,...

Units:



CAMETH-BRIN SERGEANTS: Even after the fall of their kingdom, these men, loyal to the king, will continue to defend the remaining kingdom of Arnor ...



THARBAD SPEARS: These lancers, from the harbor of Tharbad, will come to defend the capital city of Arnor,...



DWARVEN MERCENARIES: During the war each help is welcome even though we have to pay for it,... And the dwarves are reputed among all for their strength in battles.



ARNOR MILITIAS: These units aren't really strong nor armored but if you train them enough they could equal every soldiers of Arnor.

The Outside Fort:



AMON-SÛL RECONQUEST: DURING THE WAR OF ARNOR, ARGELEB, a LORD OF ARNOR TRIED TO TAKE BACK THE AMON-SÛL FORTRESS FORM REALM OF ANGMAR. HE TOOK THE PALANTIR AND THE FINEST ARCHERS OF ALL OVER THE ARNOR WITH HIM,... NEWLY CALLED THE WATCH OF AMON-SÛL,... THIS TENTATIVE PROJECT DIDN'T WORK, HENCE ARGELEB HAD TO ABANDON HIS PROJECT AND CAME BACK TO FORNOST.

Power:



LOOK ON 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

Unit:



AMON-SÛL WATCH: THE FINEST ARCHERS OF ALL OVER THE ARNOR, LEAD BY ARGELEB... THESE MARKSMEN ARE THE ELITE OF ARNOR WHO CAN EVEN COMPETE WITH ELVEN BOWMEN,...

Hero:



ARGELEB: ARGELEB IS A HERO OF ARNOR,... HE THOUGHT THAT AMON-SÛL WAS TOO IMPORTANT TO LEFT IT IN RUIN, HE TRIED TO REPAIR,... HE TOOK WITH HIM THE PALANTIR,... BUT THE EVIL WAS ALLREADY TOO STRONG WHICH FORCED HIM TO RETURN TO FORNOST.

The Outside Fort:



IMLADRIS ANSWER: AFTER THE WAR AGAINST MORDOR, RIVENDELL ENJOYED CENTURIES OF PEACE, BUT WAS ATTACKED IN THE FOURTEENTH CENTURY OF THE THIRD AGE BY THE ARMIES OF THE WITCH-KING OF ANGMAR. IT IS WHY IMLADRIS ALWAYS WAS THE CLOSEST ALLY TO ARNOR AND NOW ELROND WILL HELP THE KINGDOM BY LEADING HIS MIGHTY ELVEN WARRIORS TO BATTLE.

Power:



EARNUR ALLY: WHEN EARNUR ASKED ELROND FOR HELP, IT WAS GLORFINDEL - ONE OF THE GREATEST ELVES EVER BORN WHO LED THE ELVES TO THE WAR.

SUMMON THREE BATTALIONS OF WIND RIDER WITH GLORFINDEL FOR A TIME

Unit:



IMLADRIS SWORDMASTERS: THE BLADE MASTERS OF RIVENDELL ARE A SPECIAL SWORDSMEN BATTALION OF IMLADRIS WHICH EXCELS AT CLEARING LARGE NUMBERS OF WEAK ENEMIES.

hero:



ELROND: ELROND WAS LORD OF RIVENDELL, ONE OF THE MIGHTY RULERS OF OLD THAT REMAINED IN MIDDLE-EARTH IN ITS THIRD AGE. DURING THE THIRD AGE ELROND WAS AN ALLY OF ARNOR. FOLLOWING ITS FALL, ELROND HARBOURED THE CHIEFTAINS OF THE DUNEDAIN.

The Outside Fort:



Lindon call to help: The Kingdom of Lindon ruled by Círdan the Shipwright Lindon will support the Kingdom of Arnor whenever it will be in need. When Arthedain asked for their help Círdan answered by leading some of the best archers of Lindon to help the realm .

Power:



Last ship to the West: From the Grey heavens, Círdan, one of the oldest elves of Middle Earth construct the ships which allow the elves to go to the immortal Land of Aman.

For one minute, every unit on the map is invulnerable but can't deal any damage

Unit:



Lindon archers: The Lindon Guardians are the finest archers of the Kingdom of Lindon, by the orders of Círdan, their Lord, they'll give assistance to their allies of Arnor.

Hero:



Círdan the Shipwright: When all other elves were summoned to Valinor he stayed behind until the last ship left.

The Outside Fort:



ARNOR'S ELITES: DURING THE WAR, MANARGIL, THE GREATEST SWORDSMAN, ARCHER AND RIDER OF ALL OVER THE ARNOR CHOSE TO REFORM THE ORDER OF ANNUMINAS GUARD. AN EXTINGUISHED BROTHERHOOD OF THE FINEST WARRIORS WHICH WERE SUPPOSED TO GUARD THE MOST IMPORTANT POINTS IN THE CITY. NOW, THEY PROTECT THE KING AND THE CAPITAL, THE FORNOST.

Power:



ELITE'S EXAMPLE: THE STRENGTH OF THE ANNUMINAS GUARD IS ADMIRERD IN THE WHOLE KINGDOM AND THEIR AURA INSPIRE THE OTHER UNITS ON THE BATTLEFIELD.

FOR ONE MINUTE, EVERY UNIT ON THE MAP HAS +50% OF ATTACK AND DEFENSE.

Unit:

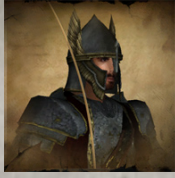


ANNUMINAS KNIGHT: COUNTED AS ONE OF THE BEST WARRIORS, ANNUMINAS KNIGHTS ARE EXPERIMENTED IN USING SWORD AND BOW AS WELL AS IN RIDING... THEIR STRENGTH IS ADMIRERD IN THE WHOLE KINGDOM AND EVEN IN THE ARMIES OF THE EVIL...

hero:



MANARGIL: THE FINEST FIGHTER OF ALL ARNOR, MANARGIL CHOSE TO TRAIN HIMSELF A NEW GENERATION OF THE ANNUMINAS GUARD... HE GAVE HIS LIFE TO ALLOW HIS KING TO LEAVE FORNOST AT HIS FALL AGAINST THE WITCH KING...



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. The finest archers of all over the Arnor, lead by Argeleb... These marksmen are the elite of Arnor who can even compete with elven bowmen,...

Powers:



Switch weapon: Merry swore fealty to Théoden and became esquire to the king. And tried to kill the witch-king to save his king on the battlefield.

ALLOW YOU TO SWITCH BETWEEN SWORDS AND BOWS



Mount: The Dunedains came from the north mounted on horses and they even brought Aragorn's horse

ENABLE THE GREY COMPANY TO MOUNT THEIR HORSES



ARGELEB: DURING THE WAR OF ARNOR, ARGELEB, A LORD OF ARNOR TRIED TO TAKE BACK THE AMON-SÚL FORTRESS FORM REALM OF ANGMAR. ARGELEB IS A HERO OF ARNOR,... HE THOUGHT THAT AMON-SÚL WAS TOO IMPORTANT TO LEFT IT IN RUIN, HE TRIED TO REPAIR,... HE TOOK WITH HIM THE PALANTIR,... BUT THE EVIL WAS ALLREADY TOO STRONG WHICH FORCED HIM TO RETURN TO FORNOST.

POWERS:



GREAT VISION: HALBARAD CAN SWITCH BETWEEN HIS SWORD AND HIS BOW.

Reveale the whole map for a verry short time



LOOK INTO THE PALANTIR: HALBARAD CAME FROM THE NORTH MOUNTED ON HORSE.

show the map on the target area



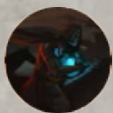
TIME TO UNITE: THE LAST REMNENTS OF THE DÚNEDAINS INSTIL TERROR IN THE HEARTH OF ORCS AND STRENTGH IN THE ALLY'S ONES

*SUMMON ONE BATTAILLON OF Rhudaur, Cardolan
AND ARTHEDAIN*



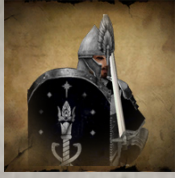
HERO OF ARNOR: HALBARAD LEADS THE DÚNEDAIN OF THE NORTH INTO BATTLE.

*EVERY UNITS NEAR THE HERO ARE INVULNERABLE FOR A
TIME*



FAILURE OF THE MISSION: HALBARAD ORDERS A GENERAL SUMMONING AND MUSTER OF ALL REMAINING DÚNEDAIN TO MEET AND ARM THEMSELVES AT THE ENCAMPMENT.

*GIVE AN ARCHERS UNIT HIS LEVEL 5, FIRE ARROWS HEAVY ARMOR
AND A SPECIAL CAPTAIN OF AMON-SÚL*



ANNUMINAS KNIGHTS: MEMBER OF THE EXTINCT BROTHERHOOD OF THE FINEST WARRIORS. THESE UNITS ARE COUNTED AS ONE OF THE BEST WARRIORS, ANNUMINAS KNIGHTS ARE EXPERIMENTED IN USING SWORD AND BOW AS WELL AS IN RIDING... THEIR STRENGTH IS ADMIRERD IN THE WHOLE KINGDOM AND EVEN IN THE ARMIES OF THE EVIL,...

POWERS:



DISMOUNT: MERRY SWORE FEALTY TO THÉODEN AND BECAME ESQUIRE TO THE KING. AND TRIED TO KILL THE WITCH-KING TO SAVE HIS KING ON THE BATTLEFIELD.

ALLOW YOU TO SWITCH BETWEEN SWORDS AND BOWS



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

NEAR ALLIES CAN'T BE KNOCKED BACK



MANARGIL: The finest fighter of all Arnor, Manargil choses to train himself a new generation of the Annuninas Guard,... He travel the different regions of Arnor and recruit himself the new men that were supposed to enter into the Order. At the fall of the capital, he gave his life to allow his king to leave Fornost at his fall against the witch king,...

Powers:



Captain of the Extinguished Order: The Knights of Annuninas are the last remnants of the Arnor's old might. And as their captain, Manargil is reputed to be the most powerfull fighter of Arnor.

*NEAR ALLIES CAN'T BE KNOCKED BACK, ARE RESISTANT TO FEAR
AND ARE SLIGHTLY HEALED*



TRAINING OF THE CAVALRY: Manargil train himself a cavalry unit and due to this, they became more powerful

*THE SELECTED UNIT OF CAVALRY IS DIRECTLY LVL 5 HAVE
THEIR HEAVY ARMORS, AND FORGED BLADES*



TRAINING OF THE INFANTRY: Manargil train himself a unit and due to this, they became more powerful

*THE SELECTED UNIT OF CAVALRY IS DIRECTLY LVL 5 HAVE
THEIR HEAVY ARMORS, AND FORGED BLADES*



MOUNT: Manargil, is able to mount his horse from the Order's Stables.

MANARGIL MOUNT HIS HORSE



HERO OF ARNOR: Manargil is famous among the whole kingdom of Arnor and his aura inspire every mens of Arnor

NEAR ALLIES HAVE +50% ARMOR AND +50% ATTACK



BLADE MASTERS OF RIVENDELL: The BLADE MASTERS OF RIVENDELL ARE A SPECIAL SWORDSMEN BATTALION OF IMADRIS WHICH EXCELS AT CLEARING LARGE NUMBERS OF WEAK ENEMIES. THEY DEAL MINOR SPLASH DAMAGE EACH MAKING THEM VERY VALUABLE AGAINST FACTIONS THAT EMPLOY MASSIVE NUMBERS OF WEAK ENEMIES

POWERS:



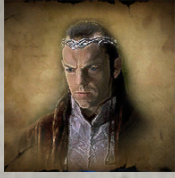
FIRSTBORN BLADE MASTERS: THE BLADE MASTERS USES LONG DOUBLE SABERS AND TOUCH EVERY UNITS NEAR THEM.

they have splash damage



FOCUSED ASSAULT: THE BLADE MASTERS FOCUSES THEIR ASSAULT ON ONE UNIT AND ATTACK HIM ALL TOGETHER.

FOR 30 SECONDS, THE WEAPON MASTERS DEAL INCREASED DAMAGE AGAINST ENEMIES WITHOUT HEAVY ARMOR.



ARGELEB: DURING THE WAR OF ARNOR, ARGELEB, A LORD OF ARNOR TRIED TO TAKE BACK THE AMON-SÚL Fortress FORM REALM OF ANGMAR. ARGELEB IS A HERO OF ARNOR,... HE THOUGHT THAT AMON-SÚL WAS TOO IMPORTANT TO LEFT IT IN RUIN, HE TRIED TO REPAIR,... HE TOOK WITH HIM THE PALANTIR,... BUT THE EVIL WAS ALLREADY TOO STRONG WHICH FORCED HIM TO RETURN TO FORNOST.

POWERS:



ANCIENT EQUIPMENT: ELROND DRAWS HIS OLD SWORD HADHAFANG AND PUTS ON HIS BATTLE ARMOR.

GAINS +25% ARMOR AND INFLECTS AREA OF EFFECT DAMAGE.

UNITS IN HIS VICINITY ALSO GAIN +25% ARMOR.



RAGE OF THE LOUDWATER: ELROND USES VILYA TO RAISE THE WATERS OF THE BRUINEN IN DEFENSE OF HIS PEOPLE,

SUMMON A POWERFUL FLOOD IN THE FORM OF A MIGHTY

HORSE TO CRUSH ENEMIES IN THE TARGET AREA.



VILYA'S WRATH: ELROND USES HIS ELVEN RING OF AIR, VILYA, TO SUMMON A RAGING WHIRLWIND AROUND HIMSELF.

SUMMON A WHIRLWIND THAT WILL DAMAGE NEAR ENNE-

MIES AND KNOCK THEM BACK.



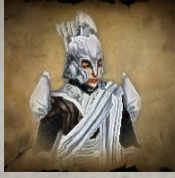
MOUNT: ELROND IS ABLE TO RIDE A MIGHTY HORSE OF THE ELVES KIND.

ELROND MOUNT OR DISMOUNT.



RESTORATION: ELROND USES HIS HEALING MAGIC TO REFRESH ALLIED HEROES.

REFRESH THE TIMERS OF ALL HEROES IN THE TARGET AREA



LINDON GUARDIANS: It is said that ANGMAR was for a time subdued by the ELVENFOLK COMING FROM LINDON; AND FROM RIVENDELL, FOR ELROND HAD BROUGHT HELP OVER THE MOUNTAINS OUT OF LÓRIEN. AND THOSE ELVES WERE THE ELITE OF THE LINDON KINGDOM. SENDED BY CIRDAN HIMSELF, THEY KILLED A LOT OF ORCS AND ARNOR'S ENNEMIES.

POWERS:



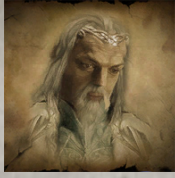
BANNER OF LINDON: THE KEEPERS FROM LINDON ARE LED BY AN ELF THAT CARRY THE MIGHTY BANNERS OF LINDON.

+25% SHOOTING SPEED TO NEARBY ARCHERS AND +25% ARMOR AGAINST ARROW DAMAGE TO EVERY OTHER NEARBY ALLIED INFANTRY UNIT.



ATTACK FORMATION: THE LINDON GUARDIAN ADOPT THEIR ATTACK FORMATION TO KILL THEIR ENNEMIES.

THE LINDON GUARDIANS GAIN +25% DAMAGE BUT LOSE 10% ARMOR AND SPEED.



CÍRDAN: CÍRDAN'S ARMIES played a small role in the wars with the Witch-King of Angmar, but played a key role in the victory at Amon Sûl. His ships tried but failed to rescue the last king of Arthedain, Arvedui. The havens at Mithlond provided anchorage for a fleet of ships sent by King Eärnur of Gondor. Elves of Círdan's folk also participated in the Battle of Fornost.

Powers:



The Ring Narya: The Ring Narya sparks a fire in the hearts of the Elves.

Nearby Allied units gain +25% attack and Círdan gain +50% armor and attack



OMNISCIENCE: As a mariner and navigator, Círdan is able to read the stars.

For a short time the entire map is revealed.



INTO THE WEST: Círdan sends all those who are wounded to fight on in the West.

For 30 seconds enemies near Círdan gain neither experience nor resources from slain units.



HEALING AURA: The power of Narya have the capacity to heal the wounded hearths.

For 10 seconds allied units and heroes near Círdan are slowly healed.



LORD OF THE HAVENS: Círdan is the Lord of the Grey Havens and as Lord, he will upgrade his tower.

As Círdan's knowledge and power wax, the Lindon Watchtower upgrades.