



The DUNEDAIN camp:



DUNEDAIN CAMP: The DUNEDAIN were descended from the ELF-FRIENDS. It is why IMLADRIS can call their help to recruit powerful DUNEDAINS, heirs of the lost kingdom of ARNOR.

Upgrades:



STORAGE TENT: Builds a storage tent that raises the command points by 240 and produce resources



TROOP TENTS: Builds troop tents that make troops



MEDIC TENT: Builds a medic tent that heals nearby allies and grants them leadership



WATCHTOWER: Builds a defensive watchtower that fires arrows at enemies

UNITS:



DUNEDAIN SPEARMEN: recruit a pack of DUNEDAINS that use their spears to fight



DUNEDAIN SWORDSMEN: recruit a pack of DUNEDAINS that use their swords to fight



DUNEDAIN RANGERS: recruit a pack of DUNEDAINS that use their bows to shoot the enemies of the free people

The Dunedain camp:



SARN COUNCIL: The Sarn Ford was the stone ford on the River Baranduin, on the far southern borders of the Shire. It was guarded by the Rangers of the North. However, on 22 September T.A. 3018, the Rangers were driven off by the arrival in the evening of the Ringwraiths.

Power:



SCOURING OF THE SHIRE: the Shire has always been defended by Dunedains from the Sarn Ford and if this defence fell, the shire would be easily invaded...

ALLOW YOU TO CHANGE AN HOBBIT FARM INTO A SHIRIFFS HOUSE AND RECRUIT THERE FRODO, THE FARMER MAGGOT, BILBO, MERRY, PIPIN, SAM AND HOBBIT UNITS

UNITS:



HOBBITS FARMHANDS: when enemies attacks the Shire the hobbits can defend it by taking axes, forks or anything else



HOBBIT ARCHERS: the hobbits aren't fighters but they are really good with a bow



HOBBITS SHIRRIFFS: The Shirriffs, also known as the Watch, were the sole form of law enforcement in the Shire, and the closest thing to a form of defense or deterrent that the Shire possessed.



SARN GUARDSMEN: These rangers will defend the shire against every enemies of the free poeple, they are equipped with swords.

HEROES:



BILBO: Since Bilbo had been a ring-bearer, he was allowed to accompany Frodo to the Undying Lands.



FRODO NINE-FINGERS: After the fulfilment of the quest bards call him «Nine-fingered Frodo» or «Frodo of the Nine Fingers».



MERRY SQUIRE OF ROHAN: Merry swore fealty to Théoden and became esquire to the king. Against Théoden's orders, he rode to Gondor with Éowyn, who was disguised as a common soldier.



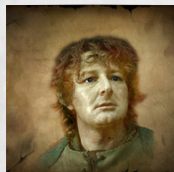
Pippin Guard of the Citadel: In Minas Tirith Pippin was granted an audience with Denethor, the Steward of Gondor, and Pippin volunteered for service out of respect for Denethor's son Boromir, who had died trying to defend Merry and Pippin from the Orcs.



Samwise the Brave: Samwise Gamgee, also known as Sam, was a Hobbit of the Shire. He was Frodo Baggins' gardener and best friend.



Farmer Maggot: The Farmer Maggot lives on a farm called Bamfurlong in the Marish region of the Eastfarthing of the Shire. Edible mushrooms, highly prized among Hobbits, grow abundantly on his land, and Farmer Maggot often has to deal with other Hobbits stealing them, which is one reason he keeps a pack of large, fierce dogs.



Farmer Maggot: The Farmer Maggot lives on a farm called Bamfurlong in the Marish region of the Eastfarthing of the Shire. Edible mushrooms, highly prized among Hobbits, grow abundantly on his land, and Farmer Maggot often has to deal with other Hobbits stealing them, which is one reason he keeps a pack of large, fierce dogs.

Powers:



Maggot's Mushrooms: The Mushrooms of the Maggot's farm are reputed among all in the Shire

Heal the units in the target area



Grip: One of the three dogs of the Farmer Maggot

Allow you to call the first dog of the Farmer Maggot of the battle field



Fang: The second of the three dogs of the Farmer Maggot

Allow you to call the second dog of the Farmer Maggot of the battle field



WOLF: THE THIRD OF THE THREE DOGS OF THE FARMER MAGGOT

ALLOW YOU TO CALL THE THIRD DOG OF THE FARMER MAGGOT OF THE BATTLE FIELD



MAGGOT'S FARM: THE FARMER IS REPUTED IN THE SHIRE FOR HIS GREEN HAND AND HIS ABILITIES ON HIS FARM.

THE TARGET HOBBIT FARM PRODUCES +20% FOR THREE MINUTES OF THE GAME



Merry Squire of Rohan: MERRY SWORE FEALTY TO THEODEN AND BECAME ESQUIRE TO THE KING. AGAINST THEODEN'S ORDERS, HE RODE TO GONDOR WITH ÉOWYN, WHO WAS DISGUISED AS A COMMON SOLDIER. DURING THE SCOURING OF THE SHIRE, HE WAS IN THE FOREFRONT OF THE BATTLE OF BYWATER, USING THE HORN OF ROHAN PRESENTED TO HIM BY ÉOWYN.

Powers:



SQUIRE OF ROHAN: MERRY SWORE FEALTY TO THEODEN AND BECAME ESQUIRE TO THE KING. AND TRIED TO KILL THE WITCH-KING TO SAVE HIS KING ON THE BATTLEFIELD.

WITH HIS NEW CLOTHES, MERRY GIVES +40% ATTACK TO NEAR HOBBITS.



ÉOWYN'S FRIEND: AFTER THE WAR OF THE RING, AND EVEN BEFORE, ÉOWYN AND MERRY WERE FRIENDS AND RODE TOGETHER TO THE PELENOR FIELDS.

SUMMON ÉOWYN Lady of Ithilien FOR 1 MINUTE



ÉOMER'S FRIEND: AS THE SQUIRE OF HIS UNCLE, MERRY IS A GREAT FRIEND OF ÉOMER THE NEW KING OF ROHAN.

SUMMON ÉOMER KING FOR 1 MINUTE



SWITCH WEAPON: HOBBITS ARE VERRY POWERFULL ROCK THROWERS...

ALLOW YOU TO SWITCH BETWEEN SWORD AND ROCKS



SWORD OF ROHAN: THE SWORD THAT MERRY RECEIVED FROM THE ROHAN FORGES IS STILL BETTER THAN ANY HE COULD HAVE

MERRY HAVE +50% ATTACK



PIPPIN GUARD OF THE CITADEL: IN MINAS TIRITH PIPPIN WAS GRANTED AN AUDIENCE WITH DENETHOR, THE STEWARD OF GONDOR, AND PIPPIN VOLUNTEERED FOR SERVICE OUT OF RESPECT FOR DENETHOR'S SON BOROMIR, WHO HAD DIED TRYING TO DEFEND MERRY AND PIPPIN FROM THE ORCS..

POWERS:



GUARD OF THE CITADEL: IN MINAS TIRITH PIPPIN VOLUNTEERED FOR SERVICE OUT OF RESPECT FOR DENETHOR'S SON BOROMIR, WHO HAD DIED TRYING TO DEFEND HIM FROM THE ORCS.

WITH HIS NEW CLOTHES, PIPPIN GIVES +40% DEFENCE TO NEAR HOBBITS.



BEREGOND'S FRIEND: DURING THE SIEGE OF MINAS TIRITH, PIPPIN BECAME A FRIEND WITH BEREGOND.

SUMMON BEREGOND OF ITHILIEN FOR 1 MINUTE



FARAMIR'S FRIEND: DURING THE SIEGE OF MINAS TIRITH AND AFTER THE FALL OF SAURON, PIPPIN BECAME VERRY FAMOUS IN THE KINGDOM OF GONDOR AND BECAME THE FRIEND OF FARAMIR

SUMMON FARAMIR PRINCE OF ITHILIEN FOR 1 MINUTE



SWORD OF THE GUARD: The sword that Pippin received for his services as citadel guard is still better than any he could have

Pippin have +50% attack



switch weapon: hobbits are verry powerfull rock throwers...

allow you to switch between sword and rocks



SAMWISE THE BRAVE: After the fall of Sauron, Sam was elected Mayor of the Shire for seven consecutive terms, and in his old age was one of the last denizens of Middle Earth to be transported to The Undying Lands, an honor accorded to him as one of the Ring-bearers.

Powers:



GARDNER: Samwise the brave was first a gardner and thus he have a lot of habilities on the garden.

create a flower garden on the location that give charisme to hobbits



hero of the West: After the fall of Sauron the dark, Sam became verry famous all around the world but still less than Frodo himself.

every units near Sam have +20% attack and +20% defence (except hobbits)



«G»: In the golden woods, Galadriel, the lady of light offers a little box to Sam containing earth from her garden.

the target farm (hobbit or elven) produce +50% ressources for 1 minute



The Feest Tree: because Sharkey ordonate to cut the feest tree, sam put the seed from the box where the feest tree was supposed to be.

SAM CAN SUMMON THE FEEST TREE OF THE SHIRE THAT GIVES GREAT CHARISMA TO ALL NEAR HOBBITS



switch weapon: hobbits are verry powerfull rock throwers...

ALLOW YOU TO SWITCH BETWEEN SWORD AND ROCKS



FRODO NINE-FINGERS: GOLLUM GOT PAST SAM AND ATTACKED THE INVISIBLE FRODO, BITING OFF HIS FINGER, AND FINALLY REGAINED HIS «PRE-CIOUS». AS HE DANCED AROUND IN ELATION, GOLLUM LOST HIS BALANCE AND FELL WITH THE RING INTO THE LAVA. THE RING WAS THUS DESTROYED, AND WITH IT SAURON'S POWER. FRODO AND SAM WERE RESCUED BY THE REBORN GANDALF AND SEVERAL GREAT EAGLES AS MOUNT DOOM ERUPTED.

Powers:



Hero of the West: AFTER THE FALL OF SAURON THE DARK, FRODO BECAME THE MOST FAMOUS HOBBIT OF ALL TIMES.

EVERY UNITS AND HEROES NEAR FRODO HAVE +30% ATTACK AND +30% DEFENCE (EXCEPT HOBBITS)



Ship to the West: AS ONE OF THE RING BEARERS, FRODO WAS ABLE TO GO TO THE IMMORTAL LANDS OF THE WEST.

FRODO HAVE -100% ATTACK BUT IS NOT KILLABLE FOR 3 MINUTES



EARENDRIL'S LIGHT: IN THE GOLDEN WOODS, GALDRIEL, THE LADY OF LIGHT OFFERS THE LIGHT OF EALENDRIL TO FRODO.

ALL ENNEMY'S UNITS NEAR FRODO ARE AFFRAID.



MITHRIL MAIL: GIVEN TO HIM BY HIS UNCLE BILBO, THE MITHRIL MAIL SAVE THE LIFE OF FRODO MORE THAN ONE TIME.

FRODO HAVE MORE ARMOR



SWITCH WEAPON: HOBBITS ARE VERRY POWERFULL ROCK THROWERS...

ALLOW YOU TO SWITCH BETWEEN SWORD AND ROCKS



BILBO BAGGINS: AFTER GIVING HIS RING AND EVERY THING ELSE TO FRODO, BILBO GOES TO RIVENDELL AND CONTINUE TO WROTE BOOKS AND COMPOSE POEMES. AFTER HIS 131 BIRTHDAY, BILBO BECAUSE HE WAS A RING-BEARER, WAS ALLOWED TO ACCOMPANY FRODO TO THE UNDYING LANDS. BUT HE'S STILL VERRY FAMOUS ALL AROUND THE WORLD.

POWERS:



WRITER: BILBO IS THE WRITER OF THE RED BOOK, HE WANTED TO WRITE HIS ADVENTURES THROUGH THE WILD LANDS TO THE LONE MOUNTAIN

GIVE YOU ONE SPELL POINT



ACCESS TO IMLADRIS LIBRARY: BILBO STAY A LONG TIME ON RIVENDELL AND WROTE AS WELL AS HE READ BOOKS.

GIVE YOU TWO SPELL POINTS



POEME COMPOSITOR: BILBO WAS A GREAT COMPOSITOR AND WROTE A LOT OF POEMES AFTER HE CAME BACK FROM THE LONE MOUNTAIN.

UNITS NEAR BILBO ARE HEALED

The DUNEDAIN camp:



ANNUMINAS COUNCIL: ANNUMINAS WAS THE CHIEF CITY OF THE KINGS OF ARNOR FOR SEVERAL CENTURIES, AND HOME TO ONE OF THE THREE PALANTÍRI OF THE NORTH-KINGDOM. AFTER THE CITY'S DESERTION, IT FELL INTO DECAY, BUT TWO RELICS OF ITS GREATNESS SURVIVED: ITS PALANTÍR AND THE SCEPTRE OF ANNÚMINAS.

POWER:



SECRET PLACE: ANNUMINAS IS VERRY OLD AND EVEN IF IT'S RUINS NOW A LOT OF DUNEDAINS LIVES THERE BECAUSE IT'S A SECRET REFUGE.

ALL UNITS NEAR THE DUNEDAIN OUTPOST ARE HIDE

UNITS:



GREY COMPANY: THE GREY COMPANY WAS LED BY HALBARAD AND THE TWIN SONS OF ELROND, ELLADAN AND ELROHIR.

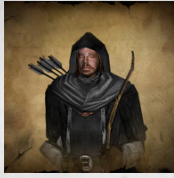
HEROES:



HALBARAD: HALBARAD LED THE GREY COMPANY COMPRISED OF 30 DÚNADAN SOUTH TO THE AID OF THEIR KINSMAN DRAGORN. DRAGORN REJOICED AT THEIR COMING, AND THÉODEN REMARKED THUS: «IT IS WELL! IF THESE KINSMEN BE IN ANY WAY LIKE YOURSELF, MY LORD DRAGORN, THIRTY SUCH KNIGHTS WILL BE A STRENGTH THAT CANNOT BE COUNTED BY HEADS.»



THE STRIDER: THE STRIDER IS FAMOUS AMONG THE WILD LANDS, HE WALK THROUGH THE WILD LANDS ALWAYS WITH A NEW NAME.



The Grey Company: The Grey Company traveled from the North seeking Aragorn at Galadriel's request. They bring advice from Elrond, and a banner made by Arwen. Their horses were strong and proud but rough-haired. As their name implies, they wear cloaks or mantles of grey colour and carry no symbols save for a white star on each of their brooches.

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 Dúnedains came from the North mounted on horses and they even brought Aragorn's horse

ENABLE THE GREY COMPANY TO MOUNT THEIR HORSES



Nobility of the North: The last remnants of the Dúnedains instil terror in the hearth of orcs and strength in the ally's ones

GIVE NEAR ALLYS +20% ATTACK, +20% DEFENCE AND ENEMYS -20% ATTACK AND -20% DEFENCE



HALBARAD: HALBARAD LED THE GREY COMPANY COMPRISED OF 30 DÚNADAN SOUTH TO THE AID OF THEIR KINSMAN DRAGORN. DRAGORN REJOICED AT THEIR COMING, AND THÉODEN REMARKED THIS; «IT IS WELL! IF THESE KINSMEN BE IN ANY WAY LIKE YOURSELF, MY LORD DRAGORN, THIRTY SUCH KNIGHTS WILL BE A STRENGTH THAT CANNOT BE COUNTED BY HEADS.»

POWERS:



TOGGLE WEAPON: HALBARAD CAN SWITCH BETWEEN HIS SWORD AND HIS BOW.

ALLOW YOU TO SWITCH BETWEEN SWORD AND BOW. WHILE ARMED WITH HIS SWORD HE GAINS +25% ARMOR.



MOUNT: HALBARAD CAME FROM THE NORTH MOUNTED ON HORSE.

ENABLE THE HALBARAD TO MOUNT HIS HORSE



NOBILITY OF THE NORTH: THE LAST REMNENTS OF THE DÚNEDAINS INSTIL TERROR IN THE HEARTH OF ORCS AND STRENGTH IN THE ALLY'S ONES

GIVE NEAR ALLYS +30% ATTACK, +30% DEFENCE AND ENNEMYS -30% ATTACK AND -30% DEFENCE



LEADER OF THE DÚNEDAIN: HALBARAD LEADS THE DÚNEDAIN OF THE NORTH INTO BATTLE.

*LVL 3: NEARBY DÚNEDAIN FEARS RESISTANCE +25% DAMAGE. LVL 5, ABLE TO PURCHASE BANNER CARRIERS
LVL 7, PURCHASE FORGED BLADES AND FIRE ARROWS*



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

DÚNEDAIN RECRUITMENT SPEED IS SIGNIFICANTLY INCREASED FOR A SHORT TIME.



DÚNEDAIN AMBUSCADE: HALBARAD ORDONATE AN AMBUSH AGAINST THE FREE POEPL ENNEMIES.

FOR A SHORT TIME, HALBARAD IS ENCIRCLED BY DÚNEDAIN WHO SHOOT NEARBY ENEMIES. HIT ENEMIES ARE DAMAGED AND BECOME SLOWER.



Dúnedain Arrow Volley: Halbarad and all Dunedains use their abilities to shoot the Orcs and all enemies

Only with a bow. Halbarad and nearby Dúnedain Rangers fire arrows 33% faster and move 20% faster.



Banner of the King: Halbarad carry the King's banner and give hope to every units near

Allies are immune to fear



The Strider: The Strider is famous among the wild lands, he walk through the wild lands always with a new name. He's also the chieftain of the Dunedains as he is the heir of Erendil

Powers:



Toggle Weapon: The Strider can switch between his sword and his bow.

Allow you to switch between sword and bow. While armed with his sword he gains +25% armor.



Choice of Imladris Lady: The love between Estel and the Lady of Imladris is verry strong.

When Arwen and the Strider are near they both gain fear resistance, +50% ATK and +50% DEF



The hunt for Gollum: To help his friend, the Strider hunted Gollum through the whole middle earth.

Reveal Gollum anywhere on the map



FRIEND OF THE GREY PILGRIM: THE GREY PILGRIM AND THE STRIDER WERE FRIENDS SINCE A LONG TIME

SUMMON THE GREY PILGRIM FOR 1 MINUTE



ATHELAS: A HEALING HERB, CALLED ASEA ARANION IN QUENYA AND ATHELAS IN SINDARIN, TRANSLATED TO WESTRON AS KINGSFOIL.

HEALS NEARBY ALLIED HEROES.



THE RING OF BARAHIR: THE STRIDER IS THE HEIR OF ELENLIL, AND HE HAS TO PROOVE HIS VALUE

WHEN ACTIVE, THE STRIDER GAIN +50% ATK



MOUNT: THE STRIDER WALKS ALL AROUND THE WORLD AND FOR THIS HE USES A HORSE SOMETIMES

ENABLE THE STRIDER TO MOUNT HIS HORSE



EXPERT OF CAMMOUFLAGE: THE STRIDER CAN HIDE HIMSELF ALMOST EVERYWHERE

THE STRIDER IS HIDDEN