

THE BATTLE FOR MIDDLE-EARTH™

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THE DWARF HOLDS

VERSION 0.75

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General Information

The Dwarf Holds is a mod for Electronic Arts' The Battle for Middle-earth real-time strategy game. The game originally shipped with four factions – Gondor, Rohan, Mordor and Isengard. This mod adds a fifth playable faction – the Dwarves of Erebor.

The Dwarves are a fully functional faction, with new units, buildings, castles and a unique playstyle. We have done our utmost to make sure the faction fits in with the vanilla factions in terms of completeness and polish. You will find impressive new effects, detailed animations and a lot of things that you probably wouldn't notice – unless they weren't there.

In addition to the Dwarves, we have also significantly updated the original factions with additional spell powers, heroes, units and buildings. Both the changes to the new factions and a comprehensive overview of the Dwarf faction is contained in this manual.

The Dwarf Holds is the successor to the now defunct Rhovanion Alliance Mod. Much of the work in this project is based on art and code created back then.

We hope you have as much fun playing the mod as we did making it!

– The Dwarf Holds Team

Technical Information

System Requirements and Installation

Though the minimum system requirements for The Battle for Middle-earth should be sufficient to run The Dwarf Holds, due to the increased model and texture detail we recommend a slightly more powerful system for the optimum gaming experience. These new requirements are listed as follows:

Minimum	Recommended
1.5GHz CPU	2.0+ GHz CPI
512 MB of RAM	1+ GB of RAM
128 MB DX9.0 video card	256 MB DX9.0 video card
1 GB additional disk space	1 GB additional disk space

To install the mod, first install The Battle for Middle-earth and update it to version 1.03. This can be done via the Electronic Arts Check for Updates utility located in the Battle for Middle-Earth folder in your Start Menu, or by [downloading and running the 1.03 patch executable from here](#).

Once the patch has been installed, download and run the mod's installer [from here](#). If you have The Battle for Middle-earth installed and updated to version 1.03, the installation should go smoothly.

If you have installation issues, refer to [our forums](#).

Updating The Dwarf Holds

Periodically we may release patches that fix bugs, improve balance and add features to the mod. These will be announced on [our forums](#) when available. To update The Dwarf Holds, simply run the Check for Updates start menu item located under The Dwarf Holds. This will automatically download and install mod updates.

Reporting Bugs & General Assistance

If you find a bug or issue you think should be corrected in The Dwarf Holds, please report it on [our forums](#), in the Bugs and Troubleshooting section. If you are having installation issues or experiencing game crashes, please check the Known Issues and Troubleshooting at the end of this manual before posting on our forums.

Gameplay Notes

Those familiar with The Battle for Middle-earth should note a couple of key changes we have made to game mechanics in order to diversify the base game.

Firstly, Archers have had several major changes. Arrows fired are no longer completely accurate, instead they have a chance of missing. This chance depends on the unit. In general, Elves are the most accurate, followed closely by Dwarves and Men (note that this also includes Evil Men!). Orcs are the least precise. Hero characters keep their perfectly accurate shooting - they are heroes after all! If arrows do miss, they might hit other units though, so inaccurate archers will do well to target large groups of targets. Arrow damage has also been tuned so that units will still do approximately the same amount of damage as they did before.

Secondly, players should now be wary of purchasing the Fire Arrow upgrade. While this upgrades still increases damage, it greatly decreases accuracy. This makes it great against buildings, but weaker against units. Many factions now have other arrow upgrades as well. Use them wisely!

The next major change has been to siege weapons. In order to reduce the proliferation of catapult spam, artillery units now cost more Command Points and are capped at a certain number on the battlefield at once. To compensate, the old underused siege weapons have been given some advantages - rams and ladders are much more attractive ways to get over an enemy's walls now.

The various artillery weapons have also been changed to be more unique. Some factions' weapons are better than others at different roles, such as killing infantry, destroying buildings, or just forcing the enemy to scatter.



Part I: Durin's Folk

Dwarf Lore

Far off, millennia ago, Durin awoke. He stumbled forth from his underground home and walked the mountain-paths of Middle-earth, watching the stars, alone. He came to a deep, blue lake and looked in – and there he saw, reflected in the water, a crown of stars above his head.

Durin the First took this as his emblem, his crest and symbol of all his Folk – and Durin's Folk multiplied, exploring the land and plying their trades. They were great craftsmen, miners, and most of all, warriors. They slew the rakhâs, the Orcs, whenever they encountered them, for the creatures were deadly predators that would kill a Dwarf of Durin at no provocation. Eventually the Folk of Durin's House found a place for them to abide, and there they delved their halls and mines, in Khazad-dum.

This great home of the Dwarves, this Dwarrowdelf, or Dwarf-home, was known far and wide for its greatness and splendor and hospitality. By good fortune it was not touched by the great Wars of the West that sent half the world under the waves in ruin; but this was not to last.

The descendants of Durin, of which there were many, ruled from Khazad-dum with a penchant as being kind and generous leaders – though quick to anger. They made a friendship with the Elves of Eregion, each of them great craftsmen and metalworkers, and shared secrets among one another that had never been known before.

Then Sauron came. He helped forge the Rings of Power (of which Seven were made for the Dwarf-Lords, one for each House, and among some it was said that Sauron had had no hand in the making of the Ring of Durin), and threw up a rift between the Elves and Dwarves that had worked so hard to reconcile. But he was foiled, and returned to the North to wreak fire and slaughter.

The Dwarves of Khazad-dum, led by Durin the Fifth, fought on the side of Elves and Men in the Last Alliance of Elendil and Gil-galad, though

some of their far-flung, traitorous kin did otherwise and sided with the Enemy. Among those two parties there was no greater fury when swords were drawn.

For a time, afterwards, Sauron had seemed to have been defeated. The wealth of Durin's House grew, and grew. They became proud, but to a fault. The Doors of Durin were shut; and this was their downfall. Far in the Deeps of the Mountains, something stirred in the darkness. The searching picks and lanterns of the Dwarves opened some deep chamber, and from there came a nightmare none had foreseen. A Balrog of Morgoth, a demon of fire and shadow, relict of the ancient world before Durin himself opened his eyes in the darkness of Gundabad.

Durin's Folk fled their ancient home, scattered as if by the wind. They wandered aimlessly, dreaming ever of reclaiming what had been theirs. And then the Lonely Mountain was discovered.



Far to the North and East, beyond even Mirkwood, there was the Lonely Mountain, Erebor. There Durin's Folk began anew, for there was gold to be found beneath the Mountain. Some whispered that the glory of Khazad-dum could here be remade, but that too, was not to be. For Smaug found the Kingdom under the Mountain. This last great Wyrn came upon Erebor at unawares, slew the King and many of his people, and took the hoard of Dwarf-gold for himself.

Our folk wandered for a long while, establishing petty kingdoms and lordships from the Grey Mountains north of Mirkwood to the Blue Mountains near the Sea. Some even went to the Iron Hills in the East, where they found great wealth and prosperity, even to today.

But one of our Kings was not content with this life of wandering and settling, then more of wandering and settling. He desired to restore

Erebor to its glory – and more than that, to aspire to again be a King in Khazad-dum. His name was Thrór, and the tale of his line is a long and sad one. Thrór's body was aging, but his heart was hot with desire for the glorious return to Dwarrowdelf. Against all caution and warnings he journeyed to Khazad-dum, to the East-Gate, and went inside. His companions waited outside – and all they received for their diligence was his severed head, with the Orc-name Azog burned into it. This monster had killed Thrór and desecrated his body – and so began the long War of Dwarf and Orc.

All across the Misty Mountains, the Dwarves of Durin sought out the Orc and Goblin, and above all, Azog himself. No rock was left unturned, none of their hovels left standing, and not a one of their caves unlit. Long was this War, and the losses for both sides many.

But in the end of those days Azog was found to have rallied his maggot-kin, and taken refuge in Khazad-dum itself. This could not be stood for, no. Our kin gathered from all corners of the land, from the Blue Mountains to the Iron Hills, all under the banner of Nain, whose son Dain Ironfoot is now king. But that will come later. The great Battle of Dimrill Dale took place before the East-Gate where all began, and bitter was that fight. But the Dwarves of Durin prevailed, and Azog was slain. The rakhâs were driven off in rout... but great was our loss. For every three Dwarves that fought that day, one of them did not leave.

We could not bury the bodies, as should be. Instead the bodies were burned in a great mound, the smoke of which was seen far and wide around. To this day it is an honour to say that one's sires was a "burned Dwarf" – and I myself am not happy to say I was not among them.



Ah, I am getting distracted. Pardon me, lads. To continue... from that great Battle we lost a King – Nain was slain by Azog in single combat, who was in turn slain by Dain, Nain's son, as I have said. His cousin, Thorin, returned to his realm in the Blue Mountains after the War and brooded long.

A plan was made, a quest set out to slay this Dragon. This Quest for Erebor was led by the great Thorin Oakenshield, and it was counseled by the honoured Gandalf, a Wizard. Thorin and twelve of his closest kin left their halls for Erebor, obtaining another companion – a Halfling,

Bilbo Baggins – along the way. They traveled long and hard and through much peril, and came at last again to Erebor.

Smaug raged at their approach, and took his fury out on the people of Dale – whose home had formerly been, and now again, was between the arms of the Mountain – but was slain by a nobleman of legend, Bard the Bowman. Soon afterwards, another great Battle was fought at Erebor, of Five Armies. The Dwarves of the Iron Hills, under Dain Ironfoot, the Elves of Mirkwood and Thranduil, and the Men of Dale were on one side. The Goblins of Bolg son of Azog and their Wolf allies were upon the other.

Long and hard was that fight, for many of the combatants were veterans of the War of Dwarf and Orc. But once again the Dwarves had the victory – Bolg was killed, but so was Thorin. Dain became King Under the Lonely Mountain, and has been ever since.

But as always, something stirs in the dark. Our enemies plot and gather against us. Just recently a messenger from the South – from the Black Land of Mordor – came to the very Gates of Erebor, to barter with Dain. What that dark rider wanted I do not know, for I am not privy to the King’s counsel. Perhaps it is better that way.

Our borders are threatened. Wild Men and Orcs approach from the East and South, and there is talk of returning to Khazad-dum – now known as Moria, the dreaded Black Pit – just as Lord Balin did some time ago. Now, my lads, will you stand against our enemies, and march beside us to war?

– from the account of Nar, T.A.3017

The Dwarf Faction

Playing as the Erebor faction in The Dwarf Holds is quite different from playing any of the four original Battle for Middle-Earth factions. The Dwarves give you a distinct set of advantages – the most powerful infantry in the game as well as the strongest defences, but also some significant disadvantages. Your units will be slow, your archers limited, and you lack any kind of cavalry.

The first thing you'll notice are the new bases. The Dwarves have a strong fortified Castle, similar to Rohan and Gondor, but they have uniquely fortified Camps and Outposts. Camps have a fully enclosed, walkable wall, and Outposts can build defensive structures and have low fences like Gondor and Rohan's Camps. They are described in greater detail in the Bases part of this manual, and ensure that your units always have a strong bastion to retreat to.



As an Erebor player, you'll have several challenges to overcome. Dealing with cavalry and raiding is first and foremost among these. Slow infantry means that reacting to raids on outlying economy plots will be difficult, and doing raiding of your own will be slower. To counter this, you will need to make use of your heroes and spellbook powers.

Secret Ways can paralyze an army of cavalry. Many abilities confer a temporary boost in speed, and other may immobilize enemy units so that they cannot retreat from the fury of your axes.

Another major disadvantage that comes with having the most powerful infantry is economic. Dwarf units are strong and deal lots of damage, but are very expensive, as are their unit upgrades. However, there are a number of measures you can take to offset costs. The basic Dwarf economy structures, the Forge and the Mine, provide important discounts when built in large numbers. Forges in numbers can provide an awesome 60% discount on upgrades. Mines have an even more important discount: they reduce the cost of infantry. Since 95% of Dwarven units are infantry, this will be very useful. Mines can only be built on economy plots though, so expansion and capture of territory will keep your units cheap. Finally, most Dwarf units can combine with another unit of the same type to create a double battalion. Upgrades are shared across the

battalion, so the player can essentially acquire a few upgrades for free, at minimal loss of versatility.

As the Dwarf player, you should play to your strengths. Your infantry are to be feared – with a full complement of upgrades, even a single elite Dwarf unit can fell a large number of enemies. The Khazad Uzbardul can even stand up to levelled heroes, dealing immense amounts of damage and taking a lot of punishment without dying. Your own heroes are extremely tough, and have abilities you will need to increase the survivability of your expensive troops even further. Combine infantry of various types with your strong heroes to carve a path to victory. Let Durin's Folk march to war!



Dwarf Spellbook

[illegible]

Horn of the Gate

1 PP



"Suddenly there was a great shout, and from the Gate came a trumpet call. They had forgotten Thorin! Part of the wall, moved by levers, fell outward with a crash into the pool".

- The Hobbit

Grants +50% Attack Damage and +20% Speed to units in the target area for 30 seconds.

Horn of the Gate

1 PP



When roused to anger by some despicable event, it is not uncommon for Dwarves to swear a vow of vengeance against some enemy of all of Durin's Folk. Such was the case when the Orc chieftain Azog slew Thrór at the gates of Moria, starting the War of Dwarves and the Orcs.

Target hero takes 35% more damage from all Dwarves for 120 seconds.

Summon Allies from Dale

3 PP



Before the sacking of Erebor and Dale by Smaug, there was great friendship between the Dwarves and the Northmen that lived there. After the kingdom was rebuilt when Smaug was slain, this friendship was renewed, and Dale-men and Dwarves often fought the armies of Sauron together in the late Third Age.

Prerequisites:



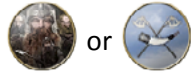
Summons 2 units of Marksmen of the Thrush and a Warden of Dale to assist the player for 90 seconds.

Truesilver Lode

4 PP



Mithril, or truesilver as the Dwarves called it, was a beautiful silver metal that could be alloyed with steel to create metals of wondrous strength and beauty. Such was its value that a small mail-shirt owned by Bilbo Baggins was considered a kingly gift.

Prerequisites:

Creates a Truesilver Mine at the target location. This building produces more resources than a normal mine, but expires after 2 minutes. If it is destroyed by the enemy during this time, it drops treasure.

Muster of the Iron Hills

3 PP



Though many Dwarves emigrated to the newly founded kingdom of Erebor after the death of Smaug, some remained to continue working in the Iron Hills, whose mines were rich in that ferrous mineral. Due to their proximity to the hostile Eastern peoples, a constant vigilance has created a settlement of hardy Dwarves whose martial skill is undeniable.

Prerequisites:

Allows the construction of Baruk-sharâhul, Azaghâr-sharâhul and the Sulûn-abanul from the Barracks, Guardhouse and Workshop respectively.

Durin's Day

8 PP



The first day of the Dwarves' calendar year is the day that begins the last lunar cycle in autumn. When on this day both the Sun and Moon may be seen in the sky together, it is called Durin's Day.

Prerequisites:

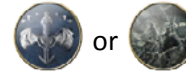
The battlefield is lit by the light of sun and moon. Dispels weather effects, reveals all stealthed units, and decreases special power recharge time.

Stout Hearts

4 PP



Durin's Folk have always been known for their stubborn bravery, even in the face of overwhelming odds. In the First Age, they fought as the rearguard against the dragon Glaurung, more recently in the Third Age they stood against the endless hordes of Bolg.

Prerequisites:

Renders all Dwarves permanently immune to fear effects.

Durin the Deathless

12 PP



The Dwarves' mythology holds many strange beliefs and tales about their role in the world. One of these involves their legendary king Durin, whom they believe lived on in his heirs for several generations.

Prerequisites:

Summons the next incarnation of Durin the Deathless to the battlefield for 100 seconds. Durin's powers are focused on supporting your army.



Durin the Deathless takes to the field. Horn of the Gate is a useful first tier power that affords basic troops increased speed and damage (*Top left, top right*)



Mangonels and elite Warriors are some of the troops available from the Iron Hills. Marksmen of Dale add a valuable ranged component to the army of Erebor. Summoning a Truesilver Mine allows the Erebor player to add the equivalent of a Level 3 Mine to his income (*Bottom left, bottom right, center right*)

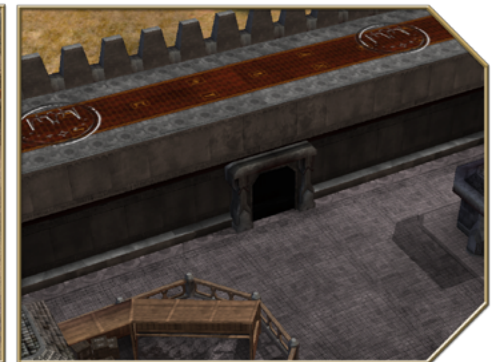
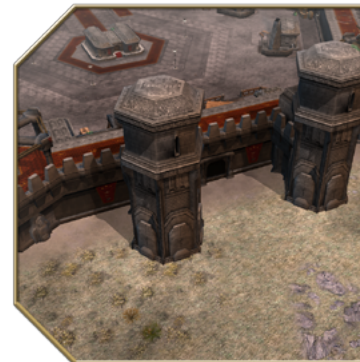


Dwarf Castle

The Dwarf Castle features strong walls, a highly defensible gatehouse, and a number of useful wall expansions. These are divided into two types – hub expansions and wall expansions. Hubs can be improved with supporting structures, which are mostly oriented towards helping defending troops. Banners and wells help increase the damage and survivability of archers the player may place on the walls. Wall expansions provide some offensive punch, with a strong Dwarven Tower and the unique Horn of Erebor.

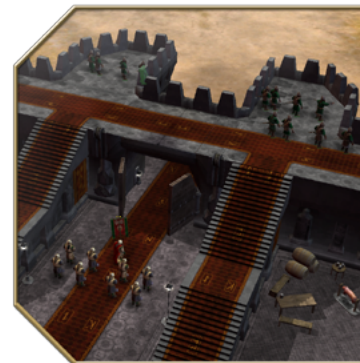
The Castle features six Wall and Hub expansions and eight build plots.

A fortified Castle is an attacker's nightmare



The Secret Gate built into the back of the Castle allows infantry to exit with ease

With archers on the walls and troops at the gate, this Castle is secure



A Well lets the Rakhâs-Abzâg become much harder defenders



Castle Hub Upgrade



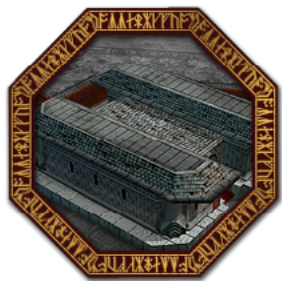
Castle Wall Upgrade



Secret Gate



Building Plot



Castle Citadel

An important meeting-place for the Dwarves, the Citadel's halls are decorated with ornate tapestries depicting the victories of Durin's Folk. Here, Dwarven strategists advise the King as he nominates war-leaders and plans his campaign against the Enemy.

Trains and revives Dwarf Heroes.



Expansions:

Castle Hub Upgrades

The hub sections of the Castle can be upgraded with a variety of supporting expansions. These focus around helping troops garrisoned on the walls rather than inflicting direct damage, and as such provide leadership, healing and indirect fire support. This makes the Castle Hub sections into bastions of defence, where enemies will be hard-pressed to kill the defenders without a significant resource investment. Hub upgrades are weaker though, so an attacker may simply choose to destroy them with artillery before moving in.



A Well brings water up through the hub, healing units and replenishing battalion numbers.



An elaborate structure festooned with the heraldry of Durin grants +100% Combat Experience and +50% Armour to nearby troops.



A scaffold featuring the Raven of Erebor in prominence inspires nearby Dwarves to fight harder and shoot with a keener eye, granting +75% Attack Damage and +25% Range to nearby troops.



A rampart adorns the hub, surmounted by a static Sulûn-abanul which fires at enemy units. Requires the *Muster of the Iron Hills* spellbook power to be purchased before construction can begin.

Castle Wall Upgrades



The Castle Wall expansions are focused on driving off or killing enemies. Six of these upgrade plots are present around the Castle, and can either directly kill or drive off enemies that are nearby. As such, their costs are higher, but as with all Dwarven structures, they are a good investment in terms of health and armor, being quite difficult to destroy.

Expansions:



A fortified watchtower stands guard over this section of wall, firing at nearby enemy units.



Great horns of Erebor are built into this section of wall. They can be sounded to stun enemies.



Secret Gate

Dwarves are famous for their secretive ways, and in numerous cases have constructed alternate entrances to their holdings, known only to a select few. Such secret gateways may open only with a word of command, or at a certain time of year.

This structure works in a similar way to other factions' Postern Gates: it is invisible to the enemy and allows passage by friendly units. It is not buildable at standard wall upgrade plots, but is instead built at a special location at the back of the castle.



Dwarf Camp

The Dwarf Camp is radically different from other factions' camps. It is completely enclosed, and is therefore well protected from raiding. Attackers must wait for siege equipment before launching a dedicated assault, though when they do, they will find that the walls crumble easily under artillery or the blows of a battering ram. Enemy archers can also shoot over the Camp's low walls, so defenders would be wise to keep the walls well defended, or bowmen will simply pick off vulnerable units inside the base.

The Dwarf Camp pays a penalty for the increased defence its walls afford – it contains slightly fewer plots than its sister Camps, at five. It has seven defensive plots distributed along the wall as well.



Building Plot



Camp Wall Upgrade



Camp Citadel

A monument to the Dwarves' victory over Azog during the final battle of the War of Dwarves and Orcs serves as the centrepiece of the Dwarf Camp. A frieze of Dain Ironfoot dealing the killing blow to the Goblin Warlord is its centrepiece, and this structure is a meeting place for all Erebor's most heroic warriors as the call to battle is sounded.

Trains and revives Dwarf Heroes.



Camp Wall Upgrades

The Dwarf Camp's unique wall expansions make defence much easier. They are varied – you can use one of them to generate scouts for your forces, another to enhance your defending archers, and a third to automatically defend the area. Though they will stand up well to a small-scale assault, they cannot hold off large armies, so be sure to supplement them with troops and heroes in defence.

Expansions:



The watchtower fires arrows at enemies unwise enough to approach the Camp.



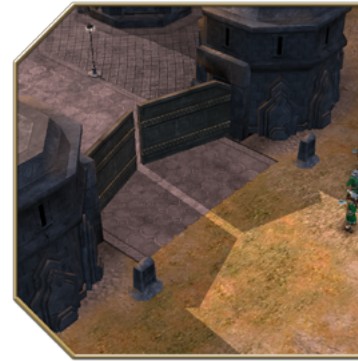
A simple stone structure decorated with Raven banners inspires nearby Dwarves to fight harder and shoot with a keener eye, granting +25% Attack Damage and +15% Range to nearby troops.



Spawns a single Raven of Erebor, which is replaced when killed after a short delay.

Requires a Rookery to be built before construction can begin.

The Camp gate is a formidable early-game obstacle



Wall upgrades afford the camp allow a Camp to be fortified for a modest price



Dwarf Outpost

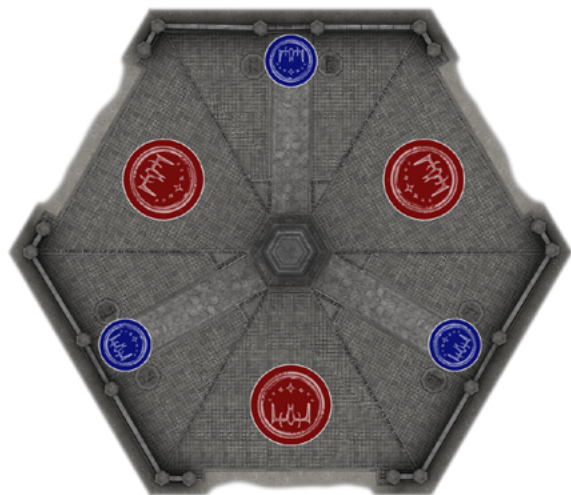
The Dwarf Outpost, like the aforementioned Camp, is unique in form and gameplay usage. In a fashion similar to the other factions' larger bases, it is surrounded by low fences that prevent enemy movement and funnel melee attackers into chokepoints. Furthermore, it also has defensive plots that can build basic Watchtowers for passive static defence. They can defend the Outpost against small raids by single battalions, but are not strong enough to hold off any larger force.

The Dwarf Outpost is provided with three standard building plots in addition to the three defensive plots used for the construction of Watchtowers.

The Outpost's Watchtowers can be relied upon to drive off a few Orcs



A fortified Outpost is a useful haven for the slower Dwarven troops



Building Plot



Outpost Watchtower Plot



Outpost Citadel

Though not as imposing as the Castle or Camp citadels, the Outposts sports an imposing structure adorned with Dwarven army banners that serves as an armory and resting-place for Erebor's most heroic warriors. It is here that Durin's Folk may regroup to plan their strategy after a victory or after a... strategic withdrawal.

Trains and revives Dwarf Heroes.



Outpost Watchtower

Tall towers hide a handful of Dwarf Archers dedicated to the defence of even the smallest Dwarf holdings. They will fight fiercely, sending shaft after shaft with unerring accuracy to bring down bands of roving Orcs or Evil Men that threaten lands claimed by the King of Erebor.

The Outpost Defensive Plot can build a small watchtower for defence that fires arrows at approaching enemies.



Dwarf Buildings



Barracks

Trains basic infantry

A Dwarf Barracks is more of a dormitory than a training ground – as most Dwarves are already proficient with sword or axe, the building merely serves to house them in a military campaign. As more room is needed, additional dormitory wings can be added to increase the number of housed units.

Trains: Rank 1



Azagh-Baruk



Rakhâs-abzâg

Rank 2



Signin-Udrîg

Rank 3



Baruk-sharâhul

The Barracks is the basic Dwarven unit production building. It trains the basic triad of Warrior, Archer, Spearman that forms the core of any Dwarf army. Like other barracks, it gains production speed and health bonuses as it levels. One note: to build the Baruk-sharâhul, the *Muster of the Iron Hills* Spellbook power must be purchased as well.



Guardhouse

Trains elite infantry

The Guardhouses form a set of permanent quarters for the professional warriors that make up the elites of a Dwarven army on campaign. It is a fortified structure, and can easily be defended in case of an incursion. Here, a visitor would find the quarters of the bravest warriors of Erebor.

Trains: Rank 1

Rank 1



Azaghâ-gundu



Azaghâr-
sharâhul

Rank 2



Khazâd-uzbadul

Rank 3



Dain's Guard



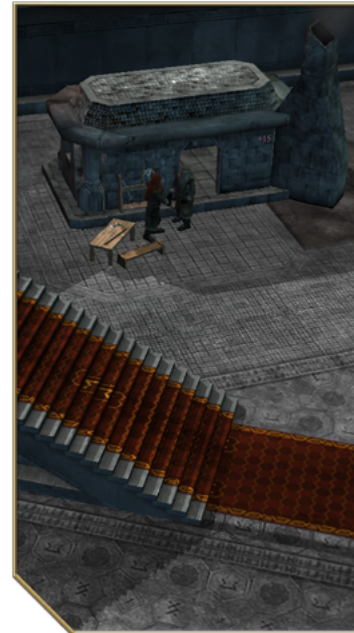
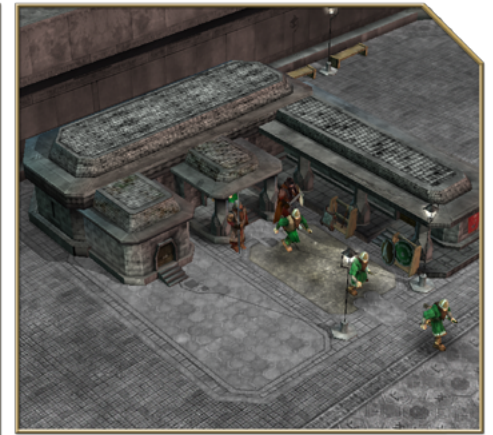
Thorin's Guard



Gloin's Guard

Guardhouses train elite Dwarven infantry. It gains build speed and health as it gains levels – also, at Level 3, the Guardhouse fires arrows. One note: to build the Azaghâr-sharâhul, the Muster of the Iron Hills Spellbook power must be purchased as well. In a similar fashion, the three Guard units require their corresponding heroes to be built before they can be trained.

A building of the Guardhouse's tall stature is hard to miss. A Level 2 Barracks can produce Warriors, Archers and Spearsmen for the Dwarven armies. (*top left, top right*)



Forges provide extremely useful upgrade discounts. The Hall of Elders, despite its resemblance to a tavern, is a place of learning. Workshops are essential buildings that provide equipment for fortified assaults (*bottom left, bottom right, centre right*)



Hall of Elders

Trains Captains and provides extra Experience

Dwarves, while not living quite as long as the Elves, do possess longer lifespans than most men of the Third Age. They also set great stock by the wisdom of their elders. The Hall of Elders is a place where some of the less secretive older Dwarves can impart their knowledge to younger members of Durin's Folk, perhaps educating them in the art of warfare, or forge-work techniques.

Trains: Rank 1



Zirak-Burkûn

Abilities:



Increases the experience gained by all units on the map by 3%

The Hall of Elders plays a rather limited role in the Dwarf base. Its primary function is to train the Zirak-Burkûn, Dwarf Captains who are very useful in buffing the player's infantry. Even if the Captain quota has been maxed out, the building can still be useful. The experience bonus given by the passive Wisdom ability may seem small, but it does cover the entire map, and if the player has room to build several Halls, can stack quite effectively. It also (unlike most experience-based leadership) affects heroes, so will allow the powerful Dwarf heroes quicker access to their late-level powers.



Rookery

Trains and equips the Ravens of Erebor
The Ravens of Erebor have ever been stalwart allies of the King Under the Mountain. With Smaug's death, they have renewed their oaths to King Dain, and in return, he has ordered land and structures set aside for the Ravens' use. Dwarves provide havens, food and defence for these noble allies of Erebor.

Trains: Rank 1



Raven of Erebor

Building a Rookery allows the Dwarf player to train Ravens, who scout at the command of King Dain. This structure is almost essential – flying scouts allow the Dwarves to begin to overcome their natural lack of speed and build to counter the enemy's armies.

Construction of a Rookery is also required for the construction of Raven Roosts on Camp Defensive Plots.





Workshop

Trains Siege Equipment

Complex Dwarven siege equipment needs a unique combination of the best metalsmiths and craftsmen to assemble to the King's highest standards. A workshop combines these two disciplines to produce artillery and equipment to scale and demolish walls.

Trains: **Rank 1**



Urkhas-Felak

Rank 2



Sulûn-abanul

The Workshop is the Dwarf answer to fortifications. It produces the Siege Ram, a powerful and sturdy battering ram, and the Sulûn-abanul, a mangonel that can deal with structures or infantry using large boulders or many small chunks of debris.

It should be noted that building the Sulûn-abanul also requires the player to purchase the Muster of the Iron Hills spellbook power.



Forge

Gathers resources, upgrades units

With the blessings of Aulë the Smith, the Dwarves are unmatched smiths by the Third Age – their skills only rivalled by the remaining Noldor in the haven of Rivendell. They trade such weapons (Elendil's Narsil was forged in Nogrod by a Dwarven Smith), but often hoard the best blades to use themselves in times of war.

Researches: **Rank 1**



Banner Carriers

Rank 2



Dwarven Metallurgy



Dwarven Heavy Armour



Mithril-tipped Arrows

Discount: Decreases cost of upgrades

The Dwarves' primary resource collection structure is the Forge. It is slightly more expensive than the Craftsman, due to its ability to re-search unit upgrades. Most of these upgrades are available at Rank 2, but the Banner Carriers upgrade's Rank 1 availability allows the Dwarf player an interesting option: if he has the resources available, he can purchase this upgrade which will almost immediately level the Forge to Rank 2, allowing access to the other upgrades. Or, he can wait for the structure to level up via resource collection.

In addition, multiple Forges create a significant discount on upgrades, which can help offset the expensive base cost of Dwarven upgraded weapons and armor.



Craftsman

Gathers resources, upgrades buildings and economy

In conjunction with the Men of Dale, the craftsmen of Erebor have always produced wondrous feats of workmanship. Intricate toys, mechanisms of advanced complexity, and beautiful products were their specialties. Such products adorn Dwarven halls or are sold across Middle-Earth, some even making their way as far as the Shire.

Researches: Rank 2



Ered Luin Prospectors



Call to Arms

Rank 3



Fortress Garrison

Discount: Decreases cost of buildings and siege equipment

The Craftsman is a slightly cheaper resource collection building. It allows the player to purchase a number of useful upgrades for his or her buildings. These global enhancements increase Mine collection speed, station defenders at key structures, and reinforce Camp and Castle defences. In a long game, the Craftsman is an essential structure. If you plan on building siege equipment, several of these structures can decrease the relatively high cost of the Dwarf weapons of war to more manageable levels.



Mine

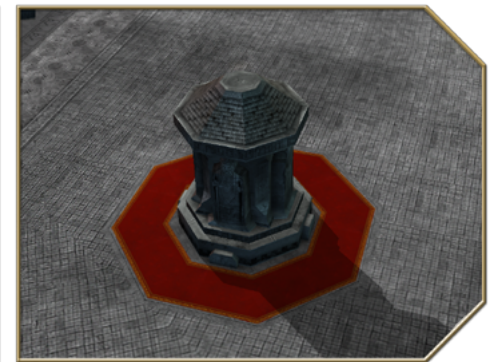
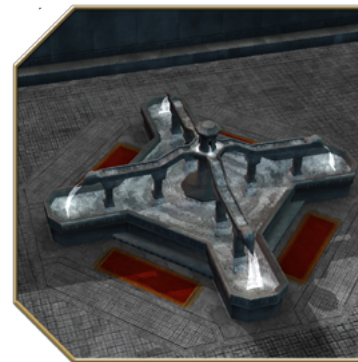
Gathers resources

If there is anything the Dwarves are famous for, it is their skill at mining and stonework. The mine is the centre of any Dwarf holding, and is not merely a shaft dug for mineral exploration – it is a dwelling, a home for the Dwarves who live there. Such mine-works begin humbly, but eventually develop into intricately carved halls that rival anything built by the works of Man above ground.

Discount: Decreases cost of infantry

The Dwarf Mine is the backbone of the Dwarf economy. It can only be built at an economy plot, so the player must expand to secure these mines, which are very useful. Not only are they effective resource generating structures (slightly more efficient than Gondorian or Rohirric Farms), but they also provide an essential discount to infantry costs when many have been built. This is important as practically the entire Dwarven army consists of infantry! Unlike the other factions' economy buildings, the Mine does not fire arrows at Rank 3 – this makes defence more difficult. Luckily, the player can purchase the Call to Arms upgrade from the Craftsman to station defenders outside his or her mines.

To keep expensive Dwarf units alive, Fountains are essential



Monuments provide special bonuses to nearby infantry



Monument to Durin the Deathless Provides Leadership

The Dwarves revere the Deathless, believing that when he is reborn he will lead them to a new age of prosperity. A monument depicting his image is not an uncommon sight in Dwarven halls, and may inspire Dwarves to heroic feats.

Discount: Decreases cost of heroes

Abilities: Leadership: +100% Combat Experience, +100% Attack Damage

The Monument to Durin the Deathless is a basic structure which increases the damage of units around it and lets them gain additional combat experience. Like the other factions' hero statues, when several have been built it also provides a small discount on heroes proportional to the number of Monuments present on the map.



Fountain

Heals nearby units

A simple well provides a source of good, clean drinking water from underground springs. The Dwarves use their skills at stoneworking to beautify such a structure, making it a charming addition to an encampment.

Like other Good factions' Wells, the Dwarf Fountain heals nearby units and replenishes battalions.



Dwarf Upgrades



Available at the Forge



Banner Carriers

The crown, anvil, hammer and ring of seven stars are the ancient symbol of Durin and the Seven Houses of the Dwarves. In the late Third Age, this heraldry represents the nobility of Erebor, the household of Dain and the highest echelons of the army. The regular armies of the Lonely Mountain use the more recent symbol of Erebor, the Raven on a green field to decorate their banners. Elsewhere, the fragmentation of Durin's folk is readily evident in the varied devices that specialized units bear. Dwarves come to fight at Dain's call may bear banners trailing the heraldry of their own halls in the Blue Mountains, the great ironworks of the Iron Hills, or any of a hundred less-known but no less impressive designs.

Regardless of its shape, troops fighting beneath a friendly banner are inspired by its presence, and may fight much harder than can otherwise be expected.

Requires: Rank 1

Allows the purchase of the Banner Carriers upgrade for most units, which ranks them to Level 2



Dwarven Metallurgy

The Dwarves are the unparalleled masters of forge-work remaining in Middle-Earth. Surpassed only by the Noldor at the peak of their power, with the waning of the Elves the realm of Erebor produces only the finest steel. This steel holds its edge, is light and free of imperfection. Masterwork weapons provided by the best Dwarven craftsmen are referred to as 'thrice-forged'. These Dwarves guard their secrets well, but ensure that the armies of Erebor have access to only the best – axes, swords, spears and more.

Requires: Rank 2

Allows the purchase of the Dwarven Metallurgy upgrade for most units, which increases their damage significantly.



Dwarven Heavy Armour

The skill of the smiths of Erebor being what it is, Dwarven armour is expected to be very strong. This is true, but another factor also contributes - Dwarves make light of heavy burdens, and can wear more armour than the other races of Middle Earth, carrying these loads in pitched battles without tiring. The finely wrought plate, chain and scale hauberks forged by the Dwarves are worn in layered fashion, resulting in a burden of steel that renders the wearer all but invincible – provided he can carry it.

Requires: Rank 2

Allows the purchase of the Dwarven Heavy Armour upgrade for most units, which increases their armour significantly. Also increases the units' resistance to knockback effects.



Mithril-Alloyed Arrows

Truesilver, or mithril, is the most sought-after metal in Middle-Earth. Strong as dragonscale, yet light as a feather, its use in weapons and armour manufacture is evident. Alloyed in minute quantities with worked Dwarven steel, it can make arrowheads that can be sharpened and refined to perfection. Such arrows can penetrate the toughest hides and the strongest plate armour. Only the most accomplished of Dwarves use these arrows in war, and take care to recover the heads after the inevitable defeat of their enemies.

Requires: Rank 2

Allows the purchase of the Mithril-Tipped Arrows upgrade for Archers



Available at the Craftsman



Ered Luin Prospectors

Many of the denizens of the Ered Luin were escapees from the Lonely Mountain after its conquest by Smaug. Robbed of the rich mineral veins of Erebor, the Dwarves of the Blue Mountains have now become even more adept than their kin at finding lodes of ore: useful metals such as iron and tin, or more decorative riches such as gold and precious stones.

Requires: Rank 2

The player must have at least one Craftsman present for this upgrade to function. Increases the resource output of Mines by 50%.



Call to Arms

A scattered people, the Dwarves take some time to muster fully for war. Messengers are sent by foot and by Raven to announce that war is upon Durin's Folk, and that their halls, however distant, may be under the Eye.

Requires: Rank 2

Stations two Garrison Warriors and two Garrison Archers at every Mine. These units cannot be controlled by the player, but will attack enemies that get too close to the Mine.



Fortress Garrison

In times of peace, a fortress may need only a skeleton garrison. However, when the forces of the Enemy march on the holds of the Dwarves, a force of the best archers and warriors must be maintained night and day to ensure that the foul servants of Sauron do not approach without being seen – and if they do approach, to see them off with a few well-placed arrows.

Requires: Rank 3

Garrisons the Gatehouses on either side of the gates at Dwarf Camps and Castles with archers. The Gatehouses will now fire at nearby enemies.



Dwarf Heroes



Dain II Ironfoot

King Under the Mountain

Son of Nain and heir to Durin the Deathless, Dain Ironfoot is the King under the Mountain of Erebor. He bears the red axe Barazantathul, a famous weapon dreaded by any Orc. Dain earned fame in the War of Dwarf and Orc, where he slew Azog at the Battle of Azanulbizar, and later, at the Battle of Five Armies. Originally ruling from the Iron Hills, Dain was called to aid Thorin Oakenshield in his attempt at holding the Lonely Mountain against his then-enemies, the Elves of Mirkwood and Men of Lake-Town.

Abilities: Rank 1

Rank 1



Leadership: +40% Armour and
+150% Combat Experience



+20% Speed and +20% Attack
Damage to nearby units for 20
seconds

Rank 5



Units in the targeted area gain
a +15% Speed bonus

Rank 7



Nearby Mines and Forges gain
a +50% Production increase

Rank 10



When low on health, has a 25% chance to gain bonus damage and armour, as well as frightening nearby enemies. Also provides a permanent +25% Armour.

Dain Ironfoot is the most expensive Dwarf hero, and the toughest. He is defensively oriented, with high health and armor ratings. Dain should be used primarily in support of your troops, as his powers will aid them significantly, particularly in countering fast infantry and archers. Red Axe and Long March will give a 35% speed bonus when combined, allowing even the slow Khazad Guard to catch up to stragglers. Alternately, Dain can be useful defending the camp, increasing the generation of resources from Forges. Once he reaches Rank 10, Dain becomes very difficult to kill. He gains additional armor, and has a chance to gain even more, plus a damage bonus, when attacked. He also causes nearby enemies to flee, making him exceptionally difficult to take down in melee combat. Recruiting Dain allows the training of Dain's Guard, a tough bodyguard unit from the Guardhouse.

Dain starts at Rank 3 in a multiplayer match.

Dain and Thorin fight best together with one's defensive power complementing the other's damage



Last Defence makes Dain a terrifying sight to these Orcs. Dain's Red Axe is useful for improving the speed of slower units. (bottom left, bottom right)

Thorin III Stonehelm

Heir to the Mountain

Son of Dain Ironfoot, Thorin III Stonehelm is the heir apparent to the Throne Under Erebor. Named after his ill-fated kinsman, the elder Thorin II Oakenshield, Thorin has seen much action in the field against raiding parties of Easterlings and brigands harassing outlying trade routes. More recently the Prince of Erebor has seen action against Orcs of Mor-dor. As any good Dwarf should, he now maintains his vigilance from the Lonely Mountain, whetting his sword.



Abilities:

Rank 1



Gains +40% Combat Experience when near Dain

Rank 3



Leadership: +100% Attack Damage

Rank 4



Knocks down, pins and damages an enemy hero. Nearby units are also knocked back

Rank 8



Creates a static field of fire around Thorin. Units in this area are immune to knock-back, fear effects and gain +30% Armour.

Rank 10



+500% Armour for 20 seconds. Enemies flee in fear.

Where Dain is defensive, his son Thorin has the offensive punch. He provides leadership that increases the damage of nearby Dwarves, and has an ability that can neutralize enemy heroes for some time. Overall, Thorin has excellent damage, and can use his later abilities to become almost as difficult to kill as his father. Stonehelm also frightens enemies, allowing him to clear a path for base assault or to divert a cavalry charge. Aegis of Erebor can also assist nearby units, creating a safe haven that boosts the armor and fear resistance of units inside it. Recruiting Thorin allows the training of Thorin's Guard, a tough bodyguard unit from the Guardhouse.

Thorin starts at Rank 5 in a multiplayer match.

Thorin's Guard pair very well with Thorin himself



Some might say using a Mighty Blow against a single Haradrim is overkill... Aegis of Erebor creates an excellent haven for Dwarf Archers (*bottom left, bottom right*)

Glóin son of Gróin

Companion of Thorin Oakenshield

One of the few living friends of the late Thorin Oakenshield (and a certain Bilbo Baggins), having declined his cousin Balin's poorly-counselled sojourn to Moria, Glóin now serves as Dain's emissary to lands abroad. Like Dain, Glóin is a veteran of many battles, including the Battle of Azanulbizar (where his father Gróin earned the title of being a 'burned Dwarf') and the Battle of Fives Armies. Father to Gimli of the Fellowship of the Ring, Glóin was an expert woodsman in his youth, as well as something of a scholar. He now uses those skills in the defence of his King's lands, and those of their allies.



Abilities:

Rank 1



Leadership: + 10% Speed

Rank 3



Heal nearby units and heroes

Rank 5



Grants damage near-immunity for 30 seconds; however, Glóin receives a decrease in attack and speed

Rank 9



Creates a trap at the target location: all units entering the area are immobilized

Glóin is the primary Dwarven early-game hero. His speed leadership is very useful – it allows Dwarves near him to match the speed of the other factions' basic infantry. At Rank 3 he also becomes the Dwarf player's sole source of mobile healing, which is important with a high cost faction. Otherwise, he has average melee damage, but higher toughness than most other early heroes. To aid him in deploying his powers, Emissary at Rank 5 lets Glóin avoid attack damage for half a minute. At Rank 9, his top level power immobilizes all units entering an area (though Glóin must stay still to do this). This power lets the Dwarves pin a high-cost archery battalion, or stop a Rohirric Glorious Charge in its tracks.

Recruiting Glóin also allows the training of Glóin's Guard, a tough bodyguard unit from the Guardhouse.

Woodcraft is an essential skill for keeping your troops alive



Glóin complements an early unit of Dwarf Warriors quite handily

Shrewd Prospector gives a useful temporary income boost



Leap is as useful as ever!

Gimli son of Glóin

Adventurous Dwarf

Gimli son of Glóin is, as of now, little more than a nobleman's son. That said, he shows great promise in the arts of war, something inherited from his father. Gimli is skilled in the use of the small throwing axe, as well as the larger, two-handed battleaxe. A natural sprinter, and even something of an acrobat among the Dwarves, Gimli ironically takes little pride in his aptitude for this. However, these skills have been noticed, and Gimli has been assigned as part of the escort for Glóin's party of emissaries en route to Rivendell, and the Council of Elrond.



Abilities:

Rank 1



Hurl a throwing axe at the target

Rank 3



Leap Attack

Rank 5



Double the income of a target Mine for 50 seconds

Rank 7



+100% Speed, +100% Attack Damage for 30 seconds

Rank 8



+30% bonus Armour

Gimli is the Dwarven hero we all know and love. Versatile, like his incarnation in the original game, he comes with a powerful ranged attack and can easily access a potent area of effect Leap. New in The Dwarf Holds are two powers which improve his survivability (Armor of Erebor at Rank 8) and allow him to contribute to resource collection (Shrewd Prospector at Rank 5). This allows Gimli to fill almost every role in the Dwarf army, making him a solid choice as a hero.

Roac

Raven of Erebor

One of the last scions of the ancient race of Ravens, Roac the Second is the leading Chief of the Ravens, serving as Dain's eyes and ears outside the walls of Erebor. His father, Roac the First, was recruited by Thorin Oakenshield to send his folk to Dain in the Iron Hills to request reinforcements, who ultimately turned the tide of the Battle of Five Armies and secured the Throne Under the Mountain for the House of Durin. Able to communicate with Dwarves and Men in the Common Tongue, Roac is an aging, but important, asset to the Dwarven war machine.



Abilities: Rank 1



Leadership to Ravens: +50% Armour, +10% Speed



Detects invisible units in sight radius

Rank 3



Reduces enemy cavalry speed by 5% (passive)

Rank 5



Increases Roac's speed by 25% for 15 seconds

Roac is an inexpensive raven hero useful for scouting. Though he cannot attack, Roac gains experience by purchasing upgrades for a small cost, one for each level, allowing him to gain levels up to Rank 5. His abilities benefit your Ravens, granting them extra speed and armour. He also has an ability which boosts his speed, and can passively reduce cavalry speed by a small amount. If your Ravens are being shot down or you feel that you require a hardy scout platform, Roac's low cost may make him an attractive investment.

Note that Roac cannot capture economy, outpost, camp or castle expansion plots.



Dwarf Barracks Units

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Azagh-baruk

Khuzdul: Battle-Axes

Dwarves are by nature a hardy and tough race, and have honed their skill with axe and sword over most of their lives. As such, the King of the Lonely Mountain has a great number of well-armed warriors to call on in times of need. In general their arms and armour are self-forged, but this is no obstacle to its quality. Some warriors prefer the blade, others the axe and shield, and still others larger axes. Though not the most disciplined of troops, what these Dwarves lack in order they make up for in sheer tenacity, standing against odds that would terrify lesser beings, and giving no ground.



Upgrades:



Abilities:



+25% Armour, -20% Speed

The basic Dwarf Warrior, the Azagh-Baruk, is hardly cannon fodder. Equipped with axes and shields, they can receive powerful upgrades to boost their already impressive health and armour statistics to great heights. Thus they remain a viable combat unit, even in the late stages of a game. Their primary weakness is their lack of speed, and so they are unable to catch most fleeing infantry and are therefore vulnerable to hit and run tactics with cavalry or, to a lesser extent, archers. However, clever use of various hero abilities can boost their speed temporarily, countering this disadvantage. Their smaller unit size of four also makes them vulnerable to swarming, though with their Crescent Formation ability available that further increases their armour, they can hold out until help arrives.

Dwarf Warrior Battalions can combine with other basic Dwarf units as well as themselves, allowing the player to field a formidable 8-strong unit of Warriors.

In a Reinforced battalion, the Azagh-Baruk can stay in combat much longer



A pair of Warrior battalions are the starting units for the Dwarves of Erebor

Rakhâs-abzâg

Khuzdul: Orc-Bane

Dwarves, though better known for the fury of their axes, make excellent bowmen, being keen of eye and very steady of hand. They are as well armoured as their melee counterparts, and carry powerful shortbows which they use to hunt Orc and Uruk alike. Though these bows do not have the range of the longbows of the Elves or even of the Northmen, they are very dangerous over shorter distances. Equipped with armor-piercing bodkin arrows, volleys of Dwarven arrows should be feared by any enemies, from defenceless Orcs to the plated Uruk-Hai of Isengard.



Upgrades:



Abilities:



+20% Attack Damage, +10% Range,
-30% Speed, -15% Armour

Dwarf Archers are considerably different than other factions' archers. They lack the range of even Rohan's Yeomen, and so have to close significantly to inflict damage. However, they are quite deadly: their powerful bows can outdamage most others. They also have strong armour and health, as well as a decent close combat attack, which gives them an advantage when singled out by melee units. To counter the lack of range, the player can station the archers on Camp or Castle walls – and add a Raven banner for even more range. Once upgraded they are very potent units, with Mithril-Tipped Arrows giving them significant damage bonuses against monsters and units equipped with Heavy Armor. As with Warriors, Archers suffer from low speed, which can become problematic when trying to retreat away from faster, archer hunting units.

Dwarf Archer Battalions can combine with other basic Dwarf units as well as themselves, allowing the player to field a formidable 8-strong unit of Archers if he wishes to sacrifice some flexibility.

High damage and toughness combine to make an ideal wall defender



Upgraded Archers get damage bonuses against armor, making them great monster-hunters



Sigin-udrîg

Khuzdul: Long-Spears



A more uniform and regular force than Warriors or Archers, the Sigin-Udrîg are well disciplined Dwarves that fight as a cohesive unit. Armed with halberds and short spears, they excel at keeping the foe at bay and bringing down the greatest Wargs of the mountains and cavalry of the Eastern Men. Their scale mail coats also protect them from all but the most dangerous attacks.

Requires:

Rank 2



Upgrades:



Abilities:



+25% Armour, -40% Speed , bonus damage to cavalry

A Dwarf Spearman battalion comes with four heavily armoured Dwarves who excel at taking down cavalry. They possess a slightly weaker version of the Isengard Uruk Pikemen's Porcupine Formation. Unlike other pikemen, they can stand toe to toe with most factions' swordsmen due to their strong armour. When upgraded with Dwarven Metallurgy and Heavy Armor, they become significantly more powerful, easily dispatching Wargs, cavalry and monstrous creatures. As is common for Dwarf units, these troops are slow, so must be deployed with care as faster cavalry may simply choose to ignore them.

Dwarf Spear Battalions can combine with other basic Dwarf units as well as themselves, allowing the player to field a larger cohesive unit of Dwarf Spearman if he so chooses to.



Tough armor lets these spearmen fight on an even footing with infantry



In a Reinforced battalion, no cavalry will get through a Dwarf Spearman horde without casualties.

An army fresh out of the Iron Hills



As a more powerful Azagh-Baruk, troops from the Iron Hills pair well with Archers



Baruk-sharâhul

Khuzdul: Axes of the Hills

The frozen North is a haggard landscape,
and from it come haggard Dwarves.

Many clans settled in the Iron Hills, determined to establish themselves among the mineral-fertile crags and cliffs there. Hardy, determined, and ferocious in war, the Dwarves of the Iron Hills became great warriors, serving with distinction in the War of Dwarf and Orc, as well as the Battle of Erebor. It is considered tradition for Warriors from the Iron Hills to march to war as quickly and heavily-gearred as they can manage.

**Requires:**

and Rank 3



Upgrades:



Abilities:



Strong versus Buildings and Cavalry



Strong versus Archers and Infantry

Once you have purchased the *Master of the Iron Hills* spellbook power, you can recruit powerful Warriors from the Iron Hills. Initially equipped with shortswords and shields, these troops can also wield heavy mattocks. A skilled Dwarf player will need to understand how best to use each weapon set these warriors bring to the field. With shields, they make excellent tanking units, with good armor and health. They can advance upon archers with near impunity, though they do share the same slow speed as other Dwarf infantry. With mattocks out, they demolish lightly armoured structures with ease and can deal with cavalry to a lesser degree, though they suffer significant penalties to defence.



*“O Kheled-zaram fair and wonderful!
There lies the Crown of Durin till he
wakes. Farewell!”*

- Gimli



Dwarf Guardhouse Units

ΣΑΠΩ ΣΑΠΩ ΗΤΥ ΜΧ ΑΠΥ ΕΑΞ ΨΩ ΔΡΕΠΠΥ ΜΧ ΨΠ ΜΑ ΨΑΠΠ ΣΑΠΩ ΙΣΤΥ ΠΥ ΠΠΠ ΕΛ ΣΠΗ ΕΨ ΨΠΥ ΕΛ ΑΣΤΥ ΕΛ ΑΠΠΥ ΕΛ ΕΠΥ ΕΨ ΕΛΑΡΡΑ ΜΠΠΥ ΔΡΥ ΨΕΛΑΚ

Azaghâr-gundu

Khuzdul: Guards of the tunnels



Much of the terrain controlled by the Dwarves is underground - networks of narrow, twisting tunnels. In these situations, a few elite troops can hold off an army. The Azaghar-gundu exploit this. Two Dwarves with shields defend a third, equipped with a long spear. Together they can block up a tunnel, hold a stairway or supplant a gate. Such teams have been very effective at fighting in Erebor, Moria and other Dwarven realms.

Upgrades:



Abilities:



Become mobile



Become immobile and combat-ready



Leadership: -20% Speed to nearby enemies, +5% Armour to nearby allies

The Azaghâr-gundu are, as their name suggests, masters of fighting in close quarters. This three-man team of Dwarves must deploy to move, and cannot attack when packed up. However, when their spear and shields are planted, they become a useful bastion of defence. Due to Interference, nearby enemies are slowed and allies gain a small measure of armour. Besides this, the team deals a significant amount of damage and is very difficult to destroy. Take care when moving the team around however, as they aren't nearly as tough when packed up

Azaghâr-sharâhul*Khuzdul: Guards of the Hills*

The craggy cliffs that dot the Iron Hills occasionally produce Dwarves who would rather heed the call of war than work in their family's mines. They form the Guards of the Hills, who travel from the Grey Mountains to the wastes of Rhun seeking battle. They travel light and fight in a manner quite opposed to the core of the Dwarfven army, throwing themselves at the enemy repeatedly and with reckless abandon.

Requires:**Upgrades:****Abilities:**

+50% Attack Damage, -50% Armour,
+10% Speed

These elites from the Iron Hills are an odd addition to the Dwarfven army. Their armour is only average, but they gain a significant speed boost when ordered to attack enemy units. This allows them to effectively harass enemies and chase down fleeing archers. Combined with their relatively high damage, this makes them a good unit for surprise attacks. Pair them with Iron Hills Warriors or heroes that give bonuses to armour for some real devastation.

Though they will not combine with other Dwarf units, the Iron Guard can unleash their fury in a reckless heroic charge. Heroic Formation will allow them to do much more damage and get into combat faster, but significantly decreases their already limited defences. Take care not to allow the enemy to concentrate fire on them in this state, though with the additional damage, they will pair excellently with a unit of Khazâd-uzbadul.

When unpacked, this trio of Dwarves is quite vulnerable



Azaghar-gundu are at their best when holding a narrow area

Even Dain has trouble keeping up to these fast-attack troops



Iron Guard are fastest when ordered to attack the enemy

Schiltron formation all but immobilizes the Khazad Guard.



When using their Throwing Axes, Khazad Guard can pick off larger, dangerous creatures.

Khazâd-uzbadul

Khuzdul: Dwarves of the Lord

Serving as the elite Guard of the Heirs of Durin, the Khazad Guard are selected from amongst the most loyal, hardened veterans among the Dwarves. Trained to fight with their dual-bladed axes, as well as the weighted throwing axe, the Khazad Guard are a force to be reckoned with.



Requires:

Rank 2



Upgrades:



Abilities:



+20% Attack Damage, +30% Armour,
-40% Speed



Hurl axes at nearby targets for ten seconds (3 shots)



All Dwarf Heroes near the Khazad Guard gain +10% Armour

Khazâd-uzbadul are elite, eight-strong units of Dwarves that carve through any other infantry in the game with ease. They can even deal with monsters to some extent with *Throwing Axes*. They are strongest against melee heroes and can use *Bodyguard* to increase your own heroes' survivability. Protect them from cavalry and archers, as their low speed makes for poor mobility.

They cannot combine with other units of Dwarves, but can use a powerful Schiltrons formation which toughens them at the cost of their speed. Only **two** units of Khazâd-uzbadul are allowed on the field.

Dain Ironfoot's Guard

The bodyguards of Dain himself, scrupulously chosen from among his own kinsmen from the Iron Hills. Dain's Guard is composed of Dwarves of great stature and fortitude, confident in their own physical abilities and attributes, in many ways similar to their King. Many of Dain's Guard are veterans of the Battles the King himself fought in, such as those of the War of Dwarf and Orc and the Battle of Five Armies.



Requires:



and Rank 3



Upgrades:



Abilities:



+20% Attack Damage, +30% Armour,
-40% Speed



Hurl axes at nearby targets for ten seconds (3 shots)



Leadership: +10% Combat Experience



Dain Ironfoot gains +25% Armour when the Guard are nearby

As a specialized branch of the Khazâd-uzbadul, Dain's Guard fulfill a similar function. They are stronger and possess more armour than their more common cousins. They share abilities, but *Bodyguard* is more specialized, providing a larger hero armour bonus, though it only applies to Dain. Their *Kingsguard* passive ability allows nearby units to gain a little more experience as well.

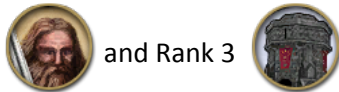
Dain must be on the field before his guard can be recruited. They are limited to **one** unit.

Thorin Stonehelm's Guard



The Prince Thorin III Stonehelm chooses builds his bodyguard from Dwarves of his own generation - especially those swift of foot and strong of arm. Seen by many of the older Dwarves of Erebor as an overconfident organization, taking their Prince's lead, the Guard of Thorin itches to prove itself in the coming war.

Requires:



Upgrades:



Abilities:



+20% Attack Damage, +30% Armour, -40% Speed



Hurl axes at nearby targets for ten seconds (3 shots)



+50% Attack Damage and +10% Speed for 10 seconds



Thorin Stonehelm gains +25% Armour when the Guard are nearby

Thorin has his own set of guardsmen as his father does. These elite troops favour their patron's style of combat, and as such deal more damage and sprint faster than stock Khazâd-uzbadul. *Glory of Erebor* grants them a temporary bonus to do even more damage, and is useful for charging into combat. Like Dain's Guard, Thorin's Guard have a specialized *Bodyguard* ability that only applies to Thorin, but grants more armour.

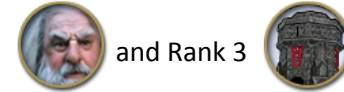
Thorin must be on the field before his guard can be recruited. They are limited to **one** unit.

Gloin's Guard



Unlike the other Guards of Dain and Thorin, Gloin's assigned bodyguards serve as more of a ceremonial unit. Selected from a pool of aging Dwarven warriors, they are seen as more dour and hardy than their contemporaries, though not as light-footed or mobile.

Requires:



Upgrades:



Abilities:



+20% Attack Damage, +30% Armour, -40% Speed



Hurl axes at nearby targets for ten seconds (3 shots)



+50% Armour, immunity to knockback and -50% Speed for 15 seconds



Gloin gains +25% Armour when the Guard are nearby

Gloin's Guard favour a tough, uncompromising style of combat. They have additional knockback resistance and health, and can use the *Immovable* ability to become completely immune to such attacks. Otherwise, they share abilities with the other hero-specific Guardsmen.

Gloin must be on the field before his guard can be recruited. They are limited to one unit.



Dwarf Hall of Elders Units

ΣΑΡΩΝ ΣΑΡΩΝ ΗΤΥ 'ΜΟΧ ΑΠΤΩ ΕΛΑΧ 'ΩΩ' ΝΗΡΕΤΩΝ ΤΩΧ ΝΗΤ ΜΑΛ 'Υ ΑΠΤΩ ΣΑΡΩΝ ΙΣΤΩ ΤΥ ΤΩΜ ΕΡΗΝ ΕΛ ΣΩΜ ΕΡ ΣΩΠ ΤΩ ΑΣΤΕ Γ ΑΑ ΑΠΤΩΤΑΚ Ε ΗΠΕΤΕ ΠΑΡΑΡΑ ΗΜΠΤΩ ΣΕΠ 'ΩΙΩΤΑΚ

Zirak-burkûn

Khuzdul: Master of Axes

A good war leader knows that he cannot manage every aspect of a battle by himself; and so he delegates responsibility to other clever, charismatic soldiers who show martial skill and leadership ability. The realm of Erebor is no different in this respect, and so the Zirak-Burkûn are appointed by the Dwarven lords to lead the armies of Erebor on the field. Dwarves of courage and experience all, they can push the troops under their command to greater feats of valour than they would be otherwise capable.



Abilities:



Leadership: +10% Attack Damage, +10% Combat Experience and increased range per Level

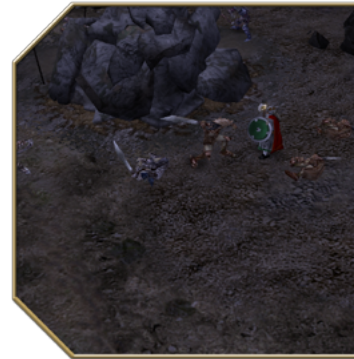
The Dwarf Captain is a very useful support unit for your infantry. Though somewhat costly for a single unit, he is powerful and can easily dispatch small numbers of Orcs alone. Captains fare quite well against monstrous creatures such as Trolls and Wargs, with damage bonuses against these enemies. However, the Master of Axes is most effective when used in conjunction with other infantry. He possesses a useful leadership ability – Bravery – which gains potency as he gains levels. A Level 10 Captain will provide an amazing +200% Attack and +200% Experience in a large area. Keep in mind however, that the captain is not quite a hero, and cannot be respawned when he dies. All experienced gained by a veteran Captain would be then lost, so guard them well.

As Captains are not common among the armies of Erebor, you are only able to train **five** at a time.

ΣΑΡΩΝ ΣΑΡΩΝ ΗΤΥ 'ΜΟΧ ΑΠΤΩ ΕΛΑΧ 'ΩΩ' ΝΗΡΕΤΩΝ ΤΩΧ ΝΗΤ ΜΑΛ 'Υ ΑΠΤΩ ΣΑΡΩΝ ΙΣΤΩ ΤΥ ΤΩΜ ΕΡΗΝ ΕΛ ΣΩΜ ΕΡ ΣΩΠ ΤΩ ΑΣΤΕ Γ ΑΑ ΑΠΤΩΤΑΚ Ε ΗΠΕΤΕ ΠΑΡΑΡΑ ΗΜΠΤΩ ΣΕΠ 'ΩΙΩΤΑΚ

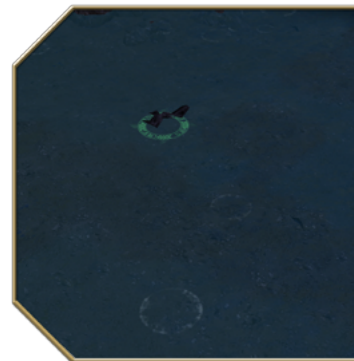


Captains are powerful alone...



... or when leading a horde of angry Dwarves to war!

Upgraded Ravens have powerful special abilities



Combining Ravens with Roac results in a potent scouting force



ΣΑΡΩΝ ΣΑΡΩΝ ΗΤΥ 'ΜΟΧ ΑΠΤΩ ΕΛΑΧ 'ΩΩ' ΝΗΡΕΤΩΝ ΤΩΧ ΝΗΤ ΜΑΛ 'Υ ΑΠΤΩ ΣΑΡΩΝ ΙΣΤΩ ΤΥ ΤΩΜ ΕΡΗΝ ΕΛ ΣΩΜ ΕΡ ΣΩΠ ΤΩ ΑΣΤΕ Γ ΑΑ ΑΠΤΩΤΑΚ Ε ΗΠΕΤΕ ΠΑΡΑΡΑ ΗΜΠΤΩ ΣΕΠ 'ΩΙΩΤΑΚ



Dwarf Rookery Units

[illegible]

Raven of Erebor

The Ravens of Erebor are a curiosity in Middle-Earth - they alone of all the other animals may converse in plain speech with the Children of Eru. Descended from the honoured Roac the First, and his own forebears, they ably serve Dain and the Kingdom Under the Mountain as scouts, emissaries, and lookouts wherever they are needed.

Upgrades:



Raven's sight range is increased by 100% at the cost of speed.



Raven gains a stealth ability at a significant speed cost. The stealth is broken when units approach.



Raven's speed is increased by +20%

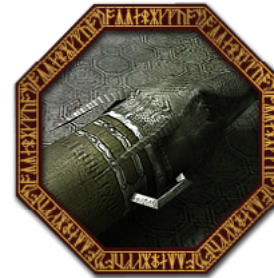
The Raven is a dedicated scouting unit trained from the Rookery. This allows the Dwarf player to overcome the disadvantage of his slower infantry through the use of a scout that can traverse impassable terrain and escape easily. With a Raven, the enemy's movements become clear and their expansions can be monitored with ease. These birds are however fragile, and once discovered or hunted down, they can be eliminated easily, so the player should keep their eyes on them.

The Raven's upgrades also allow it to be even more versatile; they do not need to be researched and take almost no time to equip. The upgrades make the Raven more specialized, adding speed, stealth or additional sight range. Choose wisely however, as a Raven can only receive one upgrade and each has disadvantages.

Note that Ravens cannot capture economy, outpost, camp or castle expansion plots



Dwarf Workshop Units

[illegible]

Urkhas-felak

Khuzdul: Monstrous Chisel

The Dwarves of Durin have been involved in many a siege over time, and have gradually refined their techniques into a set of cohesive tactics suited to their style. Many a battering-ram has been crafted to break down an enemy's gate, Dwarf-warriors flooding into the opening with a vengeance.

The Urkhas-Felak is similar to the other battering rams present in-game; it is used to batter down structures and gates. This Siege Ram is comparatively stronger, as it is manned by Dwarf engineers wearing thick chainmail and leather armour. This makes it somewhat less vulnerable to attack by archers, but it will still fall to a dedicated melee assault quite easily.

Sulûn-abanul*Khuzdul: Falling Stones*

In the Iron hills, the Dwarves there have chosen to take their siege-craft in another direction, perhaps inspired by the Dunedain of the South. Constructing machines with the purpose of firing stone-loads over great distances, even above enemy walls and into their camps, after much experimentation the “mangonels” are ready for action in service to the King Under the Mountain.

Requires:**Abilities:**

Boulders deal significant damage to buildings and fortifications



A payload of smaller rocks is effective against infantry

This powerful Mangonel is available once the Muster of the Iron Hills spellbook power has been purchased. It is versatile, being able to fire both large boulders and clusters of smaller rocks. The former can easily smash through the toughest structures, and can be fired at long range – though they are somewhat inaccurate when used against infantry. Against units, the cluster of smaller rocks is more effective, though not as damaging. It deals damage in a larger radius and is comparatively more accurate than the larger stones.

Only **six** mangonels may be built at a time.

**Dwarf Special Units****Captain Arthanu**

One of the lesser scions of the royal family of Dale, Captain Arthanu serves as one of the Wardens of the reestablished Kingdom, reborn under the leadership of the great Bard the Bowman. Though himself not much of an archer, Arthanu is an able commander and natural-born Captain of Men.

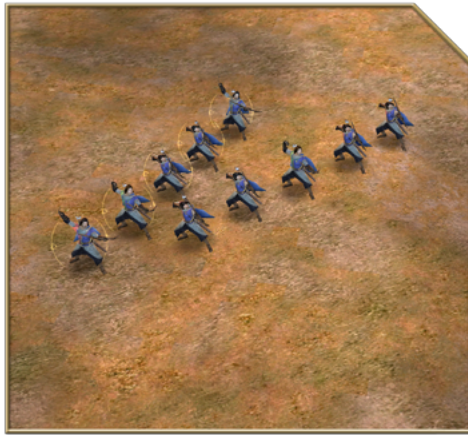
Summoned by:**Abilities**

Leadership: +20% Attack and +20% Armor to Marksmen of the Thrush

The Warden of Dale is summoned by the Allies From Dale spellbook power. This unit can fight quite well in melee, but is best used to tie up a battalion or two while using his long ranged leadership to improve the capabilities of the summoned Marksmen of the Thrush.



An Urkhas-Felak prepares to move out. Marksmen of the Thrush provide the Dwarves with needed long-range firepower. *(top left, top right)*



Loose! Captains of Erebor and Dale . The Warden of Dale can distract enemies while his Marksmen line up shots. *(bottom left, bottom right, centre right)*

Marksmen of the Thrush

Given the fateful demise of Smaug the Dragon, and the honoured King Bard of Dale's own prowess, it is sensible that skill with the longbow and arrow would be widespread and practiced across the revitalized Kingdom of Dale. Due to the massive numbers of casualties the Men of the North suffered from Smaug and the following Battle of Five Armies, bowmen have been trained in great numbers, and the distinctive Order of the Thrush set up to honour those long-bowmen of greatest skill and dexterity.



Summoned by:



The Marksmen of the Thrush are powerful long-ranged archers that can be summoned to the aid of the Dwarves when they are in need of some ranged firepower. They are most effective when paired with the Warden that is also summoned by Allies From Dale





Part II: The Kingdom Of Gondor

Changes to Gondor

The great Kingdom of Gondor has seen a large number of changes in *The Dwarf Holds*. The first thing to notice is that all of its vanilla units and heroes have been retextured and remodelled in order to bring the faction up to scratch.

In addition, the accuracy and siege changes made to the Dwarves have been implemented here. Most of Gondor's archers are quite accurate, but the Rangers of Ithilien really take the prize here. Their accuracy is unmatched by any bowmen outside of the Elvish realm.

Gondor's single siege engine, the Trebuchet, is now capped at eight units. Its initial rock payload is very inaccurate against troops now, but does very well against buildings. The player can add Fire Stones to switch the Trebuchet to an infantry-killing platform, with poor accuracy but excellent splash.

We have also made major changes to Gondor's hero complement, unit roster and spellbook powers. No longer is there any overlap between Gondor and Rohan - each have their own unique set of summons and spells. An attentive player will also note that Forged Blades have been renamed to Blades of Westernesse, with a new graphical effect.

This next section of the manual will detail these changes.



New and Revised Gondorian Spells

Remnants of Numenor

1 PP

Replaces Elven Wood



Throughout Gondor and Arnor, ruined statues and towers bear testament to the decline of Numenor and the slow shrinking of her territory. In desperate times, such ruins provide a beacon of hope to doomed Men.

Creates an area of Numenorean Ruins that increases Combat Experience by 50% and Armour by 10%. Lasts 4 minutes.

Fealty of Dol Amroth

3 PP

Replaces Summon Rohirrim



The principedom of Dol Amroth has long been close to Gondor. Its people will always ride to war in the service of the King if called to arms.

Prerequisites:



Summons Prince Imrahil and his Knights of Dol Amroth to fight by your side for 160 seconds.

Light the Beacons

2 PP

Replaces Summon Elven Allies



The vast size of the Enemy's hordes has made it necessary for Gondor to be able to call on a large number of disciplined troops. However, the Kingdom is large and dispersed. A system of well-placed beacons calls reinforcements to Minas Tirith when lit.

Prerequisites:



Allows Beacons of Gondor to summon reinforcements from Rohan and the Southern Fiefdoms.

Army of the Dead

10 PP



The Dead do not suffer the living to pass.. except for those of the line of Isildur. If pressed into service, it is likely that the ghostly remains of Gondor's once-allies will make a terrifyingly effective fighting force.

Prerequisites:



or



Summons the Dead of the Dwimholt to fight with you. The Dead do no damage, but debuff units immensely when they touch enemies. Even elite units may flee in fear at the sight of the spectral army.

A battalion of summoned Knights of Dol Amroth can provide the means for a sudden, devastating flanking maneuver



The terror caused by the Army of the Dead can cause entire armies to flee .Fighting atop Numenorean ruins gives a useful early game experience boost (*bottom left, bottom right*)



New Gondorian Buildings



Beacon

Provides Leadership, summons reinforcements

A Beacon of Gondor is manned continuously in times of threat, and can be lit when danger approaches. The next beacon in the chain will then be lit, transmitting a message and calling for aid when needed.

Abilities: Rank 1



Leadership: +10% Armour, +50% Fear Resistance



Summon a random unit from the Southern Fiefdoms or Rohan

The Beacon can be built on Economy plots, giving the Gondor player a bit of a choice in what to construct. Natively, it provides a small bonus to nearby troops, but its true strength is revealed when the *Light the Beacons* spellbook power is purchased. At this point, the Beacon can now purchase *Call for Aid*. For a reasonable price, a random unit from Rohan or the Southern Fiefdoms is summoned. These units provide a quick boost to your army and have the advantage of being one of the few military units that can be produced by an Economy plot structure.

Footmen of Ringlo Vale. A lit Beacon can be a useful forward barracks (*top left, top right*)



A Captain leads a unit of Spearmen of Pelargir. Knights of Dol Amroth encircle and destroy some Orcs. A large army from the Southern Fiefdoms is a dangerous foe (*bottom left, bottom right, centre right*)



New and Revised Gondorian Heroes

Aragorn

The King of Gondor



Aragorn II Elessar, the Chieftain of the Dúnedain of the North, is the heir of Isildur and the throne of Gondor. A great warrior of unmatched ability, Aragorn carries the sword Anduril, reforged from the shards of Isildur's sword, Narsil. Fostered in Rivendell by Elrond, Aragorn is a skilled ranger, healer and a natural-born leader of men. Now assuming his mantle as the rightful King of Gondor, Aragorn is faced with leading the West to victory against the forces of Mordor.

Abilities:

Rank 1



Heals nearby friendly heroes



+50% Attack Damage, +50%
Armour for 25 seconds

Rank 4



Leadership: +50% Attack Damage, +80% Combat Experience

Rank 6



Strikes reduce enemy Heroes' armour

Rank 7



Mount horse

Rank 10



Inspires nearby troops to heroic heights. The more Gondorian troops are in the area, the more powerful the effect

The King of Gondor makes a triumphant return to his rightful kingdom. Aragorn, now moved from Rohan, is a strong infantry hero with many potent abilities. *Hands of the King* heals a large chunk of nearby heroes' health. At Rank 4, *Flame of the West* damages enemy armour with every hit, making him a great hero-killer. He also has access to a mount, though many of his abilities are unavailable while mounted. Aragorn's ultimate power is an *Oath to Arms*, which inspires nearby troops to heroic heights. This ability is very potent in the late game, as every Gondorian battalion that is in the area increases its power.

Aragorn starts at Rank 5 in a multiplayer match.

Denethor is best used for supporting your troops



The King of Gondor is still a potent melee combatant. Aragorn calls on his troops to fight far beyond their means. (bottom left, bottom right)

Denethor

The Steward of Gondor



Denethor is the ruling Steward of Gondor, and father to Boromir and Faramir - both valiant captains of Gondor. A man of unquestionably strong will, Denethor dared to contest the strength of the Enemy through the palantir of Minas Tirith. Though hopeless despair has driven Denethor to the point of madness, he has still retained a strong air of nobility and power.

Abilities: Rank 5



Damages friendly heroes, except for Boromir and Faramir



Leadership: +50% Attack Damage, +15% Armour, -50% Combat Experience, -50% Fear Resistance



Reveal a target area; decreases all allied Attack Damage, Combat Experience and Armour



Grants target units a large amount of experience

Recruiting Denethor for your army can be both useful and dangerous. His abilities are powerful, but often come with a price. *Last of his House* makes him a menace to your other heroes, particularly Gandalf and Aragorn. His Leadership ability is both helpful and restrictive, dealing out both bonuses and negatives. Denethor can also gaze into the corrupted palantir of Minas Tirith, though such an effort will damage the morale of your troops.

Denethor himself does not fight, but is escorted by four powerful Fountain Court guards that protect him. If he is reduced to low health, he will fade out and need to be repurchased.

As Denethor never moves past his grief for Boromir and falls deeper into despair, he cannot gain levels. He starts at Rank 5 in a multiplayer match.



Boromir

High Captain of Gondor

Boromir, son of Denethor and brother of Faramir, is a valiant and heroic warrior, and Captain of the White Tower. Boromir is renowned for his great size and strength, and is able to simultaneously wield his shield and his two-handed sword with ease. A bold commander and heir to the Stewardship of Gondor, Boromir is determined to protect the people of Gondor, no matter the overwhelming forces of the Enemy.

Abilities:

Rank 1



Stuns nearby units

Rank 4



Leadership: +60% Attack Damage

Rank 5



Grants experience to the targeted units

Rank 7



Increases defence against Infantry and Archer attacks and gives 200 bonus Health points

Rank 10



Grants nearby Gondorian infantry increased attack damage and speed for 30 seconds

Boromir is much like his vanilla counterpart, with the addition of two new late-game powers. At Rank 7 he dons heavy armour, increasing his survivability. At Rank 10, a powerful *For Gondor* power is unlocked, allowing him to declare an infantry charge.

Boromir starts at Rank 3 in a multiplayer match.

K

Pippin is now a little more survivable



Boromir can still level up a large group of Gondorians. For Gondor! is best used with many battalions of fully upgraded infantry (*bottom left, bottom right*)

X



Pippin

Guard of the Citadel

Peregrin Took, better known as Pippin to his friends, is a hobbit of the Shire, and one of Frodo's closest friends. Despite being the youngest of the Fellowship to set out from Rivendell, Pippin has quickly come to display his bravery and devotion to his friends. Pledging his service to Denethor, the Steward of Gondor, Pippin now holds a position amongst the Guards of the Citadel, the elite of Gondor's defenders.

Abilities: Rank 1

Rank 1



Hide from enemies

Rank 1



Toggle between Sword and Rocks

Rank 4



Increases Armour and Health

Rank 5



Bonus damage to Trolls

Pippin is largely unchanged, but, in a fashion similar to Boromir, gets two later abilities. *Livery of the Tower* grants more armour and Rank 4, and a passive bonus against Trolls is gained at Rank 5.



New and Revised Gondorian Units



Gondor Spearsmen

Rank-and-file

Although the days of Gondor's full glory have long since waned, the strength of its armies still lies with its well-armed and well-trained infantry. Protected by plate armour, chainmail, and a rectangular wooden shield, Gondor spearmen form the foundations of the bulwark that keep Mordor's forces at bay. Despite the fell contrivances of the Enemy, Gondor's spearmen will fight with earnest determination in the defence of their country.

Requires:

Rank 1



Upgrades:



Abilities:



+25% Armour, -40% Speed

The Gondorian Spearmen replace Gondor Soldiers. They have slightly more health and resistance to cavalry attacks. Otherwise, they are no different.

Citadel Guard

Defenders of the White City



The elite of Gondor's infantry, the Guard of the Citadel are renowned for their bravery, fighting skill, and unshakable loyalty to the realm of Gondor. Guards of the upper levels of Minas Tirith, the Citadel Guard carry spears as their primary weapon, and are equipped with the finest of Gondor's armour. Able to fend off enemies from behind their thick, broad shields, a phalanx formed by the Citadel Guard is able to resist even the largest of foul creatures.

Requires:

Rank 2



Upgrades:



Abilities:



+40% Armour, -50% Speed , bonus damage to cavalry

The Citadel Guard replace the Tower Guard. They have identical statistics and abilities.

Spearmen are the staple of Gondor's Armies



Citadel Guard perform well in an anticavalry role

Captain of Gondor

Hero of Minas Tirith



In order to effectively lead Gondor's forces, men of great bearing, fighting prowess and tenacity are needed to inspire confidence and bravery in others. Gondor's Captains are such men, devoted to the defence of Gondor and the service of its Steward. Though rare, a captain of such ability - Boromir and Faramir among them - will occasionally appear amongst Gondor's ranks, spurring its men towards victory through the strength of their leadership.

Requires:

Rank 3



Upgrades:



Abilities:

Rank 2



Heals when not in combat



Rank 1



+20% Attack Damage and +5% Armour to self and nearby units. Improves by 10%/5% at Rank 4 and Rank 8.



Rank 5



Nearby units gain attack damage and speed while the Captain is fighting



Rank 1



Leadership: +20% Armor +30% Combat Experience



Rank 4



Increases the build speed and experience gain rate of nearby Archery Ranges, Stables and Barracks



Rank 8



Leadership: +50% Fear Resistance, -25% Ability Recharge Time

The Captain of Gondor is a powerful single unit that is built from the Barracks. They are unique in that they can be specialized as either a Captain of the City or a Captain of the Tower by purchasing an upgrade. Once this upgrade is purchased, further abilities are unlocked. Captain of the City are more powerful in hand-to-hand combat and have access to *Battlecry* - a triggered leadership power that improves at Rank 4 and Rank 8. At Rank 5, *Hero of Gondor* lets him passively buff nearby units while he inspirationally attacks.

By contrast, the Captain of the Tower is more leadership-oriented, with three passive aura-type powers that improve units and buildings.

Each specialization also grants different statistic bonuses. You are limited to **three** Captains.

This Captain of the Tower leads from the rear



Captains of the City are better on the front lines



Special Gondorian Units

[illegible]

Imrahil

Prince of Dol Amroth



Imrahil is the Prince of Dol Amroth, a principality that forms part of the realm of Gondor. A man of noble bearing and possessed of great wisdom, Imrahil is a natural leader and a fearless commander. Imrahil is also a warrior of great skill and prowess, remaining unscathed throughout the battle of the Pelennor Fields - a feat matched only by Aragorn and Eomer. Loyal to Gondor and its rightful King, Imrahil will valiantly lead his Knights to the defence of Gondor and its people.

Summoned By:



Abilities:

Rank 5



Leadership: +20% Armor, +20%
Attack Damage, +100% Fear
Resistance



Damage dealt by nearby enemies is reduced by 40%



Damage target unit and slow them by 30% for 20 seconds

Prince Imrahil is summoned by the *Fealty of Dol Amroth* power. He comes with three useful abilities. He can significantly improve fear resistance with *Prince of Dol Amroth*. He can also reduce enemy damage by simply being nearby with *Imrahil the Unscathed*. Finally, *Righteous Fury* allows a single powerful strike that cripples an enemy for a short duration.



Knights of Dol Amroth

Elite Cavalry

The famed Knights of Dol Amroth are led by Imrahil, the Prince of Dol Amroth. The elite of Gondor's cavalry, the Knights of Dol Amroth are equipped with the finest of Dol Amroth's armour and weaponry, and are unmatched in their mounted skill, save only by the Rohirrim.

Summoned By:



Upgrades:



Abilities:



-25% Attack Damage, +10% Speed

Knights of Dol Amroth are powerful cavalry with superior trampling abilities that allow them to charge through enemy ranks. The version summoned by the Beacon is permanent and can be upgraded with Banners. They can use *Loose Formation* to gain speed at the cost of attack damage.



Spearmen of Pelargir

Militia Spearmen

The port of Gondor, Pelargir lies on the delta of the Anduin. Under threat from the forces of Mordor and Umbar, the Spearmen of Pelargir are hardy and tough, and form the basis of Pelargir's defences.

Summoned By:



Upgrades:



Abilities:



+40% Armour, -50% Speed, bonus damage to cavalry

Spearmen of Pelargir are capable, medium duty spearmen pressed into service of the city of Pelargir. They can use *Shield Wall Formation* to gain additional anti-cavalry capabilities.



Axemen of Lossarnach

Heavy Infantry

Lossarnach is one of Gondor's Southern Fiefdoms, a fertile region of woodlands and undulating lowlands. Led by their lord, Forlong the Fat, the Axemen of Lossarnach are stout and determined warriors, ready to defend Gondor from the forces of Mordor.

Summoned By:



Upgrades:



Abilities:



+25% Armour, -40% Speed

Hardy warriors, the Axemen of Lossarnach are slow but powerful infantry with strong armour. They can use *Block Formation* to become even tougher.



Bowmen of Morthond

Elite Archers

South of the White Mountains and the Dwimorberg is the Morthond, or Blackroot, Vale. The Bowmen of Morthond have grown adept at hunting and ambushing in the wooded grasslands of Lamedon, one of Gondor's Southern Fiefdoms.

Summoned By:



Upgrades:



Abilities:



+300% Attack Damage, -75% Armor

The Bowmen of the Blackroot Vale are long-ranged powerful archers, comparable to Gondor's Rangers. *Skirmish Formation* adds even more damage.



Footmen of Ringló Vale

Speedy Light Infantry

The Ringló Vale lies at the foot of the White Mountains, in the fiefdom of Lamedon. Although less populated, the lightly armoured Footmen of the Ringló Vale will eagerly rally against the threat to their homes and country.

Summoned By:



Upgrades:



Abilities:



+25% Armour, -40% Speed

Footmen of Ringló Vale don't do much damage, but are faster than other Gondorian units. They can use Block formation for survivability if in trouble.

Rohirrim

Horsemen of Rohan



Called to the aid of their allies in Gondor, these Rohirrim are fast and powerful, useful for raiding and front-line combat.

Summoned By:



Upgrades:



Abilities:



+25% Attack Damage, -25% Armour

Rohirrim summoned from the Beacon are effectively the same as their Rohirric equivalents, though they cannot receive any upgrades except Banners.



Rohirrim Archers

Fast Mounted Archers

Hailing from the plains of Rohan, these mounted archers are fast and effective, highly proficient at hit and run tactics.

Summoned By:



Upgrades:



Abilities:



+25% Attack Damage, -25% Armour

Rohirrim Archers summoned from the Beacon are effectively the same as their Rohirric equivalents, though they cannot receive any upgrades except Banners.

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Part III: The Horse Lords

Changes to Rohan

In *The Dwarf Holds*, the Rohirrim become a real cavalry power. New units have been added and spells have been replaced, removing any overlap with Gondor. Many of the new spells deal specifically with cavalry, allowing Rohan's specialty to become even more potent.

Several new heroes replace the roles vacated by Aragorn, Legolas and Gimli, who have now been removed from Rohan. The Three Hunters are actually still available however, with unique sets of powers, through a summon spell that replaces the *Army of the Dead*.

Accuracy and siege changes have affected Rohan to a lesser extent than other factions. One thing to note is the removal of the Entmoot. Ents are still available as a spell power, and have gained some health and damage - they are now the most accurate of siege weapons. Rohan has acquired a basic battering ram for early-game siege.

Rohirrim and Yeoman archers are only average in terms of accuracy, but can hold their own. Galadhrim however, are the most accurate archers in the mod - in late-game, this will help Rohan players significantly.

An observant player will also notice that Forged Blades has been renamed to Gondorian Steel, and have new effects. The next section details changes to Rohan's upgrades, spellbook, heroes and powers.



New and Revised Rohirric Spells

Ride Light and Swift

1 PP

Replaces Heal



With a great esteem placed on riding skill and well bred, well cared-for horses, the Rohirrim can move swiftly across the great plains of Rohan if any haste is required in their movements.

Increases all cavalry speed by 10% and reduces speed loss when trampling for 30 seconds.

Muster of Rohan

2 PP

Replaces Elven Wood



When the Rohirrim go to war, the King and Marshals of Rohan send out the call to muster Riders from all corners of the Riddermark. These men arrive to fight for their lord, already armed and armoured. In this way the lords of the Mark have been able to easily call on a trained, powerful body of cavalry.

Prerequisites:



Decreases the build cost and build time of all cavalry for 60 seconds.

Oath of Cirion

3 PP

Replaces Anduril



On the field of Celebrant, Cirion, the Steward of Gondor and Eorl, leader of the soon-to-be Rohirrim, swore an oath to come to each other's need in times of war and peril. In this time of war, it is likely that both Cirion and Eorl's oaths will be put to the test.

Prerequisites:



Summons two battalions of Gondor Archers and Gondor Soldiers, all with Heavy Armour for two minutes.

Aid from Lothlorien

3 PP

Replaces Summon Elven Allies



Though the men of Rohan have had few if any dealings with the folk of the Golden Wood, Elves and Men must stand as one if they are to defeat the oncoming evil of Mordor and Isengard.

Prerequisites:

or

Allows the purchase of Haldir and Galadhrim from the Rohan Archery Range.

The Three Hunters

10 PP

Replaces Army of the Dead



During the War of the Ring, Eomer of Rohan came upon three mysterious travellers racing across the plains of the Riddermark. Calling themselves the Three Hunters, they were destined to aid King Theoden in many battles.

Prerequisites:

or

Summons Aragorn, Legolas and Gimli to fight for you for two minutes.



Drafted Peasants try to hold off some Uruks. Oath of Cirion gives you a good mix of infantry for a flanking maneuver (*top left, top right*)



Let's hunt some Orc! Muster the Rohirrim! Haldir can be used as a regular hero once you purchase Aid from Lorien (*bottom left, bottom right, centre right*)



New Rohirric Buildings



Rohan Barracks

Trains Infantry

The armies of Rohan sometimes require a designated training ground to drill and train new recruits. A fully equipped barracks provides the King of Rohan with easy access to competent infantry and even some basic siege equipment.

Trains: **Rank 1**



Westfold Militia



Rohirric Ram

Rank 3



Door-Wardens of Edoras

Researches: **Rank 1**



Defenders of the Wold

The new Rohan Barracks serves as a basic unit production building for the faction's infantry. Initially it can only train the Rohirric Ram, but after some technology research it can also produce Westfold Militia. Finally, at Rank 3 it can train the formidable Door-Wardens of Edoras. Building this structure lets the Rohan player specialize his ground forces if he so desires.



New Rohirric Upgrades



Available at the Barracks



Defenders of the Wold

In time of harsh conflict, the people of Rohan will pick up their family swords and forge their plows into spears. This hardy folk will march to war to defend homestead, village and country.

Requires: Rank 1



Allows the purchase of Westfold Militia at the Barracks and Horsemen of the Mark at the Farm

Militia are trained from the Barracks...



... after an inexpensive upgrade to the building



New and Revised Rohirric Heroes

SLIPD> SLIPD HTV 'W' APTN HAX 'SD' DFFDFTN 'W'X NPY DUA 'L'APPT SLIPD> IXTU TY' DTM' FDM FOL JDM OF 'W'XN TY' ANU T' A' APPTAC H IPEP> FALDPA NDTTN SPP 'DSTAC

Theoden, son of Thengel

The King of Rohan



Théoden, son of Thengel, is the seventeenth King of Rohan and Lord of the Mark. Through the aid of the wizard Gandalf, Théoden was at long-last liberated from the poisonous influence of Saruman and his puppet, Grima Wormtongue. A hardy warrior and strong commander, Théoden must now lead his people against the forces of Isengard and Mordor, which threaten his lands.

Abilities:

Rank 1



Leadership: +50% Attack Damage, +50% Armour



Mount steed



Two powerful Royal Guards of Meduseld are summoned when Theoden's health is low

Rank 3



Replenishes up to two units in nearby battalions

Rank 4



Theoden and nearby troops gain +30% Attack Damage, +75% Armour and don't slow down while trampling

Rank 6



Grants experience to target units

In *The Dwarf Holds*, King Theoden is one of Rohan's most powerful heroes. Though he is old, he is tough and deals out a decent amount of damage. However, his real usefulness comes in his abilities. While still equipped with the powerful *Glorious Charge*, *King's Favour* and a versatile Leadership, he now gains two additional powers. At all ranks, *To The King!* passively summons two Royal Guardsmen of Meduseld to defend him when his health is low. This gives Theoden time to retreat or even press the attack. At Rank 3, *Rally to Me* will replenish up to three members of any nearby battalions, though it won't heal them.

Theoden has increased health and damage from the base game, with a slightly higher cost to compensate.

Rally to me! To me!



A charge led by Theoden and Eomer will get great results. For lord and land! (bottom left, bottom right)

Eomer

Marshal of the Mark

Third Marshal of the Mark, Eomer is the nephew of King Théoden, and brother of Eowyn. Armed with his sword Guthwine, Eomer’s skill in arms is almost unmatched, as is his ability on horseback. During the battle of the Pelennor Fields, Eomer was among Aragorn and Imrahil only, as those left unharmed by the battle. Faithful to Rohan, and a valiant leader of men, Eomer will ride to the defence of his country and people, no matter the odds.



Abilities: Rank 1



Throws a spear at a target



Mount steed

Rank 2



Nearby kills gain resources

Rank 4



Leadership: +60% Attack Damage, +50% Combat Experience

Rank 8



+100% Attack Damage, -75% Recharge Time and +50% Attack Speed for 45 seconds

Eomer remains largely unchanged from the base game, though he has additional health and armour. In the late-game however, he can use *Guthewine’s Fury* to unleash a torrent of attacks upon his enemies. This ability significantly decreases the recharge time of *Throwing Spear*, so functions well if paired with that.

Erkenbrand

Marshal of the Westmark

Marshal of the Westmark, Erkenbrand is a warrior of great renown and a mighty leader. Erkenbrand dwells within Helm’s Deep, and is ensured with its upkeep and defence. Bearing his famed red shield and horn of the Westfold, his presence in battle inspires courage in his fellow Rohirrim. It is said that the valour of Helm Hammerhand lives again in Erkenbrand.



Abilities: Rank 1



+10% Speed and +40% Attack Damage to nearby units for 30 seconds

Rank 3



Leadership: +50% Attack Damage and 20% Armour to nearby Westfold Militia, Peasants and Yeomen Archers

Rank 4



Mount steed

Rank 6



Decreases the cost of Peasants, Westfold Militia and Horsemen of the Mark

Rank 9



Increases attack damage and gives a chance to perform a devastating melee attack with every hit for 60 seconds

Erkenbrand is the nominal replacement for Aragorn in Rohan’s hero roster. He is a very tough infantry hero with many combat and leadership abilities. Early on, *Horn of the Westmark* is a good troop-buffer, and his Leadership helps your early-game infantry quite significantly. Eventually, he can mount his horse, though he’s not that great of a horseman. Rank 6 brings further help to your Militia, decreasing their cost. His most powerful ability buffs attack damage, making him a melee tank. The special attack that this power triggers is a wide sword sweep, which damages and knocks back all enemies around Erkenbrand, making him great at chopping up large hordes of Orcs.

Elfhelm

Marshal of Rohan



Elfhelm is a heroic Marshal of Rohan who fought in Theoden's host at the battle of the Pelennor. After its conclusion, he was given command of the Rohirric forces charged with the defence of Anorien and Gondor while King Eomer and the Lord Aragorn led a host to challenge the Black Gate. He was later honoured with the rank of Marshal of the East-Mark on Eomer's victorious return. A skilled Rider and clever general, Elfhelm's success reflects favourably on Rohan's armies.

Abilities:

Rank 1



+10% Attack Damage, +20% Armour for 30 seconds while mounted.



Mount steed

Rank 2



Passive increase to line of sight, allows hero to detect invisible units

Rank 4



Leadership: +5% Speed, +30% Armour

Rank 9



Stuns nearby enemies and blinds spear/pikemen, decreasing their attack damage

Elfhelm has claimed the role of early-game hero with his relatively low price. His heroic powers include the ability to detect invisible units, a power that boosts his speed temporarily, and a leadership bonus to mounted troops. His late-game power is very potent - he can declare a *Blinding Charge*, stunning enemies that are nearby and negating their pike damage for a short period. Combine this with Theoden's *Glorious Charge*, and there will be few armies that can stand against the Rohirrim.

Erkenbrand is easily a match for these Uruk-Hai. Elfhelm, on foot. (*top left, top right*)



Elfhelm rides through a horde of Orcs. Ekenbrand delivering a powerful blow. Sound the Horn of the Westmark! (*bottom left, bottom right, centre right*)

Gamling
Royal Guardsman



Gamling the Old is a member of the Guards of Meduseld, and one of Théoden’s most faithful captains. Despite his respectable age, Gamling remains an able warrior and a skilled archer, even whilst mounted. Against the looming threat of Isengard and Mordor, Gamling’s experience and hardy determination will surely prove invaluable.

Abilities: **Rank 1**



Gains a Combat Experience bonus when near Theoden, Eomer or Erkenbrand



Mount steed

Rank 4



Leadership: +40% Attack Damage to Yeoman Archers and Rohirrim Archers

Rank 6



Places a Royal Standard at a target location, which replenishes troops and provides leadership

Gamling is another early-game addition to Rohan’s hero roster. He is cheap and comes with some interesting abilities. On foot, he uses a sword and shield and on horseback, a bow. As a *Master of Archers*, he can buff your foot or mounted bowmen, and works well in either role. By far his most interesting ability, however, is his *King’s Standard* ability. This power constructs a banner platform at the target location. The structure replenishes nearby battalions and provides a solid amount of leadership.

Haldir
Captain of Lothlorien



Captain of Lorien, and a marchwarden of its northern borders, Haldir is an elf of great leadership ability, skilled with both bow and sword. A strong and courageous commander, it was Haldir that led a company of elven warriors to the aid of Helm’s Deep, at the bequest of Elrond and Galadriel. Along with his Galadhrim kin, Haldir will valiantly honour the age-old allegiances forged between elves and men.

Requires:



Abilities: **Rank 1**



Switch between bow and sword



Fires a powerful arrow that reduces a target’s speed by 50%

Rank 4



Leadership: +50% Attack Damage, +50% Combat Experience to nearby Galadhrim

Rank 6



Fire a flaming arrow at a target area. In two seconds, a volley of arrows will rain down

Haldir is a useful archery hero that provides Leadership to Galadhrim, making him a good leader of any Elvish forces you may recruit. He also has two potent arrow-based abilities; effectively, he replaces Legolas. *Pinpoint Strike* slows and damages enemies, while *Signal Volley* signals off-map archers to rain down a hail of destruction on the target area.

Haldir requires the *Aid from Lothlorien* spellbook power to trained. In a somewhat unique fashion, he is trained at the Archery Range (though revived at the Citadel)

K

Merry, in his new armour



Gamling supports Rohirrim Archers quite well. Haldir and the Galadhrim (bottom left, bottom right)

✂

Meriadoc Brandybuck
Esquire of Rohan



Meriadoc Brandybuck, a hobbit of the shire, was one of the four halflings to accompany Frodo and the Fellowship of the Ring. A dear friend of Pippin, Merry is a perceptive and intelligent hobbit, and unquestionably faithful to his friends. Having sworn fealty to King Théoden of Rohan, Merry must now assume his place amongst Rohan's defenders, as an esquire of Rohan.

Abilities:

Rank 1



Toggle between a Blade of Westerneesse and thrown rocks



Hide from hostile eyes

Rank 4



Increases armour and health

Merry is mostly unchanged in the mod though he does get a new ability. At Rank 4 he becomes an *Esquire of Rohan*, gaining armour, health and a new model.

K

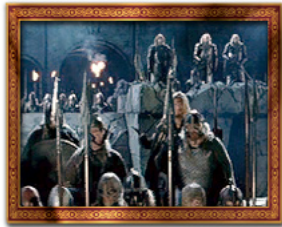


New and Revised Rohirric Units

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Westfold Militia

Mustered Spearsmen



Although the might of Rohan's armies lies with its famed cavalry, the infantry forces of the Riddermark are equally as hardy and fierce in the fray of battle. Despite not being a standing infantry force, the well-trained militia of the Westfold are called upon, to aid Rohan in times of war. Armed with round wooden shields, spear and sword, the Westfold militia will fight with earnest determination in defence of their homes and country.

Requires:



and Rank 1



Upgrades:



Abilities:



+25% Armour, -40% Speed, bonus damage to cavalry

Westfold Militia are an early-game infantry solution to cavalry problems. They are decently tough and can receive a variety of upgrades. If you don't want to use Cavalry to fight Warg Riders, Militiamen will make an adequate substitute.

They can combine with Door-Wardens, Peasants and Yeoman Archers.

Rohirric Ram

Light Siege Equipment



Through ages of hostility towards the Dunlendings and invaders from the East, Rohan has not been without the need for siege weaponry. The Rohirric Ram is able to bring down the walls, gates and structures of any who would threaten the Riddermark and its people.

Requires:

Rank 1



The Rohirric Ram is a tough piece of siege equipment, manned by six militiamen. It can make short work of light fortifications and given time can knock down even the sturdiest of gates.

A group of Militia try to hold off the Uruk-Hai



Horsemen of the Mark defend a Farm. Battering rams drive the evil from this land (bottom left, bottom right)



Horsemen of the Mark

Mustered Cavalry

Much like the Westfold Militia, the Horsemen of the Mark are a militia force, which are called upon in times of great need. Mounted and lightly armoured, the horsemen are able to quickly rally to Rohan's aid - suppressing enemy raids, or making sorties of their own.

Requires:



and Rank 1



Abilities:



Disappears after 50 seconds.

Horsemen of the Mark are unique Rohirric units. Trained from the farm, these cavalry are *Mustered*, meaning they disappear after some time. They are expensive, but train very fast, allowing the Rohan player to field a quick-building, fast-hitting unit if a Farm is under attack.



Door-Wardens of Edoras

Elite Infantry

The Door-Wardens of Edoras are Rohan's elite infantry force, chosen to defend the King on his throne at the Golden Hall of Meduseld. Constantly maintaining their fighting prowess by training at the barracks, the Door-Wardens will fight fearlessly in the defence of their country.

Requires:

Rank 3



Upgrades:



Abilities:



+20% Armour, -20% Attack Damage, -30% Speed



+10% Speed, +10% Attack Damage when near Rohan structures

These powerful infantrymen are a useful tool in the late-game for a Rohan player. They come equipped with Heavy Armour and Gondorian Steel, so are prepared to fight immediately. They can be used to easily deal with enemy elite spearmen before a crushing cavalry charge or merely as front-line infantry.

Door-Wardens can combine with Westfold Militia battalions and are limited to **two** units at a time on the field.

Royal Guardsmen

Elite Cavalry



Rohan's military elite, the Royal Guards are handpicked by the King himself amongst the finest of Rohan's warriors. Armed with the finest of Rohan's armour and weaponry, the Royal Guards accompany the generals and leaders of Rohan's army into battle, riding into battle with unwavering resolve.

Requires:

Rank 3



Upgrades:



Abilities:



-75% Crush Deceleration, +10% Speed,
-75% Attack Damage



Hero Leadership has a greater effect on this unit

The Royal Guardsmen are Rohan's most powerful new unit, and are the game's most powerful cavalry unit. Their *Ride Through* formation lets them charge through almost any infantry mass, while *Sons of Eorl* gives them a 1.5x bonus from any hero leadership they receive. Like their foot-borne partners, they come equipped with Gondorian Steel and Heavy Armour.

They are limited to **two** units on the field at a time.

Don't mess with the Guard. A charge of Royal Guardsmen (*top left, top right*)



The Royal Banner of Eorl. Door-Wardens chase down Uruks. Theoden and his Guard (*bottom left, bottom right, centre right*)



Special Rohirric Units

ΣΑΠΗΔΑ ΣΑΠΗΔΑ ΗΤΥ 'ΜΑΧ ΑΠΕΥ ΕΛΑΞ 'ΩΩ' ΔΙΠΡΟΤΕΝ ΜΑΧ ΑΠΕΥ ΜΑΛ 'ΑΛΠΕΥ ΣΑΠΗΔΑ ΙΝΑ ΤΥ' ΕΠΗ ΕΙΛ ΣΗΘ ΕΦ 'ΩΑΥ ΤΥ ΑΝΤ Ε ΑΑ ΑΠΤΗΑΚ Ε ΙΠΕΥ ΕΔ ΠΑΙΣΡΑ ΜΠΤΥΝ ΔΕΠ 'ΩΝΑΚ

Royal Guards of Meduseld

Theoden's Bodyguard



Chosen by Théoden himself from the elite of Rohan's Royal Guards, these select few warriors form the personal bodyguard of the King. Unmatched amongst Rohan's military on both horse and on foot, Théoden's Royal Guard are adept at standing down even the toughest foes. They will fight and die valiantly in the service of their lord and King.

Summoned By:



Abilities:



Reduces damage to Theoden while the Guardsman is nearby. Must be on foot.



Hurls a heavy throwing weapon at an enemy. Must be mounted.



Mounts horse

These single units are summoned, two at a time, by King Theoden's *To The King!* ability when he is low on health. They can mount horses or stay on foot; each mode is useful. On horseback, they can throw a spear to damage enemy units. On foot, they reduce damage that Theoden takes when nearby at the cost of their own armour. They will expire after a short time, however.

Banner of Eorl



The highest symbol of Rohirric authority is the Banner of Eorl, flown only by the King and his retinue. It inspires any man of Rohan who sees it flapping majestically in the breeze - the white horse on a green field.

Summoned By:



Abilities:



Leadership: +50% Attack Damage, +50% Experience Gain, -20% Recharge Time

Gamling summons this banner with his King's Standard power. While it lasts, the banner provides Leadership with a very wide range. It also replenishes units in nearby battalions.

Note that the banner is however vulnerable to enemy attack, especially from Fire Arrows...





Part IV: The Dark Lord Sauron

Changes to Mordor

The Dark Lord Sauron's forces have received considerable changes in *The Dwarf Holds*. Besides retexturing and remodeling many of the important units and heroes, the mod adds many new toys for a Mordor commander to play with.

New heroes are introduced from the powerful (the Witch-King) to the meek (Shagrat and Gorbag). All are useful, and pair well with many new units that include the martial Morgul Orcs and unique Variags of Khand. The forces of Mordor also get an all-new spellbook, removing any duplication between Sauron and Saruman's powers and ensuring that a Mordor player has many new exciting options.

The Dwarf Holds' new siege and archer accuracy mechanics are present in full force here. Orc archers are rather inaccurate, while Haradrim and Easterlings have decent accuracies. Mordor Catapults have been made rather inaccurate, but with large splash damage radii they will be effective against large groups of troops. Catapults are now limited to **eight** at a time and have increased build time and Command Points cost.

Siege Towers no longer cost Command Points, but are limited to five towers at a time. Their cost, and that of Battering Rams, is now lower. Using towers to get over those pesky Good faction walls will now be more attractive!

This next section will detail additions and changes to Mordor's heroes, units, upgrades and spells.



New and Revised Mordor Spells

Sorcery of Dol Guldur

2 PP

Replaces Industry



When Sauron retreated to the fortress of Dol Guldur in Mirkwood he took on the mantle of the Necromancer, supplanting his armies with the inanimate given some mockery of life.

Prerequisites:



Scatters enemies in the target area and summons a Castellan of Dol Guldur for 100 seconds.

Slave-Fields of Nurn

4 PP

Replaces Devastation



The Sea of Nurn beyond the confines of the Ash Mountains is home to a camp of enslaved labourers who toil to create weapons and armour for the Dark Lord.

Prerequisites:



Causes Orc Pits, Haradrim Palaces, Siege Works, Troll Cages and Mumakil Pens to produce resources, albeit at a slow rate.

The Dark Tower

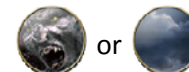
12 PP

Replaces Balgor Ally



Sauron's fortress, created with the power of the One Ring, is a citadel, factory, armoury, training ground, and symbol of the Dark Lord's power all rolled into one.

Prerequisites:



Allows the Dark Tower to be constructed in place of one of your Citadels.

An army of elite Orcs. Men of the East march to war. *(top left, top right)*



The imposing Dark Tower. A Winged Nazgul. The beginnings of the corruption of Dol Guldur. *(bottom left, bottom right, centre right)*



New Mordor Buildings



The Dark Tower

Improves Sauron's armies

Built with the power of the One Ring in corrupted mockery of Numenorean architecture, the the greatest fortress of Sauron is imposing and nearly indestructible. These smaller versions of it are merely the shadow of that great tower: the Barad-dur.

Abilities: Rank 1



Leadership: +5% Combat Experience, Armor and Attack Damage to all Mordor units on the map



Summon an additional Winged Nazgul

The Dark Tower can be constructed on a Mordor Camp or Castle citadel once The Dark Tower spell has been purchased. Only one may be built at a time – if the first Dark Tower is destroyed, it can be replaced.

Having a Dark Tower in your base allows access to advanced Mordor units – Soldiers of Rhun and Easterling Archers from the Haradrim Palace, Morgul Orcs and Archers from the Orc Pit. It also allows immediate access to one Nazgul riding a Fell Steed. This unit will be replaced for free when killed after a delay. Two more Nazgul functioning in the same manner can be purchased as well. To cap all of this, the Tower also provides a map-wide leadership effect that increases the fighting capabilities of Mordor units on the map

This does come with a price, however. If the Dark Tower is destroyed, all its summoned Wraiths will fade away, and all units on the map will suffer a loss in morale for a duration.



New Mordor Upgrades

SLHPC4 XALPH HTV 'W'X APTN HAX 'W' DEFFHTN 'W'X NPY DUA 'Y APTN XALPH4 IXT N' UTM' PPHI EIL STM OF 'W'X N' AXT C 'A APTN'AC & IPE'P> PAXXPA NHTTN DFF 'W'XAC



Available at the Orc Pit



Superior Training

In the darkest dungeons of Lugburz, howls and inhuman screams echo though the air. Here, the Dark Lord's most deadly servants are armed, armoured and trained to kill mercilessly. Those that survive are favoured by the Eye, and will go forth as commanders, captains and terrifying shock troops.

Requires: Rank 3



Allows Black Uruks to be upgraded with Superior Training, which increases their health and damage.



Available at the Haradrim Palace



Poisoned Arrowheads

Southrons often used poisoned darts in war - one such arrow pierced Faramir's armour during his retreat to Osgiliath, causing great hardship among the defenders of Minas Tirith.

Requires: Rank 2



Allows Haradrim Skirmishers to be upgraded with Poisoned Arrowheads, allowing them to do damage to enemies and slow them over time.

SLHPC4 XALPH HTV 'W'X APTN HAX 'W' DEFFHTN 'W'X NPY DUA 'Y APTN XALPH4 IXT N' UTM' PPHI EIL STM OF 'W'X N' AXT C 'A APTN'AC & IPE'P> PAXXPA NHTTN DFF 'W'XAC



New and Revised Mordor Heroes

SLHPC4 XALPH HTV 'W'X APTN HAX 'W' DEFFHTN 'W'X NPY DUA 'Y APTN XALPH4 IXT N' UTM' PPHI EIL STM OF 'W'X N' AXT C 'A APTN'AC & IPE'P> PAXXPA NHTTN DFF 'W'XAC

The Witch-King of Angmar

The Dark Lord's Right Hand

The Witch-King of Angmar was once a great king of Men, who was corrupted by the power of one of the Nine Rings forged by Sauron. Eventually, he became a slave of the Dark Lord and the first among the Nazgul, the Ringwraiths. Commander of Mordor's armies, the Witch-King is a terrifying foe to face on the battlefield. It is prophesized that his doom will not fall by the hand of man.

Abilities: Rank 1



Leadership: +100% Attack Damage, +200% Combat Experience, +100% Fear Resistance. Most hero attacks do 50% damage to the Witch-King



Mount steed

Rank 5



Does 1500 damage to a target Gate and reduces its armour by 50% for 2 minutes

Rank 6



Toggle between sword and a slower but more powerful flail

Rank 8



Damage a hero's attributes until his death

Rank 10



Globally lowers enemy hero attack by 50% and increases power recharge times by 500% for 60 seconds. Additional damage is inflicted during this period.

SLHPC4 XALPH HTV 'W'X APTN HAX 'W' DEFFHTN 'W'X NPY DUA 'Y APTN XALPH4 IXT N' UTM' PPHI EIL STM OF 'W'X N' AXT C 'A APTN'AC & IPE'P> PAXXPA NHTTN DFF 'W'XAC

As Mordor's most powerful hero, the Witch-King is a force to be reckoned with. He is especially effective against heroes - he takes less damage from their attacks (though there might be exceptions to this rule...) and has two late-game powers targeted directly at dealing with other late-game heroes. Aragorn or Gandalf will be hard-pressed to deal with him directly - even if they escape, they may be afflicted by the *Morgul Blade*, whose effects are permanent until the hero dies and is revived. Keep him out of constant melee combat, however. Though he will passively trigger *Screech* when attacked, he can be overwhelmed by sheer numbers of upgraded troops.

The Witch-King starts at Rank 5 in a multiplayer match.

Morgul Blade on a single soldier? If the Witch-King decides to!



The Witch King crushes some Gondorians with his Mace. In addition to the Witch-King, two mounted Nazgul can be fielded. (*left, bottom right*)



Nazgul

Servant of Sauron

Each bound by one of the Nine Rings, the Nazgul are the Dark Lord's chief commanders and servants. They strike fear and despair into anyone nearby: only the strongest-willed of Men can resist this terror. Besides this, they are formidable combatants, and often appear on horseback, sent on special missions by their master.

Abilities: **Rank 1**



+10% Attack Damage, Armour
and -10% Recharge Time per
Nazgul that is nearby



Cause enemy units to flee in fear

Mount steed



Rank 4

+25% Speed for 30 seconds

Rank 5

Leadership: +50% Attack Damage, +100% Combat Experience, +100% Fear Resistance



Rank 8

-35% Armour and -50% Attack
Damage to nearby enemies.
Lasts 30 seconds.

Nazgul are effective support heroes with various powers that buff your troops and debuff the enemy. They work best combined with other Nazgul and the Witch-King, gaining bonuses when nearby. As in vanilla, *Screech* is quite useful in keeping them alive and is supplemented by *Haste of the Nine* on horseback.

The Leadership bonus acquired at Level 5 is quite unique. Upon acquisition, the Nazgul will become a Lieutenant of Morgul, the South, the East or Mordor. The leadership will only affect units that fall in this geographic region - Morgul troops, Haradrim, Easterlings and normal Orcs are examples that fall into each category.

You may train **two** Nazgul. They each start at Rank 3.

A Nazgul can use Black Breath to heavily debuff enemies



A Nazgul leads the assault into Dale. On foot, the Nazgul make decent swordsmen. (left, bottom right)



Shagrat

Uruk Captain

Shagrat, an Uruk Captain, is in charge of the garrison of Cirith Ungol. A greedy creature, he is out of touch with the realities of his situation, leaving many of the local patrols to Gorbag and other captains. However, when it suits him he shows great loyalty to Sauron, reporting directly to Barad-dur at times.

Abilities: **Rank 1**



+20% Attack Damage, +20% Armour when near Mordor structures

Rank 2



Leadership: +50% Attack Damage, +50% Combat Experience to Black Uruks

Rank 5



Summons 2 units of Black Uruks to fight for 80 seconds.

Shagrat has good damage and armour - a combination that makes him useful for his cheap price. He works best on the front line or with late-game Black Uruks whose damage he can buff significantly. *Get 'em Lads* even lets you access this powerful unit somewhat earlier.

Shagrat, the Captain of Cirith Ungol



Black Uruks make ideal companions for Shagrat



Gorbag

Orcish Leader

Gorbag is a cunning Orcish patrol commander who is stationed at the tower of Cirith Ungol. He is a valuable asset to the garrison of the Tower, as he is well versed in the habits of the great spider Shelob. Loyal to the Eye at Lugburz, Gorbag will use all of his crude skill and cunning to the benefit of the forces of Mordor.

Abilities:

Rank 1



Knocks down and damages a target unit

Rank 3



Attacks decrease resource production in enemy structures

Rank 4



Become invisible to most units

Rank 6



Increases the resource production or build speed of a friendly structure, but deals damage over time for 30 seconds.

Gorbag is a servicable early game hero. He can knock down powerful units for a quick retreat, become invisible, and harass resource structures effectively. At Rank 6 he can even help out at the base a bit.

Forced Labour gives your more production at the cost of health.



Gorbag leads a patrol through Shelob's Lair



New and Revised Mordor Units

SLIPDS XALPH HTV 'WX APTN HAX 'SD' DEFFUTN 'WAX NPY HAX 'Y APTN XALPHD IXT TY' ITH' PPHI FOL STM OF 'WAX TY ANS C' HA APTN'AC I ITH'PS FALXPA INFTN 'DEP' 'WAX'CH

Haradrim Skirmishers

Archers from the South

The Haradrim hail from the deep South of Middle-earth, and have been some of Gondor's most recurrent enemies since the mid-Third Age. They are generally poorly equipped, but have competent archers, strong cavalry forces and the powerful Mumakil at their command. Skirmishers are adept at fighting infantry with much better armour and often use deadly poisoned darts in their short-bows.



Requires:

Rank 1



Upgrades:



Abilities:



+25% Attack Damage, -25% Armour, bonus damage to cavalry

Haradrim Skirmishers replace Haradrim Lancers at the Haradrim Palace. They lack the exceptional anti-cavalry damage of Lancers, but retain anti-infantry capabilities, and are the only unit with access to the Poisoned Arrows upgrade, which lets them do even more damage.

SLIPDS XALPH HTV 'WX APTN HAX 'SD' DEFFUTN 'WAX NPY HAX 'Y APTN XALPHD IXT TY' ITH' PPHI FOL STM OF 'WAX TY ANS C' HA APTN'AC I ITH'PS FALXPA INFTN 'DEP' 'WAX'CH



Variags of Khand
Heavy Infantry

From Khand in the far East come the Variags, tough Men who have fought against Gondor in many wars. Appearing first in the Wainrider invasion of the mid-Third Age, the Variags are being gathered under Sauron’s banner to fight for Mordor. They wield axes and small bucklers, and are formidable opponents for infantry and cavalry alike.

Requires:

Rank 2



Upgrades:



Abilities:



+25% Attack Damage, -25% Armour, bonus damage to cavalry

Variags replace Soldiers of Rhun at the Haradrim Palace. They are tough but slow infantry capable of taking on other foot troops. They have high crush-revenge damage, so function adequately at denying areas to enemy cavalry. They can also use *Sprint* to gain a small, rapid speed bonus.

K

Variags crush some Gondorian opposition



Skirmishers, loose! Elite Black Uruks wait for the order to attack. (left, bottom right)

X



Morgul Orcs

Well-trained Rabble

The Orcs of Minas Morgul are bred to be the toughest and most disciplined of Sauron's Orcish armies. Though inferior to the elite Uruks of Mordor, they are still feared and form the core fighting force of Minas Morgul.

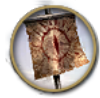
Requires:



and Rank 1



Upgrades:



Abilities:



+25% Armour, -40% Speed

Morgul Orcs are tougher, nastier versions of your basic Orc unit, Though they cost a bit of money, they are reasonably solid troops, falling somewhere between the Black Uruks and Orc Warriors. They can get the Banner Carriers upgrade to rank up quickly, and synergize nicely with their brothers, the Archers of Morgul.



Archers of Morgul

Disciplined archers

Trained to fire en masse, Morgul Archers are almost as inaccurate as their lesser brethren but a little more disciplined than their fellow Orcs. They will march out with the armies of Morgul when Sauron's great army is unleashed upon Gondor.

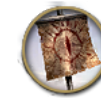
Requires:



and Rank 1



Upgrades:



Abilities:



+25% Attack Damage, -50% Armour

Archers of Morgul have more armour than your usual Mordor Archers as well as more range, but are not much more accurate. Combine them with Morgul Orcs to get a very large and powerful Orcish rabble to throw at your enemies once they've been weakened up by several units of disposable Orc Warriors.

Soldiers of Rhûn
Armoured Halberdiers



The land of Rhûn has a long history of vassalage to the forces of evil, from Morgoth to Sauron. Hardy warriors march from the East under the Dark Lord’s banner, supplementing barbaric Orcish forces with disciplined troops. Some divisions of Easterlings function as halberdiers, ready to deal with Gondor and Rohan’s formidable mounted forces.

Requires:



and Rank 1



Upgrades:



Abilities:



+25% Armour, -30% Speed. Bonus damage to cavalry

The Soldiers of Rhûn are essentially unchanged from the base game, though they have of course received new models. They are well-armoured and have had increases to their health and damage to make them a fearsome anti-cavalry unit. They can combine with the new Archers of Rhûn.

Archers of Rhûn
Archers from the East



The Easterlings marching to war have their own bowmen who can fire accurately from behind ranks of massed halberdiers. Their armour is tough enough to withstand close combat as well, making them good skirmishers at any range. Large ranks of them will be deployed when Sauron challenges Gondor in the South and Erebor in the North.

Requires:



and Rank 1



Upgrades:



Abilities:



+25% Attack Damage, -50% Armour

Archers of Rhûn are armoured, long-range archers that pack a decent punch. Best combined with Soldiers of Rhûn.

A Castellan stands watch. Enough Morgul Orcs should overwhelm this Goblin Pit (*top left, top right*)



Morgul Archers and Warriors. Easterlings are ready to feather any Gondorian they see.
An army of the East. (*bottom left, bottom right*)



Special Mordor Units



Castellan of Dol Guldur

Animated Sorcery

Essentially a collection of ancient armour plates, the Castellan is animated by Sauron's will to guard his fortress of Dol Guldur. Though not sentient and essentially constructs, they can be deadly due to their size and strength.

Summoned By:



Abilities:



Reveals nearby invisible units



Decreases the damage taken from non-heroic attacks

The Castellan is a useful disruptive unit. When summoned, it will scatter enemy units that are nearby, so it can be useful to cast *Sorcery of Dol Guldur* on a large formation of enemies. Once present, it will passively detect enemies and will do decent amounts of damage. *Cursed Steel* can be activated to increase toughness temporarily.

The Castellan is rather slow however; try to pin enemies so they can't run away from its wide sword strokes.



Part V: The White Hand

Changes to Isengard

Isengard has seen several changes from the base game. As with other factions, we have added new heroes, new units and revised the spellbook to avoid duplicated Mordor spells. The units we haven't changed have of course received new models and textures.

We've also removed Fire Arrows for Uruk Crossbowmen - an upgrade that didn't really make much sense. They now have their own unique upgrade. Isengard can still access Fire Arrows through Uruk Scouts.

In terms of accuracy, Uruk archers - both Crossbowmen and Scouts - are quite precise, nearly equalling Men. Siege changes are considerable. The Ballista is now very accurate, with high damage. It has lost much of its splash damage though, so makes a great weapon for picking off single, stationary targets.

The more simplistic siege weapons are now more attractive. Battering rams have had their health and armour increased with a small cost decrease. Siege Ladders now cost no Command Points, but are limited to five at a time. They are also cheaper.

The next section details all of these changes.



New and Revised Isengard Spells

Storm of Orthanc

3 PP

Replaces Tainted Land



From the top of the tower of Orthanc, Saruman's mastery over the weather allows him to call and command great storms. Heavy rain, snow and lightning can hinder the movement of Isengard's enemies and sometimes even kill.

Prerequisites:



Summons a controllable thunderstorm for one minute. The storm slows enemy units underneath it and strikes nearby targets with lightning bolts.

Saruman of Many Colours

12 PP

Replaces Balrog Ally



As Saruman gazed into the palantir of Isengard, he was ensnared by one of the few minds in the land more powerful than his own: the Dark Lord Sauron. In time, Sauron had exploited Saruman's thirst for knowledge to corrupt him into a useful puppet for Mordor's uses.

Prerequisites:



Improves Saruman's health and recharge times while granting him new, devastating powers. Constructs a Seat of Power at all Camp and Castle Citadels.



Seat of Power

Command Structure

A small platform can be built into the side of an Isengard Citadel, giving an overseer or captain a commanding view of an entire base.

Requires:



Abilities:



+30% Attack Damage, +70% Combat Experience to Uruk-Hai Warriors and Pikemen.
-20% Cost.



+20% Attack Damage, +80% Combat Experience to Uruk-Hai Crossbowmen and Scouts.
-20% Cost.



+30% Attack Damage, +100% Combat Experience to Warg Riders. -25% Cost.



+30% Attack Damage, +5% Speed to Siege Equipment. -15% Cost.



+4% Attack Damage, +3% Armour to all units on the map. -20% Cost for upgrades.

The Seat of Power can be built at any number of Camp or Castle citadels once *Saruman of Many Colours* is purchased. Saruman can climb the Seat for safety, but the primary advantage of this structure is its Focus abilities. Each of these provides bonuses to a certain class of unit, but only one can be active at a time. Choose them wisely, as it takes a while to switch between them.



New Isengard Upgrades



Available at the Armoury



Steel Drawstrings

Forging a cord spun with thin steel filaments, the armourers of Isengard have perfected a more potent crossbow. It has immense stopping power and draws from Saruman's great store of knowledge - made in mockery of the great Numenorean steel-bows of yore.

Requires:

Rank 1



Allows Uruk Crossbowmen to purchase the Steel Drawstrings upgrade, which improves their damage and grants access to Overdraw. Overdraw gives the crossbowmen's quarrels the power to knock back infantry for 25 seconds.

Once the *Saruman of Many Colours* spellbook power is purchased, Saruman gains health, a bonus to recharge time, and this devastating set of new powers. Some are completely new, while others are 'merely' improved versions of his old powers. In addition, he gains a new basic attack, used at long range - a lightning bolt.

Wizard Blast becomes *Crushing Blast*, which has increased range and temporarily slows units. *Searing Fireball* deals more damage, and sets the ground on fire. *Dominate* is improved in range, while his Leadership receives a significant boost in potency. The combination of this improvement plus *Isengard Unleashed* which increases production speed makes Saruman quite useful to have around a forward base.

Duel of Minds is an interesting power. It has great range, and lasts until the player moves Saruman or otherwise cancels the attack. During this period, the target hero will be afflicted with a range of debuffs, some minor damage, and the occasional immobilization. Some strong-willed heroes may be immune to this, however...

Crushing Blast can easily take out low level troops



Isengard Unleashed gives a building a massive production boost. Searing Fireball is best cast into the middle of advancing troops. (left, bottom right)

Ugluk

Captain of the Fighting Uruk-Hai

Ugluk was the second in command of the Uruk Scouts sent to find the Fellowship of the Ring and bring back any Hobbits found. When Lurtz was killed, he assumed the mantle of leadership, pushing his Uruk-Hai onward through the day back to Isengard. More of a leader than a fighter, Ugluk was instrumental in making sure that the Uruks outran their three deadly pursuers.



Abilities:

Rank 1



Heals nearby Uruks by a small amount and increases speed by 5% for 45 seconds

Rank 3



+20% Attack Damage, +30% Combat Experience to Uruk Warriors and Uruk Scouts

Rank 5



+10% Armour, Attack Damage, and Fear Resistance to nearby units for 45 seconds

One might characterize Ugluk as a leadership-oriented version of Lurtz. This Uruk captain lacks his superior's bow and has abilities focused on buffing your troops instead of personal glory. He is still a competent fighter, however.

Alive, not dead!



Raaaaaagh!



New and Revised Isengard Units



Uruk Crossbowmen

Powerful Ranged Troops

Saruman's craftsmanship skills and desire for maximum returns on a minimum time investment resulted in the first mass-production operation for mechanical devices in Middle-earth. The cross-bow used by the Uruk-Hai is reasonably accurate, very deadly, and most importantly it requires almost no training to use. Later crossbows had twisted-steel strings, allowing them to shoot farther and with a greater punch.

Requires:

Rank 1



Upgrades:



Abilities:



+25% Attack Damage, -50% Armour



Projectiles cause knockback for 25 seconds

Uruk crossbowmen have acquired the powerful Steel Drawstrings upgrade, though they have lost access to Fire Arrows. Purchasing the new upgrade increases pierce damage and gives access to *Overdraw*, which causes crossbow bolts to knock back enemies for a short time.



Uruk Scouts

Fast, Elite Troops

Saruman required a large army, and understood that the basis of any successful commander was good scouts. To this end, he bred units of tough Uruks trained for speed. Scouts are skilled with both bow and sword, and can cover long distances at speed. They are however not as well-armoured as Isengard's Uruk-Hai 'regulars'.

Requires:

Rank 3



Upgrades:



Abilities:



Switch between bow and sword

Uruk scouts form a fast rading force that are now the only Isengard unit with access to Fire Arrows. They are versatile, being able to toggle between sword and bow, but lack the toughness of other troops as they cannot be upgraded with Heavy Armour.

K

Dunlendings raid a farm



While some Dunlendings distract the defenders, the rest go to burn the village! Lurtz and his Uruk Scouts. (left, bottom right)

X

Dunlending Rabble
Disposable Infantry



After years of perceived oppression, the Dunlendings have been armed by Isengard and unleashed upon the rural, undefended areas of Rohan in order to sow terror and panic. They are vicious fighters and highly effective in this role. Saruman would do well to use these practically free troops to his advantage.

Requires:

Rank 1



Abilities:

Rank 2



Replenishes battalion members and increases experience gain rate

Rank 3



Increases armour by a moderate amount

Rank 4



Increases damage to buildings and other flame-vulnerable units

Dunlendings are cheap, disposable units that are useful raiders. They cannot receive any upgrades, and instead earn them through levels. At Rank 2, a Dunlending leader increases experience gain rate. At Rank 3, an armour upgrade increases survivability. Torches are acquired last, which improve damage against structures, making an upgraded horde even more effective at raiding.



Part VI: Battlefields

New Maps

We have included a large number of new maps in The Dwarf Holds with a great variety of terrain. You'll find everything from new Fortress maps such as the mountain of Erebor, to smaller skirmish layouts, to vast expanses suitable for epic eight-player battles.

Adorn

The Adorn River flows from the White Mountains until it joins the River Isen, forming the far western boundary of Rohan.

Credits: Dadou



Amon Hen

The ruins of Amon Hen lie on the west side of the river Anduin on the border of the lands of Rohan.

Credits: EA, m@tt



Andrast

The southwest border of Gondor between the Bay of Belfalas and the Great Sea.

Credits: Rimli



Angmar

Of old, this was the realm of the Witch-king, but was deserted and is now a dark and barren land.

Credits: Steve Campen (High Elven Lord)



Argonath

Monuments of Isildur and Anarion stand each side of the River Anduin at the Argonath, north of the Falls of Rauros.

Credits: _Haldir_



Arnor

One of the Númenórean realms in exile, Arnor once encompassed the whole of Eriador. It has since fallen into ruin, uninhabited by all save the Dúnedain.

Credits: _Haldir_



Barrow Downs

These ancient burial grounds were peaceful until evil spirits were sent from Angmar to occupy the graves.

Credits: m@tt



Blackroot Vale

The Blackroot Vale is a dark valley in the shadows of the White Mountains.

Credits: \$Tattoo\$, MEVault



Blue Mountains

The Blue Mountains are located in Eriador, and are home to many of Durin's Folk.

Credits: _Haldir_



Calembel

The town of Calembel is located above the fords of the River Ciril, in Lamedon, one of Gondor's southern fiefdoms.

Credits: LOTR Files



Weather top

The once proud tower of Amon Sûl became ruined after the evil from Angmar attacked the northern lands.

Credits: m@tt



Withered Heath

The Withered Heath lies at the eastern end of the Grey Mountains, and is the breeding ground of dragons.

Credits: _Haldir_



Credits and Thanks

The Dwarf Holds Team

<i>Nertea</i>	Lead Designer, Models, Coding, Textures, Animation
<i>Matias</i>	Models, Textures
<i>Haldir</i>	Lead Testing, Lead Mapping, Sound Design
<i>M@tt</i>	Mapping, Coding
<i>Dain Ironfoot</i>	Models, Textures
<i>Cahik</i>	Animation
<i>Lauri</i>	Animation
<i>Morgoth</i>	Effects Coding
<i>Andros de Nurne</i>	Models, Textures
<i>SnoopyZero</i>	Mapping
<i>Baki</i>	AI Coding

Voice Credits

<i>Nertea</i>	Khazad-uzbadul, Durin the Deathless
<i>IronStomach</i>	Dwarf Announcer, Azagh-baruk, Rakhas-azbag
<i>Crusard</i>	Thorin Stonehelm, Spearmen of Pelargir, Bowmen of Morthond
<i>Ryan Edwards</i>	Dain Ironfoot
<i>Andrew Dryden</i>	Gloin
<i>Michaael Pocse</i>	Urkhas-felak
<i>Ionis the Bear</i>	Elfhelm

<i>Jonathan von Mering</i>	Black Uruks
<i>Fox</i>	Footmen of the Ringlo Vale
<i>Robert Benjamin</i>	Baruk-sharahul, Royal Guards, Prince Imrahil
<i>Mauri Majanoja</i>	Sulun-abanul, Signin-udrig
<i>Mike Joseph</i>	Rohan Battering Ram, Zirak-burkun, Dunlending Rabble
<i>Adam Khuevrr</i>	Dale Marksman, Dale Warden, Azaghar gnudu, Westfold Militia
<i>Alexander MacLeod</i>	Azaghar-sharahul
<i>Joel Nisbet</i>	Erkenbrand, Variags of Khand, Horsemen of the Mark
<i>Ryan Antoine</i>	Knights of Dol Amroth
<i>Patrick Seymour</i>	Axemen or Lossarnach

Additional Map Credits

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Namo, for boundless effort in researching Khuzdul etymology.

Troubleshooting

This is a list of some common mod issues, and solutions to them

Q: *The game crashes when I select Skirmish from the Main Menu.*

A: To fix this issue, you must delete your skirmish profile. Navigate to your My Battle for Middle-earth files folder, located in the Application Data folder and delete any files with the name containing the word 'Skirmish' (usually *PlayerName*SkirmishData.ini and Skirmish.ini).

Q: *After a couple minutes playing the game, all my units die and I am defeated.*

A: This is caused by missing registry entries or a pirated version of the game (in particular, a no-cd crack). To solve the issue, reinstall the game and/or use a legal copy.

Q: *Sometimes, some of my units are pink.*

A: This is caused by an occasional installation issue. Uninstalling and reinstalling *The Dwarf Holds* will usually fix this.

Q: *The game crashes upon startup.*

A: This can be caused by a number of issues. Ensure that you have:

- 1) An genuine installation of The Battle for Middle-earth with patch 1.03
- 2) A clean Battle for Middle-earth folder. To clean your folder, first uninstall BFME, then go to the directory in which it was installed. Delete any remaining files in the folder, then reinstall BFME and *The Dwarf Holds*.

Q: *The game sometimes crashes when I exit.*

A: This is an error we can't do much about. However, as you're quitting, it shouldn't be a problem.

If none of these questions or answers help, you can reach us at [our forums](#).

Known Bugs and Issues

There are several known bugs in this release of The Dwarf Holds (0.75). They are known to us and are either unfixable or not yet solved, so keep this in mind when reporting new issues. As soon as they are solved, we will patch in appropriate fixes.

- * The Dwarf Camp Watchtower can set rally points.
- * When built, the Dwarf Camp Raven Roost's Raven flies in from the sky instead of launching from the building.
- * Though the Dwarf Rookery can set rally points, Ravens built there will not obey them.
- * Iron Hills Mangonels can move onto walls, though this is difficult to accomplish.
- * Vault Wardens have issues when told to move when packed.
- * Gimli as summoned by the Three Hunters power turns black on certain maps.
- * Though the Gondor Beacon can set rally points, summoned troops will not obey them.
- * The Dark Tower's Winged Nazgul need to be moved once before they attain their normal flying height.
- * Some camera issues on Khazad-dum and Caradharas
- * Build Plots are invisible on Dwarrowdelf (you'll have to guess)
- * Pathfinding can be buggy on Grey Mountains
- * Some map objects are inverted on Dunland