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rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Between Misty and White Mountains Rohan is a playable faction that appears in Battle for Middle-Earth as a standalone faction. It also makes an appearance
in Battle for Middle-Earth II, however, it is labeled as Men. It is one of the two kingdoms that withstand Sauron's wrath and fight to free the people of Middle-Earth. Buildings[] Farms are Rohan's main source of resources. It provides resources to the player. Farms also provide the Food Bonus, which reduces the cost of cavalry. Number of Farms Cost
Reduction 2 Farms 10% 3 Farms 15% 4 Farms 20% 5 Farms 25% 6+ Farms 30% Rohan Farms also train Rohan Peasants. Resources that are gained by farms can increase in the campaign only, by increasing the Resource Multiplier. Rohan Farms 30% Rohan Farms 20% 5 Farms 25% 6+ Fa
Yeoman Archers and Elven Warriors. The Archery Range needs to be Rank 2 to train Elven Warriors. It is also used to purchase upgrades for ranged units after it reaches Rank 2. Upgrade Cost Fire Arrows provide a bonus of 15 Damage. Rohan Stable (600 Resources) The Stable is Rohan's main cavalry training building. It can be
used to train Rohirrim Warriors and Rohirrim Warriors and Rohirrim Archers. Their cost is reduced by the number of farms you currently own. It also provides a bonus of 80% Armor, Rohan Armory (1500 Resources) The
Armory is used to purchase upgrades. Upgrade Cost Banner Carrier 600 Forged Blade 800 Heavy Armor 1000 Heroic Statue (150 Resources) The Heroic Statue is a building that gives the Leadership buff to nearby troops. It also provides the Heroic Statue (150 Resources) The Heroic St
Statues 30% Rohan Well (200 Resources) The Well is a building used to heal nearby units while they are out of combat. Dead units will be revived as well. It also provides the Water Bonus, which reduces the cost of infantry. Number of Wells 20% 3 Wells 30% The Entmoot is Rohan's ultimate unit building. It is used to train Ents
and Treebeard. The Ents will hold the council before it is built. If it is attacked, it will be built immediately and Ents will rolly to its defense. Units[] Rohan Peasants (100 Resources) [Command Points: 10] Rohan's peasants fight for you. They can repair buildings. Can be recruited from the Farm. Rohan Yeoman Archers (300 Resources) [Command Points: 10] Rohan's peasants fight for you.
Points: 15] Rohan's main ranged unit. Can be trained from the Archery Range after it reaches Rank 2. Rohan Rohirrim Warrior (600 Resources) [Command Points: 20] Rohan's main cavalry unit. Can be trained from the Stable.
Rohan Rohirrim Archer (1000 Resources) [Command Points: 20] Rohan's secondary cavalry and ranged unit. Can be trained from the Entmoot. Heroes[] See individually for more information. A hobbit, that will fight for you. Can be recruited from the
Citadel. The King of Rohan. Can be recruited from the Citadel. The Shield Maiden of Rohan fights for you. Can be recruited from the Citadel. The Prince of the Mirkwood Elves. Can be recruited from the Citadel. The Shield Maiden of Rohan fights for you.
                                                                                                                                                                                                                ----* Author: Rick Spenik contact @ R724reddog@aol.com Version 1.0 Copyright 2005 Rick Spenik This may be not be reproduced under any circumstances except for
                                                                                                             -----* |The Lord of the Rings: The Battle for Middle Earth| *-----
heir to the Throne of Gondor. Can be recruited from the Citadel. *-----
personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright. Updates: Version 1.1 -Made Specific Strategies Version 1.0 -Made Table of Contents -Made
Overview of Game -Made Overview of Factions -Made General Strategies Table of Contents: If looking for something specific, use the "find" function (cntl+f) and put number and/or letter corresponding to what you want to find. 1 - Overview of Factions 2a - Gondor 2b - Rohan 2c - Isengard 2d - Mordor 3 - General Strategies 4 -
Specific Strategies I plan on making walkthroughs on major campaign missions in the future (Helm's Deep, Minas Tirith, Isengard...) If you have a question about the game or about a certain mission, e-mail me (my e-mail is at the top of the page). Please put the subject as "Question: BFME FAQ", or else I might accidentally skip it. I will try to answer
                                                                                                           1 - Overview of Game First, I must say that LOTR: Battle for Middle Earth is one of the best RTS games I have played. The graphics and sounds are absolutely stunning. The game itself looks like none other that I have played, and compared to the Ages of
all your questions.
Empire series, it beats the graphics by a long shot. There are, however, several flaws in this game that I shall explain. The game has been made much more simpler than other RTS games in many different aspects. For one thing, you are limited in both the number of buildings that you can have and where you can build them. The castles are pre-built
and they have anywhere from 7-9 "build sites" (depending on the chosen faction). The resource gathering is not nearly as specific as in Ages of Empire. These are the two main problems I see with the game, although others might disagree. All in all, the game is great and I highly recommend it.
                                                                                      2 - Overview of Factions In BFME, there are four playable factions to choose from. There are the Forces of Darkness (FOD) consisting of Isengard and Mordor. Each faction has it's own advantages and
disadvantages. In general, FOL is more defensive as they begin with walls, and FOD is more offensive as they do not have walls, but twice the command point limit as Gondor and Rohan. ---
                                                                                                                                                                                                                                                                          -- 2a - Gondor Gondor's strength lies within its defense. They have stronger walls than Rohan. Battle Towers,
Trebuchets, and Postern Gates can all be built on the walls. Furthermore, Gondor's castle can be upgraded with a Gondor Stoneworker, one of the buildings allowed only to Gondor which can strengthen the walls and gate, and can also make battle towers more damaging. Gondor collects their recources from Farms and Blacksmiths. Farms provide a
lower cost of the Gondor cavalry, Knights. Blacksmiths allow upgrades to be purchased and reduces the cost of those upgrades. Only farms in your castle. Gondor has several units that can be trained from unit production buildings (Barracks, Stables...). They
have several strengths and weaknesses: Barracks: Soldiers - A simple battalion of soldiers. They are good for attacking archers and are excellent against pikemen. However, cavalry
and monsters can easily crush soldiers. Most useful as a counter to pikemen. Tower Guards - The elite infantry of Gondor. They have more health, armor, and damage than the Soldiers. In thier shield wall formation, they take extremely small amounts of damage, but move extremely slowly. They are four times the cost of soldiers, but they are worth it.
They do well against all enemies except monsters (mumakil, ents, and trolls). Once they enter combat, it is wise to put them into shield wall, and then change them back once the battle is over. Archery Center: Archery center combat, it is wise to put them into shield wall, and then change them back once the battle is over. Archery center: Archery center: Archery center combat, it is wise to put them into shield wall, and then change them back once the battle is over. Archery center: Archery center: Archery center: Archery center: Archery center: Archery center combat, it is wise to put them into shield wall, and then change them back once the battle is over. Archery center: Arc
combat. They have a secondary formation in which they do more damage as well. They will get massacred in close combat, which is why it is important for there to be an infantry force always accompanying archers. They are good at taking out monsters and pikemen but beware of siege weapons like catapults and ballistas.
They are very effective on the walls, as no melee unit can reach them. Rangers - Arguably the best archer unit in the game. Rangers have the ability to hide when standing in a forest or near trees, which is very useful for ambushes. I highly recommend upgrading your Rangers with fire arrows, as they will do much more damage to enemies and
buildings, making them a good raiding unit. They have another formation similar to that of the Archers, in which they do more damage in melee combat, but will most likely lose. Use against all units in the game, especially monsters but be wary of cavalry and elite infantry units (Tower Guards, Soldiers of
Rhun...). Stables: Knights - Most likely the best cavalry unit in the entire game, knights are heavily armored and have lots of health. They easily trample over infantry units, but keep them far away from pikes. Stay away from archer units as well until you upgrade your knights with Horse Shields. They are excellent at raiding settlements and
destroying siege weapons. A must-have in any Gondor army. Workshop: Trebuchet - The siege weapon of Gondor. They are relatively cheap to build and can be upgraded with Fire Stones, which increase the damage that they do. This upgrade can also be used on trebuchets built on the wall. Useful on taking down walls and buildings, and Trebuchets
do a pretty good job on archer units. If they get caught in melee combat, they'll get slaughtered, so protect them.
                                                                                                                                                                                         - 2b - Rohan Rohan's strength relies in three things. One, the fact that they have seven recruitable heroes. Two, the fact that they can build Ents. Three, the fact that they can make Elves,
Rohirrim Archers, and Peasents. Their weakness, however, is that Rohan has the worst economy in the game (no argument). Also, Rohan's only resource building is the Farm. The advantage to Rohan's farms is the fact that Peasents can be built from them. They can be very
useful in the right hands. Also, Rohan can build Ents and Rohan has a power to summon them (huge advantage). Rohan relies mainly on its cavalry force and numerous heroes. The Rohan units are built from Farms, Archery Ranges, Stables and Entmoots. Farm: Peasents - Although you might not guess, Peasents are one of the most dominating forces
early in a game. Why? Because they are made from Farms. I will explain in the Strategies section. Peasents themselves are not that great. They start out extremely weak. That is why if you plan on making Peasents, the first power to buy is Draft, which makes Peasents equal to Soldiers, basically. Ironically, they are the only infantry of Rohan. Archery
Range: Yeoman Archers - The basic archer unit of Rohan. Not as good as the Gondor Archers in my opinion. Their second formation is absolutely useless, as they will be killed before you know it. The only reason these archers should be made is to gain access to the Elves and Fire Arrows. Grouping Yeoman Archers with Peasents is probably the best
thing to do. Elves - The Elves are the best archer unit in the game. They perform exactly like the Gondor Rangers do, except the Elves have some advantages. They have the ability to be upgraded with heavy armor, unlike the Rangers. Also, they can be given Forged Blades and can actually become a very slow infantry unit. I do not recommend using
the Elves for melee combat, unless you are being charged by enemy cavalry. For some reason, the Elves with swords equipped are a very good counter to cavalry. This makes them better than the Rangers. Stables: Rohirrim - The famous horsemen of Rohan. They can trample against infantry and destroy siege weapons with ease. However, they are
weak against pikes and archers. If you think that the Rohirrim are better than the Gondor Knights, you're wrong. I don't know why either. The only advantage they have is that they are cheaper to build than Knights. The Rohirrim can become better than Gondor Knights if you recruit Theoden, the King of Rohan, and have him ride with your Rohirrim.
Before a large battle, have Theoden use Glorious Charge (if he has it), and your Rohirrim will be the strongest force on the battlefield. Rohirrim Archers - The famous horsemen of Rohan, with bows and arrows. They are an excellent counter to Pikemen and even more deadly to enemy cavalry. If the enemy runs away while the Rohirrim Archers are
attacking, then they will continue to fire while chasing the enemy. If the Rohirrim Archers are shooting at infantry or other melee units and the enemy starts to get close, run away and fire some more. Rohirrim Archers are weak in close combat. Also watch out for seige weapons. Entmoot: Ents - The mighty Ents of Fanghorn Forest. They are the siege
weapons of Rohan. They can break down walls either in melee combat or by simply throwing rocks at them. Ents have the longest range of anything in the game. They can virtually not be killed hand-to-hand. Of course, there is a downside. They are made of wood. Wood catches fire. Fire comes from Fire Arrows. Avoid units with Fire Arrows no matter
                                                                                                            -- 2c - Isengard Isengard has no walls. Not a good thing. Isengard also has only 2 heroes, one that costs 5000 resources. What is Isengard good at, you might ask? Offense. Isengard has the best siege weapons in the entire game. They also have a fast
what it takes. Also stay away from Mumakil.
reduce the cost of buildings. Isengard has three unit production buildings. They are the Uruk Pit, the Warg Pit, and the Siegeworks. Uruk Pit: Uruk Hai have a unique advantage that makes them the best infantry in the
game. They can run faster than any other infantry unit. That means that they can raid enemy settlements and retreat before the enemy gets there. Individually, they are weaker than any other infantry unit. That means that they can raid enemy settlements and retreat before the enemy gets there. Individually, they are weaker than any other infantry unit. That means that they can raid enemy settlements and retreat before the enemy gets there. Individually, they are weaker than the Gondor Soldiers. Uruk Crossbows - The archer unit of
have the same strengths and weaknesses that other basic archer units have in this game, but infantry is not as big of a problem because the Uruk Crossbows are fast. Uruk Pikemen - The feared pikemen of Isengard. Most likely the best counter to cavalry in the game. They, like the other Uruks, have an increase in speed. Although they are good
 mines. Another great use for them is raiding enemy settlements. Get a group of five berserkers attacking an enemy building, and it will go down in seconds. They do a good job on all units in the game except for monsters. Warg Pit: Warg Riders - The cavalry of Isengard. Wargs are very good at raiding enemy settlements and are an excellent counter
to enemy cavalry. Warg Riders have a unique ability called "Howl". It gives them +150% Damage. They also have a second formation all the time, except when attacking enemy buildings with no enemy troops around. Siegeworks:
Battering Ram - The simple ram. What does it do? Well, it rams. Very quick and cheap to build. The Battering Ram is very resistant to pierce damage. Sending a group of four or five at a time at an enemy's base is better than sending them one at a time. If you send a Battering Ram
at a Gondor Castle Gate and the enemy has upgraded battle towers everywhere along his walls, your Battering Ram will die right before reaching the gate. As I said, very resistant to pierce damage. Ballistas - The best siege projectile. The Ballista is the most damaging siege weapon that fires from a distance. It also has the fastest reload time,
matched by the Mordor Catapult. Ballistas will destroy archer units either on walls or on foot. Be careful though, as they can be destroyed easily by infantry or cavalry. A must have for any siege. Siege Ladder - Isengard's gateway to a victory. The Siege Ladder enables Uruk Hai, Uruk Crossbows and Uruk Berserkers to climb on top of the walls of
Rohan or Gondor. A very good idea is to have an Uruk Berserker climb the ladder before it reaches the wall so when it does, the Berserker will hop off and kill all in its way. Another must-have for any successful siege. Explosive Mine - The ultimate siege weapon. The Explosive Mine will decimate any and all that are unlucky enough to be close to it
when exploded. Explosive Mines can get to walls during a battle and will be put against the wall. Once there, it can never be moved again. After it is set, Fire Arrows or a Berserker with a lighted torch can blow up. A successful explosion
                                                                                                                                   --- 2d - Mordor My favorite faction. Mordor has strength in numbers. Their greatest advantage is the fact that orcs are free. That's right. They cost no resources whatsoever. Mordor also has the fastest economy of all four factions. Not
will change the tide of battle and your enemy will most likely cry.
the meantime, save up for trolls or Nazgul. With the great economy that Mordor has, the price of the units isn't too bad. Orc Pit: Orc Warriors - Orcs. What can I say? They're FREE!!! Of course, just because they're free doesn't mean they're good. Individually, they are the weakest infantry unit in the game. But as a group, they are one of the best. The
only upgrade that they can get is the Banner Carrier. It's not worth getting though, since orcs get killed rather fast. A must for any Mordor player. Orc Archers aren't very skilled, but a large group with Fire Arrows can hold their own. As soon as you get your resources going steady, stop making Orc Warriors and
make a few Orc Archers. Doing this will make your Orc Pit level up much faster. At least when it's at level two, you can start making Orc Warriors again. Not too bad, but don't rely on them for everything. Equip them with Fire Arrows and mount them to the back of a Mumakil and you get the coolest siege weapon ever. Haradrim Palace: Haradrim
Lancers - The Evil Men of the South. Haradrim Lancers throw spears from a distance at their target comes up close, then the Haradrim Lancers will die extremely fast from archers. Mount them to
the backs of Mumakil to have them shoot arrows at your enemies. Soldiers of Rhun - The elite infantry of Mordor. The greatest advantage to the Soldiers of Rhun is that they take very little damage from archers. They are also an anti-cavalry unit and can hold their own against other infantry. Very good overall unit. Troll Cage: Mountain Troll - The
strong Troll. It can break down gates and other structures (except walls) and can kill all infantry with one hit. Trolls are great for destroying siege equipment and for countering cavalry. The death of all Trolls come from archers. If you are planning for a Troll to destroy siege
equipment and structures, don't have it pick up anything (picking up a rock is ok). Drummer Trolls are used for providing leadership to other units like Orcs and Trolls. It can also fight against infantry, but they should only fight if needed. Keep them away from archers. Mumakil Pen:
Mumakil - The mighty Mumakil. They can charge through the enemy and can kill enemy heroes easily. Mumakil are the counter to all infantry and cavalry. They are great for destroying enemy walls and towers. Have Orc Archers or Haradrim Lancers mount Mumakil, and it's a walking siege machine. The Mumakil itself attacks the wall while the Orc
Archers or Lancers kill enemy units. Keep Mumakil away from archers, especially archers with Fire Arrows. If the Mumakil dies, move your units away.
                                                                                                                                                                                                                                                                  3 - General Strategies There are countless ways to beat missions and skirmishes. I will list the general tactics used by
many RTS players. If you have your own strategy, e-mail it to me and I will include it and give you credit. Rushing: One of the most simple tactics, and yet, one of the most simple tactics is Rushing all the force you have and attacking your enemy, you build up another force and
send it at your enemy. Continue the process until you win. Best used with Mordor or Rohan. Turtling: A tactic used mostly by beginners or people who have a lot of time to spend. Turtling is when you keep your entire force in your base and make lots of towers. This tactic is best used with Gondor because you can then get defensive upgrades. Turtling
takes a lot of time, however, and usually doesn't work. Not exactly my favorite tactic. Hero Rushing: Basically filling your base with resource buildings and waiting for heroes. I personally think that this is the worst strategy of all. This is used mostly with Rohan because of the number of heroes. This can also be used with Gondor to get Gandalf fast.
This is dangerous to use because you have no defenses. By the time you get one hero, your enemy can have a decent-sized army and siege weapons. Upgrading: Similar to Turtling, except that you focus on upgrading one type of unit instead of your defenses. When you get a fully upgraded army, you attack in one giant wave. Whenever this tactic is
used, cavalry are usually being upgraded. Used mostly by everyone except Mordor, as they have no real upgrades. Raiding: My favorite strategy. A combination of Rushing and Upgrading. Send out your starting units to attack the enemy settlements.
Doing this delays the enemy. While you raid, build up your force or build siege weapons and destroy the enemy. -If you are using this tactic as Mordor, raid enemy settlements using orcs. Since Mordor has no upgrades of their
own (except Fire Arrows if you want Orc Archers), make Trolls and Siege or Mumakil. Expanding: A lighter version of Turtling, but with some more offense. The point is to take over all expansion points (camps), and fill them with keeps or other defensive buildings. This doesn't make much of a difference against the computer, but can frustrate other
                                                                                                                                        4 - Specific Strategies Elves: One of the most used and hardest to beat strategies in the game is upgrading an army of Elves. This is very hard to beat because Elves can easily fight infantry and archers. Cavalry do not stand a
chance because the Elves can equip their swords, making them similar to Uruk Pikemen, but not as efficient. This, like all strategies, can be beat because they have a weakness is the fact that they are probably the slowest unit in the game to create and upgrade. Also, Rohan has the worst economy in the game
From the list of strategies above, the best one to use is Rushing. If you can demolish your opponent's gate before they can get an Armory, then you are most likely going to win. If you are Gondor, then this will be one of the hardest battles for you. The first thing that you should do if you can, is build a workshop and do your best to knock down your
enemy's gate with Trebuchets. In the meantime, attack your enemy's settlements with your starting Soldiers and Pippen to slow them down. When you break the gate, make sure that you have soldiers ready to storm in and destroy the Archery Range of
your own and create Rangers with Fire Arrows. Luckily, Rangers take only fifteen command points, unlike the Elves who take twenty. Also, Gondor can summon Rohirrim. Summon the Rohirrim. If you are Isengard,
then you are lucky. Uruk Hai have a bonus of +300% damage vs. Elves. Start off by building two furnaces and get a lumbermill with your starting horde. Then raid the enemy settlements with that horde and War Chant. While you are raiding make some more Furnaces and an Uruk Pit. After making some more Uruk Hai, make a Siegeworks and create
two or three Battering Rams. With those Rams, break down the gate, and you will do good. If you don't break the Elves with your Ballistas. When the Elves attack your Uruk Hai, attack the Elves with your enemy's
forces attacking each other. If you are Mordor, then you have a pretty good chance. Start by making an Orc Pit, a Slaughterhouse, and Gollum. Make some more Slaugherhouses and then make a Troll Cage. Make trolls when you can and
send them to attack the enemy's gate. If you don't break the gate, then make a Haradrim Palace and spawn Soldiers of Rhun because they are like an anti-archer unit. Attack Elves with Soldiers of Rhun and recreate some of the most
exciting sequences from Peter Jackson's The Lord of the Rings movies in The Battle for Middle-earth, a real-time strategy game from EA. Can you breach the defenses of Helm's Deep? Can you breach the defenses of Helm's Deep? Can you breach the defenses of Helm's Deep? Can you breach the defenses of Minas Tirith before Rohan Rohirrim trample your orc hordes? The Battle for Middle-earth features two huge
campaigns and four sides with unique units and heroes straight from the feature films. This extensive game guide to The Lord of the Rings: The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes: General Strategies for completing The Battle for Middle-earth includes for Completing The Battle for Middle-earth
for Middle-earth's single-player campaign. Gondor's units and structures. Isengard: This section provides general tips on using Rohan's Rohirrim and
other units. Good Campaign Walk-through: This section covers the walk-through for The Battle for Middle-earth's good campaign. The walk-through reveals all missions and their benefits, provides complete strategies for story missions, and offers general tips for the optional battles. Evil Campaign Walk-through: This section covers the walk-through for The Battle for Middle-earth's good campaign. The walk-through for The Battle for Middle-earth's good campaign.
for The Battle for Middle-earth's evil campaign. The chapter lists all missions and their benefits, offers complete strategies for story missions, and includes general tips for the optional engagements. Multiplayer Strategies for The Battle for Middle-earth and includes a rundown of Evenstar and One Ring
powers and each side's heroes and their abilities. General Strategies for completing The Battle for Middle-earth's single-player campaigns and to all sides. Practice using "control groups" when moving and attacking with your unit force. Create a control
group by selecting a group of units and pressing CONTROL + a number. Control groups are a real-time strategy staple and an invaluable way to move and attack with your units. By using control groups you can quickly select units that are off screen
and move them to a desired position. You can easily select certain units during a chaotic battle and focus their attack on a particular set of enemies. It also makes it much easier to micromanage a hero during a battle. Control groups for a
much easier way to manipulate your units during the campaign's battles. The forces of good have a 300 command point limit, the forces of evil have a 600 command point limit. Several times during the campaign you'll receive reinforcements or other additions to your
army through the storyline. These reinforcements are automatically added to your army even if it puts you far above the command limit. For that reason, reach your command limit max before calling in the reinforcements. Since the reinforcements will put you far over the limit, you won't be able to add new units until you fall back under the command
limit.Unit battalions or hordes that have reached experience level two automatically replace slain members. As long as one member remains, the entire battalion or horde can regenerate. As you lose individual units in a battalion or horde, your command points decrease. If there's room for another battalion, horde, or unit, then start production! It'll
appear on the battlefield and when your battalion or horde regenerates its units, your command points will be over the limit. So during battles, watch your command points and when the points dip far enough, create additional units. Certain structures can train new unit types or offer new upgrades once they reach the next experience level. Most
structures reach the next experience level through troop production. Train enough troops and the structure reached your command limit then training new troops isn't possible. If you want to raise the structure to the next level in this instance then
you'll need to send units essentially to their death so you can repeatedly create new units so the structure gains experience and eventually reaches the next level. If you're Isengard or Mordor, send troops into the slaughter house for resources and repeat. The Battle for Middle-earth units have their own strengths and weaknesses and often counter
hordes; blast Ents with fire arrows; and bombard structures from long-range with trebuchets or catapults. In many missions in the The Battle for Middle-earth's single-player campaign, your army carries over from the previous battle. It's important to take the most powerful army possible into the next mission and battle. Therefore, spend time near the
end of missions acquiring every possible upgrade and enhancing all of your battalions and hordes. Check your heroes and units to fight enemies so they can get the kills and elevate to the next level. Gondor This section covers general tips for using Gondor. For
additional details on Gondor's Evenstar powers, heroes, and units, check the multiplayer section of this game guide. Soldiers and tower guards once the barracks reaches level two. Both feature unique formation abilities. Place soldiers and tower guards in block and shield wall formation
respectively to increase their armor at the expense of speed. Increase their armor through formation during battles and when rushed by cavalry units. Upgrade Gondor infantry at the blacksmith upgrades to level two, which opens up new upgrades
Upgrade soldier and tower guard attack damage with forged blades and armor with the heavy armor upgrade. Use the banner carrier upgrade to elevate the battalion to experience level two. Ranged units are
extremely powerful; support them with soldier and tower guards. While soldiers and tower guards engage the enemy in battle, use the archers and rangers to fire into the fray from longer range. Both unit types are extremely weak in close-range combat. Keep enemy troops occupied so your archers and rangers can attack freely from a distance.
Rangers maintain stealth while not moving within forests. Use skirmish formation to increase damage but decrease armor. If you aren't under attack, switch to skirmish to maximize damage potential. Once the archery range reaches experience level two, research the fire arrow upgrade and enhance all archers and rangers. Fire arrows offer
additional damage and counter mumakil and Ents. The knights are Gondor's cavalry unit. Use cavalry to charge enemy infantry battalions or hordes (though avoid pikemen). Place knights in wedge formation to increase damage at the expense of armor. Upgrade the Gondor cavalry units at the blacksmith. Construct a blacksmith. Once the structure
reaches experience level two, research forged blades to increase cavalry damage and heavy armor to increase cavalry damage and both upgrades to enhance all cavalry to experience level two instantly. Once the stable reaches experience level two, research horse shields to improve
cavalry armor against archer attacks. Keep cavalry charging enemy battalions and hordes; the knights are much weaker when engaged in stationary battles. Use their speed as an advantage. The trebuchet is Gondor's siege weapon. Its projectiles can crush structures and tightly packed battalions and hordes (though friendly fire is also a possibility so
halt fire when necessary!). Trebuchets are extremely vulnerable to enemy infantry, archer, or cavalry attack. Protect your siege units! Enhance trebuchets with the fire stone upgrade purchased from the workshop once it reaches level two. The fire stone upgrade can also be used on the wall trebuchets to aid in Gondor castle defense. Gondor offers
unique defensive and economic upgrades, which makes Gondor a stronger "turtle" side, which means they can protect themselves from attack while generating a large economy to produce stronger units, upgrades, and heroes. Focus your economy on farms then build a marketplace and acquire the grand harvest upgrade. This upgrade increases farm
resource production. Gondor can also build the stoneworker to research defensive upgrades, including increasing damage from towers and enhancing health for walls, towers, and gates. Isengard This section covers general tips for using Isengard. For additional details on Isengard's One Ring powers, heroes, and units, check the multiplayer section
of this game quide. Isengard's infantry force includes Orc laborers, Uruk-hai, Uruk pikemen, and berserkers. Orc laborers are trained from lumber mills to gather resources to fund Isengard's hordes of Uruk warriors. Although they're primarily resource gatherers, the laborers can be used in combat if necessary (such as aiding in a nearby battle or
helping in base defense). Use laborers and their axes against Ents in particular. Uruk-hai are roughly the equivalent of Gondor's soldiers. Use the infantry units' block formation to gain additional armor at the expense of speed. The Uruk-hai also feature the bloodthirsty ability; this essentially allows you to sacrifice other Uruk-hai to increase
experience of another Uruk-hai horde. Uruk pikemen specifically counter enemy cavalry units and are a must to protect your Uruk warriors from the cavalry to increase armor at the expense of speed (much like the infantry's block formation). Keep pikemen close
to your infantry and ranged units so they can intercept incoming cavalry at a moment's notice. Berserkers aren't trained in hordes and don't require as many command points. They offer strong damage and armor (without upgrades) and excellent in rushing an archer line or thrashing defenses along a castle wall. Use a squad to rampage some
settlements while a main force is occupied. Plus they have the light torch ability to light the Isengard's explosive mine for siege! Construct the armory to upgrade Isengard infantry units (Uruk-hai and pikemen) with the forged blade and heavy armor enhancements. Forged blade increases damage and heavy armor increases armor. Research the
banner carrier upgrade to instantly elevate your infantry hordes to experience level two. Uruk crossbowmen are the Isengard ranged unit and are functionally similar to Mordor's orc archers or Gondor's archers. Protect crossbowmen from close-range attack so they can freely bombard enemy units with projectiles from a safe distance. Construct the
help break infantry lines to reach supporting archers. Utilize the howl ability to increase warg rider damage for a short period of time. Upgrade the warg riders to experience level two instantly. Use warg riders to harass
enemy troops, as scouts, and to scatter formations by charging into engagements. Isengard offers a variety of siege units to topple enemy castles and structures to inflict damage. The ballistae inflicts solid damage against gates, walls, and structures and
mine with the berserker's light torch ability, a fire arrow, or Saruman's fireball. Mordor This section covers general tips for using Mordor. For additional details on Mordor's One Ring powers, heroes, and units, check the multiplayer section of this game guide. Orc warriors and laborers comprise Mordor's One Ring powers, heroes, and units, check the multiplayer section of this game guide. Orc warriors and laborers comprise Mordor's One Ring powers, heroes, and units, check the multiplayer section of this game guide. Orc warriors and laborers comprise Mordor's One Ring powers, heroes, and units, check the multiplayer section of this game guide. Orc warriors and laborers comprise Mordor's One Ring powers, heroes, and units, check the multiplayer section of this game guide.
at lumber mills and primarily gather resources but can be used in combat if necessary (plus their axes are effective against Ents). Orc warriors are unique in that they are free to train. Mordor must use their numbers as an advantage because the warriors are unique in that they are free to train. Mordor must use their numbers as an advantage because the warriors are unique in that they are free to train.
ability; improve experience of one horde at the expense of another. The forces of Mordor recruited Haradrim varriors to join their cause in the fight against Gondor. Haradrim lancers offer both melee and ranged attacks. Upon upgrading the Haradrim Palace to the next experience level, Mordor can create The Soldiers of Rhun (or easterlings), which
are similar to Gondor's tower guards. Toggle the easterlings into porcupine formation to increase armor at the expense of speed. Enhance Mordor's infantry troops at both the orc pit (which creates orc warriors) and the Haradrim Palace (which trains the Haradrim Palace (which trains the Haradrim Palace).
 the banner carrier upgrade and instantly elevate an orc or Haradrim norde to experience level two. Raise the structure's rank by training units at that particular structure. Orc archers from close-range attack so they can freel
bombard enemy units with projectiles from a safe distance. Upgrade the archer's projectiles. Fire arrows help counter mumakil and Ents. The forces of Mordor also feature some impressively large units at their disposal. The
lumbering, pricey mountain trolls provide excellent support for your other forces. Send him into the fray to rough up cavalry and infantry but beware of massed ranged fire. Mountain trolls can grab rocks and trees for added firepower and even eat an orc to replenish health. The drummer troll (trained at the troll cage level two) adds leadership
bonuses to nearby troops by enhancing damage, armor, and experience. Haradrim mumakil are massive elephants that can tear through cavalry and other ground forces but are extremely susceptible to ranged attack. Support mumakil
with other troops and garrison archers enhanced with fire arrows inside the mumakil's carriage. Mordor uses siege tower is much like Isengard's siege ladder. Place the tower against a castle wall and maneuver troops inside and up onto the wall to battle
defenses. Catapults are extremely fragile to infantry and melee attack. Protect these siege units from close assault and bombard enemy defenses and structures from long-range. Rohan This section covers general tips for using Rohan. For additional details on Rohan's Evenstar powers, heroes, and units, check the multiplayer section of this game
guide. Rohan peasants are the sole infantry unit, though they aren't specialized fighters. Peasants repair structures, walls, and gates but can be called into combat duty and enhanced by various upgrades. The Evenstar power "Draft" increases peasant armor and damage to bolster their combat ability. Furthermore, construct a Rohan armory and
research forged blades to increase peasant damage further and research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions to experience and rank; research banner carrier at the Rohan armory to instantly raise peasant battalions are peasant battalions.
The Riders of Rohan can tear through enemy infantry lines; charge cavalry at infantry units to cause trample damage. Avoid an attack against Uruk pikemen (or Gondor tower quards in multiplayer) as these units specifically counter cavalry units. Upgrade Rohirrim at the armory; research forged blades to enhance damage and heavy armor to
increase armor. Use banner carrier to instantly increase a Rohirrim battalion to rank two, research horse shields to further increase armor. Yeoman archers and Rohirrim battalions and hordes. Keep
the Rohan archers at a safe distance and damaging enemy units from long-range. Rohan's cavalry archers are obviously much quicker than Yeoman archers and can escape disadvantageous situations more easily. Enhance both archers and
Rohirrim archers. At the armory, research banner carrier to instantly elevate archers and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman and Rohirrim archers to experience level two. Also, use the heavy armor upgrade to increase Yeoman archers to experience level two.
Ents are slow but extremely durable, though somewhat easily countered by fire arrows and axe-wielding laborers. Ents are also Rohan's siege weapon; toggle Ents between melee and ranged attacks. When using ranged attacks, the Ents grab boulders and hurl the rocks at the designated targets. Ents can thrash base structures fairly quickly. Good
Campaign Walk-through This section covers the walk-through for The Battle for Middle-earth's good campaign consists of eleven fixed missions are scattered throughout the campaign and a certain number must be completed to advance through the fixed story missions. This
walkthrough covers all eleven fixed mission in detail. You'll also find the complete living world map layout for the good campaign; the living world map table reveals all possible territories and missions and their benefits. Completing particular missions rewards the forces of light with resource bonuses, a higher command limit, or an increase in
Evenstar power. General strategies for the optional missions (which feature the same primary objective) are featured in the next section. Living World Map Command the forces of light from Moria to the Black Gate in an effort to hold off the enemies of Isengard and Mordor and give time for Frodo and Sam to reach Mount Doom and destroy the one
ring. The table below reveals all story and optional missions featured in the good campaign; these can differ between games. The optional missions during the campaign; these can differ between games. The optional missions
all feature the same primary objective (destroy the enemy!) but offer different benefits. Note that complete adjacent territories and complete the territory adjacent to The Black Gate in order to attempt the storyline's final mission
Shelob's Lair189--+2 Southern Ithilien14-+20%-- The Black Gate2011--- West Emnet5-+10%+20- Westfold2-+10%-- Strategies for Optional Missions Choose your opt
optional missions that elevate command points to reach the limit of 300 as soon as possible. Missions that provide power can help you acquire Evenstar powers will prove invaluable during Helm's Deep, Minas Tirith and the Black Gate where you're up against overwhelming forces. The primary
objective of the optional missions remains the same across each one: destroy all evil forces, using particular unit functions, or eliminating a particular unit patrol or structure. The optional missions are best used for army building and upgrading. Your army carries
over from battle to battle. The optional missions are an excellent chance to maximize your command limit full of troops and to upgrade your melee units with forged steel blades and heavy armor. You should concentrate on unit experience as well
as purchasing upgrades. Check your unit groupings and see which squads are close to gaining an additional level. Use them to kill enemies and buildings to put them over to the experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry these experienced, upgraded troops into the next level. Carry the next level and 
of your camp. Add buildings depending on current need (if you're low on troops, you may want multiple troop-production facilities). Add defensive structures and fight the battle near the additional firepower. Place buildings
that will help you upgrade any current or new forces with fire arrows, armor, or weaponry. Play defensively at first as you build your army, gather resources, and fund upgrades. As your army grows, scout around your initial camp and search for settlements. Construct additional resource gathering structures. Carefully expand from your initial camp
and engage encountered enemies. After significant battles, return to a defensive stance and regroup your forces before continuing to expand. Find new outposts and begin to control the map. Return to a defensive stance after each new gain. Add siege units to your mixed force to topple buildings and defensive structures as quickly as
possible. Lure enemy units out of the base and into your ranged units' fire. Protect your ranged units with a melee force and engage once the attackers move close to your ranged units. Clear as many units as possible before attacking base structures. Priority targets are defensive and troop-producing buildings. If the enemy attempts to rebuild,
destroy other structures before targeting the structure before targeting the structure that's currently being built (since it can't harm you until it's finished). Moria Objectives: Guide the Fellowship members must survive. Destroy the Balrog. Bonus: Find five treasures. Rank all heroes to level two. Purchase a power. In the opening story
mission of the good campaign, you must guide the Fellowship of the Ring through the goblin-infested Mines of Moria. Your party includes Aragorn, Boromir, Legolas, Gimli, Gandalf, and the four hobbits, Frodo, Sam, Merry, and Pippin. Of your party members, the four hobbits are by far the most fragile. To keep them out of harm's way, you can set
them to use their ranged attack (throw rocks) instead of their melee sword attack. One of your bonus objectives is to purchase an Evenstar power. This Evenstar power increases damage from all of your heroes by 50% and will last throughout the entire campaign. The other two bonus objectives
are somewhat linked. There are five "treasures" scattered throughout the Mines of Moria. These treasures are actually experience bonuses that instantly level up the character that picks up the treasures is extremely important. Attack with the Fellowship
together but toggle the Hobbits to their ranged attack to keep them away from enemy forces. You can choose who picks up the treasure or experience bonus. Gathering three of the five treasures with Aragorn, Gandalf, and Gimli is a wise decision because each of these heroes receives a powerful ability upon attaining level two. The hardest heroes to
level up will be the hobbits--since you're more than likely keeping them out of harm's way. After you've leveled up all other heroes, try and score kills exclusively with the hobbits in an effort to meet the bonus objective. Conversely you could use the hobbits to pick up the treasure then keep them away from fights while your other heroes soak up the
damage, kills, and experience. Regardless of your technique, it's important to have Gandalf at level two by the level's end sequences. Advance to the northeast and combat the goblins that attack. Keep your heroes together and ensure each
hero engages in the battle. Pick up the nearby experience upgrade with the hero of your choice. Grab the next upgrade in the adjacent room while fending off the goblin archers. Use Gandalf's wizard blast ability to knock down the troll then move in other heroes to
attack. Pick up the next treasure to level up one of your heroes. Explore the second northwest tunnel to find a squad of melee and ranged goblins protecting the next experience upgrade. Pick up the upgrade with your preferred hero. After battles, take time to heal your hero's with Aragorn's athelas. Continue eastward into Balin's Tomb. Goblins and a
couple cave trolls will attack from the door you entered. Heal up as needed and prepare for the battle. Separate your heroes into two groups placing your melee attackers together and your ranged attackers together and your ranged attackers together. Save Gandalf's wizard blast for the cave troll. Use Gimli's leap attack against incoming clusters of goblins; if you have leveled up
Aragorn, toggle his blade master ability. Use Gandalf's lightning sword ability to inflict big damage against the Balrog. After the battle, continue into the next chamber and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm. Pick up the final treasure and toward the bridge of Khazad-dûm.
any remaining heroes to fight remaining bettles before the bridge. Cross the bridge. Cross the bridge. Cross the bridge the Balrog while the remaining fellowship escapes Moria. With Gandalf around the area to steer clear of the Balrog while the lightning sword ability to damage the Balrog. Move Gandalf around the area to steer clear of the Balrog while the lightning sword ability to damage the Balrog.
ability regenerates. Use the lightning sword attack once again. It will take several blows to down the Balrog, Keep Gandalf away while the ability recharges. Defeat the Balrog to conclude the level. Lothlorien and the company of elves.
Unfortunately the goblins and cave trolls have continued their pursuit. The Fellowship must enter Lothlorien and help defend the land from the attackers. Elven Warriors arrive to help escort the Fellowship to hold off the initial pursuers as you south toward Lothlorien. Eliminate any remaining hostiles and cross the bridge into
Lothlorien to begin the next stage of the mission. Objectives: Build a barracks to train Elven Warriors. Defend Lothlorien from Moria Goblins. All Fellowship members must survive. Bonus: Destroy enemy Lumber Mills. The incoming goblin and cave troil assault is much fiercer than those initial pursers. Create barracks to train Elven Warriors. Set the
rally point to one of the Lothlorien bridges. Use the elves as ranged units to support your strongest melee heroes--Aragorn, Gandalf, Gimli, and Boromir. Place Legolas in a group with the Elven Warriors to aid in Lothlorien's defense. To fund
your Elven Warriors, gather resources by picking up the treasures scattered throughout Lothlorien. Since your hobbits are more hindrance than help in Lothlorien and pick up all of the treasures
to fund defense. As attackers approach, keep your ranged units behind your hero melee attackers with the melee units while archers pelt enemies from long-range. Counter the approaching cave trolls with Gandalf's wizard blast, which knocks the cave troll to the ground and leaves it vulnerable to melee and ranged
attacks. To fund your Elven army, use the Hobbits to explore Lothlorien and pick up the treasures within. Destroying the three Lumber Mills (marked on the mini-map) completes a bonus objective and also uncovers some additional treasure. Send a couple squads of Elven Warriors to destroy the undefended Lumber Mills. Don't send your heroes,
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which are better used against the incoming attackers. Organize these Elven Warriors into specific groups so you can recall them easily if one of the incoming goblin assaults moves in their direction. Set your hero abilities to auto so Aragorn uses his blade master, Gimli uses his leap attack, etc.-that is if you don't micromanage the fight. You may have better results using Gimli's leap attack manually; target an incoming goblin squad for optimum effect. Likewise, cast Gandalf's lightning sword against a squad of incoming goblin squad for optimum effect. Likewise, cast Gandalf's lightning sword against a squad of incoming goblins to fry the attackers. Your melee heroes soak most of the damage. Use Aragorn's athelas ability to heal nearby heroes. Amon Hen Objective: Frodo and Sam must survive. The Fellowship is separated as the mission at Amon Hen opens. Aragorn, Gandalf, Frodo, and Sam begin the southwestern corner on the summit of a hill. Combat the attacking Uruks to complete the first task. The battle is relatively short so Frodo and Sam can participate in the battle, though you could toggle them to ranged attacks so the hobbits stay out of the thick of battle. Activate Aragorn's blade master and use Gandalf's wizard blast as needed. Heal the heroes with athelas. After surviving the attack on the summit, the camera reveals Legolas and

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Gimli. Uruks attack Legolas and Gimli north of your position. Select Aragorn, Gandalf, Frodo, and Sam and Gimli's special abilities to auto so you can concentrate on maneuvering Aragorn, Gandalf, Frodo, and Sam to rendezvous and assist their comrades. Keep Frodo and Sam behind their
stronger allies and set them to ranged attacks so the hobbits remain at long-range during a battle. While in route to Legolas and Gimli, Aragorn, Gandalf, Frodo, and Sam encounter a couple cave trolls. Use Gandalf's wizard blast or lightning sword and activate Aragorn's blade master for the fight. Keep Frodo and Sam back and away from the cave
trolls. Move Legolas and Gimli south to assist and add their abilities into the mix. Heal heroes with Aragorn's athelas ability. Defend the position against several more Uruk squads and a gang of warg riders. Cycle through your heroes and utilize the available special abilities--or set them to auto--to combat present enemies. Keep Frodo and Sam behind
the better fighters; if they become targets, move them away and focus all other hero attention on the pursuers. As you defend the area, Boromir uses the Horn of Gondor--he, Merry, and Pippin on the eastern edge of the map.
After clearing the immediate area, group your heroes and proceed east. The road moves through a valley; Uruk crossbowmen maintain position on the mountaintops flanking the valley road. Combat the foes with Legolas' ranged attack or even send your melee fighters to attack the crossbowmen at close-range. Don't send Frodo and Sam through the
valley first and allow the enemies to target them. Save Boromir by moving him away from enemy attack and by healing him with Aragorn's special ability. Group your heroes near Boromir to help fend off his attackers. Position Frodo and Sam away from the battle and switch the hobbits to ranged attack (if they aren't already). Once all are together,
activate Aragorn's athelas ability to heal nearby heroes (including Boromir). Your other heroes' attack abilities can be on automatic, though you may want to use them manually for optimum effect. Lurtz, the Uruk-hai hero, arrives shortly from the south. Don't let him pelt your heroes from long-range. Immediately select your melee forces and
concentrate their attacks on Lurtz. Use Aragorn's athelas once it's recharged and save Boromir to complete a bonus objective. Secure the boat so Frodo and Sam can escape. The mission's final task is to ensure Frodo and Sam's safety in reaching a boat northeast of your current position. The enemy tosses everything at your position in an
effort to prevent Frodo and Sam reaching the boat and their escape toward Mordor. Cycle through your heroes and manually implement their special attacks against enemy squads. Counter the cave trolls with Gandalf's wizard blast then immediately focus all attacks against enemy squads. Counter the cave trolls with Gandalf's wizard blast then immediately focus all attacks against enemy squads.
boat, the mission completes successfully. Eaves of Fangorn Objective: Destroy all enemy buildings. Destroy Lumber Mills to get Ents. Bonus: Call in Eomer's army when he arrives. Rescue Merry and Pippin. Level up three battalions. At the Eaves of Fangorn, your command a small group of Rohan Rohirrim in pursuit of a squad of Uruk-hai, who
coincidentally have captured Merry and Pippin, two hobbits from the Fellowship. Your orders are to crumble the enemy structures in the region; eliminating the enemy Lumber Mills, which are destroying Fangorn's trees, will grant you the use of an Ent. The Ents are a race of "living" trees; they're mobile (though slow), durable, and offer powerful
melee and ranged attacks. Destroy lumber mills to gain the favor of the Ents. The Rohan army you've trained through the optional missions up to this point provides reinforcements into this battle. Obviously the stronger you've developed that army, the easier this mission becomes. As the mission opens, move to the southwest corner and just east of
the start position to find a couple Lumber Mills. Acquire the Ents and add them to their own grouping. Push carefully to the east and find the outpost. Build your own outpost and construct a farm, well, and armory upgrades when available and add them to your Rohirrim and eventually to any of Eomer's army. There's another Lumber
Mill slightly east; recover a third Ent. There are a couple cave trolls in the southeast corner. Don't send your Rohirrim there. If you do want to eliminate the cave trolls, use Ents and their melee attacks. You can toggle Ents between melee attacks. You can toggle Ents between melee attacks.
Ents to use their boulder ranged attack to pummel enemy forces from longer range (also excellent at attacking enemy structures). It's possible an Ent may be hit by a flaming arrow during the course of the mission. A few hits and the Ent bursts on fire; move the lit Ent to the river and he'll put out the flames (otherwise he suffers continual damage)
Hold position at the outpost and utilize the well to heal troop damage. Call in Eomer's army when available to conduct the push across the river and toward the enemy's larger base areas. Collect and group the Ents to support your Rohirrim and
Eomer's army. Cross the river and move toward the west. Destroy more Lumber Mills, gain an Ent, and continue the push. Locate Merry and Pippin will escape into the forest. The primary enemy camp is found in the north middle section of the map.
Explore the northeastern area for additional Ents and topple more structures. Build farms on conquered sites to fund your armory upgrades; retreat your forces to the well and bombard them upon arrival. Protect Eomer's army for future missions. Clear out the
enemy base and remaining structures to complete the level. Helm's Deep Objective: Destroy all the forces of Isengard. Bonus: Call in Eomer's army when he arrives against Isengard's army at Helm's Deep. It's a ferocious, relentless assault. Keys to
successfully completing the mission include proper unit placement, acquiring upgrades, and using your heroes to assist in the defense. Begin by immediately constructing farms on build spots to increase resource production. You'll also want an armory for the heavy armory upgrade. Line the walls of Helm's Deep with archers. Acquire upgrades and
enhance all of your forces. Start training archers at the range and position them along the rampart that stretches from the west to the east. Maintain a large spread, though place a slightly greater concentration over the stream that flows toward the Helm's Deep wall-. Isengard mine carriers attack this area and must be repelled or the wall will be
breached. Helm's Deep also offers a few extra resources. Search the area just south of the heroes' start position to locate the treasure. Move a hero to the position to add the upgrade to every archer group. Likewise, upgrade every archer group
with the heavy armor upgrade when it's available. Position your heroes along the wall. Place Legolas near the wall's weak spot. Also use the banner carrier upgrade from the armory once you've completed other upgrades and created sufficient archers. Elves arrive
early in the mission to provide their assistance. Add the elves to your archer groups along the ramparts. Note that the elven archers can--and should--be upgraded as well. Other melee heroes will be there to help repel any attackers that reach the wall via siege ladders. Plus, Aragorn and Theoden offer the leadership ability that improves nearby
troops. Spread Aragorn and Theoden out to maximize leadership's coverage. Move Gimli near the gate and set his axe attack, refugees enter from the southern edge. Rescue the refugees with your cavalry units.
Send your cavalry out of Helm's Deep and to the refugees. Fend off the pursuit of the ward riders. Once to Helm's Deep, the refugees offer a reward of resources with the new peasants or your cavalry. Make sure the approaching horde for explosive mines. Defend the weak spot in the Helm's Deep wall by
shooting the approaching mine carrier. As stated previously, Isengard's assault is ferocious and relentless. The troops include infantry, crossbowmen, siege ladders once they're within range. If a ladder reaches the wall, enemy forces pour onto the ramparts. Your archers can
fall quickly, especially if other archers are focused on incoming Isengard forces. Counter these enemies with your heroes positioned on the rampart. An archer group or two may be needed above the gate (along with Gimli) to repel the battering rams. Focus attacks on the rampart on the rampart any damage to the gate with peasants
within Helm's Deep. Ballistae pose another threat because of their long-range; Legolas may be able to reach the ballistae so focus his attack on any ballistae firing on your archers. Continue to upgrade archers (fire, armor, banner, Legolas training) as needed during the battle. Watch your command points; if you dip below the maximum, create
additional archers and set the rally point to the rampart (particularly in the location of most need). Sufficient defense also requires you to scan the incoming Isengard forces and locate incoming mine carriers. Focus your attack on the mine carriers when it moves within range (Legolas provides invaluable assistance as well). If you aren't paying
attention to incoming forces and hear an announcement that a mine carrier is close, it may be too late. Killing a mine carrier too close to the wall as possible. If the worst happens and Helm's Deep is breached by Isengard forces, retreat your
archers and form along the chokepoint to create a crossfire situation. Utilize your melee heroes to hold attackers hand-to-hand. Objective: Destroy all Isengard camps. Call in Eomer's army (who arrives with Gandalf as
well) once it becomes available--though make sure you have already maximized your command points. Use Eomer's forces to assist your troops at Helm's Deep if necessary then assault the two camps and keep units alive. Don't waste any units when
you've essentially already won the battle. Be patient and assault the camps slowly and carefully if necessary. Isengard is a fairly straightforward mission: train Ents at the Ent Moot and level Isengard's structures en route to the dam in the
northwestern corner. The Ents are basically juggernauts and, particularly in numbers, can rip through Isengard's defensive force. The biggest danger is fire arrows repeatedly strike, the Ent lights on fire. Move the Ent to a pool (one near the start, a few within Isengard) to douse the flames. Keep your Ents in one force. Set some Ents to
use their melee attacks while remaining Ents use their boulder-toss ranged attack. Merry and Pippin join the Ents in the assault; it's not worth moving them into battle. The hobbits are extremely fragile and can perish from falling debris if you aren't careful. Ents can hurl boulders at long-range-an excellent way to level the structures within Isengard.
Destroyed Isengard structures leave behind treasures that convert into resources. You'll use the resources to create more Ents at the Ent Moot. The Ents are quite slow so set the rally point toward Isengard in case you forget to move a produced Ent toward the enemy base. Check the overhead map and note two neutral sites on the map--one in the
northeast corner and another in the southwest corner. Send one Ent to each location to eliminate the neutral foes and the sites and gather more treasure from the destruction. Rampage slowly through Isengard and bombard enemy units and structures. Move as a group so enemy forces can't focus on a single Ent. Keep Treebeard using ranged
weapons to keep him relatively safe to complete one of the mission's bonus objective. The second objective involves eliminating Saruman. Expect him to attack your Ents as they move into Isengard. Focus all of your Ent attacks on the evil wizard; the Ents in force are no match for Saruman. Push patiently and carefully through Isengard. Crush
everything with Ent melee and ranged attacks. Assault the dam in the northwest corner once Isengard's forces are sufficiently repelled. The mission concludes when the dam crumbles and the flooding of Isengard begins. Northern Ithilien Objectives: Destroy the Lumber Mills to the east. Destroy all Mordor forces in the area. Frodo must survive.
Bonus: Level up Faramir to rank two. Faramir to rank two. Faramir and Gondor rangers encounter Frodo and Sam at Northern Ithilien. The forces of Haradrim, now aligned with Mordor, possess camps in the area. Your initial forces include Faramir, the two hobbits, and a couple ranger squads. Use initial resources to train more rangers at the Forbidden Pool just to the
west. Additional unit creation will upgrade the pool; as soon as the pool upgrades, research fire arrow and add the upgrades when the pool reaches level two. Group Faramir and the rangers together and proceed to the east. Keep Frodo and Sam safe; if you
do choose to use them in battle, set both hobbits to their ranged attack to keep them out of melee engagement. As the mission wears on and the battle becomes much more difficult, position Frodo and Sam away from enemy forces. Faramir
from long-range. Destroy the mills and surrounding forces. A northern camp includes the imposing mumakil. As instructed, shoot your fire arrows (wait for the upgrade if necessary) at the mumakil. Set the mumakil on fire and he'll rampage and possibly crush nearby enemy troops. Be extremely careful when igniting a mumakil; if your own forces are
in the mumakil's path, you'll be crushed instead. Destroy three lumber mills to receive a new objective: Acquire the south. Continue to upgrade and train more rangers as you gather resources from destroyed structures. Add the rangers to
your attack group as you move south through the map's center. As the enemies from a distance. The enemies concentrate their strikes on Faramir leaving your rangers assault the enemies from a distance.
Watch Faramir's health and retreat when necessary and return to ranged strikes. The elevated southern section contains more small camps and more penned mumakil. Clear out all the camps, gathering revealed resources, and bombard the mumakil with fire arrows. Rescue the rangers in the southwest area of this section; you also receive trebuchets
for your effort. Continue to train rangers from the Forbidden Pool and set the rally point to the southern middle section. Eradicate enemy forces on this southern area to trigger the next objective: Destroy the Mordor camp in the southern middle section. Eradicate enemy forces on this southern middle section.
trebuchets within range of the Mordor camp's structures. Set up your rangers to provide support when Mordor's army launches their counter attack to your siege bombardment. Focus all ranger (and Faramir) attention on units while the trebuchets crush base structures. Objective: Set up a camp. After clearing the southeastern camp, you receive
5,000 in resources to build your own camp on the spot. It is possible to complete the mission without ever building a camp. There's another Mordor base to the north. You could wipe out that base entirely (using the 5,000 for more rangers) to complete the mission. An enemy convoy arrives from the south. Position your rangers to bombard the convoy
with fire arrow crossfire. However, setting up a camp allows you to build a well-to heal your rangers-and a blacksmith-to upgrade your rangers. Construct three farms, a well, and a blacksmith at minimum. You may also want another archery range so you can add troops quickly. Don't forget you still have the Forbidden Pool in the northwest and
don't hesitate to bolster your forces with Gondor cavalry. Use the blacksmith to research banner carrier and armor (once the structure upgrades) and spend resources to upgrade all rangers. It's announced that an enemy convoy is en route and will arrive within five minutes. You can set up your rangers as instructed on the overhead map (for crossfire
coverage on the convoy) or simply place them along the eastern side of the convoy's path near your own base. That way you're well within range of retreating to your base and the healing effects of its well. Counter the mumakil with your fire arrows. Push toward the northern base with a full command point army worth of rangers, archers, and cavalry
(and well upgraded). Take the time to maximize units and upgrades. Support your forces with the trebuchets. Retreat to the well as necessary. Destroy all Mordor structures. Bonus: Call in Faramir's army when he arrives. Change the formation of a
battalion of infantry. Osgiliath is already under assault when the mission opens. Unfortunately, reinforcements in the form of Faramir's army are 13 minutes away. Immediately gather your troops engaged at each of the three bridges and move them back toward your base. At the base, construct a blacksmiths (for resource gathering), defenses, and a
well to heal your forces. There's a second camp in the southwestern corner; once you possess a significant revenue stream, send a squad south and form a camp. Build additional blacksmiths (as well as defenses) to further bolster resource production. Train soldiers and archers in mass at your main base. As soon as both structures reach their next
level, train tower guards and rangers instead. Don't forget to research fire arrow at the archery range when available. Once the blacksmith upgrades to level two, research banner carrier, forged steel, and heavy armor upgrades. There are also towers at each
bridge. Garrison archers inside the towers to help secure and defend the Osgiliath bridges. Beware of catapults waiting on the far side of the bridges. Construct a Gondor workshop and build trebuchet to counter the enemy catapults. After the workshop raises a level, research the fire stone upgrade to increase trebuchet potency. Counter the Nazgui
with your ranged units. Listen carefully and you will hear the distinctive screech of a Nazgul flying around the eastern side of the map. Counter the Nazgul with a large force of ranged units. The Nazgul can respawn eventually so be ready for a second (or more) attack during the course of the mission. Take control of each bridge with mixed forces of
infantry and ranged units. Added trebuchets into the mix to protect your forces from catapults and even clusters of enemy ranged units. Place Gondor infantry into block formation to fulfill a bonus objective and to better protect them from attack. The units lose speed but you won't need speed in defense of the bridge. Toggle formation and return to
line as you push across the bridge. Though your forces will be spread in attack and defense of each of the three bridges, adjust position as needed to support an undermanned area, particularly once Faramir arrives. With the aid of Faramir's army, push across the bridges and assault each Mordor base in the southeastern corner. Bombard structures
with trebuchets while crushing incoming enemies with an archer line followed up with infantry and cavalry attack. Retreat to your base (or southwestern expansion) as needed to heal and regroup. Shelob's lair. Find all treasures in Shelob's lair. Use the
Phail. Eliminate the initial spiders with Sam's melee attack then find the first webbed unit just to the south. Strike the web with Sam's attack to free the infantry unit. This is a patient trip through Shelob's lair. Move slowly and carefully to trigger as few enemies as possible as you explore and uncover additional webbed units and treasures (these add
to your resources, which will be needed later in the mission). Objective: Help the soldier find the rest of his party. Explore the northwestern corner contains more spiders, a webbed unit, and more resources. Search Shelob's lair for Gondor units
trapped within the spider's web. Move through the tunnel along the northern edge. There's a cave troll lurking inside the northern tunnel. Use Sam's Phail to frighten the east and free additional units. The east path leads to a dead-end with some treasure
and enemy archers on the ledge above; counter with your own archers. Proceed to the south and rescue four more units. Reach the primary junction inside the map's middle, spot Gollum overlooking the action. The southern chamber while map's middle, spot Gollum overlooking the map's m
your rescued archers fire on Shelob. Utilize Sam's Phail to keep Shelob away. Surround her with your soldiers and continue to fire arrows into her. After slaying the monster, explore the western side to uncover additional treasures and units. You're instructed to proceed toward Cirith Ungol; the path leads through the southeastern corner of the map.
Before moving there, be sure you've fulfilled bonus objectives and rescued all units and found all treasure. Scan the map and explore the cavern one last time if you haven't met the requirements. Move to the east just south of the route to Cirith Ungol and find some orcs protecting an outpost site. Chase away the enemies with the Phail as your troops
eliminate the enemy forces. Objective: Destroy and capture the orc outpost. Use the Gondor forces gathered to eliminate the lumber mill and begin construction of your own outpost in the southeastern corner of the lair. Eliminate the tower. Mass your army just south of Cirith
Ungol and push once you've reached your command limit. Build a blacksmith, barracks, and archery range; when each structure reaches the next level, train tower guards and
rangers and research the fire arrow upgrade. The Gondor blacksmith provides resources. Once it reaches the next level, use the blacksmith to acquire banner carrier, forged steel, and heavy armor upgrades. Bolster your trained army with these upgrades. Note that you won't be able to upgrade the units rescued from Shelob's lair. Defend the outpost
from enemies arriving from the north while you maximize your army and upgrades. Don't advance on the northern army until you have acquired all upgrades and filled your population limit. Patiently advance to the north. Watch the high defending archers; counter them quickly with your own archers and rangers. Beware of the trolls in the western
side of the base. Focus all of your archers and enemy to clear the path for Sam through Cirith Ungol. Minas Tirith Objective: Destroy all evil forces. Bonus: Level any hero to rank eight. The forces of Mordor have
reached the outskirts of Minas Tirith to attack the great city of Gondor. This mission recreates one of the most exciting sequences in The Return of the King and plays out very similar to the feature film. Gondor begins alone at the level's start-you have 25 minutes before Rohan reinforcements arrive. There are many build sites within Minas Tirith. Fill
many of them with blacksmiths to generate a lot of income. You should also build a Gondor marketplace and research the iron ore upgrade to further increase resource income from the blacksmiths. Build an archery range and start training archers. Position your archers along Minas Tirith walls, much like you did at Helm's Deep. Scan along the
Minas Tirith walls and build trebuchet defensive emplacements at each spot. To upgrade the structure and receive the ability to research fire stones. Faramir's army arrives during the opening stages of the mission.
Continue to train more archers depending on need. Position Faramir on the wall to assist with his ranged attack; maneuver Gandalf onto the wall as well so you can use his lightning sword attack against approaching orcs and his Istari light ability against the eventual Nazgul assault. After upgrading a blacksmith, begin research of banner carrier and
heavy armor. Once the archery range upgrades, be sure to acquire fire arrows. Strengthen your archer squads with trebuchets and archers army for priority targets, which include siege towers and catapults. The orcs of Mordor approach and level the four farms along the
outskirts of Minas Tirith. Bombard any orcs within range with the trebuchets and archer defenses as necessary. Make sure you eliminate the siege towers by focusing trebuchet attacks. Mordor catapults may remain out of range. Counter them if possible but if the catapults
remain out of range, focus your attacks on closer foes. Enemy forces eventually move in the Grond to bust down the Minas Tirith gate. Focus all nearby trebuchets and focus attacks as needed. Beware of the Nazgul that enter the battle. Counter the
Nazgul with archers, Gandalf's Istari light, or with the eagles Evenstar power. When the countdown reaches zero, the forces of Rohan in; the reinforcements will put you far over the command limit. Use the Rohan Rohirrim and ranged units to tear through
Minas Tirith, be sure your own trebuchet emplacements aren't inadvertently bombarding friendly units. Once the army of the dead arrives, time is short for the forces of Mordor. It's a long battle against the mumakil and remaining orc forces. Mordor continues to press even though you've likely gained a significant advantage. Even if you're
struggling, hold out until mystery reinforcements arrive. Aragorn, Legolas, and Gimli automatically (you don't call them in) arrive with the Oathbreakers, the army of the dead arrive, the battle is essentially over. Maul all remaining Mordor forces, mumakil, and base structures with the Oathbreakers to conclude the mission. The Black
Gate Objective: Draw out all of Mordor's forces so Frodo can travel safely to Mount Doom. Survive the first attack wave. Bonus: Keep heroes alive for the entire battle at the Black Gate. The other army will arrive later as reinforcements. At the two camps
immediately build resource gathering structures and add defensive structures to aid in your retreat (if necessary) during the course of the mission. There's a third camp site in the center. Erect a camp and add additional resource gathering structures. If available you should also add a Gondor marketplace and use it to further bolster resource
production with iron ore or grand harvest. Place wells so you can heal your troops between attack waves. Prepare your army with full upgrades in preparation for the forces of Mordor flooding through the Black Gate. Crush incoming Orcs with your cavalry units. Support them with your ranged units. Reinforce your army as necessary and eventually
acquire upgrades to bolster your current forces' strength or any army you train throughout the battle. Build a solid economic infrastructure to support any reinforcements you may need throughout the long battle that consists of several attack waves. Objective: Survive the second attack wave. Nazgul arrive soon after you hold off the first Orc attack
wave. Counter Nazgul with ranged units armed with fire arrows. Concentrate fire on any Nazgul in range; the aerial unit takes priority over any incoming ground force. The second attack wave consists of a huge Orc ground force. Trample over the Orcs with your cavalry units. Keep your ranged units close to support. Retreat to your wells between
battles. Objective: Survive the third attack wave. Beware of the warg riders from the northwest and southwest. Defensive structures at your base should handle the invading forces or adjust some cavalry and ranged units as needed. Try not to allow forces from the Black Gate to slip by your main army. This may force you to adjust your units' position
to intercept the incoming units and leave you weaker at the center battle's point of attack. The third wave contains mountain and drummer trolls. Focus all ranged attack on the trolls. Keep your melee units targeting Orc forces and steer clear of the trolls. Train plenty of archers (with fire arrow upgrade) in preparation for the next attack wave
Objective: Survive the fourth attack wave. Position your ranged units around the approaching enemy lines to maximize firepower and damage. You're in the home stretch once you're told to survive the fourth attack wave. Unfortunately, it's a strong attack wave. Wumakil arrive with plenty of ground support. Use fire arrows to counter the mumakil
Do not attack mumakil with melee forces. Retreat to your base defenses if necessary. Continue to train new units and set the rally point to the ongoing battle. The fourth attack wave is the perfect opportunity to use any Evenstar powers, particularly reinforcement powers, you've saved thus far. Mordor is emptying; you must defend the camps at all
cost. Hold off enemy forces because your own reinforcement army arrives during the late stages of this mission. Immediately move the army toward your bases to defend your camps. A countdown reaches zero. Use your
reinforcement army to clear your base structures of enemy invaders. Replace any destroyed defensive structures of the battle. Evil Campaign Walk-through for the remaining minutes of the battle for Middle-earth's evil campaign. The campaign consists of ten fixed
missions and over twenty optional missions. The optional missions. The optional missions are scattered throughout the campaign; the living world map table
reveals all possible territories and missions and their benefits. Completing particular missions rewards the forces of darkness with resource bonuses, a higher command limit, or an increase in one ring power. General strategies for the optional missions (which feature the same primary objective) are featured in the next section. Living World Map
Command the forces of evil from Isengard to the Minas Tirith in an effort to obliterate the armies of Rohan and Gondor and eliminate the heroes of the Fellowship. Prevent the Hobbits from reaching Mount Doom and destroying the one ring. The table below reveals all story and optional missions featured in the evil campaign. You will play the story
missions during the campaign; completing the story missions rewards you with their respective benefits. You will also complete a number of optional missions during the enemy!) but offer different benefits. Note that completing a
mission allows you to attempt and complete adjacent territories. TERRITORYACTSTORY MISSIONRESOURCESCOMMANDPOWER Amon Hen43--+1 Anfalas13-+10%-+3 Anorien17-+10%-- Belfalas13---+2 Druadan Forest17---+1
Dunharrow8--+50+1 East Emnet11--+25- Eastern Rohan11-+10%-- Eaves of Fangorn3-+10%-+1 Edoras74-+50+1 Emyn Muil17---+1 Enedwaith11-+20%+50- Gap of Rohan3--+25- Harlond17---+2 Helm's Deep105-+50+1 Isengard11-+25+2 Lebennin17---+1 Minas Tirith1810---
It's certainly important to elevate your command limit to the maximum of 600. Story missions alone bump it up +200. Choose optional missions that provide power can help you acquire one ring powers as early as possible. Resource powers will help you churn out
more units to maximize your command limit and the Balrog provides powerful assistance during Minas Tirith. The primary objective of the optional missions remains the same across each one: destroy all evil forces! Bonus objective of the optional missions remains the same across each one: destroy all evil forces! Bonus objective of the optional missions.
particular unit patrol or structure. The optional missions are best used for army building and upgrading. Your army carries over from battle to battle. The optional missions are an excellent chance to maximize your command limit full of troops and to upgrade them to the highest possible degree. Upgrade your ranged units with fire arrows and
upgrade your melee units with forged steel blades. You should concentrate on unit experience as well as purchasing upgraded troops into the next
battle as further advantage against the enemy forces. When an optional mission begins, start construction of your camp. Add buildings depending on current need (if you're low on troops, you may want multiple troop-production facilities). Add defensive structures as added firepower against enemy forces. If you're attacked early in the mission,
retreat your units to the defensive structures and fight the battle near the additional firepower. Place buildings that will help you upgrade any current or new forces with fire arrows or weaponry. Play defensively at first as you build your army, gather resources, and fund upgrades. As your army grows, scout around your initial camp and search for
settlements. Construct additional resource gathering structures. Carefully expand from your initial camp and engage encountered enemies. After significant battles, return to a defensive stance after each new
gain. Add siege units to your mixed force to topple buildings and defensive structures as quickly as possible. Lure enemy units out of the base and into your ranged units. Clear as many units as possible before attacking base structures.
Priority targets are defensive and troop-producing buildings. If the enemy attempts to rebuild, destroy other structures before targeting the structure that's currently being built (since it can't harm you until it's finished). Isengard Objective: Chop down trees in Isengard to uncover foundations for building. Build 100 Uruks. Bonus: Build 16 buildings
Level up Saruman to rank two. Finish the level with 100 Uruks. Purchase a power. Orc laborers at your Isengard lumber mills are hard at work chopping down trees to fund Saruman's army of Uruks. As the laborers will continue hard at work and
reveal build site after build site. Construct a second Uruk pit then fill the rest of the build sites; one of the main objectives is to build 16 buildings. Train Uruk-hai and crossbowmen from the Uruk pits. One of the main objectives is to train 100 Uruks; one of
the mission's bonus objectives is to finish the level with 100 Uruks. Fill your command limit to the max with Saruman's army. Purchase the war chant one ring power to fulfill an objective. Orc laborers clear the trees of Isengard and reveal new build spots. Rohan Rohirrim arrive at Isengard. Saruman can handle the invaders on his own. Complete a
bonus objective (level up Saruman to rank two) by using Saruman to fight most enemy invaders. Use Saruman's wizard blast to crush the Rohirrim; finish them off with his standard attack. Yeomen archers also arrive; intercept them with Saruman and use his wizard blast ability and melee attacks to eliminate the foes. Raise Saruman's level Saruman
as soon as possible to receive his fireball ability. Objective: Kill the Ents. A group of massive Ents arrive at Isengard to reclaim their forest. The Ents can quickly demolish the wall surrounding Isengard. Remain inside and wait for the Ents to break through.
(though you may not reach level two until later in the mission). Orc laborers are also effective against the Ents, continue to retrain from the pits. Counter Elven warriors that arrive from the northeast with Uruk-hai and crossbowmen--and Saruman since he
can make quick work with his wizard blast. It's important to use Saruman to level him up to level two as soon as possible to use fireball against the additional Ents and even the Rohan and Elven units that attack Isengard. Ents move very slowly so keep your crossbowmen back and away from Ent melee attacks. The mission's final battle consists of
Saruman's Uruks versus a huge force of Rohan Rohirrim. A large group of Rohan Rohirrim arrives from the south near the mission's end. Rush the Rohan with all units, including laborers. Soften up the Rohirrim with projectiles; keep 100 Uruks alive to fulfill a bonus
objective. Fangorn Objective: Destroy the Entmoot. Kill Treebeard. Bonus: Level up Saruman to rank three. Command a horde of Uruk warriors to use their bloodthirsty power on another horde of Uruk warriors. Combine a horde of Uruk warriors to use their bloodthirsty power on another horde of Uruk warriors to use their bloodthirsty power on another horde of Uruk warriors.
Uruks against the Ents of Fangorn. You'll battle two Ents immediately; counter the Ents with crossbowmen with fire arrows, Orc laborers, and Saruman's fireball ability (if available). Move your forces to the camp site in the northeast. A squad of Elven warriors protects the camp. Eliminate the enemies with crossbowmen (fire arrows specifically) and
Saruman. Keep Saruman engaged in most battles (with wizard blast and fireball) so he'll gain experience and an additional level to fulfill a bonus objective. During the course of the mission, complete bonus objective by using the bloodthirsty power from one Uruk horde to another. Also, combine a horde of crossbowmen with Uruk-hai to fulfill a
second bonus objective. Objective: Destroy the Elven camp to prepare for the battle against the Elven camp as well as the Entmoot. At your own camp site, build a couple furnaces, a Uruk pit, an armory, and
defensive structures to help hold off Elven patrols. Build a lumber mill just to the northwest on the settlement. Acquire fire arrow and banner carrier upgrades at the armory and upgrade your army for this map;
seek out these allies and save them for the final battle against the Ents at the Entmoot. The cave trolls prove invaluable supported by Saruman and your ranged units. Maintain position at your camp in the northwest. Counter Elven warriors with fire arrows and Saruman
counter Ents with fire arrows, laborers, and Saruman's fireball. Demolish the Enter camp and add resource structures to keep your economy flowing to fund any reinforcements or upgrades needed. Crush the Ents with Saruman's fireball, fire arrows, and laborers. Begin your advance toward the Entmoot. Focus fire arrow attacks on the Ents and use
Saruman's fireball to assist. Group the cave trolls together and focus their attack on the Ents and is especially tough. If necessary, retreat to your base and its defensive structures for additional firepower. Utilize the war chant power for additional aid. Leave the Entmoot
after eliminating the Ents so you can regroup your forces. Maximize your army by filling the command limit and acquiring any remaining upgrades. Destroy the Entmoot to complete the level successfully. Amon Hen With the Uruk
hero Lurtz and a couple squads of Uruk-hai and crossbowmen. Train more crossbowmen from your Uruk pit before moving to the south. Organize your army into melee and ranged groups and proceed south to battle the Elven archers in the woods. Continue to push south and locate more archers, including the Fellowship hero Legolas. Ensure Lurtz
participates in all battles. You can toggle Lurtz's weaponry; he can use a bow or a sword. One of the mission's bonus objectives is to level Lurtz to rank two. Add him to a separate group so you can ensure he's close to the action at all times. Focus your attack (especially Lurtz's) on Legolas to eliminate the enemy hero. Objective: Take control of the
summit of Amon Hen. Surround the summit of Amon Hen and eliminate the Fellowship heroes. Surround and slaughter the enemies on the summit of Amon Hen. The adversaries include the hero Gimli. Focus Lurtz's attack and cripple ability on Gimli. Continue to reinforce your army with additional units trained from the pit at the start position. Set
the rally point toward your mobile force to usher new troops quickly into the battle area. One of the mission's bonus objectives is to seek secret allies. Locate a cave in the southwest corner to add cave trolls to your army. Place the trolls in their own battle group and focus their attack on heroes and tougher enemies. Support these durable melee
beasts with your plentiful crossbowmen. Proceed east and spot the Hobbits Sam and Frodo fleeing the area. Your own reinforcements appear in the area but the Rohan cavalry much more effectively. Regroup your army before advancing to the north.
Add the pikemen to their own battle group and focus their attack on any cavalry in sight. To the north you'll encounter Boromir, Merry, and Pippin with Elven warrior support. The hero Aragorn also joins the fray. Obliterate the heroes with the help of Lurtz, the cave trolls, and your plentiful crossbowmen. Continue to train new troops from the Uruk
pit to replace any of your slain warriors. Defeat all heroes, including Merry and Pippin, to complete the level successfully. Edoras Objective: Conquer any Rohan kings. Kill the Lady Eowyn. Edoras is an impressive Rohan stronghold on the
northeastern side of the map. Before mounting an assault on Edoras, you'll need to conquer the two Rohan camps along Edoras' perimeter. Build an outpost at your start location and construct buildings based on need (depending on the makeup of your army). You'll certainly need furnaces or slaughterhouses to begin resource collection. You may
want to focus primarily on resources if your initial army is strong enough to take over one of the two Rohan camps that protect Edoras. Once you conquer one of the camps, you can build structures there to focus on reinforcing and enhancing your forces
before advancing to one of the Rohan camps. Erect defenses so you can retreat to the safety of additional firepower if necessary. Destroy the Rohan camp and counter the Rohan camps along the outskirts of Edoras before mounting an assault on the Rohan camp and add more
structures. You certainly want an armory and siege works if you haven't built them at the previous camp (or you can wait until you conquer the next Rohan camp). Research upgrades and enhance any of your current or future troops as resources permit. Eliminate the northern Rohan camp and prepare for any counterassault by keeping your force
together and fighting incoming enemies as a group. Spend time reinforcing your army to fill your command limit. Add siege units to your arsenal to help in the Edoras gate with battering rams and flood thereing rams and flood thereing rams and flood thereing rams and flood thereing rams are can except crossbowmen onto Edoras.
city with your hordes. Conquering Edoras can require patience. Clear out defending archers with your own crossbowmen and set the rally points to your gathered force just outside Edoras. Use siege ladders to place crossbowmen on walls and fire on the units below. Break open the Edoras gate with
battering rams. Once inside the city, focus the battering rams on unit producing structures. Select your melee and ranged units and focus their attacks on defending units before assaulting the buildings. Gather treasure left behind upon destroying certain structures. Use the resources to fund any additional upgrades or new reinforcements. Fulfill a
couple bonus objectives by killing Eowyn (a hero aiding in Edoras' defense) and collecting the treasure in the southeastern area of the map. Once you've gained the upper hand in Edoras' defense) and collecting the treasure in the southeastern area of the map. Once you've gained the upper hand in Edoras' defense) and collecting the treasure in the southeastern area of the map.
Objective: Crush the defenses of Helm's Deep and destroy every structure within its walls. Bonus: Kill all enemy heroes. Destroy the defenders before reinforcements arrive. This battle recreates one of the most exciting sequences in the Lord of the Rings trilogy: the battle for Helm's Deep from The Two Towers. But on this level you're able to rewrite
the script to see what would happen if the "evil" side won the fight. There are several reinforcements are scheduled to arrive in 15 minutes. Finally, your own reinforcements (the army you didn't enter the
battle with) arrive in 30 minutes. It's certainly possible to complete the level before any reinforcements-good or evil--arrive to Helm's Deep. Finishing the level by constructing camps. Structures may depend slightly on need. You'll certainly want resource-gathering
structures to fund an additional war machine. Also build a Uruk pit for more ground forces and an armory to acquire upgrades for current and future forces. Utilize siege ladders to maneuver your Uruk hordes onto the walls of Helm's Deep. It's not mandatory to train
explosive mines. The siege unit is a quick and relatively easy way of destroying Helm's Deep's defensive wall but you can destroy the wall through other means (ballistae fire, for instance) or even avoid the wall altogether by using siege ladders to elevate melee and ranged troops onto the wall. Building explosive mines requires the siege works level
two. You may need to train ladders or ballistae and send them to their death and repeat as needed if you're near the top of the command limit because of your other army. Maintain your unit position near your camps while you build your force and fund upgrades. Counter any insurgents with your grouped forces (as well as base defenses). Acquire unit
upgrades, particularly fire arrows for crossbowmen, before advancing toward Helm's Deep. If you're using siege ladders, advance up the western side and move the siege ladders to the walls of Helm's Deep. Move up your melee troops to assault the enemy archers along the wall while your own ranged troops fire from below. You'll find Legolas aiding
defenses on the wall while Eowyn helps behind the wall and Aragorn and Gimli defend near the main gate. From the top of the walls you can maneuver troops, though it's a tight area, throughout Helm's Deep and eliminate remaining forces and destroy structures. With the wall down and Helm's Deep's defenses in retreat, send your horde inside and
eliminate remaining defenders and heroes. If you're able to elevate your siege works to level two, train an explosive mine and escort it to the area where the stream connects to Helm's Deep's defensive wall. Occupy the defenses along the wall with your own ranged attacks to get the explosive mine there safely. Ignite the mine with a fire arrow (or
Saruman's fireball attack) to destroy the wall. Flood Helm's Deep with your forces and eliminate all structures and enemies. Near Harad Objective using two very different methods. In fact, you can even complete the main
objective by combining the two methods. The forces of Mordor hope to convince the Haradrim to join their battle against Gondor. To convince the Haradrim to join the cause, either send a tribute to each of the three Haradrim to join the cause, either send a tribute to each of the Haradrim to join their battle against Gondor. To convince the Haradrim to join their battle against Gondor.
joining your cause! Unless you're eager for a fight, it's easier to use the tribute method to recruit the Haradrim. Even if you don't want to use the tribute on all three camps, offering the tribute to one camp awards you with that camp's entire Haradrim force (which should put you way over your command limit). The addition and your now much larger
area. Scout around your start position and eliminate the peasants with your archers and gather the resources left behind. The tribute cart costs 10,000 resources and is built at the citadel. Find a camp to the east and begin base construction.
south and maintain constant pressure. Fight the Haradrim near your erected base defenses for added firepower. Build slaughterhouses and multiple Orc pits to level two and research fire arrow and banner carrier at the first opportunity. Upgrade all your
forces with these valuable enhancements. Don't worry about saving for the tribute early on. Concentrate on spending collected resources on fielding an army, acquiring upgrades, and enhancing your troops. Maintain fight position near your base defenses. Counter mumakil (if attacked) with fire arrows--concentrate all ranged fire on the mumakil.
When ready, save up 10,000 resources and train a tribute cart at the Mordor citadel. Recruit a Haradrim base is troop heavy; the eastern base is troop heavy; the eas
tribute cart is fairly guick and should be able to reach the base even though it will be attacked by defending Haradrim army at that base becomes yours. Continue to defend your camps from any Haradrim pressure and use two more tribute carts
(which can be trained at new Haradrim bases) to recruit the remaining Haradrim forces to your cause. Southern Ithilien; these enemy forces hide within trees. Use the Eye of
Sauron power to reveal the stealthed enemies; also, move your mumakil around the trees and the enormous oliphants knock down the trees to remove the rangers' cover. Construct a siege works and add a squad of catapults to your army. Build a camp and group your forces together. Attack rangers (find a large group to the northwest at the river)
with melee troops supported by your ranged units. Keep mumakii away from rangers, especially those ennanced with fire arrows. Scouting also uncovers small ranger camps to destroy. Fill your camp with resource-gathering structures and erect a slege works as soon as possible. Add a squad of catabults to your force for long-range structure
bombardment. The siege weapons are also useful in weakening groups of rangers or other Gondor troops before moving in your ground force. Reaching and commanding the Orc camp to the north of your start position completes the bonus objective. Move your force there after completing base construction, protecting your initial camp, and
enhancing your initial army. Erect defenses to protect the new camp from aggressors. Regroup your forces--and be sure to include three or more catapults-before advancing against the Gondor structures and tower defenses. The mumakil can certainly inflict some serious damage to the
Gondor defenders but the beasts are very vulnerable to fire arrow fire. It's better to remain at long-range, protect your catapults, and counter any attacking Gondor force with your own melee and ranged units. Reinforce any slain horde with new troops from your Orc camp. Faramir and his rangers guard the Forbidden Pool. Destroying the Forbidden
Pool is the map's final objective. Locate the pool in the northwestern corner. Faramir, a knight of Gondor, guards the pool with several squads of rangers. When you attack Faramir, additional rangers with your own fire arrow-
enhanced archers and ground force. Osgiliath Objective: Secure the bridges. Destroy all Gondor structures. Bonus: Collect the heads of 100 fallen Gondor warriors. Command a catapult to fire human heads. There's a small Gondor camp nearby. Use your initial force (which includes catapults) to bombard the initial base. Begin training Orcs and Orc
archers in mass. Construct a second pit to train more Orcs as quickly as possible. Crush the nearby Gondor camp from long-range. Scan the area for enemy trebuchets before returning focus to the Gondor structures. Fragile towers litter the Osgiliath landscape. Fire catapults at these towers,
especially those near Gondor structures and bases. Striking the towers with catapults will cause the towers with your catapults with Orcs and
Orc archers. Continue to train ground forces until the pit upgrades then research the upgrades to enhance your forces. The catapult kill collects a human head (the counter appears on the left side of the screen). Reach 100 to complete a bonus
objective. After collecting 100 human heads into a group of enemy forces instills fear and causes enemies to scatter. Completing this mission requires a patient, though effective, push against all Gondor bases. Maintain a defensive stance as you
maximize your command limit and upgrade forces. Push toward the bridges and Gondor defenses and use catapults with melee and ranged unit support. Faramir enters the battle with a reinforcement of Gondor knights. Attack the knights with melee and
ranged units; try to keep the knights away from your catapults. Replace all slain Orcs with the Mordor aerial unit. Defeat the Gondor base in the northwest corner to complete the
mission (other units can remain alive and you'll still complete the mission successfully). Expect the enemy to replace destroyed base towers; it may be almost instantly replaced. Cirith Ungol Objective: Find and kill the Hobbits. Bonus: Feed Orcs to
Shelob. Free 10 Uruks. Build a troll cage, Orc pit, and Uruk pit at your start location. Available units are priced differently for the mission (Orcs aren't free for instance). Trolls offer the best bang for the buck; use collected resources to mass an army of trolls with some support from Orcs and Uruks. Send your initial Orcs and the hero Gollum south
and collect the treasures. Train trolls at the cage and send them to your main force. Continue west into Shelob's chamber. She's indiscriminate in her attacks; counter Shelob with a horde of Orc to "feed" her and complete a bonus objective. Feeding Shelob tasty Orc also rewards you with control over the giant spider. Add Shelob to your battle group
and search the chamber for treasures and webbed Uruk units. Attack the webs to free the Uruks. Add the units to your battle group; set the structure's rally point toward your primary force. Search northwest from the chamber fore more treasure and Uruks.
Continue through the northeast tunnel. Spot the Hobbits in the next chamber; several Gondor quards with the troll (or trolls), Shelob, rescued forces, and other units. Ascend the adjacent tunnel to uncover more treasure. Continue northwest to encounter additional quards. Battle the Gondor quards with trolls at the
front line and support with other troops. Follow the tunnel along the northern edge to find plentiful treasure at a dead-end. Sam and Frodo can't hide for long against your horde of trolls, troops, and Shelob. Search the tunnels for treasure at a dead-end. Sam and Frodo can't hide for long against your horde of trolls, troops, and Shelob. Search the tunnels for treasure at a dead-end.
the lair as a collected group. The southwestern corner contains many troops protecting the Hobbits. Crush the Gondor defenders with your trolls, Shelob, and other forces. Slaughter Sam and Frodo to complete the mission successfully. Minas Tirith. Bonus: Kill all heroes. This mission recreates one of the most exciting
sequences in The Return of the King. Your forces begin in the southeastern corner outside the Gondor city of Minas Tirith. The heavily defended city lies to the northwest. Among the camps, build furnaces, a couple siege works,
multiple pits (Orc and Haradrim depending on unit preference), and a mumakil pen and/or a troll cage. Either of these units will become valuable during the inevitable counter assault. You start the mission with a large force and three Nazgul at your
disposal (the Witch-King and two other Nazgul). Arrange your forces into melee, ranged, siege, and hero groups. Place mumakil and trolls in their own group. You'll primarily use these against the Rohan Rohirrim later in the mission. The Nazgul are excellent at destroying the trebuchets that line of the walls of Minas Tirith. You can also use the
screech ability to disrupt enemy unit lines. The Nazgul will suffer damage from enemy archer fire; retreat them away from Minas Tirith to cause serious damage. Construct some catapults and save 10 command points for the Grond siege unit to use against the Minas Tirith
gate. Crush the farms along the outskirts of Minas Tirith with your catapults. A couple cavalry groups eventually exit Minas Tirith to harass your forces. Annihilate them with the Nazgul or just wait near your base defenses to engage. You can also move the catapults closer to Minas Tirith to start clearing archers along the city walls. The catapults can
also knock out trebuchets in a couple hits; however, the Gondor defensive emplacements can fire on the catapults so you will start losing catapults. Just replace them at the siege works. To keep the Grond to the gate and start the siege. This action
seems to trigger the countdown for Rohan reinforcements. In three minutes a huge force of Rohirrim enters from the north. The Grond makes guick work of the gate. You can flood the city with your melee and ranged units and start the destruction or hold off until the Rohirrim arrive, repel their attack, and then reorganize your forces for the push
against Minas Tirith. Important tips for repelling the Rohirrim include: fighting near your base defenses, using one ring powers such as Darkness or Balrog, and keeping your Nazgul in the battle to screech or attack the Rohirrim groups with cataputs but expect quick counterattack. Utilize your mumakil and trolls
against the Rohirrim while your ranged units pepper the enemy forces from longer range. Rebuild and regroup as necessary after holding off the Rohirrim. Crush Minas Tirith with everything at your disposal. Aid your ground forces with Nazgul and the Balrog. Start a push against Minas Tirith. The Balrog can be used against the city, though he can't
spawn inside the city. Activate the Balrog just outside the city and use his wings ability to move him inside the city will, Tear down structure after structure and assist in the attack. Further into the battle, an "Umber" reinforcement countdown
begins. These reinforcements appear in the western village. Unfortunately these are more reinforcements for Minas Tirith--it's Aragorn, Legolas, and Gimli escorting the Oathbreakers will disappear
eventually. It's wise to counter the Oathbreakers with the Balrog if available. Hold off the army of the dead and crush the three heroes to begin the mission's last stage. All that remains is maneuvering your troops through Minas Tirith and to the citadel on the upper level. Focus attacks on units and unit-producing structures, aid the attack with the
Nazgul, and bring in the Balrog each time it's available. Crush the Minas Tirith citadel to complete the mission and the campaign. Multiplayer mode. Some elements of the multiplayer mode differ from the single-player campaign. For instance, the Evenstar and One
Ring powers are slightly different for each side. Also, players can create heroes unique to that side and use their abilities to assist in battle. This chapter provides tips on using powers for each side. Also, players can create heroes unique to that side and use their abilities. Evenstar and One Ring powers for each side.
all sides, their costs, prerequisites, and tips for using each. Gondor EVENSTAR POWERCOSTREQUIREMENTDESCRIPTIONTIPS Heal1N/AHeals units, replaces one dead man per battalion. Used primarily on heroes, especially the powerful Gandalf. A must have. Elven Wood1N/ACreates lush terrain. All ally units get +50% armor. All enemy units lose
leadership bonuses. Aid your troops during an important skirmish. Though the armor boost doesn't affect heroes, it does negate enemy hero leadership bonuses. Gandalf even more. A must have because Gandalf is arguably the most
powerful unit in the game. Summon Elven Allies3Heal or Elven WoodSummons a group of elves. Instant reinforcements for an important skirmish. Can also be used as a diversionary tactic. Summon Rohan Allies3Elven WoodSummons Rohirrim. Instant reinforcements for an important skirmish. Can also be used as a diversionary tactic. Summon Rohan Allies3Elven WoodSummons Rohirrim.
Elven Allies Sun breaks through rain or darkness. Stuns enemy units. Counter Mordor or Isengard's darkness or rain. Stun the enemy with light; if they're stunned, they aren't fighting. Summon Elven Allies or Summon Rohian Allies. Summon Elven Allies or Summon Elven Allies or Summon Elven Allies or Summon Elven Allies.
Dead10Cloud Break or Summon Eagle AlliesSummons the Army of the DeadCounter the Balrog or lay waste to an enemy army or base area. Isengard ONE RING POWERCOSTREQUIREMENTDESCRIPTIONTIPS War Chant1N/A+150% damage, +50% armor to targeted units. Enhance your army during a skirmish. Vision of the Palantir1N/ASpy on the
enemy forces. Keep an eye on your opponent's base building, army movement, and expansion. Scout, scout, scout, scout, scout time. Provides an income boost to fund expansion, more units, or heroes. Tainted Land3War
Chant or Vision of the Palantir Taints an area of terrain. All ally units get +50% armor. All enemy units lose leadership bonuses. The opposite of the good side's Elven Wood. Aid your troops during an important skirmish. Though the armor boost doesn't affect heroes, it does negate enemy hero leadership bonuses. Devastation 4Vision of the
PalantirTrees turned into resources. Obliterate a forest and convert it into resources. Freezing Rain6Industry or Tainted LandsAll enemy units lose all leadership bonuses. Negate the leadership effect of heroes (or other units). Fuel the Fires6Tainted Lands or Devastation+100% resources from harvesting trees. Obviously most useful if you have built
many lumber mills. Summon Balrog20Freezing Rain or Fuel the FireSummon the BalrogThe evil answer to the Army of the Dead waiting or your Balrog could get rolled over quickly. Mordor ONE RING POWERCOSTREQUIREMENTDESCRIPTIONTIPS Tainted
Land1N/ATaints an area of terrain. All ally units get +50% armor. All enemy units lose leadership bonuses. The opposite of the good side's Elven Wood. Aid your troops during an important skirmish. Though the armor boost doesn't affect heroes, it does negate enemy hero leadership bonuses. Eye of Sauron1N/AReveals stealthed enemies. Orcs +150%
damage, +200% experience, +50% armor. Useful in an early orc rush to boost their damage, armor, and experience. Move the eye around to follow your orc hordes. Industry2Tainted Land+100% resources from selected structures for a short time. Provides an income boost to fund expansion, more units, or heroes. Scavenger4Tainted Land or Eye of
SauronAll kills earn extra resources. This is a passive ability so once acquired, it's always active. Devastation4Eye of SauronTrees turned into resources. Darkness6Industry or ScavengerShrouds the entire map in darkness. All ally infantry hordes get +50% damage, +50% armor. Bolster those orc hordes!
Though improves other Mordor infantry as well. Call the Horde6Scavenger or DevastationIncreased orc production speed. Pump out free orcs even guicker. Best used with multiple pits. Summon Balrog 20Darkness or Call the Horde6Scavenger or DevastationIncreased orc production speed. Pump out free orcs even guicker. Best used with multiple pits. Summon Balrog 20Darkness or Call the Horde6Scavenger or DevastationIncreased orc production speed. Pump out free orcs even guicker. Best used with multiple pits.
opponent has Army of the Dead waiting or your Balrog could get rolled over quickly. Rohan EVENSTAR POWERCOSTREQUIREMENTDESCRIPTIONTIPS Draft1N/AAll peasants become armed.Increases peasant armor and damage. Heal1N/AHeals units, replaces one dead man per battalion. Used primarily on heroes. A must have.
Anduril2DraftAragorn +100% damage. Rohan's most powerful hero gains additional damage. Summon Elven Allies3Draft or HealSummons a group of elves. Instant reinforcements for an important skirmish. Can also be used as a diversionary tactic. Elven Wood3HealCreates lush terrain. All ally units get +50% armor. All enemy units lose leadership
bonuses. Aid your troops during an important skirmish. Though the armor boost doesn't affect heroes, it does negate enemy hero leadership bonuses. Stuns enemy units. Counter Mordor or Isengard's darkness or rain. Stun the enemy with light; if they're stunned, they aren't
fighting. Summon Ent Allies8Summon Elven Allies or Elven WoodSummons Ents.Ents are formidable but slow. Use close to an enemy base or group of the DeadCounter the Balrog or lay waste to an enemy army or base area.
Aragorn possesses the power as well for double the Army of the Dead action! Heroes and Abilities The tables below reveal each side's heroes, cost, and their abilities. Gondor HEROCOSTABILITIES Pippin100Useful as an inexpensive scout. Can hold own against small battalions or hordes. Elven cloak provides stealth when standing still.
Faramir1200You can toggle Faramir between a ranger, soldier, or knight. His ranger mode offers wounding arrow, a more powerful arrow strike that recharges (target heroes). His leadership ability provides +50% armor to nearby troops. Use the Captain of Gondor to give battalions experience. Boromir1400Blow the horn of gondor to temporarily
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stun enemies--when they're stunned, they're stunned, they're not fighting. Boromir's leadership grants +100% damage to nearby troops. Boromir also has the Captain of Gondor ability to bestow experience on battalions. Gandalf6000Gandalf is the most powerful hero in the game by a significant margin. Some might argue he's nearly invincible in the right hands
Wizard blast blows back an enemy group. Lightning sword sends shockwaves through enemy units. Gandalf's leadership grants +75% armor and +300% combat experience to nearby troops. Use Istari Light to inflict heavy damage on enemy heroes (possibly instant kill depending on level and the perfect counter to a Nazgul). The Word of Power is
devastating and can obliterate an army. Mount Gandalf to increase armor +25% against footmen and cavalry but -50% against archers and pikemen. Isengard HEROCOSTABILITIES Lurtz1200Lurtz can toggle weapons between his bow and sword. While using the bow, Lurtz can use the cripple ability. Use cripple against an enemy hero to pin that
hero in place. Focus all attack on the hero. This can be an effective counter to Gandalf. While using his sword, Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% damage and +20% armor. Lurtz's leadership bonus provides +100% armor. Lur
ability to knock back enemy units. The fireball also knocks back enemy units; the fireball can also light an explosive mine and is an effective counter to an Ent. Use the wormtongue ability to convert enemy units to your side. Speech craft bestows unit experience to Saruman's uruk forces. Mordor HEROCOSTABILITIES Gollum 50Gollum isn't
particularly effective but he is an inexpensive scout. Nazgul5000Mordor can create two Nazgul in addition to the Witch-king 8000The Witch-king provides +200% damage and +50% armor leadership bonus. It also has the screech
ability to scatter nearby troops. Rohan HEROCOSTABILITIES Merry 100Useful as an inexpensive scout. Can hold own against small battalions or hordes. Elven cloak provides stealth when standing still. Theoden 1200Theoden's leadership grants + 150% damage and +50% armor to nearby troops. Glorious charge is one of the best abilities in the game
When activated, Theoden and nearby troops take only 10% of normal damage (used when Theoden is mounted). King's Favor can be used to grant unit experience. Mount Theoden to increase armor +25% against footmen and cavalry, -50% against archers and pikemen, and +100% more damage from archers and spearmen. Eomer1200Eomer's Horse
Lord provides a leadership bonus to nearby cavalry granting +100% damage. Outlaw Leadership causes nearby units to receive resources for each kill. Toggle Eomer's throws spear ability to inflict heavy ranged damage (target heroes). Eomer can also mount to increase armor +25% against footmen and cavalry, -50% against archers and pikemen
and +100% more damage from archers and spearmen. Eowyn's toggled ranged attack offering increased damage. Target heroes if they're in the vicinity. Disguise camouflages Eowyn as a Rohirrim. The shield maiden power increases Eowyn's armor by 55%. You can order Eowyn to mount a horse. She'll increase armor +25%
against footmen and cavalry, -50% against archers and pikemen, and +100% more damage from archers and pikemen, and that recharges (use against heroes). The leap attack inflicts area effect damage and blasts nearby troops back. Toggle Gimli's slayer ability to auto-activate so he'll gain
+100% attack speed and +200% damage. Legolas 3000The hawk strike is a double-arrow attack for increase damage (use against heroes). Knife fighter is Legolas can increase archer experience with his train archers ability. Finally the arrow wind ability launches a volley of arrows. Use against
multiple targets. Aragorn3000Aragorn can heal nearby heroes with athelas. Set blade master to auto-activate to boost Aragorn 4100% damage and +100% damage and 
attack). Finally, Aragorn can summon the Oathbreakers-the Army of the Dead. Map Control The Battle for Middle-earth uses the concept of "build sites" for base building. Unlike many other real-time strategy games, you can't simply plop down a building anywhere on the map. You must use a build site to create a resource gathering structure, troop
producing structure, or whatever else you wish to construct. Since there are a limited number of build sites becomes extremely important. Basically control the map and those build sites becomes extremely important. Basically control the map and those build sites becomes extremely important.
seek out settlements around your base to build more resource gathering structures. You may wish to add a battalion or horde now or use your initial units to clear out some neutral sites for their gold. The goblin lairs are your targets; wargs and cave trolls are very tough for your initial forces. Scout your enemy to gauge his or her base building
progress, unit production, and expansion. Train a cheap hero if you're Gondor, Rohan, or Mordor. You can train Pippin (Gondor), Merry (Rohan), or Gollum (Mordor) and use them to scout. Pippin and Merry can even cloak when stationary. As Isengard, use the Vision of the Palantir power to keep an eye on your opponent. Seek out settlements and
expand. Maintain unit production in line with your income. Don't fall behind on unit production or you could quickly lose your expansions if your opponent has trained several battalions or hordes and sends them to your new structures. The greater the number of expansions in the long run, the more income you'll generate. The more income you
generate, the more units you can produce or, perhaps even better, the more upgrades you can purchase or heroes you can purchase or heroes you can produce or, perhaps even better, the more upgrades you can purchase or heroes you can produce or, perhaps even better, the more upgrades you can purchase or heroes you can produce or, perhaps even better, the more upgrades you can purchase or heroes you can purchase or heroes you can purchase or heroes you can produce or, perhaps even better, the more upgrades you can produce or, perhaps even better, the more upgrades you can purchase or heroes you can purchase you can purchase or heroes you can purchase y
much too large of a resource hit to fund a whole new base. Concentrate on settlements and expanding your economy. Troop Management It's possible to combine two different battalions or hordes to create a combination unit set. For instance, you could combine pikemen with archers. The pikemen remain in the front while the archers stand behind
You could combine soldiers with cavalry. The soldiers stand in the front and the cavalry remain in the rear; once the soldiers engage in battle. Combining tower quards with archers helps protect your ranged units; the tower quards fight on the
front line and block the attacks attempting to reach your ranged units. A combination can also help protect a particular unit type from a counter unit. The downside to unit combining is that it can't be undone. Also, the new unit moves as a single force. This could be a disadvantage if you want to keep weaker ranged units away from danger but can't
because they move automatically with your other force. You'll also move the speed of your slowest unit, thus negating some of the speed advantage of cavalry. As highlighted through the general strategies section, be sure to mix your forces and consider unit counters as you fund and train troops. If your opponent masses cavalry, train units effective
against cavalry, such as uruk pikes, tower guards, easterlings, or mumakil. Four Sides Your choice of side will certainly dictate your unit production (even though the basics of infantry, ranged, and cavalry spread across all sides). Gondor tends to be the defensive side. Turtle yourself in Gondor's mighty defenses and utilize economic upgrades to reach
the uber-powerful Gandalf. Those fighting against Gondor should maintain constant pressure and prevent economic expansion to try and negate the mighty hero. Use Gandalf's Istari Light against Gondor should maintain constant pressure and prevent economic expansion to try and negate the mighty hero. Use Gandalf's Istari Light against Gondor should maintain constant pressure and prevent economic expansion to try and negate the mighty hero.
unbalanced; hower the orcs are basically cannon fodder for most other troops, especially upgraded forces. Churning out free experience. Pressure your opponent lots of free experience army may only serve to grant your opponent lots of free experience.
resources. As the game wears on, Mordor's orcs become more and more unimportant. Shift production to Haradrim, fire arrows and Gandalf. You'll have to use the nazgul in hit and run strikes and away from these counters to be effective. Use Rohan
to harass and raid your opponent's expansions. Quick Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller map a big advantage on smaller maps; the Rohirrim cavalry have a big advantage on smaller map a big 
Siege enemy bases using Ents and Evenstar powers. Isengard offers a solid mix of troops, upgrades, and siege weaponry. For instance, the explosive mine can crumble enemy defenses in a single blow. Upgrade your uruk warriors and crossbowmen with forged steel and fire arrows and train pikemen to counter Rohan and Gondor cavalry. Lurtz is one
of the better heroes in the game because he can cripple enemy heroes leaving them vulnerable to an immediate focused attack. This is especially useful against Gondor's Gandalf. --- Updated April 2024---So I tried to think of something clever or inventive or thematic to say when introducing our faction for this week, but in the end, I couldn't find
anything better than this iconic tune (although this one is a very close second). We're talking, of course, about the second of the three heroic factions of men that fought at the Battle of the Pelennor Fields box set when the Middle
Earth Strategy Battle Game was re-branded in 2018 (and didn't sell off the model sprues for parts), odds are you have at least 12 of these guys, plus their fearless leader Theoden (more on him shortly—he's kind of important to the army nowadays).
features a plethora of iconic, powerful, and in many cases stupidly-cheap (in points, not necessarily cash) heroes to lead your riders into battle. Cavalry charges can be tricky in this game, and in some respects, Rohan is missing some core elements we'd expect to see if we want to recreate those smashing moments from Return of the King (high fight,
lances, armored horses, etc.). Underestimate them at your peril... As with Minas Tirith, I think it's worth highlighting some of the fantastic community resources on Rohan that are especially worth checking out. James Clark from the GBHL was on Rohan early after the new edition,
and what their new rules could mean for their future. And I'd also be remiss if I didn't direct you to Mik's Fog of War entry on Rohan (which also features Mr. Clark) for some fantastic sample lists to get your creative juices flowing. Now for ruin! (And our thoughts, I guess?) Photo Credit: The Fandamentals Army Quick(ish) Hits
Strength: Versatile (and relatively inexpensive) cavalry. Cavalry models aren't "cheap" (though naked Warg Riders get pretty close, if you factor in the chance that the Warg can stick around if the rider is slain), but Rohan's prove cheaper than most. A generic Rider of Rohan has a solid if unspectacular stat-line (Fight 3, Strength 3, Defense 5), but
rarely fights with those stats unless things are going horribly wrong. Both their Fight Value (+1 Fight Value within 12" of Theoden, thanks to Arise Riders of Theoden, thanks the Arise Riders of Theoden, thanks the Arise Rider
Rider also comes equipped with a 24" Strength 2 bow, which doesn't sound like much on its own, but can do a significant amount of damage to your force if you never manage to catch them (which, given that they're mounted on horses who can move 7.5" with a Heroic March and still shoot, can be harder than it sounds, especially if your force
consists solely or primarily of infantry). For just one point more, you can upgrade your Riders to mounted Royal Guards: Fight 4, Strength 3, and Defense 6 with Bodyguard, who become Fight 5, Strength 4, Defense 6 with Bodyguard if they're charging within 12" of Theoden. That stat combo, on the back of a horse, is downright lethal. Strength: Tons
of named heroes with tons of synergies. Theoden is the gold standard for this (boosting the Fight Value of your Riders, mounted Royal Guard, and even more so than Eomer) is usually 1B. The Royal Standard of Rohan is both a 3" banner and a mini-
Might factory, giving all Rohan Heroes who start the turn within 3" of it a free Might point if their Might store has been depleted. The full suite of Rohan Heroes to do basically everything, basically infinitely, as long as you
can keep him alive (he can call infinite Heroic Defenses, too, to help you with that). Both Gamling and Hama have Sworn Protector (Theoden), giving them essentially Bodyguard as long as Theoden is alive (great for dealing with Terror-causing enemy models). If you're worried about courage on your other models, you can always enlist Erkenbrand
and the Horn of Helm Hammerhand, for +2 Courage on all your Rohan models (heroes or warriors). Deorwine can get free Heroic Combats each turn if Theoden is engaged in a fight within 12" of him (with additional "free" Might from Gamling, potentially, to help him win that Heroic Combat, or score that needed wound). Elfhelm and his deadly-
accurate throwing spears are a great way to eliminate a hero's horse or take out a supporting spearman or banner, before the rest of your mounted contingent charges. If you're worried your Fight 3, Strength 4, Defense 5 infantry (like Morannons), you can convert them all to
Helmingas with Grimbold of Grimslade to at least keep the to-wound rolls even. And of course, there's the supreme synergy: Dernhelm (which is combat Eowyn and paladin Merry fused into one, at a reduced points cost), a 3 Attack, 3 Might, 3 Will, 4 Fate, Resistant to Magic, Striking / Resolving mounted Hero which, if you kill its negative-points-cost
horse, produces 2 heroes you have to deal with. Even Eorl the Young, and his limited list restrictions, gives a bonus +1 Attack to your Sons of Eorl. The point: synergies abound. Strength; you wouldn't be wrong. It's not just that (pretty much) every hero and every warrior can be mounted, it's that you
can mount them with ranged weapons. Just to take one extreme example, Mounted Royal Guards can't take bows, but you can give them throwing spears (Strength 3, 8" range). This gives them a deceptively huge threat range: since you can shoot a throwing weapon even if you move full in the Move Phase, and a Cavalry model can move up to 15" if
bolstered by a Heroic March, you could be 23" away from a mounted Royal Guard at the start of the Move Phase (or 29-33" away, if you have priority and move towards him), and he could still kill you. Just let that sink in for a moment. Speaking of Heroic March, some armies don't have much access to it. Rohan is not one of those armies. Heroic
March is everywhere... Strength: Renewable Might. Renewable Might is an incredibly rare thing. The Fellowship has it (Aragorn and Bill), Minas Tirith has it (if it takes Aragorn), and in a pinch any force of good can get it if it trades its Army Bonus (via Tom Bombadil's Renewable Might. Renewable Might is an incredibly rare thing. The Fellowship has it (Aragorn and Bill), Minas Tirith has it (if it takes Aragorn), and in a pinch any force of good can get it if it trades its Army Bonus (via Tom Bombadil's Renewable Might is an incredibly rare thing.)
themey). Rohan is one of those rare exceptions, thanks to The Royal Standard of Rohan. Held aloft by Gamling, this 3" range (so at a minimum, Gamling himself gets a Free Might point every turn once he runs out).
Edit: And... this has been errata'd. The banner is still very good, but only one Rohan hero within 3" of Gamling (including Gamling himself) gets a free Might point each turn. The 3" bubble is both larger than it sounds and trickier to figure out than it sounds (especially if your models are mounted on larger cav bases), and of course if you have to fight
on several flanks, you'll have to decide which one gets the Might boost. Even so, take it every time. Edit: with the errata, I'm not sure this is an auto-take anymore, but if you were already going to take a banner and a 3 Might hero, it's probably the more efficient option, so it's definitely not "bad". And if you're going heavy-cav, that free Might a turn-
even if it's only on Gamling calling free Heroic Moves each turn--really reduces the chances that you'll get bogged down. One of these can be brought in a Rohan list... the other, not so much... Photo Credit: reddit.com Strength / Weaknesses, this come down to both your army composition
and whether you get those critical charges off. When Rohan is mounted, on the charge, they're devastatingly effective at killing any infantry that are Defense 6 or less (4 dice to-wound after knock-down, needing a single 5+). Their added mobility, ability to kill additional models on the charge (via a Strength 3 Throwing Spear) and their chance to
whittle down opponents before they charge with throwing spears and bows, and they can out-skirmish most lightly armored skirmish troops in the game. Where they struggle are against high-defense infantry (Defense 7+, so Dwarves or Minas Tirith), especially if they're supported by friendly cavalry for key counter-charges (as I've mentioned
elsewhere, a cavalry model that charges into infantry, and is then counter-charged by an enemy cavalry model, is probably a dead cavalry model, is probably a dead cavalry model. High-Strength archers (longbows, elf bows, cross bows) defended by Defense 6+ infantry can also pose a problem by blunting the effectiveness of Rohan's own bows and throwing spears (not to mention
Blinding Light or Pall of Darkness). If Rohan is charged, it reverts to Strength 3 (unless you take a contingent of Grimbold's Helmingas). Against most conventional armies, there's a big difference between being Strength 3 and Strength 4. And without any access to 2-handed weapons (apart from Grimbold himself), there's not really any way of upping
your damage potential, unless you Piercing Strike with axes (which, to be fair, you can take in abundance). That will hurt your staying power (because your Defense goes down by D3 if you lose), so it's not an ideal solution. Speaking of which... Strength / Weakness: Staying Power. There are two major culprits here: the Warriors themselves, and their
noble steeds. The Defense 4 / 5 on a Warrior (depending on if you take the shield) isn't great, and when combined with their average Fight (Fight 3, so you're losing fights to Uruks, Dwarves, Elves, some factions of Men, and occasionally even Goblins) and lack of spears (so they fight in more of the Viking Shieldwall manner, instead of a standard
Shieldwall), means they tend to die quickly. Strength 3 bows can shred them with ease, and they can have a hard time dealing with other skirmish infantry with throwing weapons (Grim Hammers in particular stand out, with their Fight 4 / Defense 7, and potentially Strength 4 as well if they're led by Thror). You can up your staying power significantly
by going with Royal Guard on foot, who are far more dependable in a scrap (Fight 4, Defense 6, with shields) while still retaining the option for skirmishing (Throwing Spears). Whilst mounted, you can accomplish the same thing by swapping Riders of Rohan for Royal Guards (Fight 3/4 Defense 5 becomes Fight 4/5 Defense 6), at the cost of long-range
bow fire. Unfortunately, that doesn't address the second major area of attrition: almost every model in this force, with the exception of just a few named heroes, rides a Defense 4 horse. And Defense 4 horses are notoriously easy to kill, especially if your opponent has mass bow-fire. Any standard bow will wound them on 5s, from 18-24" away, which
means you'll have to weather at least one turn of mass bowfire (and potentially 2 or more, if you're not sufficiently aggressive / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics to maximize his shooting opportunities / your opponent employs skirmishing tactics and the properture of the p
riders on a 5+ (including most of Rohan's heroes). If you take Rohan, just expect that you'll lose horses. Try to minimize those losses as best you can, by getting into combat as quickly as possible. And of course, if your opponent has no bows (or just a token ranged contingent), you'll pretty much have free reign over the board. Strength / Weakness:
Courage. Rohan's base courage is average, not great: Courage 5 (with 3 Will points for your mainstays). Fortunately you have a fair amount of Sworn Protector (Gamling, Hama) and Bodyguard (Deorwine, Royal Guards) which will solve most of your Courage is sues as long as you can keep Theoden
alive (or your army leader, in the case of Bodyguard, if you don't take Theoden for thematic reasons). In the late game, Outriders/walkers can also use the Stand Fast! of any friendly hero they can see (though that doesn't help them with spectres, sentinels, etc.), and of course you always have Erkenbrand's Horn of Helm Hammerhand for +2 Courage
across the board (warriors and heroes) if you want a major boost against Blades of the Dead. Weakness: Limited army customization. In some ways, you have a lot of customization options: Rohan has one of the deepest hero suites in the game, and more cavalry options than most (Riders, Royal Guard, Outriders, plus mounted heroes who can fill a
variety of roles). But unlike Minas Tirth, which has quite a few army archetypes (spam infantry, heavy named heroes, heavy unnamed h
Outriders, led by mounted Heroes), the mixed infantry/cavalry version (again, featuring Riders, Royal Guard, maybe some Outriders/walkers, probably some Helmingas or maybe Royal Guard, maybe some token cavalry—you
rarely see this force nowadays), and then the "distance past" variant with Eorl and his Sons (maybe with some unnamed Gondor sprinkled in as allies). I expect this will change some with the upcoming Rohan at War supplement (currently the only Rohan-exclusive legendary legion, Riders of Theoden, is basically LOTR all-mounted Rohan with some
very nice bonus rules). The other thing about Rohan's customization is that while you do have a pretty deep hero suite, it's very rare to see a Rohan force that doesn't include both Theoden and Gamling, and once you put them in the list, it's hard not to also take Deorwine (who synergizes really well with Theoden) and either Eomer or Dernhelm (for
significant hitting power). The upshot is that despite the depth of options you have, most Rohan lists end up looking more or less the same: the same core heroes, and similar if not identical supporting heroes, leading a core of mounted Riders and Royal Guards. Thematically that's as it should be (and gameplay-wise, those lists are plenty powerful).
But it does mean the variety you find in a Rohan list is more akin to what you'd see in, say, Goblin-Town or Barad-Dur, than what you'd find in Minas Tirith or Mordor. Weakness: Low Fight. This is less of an issue for your core troops (particularly your mounted Riders and Royal Guard, who can get to impressively high Fight Values if they charge
within 12" of Theoden) than it is for your heroes. Rohan caps out at Fight 5 heroes: not even Eomer, who Tolkien singles-out as one of just three heroes to escape Pelennor unscathed (Aragorn and Imrahil being the others), gets to Fight 6 (which I'm not sure does him justice). And many of Rohan's named heroes (Gamling, Hama, Elfhelm) end up
capped at Fight 4 (since none of them can call Heroic Strike). The good news is that many of Rohan's Fight 5 heroes can Strike (Theoden, Eomer, Theodred, Deorwine, Eowyn, even Merry), and with Gamling's banner in tow, they can potentially Strike all game long. That's great in the late-game, when your opponent has run out of Might trying to
counter your own Heroic Strikes; it's not as great in the early-game, when your Rohan Heroes will need a 5+ to get to Fight 10, while opposing heroes (elf heroes in particular) have a higher chance of getting there (and probably have elven-made weapons for the Fight 10 advantage, to boot). You can force a lot of strike-offs, but winning them is
something else entirely. Strength: Army Bonus. This bonus is fantastic. +1 Strength to cavalry models makes all of your mounted warriors Strength 4 on the charge, and most of your heroes (Eowyn and Merry excepted) Strength 4 on the charge, and most of your heroes (Eowyn and Merry excepted) Strength 5, which is bonkers good. It's not quite as good as heroes who are Strength 4 with a lance, but as long as your opponent
has odd-value Strength (Defense 7 in particular), you won't notice the difference. Unlike some army bonuses, I think you need a really good reason to trade this bonus for a convenient alliance. And given that Rohan has so many great historic alliances to choose from, you normally don't have to. Speaking of which... Allies forever (in the game, and in
life) Photo Credit: Owlbare Strength: Ally Selection. Rohan may have the best selection of historic allies in the game (Iron Hills has a pretty good selection, and so does Mordor's historic alliances can). There's Minas Tirith, of course, plus the Fiefdoms, who as we
discussed in our write-up on Minas Tirith, are great at supplementing each others' weaknesses with strengths. Their other intriguing choice is the Wildmen of Druadan. This is a scary combination if you're in a good-vs-evil event, where your Rohan force has a pretty good chance to be paired against orcs, goblins, and uruk-hai. Hatred (+1 to-wound)
paired with poisoned blow guns and spears (SPEARS! SPEEEEEAAAARRRRSSSS!!!) backing up Fight 4 Royal Guard makes for a lethal infantry block. Last but not least, you have Lothlorien (hearkening back to Helm's Deep's pseudo-controversial-at-the-time-but-now-widely-accepted movie moment). Lorien elves can fill a wide number of roles in a
Captains), Fight 5 Fleetfoot cavalry for taking on those annoying wooded objectives your Riders and Royal Guards of the Galadhrim Knights), and even Fight 6 pikemen you can stick behind your lower Fight heroes like Gamling, Elfhelm, and Merry if they get dismounted (Guards of the Galadhrim Court). Strength: Buy-In Cost
For the most part, Rohan's models are readily available for decent prices. If you purchased the Pelennor Fields starter box, you probably already have 12 Riders and 12 Warriors, plus a foot/mounted sculpt of Theoden, sitting in your to-do pile somewhere (and if you don't have the box—which is a great value, by the way—odds are you can find plenty
of spare Rohan models from other players' boxed sets on the secondary market), plus both the Riders and Warriors are available in relatively cheap box sets with pretty good plastic sculpts. If you're more inclined towards Royal Guards, they're still available on foot (in metal) in blisters of 3, as are the mounted versions (again, in metal), one per pack
They're pricier than the plastics, but about what you'd pay for Mahud and less than you'd pay for Fountain Court Guards of Barad-Dur (Outriders/Walkers are a bit pricier). The tricky part is the heroes. Finding most of them isn't a problem: Theoden, Eowyn, Merry, Deorwine, and Elfhelm are pretty easy to get ahold of, through
ForgeWorld, and Gamling, Éomer (the basic sculpt, not the Knight of the Pelennor sculpt, which is rare), and Erkenbrand are generally available through GW. (Hama and Theodred you have to hunt for.) But throw 4-6 of them into your shopping cart, and the price rises fast. Don't forget as well that if you go with a full/heavy mounted contingent, you'll
                                                                                                                   Theoden, King of Rohan: There were plenty of iconic heroes who received a ton of TLC in the new edition, and Theoden is one of them. When I first started playing SBG (back when it was the Hobbit SBG... but my group was mostly still playing LOTR SBG... it was a
complicated time), I was very... underwhelmed by Theoden. Don't get me wrong, he was dirt cheap, but not exactly the cheapest leader for a 12-crew warband (*cough*). His heroic stats were only so-so, and (most surprisingly) he didn't do anything to buff your heroic troops (like, not even a 3" banner
effect or something). That feels like an eternity ago. Theoden's profile has undergone a revamp. His statline is pretty standard now—Fight 5, Strength 4, Defense 5, with 2 Attacks, 2 Wounds, and 5 Courage), but he's picked up Herugrim, a sword that allows Theoden to Feint, even if his opponent has the higher Fight Value (do that every time by the
way if your opponent has higher Fight—it's literally rerolling 1s to wound with no penalty, especially if you have another hero around for Heroic Strike). He now packs 3 Will in addition to 3 Might, huge if you have to buy a turn or two against spell casters. He has the option to Heroic Strike, Heroic March, and Heroic Challenge. That last one is
situational (Theoden is a Hero of Legend, so his challenge targets are limited to begin with... and he's not exactly the beefiest of Heroic Challengers), but the other two are fantastic, especially if Theoden has a way to refresh his might (hmmmm...). You can boost his base Defense 5 up to Defense 7 with heavy armor and a shield (always very handy)
and you can take him on a regular horse or an armored mount. He still has Expert Rider (pretty much everything in the Rohan list does), and while he only has 1 Fate, the option to spend it to keep your horse alive with Horse Lord is
always a nice trick to keep in your back pocket. Most importantly, Theoden has picked up two nice troop buffs. Forth, and Fear no Darkness increases Theoden's Stand Fast! From 6" to 12" which is great, though it doesn't affect friendly heroes (at least not directly—more on that later, too). But the most important buff is Arise Riders of Theoden!
which is found in the profile for Riders of Rohan and Rohan Royal Guards: while their within 12" of Theoden and Cavalry (they are riders of Theoden, after all) they pick up a +1 Fight bonus when they charge, and Royal Guard are a terrifying
Fight 5 / Strength 4 on the charge—crazy, crazy good. Don't forget that Theoden picks up the +1 Strength buff from the army bonus when he charges, too (he is a Rohan Cavalry model whilst mounted, after all). Three Attacks at Fight 5, Strength 5 on the charge is pretty sweet, and will cut through most infantry heroes with relative ease.
Unfortunately there is a catch: if the enemy has Grima Wormtongue (and Grima is within 6" of Theoden), Theoden's combat stats are dramatically reduced (Fight 3 instead of 2), plus he cannot declare any Heroic Actions or spend any Will points (The Will of Men is Easily Corrupted). So take care... Grima's words truly
                        Eomer, Marshal of the Riddermark: A long time ago, Centaur did a write-up on Eomer (well, Eomers—there were two profiles back then) that has proven to be TMAT's most viewed post of all time. The point of the post was that Eomer's two profiles served two different roles: one was a cheap skirmisher (he could take throwing
spears), the other a hard-hitting bruiser (Defense 7, Strength 5 on the charge, but more expensive). But like Elrond before him (who also used to have two profiles), Eomer got the "melding" treatment: both profiles were put together into one. The result is a mid-costed Eomer who can take the shield (Defense 7) and skirmishing Throwing Spears
(though no bow anymore... notwithstanding the fact he uses one in the Return of the King) and gets to Strength 5 on the charge (if you keep the Rohan's combat Heroes, Eomer boasts the proverbial "3s in all the right places": 3 Attacks, 3 Wounds, 3 Might
3 Will, and 3 Fate. He's also Fight 5 / Strength 4 / Defense 6 base with the option to take a Shield for that sweet Defense 7. He's also absurdly cheap for a Hero of Valor with those sorts of combat stats. He has Heroic Strike and Heroic Strike a
though, there are a ton of Heroic March options in this list). Beyond his combined profile, his other big addition in the new rules is his The Price of Grief special rule: if Theoden or Eowyn are in the same force as Eomer, and either are slain, Eomer goes berserk. He has to charge each turn if able to do so, which isn't great (although like Dain Ironfoot's
Fiery Temper, Eomer's rule just says he has to charge—he doesn't have to charge the nearest model). In exchange, he gets +1 to all to-wound rolls during the Fight Phase (so they don't affect his throwing spears... unless you're casting them as part of a Heroic Combat). Given that he's already Strength 5 on the charge... and rolling 8 dice to-wound
against infantry... that +1 to-wound is pretty nasty. Theodred, Heir of Rohan: He's Eomer light, at a lighter points cost. He gives up 2 Fate (3 / 3 / 1) and 1 Wound (2 Wounds), but still has 3 Might and 3 Will to go with 3 Attacks. If you mount him, he can get up to Strength 5 on the charge, plus he always rerolls any failed To Wound rolls when
charging (Reckless Charge) which, like Eomer, he has to do if he's able (but also like Eomer, he doesn't have to charge the closest model). He can take a shield as well (for Defense 7) and throwing spears, though he only has a normal horse option. And as a Hero of Valor, he can lead 15 troops in his war band. If you can keep him charging with Heroic
Moves (more on that in a minute, too), he's a major threat at all times, especially if he can regain Might to Heroic Strike (alright, alright, we'll get there already...) Gamling, Captain of Rohan: Gamling is Rohan's 7th hero if you read the book, but anyone who's actually played Rohan knows that he probably belongs much higher up the pecking
order thanks to his "Banner of Infinite Might" (The Royal Standard of Rohan). In addition to being a 3" banner, one Rohan Hero who starts the turn within 3" of the Royal Standard, and has no Might remaining, automatically adds 1 point of Might to his/her store. As with other unique banner carriers (Boromir, Captain of the White Tower, Halbarad in
a Rangers of the North / Grey Company list), Gamling suffers no penalties for carrying his banner. He also has access to both Heroic March and Heroic March and Heroic March and Heroic March and Courage 4 are the
only real downers (although as long as you take Theoden, the Courage 4 only matters against Blades of the Dead, since Gamling has Sworn Protector (Theoden)), but Strength 4, Defense 6, 2 Attacks, 2 Wounds, and 3 Might are pretty great. And as a Hero of Fortitude, he can lead 12 blokes (mounted, too, since he can also take a horse). The Royal
Standard basically doubles his cost, which speaks to how cheap he is base. This is a game of customization and creativity, to be sure; but you'll want to have a long, hard think before your Rohan force is leaving Edoras without Gamling, especially if you've opted for mostly/all-cav.
the new edition, too. He's still Fight 4, Strength 4, Defense 6 (up to Defense 6 (up to Defense 6 (up to Defense up. And he continues the
                                                                                                           Deorwine, Chief of the King's Knights: One of the new profiles in Gondor at War (with a new model to boot, courtesy of Forge World), Deorwine is on the expensive side for a Rohan hero, but boasts an impressive (for Rohan) Fight 5 to go with Strength 4/5 on the charge,
Defense 7 with a Shield, 2 Attacks, 2 Wounds, and Courage 4 (offset most of the time by Bodyguard). With 3 Might, Heroic March, and Heroic Strike with the option for a horse, he's yet another great hero if you have Gamling recharging his batteries. His signature special rule is For Theoden! Not to be confused with the other Theoden-centered
special rules, this one gives Deorwine a free Heroic Combat each Fight Phase if Theoden is engaged in a Fight within 12" of Deorwine, and doesn't actually require Deorwine, and doesn't actually require Deorwine a free Heroic Combat each Fight within 12" of Deorwine a free Heroic Combat each Fight within 12" of Deorwine, and doesn't actually require Deorwine to be in a different combat as Theoden (Theoden must just be engaged in a Fight within 12" of Deorwine, and doesn't actually require Deorwine.
as Deorwine certainly fits the bill). If the Heroic Combat is successful, Deorwine must then use the following move to join Theoden's combat if possible; otherwise, he must move as close to Theoden as possible. Again, this is a little finicky if you have Deorwine in Theoden's combat to start with: since the rule for Heroic Combats (unlike Heroic Moves
or Heroic Marches) doesn't require that the model that declared the Heroic Combat move first (or that any other models end within 6" of that model), if Theoden and Deorwine prevail in a joint Heroic Combat, you can either (a) move ment
(which, if mounted, could be up to 10"), or (b) move Theoden first up to his full movement, then move Deorwine as close to him as possible (which would include into Theoden's current Fight, if there's room). Finicky, but legal (at least if you assume, as I do, that his rule will eventually be FAQ'd the same way that Sam's Let him go, or I'll have you
                                                     Elfhelm, Captain of Rohan: Another new hero profile from Gondor at War. I actually have this model, and the one on horse is stunning (the foot model is fine, but not nearly as dynamic). Elfhelm's obvious trick is his Pinpoint Accuracy special rule, which lets him re-roll to-hit, to-wound, and in-the-way rolls with
his Throwing Spears, which he gets for free (or perhaps more accurately, built into his base price). Given that he hits on a 3+ (and can call Heroic Accuracy too, potentially infinitely, because Gamling), this gives him a pretty good chance at getting to back-line targets or taking out enemy
                                                                                                                                                                                                                                                                                                               Erkenbrand, Captain of Rohan: While many heroes got positive face-lifts in the new edition, there were some (like
hero mounts. His less obvious trick is yet another hero with a shield who can call Heroic Defense, making him much tougher to take down than his Fight 4, Defense 6, 2 Attacks, 2 Wounds, and 1 Fate look at first glance.
Erkenbrand) who got a slap on the wrist. In addition to a points-cost bump, Erkenbrand lost his signature buff, the Westfold Redshields upgrade for Riders of Rohan. You can still technically give that buff to all Riders in Erkenbrand (which is
good, and if you're trying to save points on a second banner to run with Gamling's more expensive one, it's not a bad option, although the 3" range is deceptively small if you're trying to cover large calvalry bases). If you want the +1 Fight value it use to give, you need to take Theoden instead (which is great for theme, not so great for Erkenbrand
fans). He still has The Horn of the Hammerhand, which is a +2 Courage warhorn for all friendly Rohan models, so he's still very useful in a Rohan force. But he's not the auto-take he used to be. He also doesn't have access to Heroic Strike, but with 3 Might, Fight 5, and Heroic March (plus Heroic Strength), he's still very good.
Grimslade: Rohan's only named unmounted model (except Merry... sorta... more on that later!). Which is a shame, since he leads the left flank in the ride to ruin on Pelennor Fields, but whatever. Fight 5, 3 Might, Strength 4, and a 2-handed axe is always good, although Heroic Strength with no Heroic Strike is a bit of a bummer. He also has no
regular hand weapon in addition to his 2-handed axe, which means he's always suffering the -1 duel penalty (which is not great), plus if his axe gets shattered he becomes unarmed (-1 duel penalty) which is really not great. To compensate, he has Mighty Blow which, if you read Tiberius's write-up on Thryden in the Isengard list
(for now, at least), you know is pretty sweet. Grimbold also opens up a fascinating alternate track: Strength 4 infantry, they have value, especially
if you can back them up with allied spears (or pikes) with higher Fight, to help them win duels. Photo Credit: Gizmodo Eowyn, Shield Maiden of Rohan: Another perfectly fine named model who got a much-improved facelift. Eowyn is more expensive than she used to be (and got demoted to a Minor Hero, so she can only lead 6 troops), but her
stats improved across the board. She's still only Strength 3 (though she now benefits from Rohan's +1 Strength army bonus when charging) to go with Fight 5, 2 Attacks, 2 wounds, and now 2 Fate (plus 2 Might and 2 Will). Her Defense 3 is an eyesore on its own, but you can give her armor and a shield to get to Defense 5 (which isn't bad), along with
a horse and throwing spears. Her 2* Might can be spent on Heroic Resolve, which is the closest thing pure Rohan has to army-wide magic defense, Heroic Strike is always useful, and Heroic Strength is situationally nice if she's charged by, say, a Fell Beast (just saying). Her signature rule is I Shall Kill You if You Touch Him, which does exactly what
you'd expect it would: if Theoden is in your force and slain, Eowyn must move directly towards where he fell (represented by a 25mm marker which you should go crazy making). Once she's within 3" of it, she has to stay within 3" of it, where she gains Fearless and rerolls all failed To Wound rolls (these aren't limited to the Fight Phase, so her
throwing spears would count if she has them). She also gets +1 to-wound (on top of rerolling failed to-wounds, on top of potentially Heroic Strength 6 vs. Defense 4, or Strength 7 vs.
Defense 5, if she's still mounted and charged). If you're fighting Eowyn and were foolish enough to slay Theoden on a contested objective, beware. If you were wise enough to slay Theoden in the middle of nowhere, more power to you.
                                                                                                                                                                                                                                                                                                                                 Meriadoc Brandybuck, Knight of the Mark: Like Pippen in the Minas Tirith list, this iteration of Merry is much
improved over his Fellowship version. Unlike Pippen, he has the option for a shield to get to Defense 5 (which is great), and can also take a pony (which doesn't get charge bonuses in the new edition, and has to take a courage test every time it charges, but definitely improves his base 4" move, especially when marching—the jump from a 4" move
hobbit to a 13" move hobbit is extraordinary). He has access to Heroic Strike, which means he's potentially a danger to mid-Fight heroes (F4/5) who can't strike themselves (generic captains, or named captains who didn't pick up Strike, especially if they're captains of Men, Orcs, or Goblins), and his Resistant to Magic can be a surprising nuisance to
your opponent if you position him right. He is an independent hero, so he can't lead troops on his own. But you can slot him in another hero's warband, which can be very nice (again, especially if he has the added mobility from a pony). In this form, he's probably a little overcosted for what you get. But that's only this form...
this is Eowyn and Merry in disguise at Pelennor (sorry if that burst your bubble... although it wasn't exactly a secret in the film version). Base Dernhelm (Eowyn) comes with armor, shield, sword, and a horse, at base Fight 5, Strength 3, Defense 5, 3 Attacks, Courage 5, and 2 Might, Will, and Fate. Merry comes along mounted (hence the 3 Attacks
instead of Eowyn's normal 2), but does have his shield, too, which means if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately, you end up spending about 20 points more than you would if you bought these two models separately.
gets the benefit of Merry's point of Might to declare Heroic Actions or modify Dernhelm's dice rolls in any of the usual ways (and, of course, Merry is a Rohan Hero, so he benefits from Gamling's banner like all the rest). If you manage to dismount Dernhelm (which is harder to do than it sounds, given that she has Horse Lord and 2 Fate, plus
Dernhelm benefits from Merry's Resistant to Magic special rule because why not?), they revert back to just being "Eowyn" and "Merry" with all their normal rules (plus all you did was kill what was, essentially, a negative points-costed horse, which makes you both an sadist and an inefficient one at that). Just take note that because they're the same
model while in Dernhelm mode, Eowyn and Merry can only call one Heroic Action combined during each phase (so no perpetual double-Heroic Combat / Heroic Strike shenanigans powered by Gamling, which all of us have done at least once...). Last note: if you take Dernhelm in the Riders of Theoden legendary legion from Gondor at War, she/he/they
can slot into Elfhelm's warband, which is kinda cool. Aldor: So remember that poor Rohan archer who loosed too early at Helm's Deep? Well, you can field him now. He's an Independent Hero, but dirt cheap (think Merry + Pippen from the Fellowship, with no upgrades). He gets to reroll failed to-hit and to-wound rolls when firing his bow (which is
good, because he only hits on a 5+ with a S2 bow), and also has a rule that he always shoots first in the Shoot Phase... even before Heroic Shoots. So if you're fighting an Iron Hills Ballista... I guess he's your man? He's also got a point each of Might, Will, and Fate, but other than that, he's exactly a Warrior of Rohan (F3, S3, D4, 1 Attack/Wound) without should be a support of the same of the s
a slight courage boost (Courage 4). Haleth, son of Hama: A slightly more expensive Independent Hero (think three Fellowship Merrys or Pippens), but you do pick up an extra Wound and Fate (2 each). Courage 5 is pretty good
as well, and in addition to a sword you get a bow for free (with a 4+ shoot value). He's best paired with Aragorn and all friendly Rohan Infantry within 6" of Haleth pick up +1 Fight, as long as Haleth is in combat. That Fight buff ends
immediately if Haleth is slain, but if you have priority you can mitigate that risk (usually) by resolving Haleth's fight last; if you don't, Aragorn may have to swoop in with a Heroic Combat to save the day (but he's pretty good at doing that); better yet, keep the two in the same fight for 5+ dice to win the duel (maybe more if you have some supporting
                                    Eorl the Young: A legendary king from a forgotten age (who, somehow, is only a Hero of Valor), Eorl the Young has a solid stat-line (Fight 5, Strength 4, Defense 7, 3 Attacks, 3 Wounds, 3* / 2 / 2). The 3* Might (Legendary Hero) looks and then sounds cool, although he's not quite Aragorn territory. He has to roll a 4+ for a
free point of Might each turn (instead of getting it automatically), plus it only triggers when he "expends a point of Might to expend in his store, he's actually out). Also unlike Aragorn, he has to make this roll the first time he expends Might, so there's no selecting when to spend "free" Might and when to dig into
your store. Last, because Eorl is from a different point in time, he can't be fielded in a force with Gamling unless you want to cough up your army bonuses or incurring any penalties), he has a pretty good Heroic
Action suite (Strength, Defense, Resolve, and Strike), plus his horse, Felarof, is a steed with 12" move. You really want him if you're planning to field the Sons of Eorl, as they gain +1 attacks on the charge) at Strength 4 if Eorl is within 6"(or Strength 5 if they charge with the army bonus). Very nasty for basic troops. Helm
Hammerhand. Eorl is great (as are Eomer and Theodred), but if you're looking at the consumate Rohan hero, Helm's your man. He's still capped at Fight 5 (as all Rohan men are), but Strength 5 (6 on the charge, if you keep the army bonus), Burly, and a two-handed sword dramatically up the carnage, especially if he's mounted. He's Defense 7 with 3
Wounds and 1 Fate, making him more squishy than Eomer and Eorl, but more resilient than Theodred. He's also not Fearless (which is weird), but with a base Courage of 7 and a War Horn included in his points cost (which also gives him Terror when he charges into combat), he's basically Fearless. ;-) 3 Might and 3 Will round out his profile, along
with heroic Strike, Strength, Defense, and Challenge. While you'll occasionally see Helm in vanilla Rohan lists (especially if all-mounted is your jam), his true combat prowess is unleashed in the Helm's Guard Legendary Legion, where Helm gains a 6" +1 Fight Value bubble for friendly Rohan Warriors (whether they're mounted or on foot, charging or
standing their ground), a free Heroic Combat each turn, and Mighty Hero (yes... he picks up 3* Might). Which makes him an absolute wrecking ball. Unnamed Hero Profiles Yes, it's cross-genre... no, I don't care... Photo Credit: WorldAndvil · The King's Huntsman: Along with Grimbold, this is the only other hero in Rohan who can't be mounted.
He's also one of your only two hero options if you're running full-powered Eorl. He's not much of a fighter at all (Fight 3 with just 1 Attack), and is a Minor Hero (so he only leads 6 troops in his warband). What he excels at is sniping priority target, with his 3+ shoot value, Strength 3 Longbow, and his Master Archer special rule: he only fails In The
Way rolls on a 1, and each time he slays an enemy Hero or Monster model, he restores his Might to its starting level (2 Might). Two or three of them can be lethal to enemy heroes at range (which is fun for a while), but if you're running heavy cav, they're not an ideal fit. They prefer having infantry in front of them to buy them time to snipe.
and Erkenbrand). Having said that, the drop from 3 Might to 2 matters less when every Rohan hero gets bonus Might from Gamling. One additional reason you might consider them: like Royal Guards and Riders, they also have the Arise Riders of Theoden! special rule, which basically makes them Fight 5 / Strength 5 on the charge. Most other
factions would kill to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with those stats (and generally pay through the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose to have even a handful of mounted hero choices with the nose and hero choices with 
infantry core. The key thing about them is that they aren't heavy infantry: at just Defense 5, they'll get shredded by normal Strength 3, they struggle to win fights against elite troops (Fight 4+). They also don't have access to spears, so
without allied help (from Minas Tirith, the Fiefdoms, or even the Wildmen of Druadan) they can't pull off conventional shield-to-shield tactics with the likes of Mordor or Isengard. What they excel at is skirmishing, especially against cavalry, with their 8", Strength 3 throwing spears tacked on to their 6" move (giving them a 14" threat range, which is
significant). You can also take standard bows if you like, plus a War Horn (though not worth it if you take Erkenbrand) and Banner (if you want another one to pair with Gamling). You can boost them to Strength 4 with Grimbold's Helmingas upgrade (which isn't limited to just Grimbold's warband), which gives them some good hitting power against
                                 Rider of Rohan: The gold standard (with Rivendell Knights, depending on how much you value points cost vs. statline) when it comes to multi-purpose cavalry. They can take it all: bows, shields, and horses come standard (with swords or axes), plus the option for throwing spears if you want to make your charges just that much
more devastating. Strength 3 / Strength 4 on the charge, to pair with Fight 4 on the charge within 12" of Theoden!), makes them pretty dangerous against troops, and since their bows don't count towards your bow limit in a Rohan force, you can have a full compliment of ranged warriors if you like. As with their dismounted
counterparts (Warriors of Rohan), you can take a War Horn or Banner with them, which are great options to have. Just be sure you paint up some dismounts for your riders in case they lose their horses.
                                                                                                                                                                                                                                                                                         Ronan Royal Guard: These are Ronan's elite troops, and they're surprisingly good at a very cheap price. They come standard with a shield
sword, and heavy armor for a base Fight 4, Strength 3, Defense 6, and Courage 3 (which makes up for their Bodyguard), with an option for a horse (that pushes them just 1 point above what you'd pay for a Rider). They don't have access to bows, but you can take throwing spears for more oomph on the charge (and a decent skirmish force, with a 4+
shoot value). Like the Riders, they also picked up Arise Riders of Theoden!, which means if they charge they get to Fight 5 or lower), and can pose a real problem for most generic heroes (Fight 5 or lower). They can't take a War Horn but you can take a Banner (Bodyguard
banners are always a good thing). They're very resilient if they get charged, and devastating if they charge themselves. And, of course, you can take them on foot, too, to get some resilience in your infantry ranks. Rohan Outriders (or "Outwalkers" if you don't mount them) don't benefit from Theoden's
fight value buff, and their base Fight 3 leaves something to be desired. To compensate, they have a 3+ shoot value to go with their Strength 2 bows, which makes them exceptionally good at harassing and skirmishing with an opponent (especially if you have a hero like Gamling calling Heroic Marches each turn, for 7.5" inches of movement per turn,
followed by 24" bow shots on a 4+). Their Vanguard special rule also helps them skirmish on the fringes after you break, since they're Rohan Cavalry (if you mount them, of course), they're still Strength 4 on the charge (with +1 Attack on the
                                                           Son of Eorl: While some cavalry got buffed in the new edition (Morgul Knights, Warg Riders), these guys took a hit. Their signature stat in years past (2 Attacks base, which on any troop is rare and on mounted troops is unheard of) went away, unless you take Eorl the Young with them (with all the list-
building restrictions he brings). It makes for more thematic games (where they essentially function as cheap mini-captains without the heroic stats), but probably relegates them to niche status. Strength 5 still hurts, even if it's not 6 dice to-wound), but with
just 1 Attack they're fairly overcosted. Their horses are now standard horses (10" move instead of their old 12" move), which his another hit to their value. About those Legendary Legions... So... there's a ton of these. Here's some quick hits, but for more details be sure to check-out Tiberius's "The Stuff of Legendary Legions... So... there's a ton of these. Here's now appear to the sure to check-out Tiberius's "The Stuff of Legendary Legions... So... there's now appear to the sure to check-out Tiberius's "The Stuff of Legendary Legions... So... there's now appear to the sure to check-out Tiberius's "The Stuff of Legendary Legions... So... there's now appear to the sure to check-out Tiberius's "The Stuff of Legendary Legions... So... there's now appear to the sure to check-out Tiberius's "The Stuff of Legendary Legions... So... there's now appear to the sure to the su
truly (links below). Riders of Theoden (Gondor at War): Rohan features in only 1.33 legendary legions so far (though that is likely to change in the future) [Edit: yep, it did], and of them this one is by far the best for Rohan. You get fantastic hero selection: basically every named hero you'd want, except poor, poor, Grimbold (even though HE WAS).
THERE!!!), plus Riders of Rohan and Royal Guards to bulk out your numbers. By "bulk out your numbers," of course, we mean 20-30 models when most everyone else is taking 35-60: mounted Riders and Royal Guards aren't cheap (especially if you give them throwing spears), plus if you're taking 4-8 heroes, that will cut into your point significantly
(even if Rohan's named heroes are among the cheapest in the game). Don't let that dissuade you: you'll want to take as many of these named heroes as possible, to take full advantage of the legion's signature special rule: Death! Once per turn, at the start of a Fight Phase, you can declare that all your heroes get a free Heroic Combat or Heroic Strike,
without expending Might. Pair that "free" Might with the "free" renewable Might that you're getting from Gamling's banner, and suddenly your "real" might is going a whole lot further. If you're fighting this legendary legion, you don't want to be caught flat-footed by Death! You might never recover... For more, check out The Stuff of Legendas: The
Riders of Theoden. Men of the West (Gondor at War): We covered this Legendary Legion in our summary of Minas Tirith, so I won't rehash all of that. If you're looking for a thematic allied force of Rohan, Minas Tirith, and the Fiefdoms (with some Fellowship and Rivendell heroes thrown in for good measure), they're worth exploring; but if you're in it
primarily to play Rohan, this legion should be a hard pass. For one, you don't have access to most of Rohan's core named heroes (the ones who are hurt during the battle, like Eowyn). Even worse, the heroes you can take can't be mounted, which means you lose
the core thematic element that makes Rohan, well, Rohan. Neither can the troops. Having said all that... if you still want to give this legion a go, Tiberius puts a brave face on it in The Stuff of the Legends: Men of the West. Defenders of Helm's Deep (War in Rohan): Loved the cinematic version of Helm's Deep in the films? You can already recreate that
battle using a Historic Alliance of Rohan and Lothlorien, but this legion offers some nice cosmetic buffs (and one game-bending rule). The big kicker is that your ranged models pick up an extra 6" if they haven't moved before they shoot... which, given that you can field up to a third of your army with Strength 3 / 3+ shoot Elf Bows, is kind of insane.
Tiberius loves this legion, so check out his write-up if you want more of the goods. Theodred's Guard (War in Rohan): This is your Fords of Isen-themed list, which picks up some nice buffs (you can use throwing spears to support if you haven't cast them, the entire army gains Sworn Protector (Theodred) to deal with Terror, and Theodred inherits
Theoden's +1 Fight buff for nearby Riders and mounted Royal Guard). While you can mount this force, I'm on record saying that you shouldn't. And I stand by that recommendation. Riders and mounted Royal Guard). While you can mount this force, I'm on record saying that you shouldn't. And I stand by that recommendation. Riders and mounted Royal Guard). While you can mount this force, I'm on record saying that you shouldn't. And I stand by that recommendation. Riders are not saying that you shouldn't.
break-down, is a one-time-use Shade debuff for nearby enemy models within 12" of Gandalf (-1 to their duel roll), which is good.. I'm just not sure it's better than taking Gandalf and some Knights of Minas Tirith in a historic alliance, to bolster your killing power. Helm's Guard (War in Rohan): If you're running Helm, you're probably
running this. I'm a big fan of a large infantry contingent in this force, too, but Mighty Hero will keep an all-cav army churning for a while. The Paths of the Druadan (War in Rohan): If you forgot this was a Rohan Legendary Legion, too (like I apparently did for three years:-P), you'd be forgiven (thank you, and you're welcome). This legion is weird
because it basically takes an obscure Green Alliance (Rohan + Wildmen of Druadan) and makes it into a legion. The downside is that you must take Ghan-Buri-Ghan with 15 Woses, but can't take any additional Woses or any other models on foot (Theoden, any Rohan heroes, and Rohan warriors all have to be mounted). So you have a mostly cavalry
army (probably) paired with a block(?) of 16 infantry who are F3/D3, which is... kinda strange. The primary benefits that the legion confer are that you can drop "waypoints" that allow your mounted models can move through difficult terrain, and you also win Heroic Moye-offs on a 3+ instead of the standard 4+. Both of those are great, of course--but
when you're competing against some of the other legions and their bonuses, it's easy to see this one and shrug. (Which is sad, because I really like the themey-ness of this legion.) Concluding Thoughts Thanks for checking out our review of Rohan in the Middle-Earth Strategy Battle Game. As always, be sure to check out our recommended resources
below, and let us know what you think in the comments. What variations of Rohan are you most fond of, or eager to try out? And what are you hoping we'll see in the new Rohan at War supplement coming soon? Recommended Resources More from the TMAT Team: War in Rohan Inspired Lists: The Riders of Eomer LL Revisited (March 2023) War in
Rohan Inspired Lists: The Defenders of Helm's Deep Revisited (March 2023) Gondor at War Inspired Lists: Rohan Revisited (November 2022) In Defense of: Sons of Eorl (June 2022) In Defense of: Sons of Eorl (June 2022) In Defense of: Sons of Eorl (June 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023) Gondor at War Inspired Lists: The Odd Revisited (November 2023
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Necessities, Part XV: Rohan (April 2020)The Bare Necessities, Part I: On Cavalry (or Fast-Moving Weapon Theory: How to Make them Work (July 2015)New Rules, Part VI: The Kingdoms of Men, Part I (December 2018)Why You
Don't Need To Take Eomer (December 2013, *pre-MESBG)Rohan Tactics Post, Part I: Heroes (December 2013, *pre-MESBG)Rohan Tactics Post, Part II: Warriors (January 2014, *pre-MESBG)Rohan Tactic
Resources: MEDIA: In Depth Rohan Army Review - BRAND NEW Middle Earth SBG (GBHL Podcast) IN PRINT: Middle-Earth Faction Focus: Rohan (Warhammer Community) IN PRINT: Fog of War, Part 5: Rohan (Warhammer Community) IN PRINT: Fog of War, Part 5: Rohan (Warhammer Community) IN PRINT: Middle Earth SBG (GBHL Podcast) IN PRINT: Middle-Earth Faction Focus: Rohan (Warhammer Community) IN PRINT: Middle Earth SBG (GBHL Podcast) IN PRINT: Middle-Earth Faction Focus: Rohan (Warhammer Community) IN PRINT: Middle-Earth Faction Focus: Rohan (Warhammer Community) IN PRINT: Middle-Earth SBG (GBHL Podcast) IN PRINT: Middle-Earth Faction Focus: Rohan (Warhammer Community) IN PRINT: Middle-Earth SBG (GBHL Podcast) IN PRINT: Middle-Earth SBG (GBHL Podcast)
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*pre-MESBG)BATTLE REPORT: Rohan vs. Isengard (Top Table Gaming)BATTLE REPORT: Rohan vs. Lothlorien (plus ENTS!!!) (Miniwargaming)BATTLE REPORT: Rohan vs. Dwarves (Gaming with the Cooler)BATTLE REPORT: Rohan vs. Lothlorien (plus ENTS!!!)
Warrior (GirlPainting) HOBBYING: Edoras Gatehouse and Palisade Wall Gaming Board Tutorial, Converting Rohan Royal Guard, Elfhelm Painting Tutorial, (ZorpaZorp Gaming) HOBBYING: How to Paint a Rider of Rohan (Battle Games in Middle
Earth)HOBBYING: Rohan Royal Guard Painting Tutorial (Planet Mithril)
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