

# 1650 Nations

## The Twenty Five nations of Middle-earth

### The Free Peoples

- 1 Woodmen
- 2 Northmen
- 3 Éothraim
- 4 Arthedain
- 5 Cardolan
- 6 Northern Gondor
- 7 Southern Gondor
- 8 Dwarves
- 9 Sinda Elves
- 10 Noldo Elves

### The Dark Servants

- 11 Witch-king
- 12 Dragon Lord
- 13 Dog Lord
- 14 Cloud Lord
- 15 Blind Sorcerer
- 16 Ice King
- 17 Quiet Avenger
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### The Neutrals

- 21 Corsairs
- 22 Haradwaith
- 23 Dunlendings
- 24 Rhudaur
- 25 Easterlings

Below you will find the details of the starting characters of each nation. However, please note that one character in each nation will have a special ability allocated to them which may increase a skill rank above those given. Also, whilst characters will usually start with any artefacts stated, this is not guaranteed. Finally, artefacts increasing skill ranks have not been included in either the character's skill ranks or challenge rank.

# 1 – The Woodmen

The Woodmen nation is composed of both the Woodmen and the Beornings of Mirkwood. The Woodmen are a loose collection of hunter-gatherer tribes who live in or below the trees of the great forest. The Beornings are closely related to the Woodmen, although their ancestry is distinct, and a select few can shape-change. The Woodmen numbers are few, generally preferring to blend in with their environment rather than placing a burden upon it. Their clans prefer small centres of population, and hold several sites in the forest as holy. Loosely led by Beoraborn and Waulfa, they possess skilled leaders with great insight and wisdom, and deft agents with speed and cunning. The scattered population of the Woodmen presents difficulty in co-ordinating plans, but they are fierce warriors, effective in almost any terrain, and have rich resources at their disposal.

## Special Abilities

- ❖ New characters have a greater chance of gaining a bonus to their stealth
- ❖ New characters may have a bonus to their challenge rank
- ❖ The following scouting and recon orders issued work as if the character has double the relevant skill rank:
  - 905 – Scout Army
  - 910 – Scout Area
  - 915 – Scout Hex
  - 920 – Scout Population Centre
  - 925 – Recon Area
  - 930 – Scout for Characters
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale when moving, and only lose 2-5 if force-marching.

## Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Beneoracer	30	10	-	-	15	31	
Beoraborn	40	10	-	10	15	44	
Bombeneor	30	-	10	-	15	31	
Chilperic	-	-	20	10	-	12	
Guntram	10	20	-	-	-	17	
Odagus	10	10	10	-	-	13	
Osric	40	-	-	-	-	40	
Waulfa	30	10	-	10	-	34	

## Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Buhr Fram	2405	Town			
Buhr Widufiras	2711	Major Town	Tower		
Carrock	2609	Town			Hidden
Eorcan	2411	Camp			
Maethelburg	2508	Major Town	Tower		Capital
Sairtheod	2712	Camp			
Sam Lothduin	2613	Village			
Vidus	2615	Camp			
Waetan's Lodge	2605	Camp			Hidden

## Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2508			1200	900					40
2711				600	600				30
2711			600	600					40

## Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	90	90	95	87	85	85
Severe	92	92	92	97	90	87	87
Cold	95	95	95	100	92	90	90
Cool	97	97	97	102	95	92	92
Mild	100	100	100	105	97	95	95
Warm	97	97	97	102	95	92	92
Hot	95	95	95	100	92	90	90

## Warship Strength – 3

## 2 – Northmen

The Northmen nation is composed of both the Lake-men and Dale-men of Rhovanion, as well as the Dorwinrim near the Sea of Rhûn. Their cultures are similar, since all are skilled diplomats and merchants, and together they influence much of the mercantile trade in western Middle-earth. The Northmen aspire to develop and control vast markets, and so acquire considerable wealth. Their numbers are not great, but their settlements are much larger than their neighbours'. The Northmen possess adequate and well-provisioned armies, and also possess a navy at the Sea of Rhûn. Led by Éoder and Gaerandil, the Northmen represent a significant power waiting to be awakened.

### Special Abilities

- ❖ New emissaries can start with an emissary skill rank of up to 40 when created using the order 734 – Name Emissary
- ❖ The nation can buy from the market at 20% less than given buy price (but bids from the market do not gain this price break)
- ❖ The nation can sell to market at 20% greater than given sell price
- ❖ All new recruits start with a training rank of 20
- ❖ The nation can build ships for 750 timber (half the normal cost)

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Barlin	20	10	-	-	-	21	
Beawyn	-	-	-	30	-	30	
Dudannis	-	30	-	-	-	22	
Eoder	40	10	-	-	-	41	
Frumgara	20	10	10	-	-	23	
Gaerandil	30	-	10	-	-	31	
Jirfellen	-	-	-	30	-	30	
Odagavia	30	-	10	-	-	31	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Buhr Thursaig	3105	Town	Tower		
Dale	3108	Town	Tower		
Dilgul	4217	Major Town		Harbour	
Elgaer	4415	Town		Harbour	
Esgaroth	3109	Major Town	Tower	Harbour	
Lest	4017	Town		Harbour	
Londaroth	3110	Village			
Scari	4015	Town		Harbour	
Shrel-kain	4013	Major Town	Fort	Port	Capital
Kardavan	3712	Village	Tower		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3108		300	300	300	300				40
3109		300	300	300	300				30
4013	300	600							30
4017			600	300			12	6	20

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	87	82	80	77	77	80
Severe	90	90	85	82	80	80	82
Cold	92	92	87	85	82	82	85
Cool	95	95	90	87	85	85	87
Mild	100	100	95	92	90	90	92
Warm	97	97	92	90	87	87	90
Hot	95	95	90	87	85	85	87

### Warship Strength – 5

### 3 – Éothraim

The Éothraim nation includes the sedentary Gramuz peoples as well as the plains-riders who reside on the vast plains of Rhovanion and near the eaves of Mirkwood. A loose collection of semi-permanent clans led by Uirdiks and Mahrcared, the tribes of the Éothraim control considerable territory. While they have chosen to establish few permanent settlements, these ancestors of the Riders of Rohan are capable of placing roots when need dictates. On horseback, the riders of the Éothraim have few equals anywhere in Middle-earth. Their forces enjoy the mobility of cavalry and are masters of the wild horses of the region. Although their dispersed forces and sparse settlements inhibit their power, the Éothraim possess considerable numbers of troops, and have reliable clan leaders.

#### Special Abilities

- ❖ All new recruits start with a training rank of 20
- ❖ New commanders can start with a command skill rank of up to 40 when created using the order 728 – Name Commander
- ❖ Armies may force march with no loss of morale points
- ❖ Mages may learn the lost spell 508 – Conjure Mounts

#### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Aluiric	30	-	-	-	-	30	
Atagavia	30	-	10	-	-	31	
Athaulf	30	-	-	-	-	30	
Gisulf	30	-	-	-	-	30	
Leofigild	20	10	10	-	-	23	
Mahrcared	50	-	-	-	-	50	181
Thuidimer	30	10	-	-	-	31	
Uirdiks	20	-	-	30	-	35	

#### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Buhr Ailgra	3112	Major Town	Tower		
Buhr Anthar	3217	Camp			
Buhr Beorills	3416	Camp			
Buhr Gadrught	3715	Camp			
Buhr Marling	3612	Major Town	Tower	Harbour	
Buhr Padaruik	3819	Camp			
Buhr Waldlaes	3113	Major Town	Tower		
Buhr Waldmarh	3012	Major Town	Fort		Capital
Buhr Widu	2912	Major Town	Tower		

#### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3112	900	300							50
3217	600	600							30
3612	900	300							30
3715	900	300							30
3819	900	300							30

#### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	97	87	77	82	77	77
Severe	90	100	90	80	85	80	80
Cold	92	102	92	82	87	82	82
Cool	95	105	95	85	90	85	85
Mild	100	110	100	90	95	90	90
Warm	100	110	100	90	95	90	90
Hot	95	105	95	85	90	85	85

#### Warship Strength – 3

## 4 – Arthedain

The last independent kingdom of the former realm of Arnor, the nation of Arthedain still represents a significant force in the region. From the hills of northern Eriador and led by King Argeleb II, the knights and mages of Arthedain have withstood the evil forces of Angmar for over 300 years. The great power and influence they wielded long ago is no more, yet the memory of former glory remains and serves as a beacon for the people of Arthedain. The blood of the Dúnedain runs rich in the veins of their leaders, who still possess many of the heirlooms of ancient Númenor. Numerous well-fortified towns support the remaining population, and a variety of resources are still abundant in the region. Gifted with few but excellent leaders, the well-provisioned armies of Arthedain are formidable, whilst lately, to bolster their flagging recruitment, mercenaries have been hired to swell the ranks.

### Special Abilities

- ❖ All new recruits start with a training rank of 20
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food only lose 2-5 if force-marching.
- ❖ Fortifications are built at 1/2 the listed timber cost
- ❖ New mages can start with a mage skill rank of up to 40 when created using the order 737 – Name Mage

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Alquawen	-	10	10	10	-	13	
Minastir	20		-	10	-	22	
Morwen	10	10	10	-	-	13	
Argeleb	50	-	20	-	-	52	5, 31, 33, 38
Bondan	30	-	10	-	-	31	
Marl Tarma	40	-	-	10	-	42	
Meneldir	40	-	-	-	-	40	
Sarkar	40	-	-	-	-	40	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Athrad Sarn	1211	Camp	Tower		
Bareketa	1106	Town	Tower		
Bree	1409	Town	Tower		
Caras Celairnen	0907	Town	Tower		
Caras Fornen	1006	Town	Tower		
Culwic	0707	Town	Tower		
Eruimer	0807	Village			
Fornost Erain	1407	City	Castle		Capital
Malborn High	1406	Village	Tower		
Rood	1307	Village			
Tarmabar	1109	Town	Tower		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1109		600		300					40
1211						600			20
1407	600		600	900	300	300			40
1409			300	600					40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	92	90	85	85	82	85
Severe	92	95	92	87	87	85	87
Cold	95	97	95	90	90	87	90
Cool	97	100	97	92	92	90	92
Mild	100	102	100	95	95	92	92
Warm	100	102	100	95	95	92	95
Hot	95	97	95	90	90	87	90

### Warship Strength – 4

## 5 – Cardolan

The glory of Cardolan has long passed, and the blood of the Dúnedain runs thin. However, the largest region of the former realm of Arnor still wields much influence, and employs numerous swords in central Eriador. Consisting of several co-operating fiefdoms loosely led by Hallas, Cardolan seeks to be a reunited and restored nation once again. The armies of Cardolan are adequate but lacking in discipline, and consist of large numbers of mercenaries hired to provide quantity if not quality. It is the numerous towns and settlements of Cardolan which help establish their influence over the strategic region of Eriador, and much of their strength lies in the considerable resources available in Eriador. A good navy is also anchored and ready to oversee the extensive coastline and numerous rivers within Cardolan.

### Special Abilities

- ❖ New armies are hired at no cost
- ❖ New armies start with a morale of 40
- ❖ All mercenary recruits (Men-at-Arms) start with a training rank of 25
- ❖ New commanders can start with a command skill rank of up to 40 when created using the order  
728 – Name Commander
- ❖ The following scouting and recon orders issued work as if the character has +20 to their relevant skill rank:  
905 – Scout Army  
910 – Scout Area  
915 – Scout Hex  
920 – Scout Population Centre  
925 – Recon Area  
930 – Scout for Characters

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Aethelan	10	20	-	-	-	17	
Earnil	40	-	-	-	-	40	
Echorion	20	-	10	-	-	21	
Finduilas III	-	-	10	30	-	31	
Hallas	40	10	-	-	-	41	
Imlach	30	-	-	-	-	30	
Lanaigh	30	-	-	-	-	30	
Pelendur	30	-	10	-	-	31	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Annon Baran	1014	Town		Harbour	
Argond	1514	Town	Tower		
Balost	1317	Town	Tower		
Metriath	1513	Major Town	Castle		Capital
Minas Girthlin	1113	Town	Tower		
Minas Malloth	1510	Town	Tower		
Suduri	1219	Town	Fort	Harbour	
Tharbad	1614	Major Town	Castle	Port	
Traith Chefudoc	1015	Town		Harbour	

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1113			300		300	600			40
1219			300			600	8	4	40
1510	600	300	300	300		600			40
1614						900	8	4	40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	92	90	90	85	85	82	85
Severe	95	92	92	87	87	85	87
Cold	97	95	95	90	90	87	90
Cool	100	97	97	92	92	90	92
Mild	102	100	100	95	95	92	95
Warm	102	100	100	95	95	92	95
Hot	97	95	95	90	90	87	90

### Warship Strength – 4

## 6 – Northern Gondor

*'We of Minas Tirith have been staunch through long years of trial. We do not desire the power of wizard-lords, only strength to defend ourselves, strength in a just cause.'*

*The Fellowship of the Ring, Book Two, X – The Breaking of the Fellowship*

Although no longer the dominant force in western Middle-earth, the nation of Northern Gondor still controls a huge domain extending north from the White Mountains, east from the Gap of Isengard, west from the land of Mordor (with outposts still evident in Rhovanion), and south of Mirkwood. The blood of the Dúnedain runs richest in Gondor, and the leaders are well-seasoned veterans of both foreign and internal conflicts. Led by King Tarondor, their armies are well-provisioned and supplied, and have even begun to reach their former proportions once more. Many strong cities and fortified towns are scattered across this vast realm, and several navies help maintain Gondorian interests along the Anduin and the route to the sea. The source of greatest concern for Northern Gondor is not their own strength, but rather the extensive realm they must protect, and the many enemies who reside on their borders.

### Special Abilities

- ❖ New commanders can start with a command skill rank of up to 40 when created using the order 728 – Name Commander
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food only lose 2-5 if force-marching.
- ❖ Fortifications are built at 50% of the listed timber cost
- ❖ All new recruits start with a training rank of 20

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Alandur	40	-	10	-	-	41	
Caranthir	50	-	-	-	-	50	30
Elatar	60	10	-	-	-	61	
Tarondor	60	10	20	-	-	64	29, 49, 57
Telumehtar	60	-	-	-	-	60	
Vagaig	40	-	-	-	-	40	
Veantur	40	-	-	-	-	40	6, 28, 95
Vinyaran	60	-	10	-	-	61	27

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Aglarond	2121	Major Town	Fort		
Angrenost	2119	Town	Citadel		
Bar-en-Tinnen	3026	Town	Tower		
Calmirie	2421	Major Town	Fort		
Dunlostir	2220	Village			
Imdorad	2622	Town	Tower		
Minas Anor	2924	City	Citadel	Port	Capital
Minas Arthor	2926	Town	Tower		
Minas Ithil	3124	Major Town	Fort		
Onodriith	2520	Town	Tower		
Osgiliath	3024	Major Town	Fort	Harbour	
Pelargir	2927	City	Castle	Port	
Romanost	3116	Town	Tower		
Thorontir	3316	Town	Tower		
Tir Anduin	2619	Town	Tower		
Tir Ethraid	3028	Town	Tower		
Tir Limlight	2617	Town	Tower		
Tir Nindor	3020	Town	Tower		
Warfinger	3716	Town	Tower		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2119			300	300	300				50
2924	900		300	300					60
2927		300	600				14	7	60
3024			300	300			14	7	60
3028	300	300	300	300					60
3116	600	600							40

### Nation Climate and Terrain Modifier Percentage

<i>Climate</i>	<i>Shore</i>	<i>Plains</i>	<i>Rough</i>	<i>Forest</i>	<i>Desert</i>	<i>Swamp</i>	<i>Mountains</i>
Polar	92	92	87	85	85	82	85
Severe	95	95	90	87	87	85	87
Cold	97	97	92	90	90	87	90
Cool	100	100	95	92	92	90	92
Mild	102	102	97	95	95	92	95
Warm	102	102	97	95	95	92	95
Hot	97	97	92	90	90	87	90

Warship Strength - 4



## 7 – Southern Gondor

The numerous lands and fiefs of Southern Gondor are considered allied with their cousins to the north. However, the recent Kin-strife has strained relations and estranged some of the powers, and many powerful men within the nation ponder their own right to rule all of Gondor. Their realm consists of the lands south of the White Mountains and north of Near Harad. Led by Prince Celdrahil, the forces of Southern Gondor are not to be taken lightly. Numerous well-fortified towns dot a countryside rich in natural resources. A formidable army, in terms of numbers, training, and provisions, and powerful navies that patrol the sea regions south of Gondor and up the Anduin delta, provide considerable deterrent to the other major powers in the region. The mages of Southern Gondor are also very talented, and betray the presence of Elvish blood mixed with that of their Dúnadan ancestors.

### Special Abilities

- ❖ New recruits start with a training rank of 20
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food only lose 2-5 if force-marching.
- ❖ Fortifications are built at 50% of the listed timber cost
- ❖ New mages can start with a mage skill rank of up to 40 when created using the order 737 – Name Mage

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Argirion	50	-	-	-	-	50	
Baranor	-	-	-	30	-	30	114
Belechael	30	-	20	-	-	32	
Camlin	50	-	-	-	-	50	
Celdrahil	60	-	10	-	-	61	85
Dunsul	50	-	-	10	-	52	
Marahil	10	10	20	-	-	14	4
Saerol	-	-	10	40	-	41	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Calembel	2424	Town	Tower		
Cirith Dunrandir	2327	Town	Tower		
Dol Amroth	2227	City	Fort	Port	Capital
Endil	2328	Town	Tower	Harbour	
Ethring	2425	Town			
Fanuilon	2628	Town	Tower	Harbour	
Glanhir	2324	Town	Tower		
Linhir	2527	Major Town	Fort	Harbour	
Minas Brethil	2626	Town	Tower		
Morthondost	2223	Major Town	Fort		
Nan Requian	2426	Town			
Rendul	2225	Town			
Sarlond	2427	Town	Tower		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2227			600	1800			20	10	50
2227	300	600	600	300			20	10	60
2527			300		600	300	10	5	50
2626			300	900					60
2628	300	300	600	300					50

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	90	90	85	85	82	87
Severe	92	92	92	87	87	85	90
Cold	95	95	95	90	90	87	92
Cool	97	97	97	92	92	90	95
Mild	100	100	100	95	95	92	97
Warm	100	100	100	95	95	92	97
Hot	95	95	95	90	90	87	92

### Warship Strength – 5

## 8 – Dwarves

*'The legs of Men will lag on a rough road, while a Dwarf goes on, be the burden twice his own weight, Master Boromir!'*

*The Fellowship of the Ring, Book Two, IX – The Great River*

The descendants of the Seven Fathers, known among themselves as the "Khazâd", are scattered from one end of Middle-earth to the other. The largest settlement of the Dwarven nation is centred at Moria, led by Báin I, but there are enclaves to be found in the Blue Mountains, the Grey Mountains, the Iron Hills, and the hills near the Sea of Rhûn. The rise of the Dwarves as a power has been prevented primarily by the isolation of their forces, but further hampered by the slow growth of their population. A stout and sturdy race, the Dwarves are blessed with some of the most formidable warriors, pound for pound, to be found in all of Middle-earth. The Dwarves were little affected by the Plague, and most of the Dwarven population are trained warriors. Thus the Khazâd are capable of fielding a large, well-provisioned, well-led army. In matters other than military, however, the Dwarves are less-skilled. And although their settlements are usually strong and well-fortified, they have limited resources, other than metals, with which to barter for much-needed products.

### Special Abilities

- ❖ New Heavy infantry recruits start with a training rank of 30
- ❖ Armies force march with no loss of morale points
- ❖ Fortifications are constructed at 50% of the listed timber cost
- ❖ All characters without the appropriate rank may issue the following orders as if they have a skill rank of 50 (this does not apply if the character has the relevant rank at a lower level – if this is the case, then the order will be performed with the relevant rank):
  - ❖ 905 – Scout Army
  - ❖ 910 – Scout Area
  - ❖ 915 – Scout Hex
  - ❖ 920 – Scout Population Centre
  - ❖ 925 – Recon Area
  - ❖ 930 – Scout For Characters

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Azaghal	30	-	-	-	-	30	
Bain I	50	-	10	-	-	51	10, 60, 102, 120
Falin	40	10	-	-	-	41	
Fulla III	30	-	10	-	-	31	17, 140
Gain I	30	-	-	-	-	30	
Thelor II	40	-	-	-	-	40	
Thrar III	30	10	-	-	-	31	69
Threlin	40	10	-	-	-	41	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Azanulinbar-dum	3707	Town	Fort		
Barak-shathur	3607	Village	Tower		
Belegost	0812	Town	Fort		
Celeb-ost	3002	Town	Fort		
Khazad-dum	2212	City	Citadel		Capital, Hidden
Kheled-nala	3916	Village	Tower		
Noegrod	0606	Town	Tower		
Norr-dum	2904	Town	Fort		
Telenaug	0605	Town	Tower		
Zagragathol	0811	Village	Tower		
Zarak-dum	2004	Town	Fort		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2212			1200						50
2212			1500	300	300				30
3607			600		300				30
3707			1200	300					30
3916			600		300				40

## Nation Climate and Terrain Modifier Percentage

<i>Climate</i>	<i>Shore</i>	<i>Plains</i>	<i>Rough</i>	<i>Forest</i>	<i>Desert</i>	<i>Swamp</i>	<i>Mountains</i>
Polar	92	95	100	90	92	92	105
Severe	95	97	102	92	95	95	107
Cold	97	100	105	95	97	97	110
Cool	97	100	105	95	97	97	110
Mild	97	100	105	95	97	97	110
Warm	97	100	105	95	97	97	110
Hot	95	97	102	92	95	95	107

Warship Strength – 2

## 9 – Sinda Elves

The nation of the Sindar consists mostly of Silvan (Wood) Elves, who are led by their Sindar brethren. The Sinda Lords Thranduil and Amroth effectively lead the dispersed forces of the Wood-elves resident in northern Mirkwood and in Lórien. The armies of the Sindar are not numerous, but they are effective, possessing fine-quality weapons and superb leaders. The forces of the Sindar exhibit typical Elvish traits, and are adept at moving and fighting in their natural terrain - the forest. Skilled mages and numerous agents also keep them well-informed about their surroundings, and the activities of their neighbours. Although their settlements are few and far between (they possess harbours as far away as the Sea of Rhûn and the Great Sea), the Sindar are well hidden and well protected.

### Special Abilities

- ❖ Ships only cost 500 timber to construct (one third of the normal cost)
- ❖ New recruits start with a training rank of 25
- ❖ New characters have an increased chance of having stealth
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food only lose 2-5 if force-marching.

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Amroth	60	-	20	-	20	62	
Lanthir	30	-	-	30	20	37	
Nimrodel	-	-	20	50	20	52	
Ohtar	50	10	-	-	20	51	
Ringlin	-	-	-	50	20	50	35, 64
Taurnil	40	10	-	10	20	44	
Tharudan	-	20	-	50	20	53	
Thranduil	60	-	30	-	20	63	55, 121, 122

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Aradhrynd	2908	City	Fort		Hidden
Caras Amarth	2608	Town	Tower		
Caras Galadhon	2514	City			Hidden
Ceber Fanuin	2915	Village			
Cerin Amroth	2413	City			Capital, Hidden
Edhellond	2325	Major Town	Fort	Port	
Galadbrynd	2709	Town	Tower		
Rhubar	4413	Major Town		Port	Hidden

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2325		300		300	300		20	10	40
2413					900				60
2908		300		300	600				50
4413				300	300		6	3	30

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	92	90	87	100	87	85	85
Severe	95	92	90	102	90	87	87
Cold	97	95	92	105	92	90	90
Cool	100	97	95	107	95	92	92
Mild	102	100	97	110	97	95	95
Warm	102	100	97	110	97	95	95
Hot	97	95	92	105	92	90	90

### Warship Strength – 5

# 10 – Noldo Elves

*They passed slowly, and the hobbits could see the starlight glimmering on their hair and in their eyes. They bore no lights, yet as they walked a shimmer, like the light of the moon above the rim of the hills before it rises, seemed to fall about their feet.*

*The Fellowship of the Ring, Book One, III – Three is Company*

Arguably, the Noldor are individually the most powerful of Eru's Children. However, there are now so few of them that their potential to control events is not what it once was. The Noldo nation consists mostly of Wood-elves and a few Sinda Elves who are led by their Sinda and Noldo Lords, Círdan and Elrond. Residing in the westernmost parts of Middle-earth, they survey and consider the changing world from the Grey Havens and Rivendell. By no means strong by military standards, the Noldor still can bring to bear a well-trained, well-armed, and well-led army to back up their demands. Skilled mages and ancient artefacts grant them considerable knowledge of their surroundings, including the affairs of other nations, and well-protected by magical and natural forces, the settlements of the Noldor are perfect havens from which to launch attacks at almost any point in north-western Middle-earth.

## Special Abilities

- ❖ All new recruits have a training rank of 25
- ❖ Armies can force march with no loss of morale
- ❖ All characters may issue order 585 – Uncover Secrets as if they have a skill rank of 40 (or better if they have an emissary skill rank at higher than 40)
- ❖ New characters have an increased chance of having stealth

## Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Cirdan	40	20	40	50	25	69	40, 51, 59
Elladan	50	20	-	20	25	58	93, 106
Elohir	50	20	-	20	25	58	91, 107
Gildor	30	20	20	10	25	38	
Elrond	40	-	60	70	25	87	11, 41, 90
Erestor	-	-	40	60	25	65	26
Gaerdae	50	-	-	-	25	50	
Glorfindel	60	-	30	40	25	74	8, 89

## Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Elostirion	0810	Town			Hidden
Forlond	0408	Major Town	Fort	Harbour	
Galenros	0808	Village			
Harlond	0611	Major Town	Fort	Harbour	
Imladris	2209	Major Town			Hidden
Lanthir Lamath	0508	Village			
Mithlond-East	0710	Town	Fort	Harbour	
Mithlond-West	0708	City	Fort	Port	Capital

## Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
0611			300	600			8	4	50
0708				300	600		12	6	40
2209		300			300				60

## Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	95	92	90	97	90	87	87
Severe	97	95	92	100	92	90	90
Cold	100	97	95	102	95	92	92
Cool	102	100	97	105	97	95	95
Mild	102	100	97	105	97	95	95
Warm	102	100	97	105	97	95	95
Hot	97	95	92	100	92	90	90

## Warship Strength – 5

# 11 – Witch-king

*'Yet now under the Lord of Barad-dur the most fell of all his captains is already master of your outer walls,' said Gandalf. 'King of Angmar long ago, Sorcerer, Ringwraith, Lord of the Nazgul, a spear of terror in the hand of Sauron, shadow of despair.'*

*The Return of the King, Book Five, IV – The Siege of Gondor*

Led by the Lord of the Nazgûl, the Witch-king, the nation of Er-Mûrazôr is one of the most feared in Middle-earth. From his realm of Angmar in the far north, Mûrazôr influences many of the events that transpire in Eriador and the Grey Mountain region. Surrounded by competent leaders and skilled emissaries, the Witch-king can send forth his armies to battle with considerable confidence. His main problem is that many of his troops are so poorly trained that only their sheer numbers make the difference between victory and defeat. Powerful mages and ancient items of power also contribute much to the fear felt in the presence of the forces of the Witch-king.

## Special Abilities

- ❖ New commanders may start with a command skill rank of up to 40 when created using the order 728 – Name Commander
- ❖ Armies without food gain 1-2 morale points when stationary and lose 1-2 morale points when moving (2-5 points when force marching)
- ❖ Armies with food only lose 1-2 morale points when force marching
- ❖ Mages can learn the lost spell 244 – Fearful Hearts
- ❖ Mages can learn the lost spell 512 – Conjure Hordes

## Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Angulion	10	20	30	30	-	40	157
Ashdurbuk Zalg	60	-	-	-	-	60	67, 68
Cykur	50	-	10	-	-	51	
Dancu	60	20	-	-	-	63	100
Durkarian	50	10	10	-	-	53	47
Murazor	40	-	40	70	30	85	48, 52, 75, 82, 86
Rogrog	50	-	-	-	-	50	115, 116
Ulrac	50	-	20	-	-	52	

## Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Angsul	1905	Village	Tower		
Cargash	1806	Town	Fort		
Carn Dum	1804	Major Town	Castle		Capital
Eldanar	1907	Town	Tower		
Kala Dulakurth	2703	Town	Fort		
Morkai	2005	Village	Tower		
Mt. Gram	2006	Major Town	Fort		
Mt. Gundabad	2305	Major Town	Fort		
Shedun	1906	Village	Tower		

## Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1804	300	300	300			600			60
1806	300	300	300			600			50
2006	600			300	300	600			50
2305		300		600	300				60

## Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	90	90	85	82	82	87
Severe	92	92	92	87	85	85	90
Cold	95	95	95	90	87	87	92
Cool	97	97	97	92	90	90	95
Mild	100	100	100	95	92	92	97
Warm	97	97	97	92	90	90	95
Hot	95	95	95	90	87	87	92

## 12 – Dragon Lord

Led by the Second of the Nazgûl, the Dragon Lord, the nation of Khamûl is one of the most extensive of the Dark Servants. From his main fortress in southern Mirkwood, the Dragon Lord influences many of the events that transpire in Rhovanion and the Misty Mountain region. Surrounded by a variety of competent emissaries and skilled mages, the Dragon Lord can manipulate the affairs of the region almost at will. His agents frequently infiltrate his adversaries' settlements, yet due to the numerous enemy military forces in the area, the Dragon Lord has not yet openly displayed his growing armies. The Dragon Lord does not like to operate near bodies of water, so maintains no navies and does not even bother to maintain vigilance over the nearby Anduin river.

### Special Abilities

- ❖ New characters have an increased chance of having stealth
- ❖ Mages can learn the lost spell 314 – Teleport
- ❖ All the following orders issued work as if the character has double the relevant skill rank:
  - ❖ 905 – Scout Army
  - ❖ 910 – Scout Area
  - ❖ 915 – Scout Hex
  - ❖ 920 – Scout Population Centre
  - ❖ 925 – Recon Area
  - ❖ 930 – Scout For Characters
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if marching, and only lose 2-5 if force-marching.

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Celedhring	20	30	-	50	-	60	155, 156
Duran	60	-	20	20	30	67	
Khamul	30	30	30	40	30	53	62, 150, 153
Lhachglin	-	20	10	40	-	45	
Maben	-	-	20	50	-	52	154
Orduclax	-	-	-	50	-	50	34
Urgubal	30	-	10	-	-	31	99
Wodurishak	40	-	10	-	-	41	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Dol Guldur	2715	Major Town	Keep		Capital
Goblin-Gate	2409	Major Town	Fort		
Lag-auris	3104	Camp			
Lug Ghurzun	3822	Major Town	Tower		
Nahald Kudan	3506	Village	Tower		
Sarn Goriwing	2809	Town	Fort		Hidden

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2409		300	300	300		300			30
2715	600		600		300	600			60
2715				600	600	300			40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	82	87	85	85	80	80	82
Severe	85	90	87	87	82	82	85
Cold	87	92	90	90	85	85	87
Cool	90	95	92	92	87	87	90
Mild	95	100	97	97	92	92	95
Warm	95	100	97	97	92	92	95
Hot	95	100	97	97	92	92	95

### Warship Strength – 2

## 13 – Dog Lord

Led by the Third of the Nazgûl, the Dog Lord, the nation of Dendra Dwar is both powerful and in ascendance. From his main fortress inside Mordor, the Dog Lord prepares his forces for what he considers his rightful rulership of Ithilien and Rhovanion. Numerous dark mages and skilled agents are in the Dog Lord's service, but his greatest potential lies in the able commanders that handle his growing military might. The forces of the Dog Lord are aptly named, because many of his troops ride the infamous war-dogs and war-wolves that Dendra Dwar breeds and trains. This ferocious cavalry rides as one of the premier mounted forces in north-western Middle-earth. Until recently, the resources available within Mordor were sufficient for the Dog Lord's purposes. However, the need for both more canine-mounts and other war materials has forced Dendra Dwar to look beyond his current haven, and consider extending his domain's boundaries.

### Special Abilities

- ❖ All new recruits start with a training rank of 20
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if moving, and only lose 2-5 if force-marching
- ❖ Mages can learn the lost spell 508 – Conjure Mounts
- ❖ New characters have an increased chance of having stealth

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Ashburgnul	-	20	-	50	-	53	
Borhan	-	30	-	-	-	22	
Bulrakur	50	-	-	-	-	50	
Dendra Dwar	20	-	20	60	30	67	74, 138
Gurthlug	30	-	20	-	-	32	160
Kalduirmeir	40	-	-	-	-	40	
Krusnak	30	20	-	30	-	42	2, 43, 148
Tonn Varthkur	40	-	-	30	-	47	158, 159

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Lag-hundur	3321	Camp			
Lag-konzi	3121	Camp			
Lag-ujakdagul	3322	Camp			
Lag-ulurikon	3421	Camp			
Morannon	3221	Major Town	Keep		Capital
Ostigurth	3624	Major Town	Castle		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3221	1200	600							50
3221		900							40
3624		900							30

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	92	87	80	85	82	85
Severe	92	95	90	82	87	85	87
Cold	95	97	92	85	90	87	90
Cool	97	100	95	87	92	90	92
Mild	102	105	100	92	97	95	97
Warm	102	105	100	92	97	95	97
Hot	102	105	100	92	97	95	97

### Warship Strength – 3



## 14 – Cloud Lord

Led by the Fourth of the Nazgûl, the Cloud Lord, the nation of Jí Indûr is probably the most secretive of all the Dark Servants. From his main fortress in south-western Mordor, the Cloud Lord's minions perform the most delicate of extractions and arrange the most unobtrusive of accidents for the leaders of the Free Peoples. As a result of the exploits of his highly-skilled agents, Jí Indûr also influences and oversees much of the trade and commerce that passes through Harondor. His knowledge of the affairs and plans of his neighbours has allowed the Cloud Lord to begin preparing his forces, both military and arcane, in preparation for his own plans of expansion and domination.

### Special Abilities

- ❖ Orders 615 – Assassinate Character and 620 – Kidnap Character issued work as if the character has + 20 to their agent skill rank
- ❖ New characters have an increased chance of having stealth
- ❖ All characters may issue order 585 – Uncover Secrets as if they have an emissary rank of 40 (or better if they have an emissary rank of over 40)
- ❖ New agents can start with an agent skill rank of up to 40 when created using the order 731 – Name Agent

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Araudagul	40	-	-	-	20	40	
Ar-Gular	-	-	10	20	-	21	
Erennis	-	40	-	-	-	30	
Gontran	-	30	-	-	-	22	
Grasty	30	-	-	-	-	30	
Ji Indur	20	40	-	40	30	62	56, 104, 109
Kadida	-	30	-	-	-	22	
Shoglic	-	-	-	30	-	30	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Barduath	3428	Town			
Carach Angren	3222	Camp	Fort		
Kai Nargil	3630	Major Town	Castle		Capital
Kul Tarkorul	3629	Town	Tower		
Nurumurl	3528	Town			
Rul	3626	Town			

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3630	900	900	900	900	900	900			30

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	87	85	82	85	82	85
Severe	90	90	87	85	87	85	87
Cold	92	92	90	87	90	87	90
Cool	95	95	92	90	92	90	92
Mild	100	100	97	95	97	95	97
Warm	100	100	97	95	97	95	97
Hot	100	100	97	95	97	95	97

### Warship Strength – 3

## 15 – Blind Sorcerer

Led by the Fifth of the Nazgûl, the Blind Sorcerer, the nation of Akhôrâhil represents one of the most dangerous conclaves of mages in possession of powerful artefacts among all the Dark Servants. From his main fortress in south-eastern Mordor, the Blind Sorcerer's adepts prepare for the inevitable expansion of his domain into Harad and Khand. Akhôrâhil possesses one of the richest regions from which to operate, and controls one of the few navies serving the Dark Servants. Although lacking individuals skilled in the more subtle means of persuasion, the Blind Sorcerer is surrounded by powerful mages and well-supplied forces, and his armies and navies are swiftly becoming a force with which to be reckoned.

### Special Abilities

- ❖ Ships never suffer from storms, or become lost at sea
- ❖ New mages can start with a mage skill rank of up to 40 when created using the order 737 – Name Mage
- ❖ Mages can learn the lost spell 246 – Summon Storms
- ❖ Mages can learn the lost spell 512 – Conjure Hordes

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Akhorahil	20	-	20	60	30	76	66, 73
Ethacali	10	-	-	40	-	42	
Gastmorgath	-	-	-	50	-	50	123
Leardinoth	10	-	-	30	-	32	
Mardrash	-	-	-	30	-	30	
Morarthdur	-	-	-	50	-	50	
Naldurgarth	-	-	-	50	-	50	
Pochak	30	-	-	-	-	30	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Burch Nurn	4025	Village	Tower		
Luglurak	3929	Major Town	Castle	Harbour	Capital
Orduga Aivaisa	4126	Camp			
Urlurtsu Nurn	3627	Major Town			
Virk Ulgath	3829	Camp			
Zarok Ioriag	3928	Camp			

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3929			1200	1200	1200	1500		21	30

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	87	85	80	85	80	85
Severe	92	90	87	82	87	82	87
Cold	95	92	90	85	90	85	90
Cool	97	95	92	87	92	87	92
Mild	102	100	97	92	97	92	97
Warm	102	100	97	92	97	92	97
Hot	102	100	97	92	97	92	97

### Warship Strength – 4

## 16 – Ice King

Led by the Sixth of the Nazgûl, the Ice King, the nation of Hoarmûrath represents a formidable and growing force among the Dark Servants. From his main fortress inside Mordor, Hoarmûrath's adept mages and skilled agents have permitted the Ice King to maintain constant vigilance and influence over the Ithilien region, while at the same time remaining largely undetected. The Ice King's armies are growing, and pressuring his neighbours is the next step in Hoarmûrath's plans for expansion, for the rich and poorly-defended lands outside his realm are an attractive goal, and the resource-poor lands of Mordor will not long continue to support the growing might of the Ice King.

### Special Abilities

- ❖ New characters have an increased chance of having stealth
- ❖ New agents may start with an agent skill rank of up to 40 when created using the order  
731 – Name Agent
- ❖ Mages can learn the lost spell 246 – Summon Storms
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if moving, and only lose 2-5 if force-marching.

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Abdahkil	-	-	-	30	-	30	
Baltab	30	-	-	-	-	30	
Gaurhir	-	10	-	30	30	31	25
Gorthog	10	40	-	-	-	32	
Hoarmurath	30	20	-	50	30	58	50, 80, 141
Hukor	30	-	-	-	-	30	
Khathog	-	-	-	40	-	40	20
Virsh	-	20	10	-	-	16	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Barad Perras	3123	Town	Fort		
Durthang	3122	Major Town	Castle		Capital
Katund-akul	3223	Camp			
Lag-majakul	3126	Camp			
Lag-scara	3022	Camp			
Lag-shemat	3125	Camp			

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3122		600	600	600		1200			30
3122		600	600	600	600	1200			30

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	92	92	90	90	85	85	90
Severe	95	95	92	92	87	87	92
Cold	97	97	95	95	90	90	95
Cool	97	97	95	95	90	90	95
Mild	100	100	97	97	92	92	97
Warm	100	100	97	97	92	92	97
Hot	97	97	95	95	90	90	95

### Warship Strength – 3

# 17 – Quiet Avenger

Led by the Seventh of the Nazgûl, the Quiet Avenger, the nation of Adûnaphel wields the most well-balanced force of the Dark Servants. From her main fortress south-west of Mordor in Near Harad, Adûnaphel's learned mages, numerous diplomats, and military commanders execute the dire whispers of the Quiet Avenger throughout the region of Harondor and Harad. The location of Adûnaphel's stronghold provides her with a rich source of supplies and good potential for further, although controlled, expansion. However, the people at Adûnaphel's disposal are not the best-trained nor the most skilled, and the delicate position of her realm places great emphasis in balancing the many neighbouring forces.

## Special Abilities

- ❖ All the following orders issued work as if the character has double the relevant skill rank:
  - ❖ 905 – Scout Army
  - ❖ 910 – Scout Area
  - ❖ 915 – Scout Hex
  - ❖ 920 – Scout Population Centre
  - ❖ 925 – Recon Area
  - ❖ 930 – Scout For Characters
- ❖ All characters may issue order 585 – Uncover Secrets as if they have an emissary rank of 40 (or better if they have an emissary rank of over 40)
- ❖ New emissaries can start with an emissary skill rank of up to 40 when created using the order 734 – Name Emissary
- ❖ New commanders can start with a command skill rank of up to 40 when created using the order 728 – Name Commander

## Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Adunaphel	30	-	30	40	30	47	97, 143
Ashturg	30	10	-	-	-	31	
Fuinur	30	-	20	20	-	37	
Gargal	30	10	-	-	-	31	
Herumor	30	-	20	20	-	37	
Ingar	20	-	10	-	-	21	
Malezar	10	-	10	40	30	43	78
Thergor	-	30	-	-	-	22	

## Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Kul Dinbar	3335	Camp	Tower		
Lugarlur	3034	Major Town	Castle	Harbour	Capital
Vamag	2135	Major Town	Castle	Harbour	
Jug Rijesha	3533	Town		Harbour	
Tir Harn	3437	Village	Tower		
Wathduin	3234	Village	Tower		

## Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3034			300		300	600			30
3034			300		300	300	8	4	30
2135		600		600		600			30
2135		300		300		300	10	5	30

## Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	87	90	82	87	77	80
Severe	92	90	92	85	90	80	82
Cold	95	92	95	87	92	82	85
Cool	97	95	97	90	95	85	87
Mild	102	100	102	95	100	90	92
Warm	105	102	105	97	102	92	95
Hot	102	100	102	95	100	90	92

## Warship Strength – 4

## 18 – Fire King

Led by the Eighth of the Nazgûl, the Fire King, the nation of Ren the Unclean wields the most dedicated force among all the Dark Servants. From his main fortress inside Mordor, the Fire King's mages, numerous agents and military commanders maintain constant pressure and vigilance on the Gondorian towers that surround Mordor and the region of Ithilien. The armies of Ren, although not the most skilled, are typically well-armed, and represented by a diverse mixture of races and peoples. His servants have enabled the Fire King to begin preparing his forces, both military and arcane, in preparation for his own plans of expansion and domination.

### Special Abilities

- ❖ Armies are hired at no cost
- ❖ New armies have a morale of 40
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if moving, and only lose 2-5 morale if force-marching.
- ❖ Mages can learn the lost spell 248 – Fanaticism
- ❖ Mages can learn the lost spell 512 – Conjure Hordes

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Nazog	-	30	-	-	-	22	
Ren the Unclean	30	-	20	50	30	58	54, 111, 112
Rozilan	-	-	10	30	-	31	
Shagrat	30	-	-	-	-	30	
Shogmog	30	-	-	-	-	30	
Skargnakh	30	10	-	10	-	34	84
Uklurg	40	-	-	-	-	40	
Uthmag	-	-	-	40	-	40	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Barad Ungol	3224	Major Town	Castle		Capital
Barad-wath	3426	Major Town			
Lag-digturmarr	3225	Camp			
Lag-flaksharbtur	3325	Camp			
Lag-vrasfotak	3327	Camp			
Lag-zajarzot	3324	Camp			

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3224			600	300	600				50
3224			600		600				50
3224			600	600	900				50

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	87	87	82	87	80	85
Severe	90	90	90	85	90	82	87
Cold	92	92	92	87	92	85	90
Cool	95	95	95	90	95	87	92
Mild	100	100	100	95	100	92	97
Warm	100	100	100	95	100	92	97
Hot	100	100	100	95	100	92	97

### Warship Strength – 3

## 19 – Long Rider

Led by the Ninth of the Nazgûl, the Long Rider, the nation of Úvatha controls one of the most extensive realms of the Dark Servants. From his main fortress near the Sea of Rhûn, the Long Rider's minions infiltrate and pressure many of the peoples that inhabit Rhovanion and the region of Khand. The skilled agents of the Long Rider are able to exert considerable influence on mercantile operations throughout these regions, whilst the vast realm of Úvatha is patrolled by the superior cavalry that serve as the bulwark of his armies. Perhaps not as highly regarded as some riders, nevertheless the exclusively mounted forces of the Long Rider are numerous, well-provisioned and quite capable of carrying out the planned expansion of the Long Rider's domain. The rich lands found in his realm provide a strong potential for this growth.

### Special Abilities

- ❖ New commanders may have a command skill rank of up to 40 when created using the order 728 – Name Commander
- ❖ Mages can learn the lost spell 508 – Conjure Mounts
- ❖ All new recruits have a training rank of 20
- ❖ Armies can force march with no loss of morale points

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Din Ohtar	-	30	10	10	30	25	70
Drurgandra	40	-	-	-	-	40	
Goldwine Frec	10	10	10	-	-	13	
Hargrog	30	20	-	-	-	33	
Lomelinde	-	30	-	10	-	25	71, 72
Morlammen	-	-	-	30	-	30	
Uvatha	60	20	20	-	30	65	53, 79, 92
Voisiol	-	-	-	30	-	30	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Buth Ovaisa	4325	Camp			
Lag-malmabus	3230	Camp			
Lagari Orath	4425	Camp			
Neburcha	4324	Camp			
Olbamarl	3329	Major Town	Castle		
Tol Buruth	4215	Major Town	Castle	Harbour	Capital, Hidden

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3230	600	300							40
4215			300	300	300	600	6	6	60
4325	900	900							40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	92	87	77	85	80	85
Severe	90	95	90	80	87	82	87
Cold	92	97	92	82	90	85	90
Cool	95	100	95	85	92	87	92
Mild	100	105	100	90	97	92	97
Warm	97	102	97	87	95	90	95
Hot	97	102	97	87	95	90	95

### Warship Strength – 4

## 20 – Dark Lieutenants

*At its head there rode a tall and evil shape, mounted upon a black horse, if horse it was; for it was huge and hideous and its face was a frightful mask, more like a skull than a living head, and in the sockets of its eyes and in its nostrils there burned a flame. The rider was robed all in black, and black was his lofty helm; yet this was no Ringwraith but a living man. The Lieutenant of the Tower of Barad-dur he was, and his name is remembered in no tale; for he himself had forgotten it, and he said: 'I am the Mouth of Sauron.'*

*The Return of the King, Book Five, X – The Black Gate Opens*

The nation of the Dark Lieutenants represents a strategic centre of power for the Dark Servants. From their main fortress inside Mordor, The Mouth of Sauron (Úrzahil) and The Warlord (Gothmog) initiate and control events that influence much that transpires in all the regions surrounding Mordor. While the forces that constitute the armies of the Dark Lieutenants are not well-skilled, the seasoned commanders of the Dark Lieutenants are probably the most capable leaders to be found anywhere in Middle-earth, and their presence makes their armies a formidable force. Surrounded by wise mages and protected by artefacts, the Dark Lieutenants' power is rapidly rising, and rivals that of any of the other Dark Servants.

### Special Abilities

- ❖ Mages can learn the lost spell 244 – Fearful Hearts
- ❖ Mages can learn the lost spell 512 – Conjure Hordes
- ❖ New commanders may have a command skill rank of up to 40 when created using the order 728 – Name Commander
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if moving, and only lose 2-5 if force-marching.

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Bolvag	20	-	-	50	-	60	46, 117
Carrog	-	20	20	30	30	36	
Feagwath	30	10	-	50	-	59	
Gothmog	70	30	-	-	-	76	118, 119
Herudor	40	-	-	-	-	40	
Mirumimor	20	-	-	30	-	45	87
Tormog	20	40	-	-	-	35	
Úrzahil	20	-	40	70	-	80	3, 45, 58, 37

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Barad-dur	3423	Major Town			Capital
Carvarad	3621	Town			
Lag-fhauga	3422	Camp			
Lag-lithlad	3323	Camp			
Minas Durlith	3622	Major Town	Castle		
Thuringwathost	3120	Town	Tower		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3120	300	300	300	300	300				30
3120	300			300	300				
3423		300	300	600	600				70

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	87	85	82	85	82	85
Severe	90	90	87	85	87	85	87
Cold	92	92	90	87	90	87	90
Cool	95	95	92	90	92	90	92
Mild	100	100	97	95	97	95	97
Warm	100	100	97	95	97	95	97
Hot	100	100	97	95	97	95	97

### Warship Strength – 3

## 21 – Corsairs

The nation of the Corsairs consists primarily of descendants of the Dúnadan rebels who fled from Gondor in the wake of the Kin-strife wars, and also their Black Númenórean cousins who resided in Umbar prior to the arrival of the rebels. Led by the exceptional sea-captain Angamaitë and the powerful Teldûmeir, the Corsairs have effectively established themselves as a dominant force in the Bay of Belfalas and along the southern coasts. The vast navies of the Corsairs are feared by all and equalled by few. The strategic location of the Corsairs affords them a region that has both plentiful resources, and ready access to the nearby river valley and the Great Sea. Along with a few mages, the skilled diplomats and agents of the Corsairs wield their powers to great effect throughout the neighbouring regions, and have so far managed to keep the forces of both the Free Peoples and the Dark Servants in check.

### Special Abilities

- ❖ Navies never suffer from storms, or become lost at sea
- ❖ Ships can be built for 750 timber (half the normal cost)
- ❖ New characters may have a bonus to their challenge rank

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Adumir	40	10	10	-	-	43	
Angamaite	50	-	20	10	-	55	
Eadur	50	10	-	-	-	51	
Faltur	50	-	10	-	-	51	
Meriot	-	-	10	50	-	51	
Mireadur	50	10	-	-	-	51	
Sangahyando	40	-	20	10	-	45	
Teldumeir	50	20	10	-	-	55	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Arumir	2039	Major Town	Fort	Harbour	
Barazon	2437	Town			
Caldur	2137	Major Town	Fort	Harbour	
Eradas	2136	Major Town	Fort	Harbour	
Havens of Umbar	2438	City	Castle	Port	Capital
Isigir	2236	Major Town	Fort	Harbour	
Maros	2337	Major Town	Fort	Harbour	
Pellardur	2339	Major Town	Fort	Harbour	

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2136			300	300		300	10	4	50
2137			600	600			16	6	50
2236			300	300	300	300	16	6	40
2438			300	300	600	300	18	7	50

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	87	85	82	85	80	77
Severe	92	90	87	85	87	82	80
Cold	95	92	90	87	90	85	82
Cool	97	95	92	90	92	87	85
Mild	102	100	97	95	97	92	90
Warm	102	100	97	95	97	92	90
Hot	100	97	95	92	95	90	87

### Warship Strength – 5



## 22 – Haradwaith

The nation of the Haradwaith chiefly consists of the Northern Haradwaith of Near Harad, and the peoples who occupy the semi-arid lands south of Mordor, called Harondor, with their greatest settlements located along the sea-coast and rivers. Led by Haruth Ramam and Carlon, the Haradwaith regard the Belfalas area to be their own, and contest other rival navies for right of passage there. The lands about Harondor provide bountiful resources and afford considerable protection from their powerful neighbours. Surrounded by powerful realms of the Free Peoples and the Dark Servants, the Haradan nation utilises their strategic location and rich resources to thwart these foreign influences. While their main strength lies in their military might of both their armies and navies, they also possess individuals with skills in the arcane as well as the more subtle arts.

### Special Abilities

- ❖ Armies are hired at no cost
- ❖ New men-at-arms recruits have a training rank of 25
- ❖ All characters may issue order 585 – Uncover Secrets as if they have an emissary rank of 40 (or better if they have an emissary rank of over 40)
- ❖ New characters may have a bonus to their challenge rank

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Carlon	30	10	10	-	-	33	
Ejenna	-	-	10	20	-	21	
Haruth Ramam	40	10	-	-	-	41	
Ossim Rallah	30	-	-	-	-	30	
Shabla	-	10	-	30	-	31	
Shamara Katub	-	-	10	20	-	21	
Ulfacs	30	-	-	-	-	30	
Yezmin	10	10	-	10	-	14	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
An Pharaz	2635	Town			
An Sakal	2731	Town			
An Zalim	2835	Town			
Barad Harn	2631	Town	Tower	Harbour	
Caras Mirilond	2732	Major Town	Fort	Port	
Caras Tolfalas	2430	Town	Tower	Harbour	
Eithel Thurin	2630	Town		Harbour	
Has Adri	2632	Town		Harbour	
Has Yayb	2833	Town		Harbour	
Kas Shadoul	2734	Major Town	Fort	Port	Capital
Kas Shafra	2534	Major Town	Fort	Port	
Methir	2730	Major Town	Fort	Port	
Sook Ada	2634	Town		Harbour	
Sukh Akhor	2535	Major Town	Fort	Port	

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2534	300	300				300			30
2730			300	300	300		10	5	30
2734	300	300		300					30
2734			300	300	300	600	16	8	40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	87	90	80	87	77	80
Severe	92	90	92	82	90	80	82
Cold	97	95	97	87	95	85	87
Cool	100	97	100	90	97	87	90
Mild	102	100	102	92	100	90	92
Warm	105	102	105	95	102	92	95
Hot	102	100	102	92	100	90	92

### Warship Strength – 5

## 23 – Dunlendings

The nation of the Dunlendings encompasses the large region south of the former realm of Arnor in central Eriador. Consisting of several co-operating clans loosely led by Enion and Eribhen, the Dunlendings seek to be reunited and restored to the lands of their forefathers. Possessing neither valorous nor skilled warriors, the armies of the Dunlendings rely primarily upon their charismatic leaders and sheer numbers to win the day. However, their forces are accustomed to fighting in all types of terrain (the rougher the better), and possess a wide variety of troops to suit their varied styles and expertise. While few of the Dunlendings aspire toward the arcane arts, the few that do so have acquired considerable skill. Surrounded by powerful adversaries, the Dunlendings have quietly reinforced their armies, and plan a return to the days of old when their people were possessed of great power and influence.

### Special Abilities

- ❖ New characters may have a bonus to their challenge rank
- ❖ All the following orders issued work as if the character has double the relevant skill rank:
  - ❖ 905 – Scout Army
  - ❖ 910 – Scout Area
  - ❖ 915 – Scout Hex
  - ❖ 920 – Scout Population Centre
  - ❖ 925 – Recon Area
  - ❖ 930 – Scout For Characters
- ❖ New agents may start with an agent skill rank of up to 40 when created using the order 731 – Name Agent

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Aonghas	40	10	-	-	-	41	
Daonghlas	40	-	10	-	-	41	
Elharian	-	-	-	50	-	50	
Enion	50	-	-	-	-	50	
Eribhen	-	-	-	50	-	50	24, 137
Raonull	20	10	-	10	-	24	
Ulf Dilan	40	-	-	-	-	40	
Urdrek	30	10	-	-	-	31	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Angren	1720	Village			
Arailt	1918	Town	Tower		
Cillien	1916	Village			
Enedhir	1420	Village			
Freawul	1922	Town			
Larach Duhnnan	1817	Major Town	Tower		Capital
Nin-in-Eilph	1715	Village			
Trefoan	2017	Town			
Wularan	1917	Town			

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1817	300	300	300			300			50
1917	300	300			300	300			40
1918	300	300		300		300			40
1922			300	300					30
2017			300	300	600				40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	87	92	85	85	85	92
Severe	90	90	95	87	87	87	95
Cold	92	92	97	90	90	90	97
Cool	95	95	100	92	92	92	100
Mild	100	100	105	97	97	97	105
Warm	97	97	102	95	95	95	102
Hot	95	95	100	92	92	92	100

### Warship Strength – 3

## 24 – Rhudaur

The glory of Rhudaur has long passed, and blood of the Dúnedain almost vanished, but the eastern region of the former realm of Arnor still wields some influence, and employs numerous swords in northern Eriador. Consisting of several co-operating fiefdoms, loosely led by Arfanhil and Broggha, Rhudaur seeks to be a reunited and restored nation once again. However, some factions favour the policies of the Dark Servants and others the policies of the Free Peoples, whilst the considerable natural resources of Rhudaur are of interest to both, making such restoration difficult. While the armies of Rhudaur are adequate to defend their borders, they are lacking in discipline, and consist of large numbers of mercenaries. The military commanders of Rhudaur possess some skills in subterfuge and magic, as well as a keen interest in ancient artefacts. This broad spectrum of tools has allowed the leaders of Rhudaur to balance the strong influences of their neighbours whilst harbouring their own desire for expansion. So far.

### Special Abilities

- ❖ Armies are hired at no cost
- ❖ New men-at-arms recruits have a training rank of 25
- ❖ New commanders may have a command skill rank of up to 40 when created using the order 728 – Name Commander
- ❖ New characters may have a bonus to their challenge rank

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Arfanhil	40	-	-	-	-	40	124
Briam	20	-	10	-	-	21	
Broggha	20	10	-	10	-	24	63
Marendil	30	-	-	-	-	30	
Paddro	20	10	-	10	-	24	
Seammu	30	-	-	-	-	30	
Sispar	20	10	-	10	-	24	
Valadan	30	10	-	-	-	31	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Cameth Brin	2008	Major Town	Fort		Capital
Elnost	2208	Town	Tower		
Fennas Drunin	1910	Major Town			
Harnalda	2010	Camp	Tower		
Nothva Rhaglaw	1908	Town			
Penmorva	2007	Town	Tower		
Thuin Boid	2009	Town	Tower		
Tirthon	2109	Village	Tower		

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1908			600	600	300	600			30
1910			300	600	600	600			30
2008	600	600	600	600	600	1200			40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	90	92	92	85	82	85
Severe	92	92	95	95	87	85	87
Cold	95	95	97	97	90	87	90
Cool	97	97	100	100	92	90	92
Mild	100	100	102	102	95	92	95
Warm	100	100	102	102	95	92	95
Hot	95	95	97	97	90	87	90

### Warship Strength – 3

## 25 – Easterlings

The nation of the Easterlings consists of the collection of peoples who occupy the north central region of Middle-earth. This region encompasses part of Rhovanion, and all the lands south of there above the Khand. This diverse nation includes the tribes of the Sagath, Logath, Asdriags, Nuriags, and the Variags. Loosely led by Tros Hesnef in the north and Ovatha II of Khand in the south, the Easterlings represent a nation with great potential, but numerous pitfalls to overcome. The greatest strength of the Easterlings lies in their fierce and brave warriors, and especially their much-feared cavalry. Competent commanders and numerous warriors make this mobile threat very real indeed. Additionally, their skilled mages and adequate agents help make up for the lack of political envoys, and the abundant availability of resources provides the Easterlings with a rich base for growth. The most difficult barriers to be overcome in the Easterlings' plans of conquest, however, are the lack of central command, and the dispersal of their forces over much of Middle-earth.

### Special Abilities

- ❖ New commanders may have a command skill rank of up to 40 when created using the order  
728 – Name Commander
- ❖ New characters may have a bonus to their challenge rank
- ❖ Armies with food only lose 1-2 morale if force-marching
- ❖ Armies without food gain 1-2 morale when stationary, only lose 1-2 morale if moving, and only lose 2-5 if force-marching

### Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Gorovod	-	10	-	40	-	41	
Huz of Amov	30	10	-	-	-	31	
Nazrog	30	10	-	-	-	31	
Ovatha II	40	10	-	-	-	41	76, 146
Kav Makow	20	20	-	-	-	23	
Hos Harf	-	-	-	30	-	30	
Tros Hesnef	40	-	-	-	-	40	
Udrath	10	-	-	30	-	32	

### Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
An Karagmir	3538	Town			
Ashkiri	3220	Camp			
Ilanin	3713	Town		Harbour	
Khand Amu	4228	Major Town			
Laorki	4430	Town			
Lar-Huz	3605	Town			
Mistrand	4318	Town		Harbour	
Ovatharac	4335	Town			
Riavod	4014	Town	Tower	Harbour	
Sturlurtsa Khand	4133	City	Castle		Capital
Ursh Lanna	3319	Town			

### Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3713			300	300	300	300			30
4014	900	600							40
4133			300	300	300	300			30
4133	600	900							40

### Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	87	92	85	80	85	77	77
Severe	90	95	87	82	87	80	80
Cold	92	97	90	85	90	82	82
Cool	95	100	92	87	92	85	85
Mild	100	105	97	92	97	90	90
Warm	97	102	95	90	95	87	87
Hot	97	102	95	90	95	87	87

### Warship Strength – 3

