

2950 Nations

The Twenty Five nations of Middle-earth

The Free Peoples

1	Woodmen
2	Northmen
3	Riders of Rohan
4	Dunadan Rangers
5	Silvan Elves
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
18	Fire King
19	Long Rider
20	Dark Lieutenants

The Neutrals

21	Corsairs
22	Rhun Easterlings
23	Dunlendings
24	White Wizard
25	Khand Easterling

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, the artefacts in the game have some of their values randomised from game to game, so this may change the printed values. Artefacts which increase skill ranks are not included in the printed value of said 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 Beorn, 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 if 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	
Beorn	40	20	-	10	15	46	
Bork	20	-	20	-	15	22	
Bornebeneor	30	-	20	-	15	32	
Braega	20	-	20	-	15	22	
Grimbeorn	40	20	-	-	15	43	
Waulfa	30	10	-	10	-	34	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Buhr Widufiras	2711	Major Town	Fort		Capital
Carrock	2609	Village			Hidden
Maethelburg	2508	Major Town	Fort		
Sairtheod	2712	Camp			
Sarn Lothduin	2613	Camp			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2508				100					40
2711			100	100					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 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 Bard I, 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
Bain I	40	-	-	-	-	40	
Bard I	40	-	20	-	-	42	
Girion II	30	-	20	-	-	32	
Koldana	20	10	-	10	-	24	
Kynoden	-	30	-	-	-	22	
Marcatio	-	-	-	30	-	30	
Montieff	-	-	40	-	-	20	
Swithwulf	20	10	-	-	-	21	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Dilgul	4217	Town		Harbour	
Elgaer	4415	Town		Harbour	
Esgaroth	3109	Town	Tower	Harbour	
Lest	4017	Village			
Shrel-kain	4013	Major Town	Fort	Port	Capital

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3109			100	100					30
4013			100	100					40
4217				100			5	3	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 – Riders of Rohan

After him they rode: a long line of mail-clad men, swift, shining, fell and fair to look upon.

Their horses were of great stature, strong and clean-limbed; their grey coats glistened, their long tails flowed in the wind, their manes were braided on their proud necks. The men that rode them matched them well: tall and long-limbed; their hair, flaxen-pale, flowed under their light helms, and streamed in long braids behind them; their faces were stern and keen. In their hands were tall spears of ash, painted shields were slung at their backs, long swords were at their belts, their burnished skirts of mail hung down upon their knees.

The Two Towers, Book Three, II – The Riders of Rohan

The Riders of Rohan represent the descendants of the Éothéod, nomadic plains-riders who formerly resided in the vast plains of Rhovanion and near the eaves of Mirkwood. A unified collection of semi-permanent clans led by Théoden, the tribes of the Riders of Rohan control the considerable territory of Calenardhon. While they have chosen to establish few permanent settlements, they are capable of placing roots when need dictates. On horseback, the Rohirrim have few equals anywhere in Middle-earth. Their forces enjoy the mobility of cavalry and are masters of working with the wild horses of the region. Although their dispersed forces and sparse settlements inhibit their power, the Riddermark consists of superior cavalry and competent 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
Elfhelm	40	-	-	-	-	40	
Elfhild	-	-	-	40	-	40	
Eomer	30	-	-	-	-	45	199
Eomund	50	-	-	-	-	50	
Eowyn	20	-	10	-	-	21	
Erkenbrand	40	-	10	-	-	41	
Theoden	50	-	30	-	-	93	181, 208
Widfara	20	10	-	-	-	21	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Aldburg	2421	Village	Tower		
Dunlostir	2220	Village			
Edoras	2321	Major Town	Castle		Capital
Hornburg	2121	Town	Fort		
Stowburg	2520	Village			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2121		200							40
2220		200							30
2321	100								40
2421		100							20
2520		200							50

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	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 – Dúnadan Rangers

'Do you mean that Strider is one of the people of the old Kings?' said Frodo in wonder. 'I thought they had all vanished long ago. I thought he was only a Ranger.'

'Only a Ranger!' cried Gandalf. 'My dear Frodo, that is just what the Rangers are: the last remnant in the North of the great people, the Men of the West.'

The Fellowship of the Ring, Book Two, I – Many Meetings

The vestiges of the last independent kingdom of the former realm of Arnor, the Dúnadan Rangers – or Grey Company – still represent a significant force in the region. Hailing from the hills of northern Eriador and led by Lord Aragorn II, the rangers and mages of the Grey Company have withstood the evil forces around Eriador for many years. The 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 Arnor. The blood of the Dúnedain runs rich in the veins of the powerful within the Grey Company, and many of the heirlooms of ancient Númenor still rest in their keeping. 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 the Dúnadan Rangers are formidable. 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 lose 1-2 morale points when force marching (2-5 points without food)
- ❖ 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
Arador	40	-	20	10	-	45	
Aragorn II	50	10	20	20	10	141	5, 36, 38, 195, 213
Elboron	30	-	10	10	-	33	
Elladan	50	20	-	20	15	68	93, 106
Elrohir	50	20	-	20	15	68	91, 107
Encalion	-	-	-	50	-	50	
Halbarad	30	-	10	10	-	33	
Meneldir II	30	-	-	-	-	30	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Amon Sul	1609	Camp	Castle		
Bree	1409	Major Town	Tower		Capital
Caras Celairnen	0907	Village	Tower		
Culwic	0707	Village	Tower		
Tarmabar	1109	Village	Tower		

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1409	100								40
1609				200					30

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	95
Warm	100	102	100	95	95	92	95
Hot	95	97	95	90	90	87	90

Warship Strength – 4

5 – Silvan Elves

The elves were the first to charge. Their hatred for the goblins is cold and bitter. Their spears and swords shone in the gloom with a gleam of chill flame, so deadly was the wrath of the hands that held them.'

The Hobbit, The Clouds Burst

The nation of the Silvan Elves consists mostly of the Nandor (Wood-elves), who are led by their Sindar brethren. The Sinda Lord Thranduil commands the dispersed forces of the Wood-elves resident in northern Mirkwood and in Taur Romen. The armies of the Silvan Elves are not numerous but they are effective, possessing fine-quality weapons and superb leaders, and are adept at moving and fighting in their natural terrain - the forest. Hidden holdings and numerous agents also keep them well-informed about their surroundings and their neighbours' activities. Although their settlements are few and far between (they possess harbours as far away as the Sea of Rhûn), the Silvan Elves are well hidden and 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 lose only 1-2 morale points when force marching (2-5 points if force marching with no food)

Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Argaldor	30	-	-	-	15	30	
Camthalion	30	-	-	-	15	30	
Dorlas	30	-	-	30	20	37	
Legolas	20	-	10	-	20	21	
Lindal	10	20	-	-	15	17	
Ohtar	50	10	-	-	20	51	
Ringlin	-	-	-	50	20	80	35, 64
Thranduil	60	-	30	-	20	78	55, 121, 122

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Aradhrynd	2908	Major Town	Fort		Capital, Hidden
Caras Amarth	2608	Village	Tower		
Ceber Fanuin	2915	Camp			
Galadbrynd	2709	Village	Tower		
Rhubar	4413	Town		Harbour	

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2908			100		200				50
2915				100	100				30
4413				100			5	3	30

Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	87	85	102	85	82	82
Severe	92	90	87	105	87	85	85
Cold	94	92	90	107	90	87	87
Cool	97	95	92	110	92	90	90
Mild	102	100	97	115	97	95	95
Warm	102	100	97	115	97	95	95
Hot	97	95	92	110	92	90	90

Warship Strength – 5

6 – Northern Gondor

Although no longer the dominant force in western Middle-earth, the nation of Northern Gondor still controls a large domain extending north from the White Mountains, east from Rohan, west from the land of Mordor, and south of the Falls of Rauros. The blood of the Dúnedain runs rich here, and the leaders of Northern Gondor are well-seasoned veterans of numerous foreign conflicts. Led by the Ruling Steward Ecthelion II, their armies are well-provisioned and supplied, and aspire to reach their former glory once more. Many strong cities and fortified towns are scattered across their realm, and several navies help maintain Gondorian interests along the Anduin and a 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 only lose 1-2 morale points when force marching (2-5 points when force marching without food)
- ❖ 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
Anborn	10	20	-	10	-	20	
Argirion	50	-	-	-	-	50	
Baranor	40	-	-	-	-	40	
Boromir	50	-	10	-	-	66	196
Denethor II	20	-	30	20	-	28	
Ecthelion II	60	-	20	-	-	77	29, 204
Faramir	30	10	-	10	-	53	63, 123, 197
Goromil	-	-	-	50	-	50	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Bar-en-Tinnen	3026	Village	Tower		
Henneth Annun	3023	Camp			Hidden
Imdorad	2622	Town	Tower		
Minas Arthor	2926	Town	Tower		
Minas Tirith	2924	City	Citadel	Harbour	Capital
Osgiliath	3024	Town	Fort	Harbour	
Pelargir	2927	Major Town	Castle	Port	

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2924	200			600					50
2926			500	200					40
2927				500			12	8	50

Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
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 ending of the Line of Kings 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 Imrahil, 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 only lose 1-2 morale points when force marching (2-5 points when force marching without food)
- ❖ 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
Adrahil II	60	-	10	-	-	71	85
Angbor	50	-	-	-	-	50	
Duinhir	50	-	-	-	-	50	
Finduilas	-	-	30	-	-	15	
Golasgil	20	20	-	-	-	23	
Imrahil	50	-	30	-	-	88	191, 206
Lothiriel	-	-	30	30	-	33	
Morwen	-	-	20	30	-	32	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Dol Amroth	2227	City	Fort	Port	Capital
Ethring	2425	Village			
Fanuilon	2628	Town	Tower	Harbour	
Linhir	2527	Major Town	Fort	Harbour	
Minas Brethil	2626	Village	Tower		
Morthondost	2223	Town	Fort		
Rendul	2225	Village			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2527	100		100	300					60
2628			200	300			6	4	50
2227			200	300			6	4	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 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 the Iron Hills, but there are also enclaves to be found in the Blue Mountains and the hills near the Sea of Rhûn. Led by Thorin Oakenshield, 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 Fell Winters, 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

- ❖ 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 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
 - ❖ 925 – Scout for Characters

Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Balin	70	-	-	-	-	70	
Dain II	40	10	20	-	-	61	210, 211
Dis	20	-	-	10	-	22	
Gimli	20	10	-	-	-	21	212
Gloin	40	-	-	-	-	40	
Groin	30	-	-	-	-	30	
Thorin II	60	10	10	-	-	78	83
Thralin III	40	-	-	-	-	40	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Azanulinbar-Dum	3707	Major Town	Fort		Capital
Barak-shathur	3607	Village	Tower		
Belegost	0812	Village	Fort		
Kheled-nala	3916	Village	Tower		
Noegrod	0606	Village	Tower		
Zarak-dum	2004	Camp	Tower		

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
0812			300						70
3707			200	200					40
3916				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

Very tall they were, and the Lady no less tall than the Lord; and they were grave and beautiful. They were clad wholly in white; and the hair of the Lady was of deep gold, and the hair of the Lord Celeborn was of silver long and bright; but no sign of age was upon them, unless it were in the depths of their eyes; for these were keen as lances in the starlight, and yet profound, the wells of deep memory.

The Fellowship of the Ring, Book Two, VII – The Mirror of Galadriel

The nation of the Sindar consists mostly of Silvan Elves and the Nandor (Wood Elves), who are led by their Sindar and Noldo brethren. The Lady of the Golden Wood, Galadriel, effectively leads the dispersed forces of the Wood-elves resident in and around 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 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 lose only 1-2 morale points when force marching (2-5 points if force marching without food)

Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Celeborn	60	10	-	20	20	66	
Feamire	10	10	20	20	20	41	126
Galadriel	20	-	70	70	25	208	12, 163, 164
Galandeor	30	-	-	-	30	30	
Helkama	20	-	-	50	25	70	135
Tathar	30	-	-	-	15	30	
Taurnil	40	10	-	10	20	44	
Tharudan	-	20	-	50	20	53	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Amon Lind	2115	Village	Castle		
Caras Galadhon	2514	Major Town			Hidden, Capital
Cerin Amroth	2413	Town			Hidden
Edhellond	2325	Town	Tower	Harbour	Hidden
Nanduhirion	2314	Camp			Hidden

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2325				100			2	2	40
2514					100				60

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

Glorfindel was tall and straight; his hair was of shining gold, his face fair and young and fearless and full of joy; his eyes were bright and keen, and his voice like music; on his brow sat wisdom, and in his hand was strength.

The face of Elrond was ageless, neither old nor young, though in it was written the memory of many things both glad and sorrowful. His hair was dark as the shadows of twilight, and upon it was set a circlet of silver; his eyes were grey as a clear evening, and in them was a light like the light of stars.

The Fellowship of the Ring, Book Two, I – Many Meetings

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 the Half-Elven Lord 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
Ascarnil	40	-	-	-	25	50	201
Cirdan	40	20	40	50	25	88	40, 51, 59
Elrond	40	-	60	70	25	162	11, 41, 90
Erestor	-	-	40	60	25	95	26
Galdor	-	-	-	60	20	60	
Gildor	30	20	20	10	25	38	
Glorfindel	60	-	30	40	25	96	8, 89
Pelnimloth	-	-	10	20	20	21	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Elostirion	0810	Camp			Hidden
Forlond	0408	Town	Fort	Harbour	
Imladris	2209	Major Town			Hidden, Capital
Mithlond-East	0710	Town	Fort	Harbour	
Mithlond-West	0708	Town	Fort	Harbour	

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
0708				100			2	2	40
2209				100					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

Led by the Lord of the Nazgûl, the Witch-king, the nation of Er-Mûrazôr is one of the most feared in Middle-earth. Driven from his realm of Angmar in the far north, Mûrazôr still influences many of the events that transpire in Eriador and the Misty Mountain region from his new capital in Mordor. 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 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 244 – Fearful Hearts
- ❖ Mages can learn the lost spell 512 – Conjure Hordes

Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Anglach	-	-	-	50	-	50	
Angulion	10	20	30	30	-	43	157
Ashburgnul	-	20	-	50	-	53	
Blogath	-	-	-	40	-	40	
Bolg	50	-	-	-	-	91	67, 68
Gaurithoth	-	-	-	40	-	40	
Murazor	40	-	40	70	30	133	28, 48, 52, 75, 82, 86
Rogrog	50	-	-	-	-	65	115,116

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Lag-angren	1502	Camp			
Lag-lach	2311	Camp			
Minas Morgul	3124	Major Town	Castle		Capital
Mt Gram	2006	Town	Fort		
Mt Gundabad	2305	Major Town	Fort		

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2006			100			200			50
2305			200			200			50
3124						300			10

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

Warship Strength – 3

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
- ❖ 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 if moving, and only lose 2-5 if force-marching

Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Duran	60	-	20	20	30	67	
Gaskbuz	30	-	-	-	-	30	
Grashukh	50	-	-	-	-	50	
Khamul	30	30	30	40	30	101	62, 150, 153
Maben	-	-	20	50	-	77	154
Ogrod	40	-	-	-	-	50	99
Rogatha	-	-	-	30	-	30	
Skauril	-	-	-	30	-	30	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Dol Guldur	2715	Major Town	Keep		Capital
Goblin-Gate	2409	Village	Fort		
Lug Ghurzun	3822	Major Town	Tower		
Ongushar	2518	Camp			
Sam Goriwing	2809	Village	Fort		Hidden

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2409						300			40
2518			100			200			30
2715			200			200			50

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
Bulrakur	50	-	-	-	-	50	
Daumdorut	30	-	-	-	-	30	
Dendra Dwar	20	-	20	60	30	107	10, 74, 138
Gurthlug	30	-	20	-	-	62	160
Krusnak	30	20	-	30	-	89	2, 43, 148
Kruxtogg	30	-	-	-	-	30	
Rashkuk	30	-	-	-	-	30	
Tonn Varthkur	40	-	-	30	-	92	158,159

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Lag-dagor	2921	Camp			
Lag-hundur	3321	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
2921						200			40
3221		200				200			50
3624		200							40

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	
Erennis	-	-	30	20	-	23	
Gulthuin	-	-	10	20	-	21	
Ji Indur	20	40	-	40	30	72	56, 104, 109
Lairathin	-	30	-	-	-	22	
Shoglic	-	-	-	30	-	30	
Uthlug	20	30	-	-	-	27	
Zaken	-	30	-	-	-	22	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Barduath	3428	Major Town			Capital
Carach Angren	3222	Camp	Fort		
Kal Nargil	3630	Town	Castle		
Nurumurl	3528	Village			
Rul	3626	Village			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3222						300			20
3630						300			40

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
- ❖ All 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	80	73, 66
Ethacali	10	-	-	40	-	42	
Leardinoth	10	-	-	30	-	32	
Magurgoth	20	20	20	30	30	41	
Naldurgarth	-	-	-	50	-	50	
Storlaga	20	10	-	50	20	130	7, 22, 140
Uthcu	30	-	-	-	-	30	
Vulmek	20	20	-	20	-	28	

Starting Population Centres

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

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3929						300			30
4025						300			20

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 increase 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	
Gaurhir	-	10	-	30	30	51	25
Gorthog	10	40	-	-	-	32	
Hoarmurath	30	20	-	50	30	91	50, 80, 141
Khathog	-	-	-	40	-	50	20
Lugronk	30	-	10	-	-	31	
Muranog	40	-	20	-	-	42	
Ulzog	30	-	-	-	-	30	

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-orod	2214	Camp			
Lag-scara	3022	Camp			Hidden

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3122						300			30
3123						300			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

- ❖ 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
- ❖ 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)
- ❖ Emissaries may start with an emissary skill rank of up to 40 when created using the order
 - 734 – Name Emissary
- ❖ Commanders may 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	66	97, 143
Ashturg	30	10	-	-	-	31	
Fuinur	30	-	20	20	-	37	
Herumor	30	-	20	20	-	37	
Malezar	10	-	10	40	30	53	78
Shebbin Vur	10	-	20	-	-	12	
Thergor	-	30	-	-	-	22	
Zokhad	10	20	-	-	-	17	120

Starting Population Centres

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

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3034						400	5	3	30
3533				400		200			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 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	72	54, 111, 112
Rozilan	-	-	20	30	-	32	
Shagrat	30	-	-	-	-	30	
Skargnakh	30	10	-	10	-	44	84
Snaga	30	-	-	-	-	30	
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	Town			
Lag-digtumarr	3225	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						400			50
3426						400			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

Round the corner came a black horse, no hobbit-pony but a full-sized horse; and on it sat a large man, who seemed to crouch in the saddle, wrapped in a great black cloak and hood, so that only his boots in the high stirrups showed below; his face was shadowed and invisible.

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

Led by the Ninth of the Nazgûl, the Long Rider, the nation of Ûvatha controls one of the most extensive realms of the Dark Servants. From his main fortress in Mordor, 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 Ûvatha 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	20	10	30	50	78
Giordia	-	20	20	-	-	17	
Hargrog	30	20	-	-	-	43	198, 203
Lomelinde	-	30	-	10	-	48	71, 72
Morlammen	-	-	-	30	-	30	
Mornadak	30	-	-	-	-	30	
Uvatha	60	20	20	-	30	78	53, 79, 92
Viosiol	-	-	-	30	-	30	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Buth Ovaisa	3017	Village			
Lagari Orath	4425	Village			
Olbamarl	3329	Major Town	Castle		Capital
Orduga Harmal	4433	Village			
Tol Buruth	4215	Village	Castle		Hidden

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3017	200	400							40
4433	100	500							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

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 (Ūrzahil) 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
- ❖ 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
- ❖ New commanders may have 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
Azgurath	40	-	-	-	-	40	
Bolvag	20	-	-	50	-	72	46, 117
Carrog	-	20	20	30	30	36	
Celedhring	20	30	-	50	-	130	155, 156
Gothmog	70	30	-	-	-	95	118, 119
Grishnakh	40	-	-	-	-	40	
Tormog	20	40	-	-	-	35	
Ūrzahil	20	-	40	70	-	121	3, 37, 45, 58

Starting Population Centres

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

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3423						300			40
3622						300			40

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 Haradwaith pirates and the Black Númenórean who reside in Umbar. Led by the exceptional sea-captain Sangarunya, the Corsairs have effectively established themselves as a dominant force in the Bay of Belfalas and along the coasts of Harandor. The 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
Allurac	30	-	-	-	-	30	
Alukhor	10	20	-	-	-	17	
Bragolmaite	20	-	-	10	-	37	202
Earnil II	30	-	-	30	-	37	
Gedron	20	10	-	-	-	23	209
Sangarunya	50	-	30	-	-	53	
Telkurhad	20	10	-	-	-	21	
Vargaelas	40	-	-	-	-	40	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Ardumir	2039	Town	Fort	Harbour	
Caldur	2137	Town	Fort	Harbour	
Caras Tolfalas	2430	Town	Tower	Harbour	
Havens of Umbar	2438	Major Town	Castle	Port	Capital
Kas Shadoul	2734	Town	Fort	Harbour	
Methir	2730	Town	Fort	Harbour	

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
2430						400	9	6	30
2438						600	9	6	40
2734			100	100					30

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 – Rhûn Easterlings

The nation of the Rhûn Easterlings refers to the collection of peoples who occupy the north central region of Middle-earth. This region encompasses part of Rhovanion and all the lands east and south of Rhûn, and includes the diverse tribes of the Sagath, Logath, Asdriags, Nuriags, and the Balchoth. Loosely led by Hûz III, the Rhûn Easterlings represent a nation with great potential but numerous pitfalls to overcome. The greatest strength of the Rhûn Easterlings lies in their fierce and brave warriors, especially their much-feared cavalry. Competent commanders also 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 Rhûn Easterlings with a rich base for growth. The most difficult barriers to be overcome in the Rhûn Easterling's plans of conquest, meanwhile, 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
- ❖ 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
- ❖ New characters may have a bonus to their challenge rank

Starting Characters

Name	Command	Agent	Emissary	Mage	Stealth	Challenge	Artefacts
Hesnef	30	-	10	-	-	31	
Hurdriak	30	-	20	-	-	32	
Huz III	40	10	30	-	-	45	
Jyganoth	30	-	-	-	-	30	
Kav Makow II	20	20	-	-	-	23	
Meonid Ito	-	-	-	30	-	30	
Rof Paku	-	-	-	30	-	40	200
Usriev	30	-	-	-	-	30	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Ashkiri	3220	Camp			
Ilanin	3713	Village			
Lar-Huz	3605	Village			
Mistrand	4318	Town		Harbour	
Riavod	4014	Major Town	Fort	Harbour	Capital
Ursh Lanna	3319	Village			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
3319		200							30
4014		200		200					30
4318						600	8	4	30

Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	92	97	85	82	85	80	82
Severe	95	100	87	85	87	82	85
Cold	97	102	90	87	90	85	87
Cool	100	105	92	90	92	87	90
Mild	102	107	95	92	95	90	92
Warm	97	102	90	87	90	85	87
Hot	97	102	90	87	90	85	87

Warship Strength – 3

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, 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
- ❖ 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
- ❖ 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	
Calmuad	-	10	30	-	-	16	
Enion	60	-	-	-	-	60	
Jeroibha	30	10	-	-	-	31	
Sibroc	-	40	-	-	-	30	
Solofhen	-	-	-	40	-	40	
Tughaib	-	-	-	50	-	65	24, 137
Urdrek	40	10	-	-	-	41	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Angren	1720	Camp			
Cillien	1916	Camp			
Enedhir	1420	Village			
Freawul	1922	Major Town			
Larach Duhnnan	1817	Major Town	Tower		Capital
Wularan	1917	Village			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1817				300		300			40
1922				200		400			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 – White Wizard

The realm of the White Wizard has only recently begun to influence the affairs of north-western Middle-earth. Saruman the White, mighty among the Wise, has claimed the Tower of Orthanc and its surrounding vales as his own. While the armies of the White Wizard are adequate to defend the vales, they are lacking in discipline, and consist of large numbers of mercenaries and his own ill-bred Half-orcs. Complementing his forces, Saruman possesses a most persuasive tongue and one of the sharpest minds in Middle-earth. His able agents and subtle diplomats also keep the White Wizard well-informed of events surrounding his growing realm, and allow him considerable influence in the courts of his powerful neighbours. Saruman's keen interest in ancient artefacts leads him to spend much of his time looking for ways to acquire ever-greater power and lore, truly his greatest vices.

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
Bill Ferny	10	20	-	-	-	12	
Bugrug	40	-	-	-	-	40	
Durbuhuk	20	-	-	10	-	22	
Grima Wormtongue	-	-	30	-	-	15	
Lugdush	-	30	-	-	-	22	
Mauhir	30	-	-	-	-	30	
Saruman the White	-	-	70	90	20	128	17, 30, 162
Ugluk	40	-	-	-	-	40	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
Angrenost	2119	Major Town	Citadel		Capital
Arait	1918	Village	Tower		
Lag-sharak	2118	Camp			
Lag-thugrim	2215	Camp	Tower		
Nin-in-Eilph	1715	Camp			
Treorn	2017	Village			

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
1918						400			40
2119						800			30

Nation Climate and Terrain Modifier Percentage

Climate	Shore	Plains	Rough	Forest	Desert	Swamp	Mountains
Polar	90	90	93	90	86	85	90
Severe	92	92	96	92	88	87	92
Cold	95	95	98	95	91	90	95
Cool	97	97	101	97	93	92	97
Mild	100	100	103	100	96	95	100
Warm	100	100	103	100	96	95	100
Hot	95	95	98	95	91	90	95

Warship Strength – 3

25 – Khand Easterlings

The Easterlings were strong and war-hardened and asked for no quarter.

The Return of the King, Book Five, VI – The Battle of Pelennor Fields

The nation of the Khand Easterlings consists of the collection of peoples who occupy the south central region of Middle-earth. This region encompasses the lands south of the Rhun, and all the lands south of there above the Khand. This diverse nation includes the tribes of the Igath, Nuriags, and the Variags. Loosely led by Ovatha IV, the Khand Easterlings represent a nation with great potential, but numerous pitfalls to overcome. The greatest strength of the Khand 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 Khand Easterlings with a rich base for growth. The most difficult barriers to be overcome in the Khand 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
Avas of Igath	20	10	-	-	-	21	
Curuband	-	-	-	30	-	30	
Gorovod	-	10	-	40	-	41	
Itana Ovan	30	-	-	-	-	30	
Kionid II	20	-	20	-	-	22	
Ovatha IV	60	-	-	-	-	75	76, 146
Urdrath	10	-	-	30	-	32	
Urig	20	-	20	-	-	22	

Starting Population Centres

Name	Location	Size	Fortifications	Harbour/Port	Special
An Karagmir	3538	Village			
Khand Amu	4228	Major Town			
Laorki	4430	Village			
Neburcha	4324	Camp			
Ovatharac	4335	Village			
Sturlurtsa Khand	4133	Major Town	Castle		Capital

Starting Armies and Navies

Location	Heavy Cavalry	Light Cavalry	Heavy Infantry	Light Infantry	Archers	Men-at-Arms	Warships	Transports	Morale
4133	200	200							30
4228		200							20
4430						600			20

Nation Climate and Terrain Modifier Percentage

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

Warship Strength – 3