

THE AGE OF THE RING

RELEASE 6.1

The Woodland Realm



Changelog & Readme

6.1 Additions	4
6.0 features	6
Bug fixes	10
Balance changes	17
Known issues	23
Credits	24
Post-credits scene	28

6.1 Additions

General

- Reduced wall buildout radius to 1000 from 1500 across all factions
- Increased wall hub cost from 120 to 300 ; increased wall segment cost from 20 to 100 across all factions
- FIXED Middlemen death lines playing druid quotes

Woodland Realm

- FIXED Hidden Sentries does not spawn Feredir if limit of recruitable Feredir has been reached
- Reduced Prison Guard's lifetime from 90 to 30 seconds
- FIXED Silvan Outriders' arrow model and damage does not change after researching Silvan Fletching
- FIXED Woodmen Hunters cannot toggle weapon if multiple hordes are selected
- Silvan Outriders can now cast Horse Mastery mid-movement without stopping
- Changed upgrade required for Prison Guard summon from Upgrade_MallornTreeLevel2 to Upgrade_MallornTreeLevel3, now costs 600
- Decreased Feren's summoned unit durations from 90s to 60s
- Increased Greenwood Swordsmen damage and slash armour
- Reduced Greenwood Slayer base damage to 40, 225% damage to spam units
- Woodland Feast Armor buff no longer affects heroes or stacks with other leaderships

Erebor

- FIXED Battlewagon can enter Mines
- FIXED Arcah and Brand summon audio dupe
- Lowered Elegost's voice volume
- FIXED scaling on Ered Luin units
- FIXED Battlewagon can enter Mines
- FIXED Arcah and Brand summon audio dupe
- Lowered Elegost's voice volume
- FIXED scaling on Ered Luin units
- Increased Brand's Black Arrow of Dale damage
- Arkenstone no longer gives Oakenshield Erebor heroes additional armour
- Increased Stonehelm's base damage from 200 to 300
- Dain's Final Stand now gives 75% armour, splash and knockback damage
- Gimli's Stubborn Pride now gives 50% armour
- Reduced Erebor Assembly NaturalRallyPoint to Y:140 ; was Y:160. This should assist the AI in building the rear assembly.
- Adjusted Dain's Last Stand FX

Mordor

- FIXED the old Mountain Troll sinks into the ground when the Mordor Mountain Troll dies
- Added Théoden and King Dáin to Conflagration filter

Lothlórien

- Nerfed Marchwarden unupgraded and upgraded crush armour from 75% to 175%, and 55% to 135%
- Increased Sentinels of Cerin Amroth CP cost to 72CP
- Nerfed Sentinel of the Silver Tree crush armour to 140% from 50%

Rivendell

- Reduced Rivendell inn Ered Luin Trader horde size to 10
- FIXED Rivendell hero button alphas
- Limited Hall of Fire to 3

Misty Mountains

- Changed EconomyBuilderPerFarmValue = 400 for all factions; was formerly 75

Dol Guldur

- Decreased Unburied Wight damage vs heroes

Isengard

- FIXED Wulfgar's basic attack damages nearby friendly units
- Changed Ugluk's Hunt for the Ring description to mention it only affects infantry and heroes

War of the Ring

- FIXED WOTR legolas and tauriel cause crashes if they die during AutoResolve
- To offset their builder limitations in WotR, Dol Guldur AI may now summon an additional porter while in WotR if they currently have no porters.
- Removed Unburied Wights from WotR Barrows
- FIXED WotR Greenwood Archers don't follow the army on the LW
- FIXED WotR Éothéod Warriors units are created too fast
- FIXED WotR Éothéod Warriors Banner Carrier

AI

- Raised Archer cavalry attack priority to 500 (was 100), raised archer hero attack priority to 600 (was 500); this should allow archers to effectively combat trolls.
- FIXED Mordor AI cannot use spellbook
- Reduced basic Mordor orc phase 3 presence to 12% allowance, from 20. Should clear up space for more elite orcs
- Delayed AI Mordor Orc Archer to phase 2
- Fixed bad Mordor spell script
- Raised Helmingas army percentage allowance
- Changed Battle tower AI preferences to evenly choose all troop targets, and to focus-fire heroes
- Increased Infantry, Cavalry, and Siege Weapon AI preferences for attacking towers
- Increased AI-controlled Cavalry and Swordsmen chance to target siege weapons to 1200 ; should reduce siege cheese

- Mordor, Isengard, Guldur, and MM have had their army priorities divided to match good factions. For example, rather than building one OPPORTUNITY team of 8, it will build 2 of 4.
- Changed EconomyBuilderPerFarmValue = 400 for all factions; was formerly 75
- Added Breeland Ram to Rivendell AI army list

6.0 features

General

- New Woodland Realm faction
- Erebor can now choose between Reign of Oakenshield and Reign of Ironfoot
- Overhauled AI systems
- Renamed difficulty settings to herald in the new AI systems:
Easy = Peasant, Medium = Soldier, Hard = Captain, Brutal = Death March
- Every map has been overhauled, lots of new maps added
- Brand-new portrait art for all factions
- New Palantir menu frames for some factions
- Autocast added for every power that is able to have it
- Reworked Frodo's 'Samwise the Brave' into 'The Guide and the Gardener'
- New sound effect for Frodo's summon
- Polished skirmish and WotR menu screens

Mordor

- New voice set for Kataphrakts
- Unique unit upgrade buttons for Easterling Encampment's units
- New recruit buttons for Gothmog, Nazgûl, Easterling units and Black Uruks
- New hero revive button colour scheme
- New basic orc unit models
- New Mountain-troll and Olog-hai models
- Black Uruks now use Uruk-hai voiceset instead of Black Orc voiceset (for now)

Misty Mountains

- Mountain Giants are now a baseline unit
- New Summon Were-wyrm spellbook power
- New 2d art for Goblin-towners, Goblin-town laborers and spellbook power buttons
- Improved button art for Spellbook
- Replaced Frozen Land and Bolg Summon radius decals with better SaF ones
- New Berserker model for Gundabad Warg-riders
- Renamed Gundabad Warg-riders to Gundabad Wolf-riders
- New Giant Bat model
- New Moria Orc Cave model

Erebor

- Toggle between Reign of Oakenshield and Reign of Ironfoot
- Various new units added
- New hero set added for Reign of Ironfoot
- Added new Master of Laketown hero for Reign of Oakenshield
- New models for basic Erebor units, Dale units and Khazad-dûm Veterans
- Rebalanced old unit roles
- New Dwarven Tenacity passive for Erebor Warriors

- New Punch Through! power for Erebor Archers
- Added Relentless Charge to Ram Riders summoned by Dain
- New Sundering Strikes powers for IH Warriors, reduced their base damage
- New Erebor Assembly building
- Iron Hills Redoubt reworked into Erebor Redoubt
- New Arkenstone functionality
- Neo-Khuzdul names for all Dwarven units
- New power for Balin
- Unique upgrade buttons for Iron Hills units
- New Grim Hammers voice set
- New Dorwinion Legionnaires voice set
- New Roac model
- Added Ered Luin's Firework model

Gondor

- New button for Pippin's Barrow Blades
- New button for Boromir's Knife Throw
- Added CragLord's radius decals for Boromir's Warcry and Faramir's Quality
- Faramir's ranger summon now randomises between Madril, Damrod, Mablung and Anborn
- New power for Gandalf the White: Word of Command - Targeted enemy hero is stunned and takes damage. Can only be used when mounted.
- New Clansmen of Lamedon voice set
- New Forlong voice set
- Remastered Lossarnach Axemen voice lines

Isengard

- Unique upgrade buttons for Wildmen and Dunlending units
- Improved Isengard Clan Steading normal map and smoothing groups
- Updated Siege Works textures
- New Furnace model
- New Uruk Pit model

Rivendell

- Quenya names for all Elven units
- Added 'Noro lim, Asfaloth!' power to Glorfindel

Lothlórien

- Sindarin names for all units
- New buttons for Galadhrim's weapon toggle
- New shooting animations for Rumil and Haldir

Rohan

- New button for Merry's Barrow Blades

Dol Guldur

- New unit: Unburied Wights - recruited from Restless Barrows once the Necromancer is on the field
- Select sound for Boneyard expansion
- Sound effect for Restless Bones summon

AI

- Overhauled AI target priorities, they will now make better targeting decisions
- The AI can now use more skills and powers, and uses them more intelligently
- AI's metagame has been improved considerably: they build better bases, larger armies, and are more eager to use upgrades
- Overall, the AI difficulty has increased. To reflect this, difficulty settings have been renamed
- The AI does not only build bigger armies, they are also able to build several that they use for different tactical priorities, such as attacking a perceived weak spot in your defenses
- All maps have been changed and improved to allow for better AI functionality

War of the Ring

- Replaced Armory with Elite Barracks
- Split buildable units with basic units in the Barracks, elite units in the Elite Barracks, and heroic units in the fortress
- Fortress upgrades units instead of armoury
- Changed Living World structure names for all factions

Maps

- Lots of new maps!
 - Annunlos (6p)
 - Arthobel (3p)
 - Blackroot Vale (2p)
 - Brangobel (4p)
 - Carrock (2p)
 - Daergil (2p)
 - Direnfirel (2p)
 - Field of Celebrant (5p)
 - Fords of Glanduin (2p)
 - Forest Gate (4p)
 - Fortress: Edennogrod (2p)
 - Fortress: Carn Dum (3p)
 - Fortress: Dimrill Gate (4p)
 - Fortress: Fornost Erain (3p)
 - Foundations of Stone (8p)
 - Gladden Fields (3p)
 - Gulf of the Surubeki (3p)
 - Hall of Oak (4p)
 - Lithlad (2p)
 - North Undeep (2p)
 - Orocarni (8p)
 - Ruins of Carn Dum (4p)
 - Slave Fields of Nurn (6p)
 - Source of Celduin (2p)
 - Stonemere (2p)
 - Tarlang's Neck (2p)
 - Taur-en-Ungolath (2p)

- Taur-na-Faroth (5p)
- Taur Morvith (3p)
- Trollshaws (4p)
- Vales of Celduin (5p)
- Weathertop (4p)

Bug fixes

General

- Texture art optimization for all factions
- Menu art optimization for all factions
- All instances of the crappy grass FX from good hero summons removed
- Dozens of string fixes
- Fixed the stretched tooltip box
- FIXED Corsair creep units don't give xp when killed

War of the Ring

- FIXED WOTR Druadan summon can follow you into the living world
- FIXED WOTR Rohan's living world music is quite repetitive
- FIXED Snow Trolls in WOTR world map use their vanilla icon
- FIXED WOTR Unable to recruit Necromancer once you do an rts battle
- FIXED WOTR Necromancer still causes a crash
- FIXED WOTR Helmingas bought from the living world can't dismount once mounted / once mounted only move at walking speed

Campaign

- Added recommended factions to Vanilla Good Campaign maps's descriptions
- FIXED Azanulbizar Thorin has the same hotkey for Oakenshield and Du Bekar
- FIXED Azanulbizar Balin cannot autocast King's Advisor
- FIXED Gimli throws his axe at nothing whilst Axe Throw is on autocast
- FIXED Campaign Radagast starts at level 1 and must level up to unlock Siphon Witchcraft
- FIXED Shadow of the Past: Nazgul don't screech before they flee during the Bree defence anymore because Screech has been locked behind level 3 since 5.0/5.1
- FIXED Last Alliance: Player faction is Gondor rather than Fellowship
- FIXED Fords of the Bruinen: Ranger tent can be damaged

Dol Guldur

- FIXED Dol Guldur Fortress' Blight damage persists after the fortress is destroyed
- FIXED Saenathra is affected by fear-inducing abilities
- FIXED Harbingers are still trample resistant, even with crushable level 0
- FIXED There were two armour sets named NecromancerArmor used by Necromancer, Druid and Revelers - given Necromancer a uniquely named set
- FIXED Castellans' buff FX appears over webbed bodies surrounding Spider Lair
- FIXED Harbingers' Cold Steel weapon can damage allies
- FIXED Harbingers are still trample resistant, even with crushable level 0
- FIXED Ravagers' banner carrier does not receive bonus when "Appetite for Destruction" is activated
- FIXED Ravagers unit portrait when there is only the banner carrier remaining is blurry
- FIXED DG is able to recruit Sauron with the Ring at the citadel on Dol Guldur map
- FIXED Deep Rot autocast targets Signal Fires
- FIXED Invincible Skeleton worker
- FIXED Necromancer uses default Sauron lines when targeting siege
- FIXED Don't Follow the Lights can stun the One Ring
- FIXED Dark Sustenance doesn't work for single Risen Dead units

Erebor

- FIXED Dwarven Forged Blades description referencing Axe Throwers
- FIXED Dains ambient Boar noises not working
- FIXED Gandalf the Grey's 'Risk a Little More Light' only affects Erebor archer units
- FIXED wrong rebuild catapult button for erebor wall
- FIXED Flash Flame uses RotWK dwarf voices
- FIXED Erebor fortress, when you build a wall hub, it seems that you can't build walls diagonally, only straight backwards
- FIXED Erebor unupgraded fortress - Fortress has geometry deadzone around it
- FIXED The wheels on the dwarf catapult don't turn
- FIXED Gondor barracks rubble falls off of the Erebor barracks when damaged
- FIXED Mine Collapse's stun mentions "attacking enemies", when it actually affects all nearby units
- FIXED Fili uses knife throw on nothing when on autocast

Isengard

- FIXED Some Isengard hordes could not capture neutral structures
- FIXED Sharku's Blood Hunt leadership unlocks at level 3 rather than 1
- FIXED Isengard Warg-rider Howl speed buff does not work
- FIXED Uruk-hai Scouts cheering animation is bugged with swords equipped, they just run on the spot
- FIXED Ugluk's death triggers Lurtz's death EVA
- Isengard hero build menu is now in correct order of cost

Lothlórien

- FIXED missing TOOLTIP:LackLorienBasicTraining
- FIXED Scouts of Nimrodel can toggle to melee at level 1 if selected in a group with a level 2 Battalion
- FIXED Galadriel's Mirror's Things That Are does not affect Pathstalker production
- FIXED Mirror of Galadriel economy buff does not work on fortress maps
- FIXED Marchwardens don't have Bombard animation
- FIXED Sentinels of Silver Tree don't have Bombard
- FIXED Nandor and Galadhrim (bow and sword mode) have no raising flag cheer
- FIXED Nandor and Galadhrim (bow and sword mode) have no cheering animation
- FIXED Rumil sometimes has an issue that sword anim shows up during shooting
- FIXED Lorien Archers have no cheering animation
- FIXED Sentinels of the Silver Tree don't have a lore string
- FIXED Lorien Marchwarden banner carrier uses wrong model
- FIXED Lorien's The Brown Wizard uses death animation when timer runs out
- FIXED Lorien AI Mallorn Trees do not have defending archer

Misty Mountains

- Swapped Smaug's first two abilities in CommandSet so ability with lowest level requirement is first
- FIXED Smaug's recruitment string saying he's recruited at level 3 instead of 10
- FIXED Mountain-orc Banner displayed as Gundabad Warriors
- FIXED Goblin-town Labourer missing select decal
- FIXED Misty Mountains worker for building Stone Thrower expansion in the fortress is vanilla
- FIXED Horrors of Mount Gram begin moonwalking and sliding across the ground when trying to flee from the White Stag
- FIXED Enemies killed by Fire Wyrms when Scavenger is active don't give you money

Mordor

- Scaled up Legions of Morgul
- FIXED Shelob plays death anim when fading
- FIXED Shelob's spawn plays death anim when fading
- FIXED Black Uruk banner carrier has forged blades even if horde does not

Rivendell

- FIXED Took Archers and Tower arrow upgrade using wrong button
- FIXED Rivendell Battle Tower uses incorrect portrait
- Fixed broken LUA scripting for Rivendell Library limit for porters and build plots (plus other LUA scripts that used OnHelmingsMounted/Dismounted)
- FIXED When hovering over Rivendell Archers' portrait, it says Lindon Horse Archers
- FIXED Twin's Representatives string says they give +50% experience gain when it is actually +33%
- FIXED Elronds' "Lord of Rivendell" granting different effects than supposed increased XP gain
- FIXED Elrond and Rivendell Swords, have no exit attention animation (Just reverse the enter attention animation)
- FIXED Rivendell Archers have no cheering animations
- FIXED Veterans of the LA (bow and sword mode) have no raising flag cheer
- FIXED Veterans of the LA (bow and sword mode) have no cheering animation
- FIXED Rivendell wall arrow tower shoots from the ground instead of the tower itself

Rohan

- FIXED Erkenbrand's summoned Westfolders cannot use Forth Eorlingas
- FIXED Helmings tooltip says they cost 75CP but they actually cost 50CP
- FIXED Helmings seem to skip rank 6, i.e. they ranked up from 5 - 7
- Re-coded Helmings' mount toggle, fixing the armor bug
- FIXED Snowbourn Banner does not have selection decal
- FIXED Snowbourn Banner is slower than the rest of battalion
- FIXED Druedain Warrior uses Wulfgar injured cue when damaged
- FIXED If Rohan unit recruitment structures are allowed to level up via resource production, they level up to 3 instead of 2
- FIXED You can immediately use Horn of Hammerhand after building second Rohan fortress, but there's no visual cue
- FIXED Elfhelm idle animation on horse with sword and on feet with bow stops there

Gondor

- FIXED no Production Count for Gondor Fountain Guard
- FIXED Gandalf using wrong (vanilla) recruit button
- FIXED Anórien Knight recruitment tooltip mentions ability to form combo hordes when this is not actually the case
- FIXED Geometry bug for Gondor Farm level 2 and 3
- FIXED Geometry bug for Gondor's Archery Range and Blacksmith
- Fixed Pinnath Gelin Riders missing a space in lore string
- FIXED Berethor's death triggers Boromir death EVA
- FIXED Denethor does not autoheal out of combat
- FIXED Denethor can be trampled and knocked back
- FIXED Denethor cannot capture neutral structures
- FIXED Civillians around Gondor marketplace are roller skating champions, move much faster than anorien guards
- FIXED Boromir's Knife Throw damages allies as well as enemies

Maps

- Map Overhaul!

- Edits to all maps to add new and improved AI, and fixes to AI base-building errors
- General bug fixes and lots of visual, gameplay and balance improvements to all maps
- Improved all loading images and map descriptions, and improvements to several minimaps.
- Updates to both Skirmish and WOTR maps

- Renamed Maps:

- Some maps have been edited or renamed for consistency, to better fit lore/location, or to avoid confusion with other AOTR maps.
- Added some maps to skirmish that were previously WOTR-only
- Removed some maps that were poor quality, or with locations already taken by other maps.
- Buildplot maps are denoted by the name "Fortress" (with player as fortress) and "Besiege" (with player attacking)
- An asterisk* indicates an AOTR custom map or converted BFME 1 map. No asterisk indicated a vanilla BFME 2 map, or 2.02 map.
- WOTR maps all updated, and some changes to the selection of WOTR maps

- Amon Hen (2p) removed
- Amon Sul converted to Fortress: Amon Sul (3p)
- Amon Sul Ruins removed / replaced by Weathertop (4p)
- Andrast (4p) added to skirmish menu
- Anduin River renamed to Anduin (4p)
- Argonath renamed to South Undeep (2p)
- Cair Andros and Cair Andros Ruins combined into single map (3p)
- Caras Galadhon renamed to Fortress: Caras Galadhon (4p)
- Carn Dum reworked into Ruins of Carn Dum (4p) and Fortress: Carn Dum (3p)
- Carrock (vanilla) renamed to Woodsedge (2p)
- Celduin River renamed to Celduin (2p)
- Cirith Ungol (2p) added to skirmish menu
- Dol Amroth renamed to Fortress: Dol Amroth (4p)
- East Emnet (4p) added to skirmish menu
- Eastern Rohan (4p) added to skirmish menu
- Eastfold (4p) added to skirmish menu
- Eaves of Fangorn (3p) added to skirmish menu
- Edoras converted to Fortress: Edoras / Besiege: Edoras (4p)
- Harlond (4p) added to skirmish menu
- Helm's Deep converted to Fortress: Helm's Deep (4p) / Besiege: Helm's Deep (3p)
- Hobbiton removed
- Ironfoots Halls renamed to Fortress: Ironfoots Halls (3p)
- Isengard converted to Fortress: Isengard (2p) and Besiege: Isengard (2p)
- Lorien Gardens renamed to Gardens of Lorien (8p)
- Lostriand renamed to Nain Enidh (6p)
- Lothlorien: Eryn Laer renamed to Eryn Laer (2p)
- Minas Morgul converted to Fortress: Minas Morgul (3p)

- Minas Tirith converted to Fortress: Minas Tirith (5p) / Besiege: Minas Tirith (4p)
- Mount Gundabad renamed to Mount Gram (4p)
- Mordor renamed to Sea of Nurnen (8p)
- Nanduhirion renamed to Nan Tornaeth (8p)
- Nevrast removed
- The Dwarf Hold renamed to Fortress: The Dwarf Hold (4p)
- The Last Homely House renamed to Fortress: The Last Homely House (3p)
- Thorin's Halls renamed to Fortress: Thorin's Halls (3p)
- Trollshaws (old) renamed to High Moor (4p), added to skirmish menu
- Tournament Amon Amarth renamed to Dor Amarth (6p)
- Tournament Anorien renamed to Anorien (4p)
- Tournament Buckland removed (replaced by Buckland (4p))
- Tournament Dale removed
- Tournament Dungeons of Erebor removed
- Tournament Erech II renamed to Erech (2p)
- Tournament Eregion renamed to Eregion (4p)
- Tournament Fords of Isen IV renamed to Fords of Isen IV (4p)
- Tournament Gates of Moria removed
- Tournament Gundabad renamed to Northtarn (4p)
- Tournament Harad Oasis renamed to Harad Oasis (6p)
- Tournament Hills removed
- Tournament Hobbiton removed
- Tournament Ithilien Hills renamed to Ithiliant
- Tournament Midgewater removed
- Tournament Mount Gram renamed to High Crag (2p)
- Tournament Snow renamed to Whittleft (2p)
- Tournament MP202 removed
- Tournament Pelennor Fields renamed to Talath Anor (8p)
- Tournament Rhudaur removed
- Tournament River Running removed
- Tournament Rohan removed
- Tournament South Downs renamed to Fordirith (8p)
- Tournament Staddle removed
- Tournament Western Gondor removed
- Twilit Shores removed
- Tyrn Gorthad removed/replaced by Barrow Downs
- Tournament Westmarch renamed to Westmarch (4p)

- Mission: Balin's Expedition removed (being reworked)

- King of the Hill Maps removed, these are available as addons from our ModdB page
- Community challenge maps are available as addons from our ModdB page, to be updated soon

- Main Bug Fixes and Changes:

- Amon Hen (4p)
 - Added capturable vision + signal fire bonus to Seat of Seeing

- Buckland (4p)
 - FIXED Dol Guldur AI not working
- Celduin
 - FIXED units can attack capture flag
- Cirith Ungol
 - Map edited and expanded to enable AI bases
 - lumbermills now harvest wooden rubble within the fortress
- Cistern of Moria
 - lumbermills now harvest wooden rubble
- Deadman's Dike
 - converted to regular skirmish map, all players with fortresses
- Dead Marshes
 - FIXED bugged goblin lair
- Dwarrowdelf
 - FIXED top right base AI not working
 - lumbermills now harvest wooden rubble
- The Enchanted Stream
 - FIXED Spiders in top right corner are on neutral team
 - Reduced damage dealt by enchanted river, and improved pathing around river banks
- Fortress: Caras Galadhon
 - Updated with walkable walls
- Fortress: Dol Amroth
 - FIXED Fortress citadel needs a rubble model so that it can be rebuilt.
 - FIXED The Dol Amroth Citadel (where Imrahil is recruited) causes issues for other factions
- Fortress: Dol Guldur
 - FIXED able to recruit Sauron with the Ring at the citadel
 - FIXED Player can bring the ring to the DG fortress
- Fortress / Besiege: Kingdom of Erebor
 - Removed hall expansions and oil caskets from the gate
 - FIXED some neutral units (men of dale / dwarven archers) that were not attackable by the invader.
- Fortress: Minas Morgul
 - FIXED defending Mordor player not able to recruit Olog-hai, even after researching Morgul Sorcery
 - FIXED mouth of sauron not recruitable from fortress
 - FIXED catapults / trebuchets not working for some factions
 - lumbermills now harvest wooden rubble within the fortress
- Fortress: Minas Tirith
 - FIXED catapults / trebuchets not working for some factions
- Fortress: Pelargir
 - FIXED Dodgy boarding of transport ships from inside the city.
 - FIXED AI doesn't rebuild their cavalry groups

- FIXED Fortress player is able to recruit builders as Misty Mountains.
- FIXED Capture flags cause you to lose control of capturable buildings if captured by the fortress player.
- Grey Havens
 - Converted from 3 players to 2 players to enable new AI bases
 - FIXED Dol Guldur AI not working
- Harrowdale
 - Reduced weather volume
- Hills of Evendim
 - FIXED missing gollum
- Khand
 - FIXED the BFME1 settlement flag to bottom right
- Gardens of Lorien
 - FIXED missing gollum
- Lamedon
 - (Hopefully) FIXED all trees sometimes turn black
- Lossarnach
 - FIXED town buildings are destroyable, leaving invisible impassable areas
- Mithlond
 - FIXED Dol Guldur AI not working
- Nan Tornaeth
 - FIXED Gondor AI not working
- Nimrodel
 - Removed ambient rain FX and audio
- Rhun
 - FIXED weird game crashes
 - FIXED Dol Guldur AI not working
- Seventh Deep
 - FIXED troll creeps sometimes cheese the AI
 - FIXED columns obstruct AI buildings
- Silvertine Lodes
 - Lumbermills now harvest wooden rubble
- South downs
 - FIXED missing gollum
- Targul Quarry
 - FIXED dwarven bridge unable to be walked under
 - Reduced weather volume
- Tharbad
 - Reduced weather volume
- Tolfalas
 - FIXED dodgy passability around capture flags sometimes prevents capture
- Tower Hills
 - Added capturable (signal fire) bonus to three towers
- Udun
 - FIXED Dol Guldur AI not working
- Weathertop

- Weathertop has a new look!
- Added capturable vision + signal fire bonus to the summit
- FIXED Rivendell auto defeating

- Good + Evil BFME2 campaign
 - Replaced Erebor heroes with new objects
 - Added Grimbeorn to Dol Guldur
 - Added Krimpul to Rivendell
 - Laketown units instead of Dalish in Celduin
 - Tweaked many starting/joining units, mostly Dwarven (i.e. Blue Mountains start with Traders, Rangers and Mangonel, one Dalish Longbowmen battalion in Erebor becomes Laketown Guards etc.)
 - Added more various units in WR reinforcements in Erebor and Dol Guldur
 - Added WR Builders to DG
 - Added new Dwarven and Laketown/Dale units in some missions
 - All MM heroes in Fornost now start at level 7
 - Locked Fire Wyrms in Fornost
 - Added WR buildings, units and heroes in Old Forest Road
 - Added one Lothlorien Builder to Dol Guldur
 - Replaced Men of Dales Allies Spellbook Power with Radagast Summon
 - Replaced Tom Bombadil Summon with There Is Always Hope
 - Replaced Ent Allies with WR's Hail of Arrows

Balance changes

General

- Bilbo can no longer mount Treebeard
- All primary resource structures now use ResourceArmor, all armories/blacksmiths now use TechnologyArmor
- Bilbo's Gandalf the Grey is now temporary, lasts 75 seconds
- Added Sméagol to Frodo's summon
- Increased Sam's melee damage to 100
- Reduced armour buff of That's for My Old Gaffer to 50%
- Tweaked production structures' buildtimes, upgrade costs and upgrade times, so that rushing elite units is far riskier
- All heroes are now recruited at level 1
- Added archer debuff mechanic: archers lose damage, armour and range to varying degrees depending on basic, standard or elite status when gather in numbers of 40 or greater
- Tweaks to creeps:
 - increased lair armour,
 - increased creep respawn rate,
 - increased number of Goblins, Spiderlings and Corsairs per lair,
 - increased Warg, Dire Wolf and White Wolf crush and health,
 - increased Cave-troll health so it is equal to other creep trolls,
 - increased Cave and Hill-troll armour but reduced Snow, Jungle and Snow-troll armour
- Haldir, Gloin and the Waystone's teleports no longer affect siege units

- Removed combo hordes

Dol Guldur

- Increased cost of Spire of Sorcery to 1000 (660 with Dark Encroachment)
- Guldur Gaol level 2 costs 750 and 60 seconds
- Guldur Spire level 2 takes 60 seconds
- Increased Guldur Spire's build time to 45s
- Increased Spire of Sorcery armour to standard FactoryArmor
- Increased Armoured Castellan movement speed
- Tweaked Thrain's Dark Memories: at level 2 gives +50% armour and experience gain to Broken Rabble, at level 7 can grant Broken Rabble experience
- Added Unburied Wights to Khamul and Cargast's leaderships
- Reduced Risen Dead damage vs structures by 25%
- Reduced Guldur Shade bounty value to 25 (original value was 125: 25% of 500)
- Increased Entwives' CP cost to 60
- Harbingers of Shadow no longer heal at rank two
- Increased Chill of the Grave's DoT damage from 5 to 7
- Increased Chill of the Grave's slow from 33% to 50%

Erebor

- Swapped levels for Bard's Rabble Rouser and Honest Bargeman
- Tweaked Kili's Luck of Battle, at level 5 Kili also gains knockback resistance
- Reworked Balin: Pathfinder and Lookout unlocked at level 1, Dwarven Wisdom at level 3, Balin's Expedition at level 5: Balin plants a banner of Durin in the target location. Nearby troops gain +33% damage and are partially healed. At level 10, affected units are immune to knockback and are healed by a larger amount.
- Balin now gives 25% armour to nearby Khazad-dûm Veterans
- Removed Grim Hammer weapon's siege damage nugget
- Added IH Battlewagon and Demolisher to Erebor Workshop
- Removed Arkenstone requirement for Redoubt, added Vault Wardens and Wyrmslayers
- Changed Dain's cost to 2000
- Dain is now recruited at level 1
- Increased Dwalin's cost to 2500
- Reduced Wyrmslayer cost to 700
- Basic Erebor unit costs changed
- Merged Solemn Guardians and Fortifications upgrades
- Decreased cost to level 3 Dwarven Barracks from 1000 to 300
- Added Dwarven Tenacity to Erebor Warriors
- Added Punch Through! to Erebor Archers
- Added Relentless Charge to Ram Riders summoned by Dain
- Iron Hills units are now faster than standard Erebor Dwarves
- Removed knockback from Knotted Strings, now ignores enemy armour
- Added Sundering Strikes to IH Warriors, reduced their base damage
- Decreased Erebor Warrior, Pikemen and Archer horde sizes
- Increased Erebor Warrior, Pikemen and Archer armour
- Adjusted Erebor structure costs to match new faction plan
- Added damage scalar vs monsters to Vault Wardens' weapon
- Reduced Ered Luin Trader horde size to 5, cost to 450 and CP to 30
- Edited Bard's Rabble Rouser to only affects Laketown units, including new ones

- Increased Erebor Warrior, Archer and Pikemen health to compensate for reduced horde size
- Bard's leadership now gives archers +33% range and shroud clearing too
- Increased Erebor Redoubt's build time to 45s
- Thorin Oakenshield's Resentment moved to level 3, Goblin Cleaver to level 5
- Reduced amount of Ered Luin Trader and Ranger auto-healing from 60 per tick to 15 and 10 per tick respectively
- Increased IH Warrior and Crossbowmen damage, reduced speed to standard Dwarf speed
- Increased Ered Luin Trader speed from SLOW to MED
- Replaced Roac's IH Warrior summon with Ram Riders
- Decreased Roac/Arcah's summoned units' lifetime to 45s
- Increased Roac/Arcah's cost to 500
- Reduced amount of XP granted by Roac/Arcah from 115 to 75
- Moved Battlewagon to level 2 Workshop, Demolisher to level 3
- Swapped Battlewagon's Crossbowmen and self-heal level requirements
- Increased cost and research time of level 2 Workshop to 600 and 45s
- Thorin Oakenshield grants all Dwarven units +25% armour, +75% experience gain and resistance to fear and terror
- Bard grants archers +33% armour, +33% vision and +15% attack range
- Fili grants basic Erebor Dwarves and Ered Luin Dwarves +33% damage and +25% armour
- Rebalanced Wurm-slayers: no longer limited, increased horde size, increased damage vs heroes and monsters, reduced max rank to 5
- Added horde bonus to Laketown Watchmen and Bowmen
- Increased Fili cost to 1500
- Erebor Battering Rams can no longer enter Mineshafts
- Increased upgrade time for level 2 Erebor Workshop from 45s to 60s
- Increased Battlewagon buildtime to 60s from 30s
- Ered Luin Traders now recruitable from level 1 Assembly
- Nerfed Battlewagon armour vs cavalry
- Slightly nerfed BW specialist armour
- Limited Demolishers to 2
- Limited Battlewagons to 3
- Tweaked Iron Hills Warriors, they deal slash damage in default formation and front line deals specialist damage in shield wall formation
- Changed IH Warrior armourset to DwarvenGuardianHeavyArmor
- Moved IH Crossbowmen's Knotted Strings to level 3
- Increased Grim Hammer weapon radius slightly from 10 to 15
- Dalish Swordsmen now have In the Name of the King - same as Guards of the Master debuff
- Moved In the Name of the King and Stop Right There to level 2

Gondor

- Reduced Denethor's debuff to Faramir, Gandalf and Elessar to 15% from 33%
- New leadership for Imrahil - Fair Lord: Fiefdom and Dol Amroth units nearby Imrahil gain +33% damage and armour
- Swapped Beregond's Fierce Loyalty with Guard of the Citadel
- Added Elessar to Sauron's Conflagration exception list
- Ithilien Rangers now require level 3 Archery Range and Faramir
- Increased cost and upgrade time of level 2 Gondor Barracks to 750 and 60s

- Moved Longshot to level 3 for Ithilien Rangers
- Imrahil now costs 1700
- Gandalf the White costs 4000
- Gandalf's Prepare for Battle now requires level 3
- Increased duration of Gandalf the White's Prepare for Battle effect on structures to 90s, cooldown time increased to 150s
- Lossarnach Axemen moved to level 1 Gondor Barracks, still require Forlong
- Limited Forlong's knockback to when Vitality is active
- Reduced Forlong weapon radius from 20 to 5
- Boromir grants 33% damage and armour to Anoriens from 33% and 25% armour
- Gandalf the White grants immunity to magic and elemental damage, fear and terror resistance and +100% experience gain to all allied units
- Berethor is now summoned by Denethor as part of Citadel Guard summon

Isengard

- Decreased Clan Steading build time to 30s
- Increased cost and research time of level 2 Uruk Pit to 750 and 60s
- Decreased Isengard Warg-rider Howl speed buff to 20% from 33%
- Saruman's Fireball moved to level 3, Speechcraft to level 5 and Redhorn's Wrath to level 7
- Saruman's Convert is now temporary
- Wulfgar costs 1500
- Saruman the White grants immunity to magic and elemental damage, fear and terror resistance and +100% experience gain to all allied units
- Lurtz grants +33% damage and armour only to Uruk-hai units (leadership now called Leader of the Hunt)
- Isengard Palantir uses same cooldown time as Rivendell and WR vision spells (240000 from 90000)
- Warg Sentries now gain an extra warg patrolling when the player upgrades their Warg Pit to level 2 or 3
- Sharku can use Tame the Beast on neutral Gundabad warg creeps

Lothlórien

- Lothlorien Garrison and Rivendell Dormitory level 2 costs 800 and 60 seconds
- FIXED Scouts of Nimrodel can toggle to melee at level 1 if selected in a group with a level 2 Battalion
- Galadriel's Bearer of Ninya moved to level 5
- Rumil grants Lorien Wardens, Archers and Marchwardens +50% vision and shroud clearing and +15% attack range
- Haldir's leadership now only affects Lorien Wardens, Archers and Marchwardens
- Idrial now grants Sindar Pathstalkers +33% damage and armour at level 3
- Increased Ents' CP cost to 60

Misty Mountains

- Added Mountain Giants as recruitable units, require Northern Wastes allegiance
- Replaced Mountain Giant summon with Were-worm summon
- Reduced Were-worm health from 20000 to 7500
- Tunnel now summoned with Were-worm
- Locked Warg-riders behind Allegiance: Gundabad
- Gundabad Warg-riders are now recruited with heavy armour stats, cannot research heavy armour
- Increased Stone-troll speed to standard troll speed

- Increased Fire-wyrms' speed
- Increased Fire Wyrms' Pierce, Structural and Hero Ranged Armor
- Increased Fire Wyrms' Warhead Radius
- Limited Muzgash's knockback to when Putrid Blade is active
- Reworked Urshak: Intimidation is now passive damage, armour and speed debuff, at level 5 can be used as Dissent. Moved Fell Winter to level 6 and Black Pit to level 8
- Golfimbul's leadership now gives +25% damage, +15% speed and +150% experience gain
- Muzgash now only buffs Moria and Mountain-orcs (all units still earn resources per kill)
- Muzgash's Iron Discipline grants movement speed instead of attack speed now (attack speed buff did not work)
- Azog gives Gundabad Berserkers +50% armour and resistance to fear and terror
- Urshak gives Trolls, Bats and Giants +15% speed, vision and shroud clearing
- Increased Great Goblin damage buff to Moria and Goblin-town orcs from +25% to +33%
- Updated Horrors of Gram's debuff heroic unit filter
- Added White Wolves to Golfimbul's Hatred of the Fair Folk filter
- Increased Range for Mountain-orc Scouts' Barbed Arrows' autocast
- Reduced Fire Wyrms' knockback upon death

Mordor

- Easterling Encampment level 2 costs 750 and 60s
- Increased Easterling Encampment's build time to 45s
- Gothmog now costs 1300
- Witch-king's Chill of Angmar string now mentions dismounted WK reflecting damage
- Nerfed mounted Witch-king's armour to pierce damage from 40% to 50%
- Reduced Shelob stun duration to 5 seconds from 10
- Increased Orc Pit level 2 upgrade time from 30 to 60s
- Witch-king is now recruited dismounted, disabled AI's ability to toggle his mount

Rivendell

- Halbarad's Muster the Dunedain now unlocked at level 3, Perseverance at level 5 (at level 7, summons 4 Grey Company Rangers around Halbarad)
- Added Fear and Terror resistance to Halbarad's Perseverance
- Glorfindel now spawns mounted
- Added Wind Rider back to Glorfindel, renamed to 'Noro lim, Asfaloth!'
- Rivendell Dormitory level 2 costs 800 and 60 seconds
- Arwen's stun no longer affects heroes and lasts 10 seconds
- Increased Tom Bombadil's armour vs ranged attacks and increased his damage vs structures
- Reduced recruitment time of Dunedain Outriders from 60s to 50s
- Increased Rivendell Dormitory's build time to 45s
- Elrond's Ring of Air moved to level 8, Last Homely House to level 10
- Decreased Grey Company's Silent Defenders preparation and pack time to 2 seconds from 4 seconds (spell is cast quicker)
- Added 50% damage scalar vs units with large hitboxes (eg. Trolls, Ents, Great Goblin, Mollok) to Breath of Manwë
- Increased duration of Halbarad's Muster of the Dunedain to 90s, cooldown increased to 150s
- Increased range on Song of Spring's and Akkalabeth's autocast
- Increased Range of Rivendell Archers' Song of Finwe autocast range
- Added all Lothlórien and Woodland Realm's elven units to Last Alliance Vets' "Last Alliance" power's filter

- Increased Arwen's vision and shroud clearing range
- Given Arwen a long range debuff weapon so she won't run into enemies
- Reduced Veterans of the Last Alliance health to 1600

Rohan

- Increased Helmingas cost to 2000, increased cost of Horn of Helm Hammerhand to 1200
- Increased Helmingas CP cost to 120
- Decreased Mounted Kingsguard CP cost to 90
- FIXED bug that prevented Helmingas to change armorset when mounting/dismounting
- Increased cost of Barracks to 300
- Increased cost and upgrade time of level 2 Archery Range to 750 and 60s
- Rohan Stables level 3 costs 1000 and 60s
- Rohan Farms and Windmills grant nearby Peasants +15% damage and armour
- Increased Theoden's cost to 3000
- Moved Longshot to level 3 for Halifirien Rangers
- Erkenbrand deals knockback with regular attack, Gilded Horn now gives infantry +20% speed, knockback, trample and fear resistance
- Rohan's recruitment structures now produce 5 resources maximum per tick from 10 resources
- Reduced Horsemen of the Mark's health to 250 and armour to that of Isengard Warg-riders
- Reduced Draft cooldown time from 140s to 100s
- Rohan Farms and Windmills produce +5 resources when in unit recruitment mode
- Increased cooldown time of Ride of the Rohirrim fortress summon from 213 seconds to 480 seconds
- Increased duration of Eowyn's Readiness to 90s, cooldown increased to 150s
- Buffed Rohan Mangonel's Hay Bales
- Rohan scout is no longer invulnerable, but has a large amount of health and is highly resistant to ranged attacks
- Rohan scout now grants increased armor and damage to nearby units
- Increased Theoden and Eomer's build and revive times to reflect faction leader/high tier hero status
- Limited Pukel Man Statue to 3
- Rohan Peasant horde bonus now needs 60 units

WOTR

- Added BC upgrade to Broken Rabble on the Living World
- Units costing 100 resources or less, excluding BR, now produce in units of two
- Rivendell and Greenwood elves and beornings take two turns to produce
- Increased cost for Armoury(Now Elite Barracks)
- Increased LW turns to build for heroes costing above 2k to 2 and above 4k to 3

Known issues

- Some of the new units don't have new voice lines recorded
- Dwarven CaH sapper auto-ability can be used on units, but it doesn't do damage to units since 2.02
- Great Goblin's Antiquarian occasionally spawns a dud
- When Freezing Rain and White Winter is used some FXs disappear (vanilla bug)
- When the AI uses Freezing Rain or White Winter the weather FX does not appear only the Darkness effect (vanilla bug)
- When as an ally, Laketowners and Dwarves are sometimes able to be heard across the map
- Saenathra can still Burrow when stunned/crippled
- Isengard - if you research excavations and then build lumbermills, the old discount is substituted by the new one. If you build lumbermills and then research excavations, the discounts work.
- Sometimes the AI summons floating structures, such as the Ruin of Angmar and the Dol Amroth Citadel (vanilla bug)
- Sometimes when Uruk-hai Berserkers and Drummer Trolls catch fire they become invincible (vanilla bug)
- If a player is in control of a signal fire, which is then captured by another player, the reduction in recharge time for powers is still in effect so example, if a player caps 3 signals, thats 75% faster recharge, that would still be applicable throughout the game
- Some units will stand into each other in the battalion after using a few abilities, such as Ered Luin Rangers when using "Dwarven Wile", Ered Luin Traders when using Fireworks, Ithilien Rangers when using Longshot and Rivendell Revelers
- Siege units and Wyrms become invisible if targeted by any stun power

Maps:

- General
 - Cliff textures look wonky on certain maps when using medium and low settings. (improvements made to cliff textures on most maps, but mostly unavoidable)
 - Fortress maps: Defender can still build structures even if their fortress is destroyed. (unfixable)
 - Fortress maps: AI doesn't work for fortress player (work in progress. In the meantime, play Besiege maps to play against an AI fortress player)
 - Besiege maps: AI teammates don't do anything (unfixable)
 - Tree shadow LOD causes lag on some maps
- Besiege: Pelargir
 - AI doesn't lose until all gates are also destroyed (unfixable)
- Cirith Ungol
 - Cirith Ungol player's fortress reveals the shroud within parts of Shelob's Lair
- Dorwinion Vineyards
 - Shadows disappear when you zoom in (unfixable)
- Fortress: Dol Guldur / Besiege: Dol Guldur
 - The bridge to the central entrance has dodgy pathing (currently unfixable)
- Fortress: Edonnogrod
 - decommissioned units at the Throne grant the One Ring

War of the Ring:

- AI performance varies in quality on different WOTR maps and start positions (unfixable).
- AI doesn't defend on fortress maps (work in progress).

If you find bugs, please report them in the [AotR Bug Reports forum](#).

Credits

Development team

RiderOfRohan – Mod founder

DúnedainRanger76 – Lead developer, sound and effects lead, mapper, coder, visual artist

Mathijs – Lead developer, lead visual artist, writer, sound artist

MattTheLegoman – Lead developer, lead mapper, visual artist

Fudge – Lead developer, campaign lead, mapper, scripter

MaxHardy – Lead developer, lead coder, WotR coder, APT editor, Palantir videos

OdoProudfoot – Balance lead, production manager, coder, mapper, visual artist

CaptainCorrigan - Lead tester, coder, visual artist

Wambly - AI coder

Fjodor – Mapper, coder, visual artist

Haldir - Mapper

Dawry - Mapper, scripter

Jennergic - Mapper, scripter

Vengefulnoob - Coder

Castilin - WotR coder

OakenShield224 - AotR wiki admin, mapper

FelipeNN – Concept Artist

el.laza_bro - Concept Artist, visual artist

Ward - Visual artist

Carnate - Sound and video editor, mapper

Eternadarm – Installer, launcher, and updater functionalities

Testers

Samwisejenkins

SilverElf

Comrade Squid

Valentine

Andy-San

Kmogon

Elodin

Beokhand

Voice Actors

Callum Lindsay – Khamûl the Easterling, The Necromancer, Fell Brood, Saenathra’s Sisters, Tomb Guard, Unburied Wights

Cari Ann Scholtens - Queen Saenathra, Sindar Pathstalkers, Silvan Elves, Tauriel

Casey “Iron Kaiser” S - Broken Rabble, Feren

Ciaran Saward - Blighted Trappers, Dol Guldur Announcer, Risen Dead, Woodland Realm Announcer

Cris O’Byron - Sindar Nobles

Iku Haiku – Idrial

Jimmy Sherwood – Fatty Bolger

Joakim Wiklund – Wulfgar, Dunlending Longbowmen, Dunlending Outriders

Joel Nisbet – Variags of Khand

John Fornof - Silvan Hunters (Feredir)

Jonathan Bullock – Fili, Prince Imrahil, Golfimbul, Rumil, Orophin, Celeborn, Dúnedain Rangers, Silvan Elves

Jordan “Jerian” Bachmann - Greenwood Elves, Greenwood Palace Guard, Greenwood Ballista, Rhûn Kataphrakts, Warriors of the Kinn-lai, Grim Hammers, Éothéod Warriors, Elegost

Josh Williams – Lothlórien Announcer

Justin Cabanting - Beorning Berserkers, Frumgar, Hadhod

Kaze_VA – Elfhelm, Helmingas Wardens, Broken Rabble, Harbingers of Shadow, Thranduil

Kaylinn Haskell-Halbert - Dorwinion Legionnaires, Clansmen of Lamedon, Forlong

Kieran Flitton – Elladan and Elrohir, Rivendell Elves, Rivendell Announcer

Ki McKenzie (www.kimckenzie.com) – Erebor Archers, Sentinels of Cerin Amroth, Riders of Pinnath Gelin, Westfolders, Mountain-orcs, Gildor Inglorion, Théodred, Krimpûl the Torturer, Grimbeorn, Thorin III Stonehelm, Druid of the Oaken Order

Patrick Seymour – Axemen of Lossarnach, Gilded Guard of Lasgalen

Phil Dragash – Knights of Amroth, Halbarad, Grey Company

Robert Benjamin – Rohan Kingsguard

Ryan Antoine – Knights of Dol Amroth

Sam Jenkins – Bard the Bowman, Rivendell Revelers, Bree-land Townsguard, Goblin-towners, Farmer Maggot, Dead of Arnor, Risen Dead, Orc Gaolers, Orc Hunters, Orc Ravagers, Tomb Guard, King Brand, Khazad-uzbadul

Sean ‘Mad Dog’ McGregor – Dáin Ironfoot, Iron Hills Dwarves

Valentine Radushev - Thráin the Broken, Master of Laketown, Radagast the Brown

Various Goats – Erebor Rams

Various Moose and Elk - Woodland Realm Elks

Zack Young – Beregon, Kili, Vault Wardens, Wyrmslayers, Laketowners, Barding Swordsmen, Barding Phalanx, Ered Luin Dwarves, Halifirien Wardens, Erkenbrand, Took Archers, Yeoman Spears, Rohirric Battering Ram, Rohirric Mangonel, Galion

Additional Map Credits

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Tomasz

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[RJ-RotWK](#). Thanks to the 2.02 team for their excellent community patch, as well as to [The3rdAge.net](#), our BFME modding home under the Revora Creative Network.

Post-credits scene

Play online

AotR is designed to play online using T3A:Online. To play AotR online, please refer to the [T3A:Online website](#) and follow the instructions.

Join our community

Want to make suggestions or talk to other AotR fans? Join our community forums [here](#). We're also on [Discord](#).

What is next?

It's a secret...

When is next?

We don't supply release dates!

All assets contained within this mod are property of the AotR team and/or their respective authors; **and cannot be used without permission**. If you want to use any of our work, contact us and ask for permission. **Using our work without permission but with credit is not allowed**. We cannot give permission for the use of assets from **The Dwarf Holds** and **Tactics** as these do not belong to us.

Thanks, and have fun,

The Age of the Ring Team