

THE AGE OF THE RING

RELEASE 7.0

The Two Towers



Changelog & Readme

7.1 features	2
Bug fixes	2
Balance changes	5
7.0 features	6
Known issues	26
Credits	29
Post-credits scene	32

7.1 Features

Art

- New Mordor worker model used in Slaughterhouse, Lumber Mill and Gorgoroth Armory

Maps

- New map: Annuminas
- New map: Ruins of Belegost

Bug Fixes

General

- Fixed Frodo's Sting toggle button uses wrong hotkey
- Fixed Orc Laborer's Harvest Resources button uses wrong hotkey
- More texture optimisation

Gondor

- Fixed Gwaihir's Wing Blast uses wrong hotkey
- Fixed Dol Amroth Archers do not shoot flaming arrows when upgraded with Fire Arrows

Rohan

- Fixed Rohan Onager expansion uses wrong hotkey
- Fixed Rohan forged blades button uses wrong hotkey
- Fixed Elfhelm's Quick Rescue uses wrong FX

Lothlórien

- Fixed typo in Blessed Lanterns description
- Fixed Eärendil's Guidance also heals enemy units
- Fixed typo in Eärendil's Guidance description
- Fixed Radagast summon uses wrong description
- Fixed Celeborn's guards do not attack structures

Erebor

- Fixed Dwarven Wile not stunning enemies
- Adjusted Mineshaft exit point
- Fixed Ered Luin Rangers enter each other after casting Dwarven Wile
- Fixed Ered Luin Traders enter each other after casting Toymakers
- Fixed Stonehelm's guards not attacking structures

- Fixed Khazad-uzbadul are still buffed by Battlewagons
- Fixed Thorin Oakenshield and King Dain's leaderships still buff some heroic units

Rivendell

- Fixed Akallabeth not dealing damage to structures
- Fixed Arwen's level 10 leadership button still mentions +66% armour buff to heroes
- Fixed Hatred of Orcs not debuffing orcs and uruks
- Fixed Elrond's leadership still buffs Veterans of the Last Alliance
- Fixed Aragorn's leadership still buffs Grey Company

Woodland Realm

- Fixed Hunting Snares not stunning enemies

Mordor

- Fixed Gothmog's Form Ranks, Maggots! can be spammed to spawn infinite Morgul Pikemen
- Removed references to Mumakil in Slaughterhouse discount description
- Fixed fire FX in wrong position on Slaughterhouse, Lumber Mills and Gorgoroth Armory

Isengard

- Fixed Build Me an Army unlocks the Dunlending Longhouse

Misty Mountains

- Fixed typo in Golfimbul's Hatred of the Fair Folk description
- Fixed typo in Orcish Lookout expansion description
- Fixed Fire-wyrms become invisible when stunned
- Fixed Bolg's slaved guards not attacking structures
- Removed respawn behaviour for Smaug on foot
- Fixed Lug the Mauled cannot attack flying units with throwing knives
- Ruled by Fear can no longer be animation cancelled
- Fixed Golfimbul's summoned Wolves are not affected by fear and terror

Dol Guldur

- Fixed Harbingers enter each other after casting Deep Rot and Withering Touch

War of the Ring

- Fixed Lug the Mauled and Bolg of the North are level 0 in WotR
- Removed Haradrim Archers as recruitable units in the living world map
- Fixed Minas Tirith, Blue Mountains and Edoras weren't able to be defeated in real-time battle

- Fixed cliff object appearing incorrectly on Grey Havens

Campaign

- Fords of Bruinen: fixed issue where investigating south route broke Weathertop fight
- Assault upon the Golden Wood: Muted heroes
- Assault upon the Golden Wood: Deleted any remaining enemy units when end cinematic starts
- Assault upon the Golden Wood: Removed Celeborn's guards
- Taming of Sméagol: Added failure condition to Sinda Spirit dying
- The Three Hunters: fixed Merry and Pippin's Fangorn lines playing during the Hunters' vignette
- The Three Hunters: Added failsafe if player uses cloak during Grishnakh chase
- Burning of the Westfold: fixed some texture tiles
- Burning of the Westfold: fixed bridge becoming impassable during the mission
- Burning of the Westfold: Boromir now rides his horse in ending cinematic
- Burning of the Westfold: Isengard camp can no longer be attacked before entering Upbourn
- Burning of the Westfold: upgraded Westfolders are no longer missing textures on their armour
- Burning of the Westfold: Dunhere can now capture signal fires
- Ambush in Ithilien: fixed typo in opening narration text
- Ambush in Ithilien: Orc Labourers are no longer needed to be killed to complete Lumber Mill objective
- The Grey Company Sets Out: First waystone is now removed after being used to open first gate in barrow
- The Grey Company Sets Out: Added more hints for finding and using both waystones at the same time
- Battle of the Hornburg: Theoden's Strength Remembered no longer summons Mounted Kingsguard
- Last March of the Ents: Dam can no longer be destroyed before destroying all Isengard structures

Maps

- Besiege Hornburg: fixed crash
- Besiege Esgaroth: removed unused keep object inside Masters Hall prop
- Fords of Isen (4p): improved chokepoints
- Mithlond: fixed cliff object appearing incorrectly
- Adventure: Blackroot Vale: fixed ranger heroes can now be revived
- Adventure: Blackroot Vale: Gimli now costs 2500
- Fornost (BFME2 Evil Campaign): fixed issue where heroes could not be revived
- Grey Havens (BFME2 Evil Campaign): fixed issue where heroes could not be revived
- Shire (BFME2 Evil Campaign): fixed issue where heroes could not be revived
- Erebor (BFME2 Evil Campaign): fixed Dale objective not completing
- Fixed Minas Tirith, Edonnogrod and Edoras weren't able to be defeated in real-time battle

- Fixed cliff object appearing incorrectly on Mithlond

Balance Changes

General

- Changed flank delay from 2-4 seconds to 0.5 seconds, prevents cavalry not taking correct damage when charging pikemen as they turn around

Gondor

- Boromir's Knife Throw now requires level 2
- Boromir's Horn of Gondor now requires level 4
- Reduced Numenorean Engineering trebuchet's knockback radius to 120 from 150

Rohan

- Reduced Eowyn cost to 1000
- Mounted Kingsguard no longer increase friendly hero movement speed
- Reduced summon time of Stormcrow to 90 seconds
- Increased Rohan Archery Range build time to 25 seconds

Erebor

- Increased Lord Dain Ironfoot's cost to 2500
- Lord Dain now uses HeroArmorMounted when mounted
- Lord Dain now decelerates when trampling enemies
- Fili's Hidden Blade now stuns for 15 seconds from 30
- Battlewagons now turn faster

Rivendell

- Reduced attack range of Noldor patrol units
- Reduced cost of level 2 Bree-land Encampment to 300
- Bree-land Ram now requires level 3 Encampment
- Decreased Fear, Fire, Foes! speed multiplier from 20 to 3
- Decreased Dunedain Encampment cost to 500

Woodland Realm

- Silvan Heraldry now discounts hero recruit costs and times by 10% from 15%
- Increased Warrior of the Kinn-lai cost to 350
- Reduced Greenwood Swordsmen health to 500
- Reduced Greenwood Slayer health to 500
- White Stag's Sign of Good Fortune now uses spell category instead of leadership

- Feredir deal 130 damage to infantry and 260 damage to cavalry and monsters

Mordor

- Shelob's powers can no longer be refreshed by Restoration powers

Isengard

- Decreased Dunlending Longhouse cost to 350

Misty Mountains

- Increased Barrow-wight CP to 50
- Decreased White Wolves' damage scalar vs structures from 75% to 60%
- Reduced number of Golfimbul's summoned White Wolves from 10 to 6
- Reduced movement speed of Golfimbul's White Wolves
- Added Cold Drake to damage scalars of Wounding Arrow abilities

Dol Guldur

- Nerfed Tumorous Acorns' health and armour
- Carnage now grants +75% damage and -25% armour

7.0 features

Campaign

- Part 2 of the Lord of the Rings campaign is here! All-new The Two Towers campaign released!
- Your previous FOTR Campaign saves can still be used. We recommend replaying the FotR campaign from the beginning to enjoy all its new content; or loading a save from the beginning of Amon-Hen, which is available on our Moddb page ([link](#))
- Minor additions, improvements and fixes to The Fellowship of the Ring Campaign
- Visual revamp for Breaking of the Fellowship mission
- Several Campaign spellbook powers have been replaced
- Several Campaign spellbook powers have received new buttons, decals, and FX
- Various small fixes and new additions to BFME2 Campaigns
- Updated BFME2 campaigns with new units

General

- Total hotkey standardization, every faction now shares the same hotkey layout (Check the [Hotkeys page](#) on our Wiki to learn more about it)
- Enabled SelectionFlashSaturationFactor so that allied units are more visible when selected
- Hundreds of new map props, terrain textures and vegetation
- Several new voicesets for old units (listed below)
- Optimization of many textures

Isengard

- Isengard 2.0
- New Isengard units: Dunlending Axemen, Dunlending Huskarls, Uruk Shieldbearers
- Dunlending Longhouse is no longer tied to the spellbook, Dunlending Subjugation replaced with new Build Me An Army spell
- New Isengard ring hero: Saruman of Many Colours
- New art for Saruman
- New Uruk Chief power for Lurtz, unlocks at rank 10, provides Lurtz with Heavy Armor
- Patrols are now Isengard orcs
- New voiceset for Wulfgar
- New voiceset for Uruk-hai Scouts
- Reworked Fell Storm: removed the random factor of the lightning bolts
- Two new walk animations for Uruk-hai Pikemen

Lothlórien

- Lothlórien 1.5
- New Palantir menu frame
- New Celeborn art
- New Galadriel art
- New Haldir art
- New Rumil and Orophin art
- New Marchwardens art
- New Fortress and Expansions art
- New 2d art for Fortress upgrades
- New Sentry Tower art
- New Fortress upgrades
- New Fortress abilities: Light of Eärendil and Border Patrol
- New Axe-elf Garrison expansion replacing Vigilant Ent
- New Announcer voice set
- New Sentinels of the Silver-tree voiceset
- New "Feigned Voices" power for Rúmil
- New "Border Guard's Judgement" power for Orophin
- New "Silver Host" power for Celeborn replacing "Words of Healing"
- New voiceset for Sentinels of the Silver Tree
- New running animations for Sindar Pathstalkers
- New FX for Orophin's Silvan Rage and Warden of the Celebrant powers
- New FX for Rumil's Mallorn Shaft power
- Rings of Power script effect for Galadriel's Bearer of Nenya power
- New 2D art for Lorien Wardens, Sentinels of the Silver-tree and Celeborn

Misty Mountains

- Misty Mountains 3.0
- Two new heroes - Bolg of the North and Lug the Mauled
- Azog the Defiler removed, now campaign-only hero in Battle of Azanulbizar
- New model for Muzgash
- New Fortress model and defensive expansions
- New Troll Sentry expansion, replacing Stone-thrower expansion
- New Wolf Cairn model
- New Fortress upgrade and power - Wild Allegiance
- New spellbook power - Trollish Stew
- New "Goblin King's Demand" power for Great Goblin
- New "Terror of the Mountain" power for Mountain-orc Slashers
- New unit - Cold-drake
- New 2D art for Fortress upgrade buttons, Goblin-towners' Grubby Hands, Great Goblin's Swarm and Muzgash's Putrid Blade buttons
- New radius cursor for Great Goblin's favour power
- Added new wolf sounds for White Wolves and Wolf-riders
- Smaug can now toggle between flying and on foot
- Urshak is now rigged to a different skeleton
- New voiceset for Urshak
- New voiceset for Gundabad Wolf-riders
- New FX and SFX for Great Goblin's Swarm, Antiquarian, Abominable Song and Goblin King experience grant powers
- New SFX for Muzgash's Iron Discipline
- New SFX for Muzgash's Poison Blade
- New FX for White Wolves' Howl
- New FX for Gundabad Wolf-riders' Howl
- New FX for Urshak's The Black Pit

Gondor

- Anórien units now start off wearing a black tabard over chainmail, receive plate armor upon heavy armor purchase
- New voiceset for Spearmen of Linhir
- New fortress art
- New art for fortress expansions
- New Númenórean Engineering texture for fortress, expansions and walls
- Replaced Boiling Oil fortress ability with Bulwark of the West ability, which summons two battalions of Guards of the Citadel
- Replaced Dormitory Expansion with Solemn Statue Expansion
- New art for Gandalf the White
- New art for Imrahil

- Rings of Power script effect for Gandalf the White's Prepare for Battle power

Erebor

- New ability for Gloin at level 3: Baruk Khazad - Nearby Dwarves temporarily gain +15% speed and +50% experience and resistance to fear and terror
- Khazad-uzbadul now protect Thorin Stonehelm at level 5

Dol Guldur

- Many new orc death sounds added to the mix
- New sounds for Undead Monstrosity
- New voiceset for Cargast
- New FX for Castellan's Incorporeal and Necromantic Blast
- Added new voicelines to the Nazgul

Mordor

- Many new orc death sounds added to the mix
- Removed Mumak Pen
- New voiceset for Black Uruk Marauders
- Added new voicelines to the Nazgul
- New FX for Witch-king's Chill of Angmar's passive debuff and damage reflect
- New FX for Nazgul's Relentless Pursuit power

Rivendell

- New running spear charge animations and new spear attack while running animations for rangers
- New sounds for Maggot's Hounds
- New voiceset for Glorfindel
- New voiceset for Veterans of the Last Alliance
- New FX for Glorfindel's Slayer of Demons
- Rings of Power script effect for Elrond's Ring of Air Power

Rohan

- Théoden now starts in his royal garment and equips his royal armor at level 5
- Stormcrow heroes now spawn mounted
- Experimental rank release change for Horsemen of the Mark to make cavalry get stuck less

Woodland Realm

- New sounds for Woodmen's Loyal Companions
- New running animations for Thranduil and Silvan Wardens

AI

- Added all new units to the AI's roster
- Gave Woodland Realm AI exclusive druids that can cast Warding Stones
- Isengard AI will no longer use devastation on units and will now also use it against resource buildings
- AI now has the means and money to buy upgrades effectively in the late game
- Implemented missing functionality for dozens of AI abilities on heroes and units
- The AI should use spellbook powers more effectively and consistently overall
- Removed many incorrect values that prevented the AI from progressing to the late game as intended
- The AI should no longer stall out with a large army idling in the base in the late game

War of the Ring

- Uruk-hai Shieldbearers, Dunlending Axemen and Dunlending Huskarls added for Isengard
- New Fortress Maps added (Esgaroth, Framsburg)
- Bolg of the North and Lug the Mauled added for Misty Mountains
- Cold-drake unit added for Misty Mountains

Maps

- Added AI to all fortress maps, with the AI now able to use plots, gates and build some basic defensive teams.
 - Applies to both skirmish and WOTR
 - This does not include Fortress: Dimrill Gate and Fortress: Lamedon Highlands, due to the way these maps work
 - Some maps may require you to destroy gates / defensive structures to defeat the fortress player
- Lots of new maps!
 - Berennyn (8p)
 - Crossing of Poros (2p)
 - Eastern Lorien (3p)
 - Fords of Isen (4p)
 - Fortress: Barrow of Cargast (3p)
 - Fortress: Esgaroth + Besiege: Esgaroth (3p)
 - Fortress: Framsburg (4p)
 - Fortress: Gundabad (3p)
 - Fortress: Hornburg + Besiege: Hornburg (3p)
 - Fortress: The Angle (3p)
 - Fortress: Wulfborg + Besiege: Wulfborg (3p)
 - Highlands of Frecalund (4p)
 - Isendale (4p)
 - Mâros (2p)

- Methedras (2p)
- Ofstipel (4p)
- Pits of Isengard (2p)
- Regnfells (3p)
- Rhovanion Trade Route (3p)
- Second Hall (4p)
- The Folde (8p)

- Adventure: Blackroot Vale (1p)
- Tales of Middle-earth: Balin's Expedition (1p)

Bug fixes

General

- Fixed ArcherEliteHeavyArmor does not exist in armor.ini (Affected units are Easterling Archers, Barding Longbowmen and Anorien Archers)
- Made structure patrol units more aggressive so that they actually defend
- Decreased the amount of patrol units in structures throughout all factions to reduce pathfinding issues
- Removed the formation double armor modifier for Porcupine Formation which stopped formation buff working
- Removed the formation double armor modifier for Shield Wall formation which stopped formation buff
- Fixed floating arrow on idle for ranger heroes
- Updated generic buff recipient filter excluding all heroic units
- Updated heroic unit filters
- Updated dominate-type power filters excluding heroic units
- More 2d art optimization
- Lots of 3d art optimization
- Created new affected by poison filter including new units
- Siege and porter units no longer become invisible when stunned
- Removed fire FX from collapsing pillars

Gondor

- Fixed Berethor still grants leadership when he shouldn't
- Fixed Beregond's Defender of the White City deals splash damage to allies
- Scaled Gandalf the White up slightly
- Fixed Denethor's Stone of Anarion description mentioning debuff twice
- Fixed Challenge of Gondor still mentioning negating enemy leadership when this is not the case
- Fixed Sworn Allegiance being unusable on fortress maps
- Fixed Berethor taunting animation not looping
- Fixed Pippin can mount enemy Treebeard
- Fixed Eagle summon global soundbite does not always play

Rohan

- Fixed Erkenbrand's attacks deal splash damage to allies
- Fixed Elfhelm is using Faramir's death lines
- Fixed draft tower peasant exploit
- Fixed Rohan Farms and Windmills provide less experience when destroyed than other resource structures
- Fixed Marchwardens from Inn cannot be upgraded on fortress maps
- Fixed Recruit Helmingas button does not appear in Rohan Barracks palantir
- Fixed Bountiful Harvest does not work on fortress maps
- Fixed Merry can mount enemy Treebeard

Lothlórien

- Fixed Lothlorien Adamant spellbook power used non-existent buff for units
- Fixed Treebeard can garrison structures
- Fixed typo in Rumil's leadership
- Fixed Orophin has no death eva
- Fixed Haldir's Last Stand healing him fully, when it should heal by 50%
- Fixed Celeborn can summon Sentinels on structures
- Idrial's summoned Mallorn Tree is now unattackable
- Summons now use correct mallorn leaf FX

Erebor

- Fixed Erebor Grand Forge gives 25CP rather than 50CP
- Fixed Brand's Descendant of the Dragonslayer does not switch his weaponset to greater damage/range/firing rate
- Fixed Gimli's Balin's Axe deals splash damage to allies
- Fixed Vault Warden's pikes deal splash damage to allies
- Fixed Construct Demolisher button does not have shortcut
- Fixed multiple Gandalf the Greys can be summoned if Old Friends timer is reset
- Fixed Grim Hammers' weapon using wrong object filter (not all spam units affected)
- Fixed both abilities for Guards of the Master have the same shortcut
- Fixed Vault Wardens' formation doesn't give armor bonus
- Fixed AI units are unable to pick up Thror's Hoard
- Fixed Iron Hills Warriors' damage does not increase with forged blades
- Fixed Wyrmslayers are unable to attack when buffed by Hadhod's Stone Hewer
- Fixed Deep Delving does not work on fortress maps
- Fixed King Dain uses 'The King has called us back' return to camp voiceline
- Fixed Dwarven Grudge does not damage heroes
- Fixed Ered Luin Travelers' Tinkers leadership mentions rate of fire

Rivendell

- Fixed Reverence of Yavanna says Orchard resource production is increased by +30%, when it should be +15%
- Fixed Rivendell Conservatorium Banner upgrade mentions non-existent hero revive cost/time discount
- Fixed Grey Company Silent Defenders FX
- Fixed Spear hiding with Grey Company
- Fixed Dunedain Rangers cannot autoattack when in spear/sword mode
- Fixed Fatty and Maggot's recruit/revive hotkeys don't work
- Fixed Elladan's anims when using 'Hatred of Orcs'
- Run, Fatty, Run! no longer causes Bolger to stop before buff activates
- Fixed Grey Pilgrim, Blessing of Ulmo and Hall of Fire use tier 2 cooldown times
- Fixed Tom Bombadil summon uses tier 3 cooldown time

- Fixed Dunedain Outriders still required a banner carrier purchase after level one, to get the Woodsmen ability
- Fixed Rivendell Revelers can target fortress gates with Akallabeth, but the ability doesn't do any damage to them

Woodland Realm

- Fixed Galion cannot auto-heal after using Miruvor
- Fixed Warding Stones not granting armour
- Fixed Silvan Outrider's banner carrier cannot keep pace with the rest of the battalion
- Fixed Patrol Silvan Rangers do not use Silvan Fletching arrows when upgrade is researched
- Fixed Stationary guards on Woodland Lookout, Royal Barracks and Elvenking's Treasury don't get silvan armor when Thranduil reaches level 7 while patrolling units do
- Well's Feast! button is now also radial
- Fixed Greenwood Slayers using incomplete spam unit filter

Mordor

- Fixed Mouth of Sauron's Dark Sorcery description states "Does not stack with other Debuffs" when referring to buff aspect of spell rather than debuff
- Fixed Gothmog's Master of Siege description does not specify damage increase percentage
- Fixed Shagrat and Gorbag use good side level up FX
- Fixed Summoned Morgul Pikeman by Gothmog can be sold in slaughterhouse
- Fixed Summoned Black Uruks by Shagrat can be sold in slaughterhouse
- Mordor wight summon description now has debuff values
- Mordor heroes now organised in order of cost
- Legions of Morgul's Sorcerous Steel does not work when units do not have forged blades
- Fixed Unupgraded Easterling Archers show barbed arrows
- Fixed Easterling banner carrier has forged blades even if horde has not been upgraded
- Fixed Orc Archer does not spawn on Gorgoroth Armory at level 3

Isengard

- Fixed Wulfgar and Ugluk have ranged hero's vision and shroud clearing ranges
- Fixed Warg Matriarch uses death anim when timer runs out
- Fixed Crebain grant experience when killed
- Fixed Man-slayers slide along the floor rather than running when terrified
- Fixed Ugluk freezes during taunting animation
- Fixed Dunlending Longhouse does not spawn worker to repair structure

Misty Mountains

- Fixed White Wolves and Gundabad Wargs using INFANTRY kind of instead of CAVALRY
- Fixed Snow Trolls have CAVALRY kindof and are buffed by Golfimbul
- MM's tunnel expansion's string no longer mentions command point increase
- Fixed wild laborers cannot be decommissioned

- Fixed Wyrms Tunnel generates resources
- Fixed Cave Bats grant experience when killed
- Fixed Gundabad Stone-trolls, Fire-wyrms and Smaug do not trample trees
- Fixed White Wolves' Howl does not terrify enemy units
- Removed lines from Muzgash referencing himself as Azog
- Fixed Muzgash uses good level up FX
- Fixed Ruin of Angmar has a resource range circle decal around them if you select any resource structures
- Fixed Snow-trolls replenish as single units using the wrong commandset
- Removed death EVAs for Golfimbul and Urshak
- Fixed Horrors of Gram's cosmetic variation is messed up, causing them to use all shoulder armor variants at once
- Fixed Wyrms-tunnel is invisible on snow maps
- Giant Bats no longer deal friendly fire damage
- Fixed Urshak's passive speed debuff does not work
- Fixed Mine Shafts built on build plots have terrain-dependent resource production

Dol Guldur

- Fixed Ring Necromancer's DoT doesn't work
- Fixed Dol Guldur can still use its spellbook without a fortress if they have Necromancer on the field
- Fixed Castellans buff spiderlings spawned from Saenathra and Saenathra's Sisters upon dying
- Fixed Krimpûl uses good level up FX
- Simplified Risen Dead spawn FX to prevent lag

War of the Ring

- Replaced Framsburg, Esgaroth, Helms Deep, Fords of Isen, Gundabad with new maps
- Goblin Screechers now receive upgrades on the Living World Map
- Fixed Misty Mountains group selection portrait using old art
- Fixed building plot icon using old art

Campaign

- Capture flag is no longer invisible
- Fixed Gandalf the Grey's Disturber of the Peace cannot be autocast
- Legolas and Gimli now use their skirmish FXs
- Fixed Gimli using Gloin's Axe when Stubborn Pride is active after finding Balin's Axe

Maps

- Visual improvements for many maps

- Skirmish maps:

- Fixed missing Gollum on the following maps:

Anduin, Bindbole Wood, Daergil, Direnfirel, Eastern Wastes, Fortress: Dol Amroth, Fortress: Lamedon

Highlands, Imloth Melui, Lamedon Highlands, Nan Celebrant, Old Fords of Anduin, Red Desert of Khand, Ruins of Carn Dum, Tarlangs Neck, The Old Forest

- Cape of Forlond
 - Fixed water passability
- Fords of Isen (2p vanilla)
 - Renamed to River Isen
- Plains of Gorgoroth
 - Improved some pathfinding
 - Added harvestable wooden debris for lumber mills
- Ruins of Carn Dum
 - Fixed pathfinding around ruins for units that can scale walls
- Sarn Ford
 - Improvements to terrain around bottom player and general buildability
- Slave Fields of Nurn
 - Fixed some impassability around the fords
- Spring of Celduin
 - Visual rework
 - Added new rowdy tub-dwarf creeps
- Tolfalas
 - Fixed water passability
- Umbar
 - Fixed water passability

- **Fortress maps:**
- Fortress: Caras Galadhon
 - Fixed Dol Guldur AI not working
 - Reduced number of defensive flets
- Fortress: Dol Amroth
 - Fixed water passability
 - Improved pathing around capturable buildings
- Fortress: Dimrill Gate
 - Fixed game crashes if there are no players inside moria
- Fortress: Edonnogrod
 - Fixed decommissioned units at the Throne grant the One Ring
- Fortress: Isengard
 - Fixed melee units couldn't attack Orthanc
- Fortress: Minas Morgul
 - Fixed fortress gates disappear when no player inside fortress
- Fortress: Pelargir
 - Edited some build plots to improve unit passability when exiting buildings
 - Improved passability around bridges
- Fortress: The Dwarf Hold

- Fixed entire map was revealed for all players
- Improved passability in the town

Balance changes

General

- Fire Wyrms creep lair now drops 8 treasure chests from 5
- Warg creeps now decelerate when crushing
- Nerfed scalar vs fortress to 70% for Eagle attack
- Nerfed scalar vs non-fortress structures to 80% for Eagle attack
- Standardised Armory structure health to 1500 at level 1
- Revive costs for heroes now scale depending on hero's level (80% of recruitment cost at level 1, 125% at level 10)
- Removed heroic units from generic buff recipient filter
- Standardised heroic unit build times (dismounted heroic units = 40 seconds, mounted heroic units = 50 seconds)
- Heroic units no longer discounted by wells/windmills
- Economic spellbook and upgrade buffs should now only affect the player who got the upgrade
- Nerfed This Day We Fight to +50% damage and +150% armour
- Reduced number of patrol units for all faction barracks
- Standardized the ResourceModifierValues value for the fourth farm in all factions
- Added King Dain, Thorin and Mouth of Sauron as exceptions to restoration-type powers' filters

Gondor

- Increased Denethor cost to 2000
- Swapped High Authority with Stone of Anarion
- Increased Denethor summon cooldown to 5 minutes
- Denethor's Contest of Wills now uses same object filter as Krimpul's Imprisonment/Feren's Banishment
- Berethor's Shattering Strike no longer stuns
- Denethor must now be level 10 to summon Berethor
- Increased cost and research time of Denethor's level 10 upgrade to 600 and 20 seconds
- Increased cost of Gondor Marketplace to 1200
- Reduced cost of Gondor Barracks level 2 to 600
- Fiefdom units now require level 4 for Armaments of the White City
- Berethor's Shattering Strike now debuffs enemy hero damage rather than armour
- Reduced damage of Faramir's arrow volleys to 200 at level 1 and 400 at level 5
- Buffed Gandalf the White's crush damage, knockback and deceleration when mounted
- Reduced Anorien Soldier unupgraded crush armour and upgraded crush armour
- Reduced Wounding Arrow's damage vs machines to 150% from 18000%
- Faramir gives different leaderships depending on whether he is mounted or dismounted (dismounted: buffs Ithilien Rangers, mounted: buffs Pinnath Gelin, Anorien Knights and Swan Knights)
- Swapped Gondor Heal with Captain's Horn in spellbook
- Nerfed Numenorean Engineering trebuchet knockback radius from 200 to 150
- Gandalf's leadership tweaked to 300% armour vs magic and elemental damage
- Increased Faramir's Desperate Charge duration from 10 to 15 seconds

- Anorien Spearmen now deal 300 crush revenge damage, 60 damage unupgraded and +80 damage upgraded

Rohan

- Reduced cost of Rohan Barracks level 2 to 500
- Reduced Westfold unupgraded crush armour and upgraded crush armour
- Helmingas now cost 120CP
- Ride of the Rohirrim now summons 2 battalions from 3
- Buffed Horn of the Westfold: grants +60% damage/armour to increased radius
- Druedain Warrior deals splash and knockback damage, reduced damage per hit
- Púkel Statue decreases nearby enemy damage and crush armour
- Reduced Last March Ents and Treebeard damage vs structures and fortresses
- Last March of the Ent now summons 5 Ents rather than 6
- Reduced summoned Ents' rock throw range to 375 from 500
- Increased preattackdelay of summoned Ents rock throw to 7500 from 6000
- Summoned Treebeard no longer buffs Ents
- Nerfed Everholt Boar structural armour and damage vs fortresses
- Anórien units summoned by Oath of Cirion no longer have heavy armour
- Mundburg Masonry no longer buffs fortresses
- Stormcrow now heals allied units as well as spawning Gandalf and Three Hunters
- Púkel-man Statues now limited to 2

Lothlórien

- Increased Sentinels of Cerin Amroth armour
- Treebeard can no longer be teleported by Haldir, Gloin or Elven Waystone
- Celeborn's Guards are now melee units
- Ents now cost 800
- Reduced Ent armour to siege damage to 80%
- Ents decelerate when crushing units
- Nerfed summoned Radagast: now uses WR Radagast weapon
- Haldir now also buffs Pathstalkers and Sentinels of Cerin Amroth
- Increased Idrial's heal amount
- Nerfed Scouts of Nimrodel bow damage from 70 to 60

Erebor

- Reduced Wurm-slayer bounty value from 60 to 15
- Increased Khazad-uzbadul bounty value to 50 from 10
- Reduced cost of Erebor Assembly to 350
- Reduced cost of Ered Luin Rangers to 400
- Swapped Moria Reclaimed with Undermine in Erebor spellbook
- Increased Kili's normal and Quickshot firing rates
- Kili inflicts 150% damage vs cavalry with bow

- Reduced Barding Swordsmen and Guards of the Master unupgraded crush armour and upgraded crush armour
- Increased Undermine's health
- Nerfed Barding Phalanx health to 275 and damage to 45
- Reduced Erebor Archer cost to 350
- Increased Thorin Oakenshield's cost to 3500
- Swapped King Dain's Red Axe effects with Lord Dain's Reckless Assault
- Battlewagons are now recruitable from level 1 Workshop
- Increased BW cost to 600
- BW leadership now only affects Dwarves
- Ered Luin Rangers' trap ability now unlocks at level 3
- Increased Battlewagon deceleration from 2 to 3%
- Increased amount of experience required for Battlewagons to level up
- Gloin passively grants +15% armour and damage at level 3
- Battlewagons must now buy banner carriers instead of being immediately granted them
- Buffed Battlewagons' armour to cavalry damage from 115% to 100%
- Nerfed Battlewagons' armour to specialist damage from 120% to 150%
- Stonehelm's Durin's Chosen now grants +75% damage from +50%
- Gloin and Balin's eco spells can now be cast globally
- Reduced Deep Delving eco buff to +15%
- Nerfed Khazad-dum Veterans' damage vs fortresses
- Increased King Dain movement speed from 40 to 45
- Master of Lake-town's summoned guards are now temporary
- Stonehelm now grants +10% damage per attack to nearby allies
- Increased Erebor Guardians damage with forged blades
- Buffed Wurm-slayer damage to 90 from 70
- Increased Wurm-slayer damage vs heroes and monsters to 200%
- Increased Wurm-slayer armour vs SIEGE, HERO and HERO_RANGED damage
- Wurm-slayers now deal 100% damage vs structures from 65%
- Decreased Erebor Redoubt level 2 cost to 500
- Decreased Erebor Redoubt level 3 cost to 300
- Increased cost of Mithril-tipped arrows from 800 to 1000
- Erebor Gimli's Axe Throw stuns heroes for 5 seconds
- Increased IH Crossbowmen damage from 76 to 105
- Moved IH Crossbowmen's Knotted Strings from level 3 to level 2
- Reckless Assault now nullifies enemy leadership

Rivendell

- Halbarad can now cast Muster of the Dunedain from across the map: affects all Dunedain Gatherings
- A Sleepless Malice now stations Noldor guards at Orchards and Forges only
- Buffed Dunedain Rangers' slash, pierce, hero and hero ranged armour with swords equipped
- Nerfed Dunedain Rangers w/ sword armour to crush damage

- Nerfed Dunedain Rangers w/bow armour to crush damage
- Reduced Rivendell Guardsmen unupgraded crush armour and upgraded crush armour
- Dúnedain Rangers now grant Hobbits and Breelanders +20% armour and 75% experience at level 2
- Reduced radius of Rivendell Aragorn's attacks from 15 to 7
- Decreased Reverence of Yavanna cost to 1000
- Increased Knights of Rivendell cost to 1200
- Arwen's maximum leadership to heroes is now +33% armour and experience gain
- Swapped Tangado Haid with Wisdom of the Eldar, Many Meetings with Sons of Elrond
- Breath of Manwe no longer grants XP
- Rivendell's Gandalf the Grey no longer stuns heroes with You Shall Not Pass
- Dunedain Rangers sword/spear equip takes 3 seconds
- Fixed Hatred of Orcs does not affect Uruk units

Woodland Realm

- Reduced Greenwood Swordsmen unupgraded crush armour and upgraded crush armour
- Reduced Silvan Ranger damage from 65 to 50
- Increased Silvan Ranger, Warden and Spearmen cost to 60CP
- Silvan Outriders are now recruitable from level 2 Silvan Clearing
- Increased Silvan Outrider movement speed
- Nerfed Silvan Outrider crush damage from 140 to 85
- Nerfed Horse Mastery speed to +20%
- Reduced Greenwood Slayer cost to 700
- Reduced cost of Woodmen Druids to 350
- Druids now grant crush armour and resistance to fear and terror to Woodmen Hunters
- Buffed Woodmen Hunters' health to 300
- Nerfed Silvan Outrider bow damage
- WR Ballistae now use Isengard Ballistae stats
- Nerfed Feredir's damage vs builders to 50%
- Lights Go Out reduces enemy damage by -40%
- Increased radius on Cellar Door's stealth from 100 to 150
- Increased Hail of Arrows' radius to 150

Mordor

- Decreased Black Uruk crush armour
- Increased cost of Orc Pit level 2 to 350
- Decreased cost of Morgul Spire to 1500
- Morgul Spire power now grants Orcs +50% armour from 25%
- Added negative scalar vs fortress to Fellbeast attack
- Mountain and Drummer Trolls now cost 600
- Eating an orc now replenishes Mountain-troll's health by 40% from 100%
- Swapped Wraiths of Mordor with Orc Horn
- Swapped He is Calling All Evil To Him with Barricade

- Reduced Black Uruk, Legions of Morgul and Easterling Swordsmen unupgraded crush armour and upgraded crush armour
- Removed Mumak Pen
- Nerfed Black Uruk health to 350
- Increased Morgul Orc health to 400
- Reduced Orc Warrior bounty value to 1
- Reduced Orc Pikemen bounty value to 2
- Reduced Orc Archer bounty value to 3
- Sauron's Lord of Gifts now permanently converts units
- Sauron's summoned Ringwraiths now have Black Breath debuff
- Sauron's Gorthaur ability can now be cast to temporarily paralyse enemy units and heroes

Isengard

- Wulfgar is now recruited at the Fortress
- Dunlending Longhouse is now buildable and requires Wulfgar
- Removed Saruman's bodyguards
- Increased Dunlending Longbowmen cost to 650
- Removed Lurtz' scavenger
- Decreased upgrade cost of level 2 Uruk Pit to 600
- Increased Wulfgar's build cost and time to 2000 and TIER 3
- Increased Ugluk's build cost to 1500
- Ugluk's Orcish Medicine now only affects Uruk-hai units and heroes (all heroes)
- Ugluk's Hunt for the Ring now grants fear and terror resistance
- Increased Man-slayer horde size to 5, increased CP cost to 120
- Added active ability to Man-slayer's Scent of Blood: grants +33% movement speed
- Increased cost of Man-slayers to 2000
- Buffed Man-slayer slash, pierce and hero armour
- Nerfed Man-slayers' damage and AoE
- Nerfed Man-slayers' damage vs heroes, structures and fortresses
- At level 8, Lurtz' Cripple also inspires fear
- Nerfed Grishnakh's armour
- Removed splash damage from Wulfgar's weapon
- Added debuff for Wormtongue's Backstab at rank 10: -25% speed and -50% damage
- Reduced Uruk-hai unupgraded and upgraded crush armour
- Reworked Carnage: Relentless Warrior - grants +75% damage, with each level gained, damage is increased by 25% up to a maximum of +200% at level 8
- Removed Man Slayers from Lurtz' leadership
- Increased Lurtz' cost to 1800
- Excavations now increases nearby structures' armour by 25%
- Devastation can now halve the production of resource structures instead of stunning enemy units
- Buffed Dunlending Outrider health and damage
- Increased Wildmen torch cost to 300

- Fuel the Fires also unlocks Heat Blast
- Reduced Wormtongue's damage vs heroes from 120% to 110%
- Nerfed Dunland focus to +15% damage, 70% experience and -10% cost
- Isengard Archer focus now also grants +10% range
- Isengard Warg focus now also grants +20% armour
- Warg Matriarch is now knockback resistant
- Saruman's leadership tweaked to 300% armour vs magic and elemental damage
- Increased Uruk Crossbowmen cost to 550
- Decreased Uruk Crossbowmen damage to 65 unupgraded, and 70+30 (pierce and flame) upgraded
- Reworked Fell Storm: now deals high damage to structures in radius over short time and sets fire to ground, weak vs units

Misty Mountains

- Reduced Angmar Citadel's health from 6000 to 2000
- Reduced White Wolves' damage to structures
- Golfimbul's Hatred of the Fair Folk now reduces trample deceleration to 50% rather than removing it
- Golfimbul now costs 1300 from 1200
- Muzgash's scavenger now requires level 8
- Muzgash now grants 15% damage and armour at level 1, increases to 33% at level 8
- White Wolves are now EVIL_ELITE: require more xp to level up and grant more xp when killed
- Snow Trolls can no longer garrison Mineshaft structures
- Nerfed Snow Troll specialist armour to 100%
- Fell Wind no longer affects cavalry units
- Reduced MM Fortress Wyrms summon cast range
- Nerfed Frozen Wastes: reduced enemy slow to -25% and armour/damage buff to +25%
- Increased MM's Scavenger duration to 2 minutes
- Gundabad Berserkers now require level 3 Lodge, not locked behind Gundabad Allegiance
- Decreased upgrade cost of Mountain-orc Lodge level 3 upgrade from 800 to 600
- Increased cost of Bolg's Bodyguard to 1500
- Stone-trolls no longer locked behind Gundabad Allegiance
- Gundabad Wolf-riders no longer need Allegiance, now cost 650
- Wolf Cairn level 2 upgrade costs 500, level 3 upgrade costs 350
- Increased Wyrms-lair cost to 1200
- Nerfed Goblin-towner health to 30
- Goblin-towners are now free, can only be recruited from Great Goblin's Totem
- Great Goblin now costs 2500 from 3000
- Nerfed Great Goblin health to 3000
- Increased Mountain-orc Slasher cost to 400
- Buffed Mountain-orc Slasher health to 250, damage to 60
- Giant bats now deal extra 350 specialist damage to cavalry
- Increased Gundabad Warg Pack cost to 325
- Increased Mountain-orc Lodge cost to 350

- Increased Moria-orc Screecher cost to 85
- Increased Urshak cost to 1500, buffed armour to HeroArmor
- Doubled radius of Urshak's Black Pit
- Increased damage of Black Pit
- Moved Urshak's Intimidation active ability to level 8
- Reduced radius and duration of Urshak's intimidation to 100 and 30s, from 150 and 45s
- Increased Intimidation ability cooldown time from 240 seconds to 270 seconds
- Increased Mountain Giants' Rock Throw damage from 350 to 500
- Decreased Mountain Giants' build cost from 1500 to 1200
- Decreased Mountain Giants' cp cost from 90 to 60
- Moria-orcs can no longer receive heavy armour or forged blades
- Decreased Fire-wyrm build time to 60 seconds
- Fire-wyrm summoned by fortress now lasts 40 seconds from 60 seconds
- Increased cost of level 2 Wyrmlair to 350
- Moria-orc Screechers summoned by Drums in the Deep now spawn at level 2 rather than with heavy armour
- Barrow Wights from lair now cost 375 and 15CP
- Moved Great Goblin's leadership to level 1
- Reduced cost of Drums in the Deep to 500
- Increased Antiquarian cooldown time to 2 minutes
- Goblin-towners now contribute to Moria-orc horde bonus
- Black Uruks from the inn no longer benefit from horde bonus
- Converted White Wolf lairs now recruit packs rather than single White Wolves

Dol Guldur

- Nerfed Risen Dead crush armour to 160%
- Nerfed Risen Dead health to 200
- Reduced Infestation spiderlings' speed from 60 to 40
- Increased Broken Rabble movement speed
- Decreased duration of Shapeless Malice from 90s to 45s
- Increased Blighted Trapper build time to 40s from 20s
- Increased Corrupted Entwife build time to 45s from 30s
- Entwives now move at 65 speed from 75
- Entwives now decelerate when crushing units
- Reduced Entwife armour to siege damage to 80%
- Twisted Botany now increases resource production by 30% from 10%
- Nerfed Black Wargs' damage vs structures
- Swapped Spawn of Carcaroth with Forest of Fear in DG spellbook
- Decreased Undead Monstrosity lifetime from 90s to 75s
- Nerfed Ravager crush armour from 80% to 140%
- Unburied Wights now take 30 seconds to respawn from 45

- Undead troll now pulls units rather than knocking them back
- Spell of Concealment now debuffs by -33% armour and damage
- Increased Ruinous Tower Hidden Sentry cost to 200
- Orc Gaolers and Hunters, Risen Dead, and Blighted Trappers are now categorized as EVIL_TROOPS: require more xp to level up and grant more xp when killed
- Destroying the Spire of Sorcery will now disable necromancy for guldur orc units
- Spider Lair level 2 upgrade costs 500, level 3 upgrade costs 350
- Khamul's Malice of Rhun buffs damage by 75% and reduces armour by 25%
- Reduced duration of Gift of the Necromancer to 30 seconds
- Cargást's March of the Dead now increases his speed too
- Increased delay of Ring Hero Necromancer's damage over time from 3 seconds to 5 seconds
- DG Fire Arrows are now unlocked at level 2 Gaol

War of the Ring

- Bolg's Bodyguard (Horrors of Gram) now take 2 turns to recruit instead of one
- Fire Wyrms now take 2 turn to recruit instead of one

Known issues

General

- 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 as an ally, Laketowners and Dwarves are sometimes able to be heard across the map.
- Saenathra can still Burrow when stunned/crippled.
- 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, apart from the Darkness effect (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 remains in effect. For example, if a player caps 3 signal fires (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; Rivendell Revelers, Gilded Guard, Harbingers of Shadow (Deep Rot), Helmingas Wardens if they use their "Mark of Freca" ability.
- AI Erebor is able to build heroes from both eras
- Hunting Snare and Dwarven Wile do not stun enemy units - fixed for next release

Maps

- Skirmish maps:

- Cliff textures look wonky on certain maps when using medium and low settings. (improvements made to cliff textures on most maps, but mostly unavoidable)
- Tree shadow LOD causes lag on some maps

- Besiege maps:

- AI teammates don't do anything (unfixable due to the way these maps are scripted)

- Fortress maps:

- Defender can still build structures even if their fortress is destroyed (unfixable)
- AI sometimes builds double structures on a single buildplot
- Attacker may need to destroy gates and/or defensive structures to defeat fortress player (unfixable)
- if a farm or windmill is destroyed on a Rohan build plot, attempts to build a farm or windmill on that plot again will get stuck at 0%

- Cirith Ungol

- Cirith Ungol player's fortress reveals the shroud within parts of Shelob's Lair (unfixable)

- Dorwinion Vineyards

- Shadows disappear when you zoom in (unfixable)

- Fortress: Barrow of Cargast

- Monsters can sometimes throw rocks through walls (unfixable)

- Fortress: Dimrill Gate
 - Fortress AI doesn't work (unfixable)
- Fortress: Dol Guldur / Besiege: Dol Guldur
 - The bridge to the central entrance has dodgy pathing (currently unfixable)
- Fortress: Edoras
 - Walls are only walkable near the gate (to be fixed in future release)
- Fortress: Esgaroth
 - AI is sometimes idle until you attack it (unfixable)
 - Various bridges sometimes stop being passable (unfixable)
 - Loading / unloading onto ships is dodgy and requires some micro (unfixable)
- Fortress: Hornburg / Besiege: Hornburg
 - Stairs leading from the deeping wall to the keep will turn invisible when the camera is at a certain angle (unfixable)
 - Loading the map causes a crash, you can download a working version [here](#)
- Fortress: Gundabad
 - Gundabad keep model reverts to un-ruined texture when damaged
- Fortress: Lamedon Highlands
 - Fortress AI doesn't work (unfixable)

- **Adventure maps:**

- Adventure: Blackroot Vale
 - KotD lvl 3 leadership has incorrect description
 - Undead are susceptible to fear and terror
 - Normal undead are referenced as Dead of Arnor and use their powers
 - Elite Undead's rank 2 ability isn't available until rank 3
 - Purchasing fire arrows from the barracks does not upgrade lone tower summon
 - Dunedain heroes don't use their voice lines
 - Gimli costs 3000 whilst Aragorn and Legolas cost 2500
 - Elegost costs 1300 whilst other Dunedain heroes cost 1800

War of the Ring

- AI performance varies in quality on different WOTR maps and start positions (unfixable)
- Victory sometimes doesn't trigger against the AI if a real-time battle continues for a long time (unfixable)

Campaign

- General: Powerpoints are occasionally lost between missions
- Shadow of the Past: Player can be granted 5 powerpoints
- Weathertop: If you try to take the southern ramp when you return to Weathertop with Aragorn the cutscene doesn't trigger, he doesn't equip his torch, and it breaks the mission.
- Weathertop: Builders will not transfer back if they enter the ford on their way to build something
- Council of Elrond: Can occasionally crash between vignettes

- Moria: Ally dwarves during Balin vignette sometimes fail to attack enemy goblins
- Lothlorien: Powerpoint cap can sometimes fail

- Amon-Hen: Boromir may have less health than normal upon reaching him if the player loads a save after the timer has started
- Fords of Isen: Builders will not transfer back if they enter the ford on their way to build something
- Westfold: Bridge in Upbourn can become impassable to hordes later in the mission
- Helms Deep: Aragorn & Legolas do not attack initial charge of Uruk-Hai in the breach
- Helms Deep: Outer Hornburg wall can become impassable on the left later in the mission
- Helms Deep: Torchbearers can occasionally climb ladders and attack units on the Deeping wall

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

Fudge – Lead developer, campaign lead, mapper, scripter

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

OdoProudfoot – Lead developer, production manager, balance lead, coder, mapper, visual artist

Haldir - Lead developer, lead mapper

CaptainCorrigan - Lead tester, coder, visual artist

Wambly - AI coder, coder

NDC - Animator

MattTheLegoman – mapper, visual artist

Fjodor – Mapper, coder, visual artist

Dawry - Mapper, scripter

Jennergic - Mapper, scripter

NeroBurningRum - Mapper

Kmogon - Coder

Vengefulnoob - Coder

Castilin - WotR coder

OakenShield224 - AotR wiki admin, mapper

FelipeNN – Concept Artist

el.laza_bro - Concept Artist, visual artist

GBI - Visual artist

Ward - Visual artist

Carnate - Sound and video editor, mapper

Eternadarm – Installer, launcher, and updater functionalities

Testers

Akira

Beokhand

ConTheJedi

ElÓd

Jerian

Níðhöggr

Sappieflappie

ThatOneGuy

Voice Actors

Alex Cain – Riders of Snowbourn

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

Cari Ann Scholtens - Queen Saenathra, Sindar Pathstalkers, Silvan Rangers (female), Silvan Wardens (female), Silvan Spearmen (female), Silvan Outriders (female), Tauriel

Casey "Iron Kaiser" S - Broken Rabble, Feren, Sentinels of the Silver Tree

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

Comrade Squid - Lug the Mauled (campaign only)

Craig Argyle - Lug the Mauled

Cris O'Bryon - Sindar Nobles

Crusard – Blackroot Vale Archers

Iku Haiku – Idrial

Jimmy Sherwood – Fatty Bolger

Joakim Wiklund – Dunlending Longbowmen, Dunlending Outriders

Joel Nisbet – Variags of Khand, Horsemen of the Mark

John Fornof - Silvan Hunters (Feredir)

Jonathan Bullock – Fili, Prince Imrahil, Golfimbul, Rumil, Orophin, Celeborn, Dúnedain Rangers, Dúnedain Outriders, Silvan Rangers (male), Silvan Wardens (male), Silvan Spearmen (male), Silvan Outriders (male), Veterans of the Last Alliance

Jordan "Jerian" Bachmann - Greenwood Warriors, Greenwood Slayers, Greenwood Archers, Greenwood Palace Guard, Prison Guards, Greenwood Ballista, Rhûn Kataphrakts, Warriors of the Kinn-lai, Grim Hammers, Éothéod Warriors, Elegost, Uruk-hai Shieldbearers, Wulfgar, Glorfindel, Black Uruk Marauders, Linhir Spearmen, Gundabad Wolf-riders, Uruk-hai Scouts, Lothlórien Announcer, Dunhere, Halbarad (campaign), Golfimbul (campaign)

Justin Cabanting - Beorning Berserkers, Beorning Battering Ram, Bolg, Frumgar, Hadhod

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

Kaillynn Haskell-Halbert - Dorwinion Legionnaires, Clansmen of Lamedon, Forlong, Amdir, Lothrandir, Toradan

Kieran Flitton – Elladan and Elrohir, Rivendell Guardsmen, Rivendell Pikes, Rivendell Archers, Knights of Rivendell, Rivendell Announcer

Ki McKenzie (www.kimckenzie.com) – Erebor Archers, Sentinels of Cerin Amroth, Riders of Pinnath Gelin, Westfolders, Mountain-orc Slashers, Mountain-orc Brutes, Mountain-orc Scouts, 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 – Eodoras Kingsguard, Mounted Kingsguard

Ryan Antoine – Swan Knights, Dol Amroth Men at Arms

Sam Jenkins – Bard the Bowman, Rivendell Revelers, Bree-land Townsguard, Breeland Battering Ram, Goblin-towners, Farmer Maggot, Dead of Arnor, Risen Dead, Orc Gaolers, Orc Hunters, Orc Ravagers, Tomb Guard, King Brand, Khâzad-uzbadul, Guards of the Master, Dunlending Axemen, Dunlending Huskarls

Sean 'Mad Dog' McGregor – Dáin Ironfoot, King Dáin, Iron Hills Warriors, Iron hills Crossbowmen, Iron Hills Riders

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

Various Goats – Erebor Rams

Various Moose and Elk - Woodland Realm Elks

Wambly – Woodsmen Hunters, Urshak

Zack Young – Beregond, Kili, Vault Wardens, Wyrmslayers, Laketown Watchmen, Laketown Bowmen, Barding Swordsmen, Barding Phalanx, Ered Luin Rangers, Ered Luin Traders, Halifirien Wardens, Erkenbrand, Took Archers, Yeoman Spears, Rohirric Battering Ram, Rohirric Onager, Galion, Grimbold

Additional Map Credits

Badmadmax
Dadou
Destroyer001
disco_stu
Glaeken
Hawk10314
Lex Flores
m@tt
Naugrim
NJM / Duinhir
Pasidon
Rimli
Steve Campen
\$Tattoo\$
Tomasz

Special Thanks

ICT
FG15
Valheru
Maximan
MorguLord
Gnanw for his APT files (main menu, all heroes selection buttons, Palantir frames)
Pieter for two civilian buildings
CragLord for his Boromir and Faramir radius decals
Spartan for his help with the GitHub transition
Kwen
Nemanja 'Skullbastard' Bubalo for his Black Numenorean concept art
Lord of the Rings Online for harp tracks
Elder Scrolls IV: Oblivion for some Sean Bean voice lines
The excellent Mr. Bones
And all of our wonderful patrons!

Extra special thanks to **Nertea** for allowing us to use his [The Dwarf Holds](#) assets and **Ruudy** for letting us use his [Tactics](#) assets, and to **Robnkarla** for his camera scripts, Living World objects and skyboxes used in his mod [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](#).

Check out our content

Want to watch Age of the Ring official content? We're on [Youtube](#) and on [Twitch](#).

Learn more about the mod

Wish to learn more about what the mod changes from the original game? Need tips on strategy? Feeling curious about more in-depth stats? Our [Wiki](#) page is the place for you.

What is next?

Follow our updates and find out!

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

