



Find again. To get rid of the find feature, press the X button at the top right hand side of the window (not the browser window).

Section Name	Code
Table of Contents .....	0000
Controls .....	1000
Fellowship Campaign Walkthrough .....	2000
- Weathertop .....	2010
- Mines of Moria .....	2100
- Dwarrowdelf .....	2200
- Amon Hen .....	2300
- Fangorn Forest .....	2400
- Plains of Rohan .....	2500
- Rohan Sunset .....	2600
- The West Fold .....	2700
- Helm's Deep Wall .....	2800
- Helm's Deep - Breached .....	2900
- Helm's Deep - Courtyard .....	2110
- Road to Isengard 1 .....	2120
- Road to Isengard 2 .....	2130
- Paths of the Dead .....	2140
- Escape from Osgiliath .....	2150
- Osgiliath Run .....	2160
- Minas Tirith - Top of the Wall .....	2170
- Shelob's Lair .....	2180
- Minas Tirith - Courtyard .....	2190
- Southern Gate .....	2210
- Pelennor Fields .....	2220
- Pelennor .....	2230
- Cirith Ungol .....	2240
- The Black Gate/Mt Doom .....	2250
Mordor Campaign Walkthrough .....	3000
- Weathertop .....	3010
- Mines of Moria .....	3100
- Dwarrowdelf .....	3200
- Amon Hen .....	3300
- Fangorn Forest .....	3400
- Plains of Rohan .....	3500
- Rohan Sunset .....	3600
- The West Fold .....	3700
- Helm's Deep Wall .....	3800
- Helm's Deep - Breached .....	3900
- Helm's Deep - Courtyard .....	3110
- Road to Isengard 1 .....	3120
- Road to Isengard 2 .....	3130
- Paths of the Dead .....	3140
- Escape from Osgiliath .....	3150
- Osgiliath Run .....	3160
- Minas Tirith - Top of the Wall .....	3170
- Shelob's Lair .....	3180
- Minas Tirith - Courtyard .....	3190
- Southern Gate .....	3210
- Pelennor Fields .....	3220
- Pelennor .....	3230
- Cirith Ungol .....	3240
- The Black Gate/Mt Doom .....	3250
List of Items .....	4000
List of Skills .....	5000

- Fellowship Skills .....	5100
- Mordor Skills .....	5200
Multiplayer .....	6000
Frequently Asked Questions .....	6500
Hints and Tips .....	6600
Version History .....	7000
Legal Information .....	8000
Contact Information .....	9000
Thanks .....	1111

If you have something to add to my guide, for example: a review of the game, cheats, extra information, or a strategy, go to the contact information section for details.

FAQ NOTES: - I am writing this guide as I play through each campaign for the second time. I haven't used many of the skills, but once I do, I will add how good I think they are.

- This is always a work in progress. There is no such thing as a final version, so every so often, come back and check this FAQ again, there may be something new and useful that's been added.

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*****
1000      CONTROLS                                     1000
*****
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At the main menu, the D pad highlights an option, and the X button selects it. On the map screen, the D pad moves between levels, the X button selects a level, and the triangle button takes you back to the stats screen. On the stats screen, X takes you to the map screen, circle is select, and triangle quits the game and returns you to the main menu. In game controls are:

- Analogue stick - Move camera
- D pad - Move grid/attack cursor
- X button - Select unit
- Square button - View unit stats
- Circle button - Execute orders
- Triangle button - Cancel, deselect unit
- R button - Cycle to next friendly unit
- Select button - Toggle HUD status
- Start button - Access pause menu

During movement phase with unit selected:

- X button - Send unit here
- L button - Show targets

During combat phase with unit selected

- X button - Attack this target
- Square button - Action menu (Skills or items)
- L button - Cycle to next target

Before starting the game, I recommend playing through the tutorial on the main menu. It gives an insight into the game and will teach you how to do various things in the game itself. Plus, it gives a look at the first level, Weathertop. After you run through the tutorial as many times as you need, it's time to start. Select 'New Game' from the main menu, and select the Fellowship (the one on the left). I'd recommend easy mode the first time you play through this campaign, but it isn't that hard to play on normal. Master is hard, so I wouldn't recommend choosing that option to start with. Now you will be at the stats screen. Take a good look around, and get to know the stats of your characters. Don't worry about the stats for Gandalf, he's going to die in the Mines of Moria anyway. After pressing the X button, you will be taken to the map screen. Weathertop will be the level to select at the moment, so start the level.

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2010 WEATHERTOP  
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Mission Objective: Hit Witch King for 30 points of damage.

Winning Conditions: 30 points of damage to Witch King.

Units: Aragorn, Sam, Frodo.

Before I start explaining a strategy, I should say that the game will be much easier later on if you play this level over and over again till you are sick of it. At least build all characters to level 2. Characters who don't take part in a level only get half the amount of experience playable characters get.

As you should see, the Witch king is standing behind the other wraiths. They will try and get in the way so you cannot hit him, but they don't do a very good job. Put Sam up on the ledge to his left, and charge Aragorn straight into the closest Ringwraith. I recommend sending Frodo to where Aragorn is just now. Execute your orders. As expected, The 1st ringwraith enters melee combat with Aragorn. This is not a problem. Make Aragorn attack the wraith he is fighting (he has no other choices anyway), and aim Frodo's attack at the witch king who is still at the bottom of the map. Sam should attack the 3rd wraith. In movement phase two, Aragorn should follow the wraith, and the other characters should advance towards the witch king very slightly. Whatever you do, make sure Sam is more ahead than Frodo.

Time to attack. It doesn't matter who Sam and Aragorn hit, but the witchking is the best choice if possible. Once again, Frodo should attack the witch king, still standing in the same place. If the witchking hasn't taken 30 points of damage yet, go on to the next turn. Sam and Aragorn should keep the wraiths occupied while Frodo moves toward the witch king. If for some reason, 30 points of damage have not been dealt yet, repeat the same again. Keep the wraiths

occupied so Frodo can hit the witch king. Repeat the same again till you win.

If it turns out you didn't manage to get an excellent turn bonus, keep playing this level till you do. You should have got 400 gold for defeating this level, so proceed to the stats screen. For things to buy, I recommend buying a token of might for both Aragorn and Sam. The second time you play through this level, buy a token of haste for Frodo and Aragorn. It is vital that Frodo becomes a quick character. Many times later on, you will have to outrun enemies. If you decide to play it a third time, buy a satchel or two of fresh athelas. They will help keep Gandalf alive longer in the Mines of Moria.

I've been shown an amazing way to claim a 1-turn victory (submitted by Lorehunter, so many thanks). Basically:

1. Move Frodo 2 spaces south (according to the map), and 1 space west.
2. Move Aragorn and Sam 2 spaces south and 1 space east.
3. During the Combat phase, make all characters attack the witchking.

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2100        MINES OF MORIA  
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Mission Objective: Move Aragorn, Legolas, Gimli, and Frodo past the troll and off the bridge.

Winning Conditions: Get Aragorn, Legolas, Gimli, and Frodo off the bridge. Gandalf will hold off the Balrog. They must get past the troll.

Units: Aragorn, Gimli, Frodo, Legolas.

Use the fresh athelas whenever Gandalf's health gets too low. Try and keep Gandalf away from the Balrog but at the same time, not to move him too close to the other fellowship members. All of the other units should get as far as possible away from the Balrog, even if it means plowing straight into combat with the troll. Gandalf should attack the Balrog, and all the other units should attack the troll. Keep moving towards the exit, and keep fighting the troll and orcs till they are all dead. Gandalf should try and remain out of melee combat with the Balrog, because it's attacks are stronger when next to it's target. Even if you lose Gandalf, remember he is not crucial to winning. Just remember to move all characters off the bridge and you'll be fine. At the stat screen, buy another satchel of fresh athelas if you used any. If not, buy a token of might for Gimli and the same for Legolas. Make sure you have some money left over. If not, play the level again.

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2200        DWARROWDELF  
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Mission Objective: Kill all enemies.

Winning Conditions: No special conditions.

Units: Selected heroes, Gondor Soldier, 3 Gondor Rangers.

For your two heroes, I'd recommend Aragorn and Sam, or Aragorn and Legolas. Whoever you pick, I will refer to the second hero as Legolas. My main piece of advice is: take out the cave trolls first. They pose the largest threat and it is best to get rid of them while your forces are all together. One hero with two other units should tackle one, while the other hero and the last two units should tackle the other. There are many other strategies, but I find this one most effective. Concentrate all attacks on the trolls. Once each troll has been downed, split up your forces and tackle the goblins. Their biggest and worst weapons are their bows so stay behind cover a lot. Don't worry if a few Rangers get killed, you can always replay the level with a different strategy. Here is a strategy I read online:

```
- - - - -  
- A tactic I used was to drive all the goblins into one corner -  
- then pick them off one by one. The only problem this can -  
- cause is that it takes quite a few turns to put into -  
- operation and you could quite as easily kill them off -  
- normally in that time. It's worth trying, even if it is just -  
- for the XP! -  
- - - - -
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At the stats screen, buy any healing items you need, but don't buy any skills. You will need a lot of money later.

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2300      AMON HEN  
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This is where the game begins to get tough. Before starting this level, I recommend upgrading Frodo's attack stats or armour stats. A tactics that should be used in this level is to keep another character with Frodo at all times. Units next to each other offer additional armour protection against enemy fire.

Mission Objective: Defeat Lurtz.

Winning Conditions: Frodo must survive.

Units: Aragorn, Boromir, Sam, Frodo, Legolas.

I suggest you forget about killing Lurtz and kill all the other Uruks first, as they are annoying and should be dealt with. Remember yo keep Frodo protected at all times. Your highest level character, but not Frodo, should take on Lurtz, perhaps with Legolas in the background hitting him with arrows. The uruks shouldn't prove much of a problem, but they have powerful melee attacks. I suggest keeping a distance away and hitting them with ranged attacks. You would do well to keep Boromir alive, if you want a challenge. He is the weakest unit on the map, so he's more likely to be targeted by enemies.

As soon as Aragorn is finished on the top of the ruin, send him down to deal with Lurtz, preferably before Lurtz gets to all the other characters. This should take you no more than 7 turns and is you complete it in less, you get more gold to spend.

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2400      FANGORN FOREST

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Mission Objective: Capture both enemy flags.

Winning Conditions: Gandalf must survive.

Units: Gandalf, 4 Rohan Warriors, 2 Rohan rider re-inforcements.

This level introduces reinforcements which arrive later in the level to assist your units in their goal. The Rohan riders are mounted so this helps you accomplish things quickly. The object of this level is to capture both of the enemy flags and a flag becomes yours if a friendly unit stands adjacent to it for two turns. My advice is to tackle one at a time. Lurtz has a strong bow so watch out and try to avoid him till your reinforcements arrive. Once you gain control of the first flag (the one near Gandalf's starting position, keep guard of it as the enemy will try to take it back from you.

When at last those Rohan riders show up (about time too!), send them charging into Lurtz or to the aid of your comrades. When Mordor gets its reinforcements, they arrive next to your first captured flag so keep a group of units near this flag to protect it and kill the orcs themselves. Once all the orcs are dead, advance all your troops to Lurtz. After a turn or two of repeated attack, he will fall, giving you a victory.

At the stat screen, if you have any characters at level 6 or above, you will have unlocked mark of might, which adds an additional 2 strength. I recommend you buy it for any characters it is available for.

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2500      PLAINS OF ROHAN

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Mission Objective: Kill all enemies.

Winning Conditions: Eomer must survive.

Units: Eomer, Rohan Warrior, 3 Rohan Riders, Gandalf re-inforcements, and a Rohan rider re-inforcement.

Watch, the enemy has mounted units too! Keep your Rohan riders away from them. The best strategy to use for your riders is a hit and run. Gandalf is vulnerable to attack so keep him out of the way behind the rest of your units so he can use his magical skills. The first thing you should do is get your Rohan riders to Eomer. You

have to keep him alive, so it's worth the lives of your other units to keep him behind cover. It is worth noting that some of your units cannot perform ranged attacks. If they are not in contact with an enemy, you should use ability enhancing items so they will be better in close range combat for the rest of this level. Keep them behind cover when they're not attacking so they don't take unnecessary damage.

Watch out for Grima, he is a deceiving wretch and will use his skills against you. He is also two levels higher than your Riders, so this is the downside of your combat. It may be a good idea to leave Grima till last while you concentrate on ridding the game of that pesky Warg.

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2600        ROHAN SUNSET  
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Mission Objective: Both Heroes must survive 15 full turns.

Winning Conditions: No special conditions.

Units: 2 selected heroes, preferably your strongest characters, 2 Rohan Riders, a Rohan Rider re-inforcement

The first thing I'm going to say is: BRING ALL YOUR UNITS TOGETHER. Units which are on joining squares are given more protection against enemy fire and attacks. As you probably saw in the plains of Rohan level, Wargs are effective against riders of rohan so as your heroes are likely to be a higher level than the Wargs, use them, and let the riders take care of Saruman and the Witchking.

All the enemy units are strong in melee combat, so another strategy that could be used is to keep all your units out of their range, and pick them off using your ranged attacks. This is a good way to tackle the level, although Saruman's magical attacks can be a bit of a threat.

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2700        THE WEST FOLD  
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Mission Objective: Kill all enemies.

Winning Conditions: No special conditions.

Units: Gandalf, Eomer, 2 Rohan warriors, 3 Rohan standard bearers.

This will be a hard level if Gandalf isn't at level 6 or more. The wildmen are strong even for level four, and the rest of your units apart from Eomer don't stand much of a chance against them. Keep the three units at the top left of the map, together, as they will have more attacking power, and push in from the top. The best way to win is to trap the enemy forces in the centre of the map, and



close in on them.

Saruman, who stands behind the house at the top right of the map, is a real danger to your three units making thier way to the centre of the level. Get Gandalf to him as soon as possible so he can finish Saruman off. The Uruks might prove a problem so I recommend leaving them till last.

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2800        HELM'S DEEP - WALL

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Mission Objective: Do not let the Uruks capture the flag near the culvert.

Winning Conditions: Defend the culvert for 18 turns.

Units: 2 selected heroes, preferably with good melee attacks, 2 high elves, 3 Rohan standard bearers.

Now, first of all, your standard bearers have no ranged weapons, so that means they are completely useless unless they are in base contact with an enemy. Get them into combat as fast as possible. Remember to keep a unit or two guarding the flag, as it is vital to completing the level. The heroes you chose should be good at holding the Uruks at bay, but just in case they break through, it's a good idea to keep some units in between them and the culvert to intercept them if they manage to get past your heroes.

A turn or two into the level, Saruman and some Mordor re-inforcements will appear. Some of the Uruks will replenish their health, so go full frontal attack on them, and show loads of force, with any luck, they'll be taken out, resulting in you completing the level. Yay!

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2900        HELM'S DEEP - BREACHED

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Mission Objective: Get Aragorn or Gimli to the door.

Winning Conditions: Aragorn or Gimli must survive.

Units: Aragorn, Gimli, Theoden, 4 High elf warriors, Gandalf re-inforcement.

The character who is the weakest is your best chance of getting to the door and completing the level. This is because, your stronger character will fend off any enemy attacks, a sort of human (or dwarf) shield. All the other characters will be used as distractions for the enemies.

The elves on the walls prove very useful, and you should move them right to the edge of the wall for maximum impact. They should be used to kill any enemy characters that try to chase Aragorn and

Gimli. Theoden should be the main distraction for the enemies, and should block their view of your heroes so the enemy forces don't see them.

With every turn, you should be edging your heroes to the door, marked in green on the map. It's further than it looks, and it is not made easier by all the debris lying in your path. It restricts your movement by one or two spaces.

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2110 HELM'S DEEP - COURTYARD

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Mission Objective: Kill all enemies.

Winning Conditions: No special conditions.

Units: Aragorn, Gandalf, Legolas, Eomer, 2 high elf warriors, 2 Rohan warriors.

I hope you've been saving up your gold and bought the big expensive attacks (army of the dead for Aragorn, water stallions for Legolas, and call of eagles for Gandalf). These are really effective and are likely to kill many enemies if all three are used in the one combat phase.

If you don't have these skills, replay all the other levels till you do. It'll make the game so much easier, you'll find a baby can play it. Just use those skills for one or two turns (you'll need to replenish your AP between each use), and this level will be in the bag.

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2120 ROAD TO ISENGARD 1

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Mission Objective: Defeat Saruman.

Winning Conditions: Gandalf must survive.

Units: Gandalf, Legolas, 2 ents, 2 wood elf bowmen.

Remember those big and powerful skills? The first chance you get, use them. Always use them, every time you can. I will keep saying it. If you haven't got them yet, go and buy them now. Edge your units around the trees, using them as cover as you use your ranged attacks. The ents are strong so try and keep them alive. Grima can prove troublesome, so just ignore him and concentrate on your goal.

A strategy you might want to use is to use the ent on the left to sneak up the left hand side of the level, and get in round the back of all the uruks straight to Saruman. This way, the other units of yours will act as distractions, except Gandalf, who you must keep alive at all costs.

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2130      ROAD TO ISENGARD 2

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Mission Objective: Do not let a single ent die.

Winning Conditions: The Ents are few, do not let the Uruks kill a single one of them.

Units: 2 selected heroes and 3 ents.

You know to use your strong skills, so I won't mention it. Get the ents to attack the strongest Uruks, especially Lurtz if possible. The Uruks get countless re-inforcements, so watch out. Kill them all as fast as possible. The quicker you do it, the less Uruks there will be to fight back at you. Once the last Uruk is downed, you've beat the level.

Ents are weak at ranged attack, but take damage easy. Before starting this level, make sure you've got a few healing items ready to use. You probably will need them.

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2140      PATHS OF THE DEAD

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Mission Objective: Kill 5 dead in 10 turns.

Winning Conditions: Aragorn must survive.

Units: Aragorn, Legolas, and Gimli.

Compared to previous levels, you shouldn't have a problem with this one. All you do is keep on pounding the enemy, using whatever attacks you can. Keep all your characters out of enemy range, so you can use ranged attacks, and keep them together to boost your armour and defence values.

The dead shouldn't prove that hard to rid yourself of. Generally all they do is circle you, so you can attack them freely. Once five are dead, or you kill all that there are on the screen, the level ends and you win.

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2150      ESCAPE FROM OSGILIATH

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Mission Objective: Frodo must not die. Kill the Witchking.

Winning Conditions: Frodo must survive.

Units: Frodo, Gandalf, and 2 Gondor Rangers. Faramir and a gondor soldier arrive later as re-inforcements.

The witchking does not start out on screen, he arrives later. You need to keep Frodo alive until that time. Keep Frodo under cover and keep Gandalf close by. On the second turn, Gothmog and lots or orcs come to meet you. Keep them at bay using your other units till Faramir and the witchking are brought into the game. When they are, bombard the witchking with everything you've got, and he will fall.

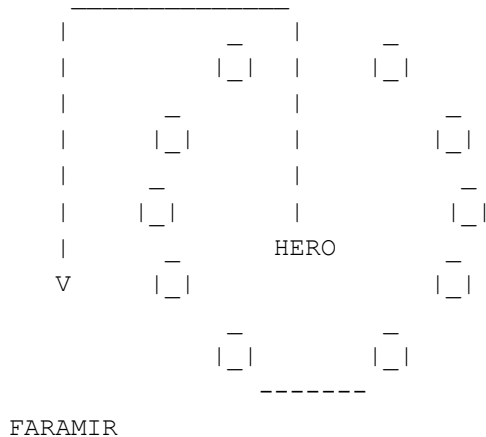
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2160        OSGILIATH RUN  
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Mission Objective: Kill all enemies. Faramir musn't die.

Winning Conditions: Faramir must survive.

Units: 2 selected heroes, Faramir, 4 Gondor rangers.

Whatever you do, try to get your heroes to Faramir and offer him your protection. He's going to need it. Move all your units towards Faramir, except the two soldiers up at the top right of the map. Use them to keep the orcs and ringwrait occupied. Faramir, can take care of any orcs that try and knock his head off, but you should cover him using your heroes ranged attacks. The second hero you picked will need to go this way to get out of the central pillars as the way down is blocked:



Once all the enemies are defeated, the level is over, and you have triumphed against evil.

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2170        MINAS TIRITH - TOP OF THE WALL  
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Mission Objective: Protect your flags.

Winning Conditions: Aragorn must survive,

Units: Aragorn, Gandalf, 4 Gondor Soldiers.

Have a couple of your units stand guard of the flags in case the enemy breaks through the rest of your forces. The other units you have should push the opposition away from the flags. Watch out for Mordor re-inforcement. These include the witchking so watch out. He will lead the attack so take him out quick.

Once the witch king has been taken care of and is now dead, you shouldn't have a single problem disposing of the rest of the Mordor scum. At the stat screen, I suggest buying the big all-powerful skill for Sam or Frodo: Ent summon, or Light of Galadriel.

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2180        SHELOB'S LAIR  
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Mission Objective: Kill 3 spiders and damage Shelob below 50% health.

Winning Conditions: No special conditions.

Units: Frodo, Sam.

This is a tricky level, no doubt about it. While the spiders can be killed easily enough, Gollum and Shelob are the ones you should watch out for. Gollum should be your first target, then you should tackle the small spiders. Two or three hits on each one should be enough to kill them. Once, and only once the spiders and Gollum are dead, should you attack Shelob.

Her melee attacks are so strong that you should stay as far away from her as possible. For the first part of the level, she stayed where she was, but now she starts to move. Keep well back, and pelt her with your amazing ranged attacks and skills. Within a while, she'll be damaged enough for you to scrape a victory, and thankfully you do not have to kill her completely.

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2190        MINAS TIRITH - COURTYARD  
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Mission Objective: Protect your flags for 12 turns.

Winning Conditions: No special conditions.

Units: Gandalf, Gimli, 2 Gondor Soldiers, 4 Gondor soldier re-inforcements.

Use Gimli and your 2 soldiers to block the archways to the flag. Use Gandalf to sneak round the back of the enemy forces and hit them by surprise. Watch out for the Mountain trolls though. Try not to get into melee combat with them as they will literally knock you

dead.

Your re-inforcements will come in handy. Use them to stop any troops advances onto your flag. They are out of most of the enemies line of sight, so they shouldn't be hit that much. Whatever you do, get rid of that pesky witchking. He's killing everyone in his path, and out of it as well.

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2210        SOUTHERN GATE

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Mission Objective: Kill all enemies.

Winning Conditions: Kill all enemies.

Units: Aragorn, Legolas, Gimli, 5 dead soldiers.

Keep all of your units together, and advance as one. During the combat phase, all shoot at the same two or three enemies. This way, you are more likely to kill them. Remember to use your special skills. This is the sort of situation they are most handy in: Killing lots of enemies, very quickly.

If any Uruks are still alive after this assault, charge at them full force, and hit them with every skill, combo, and attack you can.

Alternately, you can split your forces and one group can go up the left stairs and the other can go up the right. Meet in the centre on the higher level, and pick off the Uruks and Lurtz from there.

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2220        PELENNOR FIELDS

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Mission Objective: Kill all enemies.

Winning Conditions: Aragorn must survive.

Units: Aragorn, Theoden, 2 Rohan Riders. Legolas and 3 Rohan Riders arrive as re-inforcements.

Try to avoid melee combat at all in this level, it can be fatal to your troops. Keep your cavalry far away enough so they don't get hurt, but keep them close enough, so they can hit targets strongly. In the first combat phase, get Aragorn to use a skill, because he will not be close enough to the enemy to attempt to attack. The riders of Rohan should keep well back, so they don't suffer hard damage.

When the Mumakil appear, they are easier to kill than they look. A good 4 or 5 hits can wipe one out. When your re-inforcements arrive, you should be able to kill them in 1-2 turns maximum.

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2230      PELENNOR

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Mission Objective: Capture the enemy flag.

Winning Conditions: No special conditions.

Units: 2 selected heroes, 4 Gondor soldiers, and Theoden as a re-inforcement.

This is a spoiler, but: Sauron didn't get reborn in the film!! So why is he here? Anyhow: this is a challenging level, the enemy's forces are stronger than yours, so you'd better put all your hard earned skills to good use. The mumakil should be your primary target to start off, as it will prove a danger later on if you leave it alive. Keep Legolas OUT of melee combat, as his ranged attacks are more powerful.

Watch out for Sauron's fear attack. He can immobilise all of your units in one attack. Because of this, try and keep all of your units out of melee combat with any enemy target, because if you're unable to attack and defend, their close range attacks will be stronger and will hurt your forces more.

Once the Mumakil, send Aragorn and the rest of your soldiers to combat Sauron and the Witchking (not him again!). After you kill Sauron, you'll have absolutely no problem in taking out the rest of the enemy. Now that you can't be immobilised, push all your units in on the enemy's flag, and the witchking. Once he's dead, you get a victory.

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2240      CIRITH UNGOL

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Mission Objective: Escape.

Winning Conditions: Frodo must survive.

Units: Frodo, Sam.

To win, you've got to go all the way round this way because the place where you start is a floor higher than the exit. The stairs are on the left of the level, so work your way round, killing the single orc on the balcony. The troll is your real problem here, so take him out with your ranged abilities while you are still on the higher floor. The greater height gives your attack power a boost so you might as well use it to your advantage.

On the third or fourth turn, Mordo will get re-inforcements in the form of one or more orcs. They appear behind you, just behind Sam and Frodo's starting positions, but if you keep moving, you should be able to out run them. Whatever you do, always keep Sam and Frodo,

seperating them means there is a greater risk they will be attaced and killed. If the worst comes to the worst, you can use Sam as a distraction so Frodo can escape through the exit.

Even more Mordor re-inforcement will show up, surrounding you, so just keep on pounding away at them, and they shouldn't last long. When you finally make it to ground level, try and avoid the troll and stampede towards the exit. With any luck you'll make it, completing the level.

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2250 THE BLACK GATE/MOUNT DOOM  
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Mission Objective: Frodo must reach Mt. Doom.

Winning Conditions: Aragorn must survive.

Units: Aragorn, Frodo, Gandalf, Sam, 2 Gondor soldiers.

Surprisingly, for the last level in this campaign, Mount Doom is amazingly easy. The game developers decided to move the battle at the end of the Return of the king right next to Mount Doom, and they also decided to bring Sauron back again. All of your heroes should now have their super duper skills, so star using 'em! Move Aragorn, Gandalf, and the soldiers right into the Ringwraith, so you can take them out quickly.

Charge all of your characters at Sauron, including Aragorn and Frodo. Taking him out is vital to the mission. Once Sauron falls, don't bother yourself with the rest of the enemy unless they are in your path. Concentrate on moving Sam and Frodo to their goal, and let your other units take care of the Mouth of Sauron and the Easterlings. Once you kill all the enemies, or get Frodo to the exit, give yourself a pat on the back, you've successfully completed the Fellowship campaign 100% and you've done 50% of the game. Now get ready for a tougher challenge. The host of Mordor lies ahead...

\*\*\*\*\*  
3000 MORDOR CAMPAIGN WALKTHROUGH 3000  
\*\*\*\*\*

Did you think that part was easy? Compared to this half of the game, the Fellowship campaign is like taking candy from a baby. Your characters in the Mordor campaign are not as strong, and they won't level up half as quickly as the members of the Fellowship will. To compensate for this, you should play each level at least two or three times before moving on to the next, as this ensures you get the maximum amount of experience points possible.

For this campaign, you command Sauron, Saruman, Grima Wormtongue, the Witchking, Lurtz, and Gothmog. Remember those horrible fear attacks the enemy kept using against you in the last campaign? Now you get to use them back, but watch out, or your AP will drain away



before you really need it.

With these few words, lets get onto the walkthrough for the first level, Weathertop. While this level uses the same map, you now play as the Witchking and the ringwraiths. This is more fun, and a lot harder, so if you don't feel up to the challenge, I suggest you stop now!

-----  
3010 WEATHERTOP  
-----

Mission Objective: Hit Aragorn for 50 points of damage.

Winning Conditions: Damage Aragorn for 50 points.

Units: Witchking, 2 of the Ringwraiths.

Your first battle against good awaits you. This is moderately easy, but still harder than the previous levels you have played through. Start by rushing the Witchking into melee combat with Aragorn, or whoever is closest. The other wraiths should keep Frodo and Sam busy so they cannot use their ranged attacks against the witchking,

This will take a couple of turns, and if you can't be bothered, here is an alternate strategy you could use if you want: Keep all your units OUT of all close range combat, and focus all your ranged attacks on Aragorn. Not only is this an effective strategy to use, but the Fellowship's ranged attacks aren't that powerful, so you don't face such a dangerous set of attacks. Once you've retrieved Aragorn of 50 HP, the level ends, and you win.

-----  
3100 MINES OF MORIA  
-----

Mission Objective: Kill Gandalf and Aragorn. Balrog must not die.

Winning Conditions: Defeat Gandalf the Gray and Aragorn. Balrog must not be defeated.

Units: Witch-king, Lurtz, 2 Moria Goblins, the Balrog.

I don't remember Lurtz being in the Mines of Moria, but maybe I'm just mistaken. It's been ages since I've seen the films after all. First things first, push ALL your units towards the Balrog, and try and send the Balrog forward to meet up with the rest of your forces. This will trap Aragorn and Gandalf in the middle of your attack, so you can have more chances to kill them before they can use any health items.

Remember, the mighty Balrog MUST NOT die. I repeat, you must not let him be killed. This means you shouldn't rush him towards the enemy and you shouldn't take risks while he is concerned. Use your

Moria Goblins as cannon fodder while your heroes, Lurtz and the Witch king, try and edge round Boromir to the aid.

A final tip: Until your heroes come to the Balrog's rescue, direct all of the Balrogs attacks to Aragorn. He is the most dangerous of the two, but he is a level lower than Gandalf, who is at level four.

---

3200        DWARROWDELF

---

Mission Objective: Kill all enemies.

Winning Conditions: No special conditions.

Units: 2 selected heroes, 3 Moria goblins.

I suggest picking one strong hero and one weak hero. This way, your strongest gets even more strong and your weakest becomes not so weak. This is a good level to play over and over again till you get bored. But trust me, you'll need all the experience you can get later on in this campaign.

You'll notice how all the enemies are spread over a wider area, pretty much cutting you in two. Use this to your advantage, as the Fellowship AI isn't that smart. For those who don't know, AI means how smart the computer is. The first thing you should do is gather your forces. Forces who are next to each other have extra armour bonuses, so never move any unit away from the group, unless he goes in a pair with another unit. If you've been levelling up your heroes, you shouldn't have much bother.

If you get low on health, just hide behind the pillars in the level. They provide good cover, as the enemy ranger's will not shoot you if they can't see you. This is a good time to use your health items, before charging out from cover, and annihilating your oppositions. # A final tip for this level is: gang up on your enemy and single them out. Concentrate your fire on that one unit, and when it's dead, move on to the next.

---

3300        AMON HEN

---

Mission Objective: Kill Aragorn and Frodo.

Winning Conditions: Lurtz must survive.

Units: Lurtz, five Uruk Hai shields.

First off, GATHER YOUR FORCES. This is sooo important, I can't stress it enough. The level will be so much easier if you do. Just remember, kill Boromir first, then Aragorn, and get frodo last. Alternately: sacrafice your Uruk Hai shield to keep Aragorn occupied while Lurtz

takes him out with his bow. As he has to be kept alive, it's a wise idea to keep him out of close range combat, at least until later on in the level, after Legolas and Boromir have been killed.

It would be a good idea to use this level to get to know your skills. Use them instead of ranged attacks, get to know which ones you like and don't like, and remember which type of enemy they are good against.

When the ranger on top of the watch tower dies, rush the uruks standing there to help Lurtz. Aragorn and Boromir will be outnumbered, so you shouldn't have much trouble taking them out. On a final note, watch out for Frodo's invisibility, he can use it to spring surprises from any direction.

-----  
3400            FANGORN FOREST  
-----

Mission Objective: Capture and hold both enemy flags. Flags must be held for two consecutive turns before they are claimed for your side. You only have 16 turns to complete your objective.

Winning Conditions: Capture both of the enemy's flags withing 16 turns.

Units: Lurtz, 3 Uruk hai pikes, 1 uruk hai shield, 2 warg riders.

Use your wargs wisely in this battle. They can be crucial to whether you will win or lose the level. They are amazing at close combat, so get them stuck in where it counts. The only problem with going close range is if you have the urgent need to retreat. Your wargs will be unable to come to the rescue to any other friendly unit in need of assistance. In the event of this happening, take extra precautions. Buy a few healing potions, which you will almost certainly need in this level.

Your Uruks are at level four, so they aren't likely to be killed if you rush them into melee combat. I suggest you use them to take control of the closest flag (the one in the trees and not on the hill). Use your warg riders to kill Gandalf and Eomer, so Lurtz can take the flag. This shouldn't be that hard, so get to it.

Just remember to keep at least two units beside each other to offer each other additional armour protection bonuses. Also, this way, one unit can take the main blows while the other can concentrate on the task at hand. After the level is over, I recommend you buy some skills for either Saruman of Grima Wormtongue, as you command them in the next level.

-----  
3500            PLAINS OF ROHAN  
-----

Mission Objective: Kill all enemies.

Winning Conditions: Kill all enemies.

Units: Saruman, Uruk-hai shields (2), two Warg Riders.

Re-inforcements: Grima Wormtongue, 1 Uruk-hai shield.

This is a rather complicated level, and I suggest you make sure that Saruman is at level six before starting. For starters, both of your Warg riders are at level five, so you shouldn't have much of a problem taking about the rider of Rohan and the warrior too. Try and get the Wargs into melee combat as fast as possible. The more turns it takes you to kill the enemies, the more re-inforcements they get, making completing te level a whole lot harder.

CONCENTRATE YOUR FIRE!!! - I really don't know how many times I need to say this, but it works wonders. Focus all your ranged attacks against one or two targets. This way, you can take out the enemy more quickly, and you will lowers the opposing unit's health a lot before he can get to use a healing item, or special skill.

Once you complete the level, give yourself a pat on the back, you've just entered the hardest part of Lord of the Rings Tactics. Beware.

-----  
3600       ROHAN SUNSET  
-----

Mission Objective: Keep your heroes alive for 15 turns.

Winning Conditions:

Units:

This level and the rest of the Mordor campaign will be added before Christmas Eve. Until then, feel free to email me for help or advice.

\*\*\*\*\*  
4000       LIST OF ITEMS                                       4000  
\*\*\*\*\*

Items are bought from the stat screen using gold. The items for the Fellowship and the Hosts of Mordor are exactly the same.

Leaf of Dried Athelas  
-----

Heals 40HP  
Cost: 60

Opinion: This is a good item to use and it's also cheap. It's a good idea to have a few of these in your inventory should you need them.

Sachel of Dried Athelas

-----

Heals 75HP

Cost: 125

Opinion: Even better than the item before. This heals your character for more hit points, but cost more too.

Leaf of Fresh Athelas

-----

Heals 125HP

Cost: 225

Opinion: This is probably my favourite of the healing items. It isn't too expensive, and heals a lot of HP.

Sachel of Fresh Athelas

-----

Heals 200HP

Cost: 300

Opinion: Out of all the healing items, this one heals the most, but it also costs lots. Only buy these if you have lots of gold to spare, as the money could be put to better use.

Leaf of Old Toby

-----

Replenishes 25AP

Cost: 50

Opinion: I rarely use attacks that use up AP. As it is replenished at the end of each level, I find this item rather unnecessary to have in your inventory.

Packet of Old Toby

-----

Replenishes 50AP

Cost: 100

Opinion: Not much better than Leaf of Old Toby. The only AP healing item actually any good is the Lembas Bread Cakes.

Lembas Bread Cakes

-----

Replenishes 75AP

Cost: 150

Opinion: This is the best AP item. It doesn't cost too much, and it replenishes enough attack points to be worth your money.

Sachel of Lembas Bread Cakes

-----

Replenishes 100AP

Cost: 200

Opinion: While this heals the most AP out of all the items, it's not economical as it will cost you a lot of gold.

Green Ent Bark

-----

Increases Armour by 25%

Cost: 40

Opinion: It only increases your armour for one level, but it's pretty much useless.

Seasoned Ent Bark

-----  
Increases Armour by 50%  
Cost: 75

Weathered Ent Bark  
-----

Increases Armour by 75%  
Cost: 100

Ancient Ent Bark  
-----

Increases Armour by 100%  
Cost: 125

Opinion: This is an amazing item to have in your inventory, as it increases your armour by a LOT. It's especially good if you are in a situation with lots of tough enemies. I used this mainly in the Mordor Campaign because my units were almost always weaker than the Fellowship.

Drops of Troll's Blood  
-----

Increases Strength by 2  
Cost: 25

Phial of Troll's Blood  
-----

Increases Strength by 4  
Cost: 75

Flask of Troll's Blood  
-----

Increases Strength by 7  
Cost: 150

Drops of Galadrim's Tears  
-----

Increases Dexterity by 2  
Cost: 25

Phial of Galadrim's Tears  
-----

Increases Dexterity by 4  
Cost: 75

Flask of Galadrim's Tears  
-----

Increases Dexterity by 7  
Cost: 150

Drops of Valar's Tears  
-----

Increases Speed by 2  
Cost: 25

Phial of Valar's Tears  
-----

Increases Speed by 4  
Cost: 75

Flask of Valar's Tears

-----  
Increases Speed by 7  
Cost: 150

Pint of Dwarvish Ale  
-----

Increases Constitution by 2  
Cost: 25

Draught of Dwarvish Ale  
-----

Increases Constitution by 4  
Cost: 75

Kep of Dwarvish Ale  
-----

Increases Constitution by 7  
Cost: 150

Glass of Elvish Wine  
-----

Increases Spirit by 2  
Cost: 25

Bottle of Elvish Wine  
-----

Increases Spirit by 4  
Cost: 75

Barrel of Elvish Wine  
-----

Increases Spirit by 7  
Cost: 150

Drops of Ent Draught  
-----

Adds 5 to average damage  
Cost: 25

Phial of Ent Draught  
-----

Adds 10 to average damage  
Cost: 50

Flask of Ent Draught  
-----

Adds 15 to average damage  
Cost: 100

Waters of Gladden  
-----

Adds 1 to movement  
Cost: 50

Phial of Fear Resistance  
-----

Resist fear for 2 turns  
Cost: 50

Opinion: Good if you are facing Sauron in a level. He uses Fear  
against a unit of yours in almost every turn. Using this

while in the middle of your strategy is a must, to make sure you aren't halted dead in your tracks.

Phial of Stun Resistance

-----

Resist stun for 2 turns

Cost: 50

Phial of Poison Resistance

-----

Resist poison for 2 turns

Cost: 50

Drops of Healing Light

-----

Heals 15HP a turn for 3 turns

Cost: 50

Phial of Healing Light

-----

Heals 30HP a turn for 3 turns

Cost: 100

Flask of Healing Light

-----

Heals 50HP a turn for 3 turns

Cost: 150

\*\*\*\*\*  
5000 LIST OF SKILLS 5000  
\*\*\*\*\*

Every character has their own set of skills which they learn as they progress through the game. There is no specific level for gaining each skills, it depends on which level you complete, and a whole load of other things. To make the skills easier to find, I've catagorized them into Fellowship skills and Mordor skills. Each character has their own heading, and below that is the list of their particular skills.

\*\*\*\*\*  
5100 FELLOWSHIP SKILLS 5100  
\*\*\*\*\*

Order of characters: Aragorn - Complete  
                          Legolas - Complete  
                          Gimli - Complete  
                          Gandalf - Complete  
                          Frodo - Complete  
                          Sam - Complete

\*\*\*\*\*  
Aragorn's Skills  
\*\*\*\*\*



Anduril's Fury 1

-----

Makes 2 separate attacks against one target.

Cost: 500

Anduril's Fury 2

-----

Makes 2 strong attacks against one target.

Cost: 1000

Anduril's Fury 3

-----

Makes 2 strong attacks against one target, each with a chance to stun the enemy.

Cost: 1500

Company Might 1

-----

Increases all Allies strength and Constitution by 2.

Cost: 300

Company Might 2

-----

Increases all Allies strength and Constitution by 4.

Cost: 600

Company Might 3

-----

Increases all Allies strength and Constitution by 6.

Cost: 1200

Dunedain Wrath 1

-----

A melee attack that does +10 damage.

Cost: 100

Dunedain Wrath 2

-----

A melee attack that does +20 damage.

Cost: 400

Dunedain Wrath 3

-----

A melee attack that does +30 damage.

Cost: 800

Grace of the Valar 1

-----

Removes all debuffs from a single ally and heals them for a small amount.

Cost: 100

Grace of the Valar 2

-----

Removes all debuffs from all allies within 2 squares of target and heals them for a small amount,

Cost: 300

Grace of the Valar 3

-----

Removes all debuffs from all allies within 2 squares of target and  
heals them for a moderate amount.

Cost: 700

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from  
the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality

-----

Increases constitution by 2.

Cost: 200

Mark of Vitality

-----

Increases constitution by an additional 2.

Cost: 400

Gift of Vitality

-----

Increases constitution by an additional 2.

Cost: 600

Token of Haste

-----

Increases speed by 2.

Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.

Cost: 400

Gift of Haste

-----

Increases speed by an additional 2.

Cost: 600

Token of Agility

-----

Increases dexterity by 2.

Cost: 200

Mark of Agility

-----

Increases dexterity by an additional 2.

Cost: 400

Gift of Agility

-----

Increases dexterity by an additional 2.

Cost: 600

Token of Will

-----

Increases spirit by 2.

Cost: 200

Mark of Will

-----

Increases spirit by an additional 2.

Cost: 400

Gift of Will

-----

Increases spirit by an additional 2.

Cost: 600

Army of the Dead

-----

Summons a powerful ghost army and cause major damage to all enemy units. Costs a lot of AP to use. If you use it, make sure you have some Old Toby handy when using it.

Cost: 3000

\*\*\*\*\*

Legolas' Skills

\*\*\*\*\*

Silvan's Fury 1

-----

Makes 2 separate attacks against one target.

Cost: 500

Silvan's Fury 2

-----

Makes 2 separate attacks against one target, each with a chance to cause bleeding for 2 turns.

Cost: 800

Silvan's Fury 3

-----

Makes 2 separate attacks against one target, each with a chance to cause bleeding for 3 turns.

True Shot 1

-----

A ranged attack at +25% to hit and +5 damage.

Cost: 200

True Shot 2

-----

A ranged attack at +25% to hit and +15 damage.

Cost: 500

True Shot 3

-----

A ranged attack at +25% to hit and +30 damage.

Cost: 1000

Gift of the Valar 1

-----

Removes debuffs from allies within 2 squares of target and increases resistance to Fear for 2 turns.

Cost: 100

Gift of the Valar 2

-----

Removes debuffs from allies within 2 squares of target and increases resistance to Fear for 3 turns.

Cost: 300

Gift of the Valar 3

-----

Removes debuffs from allies within 2 squares of target and increases resistance to Fear for 4 turns.

Cost: 600

Haste of the Elves 1

-----

Increases Dexterity and speed of Legolas for 2 turns.

Cost: 300

Haste of the Elves 2

-----

Increases dexterity and speed of all allies within 2 squares of Legolas for 2 turns.

Cost: 600

Haste of the Elves 3

-----

Increases dexterity and speed of all allies.

Cost: 1200

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality

-----

Increases constitution by 2.

Cost: 200

Mark of Vitality

-----

Increases constitution by an additional 2.

Cost: 400

Gift of Vitality

-----

Increases constitution by an additional 2.

Cost: 600

Token of Haste

-----

Increases speed by 2.

Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.

Cost: 400

Gift of Haste

-----

Increases speed by an additional 2.

Cost: 600

Token of Agility

-----

Increases dexterity by 2.

Cost: 200

Mark of Agility

-----

Increases dexterity by an additional 2.

Cost: 400

Gift of Agility

-----

Increases dexterity by an additional 2.

Cost: 600

Token of Will

-----

Increases spirit by 2.

Cost: 200

Mark of Will

-----

Increases spirit by an additional 2.

Cost: 400

Gift of Will

-----

Increases spirit by an additional 2.

Cost: 600

Water Stallions

-----

Summons the spirits of powerful water stallions and causes major damage to all enemy targets. Uses a LOT of AP.

Cost: 2500

\*\*\*\*\*  
Gimli's Skills  
\*\*\*\*\*

Dwarven Smite 1

-----

A melee attack with a 75% to stun a target.

Cost: 200

Dwarven Smite 2

-----

A 2 attack combination move, each move with 75% to stun a target.

Cost: 600

Dwarven Smite 3

-----

A 2 attack combination move, each move with 75% to stun a target  
and 50% to reduce armour by 20%.

Cost: 1200

Durin Wrath 1

-----

A melee attack that does +10% damage.

Cost: 100

Durin Wrath 2

-----

A melee attack that does +20% damage.

Cost: 400

Durin Wrath 3

-----

A melee attack that does +30% damage.

Cost: 800

Aule's Might 1

-----

Increases Gimli's strength and speed by +4 for 2 turns.

Cost: 300

Aule's Might 2

-----

Increases Gimli's strength and speed by +4 for 3 turns.

Cost: 600

Aule's Might 3

-----

Increases Gimli's strength and speed by +4 for 4 turns.

Cost: 900

Balin's Defiance 1

-----

Increases Gimli's armour and constitution, and resistance to stun,  
but lowers movement by 1.

Cost: 200



Balin's Defiance 2

-----

Increases Gimli's armour and constitution, and resistance to stun,  
but lowers movement by 1.

Cost: 500

Balin's Defiance 3

-----

Increases Gimli's armour and constitution, and resistance to stun,  
but lowers movement by 1.

Cost: 1000

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from  
the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality

-----

Increases constitution by 2.

Cost: 200

Mark of Vitality

-----

Increases constitution by an additional 2.

Cost: 400

Gift of Vitality

-----

Increases constitution by an additional 2.

Cost: 600

Token of Haste

-----

Increases speed by 2.

Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.

Cost: 400

Gift of Haste

-----

Increases speed by an additional 2.

Cost: 600

Token of Agility

-----

Increases dexterity by 2.  
Cost: 200

Mark of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 600

Token of Will  
-----

Increases spirit by 2.  
Cost: 200

Mark of Will  
-----

Increases spirit by an additional 2.  
Cost: 400

Gift of Will  
-----

Increases spirit by an additional 2.  
Cost: 600

Earthquake  
-----

Gimli calls upon the spirits of the Earth which cause major damage to all enemy units. This uses a lot of AP.  
Cost: 1500

\*\*\*\*\*  
Gandalf's Skills  
\*\*\*\*\*

Searing Light 1  
-----

A spirit attack that does +10 damage.  
Cost: 200

Searing Light 2  
-----

A spirit attack that does +20 damage.  
Cost: 500

Searing Light 3  
-----

A spirit attack that does +30 damage.  
Cost: 1000

Storm of the Istar 1  
-----

A weak spirit attack that damages all enemies within 2 squares of the target.  
Cost: 300

Storm of the Istar 2

-----

A moderate spirit attack that damages all enemies within 2 squares of the target.

Cost: 600

Storm of the Istar 3

-----

A strong spirit attack that damages all enemies within 2 squares of the target.

Cost: 1200

Light of the Maiar 1

-----

Heals a single target for a moderate amount of health.

Cost: 200

Light of the Maiar 2

-----

Heals a single target for a good amount of health.

Cost: 500

Light of the Maiar 3

-----

Heals a single target for a large amount of health.

Cost: 1000

Wizard's Smite 1

-----

No damage caused, but 100% stun on a target and causes bleeding for 2 turns.

Cost: 300

Wizard's Smite 2

-----

No damage, but 100% stun on all enemies within 2 squares of target and causes bleeding for 2 turns.

Cost: 600

Wizard's Smite 3

-----

No damage, but 100% stun on all enemies within 2 squares of target and causes bleeding for 3 turns.

Cost: 1200

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality

-----

Increases constitution by 2.

Cost: 200

Mark of Vitality

-----

Increases constitution by an additional 2.

Cost: 400

Gift of Vitality

-----

Increases constitution by an additional 2.

Cost: 600

Token of Haste

-----

Increases speed by 2.

Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.

Cost: 400

Gift of Haste

-----

Increases speed by an additional 2.

Cost: 600

Token of Agility

-----

Increases dexterity by 2.

Cost: 200

Mark of Agility

-----

Increases dexterity by an additional 2.

Cost: 400

Gift of Agility

-----

Increases dexterity by an additional 2.

Cost: 600

Token of Will

-----

Increases spirit by 2.

Cost: 200

Mark of Will

-----

Increases spirit by an additional 2.

Cost: 400

Gift of Will

-----

Increases spirit by an additional 2.

Cost: 600

### Call of Eagles

-----

Calls upon great eagles to aid in battle, which does major damage to all enemy targets. Uses up more than 3 quarters of Gandalf's AP, so watch out!

Cost: 3000

\*\*\*\*\*

### Sam's Skills

\*\*\*\*\*

#### Stealth of the Shire 1

-----

Sam gains stealth and will remain stealthed for 1 turn, or until he attacks.

Cost: 400

#### Stealth of the Shire 2

-----

Sam gains stealth and will remain stealthed for 2 turns, or until he attacks.

Cost: 600

#### Stealth of the Shire 3

-----

Sam gains stealth and will remain stealthed for 3 turns, or until he attacks.

Cost: 800

#### Halfling Ambush 1

-----

An attack that cannot be countered. If use while stealthed, the attack causes the target to bleed for 2 turns.

Cost: 200

#### Halfling Ambush 2

-----

An attack with +5 damage that cannot be countered. If used while stealthed, the attack causes the target to bleed for 2 turns.

Cost: 400

#### Halfling Ambush 3

-----

An attack with +15 damage that cannot be countered. If used while stealthed, the attack causes the target to bleed for 2 turns.

Cost: 800

#### Courage of Sam 1

-----

Target gains a 50% resistance to fear and a +1 move for 2 turns.

Cost: 200

#### Courage of Sam 2

-----

All allies within 2 squares of target gain a 50% resistance to fear and +1 move for 2 turns.

Cost: 500

Courage of Sam 3

-----

All allies gain a 50% resistance to fear and +1 move for 2 turns.

Cost: 1000

Invigorating Aura 1

-----

All allies within 2 squares of Sam gain 15 action points a turn, for 2 turns.

Cost: 300

Invigorating Aura 2

-----

All allies within 2 squares of Sam gain 25 action points a turn, for 2 turns.

Cost: 600

Invigorating Aura 3

-----

All allies within 2 squares of Sam gain 50 action points a turn, for 2 turns.

Cost: 1200

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150



Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality

-----

Increases constitution by 2.

Cost: 200

Mark of Vitality

-----

Increases constitution by an additional 2.

Cost: 400

Gift of Vitality

-----

Increases constitution by an additional 2.

Cost: 600

Token of Haste

-----

Increases speed by 2.

Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.

Cost: 400

Gift of Haste

-----

Increases speed by an additional 2.

Cost: 600

Token of Agility

-----

Increases dexterity by 2.

Cost: 200

Mark of Agility

-----

Increases dexterity by an additional 2.

Cost: 400

Gift of Agility

-----

Increases dexterity by an additional 2.

Cost: 600

Token of Will

-----

Increases spirit by 2.

Cost: 200

Mark of Will

-----

Increases spirit by an additional 2.

Cost: 400

Gift of Will

-----

Increases spirit by an additional 2.

Cost: 600

Ent Summon

-----

Summons an Ent to aid in battle, which does major damage to all enemy target and uses over half of Sam's AP.

Cost: 2500

\*\*\*\*\*

Frodo's Skills

\*\*\*\*\*

Stealth of the Shire 1

-----

frodo gains stealth and will remain stealthed for 1 turn, or until he attacks.

Cost: 400

Stealth of the Shire 2

-----  
Frodo gains stealth and will remain stealthed for 2 turns, or until he attacks.

Cost: 600

Stealth of the Shire 3  
-----

Frodo gains stealth and will remain stealthed for 3 turns, or until he attacks.

Cost: 800

Halfling Ambush 1  
-----

An attack that cannot be countered. If use while stealthed, the attack causes the target to bleed for 2 turns.

Cost: 200

Halfling Ambush 2  
-----

An attack with +5 damage that cannot be countered. If used while stealthed, the attack causes the target to bleed for 2 terns.

Cost: 400

Halfling Ambush 3  
-----

An attack with +15 damage that cannot be countered. If used while stealthed, the attack causes the target to bleed for 2 terns.

Cost: 800

Stone Throw 1  
-----

A ranged attack at +25% to hit and a 50% chance to stun.

Cost: 500

Stone Throw 2  
-----

A ranged attack at +25% to hit and +5 damage and a 50% chance to stun.

Cost: 500

Stone Throw 3  
-----

A ranged attack at +25% to hit and +10 damage and a 50% chance to stun.

Cost: 1000

Force of Bandobross 1  
-----

An attack at +5 damage with a 40% chance to stun target, 60% if attack is used while stealthed.

Cost: 200

Force of Bandobross 2  
-----

An attack at +10 damage with a 60% chance to stun target, 80% if attack is used while stealthed.

Cost: 500

Force of Bandobross 3  
-----

An attack at +20 damage with a 80% chance to stun target, 100% if attack is used while stealthed.

Cost: 1000

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality

-----

Increases constitution by 2.

Cost: 200

Mark of Vitality

-----

Increases constitution by an additional 2.

Cost: 400

Gift of Vitality

-----

Increases constitution by an additional 2.

Cost: 600

Token of Haste

-----

Increases speed by 2.

Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.

Cost: 400

Gift of Haste

-----

Increases speed by an additional 2.

Cost: 600

Token of Agility

-----

Increases dexterity by 2.

Cost: 200

Mark of Agility

-----

Increases dexterity by an additional 2.

Cost: 400

Gift of Agility

-----

Increases dexterity by an additional 2.

Cost: 600

Token of Will

-----

Increases spirit by 2.

Cost: 200

Mark of Will

-----

Increases spirit by an additional 2.

Cost: 400

Gift of Will

-----

Increases spirit by an additional 2.

Cost: 600

Light of Galadriel

-----

A powerful elvish force is summoned, which causes major damage to all enemy units. Uses a lot of AP, so watch out.

```
*****
5200      MORDOR SKILLS      5200
*****
```

```
*****
Sauron's Skills
*****
```

Fury of Barad-Dur 1

-----

Makes 2 separate attacks on one target

Cost: 500

Fury of Barad-Dur 2

-----

Makes 2 separate attacks on one target, each with a chance to stun

Cost: 1000

Fury of Barad-Dur 3

-----

Makes 2 strong attacks on one target, each with a chance to stun\

Cost: 1500

Paralyzing wounds 1

-----

Normal attack with 100% to stun and 50% to cause bleeding for two turns

Cost: 400

Paralyzing wounds 2

-----

Normal attack with 100% to stun and 75% to cause bleeding for three

turns  
Cost: 800

Paralyzing Wounds 3  
-----

Normal attack with 100% to stun and 75% to cause bleeding for four  
turns  
Cost: 1200

Eye of Sauron 1  
-----

Single unit stricken with fear 75%  
Cost: 200

Eye of Sauron 2  
-----

Each unit within 2 squares of target has a 75% of being stricken  
with fear  
Cost: 500

Eye of Sauron 3  
-----

Every enemy unit has a 75% of being stricken with fear  
Cost: 1000

Drain Will 1  
-----

75% to drain 30-60 action points from target and add them to  
himself  
Cost: 300

Drain Will 2  
-----

75% to drain 50-100 action points from target and add them to  
himself  
Cost: 600

Drain Will 3  
-----

50% to drain 30-60 action points from each enemy within 2 squares  
of target and add them to himself  
Cost: 1200

Token of Reprisal  
-----

Improves counter attack by 5%.  
Cost: 200

Mark of Reprisal  
-----

Improves counter attack by an additional 5%.  
Cost: 400

Gift of Reprisal  
-----

Improves counter attack by an additional 5%.  
Cost: 600

Token of Valor  
-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 400

Token of Immunity

-----

Increases poison resistance by 20%.

Cost: 150

Mark of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 250

Gift of Immunity

-----

Increases poison resistance by an additional 15%.

Cost: 400

Token of Might

-----

Increases strength by 2.

Cost: 200

Mark of Might

-----

Increases strength by an additional 2.

Cost: 400

Gift of Might

-----

Increases strength by an additional 2.

Cost: 600

Token of Vitality



-----  
Increases constitution by 2.  
Cost: 200

Mark of Vitality  
-----

Increases constitution by an additional 2.  
Cost: 400

Gift of Vitality  
-----

Increases constitution by an additional 2.  
Cost: 600

Token of Haste  
-----

Increases speed by 2.  
Cost: 200

Mark of Haste  
-----

Increases speed by an additional 2.  
Cost: 400

Gift of Haste  
-----

Increases speed by an additional 2.  
Cost: 600

Token of Agility  
-----

Increases dexterity by 2.  
Cost: 200

Mark of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 600

Token of Will  
-----

Increases spirit by 2.  
Cost: 200

Mark of Will  
-----

Increases spirit by an additional 2.  
Cost: 400

Gift of Will  
-----

Increases spirit by an additional 2.  
Cost: 600

Command of the Nazgul

-----  
Summons a powerful Fellbeast to aid in battle.  
Cost: 3000

\*\*\*\*\*  
Witch-king's Skills  
\*\*\*\*\*

Fury of Angmar 1  
-----

Makes 2 separate attacks against one target.  
Cost: 500

Fury of Angmar 2  
-----

Makes 2 separate attacks against one target, each with a chance to  
reduce target's armor  
Cost: 700

Fury of Angmar 3  
-----

Makes 2 strong attacks against one target, each with a chance to  
reduce target's armor  
Cost: 1000

Shriek of the Nazgul 1  
-----

Each unit within 2 squares of target has a 40% chance of being  
stricken with fear.  
Cost: 200

Shriek of the Nazgul 2  
-----

Each unit within 2 squares of target has a 60% chance of being  
stricken with fear  
Cost: 500

Shriek of the Nazgul 3  
-----

Each unit within 2 squares of target has a 80% chance of being  
stricken with fear  
Cost: 1000

Black Breath 1  
-----

Spirit attack against an single enemy. Damage done is added as health  
to the Witchking.  
Cost: 300

Black Breath 2  
-----

Spirit attack with +10 damage against a single enemy. Damage done is  
added as health to the Witchking.  
Cost: 600

Black Breath 3  
-----

Spirit attack against all enemies within 2 squares of target. Damage

done is added as health to the Witchking

Morgul Strike 1

-----

Normal attack that reduces target's armour by 20%.

Cost: 100

Morgul Strike 2

-----

Normal attack that reduces target's armour by 50%

Cost: 300

Morgul Strike 3

-----

Normal attack that reduces target's armour by 75%

Cost: 600

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.

Cost: 250

Gift of Fortitude

-----

Increases stun resistance by an additional 15%.  
Cost: 400

Token of Immunity  
-----

Increases poison resistance by 20%.  
Cost: 150

Mark of Immunity  
-----

Increases poison resistance by an additional 15%.  
Cost: 250

Gift of Immunity  
-----

Increases poison resistance by an additional 15%.  
Cost: 400

Token of Might  
-----

Increases strength by 2.  
Cost: 200

Mark of Might  
-----

Increases strength by an additional 2.  
Cost: 400

Gift of Might  
-----

Increases strength by an additional 2.  
Cost: 600

Token of Vitality  
-----

Increases constitution by 2.  
Cost: 200

Mark of Vitality  
-----

Increases constitution by an additional 2.  
Cost: 400

Gift of Vitality  
-----

Increases constitution by an additional 2.  
Cost: 600

Token of Haste  
-----

Increases speed by 2.  
Cost: 200

Mark of Haste  
-----

Increases speed by an additional 2.  
Cost: 400

Gift of Haste  
-----

Increases speed by an additional 2.  
Cost: 600

Token of Agility  
-----

Increases dexterity by 2.  
Cost: 200

Mark of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 600

Token of Will  
-----

Increases spirit by 2.  
Cost: 200

Mark of Will  
-----

Increases spirit by an additional 2.  
Cost: 400

Gift of Will  
-----

Increases spirit by an additional 2.  
Cost: 600

Mordor Blast  
-----

Summons a powerful force of evil to aid in battle, causing a huge amount of damage to every enemy unit.  
Cost: 3000

\*\*\*\*\*

Lurtz's Skills

\*\*\*\*\*

Uruk Shield Smite 1  
-----

Melee attack with a 75% to stun target. Lurtz gains +25% armour for 1 turn.  
Cost: 200

Uruk Shiled Smite 2  
-----

Melee attack with +5 damage with a 75% chance to stun target. Lurtz gains +25% armour for 1 turn.  
Cost: 500

Uruk Shield Smite 3  
-----

Melee attack with +10 damage with a 75% chance to stun target. Lurtz

gains +50% armour for 1 turn  
Cost: 1000

Uruk Battle Cry 1  
-----

All allies within 2 squares of Lurtz gain +2 strength for 2 turns.  
Cost: 200

Uruk Battle Cry 2  
-----

All allies within 2 squares of Lurtz gain +4 strength for 2 turns.  
Cost: 500

Uruk Battle Cry 3  
-----

All allies gain +4 STR for two turns  
Cost: 1000

Boromir's Bane 1  
-----

A ranged attack with +25% to hit and +5 to damage.  
Cost: 200

Boromir's Bane 2  
-----

A ranged attack with +25% to hit and +15 to damage.  
Cost: 500

Boromir's Bane 3  
-----

A ranged attack with +30% to hit and +30 to damage  
Cost: 1000

Strike of Isengard 1  
-----

Normal attack that reduces target's armour by 30%.  
Cost: 100

Strike of Isengard 2  
-----

Normal attack that reduces target's armour by 50%.  
Cost: 300

Strike of Isengard 3  
-----

Normal attack that reduces target's armour by 75%  
Cost: 600

Token of Reprisal  
-----

Improves counter attack by 5%.  
Cost: 200

Mark of Reprisal  
-----

Improves counter attack by an additional 5%.  
Cost: 400

Gift of Reprisal  
-----

Improves counter attack by an additional 5%.  
Cost: 600

Token of Valor

-----  
Increases fear resistance by 20%.  
Cost: 150

Mark of Valor

-----  
Increases fear resistance by another 15% in addition to the 20% from  
the Token of Valor.  
Cost: 250

Gift of Valor

-----  
Increases fear resistance by an additional 15%.  
Cost: 400

Token of Fortitude

-----  
Increases stun resistance by 20%.  
Cost: 150

Mark of Fortitude

-----  
Increases stun resistance by an additional 15%.  
Cost: 250

Gift of Fortitude

-----  
Increases stun resistance by an additional 15%.  
Cost: 400

Token of Immunity

-----  
Increases poison resistance by 20%.  
Cost: 150

Mark of Immunity

-----  
Increases poison resistance by an additional 15%.  
Cost: 250

Gift of Immunity

-----  
Increases poison resistance by an additional 15%.  
Cost: 400

Token of Might

-----  
Increases strength by 2.  
Cost: 200

Mark of Might

-----  
Increases strength by an additional 2.  
Cost: 400

Gift of Might

-----  
Increases strength by an additional 2.  
Cost: 600

Token of Vitality

-----  
Increases constitution by 2.  
Cost: 200

Mark of Vitality

-----  
Increases constitution by an additional 2.  
Cost: 400

Gift of Vitality

-----  
Increases constitution by an additional 2.  
Cost: 600

Token of Haste

-----  
Increases speed by 2.  
Cost: 200

Mark of Haste

-----  
Increases speed by an additional 2.  
Cost: 400

Gift of Haste

-----  
Increases speed by an additional 2.  
Cost: 600

Token of Agility

-----  
Increases dexterity by 2.  
Cost: 200

Mark of Agility

-----  
Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility

-----  
Increases dexterity by an additional 2.  
Cost: 600

Token of Will

-----  
Increases spirit by 2.  
Cost: 200

Mark of Will

-----  
Increases spirit by an additional 2.  
Cost: 400

Gift of Will



-----  
Increases spirit by an additional 2.  
Cost: 600

Volley of Arrows

-----  
Calls forth a volley of arrows from Uruk-hai archers to aid in battle.  
Cost: 1500

\*\*\*\*\*  
Grima Wormtongue's Skills  
\*\*\*\*\*

Shadow Walk 1

-----  
Grima gains stealth and will remain stealthed for 1 turn, or until he attacks  
Cost: 400

Shadow Walk 2

-----  
Grima gains stealth and will remain stealthed for 2 turn, or until he attacks  
Cost: 600

Shadow Walk 3

-----  
Grima gains stealth and will remain stealthed for 3 turn, or until he attacks  
Cost: 800

Poison Strike 1

-----  
Normal attack with a 75% chance to inflict poison for one turn, as well as +5 damage from stealth  
Cost: 200

Poison Strike 2

-----  
Normal attack with a 75% chance to inflict poison for two turn, as well as +10 damage from stealth  
Cost: 400

Poison Strike 3

-----  
Normal attack with a 75% chance to inflict poison for three turn, as well as +15 damage from stealth  
Cost: 800

Words of Corruption 1

-----  
Normal spirit attack with a 50% to stun a target for 1 turn  
Cost: 200

Words of Corruption 2

-----  
Normal spirit attack with a 75% to stun a target for 1 turn  
Cost: 500

Words of Corruption 3

-----

Normal spirit attack against all enemies within 2 squares of target.  
50% to stun each unit for 2 turns

Cost: 1000

Words of Renewal 1

-----

Heals ally for a small amount of health for 3 turns

Cost: 200

Words of Renewal 2

-----

Heals ally for moderate amount of health for 3 turns

Cost: 500

Words of Renewal 3

-----

Heals all allies withing 2 squares of target for 3 turns

Cost: 1000

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from  
the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.  
Cost: 250

Gift of Fortitude

-----  
Increases stun resistance by an additional 15%.  
Cost: 400

Token of Immunity

-----  
Increases poison resistance by 20%.  
Cost: 150

Mark of Immunity

-----  
Increases poison resistance by an additional 15%.  
Cost: 250

Gift of Immunity

-----  
Increases poison resistance by an additional 15%.  
Cost: 400

Token of Might

-----  
Increases strength by 2.  
Cost: 200

Mark of Might

-----  
Increases strength by an additional 2.  
Cost: 400

Gift of Might

-----  
Increases strength by an additional 2.  
Cost: 600

Token of Vitality

-----  
Increases constitution by 2.  
Cost: 200

Mark of Vitality

-----  
Increases constitution by an additional 2.  
Cost: 400

Gift of Vitality

-----  
Increases constitution by an additional 2.  
Cost: 600

Token of Haste

-----  
Increases speed by 2.  
Cost: 200

Mark of Haste

-----

Increases speed by an additional 2.  
Cost: 400

Gift of Haste  
-----

Increases speed by an additional 2.  
Cost: 600

Token of Agility  
-----

Increases dexterity by 2.  
Cost: 200

Mark of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 600

Token of Will  
-----

Increases spirit by 2.  
Cost: 200

Mark of Will  
-----

Increases spirit by an additional 2.  
Cost: 400

Gift of Will  
-----

Increases spirit by an additional 2.  
Cost: 600

Black Speech  
-----

Persuasive and powerful dark words are uttered in battle, summoning  
a powerful force that does damage to every enemy unit.  
Cost: 2000

\*\*\*\*\*

Saruman's Skills

\*\*\*\*\*

Black Lightning 1  
-----

Spirit attack against single enemy  
Cost: 200

Black Lightning 2  
-----

Strong Spirit attack against single enemy  
Cost: 500

Black Lightning 3

-----  
Powerful spirit attack against single enemy  
Cost: 1000

Black Thunder 1  
-----

Spirit attack against each enemy within 2 squares of the target. Each enemy hit has a 50% to be stunned for a turn  
Cost: 300

Black Thunder 2  
-----

Spirit attack at +10 damage against each enemy withing 2 squares of target. Each enemy hit has a 50% to be stunned for 2 turns  
Cost: 600

Black Thunder 3  
-----

Spirit attack at +10 damage against each enemy withing 2 squares of target. Each enemy hit has a 75% to be stunned for 2 turns  
Cost: 1200

Voice of Saruman 1  
-----

Single unit has STR and DEX reduced by 5 and move reduced by 1  
Cost: 300

Voice of Saruman 2  
-----

All units withing 2 squares of target has it's DEX and STR reduced by 5 and move reduced by 1  
Cost: 600

Voice of Saruman 3  
-----

All enemy units has STR and DEX reduced by 5 and move reduced by 1  
Cost: 1200

Constricting Fog 1  
-----

Single unit is rooted for 1 turn  
Cost: 100

Constricting Fog 2  
-----

All units within 2 squares of the target become rooted for 1 turn  
Cost: 400

Constricting Fog 3  
-----

All units within 2 squares of the target become rooted for 2 turns  
Cost: 800

Token of Reprisal  
-----

Improves counter attack by 5%.  
Cost: 200

Mark of Reprisal  
-----

Improves counter attack by an additional 5%.  
Cost: 400

Gift of Reprisal  
-----

Improves counter attack by an additional 5%.  
Cost: 600

Token of Valor  
-----

Increases fear resistance by 20%.  
Cost: 150

Mark of Valor  
-----

Increases fear resistance by another 15% in addition to the 20% from  
the Token of Valor.  
Cost: 250

Gift of Valor  
-----

Increases fear resistance by an additional 15%.  
Cost: 400

Token of Fortitude  
-----

Increases stun resistance by 20%.  
Cost: 150

Mark of Fortitude  
-----

Increases stun resistance by an additional 15%.  
Cost: 250

Gift of Fortitude  
-----

Increases stun resistance by an additional 15%.  
Cost: 400

Token of Immunity  
-----

Increases poison resistance by 20%.  
Cost: 150

Mark of Immunity  
-----

Increases poison resistance by an additional 15%.  
Cost: 250

Gift of Immunity  
-----

Increases poison resistance by an additional 15%.  
Cost: 400

Token of Might  
-----

Increases strength by 2.  
Cost: 200

Mark of Might

-----  
Increases strength by an additional 2.  
Cost: 400

Gift of Might

-----  
Increases strength by an additional 2.  
Cost: 600

Token of Vitality

-----  
Increases constitution by 2.  
Cost: 200

Mark of Vitality

-----  
Increases constitution by an additional 2.  
Cost: 400

Gift of Vitality

-----  
Increases constitution by an additional 2.  
Cost: 600

Token of Haste

-----  
Increases speed by 2.  
Cost: 200

Mark of Haste

-----  
Increases speed by an additional 2.  
Cost: 400

Gift of Haste

-----  
Increases speed by an additional 2.  
Cost: 600

Token of Agility

-----  
Increases dexterity by 2.  
Cost: 200

Mark of Agility

-----  
Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility

-----  
Increases dexterity by an additional 2.  
Cost: 600

Token of Will

-----  
Increases spirit by 2.  
Cost: 200

Mark of Will

-----  
Increases spirit by an additional 2.  
Cost: 400

Gift of Will

-----  
Increases spirit by an additional 2.  
Cost: 600

Eye of Sauron

-----  
The power of Sauron's magic is unleashed in battle, causing lots of damage to every enemy unit.  
Cost: 2500

\*\*\*\*\*  
Gothmog's Skills  
\*\*\*\*\*

Orcish Fury 1

-----  
Makes 2 separate attacks against one target  
Cost: 500

Orcish Fury 2

-----  
Makes 2 separate attacks against one target, each with a chance to cause bleeding  
Cost: 800

Orcish Fury 3

-----  
Makes 2 separate attacks against one target, each with a chance to cause bleeding  
Cost: 1200

Smite of Barad-Dur 1

-----  
Normal attack with 50% chance to stun  
Cost: 200

Smite of Barad-Dur 2

-----  
Attack with +10 damage and a 50% chance to stun  
Cost: 500

Smite of Barad-Dur 3

-----  
Attack with +20 damage and a 75% chance to stun  
Cost: 1000

Whip of Command 1

-----  
Target ally receives +1 move  
Cost: 100

Whip of Command 2

-----  
All allies within 2 squares of target get +1 move



Cost: 400

Whip of Command 3

-----

All allies within 2 squares of target get +2 move

Cost: 800

Fumes of Gorgoroth 1

-----

Normal attack with 50% chance to inflict weak poison

Cost: 100

Fumes of Gorgoroth 2

-----

Normal attack with 50% chance to inflict strong poison

Cost: 400

Fumes of Gorgoroth 3

-----

Normal attack with 75% chance to inflict strong poison

Cost: 700

Token of Reprisal

-----

Improves counter attack by 5%.

Cost: 200

Mark of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 400

Gift of Reprisal

-----

Improves counter attack by an additional 5%.

Cost: 600

Token of Valor

-----

Increases fear resistance by 20%.

Cost: 150

Mark of Valor

-----

Increases fear resistance by another 15% in addition to the 20% from the Token of Valor.

Cost: 250

Gift of Valor

-----

Increases fear resistance by an additional 15%.

Cost: 400

Token of Fortitude

-----

Increases stun resistance by 20%.

Cost: 150

Mark of Fortitude

-----

Increases stun resistance by an additional 15%.  
Cost: 250

Gift of Fortitude  
-----

Increases stun resistance by an additional 15%.  
Cost: 400

Token of Immunity  
-----

Increases poison resistance by 20%.  
Cost: 150

Mark of Immunity  
-----

Increases poison resistance by an additional 15%.  
Cost: 250

Gift of Immunity  
-----

Increases poison resistance by an additional 15%.  
Cost: 400

Token of Might  
-----

Increases strength by 2.  
Cost: 200

Mark of Might  
-----

Increases strength by an additional 2.  
Cost: 400

Gift of Might  
-----

Increases strength by an additional 2.  
Cost: 600

Token of Vitality  
-----

Increases constitution by 2.  
Cost: 200

Mark of Vitality  
-----

Increases constitution by an additional 2.  
Cost: 400

Gift of Vitality  
-----

Increases constitution by an additional 2.  
Cost: 600

Token of Haste  
-----

Increases speed by 2.  
Cost: 200

Mark of Haste  
-----

Increases speed by an additional 2.  
Cost: 400

Gift of Haste  
-----

Increases speed by an additional 2.  
Cost: 600

Token of Agility  
-----

Increases dexterity by 2.  
Cost: 200

Mark of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 400

Gift of Agility  
-----

Increases dexterity by an additional 2.  
Cost: 600

Token of Will  
-----

Increases spirit by 2.  
Cost: 200

Mark of Will  
-----

Increases spirit by an additional 2.  
Cost: 400

Gift of Will  
-----

Increases spirit by an additional 2.  
Cost: 600

Release the Wargs  
-----

Summons a Warg to aid in battle.  
Cost: 2500

```
*****  
6000      MULTIPLAYER                               6000  
*****
```

Lord of the Rings: Tactics features a multiplayer option, so you can play with up to four friends. You all need a copy of the game to join in. Each player has a number of points to buy units for his team and every player can use levelled up characters from the single player game as well. The player who sets up a game from the multiplayer option on the main menu gets to set all the values like the number of points everyone can spend, which map to use, and what the time limit is for each turn. Other players select multiplayer and use the 'join in' option. I would give more information on this subject but no one else I know owns this game, so I can't try it all

at all.

\*\*\*\*\*  
6500            FREQUENTLY ASKED QUESTIONS            6500  
\*\*\*\*\*

Some of these questions are taken from this game's message board on gamefaqs.com, as some questions asked there are good ones. If you would like to submit a question, see contact information for details.

Q - Are you able to name your main character in this game?

A - The characters are real characters from Lord of the Rings, so no, you don't get to name them.

Q - Can you buy units and create an army?

A - The short answer, no.

Q - How is the story told?

A - The story is told using movie scenes edited to make very short sequences before levels.

Q - What is the highest level you can reach with each character?

A - Each character can reach level 15. You could say the game is not truly complete until every character is at this level.

Q - How do I buy items?

A - At the stat screen, after each level. Use the R button to navigate to the item page. Scroll down to the item you want to buy and press circle. Make sure you have enough gold to buy it first.

Q - I can't save my game. What do I do?

A - Make sure you haven't used up all the save files, you can only have three files per campaign. If there is space left, check your memory stick is not full. If that doesn't help, send the game back to the manufacturer, they should replace it.

Q - I'm stuck at \_\_\_\_\_ and it's not in your FAQ. What do I do?

A - If I've already covered the section you want, but missed out a crucial piece of information, email me (see the contact section). If I've not covered it, and it is a section without a "#" on the table of contents, it means I will add what you need, very, very soon.

Q - Why can't I play as Boromir?

A - While Boromir isn't a Hero, you do get to play him in the Amon Hen level.

Q - Why can't I play as Merry or Pippin?

A - Obviously the developers thought there was no point including them in the game because they are not vital to the story. Die-hard fans of LOTR will disagree with me, but if you don't like it, you don't need to listen to me.

Q - I don't see a certain skill on the stats page for my character but it's listed in your FAQ. Is it a mistake or a glitch?

A - I've had one or two emails on the subject so it's time to add

it to my guide. If (on my list), a skill has a number on it apart from 1, you need to buy that skill with the 1 on it to unlock the higher numbers. Or, your character may not be at the required level to be able to buy the skill. Work up your character a few levels, and it'll appear soon enough.

Q - The maps in your walkthrough don't match my game screen. Why?

A - First of all, make sure you are on the correct level, and if you are, you or the game has rotated the camera. Sometimes at the beginning of a level, the view circle around the playing area until you press a button or make a move. To change it back, you can use the analogue stick to circle the camera about the screen.

```
*****
6600      HINTS AND TIPS      6600
*****
```

In this section, I'll list some hints and tips that should give you advice not covered in the game instruction manual or elsewhere in this FAQ.

First of all, use the higher ground to your advantage. Higher ground increases the accuracy of your ranged attacks and also makes it harder for your opponent to attack you. You can also force units into rough terrain, where movement is reduced, to slow them down and let you catch up with them.

One of the most effective strategies is the hit and run strategy. Basically, you charge in and attack with the strongest attacks available, then flee out of harm's way before the enemy has a large chance to cause major damage back to you. Characters on horseback and wargs are the best units to use this strategy with.

```
*****
7000      VERSION HISTORY      7000
*****
```

Version 0.13 - 11th October 2006

-----  
Finished up to Fellowship Dwarrowdelf. Added version history.

Version 0.72 - 28th November 2006

-----  
Fixed some spelling errors and added my opinions about some of the items in-game. Finished walkthrough up to Rohan Sunset.

Version 0.80 - 20th February 2007

-----  
Finished all of the Mordor Skills, and reformatted the guide.

Version 0.81 - 8th March 2007

-----  
Just added a little more information to some of the sections, and added in a few strategies for levels sent to me by Lorehunter. I've

noticed that I've been spelling 'Sauron' wrong all the way through the guide so the next update will be addressing that error. I removed all but the most important of updates to the version history and removed the maps for the Weathertop levels, they didn't really work out as I had wanted them to and it would have caused too much work to map out each and every level in the game.

```
*****  
8000      LEGAL INFORMATION      8000  
*****
```

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This FAQ was written free of charge to help gamers complete the game. No profit was made from this FAQ apart from the satisfaction of knowing I probably helped someone. This guide is exclusively for the following websites:

<a href="http://www.gamefaqs.com">http://www.gamefaqs.com</a>	GameFAQs
<a href="http://www.gamespot.com">http://www.gamespot.com</a>	Gamespot
<a href="https://www.neoseeker.com">https://www.neoseeker.com</a>	Neoseeker
<a href="http://faqs.ign.com">http://faqs.ign.com</a>	IGN FAQs
<a href="http://www.cheatcc.com">http://www.cheatcc.com</a>	Cheat Code Central
<a href="http://www.lup.com">http://www.lup.com</a>	1 Up
<a href="http://www.supercheats.com">http://www.supercheats.com</a>	Supercheats
<a href="http://www.getintothegame.com">http://www.getintothegame.com</a>	Get into the Game
<a href="http://www.gamerhelp.com">http://www.gamerhelp.com</a>	Gamerhelp
<a href="http://videogames.aol.com">http://videogames.aol.com</a>	AOL videogames
<a href="http://www.gamehelpplanet.com">http://www.gamehelpplanet.com</a>	Game Help Planet
<a href="http://www.oddproxy.com">http://www.oddproxy.com</a>	The Odd Proxy
<a href="http://www.theproxyguy.com">http://www.theproxyguy.com</a>	The Proxy Guy
<a href="http://www.gamefly.com">http://www.gamefly.com</a>	Gamefly
<a href="http://www.cheatcodes.com">http://www.cheatcodes.com</a>	CheatCodes.com
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-----  
| EXTRA NOTE |   If you host my guide, you must regularly check  
-----       for FAQ updates on www.gamefaqs.com. If you do  
              not do this, your permission to use my guide  
              will be removed.
```

If you wish to email me, it must be for one of the following reasons.  
If not, it gets deleted straight away without being opened.

1. To ask permission to use the FAQ or any of my other FAQs on your website, on condition that it is not altered in anyway and only the latest FAQ version is being used. The latest version can always be found on Gamefaqs. Title emails "LOTR TACTICS: Request permission"
2. To offer an FAQ question or to add a strategy/other contribution to the guide. If I decide to use it, it will not be changed, and you will be given credit and an entry in the thanks section of this FAQ. Please title emails "LOTR TACTICS: Addition to guide"
3. To point out any glaring errors in my typing, or in information. I will correct this in the next update and you will be give credit and an entry in the thanks section. Titles emails " LOTR TACTICS: Notes about your FAQ"
4. To request extra help or just to let me know what you think about my FAQ and if it helped you. I will reply within a week at most, and I will try to give any help possible. Title emails "LOTR TACTICS: Like to talk"
5. To ask or talk about anything else LOTR Tactics related. Just put in you email the name of the game, and what you want to talk about.

My email address is "bodo\_parkour (at) hotmail (dot) co (dot) uk" and I look forward to hearing from everyone.

First of all, I'd like to thank CJayC and all the members of the Gamefaqs team. Secondly, myself, for writing this, thirdly, all of you, for reading this, and lastly, all of these people:

therealshin	- GameFAQs message board help
mohity_007	- GameFAQs message board help
ShadowvLord	- GameFAQs message board help
alphabetsoup123	- GameFAQs message board help
Lorehunter	- For providing me with additional strategies, proofreading, general help, and for some of the Mordor skills.
The FCSB	- For giving me the inspiration to start this FAQ/Walkthrough.

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