

DIVIDE AND CONQUER V5 OVERVIEW:

MAJOR FEATURES:

- The Barracks Event has been removed. Higher levels of barracks now require buildings such as Town Halls and Blacksmiths to construct. Many nations such as Dol Guldur and Dol Amroth also have unique barracks that provides access to their most elite units.
- Clicking the mission button will now also display a Faction Overview message that will provide key information on your chosen faction, and their key features and scripts
- Divide and Conquer now uses an exe launcher to launch the game. This also includes support for several official submods: permeant arrows, alterative campaign map textures (thanks to AGO), alterative 'running up' javelin animations (thanks to EB II), and an option to skip KD's Moria expedition and reclamation script (for those tired of the expedition who just want to jump straight into a campaign)
- The Shattered Alliances campaign has been overhauled and some factions now have unique tweaked scripts/features exclusive to SA- for instance, Dunland's script has been tweaked and Mordor now gets Sauron when they have 25 regions. Other scripts have been removed when it did not make sense to include them (usually scripts that forced certain alliances), and those factions begin with any benefits unlocked from Turn 1. For instance, Bree and Ered Luin have lost their choice scripts. These changes are outlined in new SA-specific mission infos that are accessed ingame in SA by clicking the mission button.
- Several UI elements have been overhauled. Anduin, Dunland and Enedwaith now use Northmen UIs to allow the Northern Dúnedain their own custom UI. New main menu, Northmen, Northern Dúnedain and Dwarven campaign and battle UIs have been implemented. (Credits to Pythax)
- Every faction in the game now can construct cities/large cities/strongholds, with appropriate campaign strategy map (CSM) models. Some factions must unlock these however through their scripts, and these requirements are detailed in the Faction Overview messages mentioned above.
- The Northern Dúnedain have been overhauled and expanded with new mechanics, flavour and new visuals for their entire roster. They can now choose to either form the Reunited Kingdom or Arnor during Aragorn's quest, which has been revised and expanded. Cardolan and Arthedain units now require either the RK O
 - The Reunited Kingdom requires Aragorn to remain alive and requires you to complete Aragorn's quest and march him to Minas Tirth. You will then merge with Gondor and Dol Amroth and will unlock new Reunited Kingdom visuals for many of your units. While you lose access to the Beacon of Hope

- mechanic, you unlock the Ancillary Barracks that can be built in a region to train capable human troops from the region's local populace.
- Arnor can be formed regardless of if Aragorn remains alive and requires you to rebuild the House of Kings in Annuminas. You will merge with Bree, and unlock new Arnorian visuals, the Sworn units, and will be able to recruit many of Bree's units that have Arnorian visual upgrades. You retain access to the Beacon of Hope.
 - The Beacon of Hope system has been overhauled. Units are now divided into three categories. Most units are recruited from the merc pool and require you to be allied with that nation- for instance, Dale or Rohan or Anduin. This applies to all non-Numenorean good nations. Enedwaith and Dunland units are always available from the merc pool. To train evil men or Numenorean units, you must construct your barracks in those nations' regions.
 - Their entire roster also features new and overhauled visuals, with new models for Aragorn and Halbarad as well (Credits to Krebel)
- The Vale of Anduin have been overhauled. They now have an entirely redone roster, with a custom barracks structure. In each region, you must choose to focus on either the Eotheod, Beornings or Woodmen. Anduin can also unlock cities/large cities/strongholds through their new Mountain Pass script that requires them to construct fortifications to secure the passes of the Misty Mountains.
 - Enedwaith has been overhauled from scratch, and now features an entirely redone roster, overhauled lore, custom recruitment mechanics, and a new script. Almost every Enedwaith unit is now associated with a specific clan, with Enedwaith's militia units being recruited from their economic structures, and their elites from a dedicated barracks. Many of their elites also must be unlocked by reclaiming the lands of the Clans of Enedwaith, as part of their script. Completing their script by uniting Enedwaith and forging it into a new nation also unlocks new late game uniformed elites and cities/large cities/strongholds.
 - Dunland has been overhauled from scratch, and now features an entirely redone roster, overhauled lore, custom recruitment mechanics, and a new script. While Dunland's unique barracks provides access to most of their roster, you must now choose to dedicate a region to either the hard-hitting infantry of the Dunhird, or the cavalry of the Frekkalingir to recruit either of these unit groups. Dunland can also recruit certain units from both Enedwaith and Rohan regions, and Rohirric units have unique Dunlending visuals. Dunland's script now tasks them to attack Rohan and reclaim their ancestral lands and can be completed with or without Saruman's aid. Completing it unlocks the powerful Heralds of the Twofold King and cities/large cities/strongholds. (Credits to BillBaraka and Lerynian)
 - The Ar-Adûnaim now have entirely new visuals for their entire roster with a uniformed style (Credits to Castellan)

- Lothlorien's and the Woodland Realm's Alliance script has been expanded. Accepting the alliance will now merge your faction with the other, and grant you access to four of their units. Rejecting the alliance allows you to train your most elite unit anywhere, and the very powerful Yavana's Garden building, which allows the recruitment of Ents.
- Khand now elect to begin as a horde. Choosing this route locks the player to the evil Inquisitorial route of the Blue Wizards script, and you automatically unlock all bonuses associated with that route. Rejecting the horde choice is required to undertake the Blue Wizard script. Khand's Inquisitor buildings can now be built in key Numenorean/Dwarven/Elven cities and act as a reward for taking these regions for Sauron.

UNITS AND UNIT VISUALS:

- New visuals for Elrond, Amanyar Swordmasters, Riders and Rangers (Credits to Arthalion)
- Dol Guldur have a new unit- Mirkwood Bodyguards, who are axe throwing Uruks that use dual-axes in melee.
- Dorwinion's High Paladins and Armsmen have new looks; they now have some elves mixed into their unit.
- Tumunzahar Nobles (Ered Luin bodyguard) have been re-made as a spear and crossbow unit.
- Azrazair Raiders and Archers have become Corsair Raiders and Archers and retain their corsair visuals and use corsair voice lines from BFME. They are also available as mercenaries to non-elven nations along the coasts of Middle-Earth.
- Riderless wargs and spiders have been re-added and no longer crash the game
- New visuals for the Variag Nobles unit (Credits to the CoweringComa)
- New visuals for the Khandish units (who are now named Baruun units) (Credits to the CoweringComa)
- New visuals for the Cardolan Sentinels and Riders (Credits to the CoweringComa)
- New visuals for the Orthanc Guard (who now wield crossbows), and the addition of a new unit: the glaive wielding Orthanc Warden who have the same availability as the Orthanc Guard. (Credits to Lerynian, Castellan and White in the Black Cloud)

- Updated battle models for Harad's generals, Serpent Bladesmen, Serpent Calvary, Black Snake Guard, Serpent Archers, and Upgraded Southron Defenders (Credits to the CoweringComa)
- Slinger animations have been implemented for v5 and Dunland now has a slinger unit. Ponies have also been implemented and Dunland has a pony unit. (Credits to the Europa Barbarorum II Team)

BATTLEMAPS:

- Caras Galadhon has a new custom battlemap.
- Umbar has a new custom battlemap (Credits to Withwnar and DCI: Last Alliance)
- Dol Amroth has a new custom battlemap (Credits to Withwnar and the DCI: Last Alliance team for the port)
- Dorwinion's generic battlemaps now use the vanilla Southern European Greek/Italian battlemaps
- Fynn's unique Orc battlemaps for Orc city, large city, castle, and stronghold maps have been added, and they no longer use generic Northmen battlemaps, instead using cool reskinned orcish versions

CSMs:

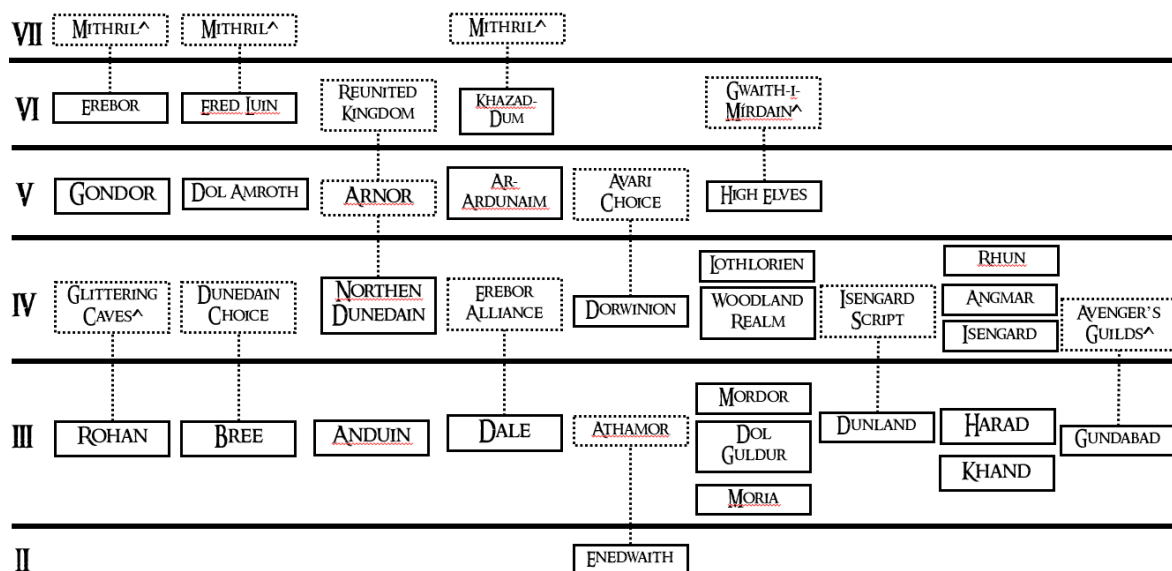
- New Wildmen CSMs (Enedwaith/Dunland/Anduin): Village, town, large town, city, large city, keep, castle, and stronghold
- New Bree CSMs: Town, large town, city, large city, castle, and stronghold
- New Angmar CSMs: Town, large town, city, large city, castle, and stronghold
- New Northmen CSMs (Rohan, Dale, Dorwinion): Village, town, large town, city, large city, keep, castle, and stronghold
- New Orc CSMs (Mordor, Dol Guldur, Isengard, Moria, and Gundabad): Village, town, large town, city, large city, keep, castle, and stronghold
- New Khand CSMs: Village, town, large town, city, large city, keep, castle, and stronghold

- New Harad CSMs: Large city and stronghold
- New unique CSMs: Vale of Anduin Hobbit Village, Bree-land Hobbit Village, Hobbiton, Beorn's Halls, Rhosgobel, the city of Bree, the city of Dale, Annon-en-Orod, Minas Morgul, the Black Gate, ruined Annuminas, Isengard
- New fort CSMs: generic encampment, elven, wildmen, dwarven. Cirith Ungol and Henneth Annun are also unique forts- their models are linked to Minas Morgul and Cair Andros respectively.
- New CSM models for Harad's faction leader, generals and spies; Gondor's generals and captains; Dol Amroth's generals; Bree's generals; the Ar-Adûnaim's generals; Khand's generals; Gundabad's faction leader, general, captain and spy models; Dol Guldur's general, captain and spy models; Ularion's Strat model; Erebor's captain model; Rhun's captain model; Dorwinion's general and captain models; Dunland's faction leader, general, captain, spy and diplomat models;

MINOR FEATURES AND SCRIPTS:

- The Ar-Adûnaim have a new portrait set (Credits to Naras)
- The Dorwinion choice script has been rewritten and expanded. It will now trigger once you capture the updated and edited region of "Windan Forest" and the city of Mornedhel and is now about choosing where elven aid should be used, rather than deciding between men and elves.
- The Ent script has been restored, and they will now once again attack an Isengard player once they have conquered eight regions.
- The Corsair Invasion script has been removed for Gondor and Dol Amroth
- Ered-Luin's campaign now features the Buzra-dûm reclamation. By reclaiming Buzra-dûm, and mounting an expedition, they can unlock the new powerful Beleriand Honour Guard unit
- Elessar's overhauled faction icons have also been added, with a new icon for the Ar-Adûnaim adapted from Castellan's symbology. (Credits to Elessar and Medik)
- Anduin, Enedwaith and Dol Amroth and Dunland now have new custom voice acting for their units (Credits to Liam Taylor/Special Sundae)
- The High Elves now have both Elrond and Cirdan as dual faction leaders.

- Dorwinion, Anduin, Enedwaith and Dunland now features new traits and ancillaries to reflect their overhauls.
- DaC now features a new splash screen, loading bar and loading screen (Credits to Enpremi)
- All Ar-Adûnaim Conscription units overhauled. As a general it is now 4 units per faction across the board of 3 T1 and 1 T2, but the units replenish faster than before and the units more specialized to the faction's focus (Dale is very archer heavy for example). All except Angmar include a T1 mounted unit.
- Every faction now has access to a new Waystation building that allows them to retrain most AoR units outside the regions they are recruited from
- The Advance Blacksmith has been removed. Blacksmith tiers in v5 are as follows- solid lines indicate base levels, dotted lines indicate upgraded levels that you can unlock, and a ^ indicates the level is locked to certain regions.



- The Woodland Realm and Lothlorien can now train Ents from Isengard.
- Farmhand Pikemen are now exclusive to Bree and function as a 'real' pikemen unit
- The Third Age Total War Historical Battles have been fixed and reimplemented, with many of the generals featured within them updated to use portraits from the Hobbit Trilogy (as these battles were created prior to the films' release)
- The Ar-Adûnaim and Northern Dunedain now have access to the trebuchet
- DaC now uses Fynn's improved AGO campaign and battle AI

- Local archers and militia have been removed from the game and the Northern Dunedain now train militia from other factions instead, depending on what regions they take (eg. they train Bree militia in regions around Bree)
- New unit cards for almost every unit in the game courtesy of the CoweringComa
- Cirith Ungol has been removed and its region slot used for a new region (Darz-Ghûrum) in Mordor's east. Talathang has also been removed, and its slot used for a new Fangorn Forest camp region.
- General battle abilities now display their effects on the battlemap if you hover over them- the traits have been retained so you can also see their effects on the campaign map.
- New UIs for the Financial Overview menu (Credit to Medik)
- A mini script has been added to the Barrow Downs. Killing the Barrow Wights that spawn will add population to Mengalen, allowing you to upgrade it faster and restore the Barrows. Furthermore, the Northern Dunedain can now recruit Steelbowmen from the Restored Barrows.
- Both Celeborn and Khamûl feature new battle and campaign map models courtesy of Louis Lux (thanks to Elessar for granting us permission to use Khamûl's model)