

NEW NATIONS

MEN OF THE WEST:

GONDOR

+25% HP for all buildings
Town Center has increased LOS (+5
Stone/tool, +6 for Bronze/Iron Ages)
Rangers reload 30% faster

ROHAN

All horse units 20% faster
Villagers 20% faster

FORCES OF DARKNESS:

ISENGARD

Priest faith recharge rate is faster (from 2 to
1.4)
Elite infantry have 40% more HP
Falconry is enabled without research

MORDOR

ALL units 30% cheaper, but have 20% less HP
Houses each support 8 population

Isengard and Mordor:

GROND- has higher attack than a battering ram
WONDERS have double HP and triple LOS.
Naz'gul: replace rangers. Lower LOS and
pierce armor than ranger, more ATK and SPD
Dark Rider: Replace cloaked Ranger. Same as
above but much greater speed
Crebain replace Falcons, and they have more
HP.
Most units are renamed (i.e. Clubman is
Clubgoblin)

			Gond	Roha	Isen	Mord
Infantry	Tool	Slinger	1	1	0	1
Infantry	Bronze	Broad Swordsman	1	1	1	1
Infantry	Iron	Long Sword	1	1	0	1
Infantry	Iron	Legion	1	0	0	1
Infantry	Bronze	Hoplite	1	1	1	1
Infantry	Iron	Phalanx	1	0	1	1
Infantry	Iron	Centurion	0	0	1	0
Archers	Bronze	Chariot Archer	0	0	1	0
Archers	Bronze	Improved Bowman	1	1	1	1
Archers	Bronze	Composite Bowman	1	1	1	1
Archers	Iron	Elephant Archer	0	0	0	1
Archers	Iron	Horse Archer	1	1	0	0
Archers	Iron	Heavy Horse Archer	0	1	0	0
Cavalry	Bronze	Chariot	0	1	1	1
Cavalry	Iron	Scythe Chariot	0	0	0	1
Cavalry	Bronze	Cavalry	1	1	0	1
Cavalry	Iron	Heavy Cavalry	1	1	0	0
Cavalry	Bronze	Camel Rider	0	0	1	1
Cavalry	Iron	War Elephant	0	0	0	1
Cavalry	Iron	Armored Elephant	0	0	0	1
Cavalry	Iron	Cataphract	0	1	0	0
Siege	Iron	Ballista	1	1	1	1
Siege	Iron	Catapult	1	0	1	1
Siege	Iron	Helepolis	0	0	1	0
Siege	Iron	Heavy Catapult	1	0	0	1
Boats	Bronze	Fishing Ship	1	1	1	0
Boats	Iron	Fire Galley	0	0	1	0
Boats	Bronze	Merchant Ship	1	0	1	0
Boats	Iron	Trireme	1	1	0	1
Boats	Iron	Catapult Trireme	1	0	0	1
Boats	Iron	Heavy Transport	0	1	1	1
Boats	Iron	Juggernaught	1	0	0	1
Buildings	Bronze	Academy	1	1	1	1
Buildings	Iron	Fortification	1	0	1	1
Buildings	Iron	Guard Tower	1	0	1	1
Buildings	Iron	Ballista Tower	1	0	1	1
Techno-	Bronze	Architecture	1	1	1	1
Techno-	Bronze	Artisanship	1	1	1	0
Techno-	Bronze	Astrology	1	1	0	0
Techno-	Bronze	Bronze Shield	1	0	1	1
Techno-	Bronze	Mysticism	1	0	1	0
Techno-	Bronze	Nobility	1	1	0	1
Techno-	Bronze	Plow	1	1	1	1
Techno-	Bronze	Polytheism	0	1	1	1
Techno-	Bronze	Wheel	1	1	1	1
Techno-	Iron	Afterlife	1	0	1	1
Techno-	Iron	Alchemy	0	0	1	1
Techno-	Iron	Aristocracy	1	1	1	0
Techno-	Iron	Ballistics	1	1	1	1
Techno-	Iron	Chain Mail	1	1	0	1
Techno-	Iron	Coinage	0	1	0	1
Techno-	Iron	Craftsmanship	1	1	1	0
Techno-	Iron	Engineering	0	1	1	1
Techno-	Iron	Fanaticism	1	0	1	1
Techno-	Iron	Irrigation	0	1	0	1
Techno-	Iron	Iron Shield	1	0	1	1
Techno-	Iron	Tower Shield	1	0	1	0
Techno-	Iron	Jihad	0	0	1	1
Techno-	Iron	Martyrdom	1	0	1	0
Techno-	Iron	Medicine	1	1	0	0
Techno-	Iron	Monotheism	0	0	1	1
Techno-	Iron	Metallurgy	1	1	1	1
Techno-	Iron	Siegecraft	1	1	0	1
Techno-	Bronze	Logistics	1	1	1	1
			Gond	Roha	Isen	Mord

NEW UNITS & TECHS

Age	Location	Unit/Technology	Description
Tool	Market	<u>Hobbitry</u>	Enables Hobbits (Shire Folk, Hobbits-at-arms, and Hobbit Holes)
Tool	Town Center	<u>Shire Folk</u>	An economic unit who farms far faster than a villager. Cheaper and weaker than a villager, and can only collect food.
Tool	Barracks	<u>Hobbit-at-Arms</u>	Tool-Age infantry stronger than Clubman, but weaker than Axeman.
Bronze	Market	<u>Second Breakfast</u>	Increases movement speed of all Hobbits.
Tool	Market	<u>Falconry</u>	Enables training of falcons from the Market
Tool	Market	<u>Falcon</u>	A bird that will explore the map autonomously for you. Can be shot down.
Bronze	Market	<u>Augury</u>	Increases Falcon's Line of Sight.
Bronze	Building	<u>Embassy</u>	Call Elves and Dwarves to your aid from this building.
Bronze	Embassy	<u>Durin's Folk</u>	Enables Dwarven Miners and Mercenaries.
Bronze	Embassy	<u>Dwarven Miner</u>	Mines stone and gold more efficiently than men.
Bronze	Embassy	<u>Dwarven Mercenary</u>	A slow infantry unit with high pierce armor. Great for taking out towers.
Iron	Embassy	<u>Elven Pact</u>	Enables you to summon Elven Guards.
Iron	Embassy	<u>Elven Guard</u>	Expensive, but this infantry arrives faster than any other unit.
Iron	Embassy	<u>Elven Alliance</u>	Enables Elven Hunters
Iron	Embassy	<u>Elven Hunter</u>	Hunts or fights with a longbow. Arrows are fast and accurate,
Bronze	Academy	<u>Research Ranger</u>	Enables Rangers. Requires a Government Center.
Bronze	Academy	<u>Ranger</u>	A deadly short-ranged unit who throws knives.
Iron	Academy	<u>Elven Cloaks</u>	Upgrades Rangers to Cloaked Rangers
Iron	Academy	<u>Cloaked Ranger</u>	Upgraded Ranger. Has increased Range, Speed, and is cloaked when not moving.
Iron	Siege Workshop	<u>Research Battering Ram</u>	Enables Battering Ram (or GROND).
Iron	Siege Workshop	<u>Battering Ram</u>	We all know and love it from AOE 2. Isengard and Mordor get the more deadly GROND.

“Age of The Ring” mod by sonictimm
Built using A.G.E. and UPatch HD.

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NEW UNITS & TECHS

Iron	Siege Workshop	<u>Siege Tower*</u>	A mobile tower that spits a steady stream of arrows.
Iron	Dock	<u>Corsairs of Umbar</u>	Researching this, and Heavy Transport (if available for your civ) enables Corsair Ships.
Iron	Dock	<u>Corsair Ship</u>	The fastest ship on the seas, it can both attack and transport units.
Iron	Market	<u>Gardening</u>	Farm cost is reduced.
Iron	Gov Ctr	<u>Genealogy</u>	Infantry Attack speed increased
Iron	Gov Ctr	<u>Cartography</u>	Villager LOS increased. Requires Writing.
Iron	House	<u>Apartments</u>	Each house can hold +1 population.
GAIA	N/A	<u>Mushrooms</u>	Food, grows back a half hour after exhausted for extra yum.
GAIA	N/A	<u>Trolls</u>	Carry large clubs, kill them with villagers to steal their gold.

Middle Earth Random Map type

It's Coastal, but every player now starts with two Falcons. There are also gold-hoarding Trolls scattered around, as well as powerful Wizards which may join your side.

Scenario:

Middle Earth. Player 1 is Gondor, Player 2 is Rohan, Player 3 is Isengard, and Player 4 is Mordor. Try it out on single player, then bring it online and battle with and/or against your friends and see how the men of Middle-Earth felt when they were surrounded by orcs, or send endless swarms of Orcs from Mordor to do your business.

ToolTips:

Forget what something is? Click the little question mark near the minimap and then click the unit or building for information. All new units/techs a tooltip.

“The Road goes ever on and on
 Out from the door where it began.
 Now far ahead the Road has gone.
 Let others follow, if they can!
 Let them a journey new begin.
 But I at last with weary feet
 Will turn towards the lighted inn,
 My evening-rest and sleep to meet.”
 — J.R.R. Tolkien, *The Lord of the Rings*

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