

## Middle Earth Civilizations

Version 9

### Legend

UA – Unique Ability aka Trait

UU – Unique Unit

UB – Unique Building

UI – Unique Improvement

CS – Combat Strength

( ) – Standard Unit

[ ] – Developer Comments

Note: This lists only shows changes. So units and buildings will be the same as the standards ones plus these changes

### Angamaite – Umbar

UA – Lord of Ships

Pay 33% Less for naval unit maintenance

All naval units get the Coastal Raiders I Promotion

Plundering cities and barbarian encampments produces double the normal gold.

Borrows city names from other Civilizations in game. [This doesn't make any sense lore wise but it is a game mechanic that I felt solved the issue of Umbar only having one legitimate city name]

UU – Black Numenorean

Combat Strength: 23 (21)

Blitz Promotion – May move after attacking & attack twice in a single turn

UU – Corsairs of Umbar (Privateer)

Combat Strength: 28 (25)

Starts with Coastal Raider 2

### Aragorn – Gondor

UA – Numenorean Builders

Workers build improvements 25% faster

Free Worker at start of the game

UU – Citadel Guard (Pikemen)

Defend Near Capital Promotion – Up to +30% CS when near the capital. Falls off as the unit moves away from the capital

UU – Ithilean Ranger (Composite Bowman)

Combat Strength: 8 (7)

Ranged Combat: 14 (11)

Production Cost: 85 (75)

Faith Cost: 170 (150)

Sentry Promotion - +1 Vision

Ignore Terrain Cost Promotion

### Azog – Goblins

UA – Scavenging

Defeating an unresearched unit provides 15% of the science required to research the tech for that unit and is applied to researching that tech.

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While in Friendly territory +20% Combat Strength against units of a higher technology.  
[Sorry this is so complicated, but they were built into the game by firaxis that way]

### UU – Cave Troll (Knight) [Special Thanks to seZereth & S3rgeous for Ogre aka Cave Troll Model]

Combat Strength: 30 (20)  
Production Cost: 175 (120)  
Faith Cost: 350 (240)  
Moves: 3 (4)  
Resource Required: None (1 Horse)  
Upgrades to: Landship (Cavalry)

### UB – Tunnel (Monument)

Prereq Tech: Mining (None)  
Production Cost: 60 (40)  
Airlift: True (False)

[This is supposed to mimic the tunnels the goblins used in BFME2]

## Bandobras – Hobbits

### UA – Sweet Galenas

After discovering Calendar the next 3 cities founded each provide 2 unique luxury resources (and can never be razed). Also unhappiness from number of cities increases by 34%

### UU – Shirriff (Warrior)

Combat Strength: 4 (8)  
[Yes this is intentional. It's both canonical and balances out the powerful UA]  
Defend the Shire Promotion:  
+25% CS while in Friendly Territory  
Kept with Upgrade

### UI – Hobbit Hole

Must be built on a Hill  
Provides +1 Food  
After Discovering Architecture provides +2 Culture  
After Discovering Flight provides +1 Coin

## Elendil – Arnor

### UA – King of all the Dunedain

Culture cost of acquiring tiles reduced by 33%. Pay 50% less for Recon unit maintenance.  
Recon units can choose the rewards from Goody Huts and have +1 Sight.

### UU – Ranger (Composite Bowman)

Combat Strength: 11 (7)  
Ranged Combat: 13 (11)  
Ignore Terrain Cost Promotion  
Combat Class: Recon (Archer) [This allows for recon related promotions]  
[The ranger also gets the goody hut picker and sentry promotions regardless of which civilization actually builds it. This was the only fix to an issue where an upgraded archer didn't get the correct free promotions]

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UB – Barrow (Shrine)

Faith: 2 (1)  
Culture: 1 (0)

Elrond – Eldar Elves

UA – Council of Elrond

+1 Culture per Specialist. Declarations of Friendship give the Eldar Elves and the friendly Civ an additional +10% GPP boost towards great people

UU – Rivendell Lancer [Special Thanks to Civitar for Unit Model. I want to reskin a lancer though]

Combat Strength: 27 (25)  
Elven Sight Promotion –  
+1 Vision  
Kept with Upgrade

UB – Erebor Forge

Provides 1 Engineer Specialists Slot [Represents the Gwaith-i-Mirdain]

Khamul – Easterlings

UA – Shadow of the East

Landlocked cities receive a free Caravansary

+2 Gold per land trade route.

1 Free Trade Route slot available at the start of the game.

UU – Wainrider (Chariot Archer)[Special Thanks to Danrell for the Unit Model]

Combat Strength: 10 (6)  
Range Combat: - (10)  
Combat Class: Mounted (Archer) [This will change their promotions for the better]  
Can Move After Attacking Promotion [Avoid rough terrain though]  
Does not have Only Defensive Promotion [They can defend themselves in combat]

UU – Haldberdman

Combat Strength: 18(16)  
Golden Age Points Promotion – Generates Golden Age Points on kills

Saruman – Isengard

UA – Voice of Saruman

1 Extra Spy. Spies start at as Agents [Level 2]. Defeating a Barbarian Unit within an Encampment has a 66% change of converting the unit to your side and providing a reward of 25 gold.

UU – Uruk-hai (Longswordsmen) [Special Thanks to Nomad or What for an Excellent Unit Model]

Combat Strength: 25 (21)

UU – Isengard Ballista [I'm thinking that I want to change this. Maybe to a warg rider. . .]

Ranged Combat: 17 (14)

Sauron – Mordor

UA – Gather All Evil

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Great Generals (Nazgul) are earned 25% Faster.

Pay 25% less for land unit maintenance.

UU – Morannon Orc (Swordsman) [Thanks again to Nomad or What for the Orc Unit Model]

Man Flesh Promotion :

Heals 25 hp when an enemy is destroyed including barbarians

Kept with Upgrade

UU – Nazgul

Aura of Terror Promotion:

-15% CS to enemies within 2 tiles.

Suladan – Harad

UA – The Serpent Lord

+25% CS while within 2 tiles of an Encampment [I hope that nobody confuses this with the barbarian encampment improvement]

Plundering cities and barbarian encampments produces double the normal gold.

+1 Production and +1 Food from Ivory

+2 Culture from each Oasis

UU – Mumakil (Lancer)

Combat Strength: 37 (25)

Ranged Combat: 12 (-)

Production Cost: 250 (185)

Faith Cost: 500 (370)

Moves: 3 (4)

Range: 1 (-)

Promotion Feared Elephant:

-10% CS to adjacent enemies

Resource Required: None (1 Horse)

UI – Encampment

Provides +25% CS for Haradrim Units within 2 tiles

Can be constructed on plains, grassland, tundra, dessert, hills, forests, or jungles both inside the Haradrim borders and outside them.

Provides +1 Food and +1 Production

Cannot be built adjacent to another encampment.

Theoden – Rohan

UA – Riders of Rohan

+1 Production from Horses

Horse Quantities Doubled

+1 Movement for all Mounted Units.

Starts with Animal Husbandry UU

– Rohirrum (Knight)

Combat Strength: 24 (20)

[The Rohirrum will also have +1 Movement from Rohan's UA]

UB – Maeras Stable (Stable)

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- +1 Culture from Horses
- +15 XP for Mounted Units

### Thranduil – Silvan Elves

#### UA – King of the Woodland Realm

Melee and Archer units have Double Move and are Invisible in friendly and neutral Forests.

Land Trade routes move as if on a road while next to a river.

#### UU – Mirkwood Archer (Crossbowman) [Special Thanks to Civitar for Elf Archer Unit Model]

Ranged Combat: 20 (18)

Wood Elf Promotion:

+25 Attack

Kept with Upgrade

#### UB – Hunting Lodge (Granary)

+1 Food from Ivory, Furs, Bison, Truffles (+1 Food Wheat, Bananas)

### Thror – Dwarves

#### UA – King under the Mountain

Double Quantities for all mined luxury and strategic resources

#### UU – Guardian (Swordsman) [Special Thanks to Civitar for the unit model]

Combat Strength: 16 (14) Siege Hammers Promotion:

+25% CS against cities

Kept with Upgrade

#### UB – Dwarven Forge

+1 Production per source of Copper, Silver, and Gold

+1 Culture per source of Iron, Copper, Silver, and Gold

Requires at least one improved resource of Iron, Copper, Silver, or Gold (Just Iron)

### Witch King – Angmar

#### UA – Lord of the Nazgul

Raze Cities at Double Speed

Melee units may pillage tiles without expending a movement point    Melee units receive

the Siege Tools Promotion:

+25% CS against Cities

Kept with Upgrade

#### UU – Gundabad Orc (Swordsman) [Special Thanks to Nomad or What for Unit Model. ]

[I want to do a reskin with fur armor eventually]

Starts with Charge Promotion

#### UU – Snow Troll (Knight) [Special Thanks to seZereth & S3rgeous for Ogre aka Snow Troll Model]

Combat Strength: 27 (20)

Production Cost: 175 (120)

Faith Cost: 350 (240)

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Resource Required:   None (1 Horse)  
Upgrades to:       Landship (Cavalry)       Snow  
Troll Promotion:  
                      +25% Attack in Snow and Tundra