

Edain Unchained: Patchnotes

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[w Edain-Unchained_Patchnotes_Ger \)](#)

Version 2.1

General Balance Changes

- Men of the West is now playable on fortress maps
- Warg Creeps:
 - Give an additional treasure chest
 - Range in with wargs run after the enemy reduced
- Civilians on linhir don't give xp anymore
- Crushrevenge und melee damage of standard-pikes in battalion of 15 increased by 12.5%
- Black as colour added
- Destroyed towers Health 4000 → 1000
- Testmap:
 - Arnor-Heroes added
 - Resource-structues added
- Elite-Cavalry
 - Crush-Deceleration reduced by 20%

Men of the West

- Carthaen:
 - Melee damage 100 → 150
- Tent:
 - Health 800 → 400
 - Can be canceled now

-Aranarth:

Forge Weapon: Splash damage of Gandalf doubled

Abilities while choosing his path removed

Arrow Barrage: Range 320 → 450

-Gandalf:

Has “Magical bubble” as a new ability:

Passive shield, that randomly appears, removed

Gandalf takes 75% less damage for 2,5 seconds when activated

Stances can only be used with hotkeys

-Bandobras Took: Hide-ability removed

-Barrage: Damage against buildings reduced by 15%

-The downfall of Andor: damage reduced by 33%

Grey Company:

Halbarad:

Regenerates all hordes nearby

Radius doubled

Elladan and Elrohir

Radius of Heal doubled

Dunedain

Leadership now grants +25% armor and damage

Rohan

-Pitch Throwers:

Damage against units reduced by 20%

Damage against buildings increased by 50%

-Hama: Indefatigable heal reduced by 30%

-Theodred:

Attack post

Soldiers 8 → 6

Through “Siege Garrison” and “Repair Work” additional 3 soldiers

Repair Work:

Radius 350 → 500

Doubles the damage

Can be used easier

Siege Garrison

Can be used easier
Increased the production by 100%

-Gamling: Rapid Deployment Order also affect the archery range

-Last March of the ents: CD 720 → 830

-Eowyn:

Health 4500 → 3500

Cost 1700 → 1600

Lothlorien

-Ents:

Don't affect the movement of other units anymore

Heal at Level 1

-Radagast:

Lifetime 90 → 60

Ravens Visions Range increased

Heal: Radius 100 → 130; 30% → 50%

Thorn Bush: Debuff-Radius 250 → 200

Eagle: Standard attack damage, splash damage and knockback increased

Imladris

-Gil-Galad:

Vilya: Damage against anything but buildings reduced; Radius and amount of projectiles increased

Rivendell-Cavalry:

“Ride them down” 50%-->33% less crush deceleration

Dwarves

-Veterans of Khazad Dum Weapon-System changed:

Axe: +50% damage and CHOP damagetype

Hammer: Knockback and +200% damage against buildings

Morning Star: +50% damage and URUK as damage type

Sword: +300% damage against heroes

Shield: +50% armor

Additional Axe: doubles base damage regardless which weapon has been chosen

-Beorn:

Naturgewalt gewährt nicht länger einen Rüstungsbonus

Schaden gegen Helden um 50% reduziert

-Widderreiter enttarnen nun unsichtbare Einheiten

-Dain:

Can use his boar with first rage level

Erebor-Dain: Boar has a crush weapon

-Final Stand:

Grants invulnerability instead of armor bonus

45 → 30

-Travel Camp: Cost 400 → 300

-Discovery of Mithril:

Resource Bonus removed

A dwarven builder can be recruited in the citadel

The builder can build Mithril-workshops anywhere on the map, which generate high resources

-Thorin:

Oakenshield Invulnerability 20 → 30

On level 10: Allies take 75% less damage for 15 seconds

-Gandalf:
Lifetime 90 → 60

-Erebor Raven`s Beak Warriors:
Polearm Hammer Strikes: CD 180 → 90

Isengard

-Isengard is unleashed: CD 720 → 830

-Bill Ferny: Cutpurse: Resources 40 → 30

-Machinery of War:
Cost 1000/1500 → 1250/1750
Level 3 Research Time 90 → 105

-Ruthless exploitation:
Sound when using is heard by the enemy
Bonus Production of the lumbermill +100% → +50%

-Huntleader: cost 200 → 300

-Uruk-captains: Research time 120 → 180

-Warg-outpost: Range in with wargs run after enemies reduced

-Sharku can be revived in the citadel

-Grishnak and his boys can now use siege ladders

-Wizard Tower:
Resource-bonus 300% → 250%
HP-Buff does not affect the citadel
Thunderbolt can be used mapwide
Power of Speech works now

-Saruman:
Power of Speech: Radius 100 → 150

Mordor

- Gorbag/Shagrat:
 - Switching between them CD 40 → 80
 - Gorbag now has 20% less armor
 - Shagrat armor busn reduced to 33%
- Dol Guldur-Fortress: Poison damage reduced by 25%
- Grond:
 - Is a passive ability
 - Can be purchased in the siege works
- Saurons Mouth: Morgul Sorcery can be used when mounted
- Gothmog: Strengthen the Line can be placed easier
- Barracks: cost 400 → 500
- Mollok:
 - Damage 250 → 200
 - Deals 50% less damage against pikes
- Shelob:
 - Deals no knockback when appearing
 - Trample deceleration increased by 33%
- Rhun-Units are now half-elite

Angmar

- Spiked Collars: Damage bonus removed
- Blight:
 - Affects all buildings
 - Can move
 - Radius reduced
 - FX added
 - Vision Range increased
 - FX when spawning added
- Barrow Wights can use siege towers now
- Thrallmaster: Armor against most damagetypes increased by 50%
- Gulzar: Leadership bonus +50% → +200%

-Thrallmaster:

Regeneration speed increased by 33%

Time needed out of combat before regeneration starts reduced by 33%

For Gundabad-Orcs: Time needed out of combat before regeneration starts reduced by 66%

-Thrallmaster-Spell:

Health bonus removed

Damage and Health-bonus for vassals +25%-->+50%

Orcs of Gundabad are transformed into Slayers of Mount Gram

-Slayers of Mount Gram:

Have 25% less damage and health than other elite-units

Have a new ability causing them to deal bleeding damage

Version 2.0

General balance changes

-Instead of Gondor there now is Men of the West, you can decide to play as Gondor or Arnor at the start of the game

-4 new Arnor maps by Lord Ellessar were added

-Enemy factions, colors and starting positions can now be seen in the loading screen

-The player colors were reworked to make them more visible on the map

-HP of scout heroes: 1500 → 1000

-Significantly reduced the time cavalry needs to turn around

-Increased the armor of pikes against cavalry by 33%

-Creeps

nerfed damage and vision range of skeletal giants

reduced the range of scorpions

scorpions and wolfs now die when the lair is destroyed

Men of the West

Buildings/Upgrades:

-Imladris Border Stronghold:

resource production 10 → 40

new upgrade, which increases the production speed by 50%

increased costs and research time of the other upgrade

hp 7000 → 6000

magical anvil:

removed upgrade discount

now increases damage of units with forged blades and fire arrows by 10%

also increases the damage of units with Swords of Westernis by 10%

-Composite Bows:

faster recharge time works now

now additionally increase the power of Disruptive Fire:

increase the radius by 25%; applies a bleeding effect that causes

damage for 15 seconds

-Town Houses:

only discount elite infantry (Palace Guards and Mithlond Guardians)

with increased taxes, rangers are discounted as well

-Stables:

horse shields are available on level 2

Aranarth can be recruited in the stables

Units:

-Lindon Guardians replaced by Mithlond Guardians

-New unit: Mithlond Guardians

elite pikes, costs 900, are recruited with heavy armor;

ability now gives double armor against any ranged damage for 30 seconds

-Palantir Guardians:

added heal and regeneration of heroic units

removed upgrade requirements

added new ability on level 5 which gives double damage for 30 seconds at the cost of -30% movement speed

-Palace Guard: removed level 5 ability

-Dunedain Ranger:

Barrow Guards 0 → 100;

Faithful of Aranarth 0 → 200;

Research time 0 → 10

-Barrow Guards:

Bonus damage in melee 30 → 70;
additionally increases hp by 50%;
increases armor against melee damage by 33%;
removed fear resistance

-Faithful of Aranarth:

Range and vision: +5% → +15%;
reworked debuff of interference fire: completely removes range and vision for 15 seconds
reduced damage Disruptive Fire

Heroes:

-Carthaen:

Range damage: 120 → 70;
Melee damage: 200 → 100;
Level speed increased by 150%
Armorset improved by 33%
Tent: HP 1500 → 800;
Resolve:
 Autoheal 10 times as strong;
 available while moving;
 additionally increases shooting speed by 25%
Stray Arrows:
 damage 70 → 20;
 slows enemies by 30% for 20 seconds;

-Malbeth:

cost 1400 → 1300;
damage 350 → 200;
Economical Counsel:
 Radius 100 → 140;
 CD 220 → 150;
Prophecy: Fx adjusted

-Araphant:

cost 1200 → 1400;
damage 400 → 260;
Leadership Palantir:
 swords- and Pikes- Leadership merged;
 seconds leadership buffs Palace Guards, Mithlond Guardians and Palantir Guards of Amon Sul
Mount replaced by "Builder of ancient days", that discounts buildings by 25%

“Armories of Fornost” and “Blessing of the Royal Family” swapped;
The blessing gives knock back resistance instead of an experience bonus;
Defensive Strategy: stats of the summoned Palantir Guards of Amon Sul raised to the level of heroic units and the amount of Palantir Guards increased from 2 to 6

-Cirdan:

Modell replaced by a new one;

Naryas Inspiration:

passiv;

lowers the damage of enemy units by 10%;

debuff becomes better on level 4 and 8;

gives fear resistance to nearby allied units

-Aranarth:

cost 1400 → 2000;

splash damage removed;

damage aligned to the damage of Faramir;

now you need to choose either the path of the Ranger or of the Prince at the beginning in order to unlock the abilities

HP of the Prince raised by 1000

-Aranarth Ranger Form:

Crippel Shot:

damage 600 → 1000;

prevents the targeted hero from gaining experience for 30 seconds

Athelas and Deadly Sniper switched;

Athelas:

no longer heals allied heroes but instead Aranarth and Dunedain fully in a large radius

passively unlocks Faithful of Aranarth for the Rangers;

Cripple Shots: usable while moving;

Arrow Barrage:

damage removed;

amount of volleys raised to 20 with 10 arrows each

Knockback strength and radius increased;

-Aranarth: Prince of Arnor form:

Leadership and Charge of the Prince swapped;

Charge of the Prince available while moving and on horseback

Now additionally increases the experience gain by 50%;

Leadership:

attack bonus removed;

now also affects cavalry;

fx changed;

Radius 150 → 250;

the effect lasts 5 seconds longer;
"Architect of the Old Kingdom" replaced by a new ability
"Forge Weapon":

Aranarth forges an improved weapon for an allied Hero of Arnor, has a different effect for each hero:

Gandalf: passiv splash damage;

Arvedui: knockback strength and radius of his attacks doubled;

Malbeth: amount of summoned units increased;

Carthaen: fires armor piercing arrows, that lower the armor of targeted heroes and units;

Araphant: increases the speed of allied units and heroes with each attack by 25%;

Aid of the Prince: boni removed;

-Arvedui:

cost 2200 → 3000;

damage 360 → 300;

leadership and Diplomatic Relations swapped;

The Last King of Arnor: Boni → +50%/+100% armor with less HP;

Bulwark:

trample damage reduced;

Radius increased;

knock back added;

armor bonus replaced by +25% Speedbuff;

Leadership:

fear resistance removed;

50% stronger trample deceleration and trample immunity from 50% HP on added;

Keep Standing:

Radius 120 → 150;

Experience and armor bonus removed;

Veterans of Arthedain: now two battalions of Palace Guards on level 5 are summoned, that have a new ability that heals nearby units, even when they are in combat

Spells:

-Horn:

Gondor: +25% armor;

Arnor: +25% damage;

-Engineers of Gondor/Arnor: Repairs 1500 health bars and after that 5% maximum HP over 60 seconds

-Formations of Gondor/Arnor:

For Gondor: +30% armor and +10% damage;

For Arnor: +30% damage and +10% armor;

-Eagles:

Hero damage halved;

Area damage increased by 50%;

-Blades of Westernis:

can now be (similar like the firstborn-spell) placed on a armor barracks or stable, so that produced anor-swordsman/-pikeman/-riders and fort-guards will be equipped with blades of westernis; units with blades of Westernis now deal magic damage with an amount of 50% of the base damage from that unit and they heal 125% of the dealt magic damage per hit; magic and elemental damage resistance reduced to double armor against them;

-Delegation of the Shire:

Cooldown 360 → 540;

Costs 4 → 6;

Two fireworks ballistas and two battalions donkey riders added;

Duration 60 → 90;

fireworks ballistas:

normal shots:

building damage increased;

units damage highly reduced;

blind bullets:

debuff Fx added;

radius of debuffs doubled;

doesn't effect allied units anymore;

donkey riders: ability added, so they deal the doubled amount of damage to buildings

Hobbit-archers: ability added, so they shoot faster, the longer they attack

Bandobras Took:

Healthpoints 1000 → 3500;

Damage 60 → 300;

Golf strike:

Damage reduced to 600;

Can only be used one time per summon;

reduces damage, armor and movement speed

of 40% that hero for 10 seconds

-Rohan answers:

assemble banner can not be destroyed anymore;
Theoden: glorious charge now replaced with hour of glory

-Forces of Gondor:

summons now (like Rohan answers) an assemble banner, at where the troops of Gondor gather over time;

now consists of the following units, which gather over time:

- 1 battalion Gondor Soldiers;
- 2 battalion Tower Guards;
- 3 battalions Gondor Archers;
- 3 battalions Guards of the White City,
Eärnur

Units are equipped with all upgrades

Lifetime: 60—>120

Eärnur:

- Damage —>600;
- Healthpoints → 6000;
- Blademaster can now be used while moving;
- Area damage increased by 50% and also knockbacks now (heroes as well);
- glorious charge added, that grants all heroes and units in a large area +50% movement speed, doubled armor and damage as well as fear- and knockback-resistance;

-The Fall of Numenor:

- completely reworked effect: swirl, water fountains, waves and tears of the Valar added;
- Radius increased;
- Damage against buildings greatly increased;
- Damage against units removed;

-Arnor: arrow volley replaced with barrage

-Lone tower of Arnor: cooldown increased to the same level as the lone tower of Gondor

Other Factions

Lothlorien

-Mirkwood troopchamber and vault of the king: generate 14 resources, that are unaffected by inflation

-Elven Minstrels: Can now be selected by pressing Q

-Elvenwood: Cooldown 210 → 240

- Refugee in the Woods: Cooldown 300 → 240
- Caras Galadhon Guards:
 - Thorn Arrows no longer reduce the damage of hit enemies;
 - Galadhrim Quarters are no longer needed to have access to them;
- Galadriel: "Radiant Aid" no longer effects Galadriel and Grimbeorn
- Palace Guards:
 - leadership range doubled;
 - leadership fx added;
- Rumil & Orophin: Stellar Weapons: Damage bonus +300%-->+250%

Imladris

- Blade Masters:
 - Damage against anything but structures reduced by 10%;
 - Focused Assault: speed buff removed
- Dunedain-Outpost: troop tent: production speed +30%-->+50%

Zwerge

- Earth Shaker: speed increased by 50%
- Dale/Laketown: barracks: production speed +30%-->+50%

Isengart

- Uruk-Hunters:
 - Hunting Arrows:
 - speedbuff duration 15 → 10;
 - slow duration 10 → 7;
 - Cooldown 90 → 120;
 - Hunting Fever:
 - can now be purchased, once a bataillon got level 3;
 - can be discounted by level 1 furnaces;

Mordor

- Tol in Gauroth: leadership reduced to +25% damage, armor and fear resistance for nearby units/heroes

Angmar

- Wolf lair:
 - healing and healing radius increased;
 - regeneration speed increased;
- Heavy Spiked Collars:
 - damage bonus halved;
 - adds lifesteal;
- Outbreak: poison duration doubled
- Drauglin: wolfs damage reduced by 25%
- Ice Shot: damage to heroes reduced

Version 1.6&1.6.1&1.6.2

General balance changes

- 6 new 1vs1 maps made by Brechstange have been added
- correct english descriptions have been added
- almost all abilities which grant certain bonuses to a hero or bataillon can now be activated while moving. Additionally, the delay of many abilities has been reduced and some abilities now have a bigger radius or higher range. The radius of several summons has been reduced so they can be placed more easily.
- Gildor, Rumil and Helegwen level 100% faster; Gulzar gains XP when using his second and fourth ability

Gondor

- Beregonds level 3 ability can't be cast on signal fires anymore
- Composite bows can always be equipped once researched
- Rebuild: Reworked: Now instantly heals less, but heals buildings over a period of time, if the building is not under attack
- Signal fires with Assistance in Time of Need used on it are now visually marked
- Aragorn: Leadership (Level 10) radius doubled; can't be canceled (by freezing rain or a debuff); gives additional knockback resistance

Rohan

- Hama: Side by Side: Duration and cooldown to 180; now grants +50% armor/damage and double experience; Level 7-->6; radius of the bonuses for Hama 300500
- Stables resource production with Highborn War Horses doubled

- Grimbold charge bonuses +30% armor and movement speed -->+50%; duration 20 → 30
- Military Camp: Gains +1000 HP per tent and +25% resource production

Lothlorien

- Huorns damage 200-->120
- Rumil and Orophin: Blessed weapons damage bonus +150%-->+300%

Imladris

- Miruvor: now instantly heals 30%, with advanced agricultural studies additionally 40% in 5 seconds if the unit doesn't take any damage
- Gildor: Song doesn't affect heroes anymore, fx of the debuff-fx changed to buff-fx
- Coup de Grâce: works now, doesn't inflict any damage but lowers the damage of the targeted hero by 30% for 20 seconds; on level 10 the targeted hero suffers an additional 30% damage from all damage sources
- the Fellowship of the Ring now levels 200% faster (for TomyDrum)
- Blinding Shot: Radius and duration of the stun reduced by 33%

Dwarves

- Murin and Drar now level each other to the same level
- Murin: Charge of the Iron Hills slow 40%-->20%
- Beorn: CD 360-->420; Force of Nature 40-->20
- Oil Vents: damage 300-->200; radius 250-->200
- Dwarven Citadel: Citadel and connected towers are equipped with forged blades when summoned/build; Hall expansions: significantly increased healing and regeneration (now all bataillons are regenerated at the same time and the healing radius is increased)
- Gloin: Leadership now affects battle wagons; increased range; bonuses +25%-->+50%; increased healing; repairing of machines increased
- Ram Riders recruitment time: 37-->10
- Ironbrakers with pickaxe: Lower the speed of enemies hit by 40% for 5 seconds
- Nori: Shady Fellow reveals the map again
- Hunters: "Nail Down" range increased; increased damage to standard niveau
- Elite equipment: costs 750-->600
- Gimli: Slayer: Damage boost 100%-->50%; splash damage increased by 50%
- Beorn: Lifetime 60-->45

-Khazad Dum-Veterans: Armorset buffed; Shields now give +50% armor; second axe damage increased: 50-->135; sword: damage bonus against heroes increased +50%-->+200%; Hammer: now deal +100% damage against buildings and deals knockback against units

Isengart

-Dunlendings: recruitment speed 20-->25; Damage bonus of torches 34-->30
-Wulfgar: melee damage 200-->160; pikes CD 35-->60; scavenger radius 150-->250, amount of resources reduced by 33%
-Schild Uruks: now actually give a bonus, namely +100% armor against any kind of ranged damage
-Uruk Scouts: gain experience 20% slower from level 2 onwards; Hunting arrows debuff radius increased
-Sharku: "The Untamable": significantly increased armor; increased splash damage
-Saruman doesn't knock back friendly units anymore
-Ugluk: Dark Medicine heal 50%-->40%
-Mine Berserkers inflict 50% friendly fire
-Fires of Isengard inflict 33% friendly fire to units and buildings
-Taint land can be placed easier

Mordor

-Necromancer: fire damage reduced by 25%; "Ruler of Fire": Sauron gains 50% movement speed while the ability is active
-Gorbag/Shagrat: Switch CD 60-->40
-Khamul: Presence radius doubled
-Nazgul don't negate leaderships anymore (Witchking is an exception)
-Grond: reworked system so he should always appear now; hp 20000-->25000
-Orc pikemen: costs 150-->200
-Mordor: Saurons influence: Increases the production speed of CU-barracks by +100%; triples the buff of the defense banner; Fire arrows: cost 900-->0; research time 60-->120

Angmar

-Hillmen: passive ability: armor bonus +5%-->+7%; now always lasts for 30 seconds, movement speed buff 10-->15%; duration 7-->10; FX of both buffs adjusted
-Tempel of Twilight costs 600-->400
-Drauglins wolves damage reduced by 33%

-Sorcerers: Black ice: slow doesn't affect heroes anymore

Version 1.5&1.5.1

General balance changes

-Reduced vision range on walls

Gondor

-Swan Knights no longer require Imrahil to be recruited

-Barrage: Knockdown radius reduced by 25%

-Pippin: Dagger of the Noldor damage reduced by 33%

Rohan

-Three hunters revive time: 30->135

-Merry: Dagger of the Noldor damage reduced by 33%

-Upgrades for Peasants and Farmhands reduced to 200

-Rohirrim Archers Damage reduced by 15%

-Eowyn: Reworked ability to grant Eowyn +50 damage and 6% speed every 5 attacks, up to a maximum of 25 attacks (250 damage and 30% speed). Expires after 60 seconds. Once Eowyn reaches the maximum, she permanently gains 50% Lifesteal.

Lothlorien

-Grimbeorn: Trample radius reduced by 20%

-Lolo heroes are now permanently recruitable once the corresponding building has been built

- Mirkwood Annexes: HP reduced by 500 each

-Lorien Base bridges, stairs and platforms receive 80% more damage from SIEGE

-Combat training bonus remains even after the citadel is destroyed

-Tornado radius doubled; Building damage increased

-Star of Hope bonuses doubled; Added fear resistance and +40% armor; Radius doubled

-Blessings of Galadriel: bonuses now last 20 seconds (even after leaving the radius); adjusted fx

-Huorns: damage, damage radius and knockback increased by 33%; Heroes are also affected by the debuff

Imladris

-Hobbits: number 3-->60; Melee damage increased by 50%; deal 50% more damage to buildings in melee combat; lifetime 90

-combined sages should now be able to attack gates

-Miruvor: radius doubled; Now heals 50% of hitpoints over 10 seconds and restores a fallen soldier every 2 seconds for 10 seconds

Dwarves:

-Battlewagons: melee damage halved; Wheelblades also double damage

Isengard

-Mage Tower bonuses remains even after the Mage Tower is destroyed

à-Wulfgar: Call of the Dunlending CD 300à240; Armor CD 300à150

-Dunlending Hut: HP halved per level

-Lutz Farning: Disinform debuff for buildings -50%-->-25%

Mordor

-Mollok can be revived in the citadel

à-Troll cage: cost 800à600; Troll recruitment time increased by 50%

-Necromancer Halves radius damage of swaths

-Fell Beasts and Gorthaur's vampire form take 33% more damage from everything (more from turrets)

-Khamul can only mount the Fellbeast through his armor

- Attack Trolls; HP bonus from armor 3000à2000; Sword and Hammer Battle Troll damage reduced by 20%

-Central spell: Black Rider bonuses: 33%-->25% (damage; armor; trample slowdown; skill recharge time)

Angmar

-Troops can be disbanded in the citadel

-Drauglin: 10 damage reduced by 33%

-Temple of Twilight: required tribute carts increased by 1 for level 3

Version 1.4.&1.4.1

General balance changes

- Outposts can now be demolished
- siege doesn't cost cp any more, but are limited: catapults to 4; heavy rams to 6; rams to 8; siegetowers/ladders/siegeshields to 8; ents and siegetrolls are also limited
- Lumbermill-discount reworked: → 5/10/15/20%
- Outside eco-buildings on level 2 and 3 need much longer to be build
- slower gain of spellpoints reworked: If you reach the 20/30/40/50th spellpoint you gain them 10% slower (40% at max) (=gaining them faster than before)
- Some heroes can be revived in the citadel (applies to theodred; witchking; khamul; zaphragor; helegwen)

Gondor

- Hero-abilities are easier to use (can be activated while moving; quicker animation; less delay)
- veterans at the beacon: Units appear at level 5
- Glamdring deals 75% more damage against buildings
- siegeshield: radius 80 → 300
- barrage: CD 300 → 390
- Dol Amroth-fortress: regenerates nearby units faster
- Denethor: range of his attacks increased by 33%; emergency mibilisation duration 120 → 180; tax abatement CD 220 → 150, radius increased
- Aragorn: Athelas Radius 150/200 → 250; knifethrow; damage 700 → 500; duration of debuff doubled; FX added
- Imrahil: discipline fixed; regeneration increased

Rohan

- Theoden: Herald: now summons 6 rohan-soldiers who despawn after 10 seconds

-Eowyn: has a new ability that replaces her stealth ability: For 15 hits against enemies she gains +30 dmg against heroes. The maximum is reached after 150 hits. Additionally she heals herself with every attack against heroes after reaching 75 hits and deals knockback against heroes after reaching 150 hits

-rally point: cost 500 → 400; upgrade duration 45 → 30; damage decreased by 50%

Lothlorien

-normal ents (for 1200): speed increased by 50%; rage-animation reduced; armor against swords increased by 50%

-quickbeam: rage-animation reduced

-Beorning homestead: costs 500 → 400

-hitboxes of beornings and grimbeorn improved

-Radagast hp 3500 → 6500

-cost of building in base: 550 → 500; 650 → 500; 750 → 600; 1000 → 800

-ambush is available from the beginning

-mirkwood-ambush duration doubled (30sec)

-elk rider movement fixed; cost 600 → 800; mirkwood-ambush added; knockback against cavalry is twice as strong and in a bigger radius; damagetype: CAVALRY-RANGED → PIERCE; deal +100% additional damage against battle wagons; camouflage near trees added

-mirkwood-outpost: troopchamber and vault of the king dont produce ressources anymore; building-costs 800 → 600; 600 → 400; 500 → 400

-forged blades and silverthorn arrows for borderguards: cost and damage bonus decreased on standard level

-Lorien-citadel (outpost): Caras-Galadhon guardians are recruitable when every extension is purchased and also discounts them by 20%

Imladris

-pikes: shieldwall is usable with more than one unit at once, duration 20 → 15

-Miruvor: CD 180 → 210

-loremasters of earth: disabling tremor dmg 1500 → 2000; CD 180 → 120

- Tom Bombadil: merry song Debuff 10 → 30 (fixed); dmg 100 → 60
- Hobbits Lifetime fixed
- Elronds flood doesn't knockback heroes anymore
- bug, where some farms don't level up with eco-upgrades hopefully fixed

Dwarves:

- summoned gandalf hp 3500 → 6500
- Ered Luin banner carrier movement speed fixed

Isengard

- sarumans dissension on wizard tower: Radius and range reduced
- mine-berserker: armor against ranged attacks halved; health reduced; cost 350 → 250; dmg against units drastically reduced ; dmg against buildings increased; Knockback increased;
- Uruk-captain: cost 1200 → 1800/400 → 600; many units can be upgraded at once
- dunelending-spearmen can now use ladders
- bill ferny bribing and disinformation: duration and cd → 300;bribing can now be used on every type of building

Wulfgar: pikes: CD 20 → 35, Radius 50 → 75

- torches: cost 150 → 200; damagebonus 32 → 34

Mordor

- Grond now levels siegeworks to level 3
- necromancer: auto-attack dmg reduced by 20%; intervall between attacks now twice as long; hero-stun radius doubled
- saurons influence now gives influence to every building of this type
- the effects of saurons influence are now permanent, even if every building of some type is destroyed, the effect will still work
- outside-eco costs at level 2 fixed
- Gothmog:strengthen the line CD 120 → 180

-black riders: trample dmg reduced by 33%; mounted armorset: URUK 85%-->30%; SPECIALIST 135%-->170%

-fire arrows cost 1200 → 900; duration 120 → 60

-spiders of dol guldur: damagetype CAVALRY → SLASH; poison dmg is now aoe dmg; have the stats of elite swords with additional +15% hp and dmg now

-central spell: cost 4 → 5

-mumak: now spawns with harad archers who deal high single target dmg and can be upgraded with fire arrows; level 50% slower

-drummertroll now heals himself on level 1

Angmar

-Axe-throwers: dmg increased by 5%

-Mornamarth: blood and iron: dmg 60 → 40; dmg to allied units 45 → 35; curel assault CD 240 → 320, duration of invulnerability 30 → 20; dark brand CD 180 → 60, range increased

-barrowwightlair: cost 500 → 400

-Zaphragor: raging anger CD 150 → 270; slaughtering stride dmg 80 → 65

-witchking:life drinking blade CD 160 → 280

-direwolflair should be always buildable now

-Durmarth: command of the enforcer CD 200 → 270

Version 1.3

General balance changes

CrushRevenge of swordsmen reduced by 25%

White wolves die now when the creep is destroyed

Radius, in which elvenwood, taint land and frozen land can't be placed near buildings decreased by 20%

Gondor

Imrahil: For honor armor buff removed

Gandalf: Glamdring: radius 120 → 100; range doubled

Rohan

Spear-thrower: damage decreased by 20%

Gamling: forceful burning shot damage decreased by 25%; damage against buildings

Hama: knockback against friendly units removed

Lothlorien

Radagast: thorn bush and rhosgobel rabbits debuff-fx added

Beorninger: crush-deceleration reduced by 30%; damage of auto-attacks as bear reduced by 20%

Beorning homestead: amount of resources doubled

Stairs, rope bridge and platform:: hp 6000 → 4000; Armorset:
RohanCastleWall → LothlorienCastleWall (66% more damage through SIEGE)

Ents: treebeard as requirement removed

Dwarves:

EM-hunter: damage reduced by 20%

beorn can't trample heroes anymore

battlewagon-upgrades: cost 200 → 300

Isengard

Bill ferny: bribing Cursor-Radius doubled

Central spell: resource bonus +100% → +200%; hp +30% → +50%

Devastation: radius 150 → 120; amount of resources per tree 100% → 300%;
maximum amount 1500 → 1000 (every tree gives 270 resources)

Furnace: discount 50% → 30%; discount torches and banner carriers; with armory level 2 they also discount uruk-captains and bloodwargs; with armory level 3 they also discount heavy armor, forged blades and steel bolts

Armory: now levels through machinery of war; offers new upgrade which costs 750 and takes 150 sec, increased the discount of furnaces by -20% to -50%

machinery of war: wargpit, siegeworks and armory also gain hp at level 2 and +50% production speed and hp at level 3 zusätzlich

Uruk-captain: cost 800 → 1200

Mordor

black riders: boni for every level removed ; central spell: Boni 25% → 33%; Hotkey fixed

barracks: cost 300 → 400

Gorbag/Shagrat: summon cursor radius increased

Angmar

turncoats: buff-fx added

Werewolf: armorset: SLASH/URUK 65% → 50%; PIERCE/CAVALRY-RANGED 135% → 100%

witchking: harbinger of winter, might of the witchking and soul disturbance delay reduced

Might of the witch king: lifetime 120 → 240; FX added; Mornamarth: armor +40% → +25%; Helegwen: radius of her arrows increased by 66%; Gulzar cd-reduction -75% → -50%; Karsh: liferip → 150%; Zaphragor explosions damage 300 → 150

Mornamarth: edict of carn dum cursor radius increased

Karsh: debuff removed; liferip 25% → 50%; summoned wightlair armorbonus doubled; voice of the barrow-wight bonus +30% → +50%

direwolves: rabies +50%/-50% → +30%/-30%; amount of xp reduced

wightlair: now single units can be evacuated

siege-trolls: CP 60 → 30

sorcerer: interval of regeneration 5 → 8

Mornarmarths abilities now also affect shadowguard

Durmarth: durmarth's custody: range doubled, now also affects shadowguards; shadowattack/shadowprotection: debuff for durmarth removed; range of debuff doubled; command of the guardsman: summoned shadowguard now is permanent

Version 1.2

General balance changes

catapults: damage against units reduced by 85% (since 4.5.5); aoe of damage and knockback increased by 33%; CP 60 → 30

Gondor

barrage: cost 2 → 3; amounts of projectiles increased by 50%; damage decreased by 50%; damage against buildings increased

Rohan

king's camp: additional hp 750 → 1500

Galadhrim and Haldir: Lifetime fixed

Lothlorien

grimbeorn: deadly strike doesn't affect allied units anymore

Galadriel: gifts of lorien range increased; radiant aid fixed, radius increased

Imladris

dunedain-outpost: HP for every upgrade: 500 → 750

loremasters: torando duration 30 → 20

evenstar: knockback-resistance for heroes removed; additional healing 200 → 150;

Dwarves:

Runes: fixed (rune of inspiration works now); rune of inspiration: range 250 → 300; now grants +15% → 20% damage/armor and +40% experience; leadership-fx replaced by statue-fx; armor +50% → +75%; rune of repair: interval 20 → 10; repair-amount 500 → 1000; runes are now visible on the ered-mithrin-bastion

oil-vents fixed; are now available at stonemaker level 1, forged blades (for towers) at level 2

mighty catapult: damage against buildings doubled

laketown/dale-outpost: hp for every upgrade: 500 → 750

Isengard

fire of isengard (Spell): CD 610 → 720; Damage reduced by 10%

Ugluk: dark medicine:: CD 140 → 200

Wulfgar: Range of leadership doubled

Mordor

Barracks: cost 500 → 300

Mordor-Orcs: damage against buildings increased by 33% (now on standard level)

Hour of the witchking: Damage increased by 50%

Nazgul-upgrades: Also give +1000 hp; cost 500 → 800

Angmar

wolflair: damage by creep-wolves reduced by 85%; don't give experience anymore

Barrow-wight-lair: required experience for level 2 and 3 reduced by 20%

Werewolf: "Devour" delay after using the ability 5 → 1; heal 30% → 40%

Barrow-wight: aoe-damage against buildings removed; now heal outside of combat at level 2

Hwaldar: "Raider's Frenzy" buff also affects himself

Mornamarth's "Lust for power": grants him up to +75% armor instead of damage

Durmarth: "oath of the guardsman" range tripled; radius on level 10 tripled

Shadowguard: Guardsmen's Blades: Debuff -10% → -20% Speed and -30% Experience; Heal significantly increased

Version 1.1

General changes:

Elvenwood, Frozen Land and Tainted Land can no longer be placed next to bases and inside of buildings

CrushRevenge of Swordsmen reduced by 25%

Cavalry: forged blades no longer grant bonus damage against buildings

Damage of catapults against units reduced by 40%

Sawmill: Discount 0/10/20/30-->0/5/10/15/20/25

Chetwood and White mountains (Maps by Brechstange) are now marked with a *

Gondor:

Tower guards: Formation now also reduces their damage by 15%

Beregond: Guardians of the Third Company CD 120-->140; unit count of summoned Guardians of the Citadel 6-->4

Barrage: damage reduced by 40%; knockback range increased by 66%; damage against building increased by 50%

Rohan:

Elfhelm: Field medicine hotkey fixed

Theoden: Extortion Tax fixed

Hama: Guards of the Golden Hall CD 10-->260

Highborn War Horses now discount Royal guards by 20% via the stable

Lothlorien:

Ash Ent: Speed reduced by 20%, cost 600-->500

River: debuff radius 30-->22

Elven Minstrels: Song CD 60-->90

Grimbeorn: Heal CD 120-->90; Heal: 2000-->1200

Thranduil and Legolas revive time 45-->135 (standard)

Radagast: Thurn Bush hero slow removed

Galadriel hitbox fixed

Huorns wont knock back own units anymore

Legolas: Hawk Strike CD 45-->60

Grimbeorn Hotkeys fixed

Imladris:

Erestor is now also available at the outpost

Rivendell-Pikes: cost 600-->500; Shield Wall duration 30-->20

Twins: damage 1600-->1800 Critical Hits duration 30-->20; Blade Prison damage 1500-->1200

Breeze of Manwe (visual) radius reduced

Dwarves:

Gloin: Aggressive Sally CD 1-->60

EM-banner speedbuff fixed

EM-hunter: "nail down" now deals 75% less damage

Isengard:

Torches damage bonus 40-->32

Mine Berserker: damage 200-->90; knockback radius 60-->100

Grima: Sabotage fixed; Back Stab FX fixed

Wulfgar hitbox fixed

Wulfgar gains levels 25% faster

Heroes can use siege ladders

Mordor:

Heroes are now able to use the siege towers

Mouth of Sauron: Hotkeys fixed

Nazgul: Hotkeys fixed

Gorthaur Lifetime reduced by 20%

Shagrat: Greed aoe removed, ressources 5-->20

Gorbag: Greed ressources 10-->20

Arsenal: Discount 0/10/15/20/25/30 --> 0/10/20/30/40/50

Trolls: attack range 10-->13; damage 180-->140

Drummer troll: Leadership now grants +25% armor, +50% Experience und fear resistance

Gothmog level 1 spell can now be cast anywhere

Troll upgrades: Can now be equipped, even if the trollcage is destroyed

Angmar:

Heroes are now able to use the siege towers

Wights: damage type against buildings MAGIC-->SLASH

Sorcerers:

- colors indicate the ability to use certain spells (blue=level 1 hall; purple=level 2 hall; green=level 3 hall)
- recruitment time 37-->50;
- cost 600-->800;
- CP 90-->120;
- Well of Souls won't effect heroes anymore; healing rate 40%-->33%; damage 100-->60;
- time reduced until new Sorcerers spawn (when they are out of combat) 10-->5
- corpse Rain damage reduced by 10%

temple of twilight:Tribute carts for level 2: 1-->2; costs 500-->600;

Barrow damage debuff to nearby enemies reduced to 15% from 85%

Spiked collars:

- lifesteal removed
- Cost 200 → 150
- Damage +50%-->+100%

Karshs crypt can now be summoned closer to objects

Wights can now be trampled

Mornamarth: revive cost 1500-->1800

Helegwen and Zaphragor can now be revived in the citadel

Wolflair added back:

- Cost 250 → 300
- Amount of creep-wolf: 2 → 4; damage 400 → 50
- now functions as a "well" for wolves and werewolves and heals them
- regenerates 10 units over a 60 second time period
- armorset: Resourcearmor → Factoryarmor
- hp 3500 → 2500

Version 1.0

General Balance Changes

Buildings/Upgrades:

Halved experience gained from destroying outside economy buildings

Increased damage of cavalry against buildings by 25%

Increased armor of buildings against elemental and magical damage by 100%

Halved damage of fire arrows, ice arrows and silverthorn arrows against heroes

Decreased bonus damage of cavalry against buildings by 60%

Improved active wells: now they regenerate 20 soldiers in 40 seconds (5 soldiers in 40 seconds for the well on the wall of the Imladris castle)

Removed hero discount from heroic statues

Sawmills

- build time 30 → 15

- start with 5 instead of 2 workers

- decrease the price of buildings and war machines

- workers strengthened

 - don't cost cp

 - recruitment cost reduced to 25

 - recruitment time halved

 - HP doubled

 - damage quintupled

Towers

- reduced damage of all towers by 20% (on castles, camps, outposts, settlements and lone towers)

- additionally reduced damage of lone towers

- increased recharge time of the watchtowers on farms: 150 → 210

- heavy armor also increases armor against building arrows (=STRUCTURAL-DMG):
 - infantry: STRUCTURAL now similarly to PIERCE (armored infantry takes significantly less damage from buildings);

- cavalry, monsters and single entity units: HEAVYARMOR now has a 0.74 modifier against STRUCTURAL (units listed as armored receive less arrow damage from buildings)

Units:

Adjusted ArmorSet of single units:

- EdainSingleUnitArmor PIERCE and CAVALRY_RANGED 135%-->100%
(single units take less damage from ranged units)

- armor against WATER doubled (single units take less damage from monsters)

reduced movement speed of rams and catapults

removed hero knockback of catapults

damage of spearthrowers against machinery increased 33% → 75%

damage of axe throwers against monsters doubled

Adjusted ArmorSet of flying units/heroes: SLASH, SPECIALIST, URUK and CHOP 35%→300% (flying units now take a lot of damage from any unit that can attack them, e.g. axe throwers)

CHOP damage bonus 50% → 40% = Armor of unarmored units against Chop*14/15 (Units with bonus damage against unarmored units don't deal as much extra damage anymore)

Drastically reduced the duration and frequency of randomly occurring fear effects

Heroic units

-upgrades are no longer necessary to unlock them

-cost of heroic units changed: 1100/1300/1600 → 1400/1600/2000

-decreased training speed by 50%

Heroes:

Passive leaderships from heroes changed to a standard value of 25% attack/armor (with a few exceptions)

Changed ranged damage of most heroes to the following tiering: 400/
225/180/150/90/70

Reduced melee damage of scout heroes: 120 → 100

All scout heroes passively uncover hidden units in an area 50% to their field of view (Narin takes on that role for Iron Hills)

Spells:

-Horn spells now show the correct area of effect (visual radius 75 → 100)

-A lot of spells and summons are now easier to place

Other Changes:

Camps and Castles

-heroic statues are now available on tower build plots for Gondor, Rohan, Imladris and Dwarves

-now all buildings in camps and castles have to be destroyed in order to defeat a player (The Rohan assembly point also keeps a player alive, but Resting Place of

Valinor doesn't anymore)

-destroying the citadel doesn't deny access to the spellbook anymore, spells can be used until a player is defeated now.

Creeps

-warg creep: increased respawn timer of wargs by 15 seconds

-as soon as a creep building (not the ruin) is destroyed, all units of that creep die (concerns Moria-Orc-, Mordor-Orc-, Troll-, dragon-, spider-, Dunland-, Rhudaur-Creep)

-reduced the range in which creep units pursue enemy units: 350 → 250

-treasures can be collected immediately

-nerfed hp of creep spiders

-dragon creep: number of dragons 2 → 1; reduced experience gained from killing the dragons

Gondor

Buildings/Upgrades:

Reduced cost to upgrade for all recruitment buildings:

- on level 2: 400 → 300

- on level 3: 600 → 500

Reduced the damage of rangers stationed at ranger camps by 40%

Increased the discount of ranger camps for composite bows:

10%/20%/30%/40%/50% → 15%/30%/45%/60%/75%

Signal Fires: HP 3500 → 2500

-stables: cost 800 → 600

Townhouses don't discount pantries and guardians of the citadel anymore, instead they discount rangers and as soon as "increased tax money" is researched

Faramir can be recruited in the stables now

Border Stronghold: upgrades research time 60 → 40

Stonemason:

- cost 1000 → 600

- removed building discount

- increases hp of all allied buildings by 30%

The following upgrades are now cheaper:

- increased tax money: cost 600 → 400; research time 60 → 40
- composite bows: cost 600 → 400; research time 60 → 40
- reinforced gate: cost 1000 → 600; research time 120 → 40
- numenorean stonework: cost 1500 → 800; research time 120 → 40
- reinforced garrison: cost 1200 → 600; research time 120 → 40
- siege material: cost 600 → 400; research time 60 → 40
- horse shields: research time 60 → 40; required building level 3 → 2

Units:

Siege shield: cost 300 → 200

Knights of Dol Amroth: "Shattering Rush" damage bonus +200% → +75%

Morthond Archers: „Loose Formation“

- armor against ranged attacks +33% → +100%
- speed -30% → -25%
- additionally +25% range

Pelargir Trollbenders "Trollbender Formation"

- removed immune to knockback and -25% damage
- added +25% damage and speed
- added -33% armor against everything except monsters

Guardians of the Citadel

-"Defend Building"

Level 5 → 3

can be used globally

-new ability "Defenders of Gondor" on level 5: grants double armor and resistance to knockback at the cost of -30% speed for 20 seconds

Heroes:

Pippin

-"Curiosity of the Fool"

can be activated while moving

-"Guardian of the Citadel"

cost 400 → 300

removed armor bonus

-"Dagger of the Noldor"

damage -50%
recharge time 60 → 90

Beregond

- „Guardians of the Third Company“

can be used globally
recharge time 180 → 120

- „Hold Ground!“

duration 30 → 40
interval of replenishment 3 → 2
can be used globally
recharge time 180 → 210

- „Continue Fighting“

duration 30 → 40
interval 6 → 10 Sekunden

- „Savior“

replaced invulnerability with +100% armor for heroes and buildings

Faramir

- „Mount/Dismount“

level 6 → 1

- „Crippling Schot“

level 2 → 4
added knockback against units and heroes in an aoe
recharge time 30 → 45

- „Proven Value“

level 2 → 4

- „Prince of Ithilien“

level 4 → 6
damage and armor bonus 33%/30% → 25%/25%

- „Captain of Gondor“

level 7 → 9

Denethor

-cost 1700 → 1300

-damage 260 → 200

Gandalf

- „Wizard Blast“

recharge time 40 → 60

- „Glamdring“

Level 2 → 3

- „Istari Light“

recharge time 120 → 180

- "Word of Power"
CD 360 → 420

Boromir

- "Last Stand"
added +33% armor when at 50% hp or below
the animation is triggered at 50% hp
when at 0 hp: duration until death 15 → 30
added +30% speed

- "Heir of Gondor"
armor bonus 33% → 25%

Imrahil

- cost 1700 → 2200
- cp 30 → 45
- recruitment time 30 → 45
- trample radius increased 0 → 8
- trample damage reduced by 60%

- "For Honor!"
added +66% armor bonus
-25% → -100% trample deceleration

- "Discipline"
significantly increased healing

- "Atheling Guard"
ability of the Atheling Guard now affects all nearby allied heroes
ability: reduce recharge time 33% → 20%

Spells:

Swapped Eagles and Grey Company

Swapped Gandalf the White and Assistance in Time of Need

Barrage

- cost 3 → 2
- recharge time 360 → 300

Lone Tower

- recharge time 360 → 420

Formations of Gondor

- cost 5 → 6

Gandalf the White

- damage bonus 100% → 66%

Assistance in Time of Need

- is now an active ability that can be cast on a signal fire to constantly recruit fiefdom troops for free with all upgrades
- recruitment time of the fiefdoms increased by 20% compared to standard units
- recharge time 720

Rohan answers

- recharge time 720 → 940

Army of the Dead

- recharge time 830 → 940

Rohan

Buildings/Upgrades:

Armory

- cost 600 → 800
- build time 20 → 30

Eomer can now be recruited in the King's Camp

Units:

Hay Carts

- cost 200 → 150

Yeomen archers

- "Give them a Volley": speed -30% → -20%; range and damage +20% → +30%

captains: passive fear resistance removed

Heroes:

Merry

- "Squire of Rohan" upgrade
 - cost 400 → 300
 - removed armor bonus
- "Dagger of the Noldor"

recharge time 60 → 90
-50% damage

Gamling

“Gamling’s Horn”

level 5 → 7

range 100 → 120

removed shared cd with “Forceful Burning Shot”

recharge time 120 → 90

-“Rapid Deployment Order”

level 10 → 4

recharge time 280 → 240

-“Forceful Burning Shot”

level 3 → 7

added aoe of 20

removed shared cd with “Gamling’s Horn”

-“Reinforcements”

level 7 → 10

replenishment per battalion 1 → 3

Theodred

-Stances

“Shield Stance”: additional invulnerability against HERO-RANGED, PIERCE and CAVALRY-RANGED

“Axe Stance”: damage against buildings +50% → +200%

-“Attack Post”

Time until the Meduseld soldiers respawn 4 → 20

-“Repair Work”

level 4 → 3

can be used globally

now also affects Meduseld soldiers (the ones from the attack post), pitch throwers and rams

area of healing and leadership 100 → 350

Amount of hp healed 1% → 5%

recharge time 200 → 150

-“Siege Garrison”

can be used globally

additionally grants +1500 HP to the “Attack Post”

recharge time 200 → 150

-“Defense of the Riddermark”

the effect is now global

increased damage bonus 50% → 100%

increased speed bonus 20% → 50%

recharge time 30 → 40

Eowyn

-cost 1800 → 1700

-hp 3500 → 4500

Hama

-cost 1500 → 1300

-"Side by Side"

duration 125 → 180

increased bonuses when cast on Gamling: speed 25% → 50%, vision range +25% → +100%

-"Guards of the Golden Hall"

summoned units are now a regular heroic unit

they stay permanently

they heal out of combat

recharge time 150 → 260

Eomer

-Spear Throw

aoe 15 → 20

knockback area 15 → 20

damage reduced by 25%

Theoden the Corrupted

-cost 800 → 600

-"Banishment" now works more reliably

-"Extortion Tax"

bonus +20% → +60%

is now easier to cast

Spells:

Swapped The Three Hunters and Highborn Warhorses

Draft Order

-additionally discounts captains and the units they can summon; area 100 → 50; CD 180 → 150

Rohan Vanguard 3 → 2

Highborn Warhorses also apply on the Rohan Vanguard now

The Three Hunters

-cost 5 → 7

-"Arrow Wind" replaced by Legolas' "Arrow Wind" (from Lorien)

- "Elendil": units flee instead of being stunned
- "Orc Hunt" can be cast while moving

Highborn War Horses

- added +20% speed

Alliance between Elves and Men

- recharge time 60 → 90; cd 630 → 540

Cloudbreak

- recharge time 500 → 370
- additionally lowers the speed of enemy units by 30% for 30 seconds

Military Camp

- summoned units are affected by Highborn War Horses on level 1 already (if Highborn War Horses was purchased)
- interval between summoned battalions 40 → 50
- recharge time 830 → 940

Lothlorien

Buildings/Upgrades:

Lorien outpost

- Armorset: EdainSentryTowerArmor → CitadelFortressArmor (the citadel is more durable)
- units can be recruited as soon as the outpost is built; you no longer need the border guard expansion
- border guard expansion:
 - cost 300 → 600
 - amount of archers on the platform: 4 → 3

Increased discount of Sanctuaries for single entity units: 20%/30% → 30%/50%

Safe Refuge

- cost 1000 → 1200
- research time 40 → 90

Concealing Fog

- cost 500 → 1000
- area of effect 450 → 300
- research time 40 → 90

Silverthorns (fortress upgrade)

-cost 1500 → 2000

-research time 40 → 90

Combat Training

-cost 250/400/500 → 150/300/450

Forge: build time 15 → 25

Wine Cellar: cost 600 → 500

Wine from Dorwinion

-cost 1000 → 500

-increased production speed 25% → 50%

Protect the Borders: cost 500 → 800

Thranduil's Mobilization: recharge time 360 → 200

Troop Chamber and Vault of the King resource production 28 → 14

Units:

Mirkwood swordsmen, pikemen and archers are now half-elite with the respective increase in cost, stats and other characteristics (they keep their 20% hp bonus)

Chant of the Elven Minstrels

-recharge time 90 → 60

-area 220 → 300

-duration 25 → 30

-damage and armor buff 10% → 20%

-number of minstrels required for trample resistance 3 → 2

Ash Ents: building damage reduced by 20%

Heroes:

Rumil & Orophin

-cost 250 → 300

-now become invisible when not attacking or taking damage (just like Haldir)

-increased armor from "Gifts of Lorien" +25% → +50%

-"Concealed Strike"

duration 10 → 30

- "Lembas Bread"
reduced channeling time
- "Stellar Weapons"
damage bonus +50% → +150%

Haldir

- "Shining Arrow"
level 4 → 3
enemies flee instead of being stunned
duration 4 → 7/8 → 14 (gifts of Lorien)
- "Leader of the Galadhrim"
leadership +30% → +25% attack
- "Protect the Borders"
can be used globally
hp of the summoned units 400 → 570
recharge time 200 → 150

Grimbeorn

- cost 2300 → 2500
- trample area 0 → 10 (like normal Beornings)
- damage in bear form 260 → 200
- "Deadly Bite" and "Ferocious Strike" share a common cd now
- "Ferocious Strike"
knockback impact 40 → 60
removed aoe and knockback area
recharge time 60 → 90
- "Deadly Bite"
area 25 → 40
knockback area 16 → 40
knockback impact 40 → 60
damage 600 → 450
recharge time 60 → 90
- "Survival Instinct"
area 300 → 400
amount of hp restored 1750 → 2000
- "Beorn's Bees"
area 25 → 40
- "Power of the Wilderness"
duration 20 → 40

Thranduil

- "Staff Stance" knockback area 1 → 10
- Swapped "Arcane Shield" and "Mount/Dismount"
- changed "Elvenking of Mirkwood": now passively grants fear resistance and reduces

arrow damage taken by 20% , grants +25% armor when activated

- "Arcane Shield"

increased armor bonus +100% → +300%

interval 60 → 30

- "Shield Wall"

recharge time 200 → 180

- "Feasts of Mirkwood"

can be used globally

amount of hp restored per tick 2% → 3%

healing area 400 → 500

resource production 28 → 84

cd 300 → 400

Legolas

-cost 2500 → 3000

-When affected by "Gifts of Lorien"

Hawk Strike bonus damage 100 → 200

additionally increases area by 5

- "Elven Eye"

duration 30 → 50

- "Arrow Wind"

area 120 → 150

number of arrows 3 → 4

maximum number of arrows fired 50 → 80

recharge time 90 → 180

Celeborn

-cost 2800 → 2600

- "Might of the Silver One" increased duration 30 → 60

Galadriel

- "Light of the Golden Wood"

enemies are stunned instead of fleeing

area 150 → 180

duration 5 → 10

- "Radiant Aid"

area 10 → 50

recharge time 200 → 280

- "Nenya's Cleansing"

hp healed 100 → 150

duration 30 → 45

Treebeard

-movement speed 21 → 32

-duration of his "angry-mode" shortened

Quickbeem

-cost 1800 → 1500

Spells:

Veil of Mist

-recharge time 180 → 150

-area 100 → 150

-increased speed boost 30% → 40% Enchanted River: hotkey fixed

Refugee in the Woods

-recharge time 420 → 300

-replenishment interval 10 → 6

-is easier to cast now

Elvenwood

-recharge time 360 → 210

-hp 3500 → 2500

Radagast

-cost 6 → 7

-duration 60 → 90

-"Thurn Bush"

range 350 → 450

lifetime 12 → 20

area 75 → 100

cooldown 60 → 90

-on sleigh: rabbits lifetime to 90 seconds extended

Defenders of Mirkwood

Tauriel:

-melee damage 350 → 260

-ranged damage 200 → 180

-"Jump"

recharge time 60 → 120

slow -70% → -40%

Blessed Galadriel

-recharge time 630 → 720

-duration of the blessings 30 → 45

-blessing now no longer gives a speed boost, but instead a XP bonus of 20%/40%

Twilight Queen

- "Earthquake" damage increased 500 → 750

- "Conversion"

area 70 → 120

debuff duration 20 → 40

armor malus -25% → -50%

Imladris

Buildings/Upgrades:

Library: Cost 1000 → 800

Erestor: Discount of loremasters -50% → -25%

Military Studies and Advanced Military Studies

- Cost 900 → 600

- Research duration 90 → 60s

Lindon-Tower

- Cost 500 → 600

- Fire rate reduced

Wind Rider discount of Rivendell farms removed

Stables: Cost 800 → 600

Dunedain archers defending the Hobbit farms: Damage reduced by 40%

Wall fountain

- Cost 700 → 500

- no longer passive regeneration, but instead with an active ability like other wells

- number of regenerated units: 5

Dunedain-Outpost

- Cost 600 → 400

- Building time 30 → 25

ArmorSet: CitadelFortressArmor → StructureArmor (it's less tanky)

- Upgrades research time: 20/25 → 40

- storage tent

now discounts Dunedain upgrades by 20% and therefore doesn't produce resources anymore

Cost 300 → 600

- Medic Tent: Leadership removed

-Watchtower:

Cost 600 → 800

amount of Dunedain archers halved

Units:

Dunedain-Swords: damage risen to the standard niveau: 50 → 55; 90 → 110

Dunedain-Pikes: Ability: Bonus of 30% → 20% reduced

Blademasters

-aoe damage by 50% reduced

-single target damage by 20% increased

Rivendell-Archers: „Unerring shots“:

-damage reduction: -15% → -25%; Duration 5 → 15 seconds

-slow removed

-no longer affects heroes

-Debuff FX added

Veterans of the Last Alliance: „Middle-earth's Last Line of Defense“

-moved to Level 5/7/10

-slowdown for themselves -50% → -25%

Lindon-Guardians: Cirdan as recruitment requirement removed

Wind Rider: „Ride Like the Wind“: Damage reduction -90% → -70%, Duration 10 → 15 seconds

Loxmaster

-CP 90 → 60

-maximum number of loxmasters: 7

-Loxmasters of Stone: damage of the against buildings significantly increased

-Loxmasters of Light: aoe damage reduced and instead single target damage increased

-Combined Abilities:

Crystal Prison: Duration 30 → 60s

Protective Moat: makes buildings completely invulnerable

Light Spectrum and Sandstorm: radius significantly increased

Light Spectrum: Stun to 8 seconds extended

Heroes:

Gildor

-Recruitment time 20 → 15s

-coup de grace: now slows heroes 25% down (50% on level 10) (As the ability didn't work before, the effect still doesn't work now)

Glorfindel: Recruitment time 30 → 45s

Arwen

-Cost 1500 → 1200

-"Blessed Banner"

Healing significantly buffed

now it heals all the time (also in combat)

Radius of the heal: 60 → 200

gives the chosen banner carrier additional +1500 HP

Cirdan

-Lord of the Havens: Boni split

-Master Craftsman

globally useable

Radius 50 → 80

-Teleport cooldown 180 → 120s

-Ulmo's Aid: Duration 30 → 45s

Halbarad

-Damage 260/180 → 400/225

-HP 4500 → 3500

-Leader of the Dunedain: Leadership for equippability of upgrades globally useable

-Rangers Mustering Call: cooldown 180 → 120s

-Dunedain Ambuscade

Dunedain-numbers 12 → 24

Lifetime 12 → 20

-Dunedain Arrow Volley/Sword Strike

Boni doubled (speed 20% → 40%, attack speed 33% → 66%)

now also affects the Dunedain archers summoned with the Ambuscade

Elladan and Elrohir

-"Critical Hit"

likelihood of a critical hit: 20%/60% → 25%/75%

while the ability is active they are 20% faster

-"Deception": Timer 60 → 30s

-"Noldorin Warriors": +33% Armor → +66% Armor

-"Grey Company Rangers": 25% speedbuff added

-"Blade Prison"

Range 150 → 300
Damage 800 → 1500

Elrond:

Damage of the “Rage of Loudwater” is now identical to the displayed radius (before you had to put the displayed area behind the enemy, because the horses did damage in front of the displayed radius)

Spells:

Breeze of Manwe: displayed Radius 125 → 220 (the actual radius was not changed)

Miruvor: Radius 140 → 100

Journey to Valinor: Cooldown 360 → 240s

Hobbits: Lifetime 60 → 90s

Protection of the Bruinen: slow effect around the buildings removed

Tom Bombadil

-Cost 6 → 7

-Merry Song

Damage radius 40 → 60

Knockback radius 30 → 60

Strength of the Knockback 50 → 60

Radius of the Debuffs 40 → 60

Luthien

-Timer 25 → 50s

-Radius 90 → 120

-Radius gets increased all 3 seconds by 20

-Debuff Fx added

Influence of the Evening Star

-range of the leadership 150 → 450

+50% armor and knockback resistance for affected heroes added

-Auto-Heal 50 → 200

-Reduction of Arwens ability cooldowns -25% → -50%

-armor buff of 33% for Arwen added

Training of the Firstborn: Cooldown 830 → 720s

Last Alliance

-lifetime: 90 → 120

- "Aeglos - Lance of Firmament"

Radius 120 → 90

Projectile in each wave 2 → 1, but the amount of waves doubled (now it takes twice as much time until the ability has done its full damage)

damage against units halved

- Anarion: damage against gates doubled

duration of his ability doubled

Dwarves

Buildings/Upgrades

Forge: build time 25 → 30s

Stonemason: build time 25 → 15 (Standard niveau)

Oil Vents:

cost: 1000 → 800

damage 200 → 300

Battle Tower Training: cost: 1200 → 600

Line of Defense: cost: 1000 → 600

Mithril mail: Armor bonus: +50% → +100%

Fortress catapults now no longer shoot fire stones

Travel camp: HP 3500 → 2500

Tower Shields/Sharpened Axes/War Masks

- Research time 60 → 40s

- moved to the barracks

- Sharpened Axes: Now the Guardians do CHOP-Damage (additional damage vs unarmoured units) in addition to the increased flank damage with the upgrade

Dale/Lake Town

- Cost 800 → 400

- build time 30 → 25

- HP 4000 → 3000

- ArmorSet: CitadelFortressArmor → StructureArmor (it's less tanky)

- Upgrades research time 20/25 → 40s

- Housing Area

Cost 500 → 300

gives your units a leadership (instead of the well)

-Militia House: unlocks archers

-Tower: Cost 400 → 800

-Well: Leadership removed

Ered Mithrin-Bastion

-HP 10000 → 8000

-ArmorSet: EdainSentryTowerArmor → CitadelFortressArmor (it's more tanky)

-is now affected by the bonus of the stonemasons

-Additional Hall of Warriors: Cost 500 → 300

-Border Wardens

Cost 500 → 800

now they can attack flying units

-Mighty Catapult

Radius 125 → 150

Construction time 40 → 100s

Knockback effect and aoe knockback buffed

Bonus damage against buildings added

now also knockbacks heroes

minimal range is now displayed

-New Upgrade "Dwarven Well" added

cost 600

research time 40s

The bastion gets a well that heals and regenerates closeby units

Units:

Boni of the slow dwarven standard units standardized and weekend (Boni are given in relation to the stats of Ered Luin Dwarves)

-Erebor: +5% HP; +15% Damage

-Iron Hills: +15% HP; +5% Damage

-also adjusted for Pikes and Ranged units (e.g. now Iron Hills Pikes deal more damage)

Guardians of Erebor

-Hammer Strikes: Armor debuff -15% → -10%

-War Masks: Debuffradius 75 → 100

Erebor-Axethrowers: damage by 10% decreased

Erebor-Pikes: Ability cooldown 240 → 180s

Arkenguard: Ability Damage Bonus 50% → 25%

Ered Luin Guardians: Dwarven Sprint duration 30 → 20; cooldown 120 → 180; bonus 50% → 35%

Ered Luin Archers: Formation buffed

-Vision(-range) +20% → +30%

-Damage -15% → -10%

Unburned: ability nerfed

-Speedbuff +50% → +20%

-damage modifier +50% → +25%

Iron Hills-Crossbowman: Battle Formation: Armor bonus +75% → +150%

Khazad Dum Veterans

-it's no longer possible to send them in the forge (instead you can get Mithril mail via spellbook now)

-new ability: Revenge for Khazad Dum: The veterans get +40% Speed and -20% Damage for 30 seconds

-Stone Wall

 moved to level 4

 cooldown 180 → 120s

-Death Wish: Damage bonus +75 → +150%

Pack Ponies can be sent into the special outposts of the dwarves and generate 840 resource per battalion

Lake Town and Dale archers are now Elite and are limited to a maximum of 3 battalions

Dale-Swordsman

-Formation: damage debuff removed

-armor debuff -20% → -25%

Dale-Archers

-Black arrows: duration of the fear effect 5 → 10 seconds

-Duration of the Debuff 10 → 20 seconds

Lake Town pikes:

their formation was replaced by the porcupine formation

Lake Town Archers:

their ability was replaced by a passive one, which reduces the armor of the targeted units by 20%

Ered Mithrin-Guardians

- now they are semi elite
- speed increased to standard niveau
- now they have the stats of Iron Hill Guardians + semi elite bonus
- bonus damage against buildings added

Ered Mithrin-Hunters

- damage 140/180 → 110/150
- damagety → URUK
- “Nail Down”:
 - Range 200 → 340
 - it deals twice as much damage than their normal attack

Dragon Slayer

- HP 2800 → 3200
- Morning Star:
 - Damage and knockback radius 12 → 15
 - Knockback strength doubled

Battle Wagons:

- cost: 500 → 600
- Armorsert improved
 - armor against WATER and CAVAIRY 175% → 135%
 - against HERO and HERO-RANGED 110%/55% → 85%/42%
- Cost Beer Keg and Banner Carriers 300/400 → 200
- research time of the Beer Keg 45 → 10s
- The Beer Keg now additionally regenerates units
- Beer Keg Radius 100 → 250
- Banner Radius 200 → 250
- Bolt Thrower: damage 125 → 100

HP of the Catapults to the level of Erebor catapults risen (20% more HP for Ered Luin and Iron Hill catapults)

Earth Shaker

- Cost 900 → 1200
- HP 1200 → 3600
- now deals 10% damage against units and heroes
- Knockback-Radius 12 → 60
- strength of the knockback increased
- 20% armor debuff against units added (radius 60)
- Debuff FX added
- Debuff and Knockback does no longer affect your own units

Heroes:

Bilbo

- recruitment time 20 → 15
- “I’m going on an adventure”
 - Level 1—>3
 - duration 10 → 25
 - now you can activate it while moving

Narin

- Cost 1600 → 1400
- Hp 3500 → 4500
- vision range 175 → 250
- “Dains Messenger”
 - Leadership armor bonus removed
 - Leadership now gives +10% speed
 - Leadership experience bonus +50% → +75%
 - Leadership lasts longer 30 → 60 seconds
 - active speed buff +35% → +50%
- “ceasefire”
 - duration 30 → 60
 - during that time the abilities of the hero don’t recharge
- “battle command”
 - level 5 → 6
 - Radius 90 → 120
 - doesn’t slow them down anymore, but instead trample deceleration of 50%
- “Alliance”
 - duration of the invulnerability 10 → 30s
 - now also affects heroes and heroic units close to the target

Dain Ironfoot

- damage 400 → 300
- “Rising rage”
 - rage now lasts 30 instead of 20 seconds
 - aoe damage and knockback with active rage 7 → 12
- “Rupturing Strike”
 - now reduces armor by 20%/40% instead of speed
 - Radius is now displayed correctly
 - knockback radius and FX adjusted
- boar: now has a strong trample and knockback radius

Murin

- Cost 2100 → 1700
- CP 45 → 30

- Recruitment time 45 → 30
- Damage 300 → 260
- sweeping strikes
 - no longer deals damage to the units lying behind and knock them back instead
 - Radius 100 → 75
- Leadership Level 1 → 5, when Drar is on the field it's already on level 3 available
- "Defend the Halls"
 - level 3 → 4
 - cooldown 260 → 180
 - Speedbuff duration 15 → 30
- "Charge of the Iron Hills"
 - Level 5 → 6
 - usable everywhere
 - effect radius increased
 - slow down -25% → -40%
- "Barrage"
 - Level 8 → 9
 - total radius and radius of the individual projectiles increased
 - amount of the projectiles doubled

Drar

- Cost 2100 → 2500
- Leadership: Level 1 → 5, when Murin is on the field it's already on level 3 available
- "Pavise": level 3 → 4
- "Focus Fire"
 - level 4 → 6
 - Palantir picture added
- "Blinding Barrage"
 - Level 8 → 9
 - total radius and radius of the individual projectiles increased
 - no longer deals knockback, but instead very high building damage
 - Debuff -50% Vision and Range → -100%
 - decreases additionally the damage of affected units by 25%
 - also affects heroes

Thorin 3 (Iron Hills)

- Cost 2300 → 2000
- CP 45 → 30
- Recruitment time 45 → 30
- HP 5500 → 4500
- "Iron Will"
 - with 50% HP he gets +66% armor and knockback resistance

with 25% HP he gets +150% armor and knockback resistance, and therefore 25% slower

- "Blood rage" and "Battle Roar" switched and can't be used at the same time anymore

- "Blood rage"

armor malus removed

duration 30 → 20

- "Battle Roar"

duration 20 → 30

Speedboost 30% → 50%

- "Revenge"

Attack range increased

Radius reduced by 10

Bonus damage against Heroes, Monsters and Machinery +200% → +100%

Nori

- "Shady Fellow"

Speedbuff 25% → 40%

now you can activate it while moving

- Dori-Summon and Throwing Knife switched

- Dori-Summon

Damage to 100 reduced

aoe damage removed

Lifetime 30 → 20

damage gets increased only on level 10

- "Ambush"

Damage 65 → 0

slows enemies down by 30% for 20 seconds

Gloin

- Cost 1600 → 1200

- Damage 350 → 200

- Bonus damage against buildings 50 → 200

- summoned mine shaft doesn't disappear after some time and can be used as entry to the mine shaft system

- "Shake foundation": cooldown 150 → 90

Thorin 3 (Erebor)

- Cost 2300 → 2000

- CP 45 → 30

- Recruitment time 45 → 30

- HP 5500 → 4500

- "Iron Will"

with 50% HP he gets 150% Bonus damage and knockback resistance

with 25% HP he gets 250% Bonus damage and knockback resistance, but is 25% slower

-"Blood Rage" and "Battle Roar" switched and can't be used that the same time anymore

-"Revenge"

attack range increased

Radius reduced by 10

Bonus damage against Heroes, Monsters and Machinery +200% → +100%

Gimli

-"Leap attack"

Radius 45 → 35 (now matches the displayed radius)

damage 160 → 140

does no longer knockback heroes

-Axt throw: Range increased by 20%

King Dain

-Banner

Range 400 → 600

now also usable on buildings

cooldown 180 → 140

-Boar gives additional +150% armor

-Battle Wagon - Summon

Lifetime 80 → 100

Range 200 → 500

Placeability made easier

King Brand

-Falcon and Leadership switched

-Falcon

Cooldown 120 → 60

Vision range doubled

-Leadership

dependence on weapon switch removed

gives all Dale Units +25% armor

-Determination: radius of the leadership doubled and it gives additional +100% xp

-"Inherited Black Arrow": damage increase 300% → 600%

Bard

-Thrush

cooldown 120 → 60

vision range doubled

-Leadership

is now passive, just like Brand

-Black Arrow: damage tripled and strong knockback against the single target added

Dwalin

- double axes: damage 260 → 200
- Hammer: additionally knock enemies backs
- "Powerful blow": reliable usable
- "Earth Hammer": reduces armor of the enemy by 20% for 30 seconds
- "Wrath of the Dwarves": increases Dwalins damage and aoe damage additional by 25%

Bofur

- 150% Bonus damage against buildings of the standard attack added
- "Hurl Pickaxe"
 - damage 600 → 150
 - Radius 15 → 25
 - Debufft the hit enemies: -30% damage
- "Tremor": radius and FX fixed
- Bombur now heals the heroes slower
- "Chain Quake"
 - Level 7 → 10
 - Buildings in a large area get -50% armor for 20 seconds

Thorin

- Fili and Kili:
 - HP 1500 → 2500
 - Headshot +50% damage
 - Mark
 - duration 30→60
 - now additionally reduces damage by 25%
- Speedbuff 25%-->15%
- Invulnerability on level 10: duration 30 → 10

Balin

- Cost 1700 → 1200
- Damage 260 → 200
- Rune Shield
 - cooldown 180—>120
 - additionally reduces ability cooldown of the hero by 25%
- Dori,Nori and Ori: cooldown 180 → 120
- Heroic Blow
 - range of the fear effect and the triggered leadership doubled
 - duration of the leadership: 10 → 30

Spells:

Following spells were swapped in the the Spellbook

- Art of the Dwarves → Final Stand
- Final Stand → Beorn
- Beorn → Undermine

Carc's Raven:

- Debuff -25% damage → -20% armor
- Range of the debuff 200 → 350
- armor buff for the chosen buildings removed
- vision range +100%-->+200%

"Lone Tower" becomes "Structures of the Dwarves"

- After buying the Spell you can summon the Lone Tower and the Undermine-mineshaft
- Cost 2 → 3
- Undermine: cooldown 360 → 300

Beorn:

- Cost 6 → 3
- Cooldown 540 → 360
- It now summons just Beorn without other Beornings
- Battle Cry removed
- Damagescalar +200% against buildings added
- Trampel radius of Beorn increased
- Lifetime 90 → 60

Final Stand

- cooldown 540 → 360
- Radius 100 → 130
- duration 30 → 45

Gandalf

- Cost 6 → 7
- duration 60 → 90

Dwarven Runes

- Cooldown 420 → 210
- now also works on the Ered Mithrin Bastion and the summoned Dwarven Citadel
- Rune of Inspiration
 - gives additional +15% speed
 - Radius 180 → 250
- Rune of Power

does no longer heal the building in a fight
Interval until the repair starts increased

Art of the Dwarves

- Research speed bonus of the forge +15% → +50%
- the upgrades now give the boni separate from each other, so you get +15% armor after equipping Heavy Armor etc.

New Spell "Mithril-Discovery"

- passive
- Cost: 7
- replaces Art of the Dwarves as second Tier 3 Spell on the left
- Mineshafts and stonemasons produce +25% resources
- in the forge you can research the upgrade "Mithril Mail" for 1800 resources in 180 seconds, which enables you to buy Mithril Mail for your heroes

Dwarven Citadel

- HP 8000 → 10000
- extensions are now for free
- Hall Expansion heals close by allies

Isengard

Buildings/Upgrades

Armory

- Cost 1000 → 800
- build time 34 → 30
- arrow tower removed on level 1/2 (only has it on level 3)
- levels now with internal eco upgrades and gains additional HP and quicker research time that way (changes visually)

Warg Pit

- Cost 600 → 500
- Blood Wargs now heal a lot more with each attack

Warg-Sentry

- Cost 150 → 350
- now regenerates every 8 seconds a soldier of a battalion (8 in total)

Torches for Wildman

-Cost 200 → 150

-Damage Bonus increased 30 → 40

Steelworks:

Cost 3000 → 2500

Units:

Wildman Axe Throwers:

-Cost 300 → 250

-Damage reduced by 20%

Uruk-Hunters

-Levelboni up to level 5 decreased 30% → 25%

-Hunting Fever

 Regeneration halved

 Knockback removed

Mine Berserker

-Moved to siege works level 2

-Radius and damage increased by 33%

Siege Ladder

-Cost 200 → 100

-Speed increased

Mines

-Cost 900 → 400

-Speed increased

-Explosion radius increased by 50%

Shield Uruks:

Cost 500 → 300

Heroes:

Bill Ferny

-Bribing

 duration 90 → 180

 cooldown → 180

Ressources 5 → 12
Range increased
usable without vision

-Desinformation

the hero recharges his abilities 40% slower
the building produces 40% less money
duration 30 → 240
cooldown → 240
Range increased
usable without vision

-Snitch: vision range quadrupled

Lurtz

-recruitment time 45 → 30
-CP 45 → 30
-cost 2000 → 1700
-"The Hunt": range increased

Ugluk

-cost 2000 → 2200
-"Dark Medicine"
 Radius 70 → 150
 Range 200 → 300
 cooldown 180 → 140
-Bloodthirstiness: self regeneration significantly increased
-Leadership gives additionally +50% XP

Grima

-Cost 1300 → 1100
-Damage 260 → 200
-Escape: duration 20 → 40
-Back Stab
 Damage doubled
 Debuff duration 10 → 30
 -25 → -50% armor
-Influence of Despair and Sabotage switched
-Sabotage
 duration 30 → 45
 Radius 150 → 200

Sharku

-Cost 1500 → 1200
-Damage 300 → 260
-Blood Hunt
 Range doubled

- cooldown 150 → 90
- Scent of Blood
 - duration 30 → 60
 - Range is which allies get the bonus doubled
 - FX added
- Last Words
 - Radius doubled
 - armor malus removed, but therefore the abilities of the hero don't recharge
 - duration 30 → 60
- The Untamable: aoe damage and knockback added

Wulfgar

- Cost 750 → 800
- damage typ changed: half of it is FLAME, deals twice as much building damage
- Spears from Dunland
 - globally usable
 - cooldown 30 → 20
- Revenge on Rohan and Oath of Dunland swapped
- Revenge on Rohan now as a passive leadership of +25% damage and +10% speed for himself and close by Wildman

Saruman

- Knockback radius 10 → 16
- ontop of his Wizard Tower: Wormtongue
 - Radius halved
 - duration 30 → 15
 - does not longer affect heroes
 - range 400 → 300

Spells:

Wizard Tower: Cost 5 → 4

Fuel the Fires and Saruman of Many Colors switched

Saruman of many Colors: Bonus damage 100% → 66%

Minions of the White Hand

-an additional battalion of Orcs gets summoned

-Damage of the Dunlending Plunderers by 20% decreased (40 → 32)

Freezing Rain: cooldown 540 → 460

Fires of Isengard

- cooldown 830 → 610
- Radius by 100% increased
- friendly fire removed

Isengard Unleashed

- Troops appear with Uruk-Captains
- is now easier useable

Mordor

Buildings/Upgrades:

Slave Farm: now also discounts Uruks

Banner carriers and fire arrows are now researchable in the Arsenal instead of the barracks

Dol Guldur-Outpost

- damage and range of the poison reduced by 20%
- archers and pikes switched in the commandset

Cirith Ungol-Barracks

- Halberdiers of Cirith Ungol are now recruitable without influence of Sauron
- Black Uruk Archers are locked behind the influence of Sauron again

Influence of Sauron

- Influence on the Defense Banner now enables the player to equip the Reinforcements of Ruhn and Harad with Upgrades, which can be discounted by the Arsenal (you no longer get them for free)
- Influence on Dol Guldur halves the cost and recruitment time of spiders

Sauron's level mechanic

- tasks are in a new order, in order to visualize their approximate reachability
- instead of 4 Trolls → 1 Drummer Troll
- 9 Nazgul → 8 Nazgul with central spell
- Overseer number: 6 → 7
- Either one 10 Point spell, or 3 Tier 3 spells
- “Command a level 5 orc horde” removed

Units:

Black Riders

- armor against STRUCTURAL doubled
- melee damage and trample damage reduced by 25%
- HP reduced by 20%
- Touch of Blackness: damage, radius and duration increased by 50%
- they are now affected by the central spell

Mountain Trolls: Cost 800 → 600

Troll Upgrades

- Battle Armor: 300 → 400
- Weapon: 200 → 300

attack range of the Troll with Assault Mace: 28 → 20 (should no longer attack without dealing damage)

Abilities of Upgraded Trolls

- duration 10 → 15
- now it's possible to activate it by several trolls at the same time
- cooldown 120 → 90

Drummer Troll:

- Leadership range doubled
- armor bonus 15% → 20%; damage bonus replaced by 20% experience gain leadership

Orc Warrior: Levelboni risen to standard niveau (8% → 15%)

Overseer Boni:

- DG: +25% → +75% damage, +50% → +25% armor
- MM: +50% → +25% damage, +25% → +75% armor
- CU: +50% → +25% damage/armor

Crack the Whip:

- instead of a damage buff it now gives a speed buff of +25%
- armor malus removed

Dol Guldur-Orcs: poison damage increased by 50%

Castellans: Dread Vitiation damage reduced by 66%

Spiders: are now elite cavalry units with corresponding stats and cost, but they still can't trample units

Siege Towers

- Cost 400 → 200
- recruitment time 60 → 30
- Armorset: all values improved *0.6

Orc Archers

- Cost 300 → 250
- damage decreased by 20%

Gorthaur's Werewolves (recruitable in Tol in Gauroth)

- HP 5000 → 8400
- damage and aoe damage increased by 50%
- recruitment time of CU units Rekrutierungszeit increased by 50%

Orc-Halberdiers

- Cost 600 → 700
- speed lowered by 20% (same speed as standard orcs)
- Overseer Bonus weakened: 50% → 25% damage and armor

Heroes:

Gorbag

- recruitment time 20 → 15
- poison damage reduced by 33%
- Summon: now a normal battalion of CU-Halberdiers gets summoned (before he summoned a bigger one)
- Lifetime 60 → 45

Shagrat:summoned Uruk lifetime 60 → 45

Gothmog

- cost 1500 → 1300
- "Strengthen the Line": orcs stay permanently on the battlefield
- "Captain of the Orcs"
 - Level 4 → 5
 - damage bonus 30% → 25%
- "Return the Prisoners"
 - duration 10 → 60
 - catapults additionally deal twice as much damage and are 25% faster
- "Attack Order"

no longer affects catapults
damage bonus removed
20% Speed Boost added
additionally 25% less damage from melee attacks and 50% less damage from magic and elemental damage
range 150 → 300

Mollok

-his Hammer decreases the armor of targeted buildings by 30% for 15 seconds
-"Shatter" damage 2000 → 3000

Necromancer

-Cost: 1600 → 1000
-recruitment time 60 → 30
-damage of his standard attack reduced: 45 → 35
-passive fire damage reduced by 20%
-Wandering Shadows (the teleport)
 can no longer be used into units
 Knockback removed
-Dark Swath
 armor debuff: -50% → -30%
 barrow wights are now summoned on level 10 (instead of level 7)
 the swath are movable as of level 7 (instead of level 10)
-Burning Prison: duration 15 → 7
-Ruler of Fire
 radius 120 → 200
 activation duration reduced

Gorthaur

-Vampire Lord Form
 damage and radius of "Leech" increased by 50%
 "Darken the Skies"
 radius of the debuff 150 → 300
 cooldown 120 → 90
 "On Black Wings"
 speed buff 25% → 50%
 duration 20 → 30
 "Eternal Thirst": Radius increased by 50%

-Werewolf Form
 Standard-Attack
 radius increased by 33%
 duration of the bleeding 5 → 10
 Trample
 trample deceleration removed

damage doubled (Niveau of normal werewolves)

“Relentless Hunt”

duration 20 → 30

+50% armor and speed bonus added

“Bite of the Werewolf”

duration of the bleeding and the debuff: 10 → 30

damage of the bleeding reduced by 25%

“Bloodthirst”: gives additionally +100% XP for close by Werewolves

-Annatar

Spoiled Gifts

Level 3 → 8

Range 200 → 100

time until the activation starts 2 → 4

Armistice

level 5 → 6

duration 30 → 20

production of enemies Eco Buildings twice as long as the duration of the armistice

Hour of Extinction Level 7 → 4

Dark Marshal/Shadow Lord

-cost 1600 → 1400

-levelup bonus removed

-Fellbeast: radius of the damage and knockbacks reduced by 30%

-Screech: cooldown 210 → 160

-the Shadow Lord has now the correct (better) armorset with the upgrade

-damage with battle armor 350 → 300

-damage as Ring Hunter 440 → 400

-Ring Hunter: Cost 1000 → 800;

Khamul

-Levelboni removed

-Fellbeast: radius of the damage and knockback reduced by 30%

-deals +150% bonus damage against buildings

-“Peril of the Nazgul”

range 60 → 200

vision range doubled

-“Insignia of the Lieutenant” increases additionally the poison damage by 50% and doubles the duration of the poison

Witchking

-cost 2500 → 3000

-levelup bonus removed

-Fellbeast: radius of the damage and knockback reduced by 30%

- damage and knockback of the morning star reduced by 20%
- strength of the Hero debuff 15% → 10%
- "Terrifying Malice"
 - Range doubled
 - duration of the animation shortened

Mouth of Sauron

- Abilities moved
 - Morgul Sorcery 4 → 3
 - Dark Veil 6 → 5
 - Words from level 3/5/7 → moved to level 2/4/6
- Morul Sorcery
 - damage of each lightning halved
 - number of lightning to 4 per salvo and 40 in total increased
 - radius increased
- Dissent
 - duration 20 → 15
 - radius 80 → 60
 - cooldown 180 → 280

Spells:

Grond and Gorthaur swapped

Eye of Sauron: Cooldown 210 → 150

(sexy) Shelob

- crush-damage type: WATER → CRUSH (less damage against single units)
- trample deceleration reduced
- knockback while trampling added

Harad-Reinforcements

- cooldown 630 → 720

Call the Hord

- cost 6 → 5
- cooldown 540 → 370
- additionally orc units that cost only 20 CP can be recruited in the Barracks, DG Outpost and MM Outpost

Banners of the Black Land: cooldown 460 → 370

His Deadliest Servants: gives the Black Riders +500 HP, +20% armor, +25% damage, 25% cooldown reduction for abilities and -25% trample deceleration

Power of Past Ages

-cooldown 720 → 940

-now temporarily

stays 470 seconds on the battlefield

if he transforms himself in another form, he stays in that form for 235 seconds and then disappears

so he can't transform back to the form he was in before; so he can stay at maximum 705 seconds on the battlefield

Angmar

Buildings/Upgrades:

Farms: resource production reduction for external eco buildings: -25% → -15%
(21 → 24)

tribute carts: decreased resources by 40%

Dark Iron Forge

-cost 600 → 800

-build time 20 → 30

-Ice Shot

research cost 500 → 800

cost to equip 600 → 400

bonus damage 600 → 1500

removed Barrow Wight Lair on internal build plots

Barrow is the new Barrow Wight Lair with most of its features

-build time 15 → 30

-debuff -25% → -15% armor/damage

-removed fear effect

removed Wolf Lair

Mills now also discount wolf riders

Outposts

-Tower of Sorcery

cost 500 → 800

removed reduced recharge time for spells

doesn't unlock spells for sorcerers anymore

discounts Sorcerers by 20%

-Garrison Tower

cost 500 → 800

reduced damage of the archers on the Garrison Tower by 40%

removed recruitment speed bonus

discounts shadow guard by 20%

Temple of Twilight

-cost 600 → 500

-number of tribute carts needed to level up to level 2: 2 → 1

Dire Wolf Expansion: wolves don't give xp anymore

Heavy Spiked Collars

-research cost 600 → 400

-research time 60 → 40

-reduced damage bonus +100% → +50%

-dire wolves regenerate 50% of the damage dealt

Units:

Dire wolves:

-cost 200 → 150

-damage reduced by 15%

Werewolves: level ~20% faster

Wights

-increased speed by 25% (now standard speed)

-life steal 25%/50% → 40%/80%

-debuff -25% → -15% damage

Thrall masters

-armor against STRUCTURAL and HERO_RANGED doubled

-Wolf riders: can't trample anymore and take less damage from spears (only affects the thrall master)

Rhudaur spearmen and axe throwers

-reduced damage of axe throwers by 25%

-changed ability: buffs other hillmen now

-when a hillmen dies other hillmen nearby gain +10% speed for 7 seconds

-activation speed 10 → 1 seconds (the speed bonus is activated 1 second after the death of a hillmen)

-hillmen receive +5% armor per 15 hillmen nearby, caps out at +25% armor

-added FX

Carn Dûm Swordsman: Duelist

-duration 30 → 20

-recharge time 60 → 120

Carn Dûm Bowman: Focused Barrage

-additional fire rate +100% → +75%

Shadow Guard/Black Knights

-Guardsmen's Blades

passive debuff -50% Schaden → -10% speed and experience

healing when activated doubled

armor debuff when activated -50% → -20%

-Black Oath: area of the bonus for Shadow Guard/Black Knights 150 → 300

Sorcerers

-recruitment time 50 → 37

-abilities are not dependant on upgrades anymore, they are unlocked by leveling up the Temple of Twilight

-Black Ice

duration 20 → 30

area 100 → 140

-Fell Strength

area of the debuff 75 → 100

range of the buff 150 → 250

-Soul Freeze

area 50 → 75

duration 5 → 10

-Well of Souls

area 75 → 100

increased healing by 60%

area 100 → 250

range 250 → 300

-Corpse Rain: damage reduced by 20%

Rams

-increased HP by 50%

-increased damage by 50%

Stone Thrower: Armoredainsiegeenginearmor → Edaincatapultarmor (more durable)

Siege Tower

-cost 400 → 200

-recruitment time 60 → 30

-Armorset: all values improved by *0.6

Heroes:

Drauglin

- summoned wolves don't give experience
- "Razor Crescent" damage reduced by 30%
- "Call the Pack"
 - halved aoe
 - increased knockback area by 30%

Hwaldar

- added +100% damage against buildings
- "Raider's Frenzy": are of the buff 150 → 300
- "Battle Rage"
 - reduced damage bonus 40% → 25%
 - area 150 → 200
- "Blood Lust": additionally doubles the range of "Battle Rage"
- "Summon Bone Breakers"
 - recharge time 240 → 200
 - Bone Breakers heal out of combat
- "Scorched Earth"
 - increased area of the debuff

Gulzar

- cost 1700 → 1200
- damage type Hero_Ranged → MAGIC
- damage 150 → 100
- attacks debuffs units reduces experience gain of hit units and heroes by 20% for 5 seconds
- range of the standard attack 365 → 160
- Swapped "Spread Plague" and "Deadly Ritual"
- "Plague Bearers"
 - damage 12 → 1
 - passively cause poison damage of 1, the effect stays for 30 seconds
 - decrease the armor of nearby enemies against magic, elemental and poison damage by 30% for 10 seconds
- "Spread Plague"
 - only causes small damage when activated
 - increased area of poison effect and debuff by 50%
 - doubles duration of poison effect and debuff
 - debuff also applies to heroes
- Wandering Soul
 - replaced by a leadership which globally provides +20% speed, +50% HP and trample resistance to Sorcerers and their Acolytes

Karsh

- swapped "Shadow Step" and "Entrance to the Crypt"
- "Entrance to the Crypt"
 - recharge time 300 → 200
 - removed damage bonus to nearby Wights
 - added +50% armor against ranged damage to nearby Wights
- "Voice of the Wight"
 - area 150 → 400
 - duration 10 → 30
 - removed terror effect
 - no longer debuffs enemy units
 - grants +30% damage and speed for Wights close to the Crypt
- "Soul Thief": life steal 10% → 30%

Durmarth

- "Durmarth's Verdictl":
 - duration of the stealth effect 10 → 25
 - changed description to match the armor debuff of -50%
- "Oath of the Guardsman"
 - range 35 → 100
 - reduced channel time
 - corrected armor bonuses: from level 7 onwards +25% → +50% additional armor

Mornamarth

- "Dark Brand": level 2 → 3
- "Blood and Iron": level 4 → 5
- "Cruel Assault"
 - damage buff removed
 - speed boost removed
 - selected units won't die afterwards, but lose half of their speed by 30 seconds once the invulnerability is gone

Helegwen

- Ice arrows deal 200% extra damage to buildings
- "Ice Barrier"
 - moved to level 3
 - cd 120 → 60
 - lifetime 30 → 60
- "Whispers of the Northwind": moved to level 5
- "Hail of Frost Arrow": moved to level 7

Zaphragor

- "Fanaticism": spells cost 50% → 35% bonus hp
- "Slaughtering Stride": doesn't deal friendly damage anymore

Witch-king

- damage 260 → 200
- aoe 24 → 20
- trample damage 360 → 180
- Sould Disturbance: reduced channel time

Spells:

Dark Obelisk: Debuff added in the description

Blight

- recharge time 180 → 270
- duration 180 → 270
- radius 100 → 160
- production reduction: -70% → -40%

Frozen Land

- recharge time 360 → 300
- area 175 → 210
- added debuff FX

Fell Wind: reduced efficacy by 25%

Might of the Iron Crown: cost 5 → 3

Outbreak: cost 6 → 5

Summon Hill Trolls

- recharge time 540 → 630
- reduced damage of Rogash's jump by 25%

Buglist (the following Bug have been fixed)

-Armorsets had wrong values vs CHOP damage (creep orcs and spiders, black riders, Mumakil, horse archers)

-Single units don't displace friendly units anymore (Concerns battle wagons Mumakil, Ents, Radagast, Grond)

- Beregond's second and third ability swapped at level 10 their position
- Atheling guard wasn't affected by Imrahil's "Discipline"
- "Highborn warhorses" bonus was only visual
- Gamling had a chance to miss enemies in ranged mode (mounted)
- Gamling's flaming arrow had a chance to miss
- Rohirrim-archers aren't counted as elite units
- Angmar's central spell didn't work
- Beornings vision range was way too small
- Rumil and Orophin did heal while in combat
- Rumil and Orophin stealth didn't work properly
- Thranduil's active leadership didn't work
- Legolas' knife fighter sometimes didn't hit enemies
- Galadhrim did level twice as fast, because they were classed as elite swordsmen and not as elite archers
- Elrond's flood aoe didn't match with the indicated radius
- twins only dealt +50% damage with their "critical hit"
- the twins "blade prison" didn't work properly
- Ringlo vale swordsmen did deal too much damage to pikes after researching forged blades
- The ability of Ered Luin pikes didn't work
- "weapon arts of the dwarves" increased research speed didn't work
- Murin's "defend the halls" caused him to deal aoe knockback damage (what was his old lvl 7 ability)
- Nori's knife throw had a chance to miss it's target
- Bard had a chance to miss his target when using his short bow
- Dwalin's "powerful blow" didn't work properly

- MoS "Dark vell" didn't work
- Gothmog's and Shagrat's pathfinding didn't work properly
- Sauron-task "control 20 orc hordes" now includes the following units: Morgul-pikes, Morgul-archers; overseers combined with: DG-pikes and archers; Morgul-pikes and archers
- CU-orcs with overseers did level up too fast
- CU-orcs did reach with overseers level 3 right away, if they were level 2 already
- Beregond's abilities sometimes didn't work on buildings
- Tom Bombadil's debuff radius now matches his attack radius
- many Hotkeys have been fixed
- Turncoats of Arnor: timer is now displayed correctly
- Hwaldar's "Raider's Frenzy" speed buff didn't work
- Gulzar's abilities were in the wrong order
- Oil Vents is no longer usable without the upgrade

Armor Bonuses/Modifier:

With this patch all armor bonuses and their respective modifiers have been double checked. For the following armor bonuses either the armor bonus or the modifier or both have been changed:

Horse Shields: Descrip. vs swords +25% → +100%; Descrip. vs arrows +50% → +100%

intact bastion descrip. 50% → 100%

Gondor:

Anorien-knights "battle formation" Modf. 35% → 33%

Knights of Dol Amroth "Into the battle" Modf. 35% → 33%

Beregond's "Bodyguard of the prince" Descrip. +25% → +33%

Faramir's "weapon toggle" Modf. 15% → 20%

Faramir's "proven value" Descrip. +30% → +33%

Faramir's "Prince of Ithilien" Modf. 25% → 20%

Boromir's "Heir of Gondor" Modf. 25% → 20%

Imrahil's "Prince of Dol Amroth" Modf. 30%/15% → 23%/13%

Aragorn's "Blademaster" Descrip. +30% → +33%

Aragorn's "King of men" Modf. 35% → 33%

Denethor's "Captain of the steward" Modf 12% → 13%

Formations of Gondor Modf. 10%/20% → 9%/17%

Grey company "Aid of the Dunedain" Descrip. +30% → +33%

Rohan:

Hama's "untamed will" Descrip. invulnerability → +300%

Hama's "Side by side" Modf. 25% → 20%

Hama's "Side by side" used on Eowyn Modf. vs HERO_RANGED 30% → 40%

Hama's "Side by side" used on Eowyn Descrip. 40% → 66%

"Defend your homes" Modf. 10% → 9%

Eastfold Rohirrim: "Line formation" Modf. 30% → 23%

Grimbold's "Assault" Modf. 25% → 23%

Royal guards "Dauntless advance" Modf. INVULNERABLE 25%
SPECIALIST → 33%

Royal guard "Guardians of Rohan" Descrip. +20% → +25%

Eowyn's "Shield maiden" Modf. 17% → 20%

sergeant's leadership Modf. 10% → 9%

Lothlorien:

Haldir's "armor" Descrip. +25% → +50%

Celeborn's "armor" (gifts of Lorien) Modf. 10% → 9%

Thranduil's "armor" (gifts of Lorien) Modf. 15% → 20%

Legolas' knife fighter" Modf. 20% → 40%

Thranduil's "shieldwall" Modf. 35% → 33%

Singers Modf.10% → 9%

"Shield wall" of Mirkwood swordsmen Modf. 35% → 33%

Imladris:

Elrond's leadership Modf. 25% → 20%

Veterans: "Last line" Descrip. +50% → +100%

Dwarves:

Ered-Mithrin-bastion bonus for summoned buildings: Modf. 30% → 25%; Descrip. +30% → +33%

IH guardian's "Stubbornness": Modf. 30% → 25%; Descrip. 30% → 33%

Tower shields: Descrip. 50% → 100%

"Weapon art of the dwarves" Modf. 15% → 13%

Drar's "Pavise" Descrip. 25%-->33%

Thorin 3. armor bonus Descrip. 20%/40% → 25%/66%

Gloin's "Siegemaster of Erebor" Modf. 25% → 20%

"Rune of inviolability" Modf. 50%-->33%

Isengard:

Ugluk's leadership Modf. 25%-->20%

Lurtz' shield Descrip. +33%-->+50%

Angmar:

Durmarths "Oath of the guardsman" Modf. 50%-->33%; 75%-->50%

Mornamarth: "Might of the Witch-king " Modf. 30%-->25%; Descrip.. 30%-->33%

Descriptions:

The english descriptions ingame are not updated yet, but that will hopefully come at some point

Maps:

Former custom maps from the last tournament are added as "official" maps. Additionally other maps for more players as well as specialmaps including a testing-map were added with the patch. These new maps are marked with a star.

Credits

Coding, Balancing and Concept-Design by Kairo

Coding, Scripting and Concept-Design by Käptn

Maps, Modelling and Scripting by Brechstange

Trailers by JoJo and Brechstange

Maps by Birds

Thanks to Snens, Smeargollum, Seleukos and JoJo for formating and translating the patchnotes

Thanks to Snens, JoJo, Maximus and Smeargollum for translating the descriptions

Thanks to TheYoloMan, Snens, Smeargollum, JoJo, Seleukos, Luke, Ferdinandd, Käptn, Johnny, Brechstange, Maximus, Telperion, Gerstenmann for playtesting and giving feedback

Thanks to Smeargollum for creating the first trailer

Thanks to Käptn, Brechstange, Birds and Elendil for helping out with modding questions

Special thanks to Lord Ellessar for allowing us to use his models and maps