

Mellon and well met indeed my friends. Today I have a unique concept that I will be presenting and I think everyone on here should read everything and consider this concept closely. Today my concept is simple: Since Arnor can transition into Gondor because they have a lot of similarities—I thought long and hard and wondered if Angmar could transition into anything. Sadly Utumno was utterly destroyed and the remnants that were there went to Forodwaith, and then eventually migrated to the Grey/Misty Mountains. So in essence the Misty Mountains faction is the remnants of Angmar and Utumno after thousands of years and canonically speaking, bringing out other evil realms was really difficult.

But then it hit me, and I decided to create a list that actually is a canonical evil realm, gives the forces of evil more factions, and it splits the Men of Darkness into 2 factions, which is what is needed. So what I present today is how Angmar can convert to Harad.

Angmar was filled with evil men's influence, predominantly remnants of evil men, to come close to this, I figured why couldn't we use the Angmar Castle and Camp starts as a base for Harad (utilizing the building styles of Umbar—aka descendants of the King's Men?

The following is a list with conversions that will help give a great visual for this faction. Like Arnor/Gondor, Angmar would switch on different maps to Harad.

Strategic Points

Castle

On the castle, Harad has 9 building plots and a full set of walls and defensive plots. They also have a gate which can close. On the defensive plots they can build catapults, postern gates, defensive towers and death cages. This shows the influence of the King's Men in Harad and they have snake symbols replacing the iron crown symbols.

Camp

On the camp Harad has small walls and a single opening. They have seven build plots and 4 defensive plots within the camp.

Outpost

On the outposts, Unlike Angmar, Harad can build a basic outpost with 3 build plots on which normal buildings can be built. But you can also decide to build a Southern Outpost which has 3 build plots Costs 800, and you can recruit the Half-Troll Chief, Oliphants, Mumaks, and Haradrim Cavalry. Looks like the classical outpost but the center is replaced with the bones of a Mumak like in BFME1.

Settlements

On the Settlements Harad can build a Warhound lair which trains Warhounds and is protected by neutral Warhounds who will attack nearby enemies. They can build a Mahud Camp which generates resources and increases the damage of Mahud Warbands. They can build a Tomb which generates treasures, which need to be picked up, grants access to the lair tunnel system, and reduces the cost of Scorpions*. Finally, they can get an Oasis which generates resources and increases the damage of Southron warriors.

Breakdown of Buildings and their functions:

				Reduces the cost of Warhounds and Half-Trolls:
				2 Mills: -10%
Mill (Y)	Castle, Camp, Outpost	400	Generates resources, can be used to decomission units	3 Mills: -15%
				4 Mills: -20%
				5 Mills: -25%
				6 Mills: -30%
				Reduces the cost of unit upgrades:
Smelter (X)	Castle, Camp, Outpost	400	Generates resources	2 smelter: -10%
				3 smelter: -20%
				4 smelter: -30%
				5 smelter: -40%

				6 smelter: -50%
Monster Tamers' Pit	Castle, Camp, Outpost	300	Trains Warhounds and Half-Trolls . Researches Spiked Collar (LV2) Requires 2 cart units to level up (4 units total).	N/A
Hall of the King's Men	Castle, Camp, Outpost	300	Trains Thrall Masters , Umbar Swordsmen , Umbar Pikemen , Umbar Bowmen , and Dark Guards . Requires 3 cart units to level up (6 total).	NA
Temple of Night (N)	Castle, Camp, Outpost	600	Trains Cultists . Researches Cat Spies, Sacrificial Healing, and Poison spells. Requires 2 cart units to level up (4 total)	N/A
Desert Tomb (A)	Castle, Camp, Outpost	600	Trains Giant Scorpions*, weakens nearby units, is connected to the tunnel system. Requires 1 cart unit to level up (2 total).	N/A
Dark Iron Forge (S)	Castle, Camp, Outpost	600	Constructs siege equipment and researches Banner Carriers, Dark Iron Blades, Fire Arrows, Dark Iron Armor and Fire Shots. Requires 1 and 2 cart units to level up (3 total) Half-Trolls manage the siege weapons like the Trolls of Angmar*	N/A
Battle Tower (D)	Castle, Camp, Outpost	800	Fires at nearby enemies, can be garrisoned with units and upgraded with Fire Arrows	N/A

Units

Name	Type	Where to Recruit/ Requires	Cost	CP	Strong vs.	Shortcut
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Warhounds	Swordsmen	Monster Tamers Pit	200	60	Pikemen	Y
Half-Troll Mercenaries	Cavalry	Monster Tamers Pit Level 3, Warhound Breeding and Spiked Collars researched	1200	90	Swordsmen, Siege	C
Thrall Master	Depends on upgrade	Hall of the King's Men	200	60	Depends on upgrade	Y
Mahud Warbands	Swordsmen (armed with Short thrusting spears)	Thrall Master	0	60	Pikemen, Siege	Y
Southron Spearmen	Pikemen/Archer that can throw javelins.	Thrall Master	100	60	Cavalry, Monster	C

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Corsairs	Swordsmen/Fire Bomb siegers	Thrall Master	200	90	Swordsmen	V
Mahud Camel Riders	Cavalry	Thrall Master	200	90	Archer	X
Umbar Swordsmen	Swordsmen	Hall of the King's Men Level 2	500	90	Pikemen, Elite	X
Umbar Bowmen	Archer	Hall of the King's Men Level 2	600	120	At Range	V
Umbar Pikemen	Pikemen	Hall of the King's Men Level 2	600	90	Cavalry, Monster	C
Dark Guards	Swordsmen	Hall of the King's Men Level 2, Dark Iron Mail, Dark Iron Blades	1000	90	All normal infantry	
Giant Scorpions*	Monster	Ancient Tomb (looks like a Barrow Den)	350	45	Cavalry/ Monster	Y

Name	Type	Where to Recruit/ Requires	Cost	CP	Strong vs.	Shortcut
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Half-Troll Mercenaries	Siege	Dark Iron Forge	500	30	Buildings	Y
Cultists of Darkness	Support	Temple of Night (Twilight)	600	120	Depends	Y

Naval Units

Name	Cost	CP	Strong vs.	Description	Shortcut
Umbar Transport	100	25	N/A	Can transport up to two battalions or heroes into any other location, very weak. If it dies with units the units will also die.	Y
Corsair Black Ship	750	50	At Range, VS Ships	Basic ships who shoot at any troops nearby, can be upgraded with improved armor and improved damage.	X

Name	Cost	CP	Strong vs.	Description	Shortcut
Corsair Bombardment Ship	3000	100	Structures	Mighty Siege ship which deals huge damage. Can take down a building in merely a couple of hits	C
Mordor Doom Ship					

Heroes

[Saleme \(The Assassin\)](#)

Saleme, the **Assassin**, is a new assassin that is trying to prove herself among the Hashari. Edain Team can do more Lore than what I know with this character. (Fullfills the Scout Hero role).

Recruitment location: [Citadel](#)

[Mahud Chieftain](#)

The Mahud Chieftain is a chieftain of the people from Far Harad. The Mahud Chieftain is a character that is allied with the Haradrim and helps supply the Mahud forces to Sauron. (Basically he fills the role of Hwaldar).

Recruitment location: [Hall of the King's Men](#)

NOTE: There is no hero for the regular outpost of Harad!

Beruthiel (The High Priestess)

The new head of the Temple of Night and supposed descendant from Queen Beruthiel, Beruthiel is the leader of the Cultists of Darkness. A cult that is devoted to worshipping Melkor, Sauron, and utilizes cats in much the same way Queen Beruthiel did. (Fulfills the role of Gulzar)

Recruitment location: [Temple of Night](#)

The [Black](#) Serpent (Suladan)

The Black Serpent was the leader of the forces on the Pelennor Fields, but was slain by King Theoden during the WOTR. (Fulfills Mornamarth's position, but more as a Unit Support).

Recruitment location: [Hall of the King's Men](#) Level 2

Dalamyr (The Corsair Captain)

The Leader of the Hashari and fleetmaster, Dalamyr serves as the hero killer of Umbar and leader of the Corsairs. He disappeared when the Army of the Dead sacked his fleet. (Fulfills Durmarth's position as a hero killer).

Recruitment location: [Hall of the King's Men](#) Level 2

NOTE: There is no hero for the Ancient Tombs! The Uvanimo Scorpions are heroic enough.

[Half-Troll](#) Chief/King

The greatest Half-Troll of Far Harad and Utter South. He is known as a butcher and is a terrible being to behold (fulfills Zaphy's position).

Recruitment location: [Southron Outpost](#)

[The Pirate-King](#) (Lord of Umbar)

The **Umbar Lord**, Last Black Numenorian of Umbar, is the faction leader and Ring Hero of Harad. He is the most powerful man in all of Harad. The Lord of Umbar is a throwback to the days of the King's Men. The Umbar Lord longs for immortality, and unlike many of his subordinates, he has knowledge of what the King's Men did in the Second Age and how they fell to Sauron. He is a descendant of many famous Black Numenorians ranging from some of the Nazgul, to Beruthiel, all the way through to Castamir's grandsons...(fills the role of the Witch-King).

Recruitment location: [Citadel](#)

I believe you all know how the units function for Angmar. More or less they will be the same for Harad. A few aesthetic changes in looks, but they utilize similar models.

The Pirate King Abilities/Ring Function:

Level 1: Mount/Dismount – The Lord of Umbar mounts his dark steed to move across the battlefield and trample enemies.

Level 1: Scepter of Umbar – Like the Andúnië, the King's Men had their own scepter that has been passed down to their ruthless leaders. The Lord of Umbar carries this scepter. Not only does this give the Lord of Umbar an AOE attack (like the Witch King), but it can make the Umbar Lord appear lordly and graceful as a king of old. All enemies nearby will passively lose 20% movement and damage [passive]. Click to immobilize units in place.

Level 3: Sword of Southernesse – Like the Andúnië, the King's Men cast powerful spells on their blades. This sword has been passed down from tyrant to tyrant. The Pirate King begins using his poisoned sword. He will put his Hammer looking scepter aside while using this, and enemies struck by the blade will be poisoned and lose 30% attack for a short while.

Might of the Pirate-King –The Lord of Umbar commissions ships and siege engines to be built with rapidity. (Acts like a Call the Horde spell, but for siege/ships).

Level 7: Kingly Studies –Unlike the Witch King, the Pirate King utilizes ancient numenorian lore to make great smokebombs to unleash on his opponents. The Pirate King will stand stationary and drop a smokebomb on the ground. This is used as means of retreat for the Pirate King and his units. (Acts like a mist spell).

Level 10: Fiery Spirit – The Pirate King drops a firebomb that he made utilizing ancient numenorian lore. Explosive fire goes everywhere, but the Pirate King's armor protects him specifically from the attack. The firebomb acts like Isengard's mine with a fiery explosion like Zaphaghor's ice attack.

Ring Mechanics

The Pirate-King of **Harad** is the ring hero for Harad. Once he receives the Ring, multiple effects will take action at once. Constant rain blocking leaderships will take effect like the Isengard spell, allied buildings training units or producing resources are increased 25% faster, and any units who attack the Pirate-king will receive revenge damage. The Pirate King can also recreate Alcarondas, a mighty sea vessel that carries troops and fights like a battleship (must have a shipping dock to make

use of this). The Pirate-King can also commission Death Wheels from the Iron Forge, fiery explosive siege engines that are manned by his will.

NOTE: The Asterisk* is just an idea. Obviously the Tolkien never talked about giant scorpions—spiders yes, but scorpions no. Also, I didn't know if the scorpions would present a problem since Angmar would be converting to Harad using Umbar's structures. Instead of Scorpions, I figured these could be replaced with a Hashari unit or a tomb guardian (like the plague bearers from Angmar but can actually fight).

I will continue to work on the heroes and would seek help and additional ideas if this idea is considered. I appreciate any feedback and thoughts on this matter, but after careful deliberation, I felt that Harad needed to be a standalone faction and Rhun could be the other; this still gives another faction to be had after these two evil factions (Angmar-Harad on certain maps & Rhun=Mystery Faction #1). My vision for Harad was to combine all Harads (Umbar, Near Harad, Far Harad, and Utter South) into one cohesive faction while being able to switch with Angmar on different maps.

Rhun could be made up of Easterlings, Wainriders, Balchoth, and Umli (Dwarf-Men), the subfaction could also be Khand with the Variags.

Sorry I didn't upload more pictures, I have been super busy with my new child and work. But I felt this is the way to go since Rhun and Khand have a similar look and Umbar and Angmar were similar in many ways with the King's Men playing a part in both factions. I hope this proposal is considered and I appreciate you, the readers, taking time to read this proposal. Have a blessed day.

---Dkbluewizard.