



BETA release IV - Official EA Patch 1.06 is supported! Please note: PLAY THIS MOD ON "HARD" SETTING & \$4000 starting cash!

Welcome to a NEW Battle for Middle Earth II experience!

This is a mod created with the intention to add "realism" and to bring the feeling of the Lord of the Rings movies into the game Battle for Middle Earth II.

Are you: "In love" with the Lord of the Rings movies? Do you own a (legal) copy of the game Battle for Middle Earth II? Would you like this game to look, act and feel more like the movies?

In that case then this is the mod for you! ;)
And here is where you can read all about it...

The "Special Extended Edition" mod is dedicated to **Mr. Peter Jackson** for his wonderful work on the Lord of the Rings movies, and naturally also to the memory of **Mr. John Ronald Reuel Tolkien** for his life time achievement on creating The Lord of the Rings!



Hello dear Tolkien friend and fellow player of the strategy game “*Battle for Middle Earth II*”. Like me you are presumably a die hard fan of not just the amazing books about the enchanting saga Lord of the Rings by once in a lifetime writer Tolkien? But also of the utterly fantastic and epic movies by extremely talented director Peter Jackson? Naturally, as a gamer, when the opportunity arise, you’d want to bring this wonderful world home into your computer for hours of exciting gameplay (I greatly recommend LAN!) That’s why you probably got pretty exited when BFME2 was announced. Especially since you perhaps like me, thought BFME1 left quite a lot of things to wish for. The only problem however is that you, once again like me, might be “a bit” disappointed at this final retail product – again! EA Games has, in my opinion, not given this movie license the attention it should have been given...

BFME

The first edition of BFME actually left me quite annoyed since the advertising promised WAY too much! The final product was very limited in many aspects,

one of them mainly being graphics. Screen shots, even those on the box, says you’re supposed to see these vast landscapes with beautiful visible horizon, extremely detailed units and massive armies colliding on an epic scale. It actually looked somewhat like a Lord of the Rings version of my favorite action oriented strategy game of all time; “*Total War ROME*”. But in the end it turned out NOTHING like it. BFME had locked camera angle downwards with no horizons and despite me having a **GeForce 7900GTX** the graphics was not like the screenshots at all. Most noticeably was the camera angle though. And what’s with those pre designated building slots and walls? Strategy is all about freedom of choice, don’t you think? Well, I was disappointed, and I actually felt more or less “conned” on my \$50! When news about BFME2 was announced, I could hardly wait for the release that, once again, showed promising things...

BFME2

This time detail was slightly improved with support for the latest graphics cards like mine (supporting DirectX 9), as well as added freedom of having the

choice to build anywhere that the map (ground) allows. This alone makes it a whole new experience. The camera still have a locked angle, and modding it won’t bring anything nice but a black dead “horizon”, but with the zoom and the rotation possibility it’s still ok I guess...

But for some reason EA decided to leave a few good things from BFME out this time, one of them being the Lórien Elven Warriors that came upon the Summon Elven Allies spell. This despite that they are perhaps the sort of elves we remember most from the movies since they appeared at the battle of Helm’s Deep. They even appear in the intro to BFME2, but not in the retail version of the game? And WHY do we always speak of “The Nine” and also show them in the intro of the game, only to be left with “The Three”? Gothmog is also visible in the intro, but again - why not in the game? Those are just a few examples of the disappointments of BFME2...

Other things that REALLY made me frustrated (and thousands along with me, I know!), which was also the primary reason for me starting to look for mods in the first place; was the REDICIOUSLY weak buildings! I mean, come on? *Since when can 5-10 men armed with swords tear down a house made out of stone in 10 seconds???* This was SO FRUSTRATING, and it REALLY took this game to a level beyond insanely worthless to me! I actually screamed in frustration at the pathetic balance of this whole game! A game that COULD have been SO great...

BFME2 Exp. – Rise of the Witch King

What in the name of... no... I simply won’t even go there! But briefly – is there *anything* in this expansion that has anything even remotely do to with the Lord of the Rings movies? I think not!!! And wasn’t that the general intention with a movie licence???

This mod addresses all of these aspects and MANY MANY more! **IMPORTANT: Please read all about the basic balance and AI changes in the ReadMe of “MarksMod”** (PDF file). Preferably you have done this already though, which leaves us with “just” the alterations and additions to MarksMod, making it the: “***Special Extended Edition***” that this is...

BFME2 – “Special Extended Edition”

6 months ago, on the 12:th of December 2006, I knew NOTHING about modding, but with the help of “The 3:rd Age” Forums, some prominent and kind members guided and inspired me to spend hours after hours, days after days and weeks after weeks to learn enough to make this heavily modified mod. I’d like to think that what was great before has now

been made utterly fantastic, and I dare say that since I owe it all to a few other modders for helping me when I ran into problems. **Please see the credits!** Modding is FUN and CREATIVE, but NOT easy, so all contributors definitely deserve major credit for their help! Without them, this mod would not exist! **I especially want to thank the SEE Team formed in spring of 2007!**

I might also add that this mod puts a somewhat big emphasis on Mordor and its strengths simply because Mordor SHOULDN’T be an easy adversary, and the story is actually mainly about defeating evil. Evil that springs from Mordor – concentrated in one little ring! And also; for me and my mod it’s all about finding the correct feeling and atmosphere of **the movies** (not the books). I’d say it takes quite a few really good men (or women) to slay a Nazgûl, and even more to whop the Balrog’s blistering butt, if even possible, wouldn’t you think? And not to be forgotten – our favorite ex-Maiar of all time; Sauron – would he be an easy opponent you think? I think not, and now he is – not. These are just some minor examples of the motivation that started this mod to grow...

*In short: This mod is NOT about adding a bunch of new non Lord of the Rings type of units or adding several new made up factions, just to create an action oriented special FX extravaganza. **EVERYTHING in this mod is about catching the spirit of the movies in the greatest possible extent** – within the borders of this game and its potential (AND my own potential off course). This meaning; most things in this mod are a matter of re-making, re-doing and re-balancing... colors, skins and textures, strengths, powers, weapons, armor, animations, and so on. But sometimes it is the “little things” that matter the most ;) There ARE some new units added though, but they are ALL added with the greatest possible intent of making this game even more true to the movies and the Lord of the Rings atmosphere...*

New heroes are:

- “THE NINE” complete!
- SHAGRAT
- GOTHMOG
- UGLÚK
- ISENGARD FELLBEAST x2
- GIANT EAGLE x1, for all 3 Good factions
- GWAIHIR
- GALADRIEL without The One Ring
- CELEBORN
- FRODO, SAM, MERRY & PIPPIN

See and Read more about the heroes later on...

It’s time to move on to the major important steps taken, and the changes made, into this totally new “Special Extended Edition” of what once was Mark Hambly’s “*Marks FullGamePlayMod 1.04b*”...

STEP #1) Faction Colors & Re-Skins

Lets begin with some basics... Most units in this game can EASILY be pinpointed to a certain faction, like the Nazgûls and the Witch King, the Hobbits, the Ents, the Dwarves, and so on. That's why they all have been stripped of their forced unit colors, into their original colors. This alone makes them look A LOT more movie like! Who wants a nazgûl with green arms, ents with blue leaves, dwarves with pink clothes, Gondor soldiers with yellow armor details – not me! I still know that the ent is probably not a friend of the orcs, so to speak. I really don't need team colors for that! Now all units carry their original color on clothes and armor making them look "natural" and recognizable from the movies, regardless of what faction color you choose in skirmish. Color markings are now only visible on ground as "unit ring markings" (decals) when you highlight your units. Most importantly though: In later stages of production; **almost ALL units in this game have been given a total reskin makeover**, and some also a re-size, to give them a more recognizable movie like look....

STEP #2) Gameplay Balance & Siege

Next important topic is **BALANCE**! Personally I was very impressed with the balance of MarksMod and the difference to EA's somewhat hasted production. But for my version of this mod, MANY things still needed adjustment. I've spent an INSANE amount of time adjusting armor, health, damage and costs of many many things. All to make it play even better and more "natural" (in my taste that is, though). For instance – a mûmak should be extremely hard to bring down, but not impossible. It should be a matter of using the correct means. In EA's edition they fell after a few strikes with a good sword making them UTTERLY useless and totally unrealistic! In MarksMod they were tougher, but not quite strong enough. Now, mûmakil are amongst the best "siege equipment" you can bring. They REALLY crush things accordingly to their size and weight now, especially units, and they DO go down, but you have to attack them in the proper manner with heavy ranged attacks like fire arrows, Silverthorn and siege equipment. Cavalry and melee soldiers are just a waste.



AAAAAH!... **The Grond!!!** This baby will smash most structures in a matter of seconds! Grond is also scaled to look and act 100% "natural size"! If you are used to the regular game - this will look awesome ;)



And perhaps most noticeably, all other siege equipment like battering rams, catapults, ballistas, trebuchets, siege tower and the terrifying Grond, are now adjusted with heavier armor and damage to counter the extremely high health of fortresses. Like with the mûmakil; It should be hard to bring a fortress down, but not impossible! Send a team of 5-10 catapults, trebuchets or ballistas with good protection and you're well on your way to crushing the enemy base in a "true to life" manner. Expect heavy resistance though. And yes – **the Grond** from singleplayer missions is now available to Mordor players in skirmish mode. This siege unit almost makes all others look and act like little toys. The Grond will bring down most structures with a smash or two, and unfortunate enemy soldiers that might get in front of the massive machine moved forward by 6 Mountain Trolls, will get crushed under its extreme weight. Cool huh? ;)

Also cool is the new feature for the **Mordor Siege Tower** that not only is available in skirmish. But now also can host up to 4 units of Orc Archers, and thus act like a moving archer bunker! Load it up with orc archers set to aggressive, and you are bound to make the enemy frustrated from heavy losses!

Also: All factions resource giving structures now have smaller ground occupancy making it possible to collect your structures closer to the castle keep. This enabling the player to actually benefit extra from walls since the player can collect all his structures in a smaller area, and then "wrap" it all behind protective walls. See one example above ^!

Balance: New UNIQUE walls!!!

Before we move on to other things, I'd like to stay on the topic of siege related issues. We have talked about some offensive actions - so let's talk about **defensive** for a while! In the retail version of the game, only Men of the West, Elves, Dwarves and Isengard have walls. What's up with that? I'm all for versatility yes, but I rather have it (in this case) in the form of DIFFERENT walls, rather than walls and NO walls! It is just TOO darn weird that the weakest faction (unit power wise) - the Goblins - have no walls at all... so, they do now! Also when thinking of Mordor I think tall, dark, evil looking walls in the same manner as displayed in Return of the King, at the Black Gate. So... Mordor DO have walls now!



As the first BFME2 mod ever - I give you; **genuine MORDOR WALLS!** (Used from Dol Guldur map)
Credit: "FlameGuard" for the 90 degree rotation and the rebinding of the model!

Balance: Reconstruction

Everything’s stronger in this mod! Not only the fortresses and buildings, which we will talk more about on the next page, but also the attacking forces and mainly the siege units. One EXTREMELY annoying factor of BFME2 was not only that buildings and structures like walls could be torn down in seconds by a few men. But mainly that they also weren’t **MENDABLE** without tearing down hubs and rebuilding. They are now! Just click on a Wall Hub and draw a line to the next hub, and you’ll get a green piece of “ghost” wall where it’s been destroyed. This was not possible before. Instead you had to tear down everything that was damaged and rebuild from scratch, leaving walls the most useless thing in the game!!! This new feature is a very nice balance to having them torn down by massive siege onslaught and makes them worth constructing from the beginning.

Also: All Porters are now equipped with fast Repairing ability which makes them VERY useful even after all things have been constructed! Take care of your Porters - they might come in handy again.

Balance: Spells

In the same way as siege units – all spells have been adjusted to keep the “WOW” factor despite the new and improved heavy structure armor. This mod is about balancing the game towards “realism” in terms of almost removing soldier units possibilities to tear down structures, and make the player actually need and use siege equipment or MAGIC! All spells are now adjusted and suitable in power and balance to the rest of the game (this alone, took over a week to balance), and the heavy spells of mass destruction now really DO damage! That’s also why some of them are a little bit more expensive than others. Also, some heavier summon spells have been prolonged to give the player a chance to really use them and “experience them” longer than 2 minutes. These being: The Balrog, the Ents and the Giant Eagles – all now spawnable for 5 minutes! Enjoy!!! ;)

Also: In later stages of this production, we will remove all duplicate spells and add new spells to the Spell Books. Our aim is to make the spells unique to each faction. More on this in the SEE Forums...

	MORDOR	ISENGARD	GOBLIN	ELVEN	MEN	DVARWES
	ShroudClear 850	ShroudClear 800	ShroudClear 750	ShroudClear 900 (def)	ShroudClear 800	ShroudClear 700
	VisionRange 750	VisionRange 700	VisionRange 650	VisionRange 800 (def)	VisionRange 700	VisionRange 600
	Health 80000 40000 20000	Health 85000 42500 21250	Health 70000 35000 17500	Health 50000 25000 12500	Health 80000 40000 20000	Health 90000 45000 22500

Balance: Fortresses

This was a major step! I have made them different in armor according to structure material, all to make it a bit more “realistic”. A fortress of wood should burn more easily and be weaker than one made in Numenor stonework, right? And a higher tower should see longer than a short one, correct? Don’t worry though, they’re ALL still STRONG and can not be torn down by regular soldiers unless they are extremely many, or spend like 30 minutes attacking your structure. You will still need siege weapons and magic to tear town fortresses fast – just like it should be!!!

GOOD FORTRESSES

Elves – Weakest material (wood), but the furthest sight (elven vision + high towers).
Men – Strong material (brick), good sight.
Dwarfs – Strongest material (mountain rock), shortest sight (dwarven vision).

EVIL FORTRESSES

Mordor – Strong material (stone), very good sight from high towers.
Isengard – Very strong material (metal on stone), good sight.
Goblins – Averagely strong material (rusted scavenger metal), short sight from short towers.

Most fortresses also have adjusted range now, since this was a bit too much in MarksMod (900/800 default), always making them shoot at lairs immediately as soon as the game commenced. I’ve now adjusted them according to my perception of how the factions abilities should be. For instance; Elves should have far better vision than dwarves, and dwarves should have stronger buildings than Elves (mountain rock vs wood). New vision ranges and fortress health are displayed in the list above ^.

WALLS follow this pattern too! Weakest walls are the thin Goblin – toughest are the thick Dwarven!

TOWERS and tower expansions of all factions have Range 600 to make it somewhat fair though.

Also: Fortress upgrades are now MUCH more expensive since a fully equipped fortress is now VERY hard to bring down! Consequently, it SHOULD take a while to gather all the resources to fully expand to a complete set of defenses! I think this adds MUCH more depth and strategic feeling to the game. **NO MORE ANNOYING RUSH TACTICS TO FINISH GAME IN 5 MINUTES!** Remember though that you can also set the amount of starting cash in game to control the “build up speed” and progress. This mod is made to be played with starting cash; \$4000! ;)

STEP #3) Heroes & Units

All right, let’s move on to units and heroes... Many heroes were too weak in the original game, and in MarksMod as well. **Gandalf** and **Saruman** are *Maia* – the same origin as Sauron and even the by Morgoth (aka Melkor) enslaved Balrogs! This should definitely be taken into consideration concerning their powers! It does now!!! ;) They are now, along with the **Witch-king**, the most powerful heroes (excluding the Ring heroes) in the game. The major fellowship heroes; **Aragorn**, **Legolas** and **Gimli** have naturally been trimmed too, to balance to all other heroes...



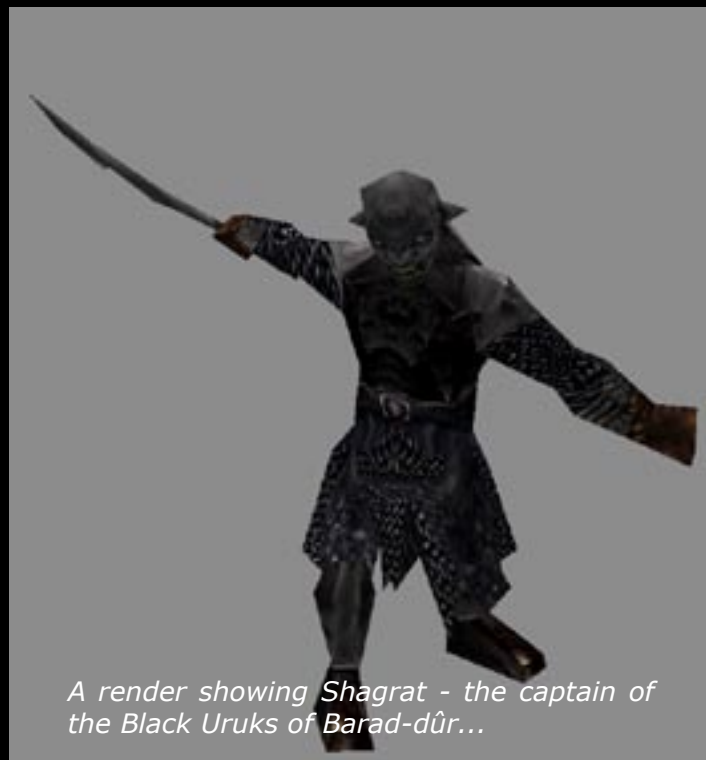
Gothmog on his Warg! This was the very first hero added for this mod! *nostalic* :)



Gothmog inspecting his Orc troops... **NOTE:** The orcs on this screen display the old EA skin versions as a reference for later screens that show the new skins added for this mod...



Uglúk with his Uruk-hai Scout Raider troops... More on those later!



A render showing Shagrat - the captain of the Black Uruks of Barad-dûr...

And like mentioned before; **Gothmog** has been added as an early game orc leader hero for Mordor with complete set of working powers! **Shagrat** was also added as a counterpart to Gothmog, but for the new Black Uruks of Barad-dûr. So has **Uglúk** for Isengard as a slightly "lighter" version of Lurtz. Uglúk has Carnage and Leadership which makes him perfect as an Uruk Scout leader. The Elves will benefit from **Galadriel** (without The One Ring) with her new great healing power through her own ring - Nenyà! **Celeborn** will also join as a counterpart to Elrond for the Lórien elves, and so will the small heroes of The Shire, that we all have come to know so well...

Hobbits & Hobbit Heroes

So the hobbits are now a part of this game. Don't forget; it was a hobbit that finally saved Middle Earth! The Hobbit House is now a buildable part of the Elven Faction. Here you can recruit hobbit "warriors" (Shiriffs) to join your cause against evil. They're not strong, but they're many, they are cheap, and they are brave. The four hobbit heroes; **Frodo**, **Sam**, **Merry** and **Pippin** are also recruitable, but through



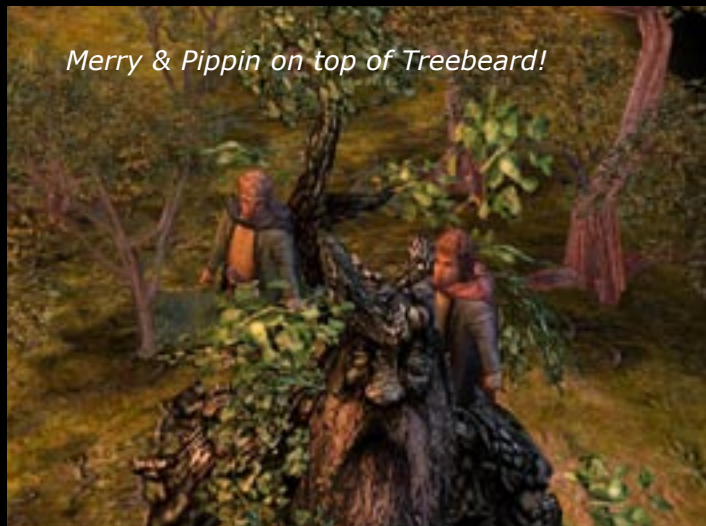
Celeborn & Galadriel - Lord & Lady of Lórien

the safety of the Elven fortress though. These are naturally the weakest heroes in the game (duh!) but they're excellent for spying on the enemy hidden under their Elven Cloaks, or searching for Gollum. Once you find Gollum - send an eagle to take him out, and a fast rider to bring the Ring home. The hobbits are also, all of them, quite skilled rock throwers and can actually, for instance, take out quite a lot of enemy archers with lower armour. And Sam has also gotten his Frying Pan strike that is both hilarious and effective ;) Plus - they add to the FEELING, don't they!?

Also: I've been able to give them the ability to mount Treebeard's shoulders, and from the safety up there, throw rocks at the enemy! Click on a hobbit hero, activate rock throw, click on Treebeard and they will climb up, and from there attack enemy troops. Then have them climb down when things calm down, or whenever you like. They are a nice, charming and useful addition to Treebeard as they give him artillery this way... weak but functional, and it definitely also adds a great "movie feel", which has always been a HIGH priority with this mod...



The new Hobbit House!



Merry & Pippin on top of Treebeard!



The hobbit heroes ready for adventure...



Ents - now in "natural" sizes!

Ents - enhanced and expanded!

Speaking of Ents... New ent model Ash has been added. And Treebeard has not only been given the new ability to carry obbit heroes on his shoulders, but also his own set of higher armor to differ him more from the younger and slightly "weaker" ents. Still, ALL ents are very strong and tough, as should be! Beware of fire though... tree burns you know!

Also: If ANYONE should be able to disguise themselves amongst trees (like the elves) it should be the Ents – wouldn't you say? They ARE trees (kind of) after all and Merry and Pippin even sat upon Treebeard in the movie, without noticing it. Now all ents can disguise themselves while standing amongst trees. As long as they don't move, no enemy will even notice them! This gives the Elven player the possibility to hide several ents among the trees, setting them up with defensive stance, and then unleash them all for a devastating surprise attack on the enemy. This really heightens the gameplay value for the ents! And for that "movie feeling" they have also been scaled to "natural" size! That's 50% bigger! This, if anything, really makes them look more "movie-alike"!



Completely new Ent model Ash has been added to Elven faction. Ash can only fight in melee but he has 10% extra damage and 10% higher armor, so he's really strong!



All the different Ent models on display! We see; Fir, Treebeard, Birch and Ash in the front...



Ash is really strong in melee combat and he absolutley loathes Orcs!



Mûmakil - scaled and heavily buffed!

While we are on the subject of Ents and scaling, let's go back to their "counterparts" of evil that we mentioned earlier while talking about balance and siege; the Mûmakil. Who can forget the awesome scenes in Return of the King when the mûmakil arrived, rushing towards the Rohirrim while the orcs ran for cover of the same. And when they made the first blow sending horses and riders flying while crushing others under their enormous feet. In this game, mûmakil was not given the attention the deserve. First of all they were puny, like the ents! Secondly they were weak like chickens and thirdly, they basically sucked cause of the first two "bugs". Now, just like the ents, and the gigantic Grond, all mûmakil have been given the proper size, the proper armor and the proper damage. Finally it's fun to use them and exciting and challenging to face them...



A 50% bigger mûmak is MUCH more film like! Crush damage when trampling units have also been buffed heavily! You simply shouldn't survive under the foot of a mûmak, nor under a falling one...

Falling death animations - for Mûmakil

Besides being quite heavily buffed and scaled, they had only ONE death animation, which made them pretty boring to watch after a while. Besides, who decided that the only death behavior available would be falling FORWARDS? A mûmak is like 5 stories tall, and much higher than wide, which would make the most probable death behavior being **falling to the side!** In this mod, it is! They still fall forwards, sometimes, but mostly they fall to either side causing massive crush damage on ground units beside them. This way, watching mûmakil in battle is extra exciting since you never know which way they are going to fall when dead. Should your troops be near by, you might consider withdrawing them unless you want to risk having them crushed under the enormous weight of the falling body... IF they fall! ;)



Three Ents battling it out with a Mûmak!



The falling Mûmakil are really a sight... and it adds great "realism" to the whole concept!



Lórien Warriors – “Helm’s Deep Veterans”

The first unit added for this mod was these guys! I call them veterans since they are the elves that appeared along with Haldir at Helm’s Deep, but I also gave them a shorter name based on their origin as they come from Lórien. But in this mod they’re in files referred to as “Elven Guard”, (cause of the mod that gave them – “*Elven Guard Mod*”). These are the well armored and hard-boiled veteran units from BFME1 that can alter between bow and sword, making them very versatile! They are also the units that are visible in the intro to BFME2. The Elven Guard mod is a mini mod by **Steve Shepherd, AKA “Gholin”** – but it’s been heavily polished now with complete tool tips, new and correct unit icons and pictures, proper health, armor, damage and costs, and working upgrades. On top of that - complete high res reskins!

Also: They fire Fire Arrows when upgraded, for more versatility to only Silverthorn for elves! Sometimes you really do need fire, like against mûmakil for instance or Nazgûls.

Noldor Warriors – “Last Alliance Veterans”

I say; NO Lord of the Rings gaming experience could really be called experience - EVER - unless you have access to the superior and noble high elven units from the intro of the first film. The great Noldor Warriors that came with Gil-Galad from Valinor to Middle Earth in alliance with Elendil and his army of Men are now a part of this mod with complete set of images and abilities. The Noldor Warriors are being recruited with Heavy Armor and Forged Blades from start and they can toggle between sword and bow just like the Lórien Warriors. When firing they shoot Silverthorn arrows with huge magic damage inflicted. And when in melee combat they can use the Weapon Song ability that will increase their damage several times. The Noldor truly add to the “movie feel” of S.E.E. without questioning and they are the undisputed elite of the Elven faction!

Also: When reskinned from the extremely low res skin that EA made, I used photographs of Noldor armor from the movies. The helmet, for instance, is as accurate as can be...



Orcs - the foundation of the Evil Army!

Like most Tolkien fans I've always wondered about the origin of Orcs! We DO know they are a corrupted form of life. We do NOT know however if this originated from Elves or Men... The interpretations of Tolkiens writings differ wildly, and the debates are often harsh and almost crazy in it's level of fanatic statements ;) Regardless of which we do know that they are a big part of all evil that reside in the world that is Middle Earth. And of all the evil armies used throughout all of the three main ages of Middle Earth, regardless of whether the Dark Lord was Morgoth, Sauron or even Saruman - they consisted of vast numbers of orcs. In Saruman's case they were soon outnumbered by his own creations though, the crossbreeding of men and orcs into Uruk-hai. But the most common long term serving unit of the evil army was always orcs. That's why orcs are really important too portray in the correct manner for S.E.E. And what manner is that you ask - well as always; as closely to the movies as possible. The EA models was pretty bad with low res skins and booring models. This has been given a complete makeover for this mod! New units has been added and old ones has been replaced by new much better looking models...



Orc Snagas (workers) are attacking an Ent with their axes! They are weak but the axes deal a lot of damage to an ent though...



New model: Gorgoroth Orc Archers.



New model: Gorgoroth Orcs - or regular "Mordor Orcs" if you will. *These are new models and skins from talented fellow Swedish modder & modeler; "Nightmare"!*



Stunning Orc look by "Nightmare"!



The level of detail in these Orc models are just truly amazing!





Morgul Orcs & Mordor Upgrades

Mordor faction has always been a bit left out in terms of upgrades. I'm thinking mostly of the Forged Blades upgrade which could only be used by the support troops; the Corsairs. This has been changed now since Gorgoroth Orcs are no longer the only orc unit in the game. We added Morgul Orcs as a better equipped tribe of orcs, since they originate from Minas Morgul, the base of which the Witch-king operates, and also where Gothmog is the commanding chief of the orcs stationed there. All Morgul Orcs can therefore benefit from both the Forged Blades upgrade as well as the Heavy Armor upgrade. This means that the model donated from "[The Dead Player](#)" has been completed with a Forged Blade FX glow as well as a reskin for Low Armor. I think it all came out great and it definitely makes the orcs a more interesting and versatile part of this game with a HUGE improvement from EA's work on the orcs of BFME...

Also: The Banner Carrier upgrade ("Basic Training") have been moved to where all other technologies are researched for Mordor – in the Tavern. This also gave us room to add the new orc units...

Orc Pikemen

The Goblins have their Half Trolls and Isengard have their Uruk Pikemen, but mordor orcs have no real defense against the powerful Rohirrim, so I gave them the new unit Orc Pikemen from the obsolete "[RealityMod](#)" by "[Cahik](#)" (with his permission). Thank you Cahik – now Mordor can have a somewhat better defense against cavalry. Even if these pikemen are the weakest pikemen in the game, they can still inflict some damage to cavalry and other units. In larger numbers they are, like all orc armies, very strong though! Weaker cavalry, like the Elven cavalry, would be unwise to charge into these rusty Mordor pikes!

Also: These pikemen have been given a reskin (from the regular Orc worker skin) into a much better looking unit with 2 different skins wearing helmets. These skins were originally found in a free to use skin pack and then polished somewhat to look more like the unit picture, which I made from a movie shot. Modder "[Lauri](#)" was the middle man that actually binded the model and made them work in game.



New unit: Black Uruks of Barad-dûr! (Original model by "Lauri")

A render of a Black Uruk

Uruks - the perfected Orc Warriors!

One of my absolute undisputed favorite units in the movies and in this game (except the Nazgûls of course) are Saruman's evil creations - the Uruks of Isengard - the "Fighting Uruk-hai"! All of Isengard's uruk units have now been heavily buffed to match their size and strength in the movies, compared to other units. The uruks are now, as they should be, overall the strongest and most heavily armored foot soldiers in this game. (On horse, the strongest unit are the Rohirrim off course!).

Also: Three new uruk units are added! Two for Isengard and one for Mordor. First off are the new Uruk unit for Mordor - the best of the best in Mordor's army - the "ancient" uruk race of the **Black Uruks of Barad-dûr**! These guys really know war and melee combat like no other orc unit in Sauron's army, and they are the strongest uruk unit in the game, next to Saruman's personal elite; the Uruk-hai of Orthanc! The Black Uruks, in the same way as those, do not use or need any upgrades other than Banner Carriers!

Next up for description is the extremely powerful and vastly perfected uruk unit; **Uruk-hai of Orthanc** or "Saruman's Personal Guard" if you will. These

uruks are (fantasywise by me) based on the same "recipe" that made the enormous uruk leader Lurtz, and that's why these guys are bigger than "normal" uruks. For armor they wear the same as Lurtz, plus the enhanced White Hand berserker helmet (like the CaH uruk). The Uruks of Orthanc, just like the Black Uruks of Barad-dûr, do not use any upgrades except banner carriers - they are buff enough from start and they even work in teams of only 10 per unit.

Finally, the last new uruk unit are the ones shown earlier with Uglúk; the **Uruk-hai Scout Raiders** of Isengard - light armored with whatever pieces they get, but with high damage from skilled wielding of uruk swords, they travel fast on foot across Middle Earth looking for The One Ring, stray enemy units or simply good opportunities to do damage to the enemy. These units have high "movie resemblance look" which adds even further to the experience.

Also: All uruks have **higher texture resolution and MUCH better looking skins** now! I've made all Uruk-hai textures dark dirty looking rusty metal - just like the movies! I've also changed the "faces" with reference to photos of uruks in the movies. It turned out very "Uruk-ish" actually... :)



New unit: Uruk-hai of Orthanc. The personal guard of Saruman! (Original model by "Cahik")



New unit: Uruk Scouts! (Reskinned from original model by "Kobra")



New skin: The new Uruk skin applied to Uruk-hai Swordsmen. (Pikemen uses the same look)



Uruk-hai: with rust, dirt and new face!



New skin: The new Uruk skin applied to Uruk-hai Crossbowmen



New skin: The formerly PATHETICALLY small Uruk Berserker has now been made bigger and about 7 feet tall!

Forged Blades - no more red glow...

As a side note while discussing uruks, lets talk about some FX. I've always hated the RED bright glow of the Forged Blade upgrade that some evil units used... not all of them though oddly enough. This FX made the units look like friggin Sith Lords right out of the Star Wars saga. The incredible captivating work of George Lucas that became the Star Wars saga, is my other big movie related passion in life for sure! But that doesn't mean that I think fantastic Science Fiction mix that well with equally fantastic Fantasy!

One of the units in BFME2 with the most noticeable side effect of this red glow was the Uruk Berserker, as displayed in his new scaled body to the left. But with some help from modder "Ithronaiwendil" we finally solved the problem, or at least made it better by having ALL units use the less annoying and more subtle BLUE FX for Forged Blades, leaving the former "Sith looking" Uruk Berserkers looking a little less "Star Wars-ish"!

But there's more to Middle Earth than Elves and Orcs, so let us now move on to all the other mod "goodies" of the Special Extended Edition mod...



New FX: The RED FX is finally switched to more subtle BLUE FX for ALL units!
Credit goes to: "Ithronaiwendil"!



New skins: 16 different skins (8 riders + 8 horses) makes the Rohirrim look versatile and natural! Original skins provided by "Stealthsnake". They have then been heavily modified and improved. Especially for upcoming BetaV since skinner "Nertea" donated more skin material for Rohirrim...

Rohirrim

Riders of Rohan – the finest horsemen of Middle Earth, were quite dull to watch before. They had too few skins and horses to match their versatility. 2 horses with 2 riders made the units look uninteresting and far from the movies, while the Gondor Knights (cavalry) are the opposite – they actually look organized and structured with their similar horses and mass produced soldier armor. It feels natural somehow. But thanks to Tom8778 ("StealthSnake") I got some new skins for the Rohirrim from his skins mod; "Stealthsnake's Reskin Mod version 3.0", and with some serious reskinning I was finally satisfied. Now the Rohirrim uses 8 different horses and 8 different riders, making a total of **16** possible skins simultaneously. On a side note; Rohirrim do not use Heavy Armor like everyone else – simply cause they don't need it. Rohan riders comes with pretty good "personally hand picked" armor from start, but they can however still benefit from a **SHIELD** when upgraded to "heavy armor". Rohirrim also have a powerful knock back when riding straight against the enemy, symbolizing their strong horses, expertise and superiority on horseback. Weaker units will not rise after being trampled by Rohirrim!

Dwarven riches

In most fantasy stories, dwarves have always been portrayed as a mining race – a people with great love of riches... dwarven riches! And in the movies, the dwarves are also presented as a mountain living mining people. In this game I didn't think that was really emphasized enough with simply the mining network entrances. So upon stumbling across a quite suitable building in this game, I simply had it put into the dwarven faction. The structure is actually called *Hobbit Work Pit*, but since I've always seen the hobbits as mostly gardeners, I had this unit "remade" into a **Mithril Mine** for the dwarves. This structure is expensive, slow, weak and takes a lot of space, but it will generate a LOT of resources in return!

So now we also have a bit of extra "logic" in the game explaining where all the Mithril comes from that the Dwarven faction use for Heavy Armor upgrades... even if this in theory is a bit contradictive to the lore of Tolkien that states how rare Mithril is and also how incredibly expensive it is. But, we have to draw a line somewhere, and I think the Mithril Mine is a great addition to the Dwarven faction...



The Dwarven Mithril Mine, loaded with riches!!!

Dwarven units

All dwarven units in this game looked almost terrible with bright neon-like colors with tones of blue, green and PINK (What were you thinking EA!?). I wanted the dwarves to look as they only used metal, leather and wood. So I re-skinned them all (including workers and siege machines) into, what I believe is, a much better and more natural look with mostly tones of brown for leather and wood, and grey for metal. See one example below!

Also: I added a new dwarven elite unit for the dwarves called **Dwarven Berserkers**. This is a really strong and brutal unit that comes closest to the Uruk units in strength. They do massive damage swinging their steel coated hammers against their enemies!



New skins: Dwarven Warriors in metal and leather and no more "Warhammer-looking" axes!



New unit: Dwarven Berserkers!

The Men of Dale

The Men of Dale, the "mini faction" of the Dwarves has also been expanded with **Dale Swordsmen**. They are, along with the Archers, recruited from the new building; **Dale Barracks**!



New structure: Dale Barracks!

The Witch King

"No man can kill the Witch King"... well they CAN, but it will be tough. The WK is the strongest hero in the game, next to Sauron himself and the Lady of Lórien; Galadriel (as a Ring Hero). Beware of the Witch King! Should you face him – use magic, flame or strong heroes! WK is now also mountable on both **fellbeast** (default) and **horse**, as well as controllable on **foot**. On horse he's disguised as a normal ringwraith, just like in the movies. This makes him able to join the other nazgûls as a group, together making them; "The Nine" – the first MAJOR change to the setup and use of heroes in this game. The outcome was later perfected even more...

Also: I've added animation for him using his **sword**, not only the mace like default. He now alters between both weapons like in the movies. He looked quite stupid before carrying around an extra sword which he never used. Now he does! What's even cooler is that the animation for the **Morgul Blade** attack is set to stabbing motion, and not the ridiculous "meditation" look he had before. Now he delivers the Morgul blade attack just like in the movie when he stabbed Frodo, instead of "wishing" it on his enemy. To make things even more complete, I managed to give him the **Burning Sword** ability. I won't tell you too much about this one, you'll just have to try for yourself ;)



*The Witch-king – the Leader of the Ringwraiths, displayed with his new **Burning Sword** ability! This is a Level 10 power that will set multiple units on fire!*



until much later in the progress. The Nine are REALLY powerful together, but it's not cheap and it will take a while and some resources to gather them as a complete unit. But when they are, they will strike down most of their enemies as long as they stay away from fire (think of Aragorn on top of The Watchtower of Amun-sûl), magic and prominent heroes like Aragorn (naturally) and equals. They are also now all controllable by **foot** (default), on **horse** OR on **fellbeast**. It's certainly a most impressive sight to see all nine nazgûls in air on their fellbeasts, flying away to carnage, or on horse too for that matter.. no wait – they're impressive on foot too *lol*. Watch out for their Morgul Blades that will poison anyone, and turn them into a wraith (actually a Barrow Wight though? EA...?). Have your Giant Eagles ready (yes, they're tougher than fellbeasts now, but also fewer in number) and your arrow towers filled, preferably with magic arrows. Nothing will slay a fellbeast as quickly in air like a large swarm of Silverthorn arrows! Nazgûls are also extra sensitive to fire – not much else. On horse, they also ride faster then any other riders in the game – except Arwen (she outran them in the film) and off course Gandalf on Middle Earth's fastest horse; Shadowfax! But other than that, The Nine on horse will trample most enemies before they have a chance to escape. They even walk much faster then others, almost "floating" on the ground, again just like in the movie (The Inn in the village of Brie). After all – these were all the nine mighty kings of old... enslaved by Sauron under the power of The One Ring, so they shouldn't be just "any" hero. The Nazgûl - my kindred - are now what they should be! ;)

Also: Just like the Witch-king, the nazgûls now use the stabbing motion animation for their Morgul blade attack, both from foot and on horseback!



Fellbeasts for Isengard

All good factions in this mod have one **Giant Eagle** each – all more powerful then the Fellbeasts of Mordor (just like in Return of the King when the eagles thrashed the fellbeasts). The Elves even have an extra eagle in **Gwaihir** – the flock leader of the eagles. Mordor on the other hand, has its 9 nazgûls – all mountable on a fellbeast each, giving 9 fellbeasts. The Goblins have the dragon lord Drogoth, the most powerful flying unit in the game. And with help from "**Lauri**" of The 3rd Age Forums, Isengard now have two fellbeasts of its own. There are no nazgûl riders on their backs, they are slightly weaker than their Mordor counterparts since they're not under the influence and control of a nazgûl. They can't "screech" (since it's the nazgûl that screeches), and they're only 2 in number. But they're also cheaper than Mordors ridden fellbeasts. This makes the game have a total of 11 fellbeasts and 4 giant eagles including Gwaihir + the summoned ones (2 for each spell). The balance is perfect and many epic air struggles should take place...

Gwaihir & The Giant Eagles

Like just mentioned – **Gwaihir**, the leader of the Giant Eagles, is now his own unit separated from the “ordinary” eagles, with higher armor and higher health. Damage is the same as the other eagles though and approximately 50% higher than a fellbeast, just like it ought to be since the Eagles are bigger in body mass, heavier and stronger. They can also sustain more fire attacks cause of their protective feathers. The Fellbeasts have bare skin, which makes them more vulnerable to attack. Gwaihir is also easily distinguishable from the other giant eagles by his white feather details like an American “Bald Eagle”.

Drogoth - as “Dragon Nest” creature

The Elves have Gwaihir as their Nest Creature, but the other faction with a nest; the Goblins, had the “puny” Fire Drake as the nest creature. I thought this was really imbalanced, so I decided to alter their nest creature into **Drogoth** - the Dragon Lord of the Withered Heath! Drogoth is the most powerful flying unit in the game (next to Smaug (see next item)), so he is pretty expensive, but well worth it!



Gwaihir – the Leader of the Giant Eagles, being the only eagle in the game with white details, is easily distinguishable from the regular brown eagles!



The Goblin faction’s main hero - Drogoth, is making a turn to attack the Elven War Ship...

Falling death animations - for Eagles and Fellbeasts!

While we are on the topic of flying beasts... let’s talk some animations! Ever since I first played this game I’ve always HATED the way that flying “heroes” such as Eagles and Fellbeasts had that stupid explosion when they died! For Dragons - fine! But I certainly didn’t like it for eagles and fells. That’s why I begun a crusade for finding the optimal way of incorporating the animations that EA actually DID do for this purpose, but then for some reason left out of the game. After months of experimenting, modder “**Cahik**” provided me with the needed animations (original anim split into three parts) for this to work! The result is STUNNING in game!



New animation: As another S.E.E. mod exclusive, thanks to the animation work by “**Cahik**”, we could finally get rid of the stupid looking exploding deaths of Fellbeasts and Eagles and have perfect falling deaths!



Smaug - as "Dragon Strike"

I've always thought that this game lacked one of the most prominent characters from Tolkiens world; **Smaug** - the legendary dragon of the Erebor mountain! I decided to use the model for the Spell Book spell "Dragon Strike" and simply reskin him into what I believe Smaug could look like. He's described by Tolkien as red and gold, so those are the colors I used. He's also been buffed so that when summoning him, it will be worth the spell cost. Finally he has also been scaled to a size where he's the largest dragon of them all!



Inns & Mercenary Units

After many discussions in the forum about the future of Inns in S.E.E. we finally decided upon a solution that I personally REALLY liked. The idea is that no matter what faction you are playing, the Inns should provide access to a carefully selected variety of mercenary units. And none of those units should be recruitable in your faction in any other way. This adds a lot of extra depth to the game and also makes capturing an Inn, or several, much more interesting and useful. In the original game you could only recruit ONE type of unit, but in S.E.E. you can now recruit up to 4 different kinds, like illustrated on the example below, featuring the Inn for Men of the West. Recrutable mercenaries here are; Hobbits, Dwarven Berserkers, Lórien Warriors and Dunedain Rangers.

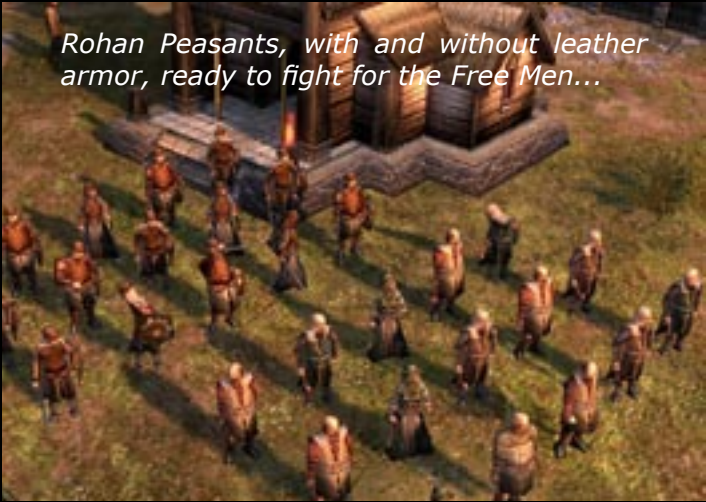


The BIG addition – Rohan mini-faction to Men of the West!

In BFME1, Rohan was a separate faction. I do not see the need for this since splitting the race of Men into two would equal splitting Elves into Mirkwood, Lórien, Mithlond, and so on. Or splitting Mordor into Mordor, Rhûn, Harad, and so on. But I do miss Rohan architecture and units, so with the help of raw initial code from the mod “BFME2.5” by Tom8778 (now known as “Stealthsnake”), this feature could be given to this mod. Everything Rohan has then been GREATLY improved, adapted and heavily polished from that stage though, and now acts almost perfectly in this mod. Rohan is now a PART of Men (of the West) in the same way as Harad and Rhûn is a part of Mordor, and Dale a part of Dwarven faction...



New structures: All of the 7 Rohan structures; Statue, Well, Stables, Archery Range, Armory, Sentry Tower and Golden Hall, built just behind the Gondor fortress in the Rohan map...



Rohan Peasants, with and without leather armor, ready to fight for the Free Men...



Rohan Statues and Wells - now completely working and polished with FX and Decals...

It’s really GREAT to see Rohan back in the game again, as a part of Men of the West! :) This makes Men a strong and versatile faction, with good balance against the VERY powerful Mordor!

The Rohan mini faction tech tree

New building Rohan Statue
50% armor + 50% damage + 10% Hero discount

New building Rohan Well
Healing for all allies + 10% Rohan Unit discount

New building Rohan Archery Range
Recruits Rohan Yeoman archers

New building Rohan Armory
Upgrades Rohan Banners, Weapons and Armor

New building Rohan Stable
Recruits Rohirrim cavalry

New building Rohan Sentry Tower
Garrisonable with 1 unit

New building Rohan Golden Hall
Recruits Peasants + garrisonable with 10 units

New unit Rohan Peasants
Can repair all friendly buildings

New unit Rohan Yeoman Archers
Basically slightly trained Peasants with bows

“CaH” (Create a Hero) FIX!

Another MAJOR draw back for this game (to me) was the ridiculously imbalanced CaH-heroes! First of all they had WAAAY too high armor and damage almost making them act like “mini Balrogs”. Secondly, they share the same health and damage setting, which makes it kind of funny when you compare a female elf hero to a big attack troll hero, wouldn’t you say? Thirdly, the attack troll hero had no knock back to his weapon. Now what the... ??? How could that ever go past EA’s game testing before release of this game? I mean, we have a troll with a battering weapon the size of a minor car, smashing small humanoid units - that don’t even budge? In MarksMod the troll had been given knock back meta impact, but the damage was still too small, and the units stood up again like 5-6 times after being hit. Now WHERE is the logic in that? FINALLY I found a solution to this and now the CaH troll is so powerful that is truly matches his size, weapon, and the other trolls...



A CaH from the race of Men is battling Orcs and Corsairs of Umbar! Now no loger acting like Robocop, and more comparable to the regular heroes!



In MarksMod ALL CaH heroes had been given knock-back. This is removed for S.E.E. since that idea didn’t fit into the “realism” factor. The troll is the only CaH that still has it, but it has also been given a MUCH higher damage so units will now hardly rise more than once after beeing hit by this monster!

“Spy spells” FIX!

Spells and abilities that are used to search uncharted shrouded terrain, like the Eye of Sauron, The Palantir and the elven Far Sight, has been VERY reduced in range. This goes for the goblin Bats and the Isengard Crows too. They were all WAY to all seeing in MarksMod making them see almost the entire map at once. It’s more fun now having the eye sweep across the land, revealing stealthed elven units amongst the trees, and off course – looking for Gollum and The One Ring!

RE-SKINNING of ENTIRE game! No more low res skins, and no more yellow armor!

Like stated in the beginning: **ALL factions now have new skins and colors** to make them more "natural" looking! This includes Heroes, Units and Porters. This also means AWAY with the HIDEOUS "golden" armor used for Heavy Armor, that actually looked more like smeared yellow mustard than gold! The only ones left are those few that actually fit wearing that color, like Noldor Warriors (remember the movies?), Lórien Warriors and Elven cavalry, as well as the Evil Men (Haradrim and Easterlings) heavy armor... but they have ALL been given a totally new color tone that DO look more like some kind of "goldish" fantasy metal in bronze/copper style (rather than yellow mustard)! Men, Dwarves, Isengard and Goblins have all been stripped of their dreadful heavy armor look though (who wants an uruk in gold?) and been given new skins for those, as well as trimmed "light armor" skins. This goes for basically every unit in game, all for that "natural" look of the movies. Some of these skins have details from other modders of great skill. I will list them all in the Credits. Now let's have a look at **some of** the new skins for our heroes before we move on...



Aragorn has ONLY been stripped of his faction color, but is still on display here to show how well the other new skins match up to this one of very few good skins from EA's retail game! The other good EA ones are: **Elrond**, **Arwen**, **Celeborn** and **Galadriel**!

Gandalf < is shown up close to hopefully display the likeness to the wonderful actor Ian McKellen...

Legolas ^ is of of my favourite reskins of them all since the original model was one of the WORST in the game along with Haldir. But thanks to the extremely talented modder "**Celeglin**" of "**The Elven Alliance**" for BFME1, I lended some details for this skin. The face, hair and grey cloth is mine, but the shirt and leather details are Celeglin's excellent work!



Eomer



Eowyn



Haldir



Saruman



Gloin, in skin by "Downfall"



King Dain



Nazgûl - my alter ego... ;)



All of these skins are new in some way. Some of them are simply moved forth from hidden status in EA's codes, like the nice Haldir skin for instance, as well as the high res Nazgul. And some of them have minor work added to them, like Gandalf and Saruman, whom have only new faces, and others are COMPLETELY made over. Those include for instance Legolas and Gimli. But however they have been made, for heroes or for units, they all serve the same purpose - to make this game look a heck of a lot better! All for that exclusive "movie feeling" I do hope that goal has been obtained...
> Don't forget to check the Credits for the artists!!!



Details are also very important... Here are the Orc Archers using the Siege Tower. They were not visible before, but they are now!



New skin: Gondor Soldiers in their new more detailed skin, and with more natural darker metal looking coloring! Gondor Knights, Archers and Siege units use the same skin...



New skin: Gondor Tower Guards in improved skin by "Nertea"!



New skin: The Ithilien Rangers REALLY needed a reskin!



New unit: Dunlendings, the WildMen of Dunland, are finally recruitable for Isengard as support troops. The Dunlendings can use Torches and Heavy Armor upgrades!

New ability: Gandalf's "Bubble Shield"



New ability: Boromir's "Last Stand"



New ability: Eowyn's "Dernhelm" - (Disguise) amongst Rohirrim (and Peasants)...

Hero Powers FIX - work in progress...

As a last word on heroes... Not only skins have been changed. Nor only balance in terms of Armor, Damage and such, but also in terms of Hero Powers or abilities as I often call them. For Beta IV we have only managed to find time to rework Men of the West faction, but eventually we will have gone through them all. This means polishing existing powers/abilities as well as adding, or even creating completely new ones. The "Bubble Shield" of Gandalf is an example of something added (from BFME1). The "Frying Pan" of Sam is another, while the "Last Stand" of Boromir, and "Derhelm" (Disguise) of Eowyn, are examples of abilities created for this mod. Team member and Master Coder "[Sûlherokhh](#)" is the person that really deserves credit for this.

NOTE: For the upcoming BETA V, all factions will benefit from this extensive makeover of heroes...



New ability: Sam's Frying Pan strike has been added, with knockback, making Sam a much more powerful Hobbit Hero!



Scaling: Ships, now in "natural" sizes battling it out at sea...

All factions Ship FIX!

Let's move on to something else...

Yet another gigantic drawback of this game has always been the stupid ships. They moved fast like little rubber ducks in a bath tub, and they were weak and completely useless. I'd be surprised if anyone found any use of them before? Now they have been:

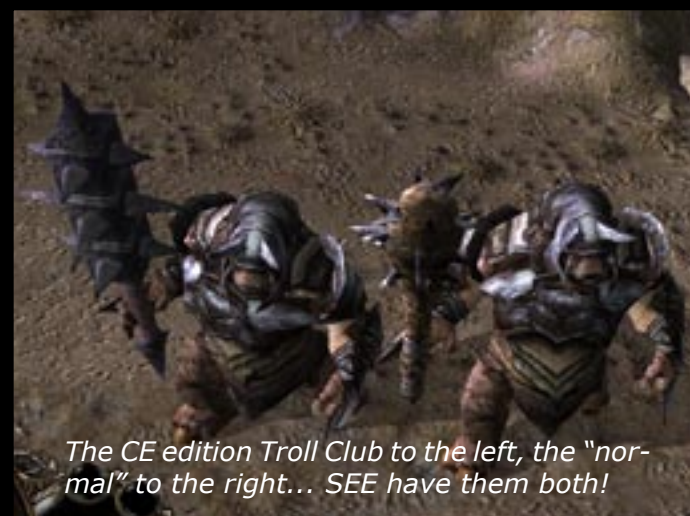
- 1) Scaled to suitable "natural" sizes!
- 2) Modified to move more like real ships, that is; turn slowly and pick up speed slowly, especially with sails. Ships with oars move slightly faster, and size will also matter for their speed.
- 3) Given MUCH higher armor and added support for different kinds of attacks. All to ensure that they act realistic to damage given. This means that siege damage (catapults, ballistas and Ents) will damage them pretty much, while pierce (arrows) will not. Fire arrows however, adds fire damage, and ships made out of wood will take damage from that...
- 4) Given very modified weapon damage to ensure that they really can hurt what they are supposed to hurt, like units, structures and other ships.



The Evil fleet at display. Notice the different sizes for a more natural look. This naval part of the game has been repeatedly polished in balance and is actually REALLY fun to play now!



Mûmakil and Attack Trolls - upgraded units to the right... Unupgraded to the left.



The CE edition Troll Club to the left, the "normal" to the right... SEE have them both!



The Tornado spell of Ring Hero Galadriel is one of the things from Collector's Edition that is, like the Troll Club above, implemented into this mod for ALL players - regardless of retail version!

"CE" - Collector's Edition stuff

Scaling of some important units in this game, like the ships for instance, has been crucial for the "movie feeling"! But another very important step for me, after being told that it was ok leagally (since it's all in the codes, but only hidden), was to code this mod in a way that ALL users/players of Special Extended Edition could benefit from some of the extra material that comes with the "Collector's Edition" of Battle for Middle Earth II. This being limited to only those objects and abilities that I approve of as suitable for this mod, naturally...

One example of this is the Troll Club with spikes. We decided to put this in as a "Siege Mace" upgrade for Attack Trolls enabling them to do more damage to structures. A squad of Attack Trolls really do damage to enemy buildings now, but they are no friend of great heroes, magic and arrows, so make sure you don't send them off completely alone... We also made the mûmak upgrade into a buyable upgrade at any level for the mûmakil.



*The improved Elven barracks with two new units;
Lórien Warriors and Noldor Warriors!*



*The improved Orc Pit with three new units;
Orc Pikemen, Morgul Orcs and
the Black Uruks of Barad-dûr!*



*The improved Hall of Warriors with one new unit;
the Dwarven Berserkers! Dwarven Axethrowers were
also moved here from the obsolete Archery Range.*



*The improved Uruk Pit with two new uruk-hai units;
Uruk Scout Raiders and the Uruk-hai of Orthanc!*



The 13 Mordor heroes...



The 10 Men heroes...



The 8 Isengard heroes...



The 14 Elven heroes...



The 6 Goblin heroes...



The 5 Dwarven heroes...

The Hobbit Heroes

What would this game be without the four friends of the Shire!?

PLEASE NOTE: These skins are NOT in the game yet though, and they might not ever be. They await approval from "Celeglin" since they contain details from his skins for The Elven Alliance (faces are mine, clothes are his). The only reason that I used them for this PDF is 1) to show what a great skinner he is and 2) hope that he can find it in his heart do donate them to S.E.E. since our mods in no way are competeing with eachother... and since S.E.E. has grown to be quite popular ;) I'll gladly donate anything he wants back in return. But if he says no - we'll have to manage without them and I'll "just" make new ones, even though they are bound to look pretty similar since there are exactly the movie look I'm going for. Anyway: all creads to Celeglin, and let's hope we'll maybe have them for Beta V this fall...



Frodo



Sam



Merry



Pippin

Complete list of all the new faction units:

MEN:

- Rohan Peasants
- Rohan Yeoman Archers
- 1 Giant Eagle

ELVES:

- Galadriel (without The Ring)
- Celeborn
- Lórien Warriors – The Helm’s Deep Veterans
- Noldor Warriors – The Last Alliance Veterans
- Frodo
- Sam
- Merry
- Pippin
- Hobbit Shiriffs
- Gwaihir
- 1 Giant Eagle

DWARVES:

- Dwarven Berserkers
- Dale Swordsmen
- 1 Giant Eagle

MORDOR:

- “The Nine” (8 nazguls + Witch King)
- Shagrat
- Gothmog
- Orc Pikemen
- Morgul Orcs
- Black Uruks of Barad-dûr
- The Grond

ISENGARD:

- Ugluk
- Uruk-hai Scout Raiders
- Uruk-hai of Orthanc
- 2 x Fellbeasts

GOBLINS:

- Drogoth as Nest Dragon instead of Fire Drake!
- 3 x Fire Drakes

Final note!

This ReadMe contains most of this mod’s specifics, but not ALL of them naturally! That would simply not be possible without having this ReadMe go on for another 25 pages! Besides, that would leave nothing to discover, so... Now it’s up to YOU to find out the rest! ENJOY!!! :)))



Best wishes,

"Nazgûl"
aka Chris Bengtsson



The Balrog of Moria

This unit has been made A LOT stronger and is now by far THE strongest and deadliest unit in the game – just like it ought to be. He's summoned for a whole 5 minutes and he's almost impossible to vanquish without; magic, heroes or strong artillery. Do not get too close! His IGNITE will damage nearby troops badly, so imagine what his sword slash will do, whip – and not to mention his scorching breath! To balance this, the Balrog is also the most expensive spell unit (32 sp) in this game, so you won't be able to summon him until later in the game. He's slow as well. If you control him – be sure to use those five minutes well and unleash his power where it pays off – at structures that takes time to rebuild, or as defense against a massive onslaught of enemies. He takes quite some time to be able to summon again, so use wisely. And if you confront him – run, or use the above abilities. He will wipe out normal units like flies. Playing against Mordor or Goblins, it would be wise to use a second fortress just in case he shows up destroying most things... This is by far my absolute favourite unit in game! ;)

CREDITS for BETA IV

Most listed are international T3A (The 3rd Age) forum members:

Mod Author, Team Leader, Skinner, Coder & AI Coder

Christer (Chris) Bengtsson, AKA “Nazgûl”

Head Coder, Master Scripter & Lead BrainStormer

“Sûlherokhh”

Modeler, Coder & Scripter

“Lauri”

Original Mod: “Marks BFME2 Full Gameplay Mod v 1.4b”

(This mod was the basic foundation of this gigantic re-modification)

By Mark Hambly, AKA “Sniggles”

Contributor – “Stealthsnake’s Reskin Mod version 3.0” + “BFME2.5” & “Battles of Gondor”

By “StealthSnake”

Contributor – “BFMESkinsProject0.9”

(Several clothing and armor details for Gondor Soldiers, Rohirrim, Eomer and Theoden)

By “Nertea”

Contributor – “The Elven Alliance”

(Legolas skin details + Eomer & Theoden helmets)

By “Celeglin”

Contributor – “RealityMod”

(Skins and models for Uruk Elite and Orc Pikemen)

+ (Animations for Fellbeasts Falling Deaths)

By “Cahik”

Contributor – “The Nine”

(Code for basic setup of The Nine nazguls)

By “Lord of Gifts”

Contributor

(Skins for Gloin and Rohan Yeoman Archers)

By “Downfall”

Contributor – with UrukScouts model

By “Kobra” (of Middle Earth Vault forums)

Contributor – with IsengardFellbeast,

binding of Orc Pikemen,

and the Noldor Banner Carrier

By “Lauri”

Early Mod Mentors & Coding Expertise

“Lauri”, “Zimoo” & “Ithronaiwendil”



BETA RELEASE v1.3 = BETA IV

You may NOT use anything from this mod *without permission!* Please respect the amount of work that has been put into this project, and please respect all contributing modders, by doing so! (Meaning I have to ask them before I release anything that others have been involved in!)

Stockholm, Sweden, 12th of June 2007 / Christer Bengtsson

RELEASE INFORMATION & LEGAL STUFF

This mod is a “re-modification” of Mark Hambly’s mod: “Marks BFME2 Full Gameplay Mod v 1.04b”.

Almost everything presented in this PDF is exclusive to this mod only, since virtually nothing given has been used in an unaltered form. The author wishes to strongly emphasize the gratitude to all fellow modders that have helped from a distance. This mod would not exist if it was not for all that have helped and contributed during the months. This mod is nor 100% finished, but work is constanly progress- ing along with the SEE mod Team members. If you need to get in touch with us, you can by looking for us in [The 3rd Age](#) Forums.

Mod converted from “Folder Swap” to “-mod Command” by “Lauri” with tool by “2Playgames”

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