

- Glossary
 - Events
 - Good Skill Set
 - Evil Skill Set
 - Items
 - Terrain
 - Unit Talents
 - Equipment

- Units
 - Commanders
 - Good
 - Evil

- Credits

=====
----- Introduction -----
=====

Hey and welcome to my Lord of the Rings the Third Age guide, as a loyal LOTR fan I played this one on playstation 2. And now it's time to help you guys out on the gameboy advance version. I saw nobody wrote a guide for it...yet but I'll bring change in it! This may not be the best guide you have ever seen but it WILL have all the information you need to complete the game.

Now I hope you'll enjoy reading this guide!

Feb 3rd, 2005 Started writing the guide.
Feb 4th, 2005 Added some things.
Feb 15 , 2005 Added some equipment (Glossary), missions.

=====
----- Characters -----
=====

At the beginning of the game you'll have to select which one of the following is going to be the commander. Here's a list of them with a small description.

----- Commanders -----

The Good guys

Aragon	
Known also as Strider, Aragon is the	
heir of Isildur and rightful King of	
Gondor. He is one of the Dunedain,	
a powerful race of Men.	
Hit Points 25	
Spirit Points 8	
Move 3	
Attack 6	
Range 4	
Morale Fearless	
Leadership Great (1-4)	

|Gandalf |
| |
|Gandalf the White is the most powerful |
|Wizard in all of Middle-Earth. His wisdom |
|and command of the arcane is exemplary. |
| |
|Hit Points 23 |
|Spirit Points 10 |
|Move 3 |
|Attack 5 |
|Range 6 |
|Morale Fearless |
Leadership Average (1-3)

|Elrond |
| |
|Elrond is a warrior, sange, and the founder |
|of the Elven haven of Rivendell. He witnessed |
|the fall of Sauron by Isildur's hand. |
| |
|Hit Points 22 |
|Spirit Points 12 |
|Move 3 |
|Attack 6 |
|Range 5 |
|Morale Fearless |
Leadership Average (1-3)

The Evil guys

|Saruman |
| |
|Formerly the head of the Order of Wizards, |
|Saruman was lured by Sauron's promise of |
|power. He is yet keen and malevolent sorcerer |
| |
|Hit Points 15 |
|Spirit Points 10 |
|Move 3 |
|Attack 4 |
|Range 6 |
|Morale Average |
Leadership Average (1-3)

|Witch-king |
| |
|In earlier days the Witch-king of Angmar was |
|a great and noble king. Now corrupted by a |
|Ring of Power, he is Sauron's deadliest weapon |
| |
|Hit Points 28 |
|Spirit Points 9 |
Move 3

Attack	6	
Range	1	
Morale	Fearless	
Leadership	Average (0-3)	

Mouth of Sauron		
Once a man of great talent and intellect,		
the Mouth of Sauron fell into the company		
of the Great Eye and is hisshrewdest tactician		
Hit Points	22	
Spirit Points	12	
Move	3	
Attack	6	
Range	1	
Morale	Average	
Leadership	Average (1-3)	

----- Companions -----

Theoden		
Theoden is an inspiring general and king.		
He rides expertly on his warhorse.		
Hit Points	17	
Spirit Points	9	
Move	4	
Attack	4	
Range	1	
Morale	Brave	
Leadership	Average (0-3)	
(0-3 Command Points per turn)		

Boromir		
Valiant and headstrong, Boromir makes an		
excellent front-line fighter.		
Hit Points	19	
Spirit Points	6	
Move	3	
Attack	6	
Range	4	
Morale	Brave	
Leadership	Great (0-4)	
(0-4 Command Points per turn)		

Eowyn		
Though she is not as strong of the blade as		

|her brother, Eowyn is a strong leader. |
| |
|Hit Points 17 |
|Spirit Points 12 |
|Move 4 |
|Attack 5 |
|Range 1 |
|Morale Brave |
|Leadership Average (1-3) |
(1-3 Command Points per turn)

|Faramir |
| |
|A captain of Gondor, Faramir is an expert |
|scout and commander |
| |
|Hit Points 18 |
|Spirit Points 9 |
|Move 3 |
|Attack 4 |
|Range 5 |
|Morale Brave |
|Leadership Average (1-3) |
(1-3 Command Points per turn)

|Eomer |
| |
|A ferocious and strong-willed warrior, Eomer |
|is an expert horseman. |
| |
|Hit Points 26 |
|Spirit Points 6 |
|Move 3 |
|Attack 5 |
|Range 1 |
|Morale Brave |
|Leadership Ordinary (1-2) |
(1-2 Command Points per turn)

|Gimli |
| |
|As hardy as he is skilled with an axe, Gimli |
|is unmatched in hand-to-hand combat. |
| |
|Hit Points 28 |
|Spirit Points 6 |
|Move 2 |
|Attack 6 |
|Range 3 |
|Morale Brave |
|Leadership Ordinary (1-2) |
(1-2 Command Points per turn)

Legolas	
An Elf of Mirkwood, Legolas is a master	
archer with deadly range and accuracy.	
Hit Points 16	
Spirit Points 9	
Move 4	
Attack 4	
Range 7	
Morale Brave	
Leadership Average (0-3)	
(0-3 Command Points per turn)	

=====
----- Walkthrough -----
=====

Start the game! Here we go, first select your commander (cfr supra).
I'll be playing with Aragon so if you wish to play with another character
this section of the walkthrough maybe different, I'll probably make a guide
for the other guys too if the story is too different. When you've made up your
mind there will be another question, play as Sauron mode or not? Are you
familiar with this kind of games (Shining Force, Advance Wars, Fire Emblem,..)
you can choose Sauron mode although I don't recommend it for beginners.
What's the difference? Read the bottom line on your screen >.<
No Sauron Mode: Defeated heroes heal between battles
Sauron Mode: Defeated heroes are permanently unusable!

Chapter One - Mission 1 - Basic Tutorial

Ok this is your first battle, like in most of the games you encounter a
tutorial. No big deal, just to make you familiar with the game.

Ambush - Basic Tutorial

Dusk fell over the dark wood. Isildur grew weary beneath an invisible
weight, his senses dulled. Then a rustle of branches gave way to a stifled
yell. "Ambush!" the rear-guard screamed. Herein you will learn how to
select a unit, move a unit, and attack an enemy.

Mission Objectives

- Defeat the Orc Standard Bearer = +2 pts (Good)
- Defeat Isildur's Standard Bearer = +2 pts (Evil)

Scouting Report

Through now burdened by the Ring, the hero Isildur is a strong warrior.
Charge the Orcs' flagbearer before they have a chance to respond.

Ok, when you read this information (I typed it all for you if you pressed
A too much or just forgot that all the info before a battle is useful)
I'm not going to give you a lot of information about this battle because
in this one the game itself will help you enough to win.
Oh well I'm just too kindhearted ^^ . If you really don't know what to do
(or just stupid) select the main character and move him in front of the
Orc Standard Bearer, attack him, now select a ranger and attack him by
range, no need to move close to him although the closer the more damage
you will do to him.

After the battle is over you get 2 points. You'll be transported to the war room, where you can go on a mission, upgrade things or save your game. Just save your game after every battle. Now, since you cannot select the upgrade button let's go on to the next mission.

Well, well, well, what have we here. It seems like you can redo the tutorial again if you want but for now go to mission two the...

Chapter One - Mission 2 - Advanced Tutorial

Ambush - Advanced Tutorial

Isildur cursed his misfortune as Orcs leapt at his forces through the brush. Even with Sauron's demise, his foul creatures were everywhere.

"Find the chief!" he shouted, hewing an Orc with his broadsword, "without him, they are nothing!" Herein, you will command a force and set out to slay the enemy hero.

Mission Objectives

- Defeat a Hero = +2 pts

Scouting Report

Use your soldiers to block the orcs and protect Isildur.

Your main Gondor forces do not have ranged weapons, so engage the orcs quickly to prevent them from using their bows.

First move your soldier up and attack the enemies coming towards you. Don't panic if one of them is killed. Use your Gondorian Rangers to attack them from distance. If you have a lot of CP (command points) move Isildur up and let him attack too but be careful he doesn't die. When the Orc chief comes closer attack him with Isildur and your soldiers.

Still no upgrades available, let's go to the next mission.

Chapter One - Mission 3 - Mission from Rivendell

The days had grown long and the nights cold, and still there was no sign of Aragon in Rivendell. "He has not been seen for some months now," Elrond admitted to his friends. "We must scour the outlying lands in search of some sign that he lives yet."

Mission Objectives

- Defeat a Good Hero = +2pts (Evil)
- Hero Reaches the Bridge = +4pts (Good)

Scouting Report

Reaching the bridge with your hero is the utmost importance.

Focus on moving your center Hero, always keeping his soldiers close by for protection.

In this battle, you may choose companion heroes. Some heroes are better leaders (and generate more CP), others are better fighters.

Mission companions

Theoden
Boromir
Eowyn
Faramir
Eomer
Gilmi

Legolas

You can select 2 of them, for their status and stuff go to the characters section, I chose Boromir for the CP and Legolas for the long distance attacks.

Now when you come on the battle field you have to place your hero on a flank, choose either the left, center or right flank.

Just put each hero on a flank, like the game said keep in mind CP will be given seperately for each flank. Attack the nearby enemies on both flanks.

The second turn you'll have free a Free Move Event (check Glossary).

Try to defeat the enemies first before moving to the bridge because they'll do quite alot damage. After you win, you'll get some pts for light & evil.

Also your leader and companions will get experience points if you killed some enemies on the battlefield.

Back at the war room, you can now go to the upgrade menu. Select the commander you want to give a new attack (see the skill sets in the Glossary section).

But if you don't want skills, press L or R yo access the items/equipment menu.

Chapter One - Mission 4 - Darkness Upon Bree

The icy needles of the Nazgul screams pierced heads and hearts. The citizens of Bree, driven indoors by the relentless pounding of rain, trembled with anxiety within their darkened houses.

But a few townsfolk and warriors rose to the challenge... these undead kings of old had no business in the west.

Mission Objectives

- Defeat a Hero = +2 pts (Evil)
- Defeat Ringwraith = +2 pts (Good)
- Defeat a Dark Rider or Evil Hero = +3 pts (Good)
- Evil unit reaches a victory flag = +5 pts (Evil)

Scouting Report

Use your woodsmen and peasants to block and surround the Nazgul so they have to fight for every step, but beware the Dark Riders who can move twice in a turn!

Defend your flag at all costs, for they cannot be retaken!

When on the battlefield you'll see that the flanks have no leader so CP will be only 0-1, when they are attacked by a large group of enemies move your commander as quickly as possible to that particular flank. Make sure they don't kill your commander, the Witch-King will hunt him down. With the earned XP you can buy yourself a new attack or wait and buy an armor.

There will be two new battles available, let's start with the first one...

Chapter One - Mission 5 - Attack on Fangorn

At the foot of Fagorn Saruman surveyed the progress of his growing war machine An eager Orc approached.

"The roots are deep my Lord."

The White Wizard grimaced. This forest could grow angry if pushed, yet he felt his own willl was stronger.

"Cut them down."

Mission Objectives

- Defeat a Hero = +2 pts
- Defeat an Orc or Uruk-hai = +1 pt (Good)

- Capture a flag to iginite a tree = +2 pts (Evil)

Scouting Report

Saruman's forces have you outnumbered, but your starting position lends you the upper hand. Make sure to move first to the flags and occupy those areas with your toughest units.

Again choose a companion for the next battle, as the scouting report says, choose a tough one so I prefer Boromir. Oww, the first two soldiers will be attacked (and probably die, at least one of them) before you even have a chance to attack, aren't they evil?!

Oh well, just make sure they don't kill your commanders and the Ent is really useful. First, kill all those goblins, after the most of them are dead, get Saruman, the Ent will do the most damage, after that it's killing time. Slay all the others easily. This mission should give your commanders a lot of experience points.

Note: you can always replay missions to gain XP for your commanders if you think you can't win a battle.

Chapter One - Mission 6 - Conquest of Osgiliath

"Osgiliath was once the jewel of our kingdom," Lord Denethor mused, sitting alone before a large banquet table. His two sons, Boromir and Faramir, stood silently behind the aging steward as he ate.

"The city must be reclaimed," Denethor continued, "if we hope to keep our kingdom intact. The Lords of Gondor must return tp their rightful place. Recapture the city, my sons! Restore it to its former glory!"

Mission Objectives

- Defeat a Hero = +2 pts
- Capture a building = +4 pts (Good)
- Battle lasts 20 turns = +10 pts (Evil)

Scouting Report

You need to maintain control of the areas that are yours and take control of those that are not. Keep your units together. Don't spread yourself too thin, and keep an eye out for reinforcements from Minas Tirith.

=====
----- Glossary -----
=====

Events

Free Move

Provides a free Command Point to any unit.

Onslaught

Provides +2 Attack and +2 Movement for all units on the flank.

Rally

Generates maximum Command Points for the flank (up to twice hero's Leadership)

Recovery

All units on the flank heal 1-4 hit points.

Disorder

Flank immediately receives 0 Command Points!

Willpower

Spirit Points completely recharge

Good Skill Set

Hold Fast!

Friendly units on this hero's flank are healed 1-2 hit points / level.

Defensive Stance

Hero takes 25% less damage / level for one turn.

Sweep Attack

Hero gains one bonus attack / level on separate foes.

Keen Eyes

Hero gains Sharpshooter talent. His flank receives +1 Range / level.

Arms Mastery

Hero attacks for +1 bonus damage / level.

Inspire

+1 Command Points / level (max +2). At level 3, adds +1 Command Points to each flank

Stealth

Hero takes 33% less damage from missile attacks / level.

Blinding Light

All enemies on Gandalf's Flank may flee, based on their Morale, with higher likelihood per level.

Curse of the Dead

The Army of the Dead rises up and attack 1-5 units on Aragon's flank.
+1 unit per level.

Elven Duress

Enemy Command Points reduced by -1 / level on Elrond's Flank, and 10% chance of Disorder / level

Evil Skill Set

On Your Feet

Friendly units on this hero's flank are healed 1-2 hit points / level.

Terror

Enemy units on this hero's flank have their Move reduced by 1 / level.

Flurry

Hero gains one bonus attack / level on separate foes.

Strength of Mordor

Any foe the hero attacks automatically falls back two spaces, +1 / level.

Take Cover!

Flank takes 25% less damage from missile attacks / level.

Rage

Hero attacks for +1 bonus damage, +1 / level.

Intimidate

+1 Command Points / level (max +2). At level 3, adds +1 Command Points to each Flank

Curse of Orthanc

Curse a unit with a Morale penalty, plus a -1 damage penalty at levels 2&3. Last 10 turns. Range 7.

Invulnerability

The Witch-king can only be slain by heroes, takes 15% less damage / level from all other units.

Swarm of Crebain

Saruman summons a swarm of crows who peck and tear for 1-4 damage / level.

Eye of Sauron

All units on the Mourh of Sauron's flank do +1 damage to heroes / level.

Items

Kingsfoil

This rare herb heals the hero 3-6 hit points.

Lembas Bread

This elven bread heals the hero 5-10 hit points.

Elven Phial

This protective phial provides the hero a defensive bonus for one turn.

Galadrim Lock

The hero gains +2 movement, and can slip past enemy units.

Entwater

This strengthening water grants the hero a +2 Attack bonus for one turn.

Troll Meat

An Orc favorite, this tasty meat restores 3-6 hit points.

Hand of Saruman

Saruman's white hand grants the hero a +1 Attack bonus for one turn.

Skelob Poison

This rare spider poison grants the hero a +2 Attack bonus for one turn.

Berseker Root

After using this root, the evil hero may attack two opponents on his turn.

Spoils of War

Gold, gems, and bones motivate Sauron's hordes. Grant the hero's Flank +1 Command Points.

Terrain

Terrain

Terrain indicated with an X hampers movement. Shields indicate its protective value.

Unit Talents

Elf Archery

Ranged attacks are never blocked by terrain.

Magic Attack

A powerful attack has a greater chance of stunning foes.

Double Move

Mounted units may move, attack, and then move again.

Sharpshooter

Missile attack damage is never reduced by range.

Regeneration

Unit heals 1 hit point every turn.

Shock

Attacks have a greater chance of forcing units to retreat.

Trample

Mûmakil can force other units out of their path, trampling them if they can't move!

Inaccurate

Siege Weapons miss man-sized targets half the time.

Shieldmaiden

Unit does +3 damage to evil heroes.

Equipment

Heavy Armor

+4 Hit points

Cost: 35 XP

Light Armor

+2 Hit Points

Cost: 15 XP

Armor of Gondor

+1 Spirit Points, +5 hit points

Cost: 40 XP

Anduril

+1 Damage (Melee), +10% Rally

Cost: 95 XP

Galadrim Bow

+2 Range

Cost: 35 XP

Gloin's Axe

+2 Damage

Cost: 50 XP

Brooch

+3 Spirit Points

Cost: 40 XP

Horn Of Gondor

Used as a skill, foes receive a morale penalty;

allies on Flank receive defensive bonus.

Cost: 50 XP

Whetstone

+1 Damage

Cost: 25 XP

=====
----- Units -----
=====

----- Commanders -----

#1 Isildur

Hit Points 29
Spirit Points 12
Move 3
Attack/Range 6/1
Morale Fearless
Leadership Average (1-3)
Talent None

#2 Orc Chief

Hit Points 21
Spirit Points 8
Move 3
Attack/Range 5/4
Morale Green
Leadership Average (0-3)
Talent None

#3 Witch-king

Hit Points 32
Spirit Points 9
Move 3
Attack/Range 6/1
Morale Fearless
Leadership Average (0-3)
Talent Shock

#4 Wormtongue

Hit Points 9
Spirit Points 8
Move 4
Attack/Range 3/1
Morale Cowardly
Leadership Average (2-3)
Talent Regeneration

#5 Orc Captain

Hit Points 23

Spirit Points 8
Move 3
Attack/Range 6/5
Morale Average
Leadership Average (1-3)
Talent None

#6 Saruman

Hit Points 15
Spirit Points 10
Move 3
Attack/Range 4/6
Morale Average
Leadership Average (1-3)
Talent Magic Attack

----- Good -----

#1 Gondorian Ranger

Hit Points 8
Spirit Points 0
Move 4
Attack/Range 3/5
Morale Average
Leadership None (0-0)
Talent Sharpshooter

#2 Gondor Soldier

Hit Points 11
Spirit Points 0
Move 3
Attack/Range 4/1
Morale Green
Leadership None (0-0)
Talent None

#3 High Elf Swordsman

Hit Points 10
Spirit Points 0
Move 3
Attack/Range 8/1
Morale Fearless
Leadership None (0-0)
Talent None

#4 Wood Elf Archer

Hit Points 10
Spirit Points 0
Move 3
Attack/Range 5/6
Morale Average
Leadership None (0-0)

Talent Elf Archery

#5 Peasant

Hit Points 6
Spirit Points 0
Move 3
Attack/Range 3/6
Morale Cowardly
Leadership None (0-0)
Talent None

#6 Rohan Warrior

Hit Points 8
Spirit Points 0
Move 3
Attack/Range 4/4
Morale Green
Leadership None (0-0)
Talent None

#7 Ent

Hit Points 27
Spirit Points 0
Move 2
Attack/Range 10/6
Morale Brave
Leadership None (0-0)
Talent Ent

Evil

#1 Morannon Orc

Hit Points 9
Spirit Points 0
Move 3
Attack/Range 4/4
Morale Green
Leadership None (0-0)
Talent None

#2 Woodsman

Hit Points 12
Spirit Points 0
Move 2
Attack/Range 4/3
Morale Average
Leadership None (0-0)
Talent None

#3 Ringwraith

Hit Points 18
Spirit Points 0
Move 2
Attack/Range 6/1
Morale Fearless
Leadership None (0-0)
Talent Shock

#4 Dark Rider

Hit Points 24
Spirit Points 0
Move 3
Attack/Range 7/1
Morale Fearless
Leadership None (0-0)
Talent Shock/Double Move

#5 Goblin

Hit Points 5
Spirit Points 0
Move 4
Attack/Range 3/3
Morale Cowardly
Leadership None (0-0)
Talent None

#6 Uruk-hai

Hit Points 12
Spirit Points 0
Move 3
Attack/Range 6/5
Morale Average
Leadership None (0-0)
Talent None

#7 Morannon Orc

Hit Points 9
Spirit Points 0
Move 3
Attack/Range 4/4
Morale Green
Leadership None (0-0)
Talent None

Credits

For all people who helped me, and contributed things, thanks you (CJayC, ...)

