



GUARDIANS OF MIDDLE-EARTH



 
MIDDLE-EARTH GAMES
TEEN
T Fantasy Violence
FOR ENTERTAINMENT ONLY



ARATHORN



ARATHORN

PLAYER TYPE : WARRIOR

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



- Staggering Shot >

Arathorn is unusual for a Warrior in having a ranged Basic Attack, as well as some powerful close-range Abilities. Staggering Shot lets Arathorn bring it all together – stun and damage an enemy, and then use Basic Attacks while closing the distance to the target. Finish with Dúnedain Blade to do more damage to the slowed enemy.



< Dúnedain Blade -

Arathorn's versatile Dúnedain Blade Ability combines a DOT and Slow effect, which can be used in a number of situations. Whether it follows up Staggering Shot, or sets up for Chieftain's Focus, Arathorn will find Dúnedain Blade to be the lynchpin in many Ability combos. It is also one of his better escape Abilities when faced with a tough



- Chieftain's Focus >

Chieftain's Focus is the perfect Ability to cast on an enemy suffering from Controlling Effects like Stun or Taunt. The increased Attack Speed bonus it grants to Arathorn means that he can fire off a volley of arrows at the target – all the more deadly if Arathorn has Relics active that increase Critical Chance or Basic Attack damage.



< Ranger's Strike -

Few Abilities are so well suited to setting up great combos than Ranger's Strike. The long Slow and high amount of Ability Damage of Ranger's Strike allow Arathorn to get in position for further attacks while his Invisibility lasts. Enemies can't hit what they can't see, so Ranger's Strike can also give Arathorn a long time to escape.



For promotional use only



BEREGOND



BEREGOND

PLAYER TYPE : WARRIOR

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ Noble Sacrifice ▷

Taunts are some of the strongest Abilities in the game, and Noble Sacrifice puts this Controlling Effect in Beregond's arsenal. The creative uses of Taunts are numerous, but the idea is always to lure an escaping enemy into a damaging situation. Use Towers and allied Strikers to maximize Noble Sacrifice's effectiveness.



◁ Shield of Gondor ▷

Taking down Guardians who are a level or two ahead can give Beregond a huge XP boost. Shield of Gondor can give Beregond the defensive advantage he needs to absorb damage. Pair it with Noble Sacrifice to force your target to engage so you can reap the rewards of a difficult victory.



◁ Turning of the Tide ▷

Controlling Effects can disrupt even the most carefully laid team strategies, so Beregond's Turning of the Tide allows him to shine in combat against a Guardian with those Abilities. Find an enemy like the Witch-king and fire it off, using its Controlling Effects immunity and cooldown reduction to keep inflicting Ability damage to nearby targets.



◁ Guard of the Citadel ▷

Most ults have a dual purpose – to either finish off an enemy or to force them to fall back – and Guard of the Citadel is no exception to the rule. This AOE ult can be used by Beregond in either circumstance. For an extra kick, keep Gondorian Resilience in mind, and cast Guard of the Citadel when all the charges are stacked.



For promotional use only



ÉOWYN



ÉOWYN

PLAYER TYPE : DEFENDER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ Shieldmaiden ▷

The last thing a team needs when making an aggressive multi-Guardian push is to lose a critical team member. Use Éowyn's Shieldmaiden Ability to prop up the group at a critical moment. Combined with Great Renown, the shield keeps Éowyn from absorbing damage while her healing Ability reduces her own health slightly.



◁ Great Renown ▷

Healing more than one teammate nearby can allow your team to bring heavy firepower right to the enemy's doorstep. Keep Éowyn near the vanguard and spam Great Renown when your allies are hurt, but make sure you have a health buff like Second Wind Relic activated to minimize the drawbacks of the Ability.



◁ I Am No Man ▷

Éowyn's ultimate compliments her role as a Defender with a powerful offensive attack with AOE Controlling Effects. Single out a low-health target among a group of enemies and strike. The Ability damage will sting the target while dispersing their allies with Fear, allowing your team the essential moment necessary to land a killing stroke.



◁ Know My Fury ▷

Any enemy group finding Éowyn alone in a lane, and thinking she might be an easy target, would be surprised by Know My Fury. Use it to avoid a gank, or team up with high damage output allies and charge a group of enemies, allowing your team to clean up the Rooted enemies or disperse them.



For promotional use only



GALADRIEL



GALADRIEL

PLAYER TYPE : DEFENDER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Golden Gaze >

Controlling Effects can set up helpful scenarios for a team, and Golden Gaze is no exception. Use this Ability's Fear to help fellow Guardians by turning the hunter into the hunted. Interrupting an attack with Golden Gaze can turn a foe's ganking attempt into a kill for Galadriel's team.



< Power of Nenya >

Another useful Controlling Effect is Power of Nenya, whose Stunning and Slowing whirlpool draws enemies in, where Galadriel's allies can apply their own AOE effects to increase the damage. By bunching groups of Stunned enemies together, Galadriel can call the shots.



< Evening Star >

While Galadriel's ultimate is useful to low-health teammates any time she can cast it in a safe place, it is late-game where Evening Star truly shines. If Galadriel has been aggressively casting her Abilities, her massive health reserves will minimize the sacrifice of her own health while providing lots of points to friendly Guardians. Make sure to cast in a safe spot – Lothlórien Grove is always a good pairing with Evening Star.



< Lothlórien Grove >

As a Defender, Galadriel is well-suited to healing her friends. Lothlórien Grove is her bread-and-butter support Ability, good for both healing allied Guardians and damaging enemies. Throw it out when a teammate is in trouble as often as possible to add to Galadriel's Lady of the Wood passive bonus.



For promotional use only



GANDALF



GANDALF

PLAYER TYPE : ENCHANTER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



Flame of Anor

The key to early game survivability for Gandalf is the Flame of Anor. Use it early and often for an extra advantage in taking on Towers and to prevent feeding the enemy early on. Use the shield to draw out Strikers looking for an easy kill. Or cast it when Gandalf is vulnerable to reveal enemies nearby looking to gank him.



Narya's Power

Narya's Power is a great early game skill because it allows Gandalf to aggressively farm large numbers of Soldiers effectively. And because Gandalf is susceptible to attacks by Strikers who have high Basic Attack damage, Narya's Power's Blinding effect can significantly reduce incoming damage while damaging them in return.



Gandalf's Might

While the large amount of True Damage makes Gandalf's Might a very powerful single-target Ability for taking on enemies with high Ability resistances, careful use of its Root can be the difference between life or death for an enemy Guardian. Call in heavy hitting support before Rooting a foe to get the kill quickly.



Fireworks

Fireworks is extremely disruptive, causing massive AOE Ability Damage and Silence. Fireworks does enough mayhem to disperse concentrations of enemies. There are, however, some great times to use it. If your team has forced a group to retreat in a lane, use the Jungle to get behind them and lay Fireworks in their path to rack up extra kills as they pass through the Ability's effect.



For promotional use only



HALDIR



HALDIR

PLAYER TYPE : STRIKER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ Forest Sprint ▷

If an ally has an enemy pinned down with low health, Haldir's Forest Sprint Ability helps him arrive on the scene quickly. And once he's there, the increased attack speed can be combined with an Assault Potion to quickly take down the target, taking advantage of his already high Basic Damage output.



◁ Tree Top Ambush ▷

While other Guardians have to link several Abilities together in order to accomplish a maneuver like Haldir's Tree Top Ambush, the Teleport-Stun combination can be unleashed with just a single button. Chain Tree Top Ambush with Sea of Arrows and Wrath of the Elves to assassinate a single target.



◁ Sea of Arrows ▷

Strikers are especially useful when called in to pin down a target harassing their team. Sea of Arrows fulfills this role perfectly, allowing Haldir to sneak up and Root one or several enemies while inflicting a lot of Ability Damage. Haldir can then use his high-powered Basic Attack from afar to help his team finish the targets off.



◁ Wrath of the Elves ▷

Haldir's ultimate is as simple as it is deadly – a straight shot of Ability damage that is seriously damaging at each level upgrade. Hold onto Wrath of the Elves until the situation arises that it can take out a Guardian with around half health, or augment your Ability Damage with Relics and Potions for great ganking potential.



For promotional use only



HILDIFONS



HILDIFONS

PLAYER TYPE : TACTICIAN

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Dwarven-fire Flask >

Hildifons has somewhat low survivability, so using a standoff ability like Dwarven-fire Flask to harass enemies pushing a lane keeps him out of harm's way while Hildifons sets up his next Controlling Effect. Cast it from the cover of bushes to finish off a retreating Guardian with low health, or to destroy a bunched group of Soldiers.



< Brandywine Barbs >

While the slowing and damaging effects of Brandywine Barbs can be useful in preventing enemies from quickly moving up in a lane, they can be particularly deadly if Hildifons throws his barbs behind an overextended group of Guardians to slow their retreat. Well-timed casts can allow Strikers to chase down the enemies and finish them off while Hildifons looks on.



< Took's Wall >

A quick cooldown lets Hildifons cast Took's wall over and over. As if the Ability damage the Wall deals wasn't helpful enough, it causes blindness to enemy Guardians. Cast it on a Striker with Abilities on cooldown and their basic attacks will miss their target, letting Hildifons or his allies knock them out of the fight without breaking a sweat.



< Forger's Hammer (PASSIVE) >

Use this powerful stacking attack speed debuff to massively reduce enemy DPS with each hit from Hildifons' hammer. Stacking up to four times, it's perfect for punishing overextended enemies. Use it strategically with Hildifons' other Abilities with Controlling Effects to make sure the foe doesn't escape unscathed.



For promotional use only



LEGOLAS



LEGOLAS

PLAYER TYPE : STRIKER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



Greenwood Blades

While primarily a ranged Guardian, Legolas' Greenwood Blades Ability gives him a longer-range melee attack. If Legolas is in trouble, Rooting the enemy and following up with Silvan Agility can let Legolas get away from danger. Or use the Root and Ability Damage to allow an ally to deal the final blow.



Silvan Agility

Legolas knows his way around the forest, but his basic movement speed is mediocre. Silvan Agility can clearly be used to allow Legolas to escape from an attack, but it can also be used aggressively. Use the Teleport and Stealth together to leap behind a foe, line up the shot, and then cast your ult to hurl the enemy into harm's way.



Woodland Shot

Legolas' Basic Attack is both long-ranged and punishing, but a retreating enemy using a speed boost can sometimes get away. That's why Woodland Shot's persistent DPS can be used to finish off an enemy without Legolas needed to pursue them. Or he can use the Ability's Movement Speed debuff to keep them in range of his powerful bow.



Elven Onslaught

Elven Onslaught is the perfect accompaniment to Legolas' strong ranged Basic Attack. Use it at just the right time for maximum effect, whether that's using Brush or Silvan Agility to get behind the target. Pushing them away from their escape route gives Legolas the maximum amount of time to take advantage of this Ability's Basic Damage Resistance debuff.



For promotional use only



NORI



NORI

PLAYER TYPE : TACTICIAN

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ Dwarven Onslaught ▷

Well-suited for anti-structure work, Nori benefits from having a Striker or two in his lane to fend off enemy Guardians. Use Dwarven Onslaught to enhance the already high Basic Damage of Strikers or Warriors, letting Nori focus on taking down Towers and Base structures.



◁ Man the Walls! ▷

Keeping his team's Towers standing for a few extra seconds can make the difference between a pile of rubble or retreating enemies. To turn the tide of an Enemy push against a tower, use Man the Walls! to help Nori's Tower resist 75% of incoming damage. Follow up with Fortitude to maximize that Tower's aggro against Enemies.



◁ Fortitude ▷

Sometimes just driving back enemies isn't enough. By slowing and inflicting long-lasting DPS over a large AOE to several Guardians, Nori can increase the chances of scoring some ganks over retreating enemies. Use Fortitude to hold enemies under Towers for an extra shot of aggro, or coordinate with an ally to unleash a surprise gank.



◁ Swift Blow ▷

Getting in the last shot is no good if a Guardian is out of reach of his target. Swift Blow teleports Nori across the battlefield, and is particularly useful for taking down enemy Towers. Use it to get in quickly, interrupt enemy Guardians, and deal massive damage to a Tower, and then retreat before the Tower aggro stacks too much.



For promotional use only



ORI



ORI

PLAYER TYPE : ENCHANTER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



As It Is Written

Marking an enemy not only does a large amount of Ability Damage over time, it also creates an opportunity for an instant cooldown on As It Is Written.

All Ori's other abilities are also modified by As It Is Written. If Ori is low on health, combine it with Ancient History – the Ability Damage and the additional shielding effect may be enough to drive off the enemy.



Last Word

Casting Last Word on targets with As It Is Written mark raises Ability Damage done, making As It Is Written instantly usable again. This AOE Ability can be used to drive off Guardians with high damage potential. Ori's low Basic Attack damage makes his one-two Ability Combo his strongest attack.



Ancient History

While Ori's Ability Damage numbers are sky-high, his low Basic Attack damage means that when offensive Abilities are on cooldown he can be vulnerable to attack. While it can be cast on its own in a pinch to get Ori out of a tight situation, it's best used after marking multiple enemies with As It Is Written, which gives the shield a huge bonus for the duration and allows Ori the opportunity to tank.



Dirge of Durin

Ori can cast his ultimate, Dirge of Durin, on an enemy without marking them with As It Is Written, and it will do a significant amount of Ability Damage. But if the target is marked, Dirge of Durin will Stun the target for a long time. By having two ults in one, Ori can choose which effect to cast for the situation.



For promotional use only



THRÁIN



THRÁIN

PLAYER TYPE : WARRIOR

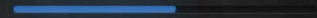
BASIC DAMAGE



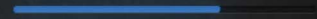
ABILITY DAMAGE



SURVIVABILITY



DIFFICULTY



Clear the Path

Enemy rooted or slowed, but just out of reach of Thráin's Basic Attack? That's just the situation Clear the Path is intended for, particularly used against a Guardian rooted by an ally's Abilities. Thráin's hammer does damage both going out and coming back, so casting on a rooted enemy will double the punishment, and Clear the Path's slow can allow Thráin to close the distance and unleash another Ability.



Dwarven Valor

Thráin is one of the hardest Guardians around, but even he sometimes needs a little extra stamina to stay in the fight and get the last hit in. Use Dwarven Valor when facing off against a Guardian with formidable Controlling Effects to keep your mobility and focus your attacks.



Durin's Wrath

If Thráin finds himself flanked with some Strikers with high Basic Damage, the perfect Ability to cast on an enemy is Durin's Wrath. Knockup will interrupt their escape route, and the debuff to Basic Damage resistance will make the enemy an easy target for a concerted attack.



Lethal Blow

The ability to deal True Damage is exceptionally useful when facing off against a Guardian with high resistances. Lethal Blow is the perfect solution. Pop a Power Potion and fire off Lethal Blow – and if you can crowd several targets in the Ability's radius, all the better.



For promotional use only



AGANDAÛR



AGANDAÛR

PLAYER TYPE : ENCHANTER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Dark Assault >

Dark Assault's teleportation can be essential to allow Agandaûr to escape when threatened by a Warrior or Striker, due to his lower health. If you've used Overcharge beforehand, and come across a situation that may be too much to handle, Dark Assault will teleport him away while leaving a shocking surprise to foes in its wake.



< Northern Bolt >

With limited Basic Attack damage, Northern Bolt is Agandaûr's best general attack Ability. Use the quick casting time and fairly broad targeting area to farm Soldiers and Creatures for experience early in the game, and use it with Overcharge for a quick follow-up if Shockwave doesn't finish off a foe.



< Overcharge >

Overcharge is the lynchpin of Agandaûr's capability to do massive Ability Damage. Overcharge consumes an orb generated by his passive to do increased Ability Damage Penetration. While every Ability benefits from Overcharge, Shockwave is especially devastating to a group of enemies. Use this combo on Rooted enemies to do maximum damage.



< Shockwave >

The key to using Shockwave successfully is making sure the targets are interrupted or rooted in such a way that Agandaûr can hit them with all three waves. An Overcharged Shockwave used on immobilized enemies can be completely devastating. Use Overcharge and then Dark Assault while close to enemies, turn and cast Overcharge and Shockwave for maximum damage.



For promotional use only



FELGROM



FELGROM

PLAYER TYPE : **WARRIOR**

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ **Lob** ▷

Lob is one of Felgrom's Abilities that's not particularly deadly on its own, but when combined with other damage or utilized on a low-health Guardian, this incoming ball of Goblin-fire can be the last thing a Guardian sees. Use it as a stand-off attack, to farm soldiers, or to help an ally get a quick kill.



◁ **Trap** ▷

Felgrom can leave a nasty surprise in a lane for any Guardians or Soldiers that happen to step on his long-lasting Trap. Leave these tiny but deadly bombs in strategic areas, such as near forward Towers, to take advantage of the Knockup in order to deal another second or two of Tower aggro and allied Ability damage before the enemy hits the ground.



◁ **Burn!** ▷

If Felgrom needs a little extra damage potential to augment his decent Basic Attack output, Burn! is the perfect Ability, adding a significant amount of Ability damage over time. Burn! will stay active as long as Felgrom has health, but don't forget that it can be "turned off" by triggering Burn! again. Burn! also steals life for Felgrom – some from Soldiers and Creatures but more from Guardians.



◁ **Ka-boom!** ▷

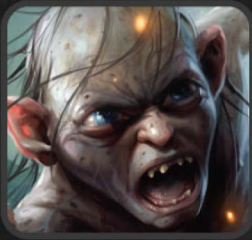
Felgrom's ult might be the most unique Ability in the game. Don't let the fact that it results in Felgrom's death be a turn-off – casting Ka-boom! results in a severely reduced respawn time that is lessened by each Guardian you hit. And remember that casting it doesn't immediately explode Felgrom – he a full 20 seconds to cast it, giving him time to fling himself into enemies at just the right moment for maximum effect.



For promotional use only



GOLLUM



GOLLUM

PLAYER TYPE : **STRIKER**

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



Throttle

Silencing his enemies allows Gollum to waylay Enchanters and other Guardians that rely heavily on Ability Damage. **Throttle** is the perfect start to a powerful Ability combo. Cast **We Are Starved** immediately afterwards to maximize damage and minimize risk to Gollum.



Coward

Gollum's low health and resistances make escapability extremely important. Save **Coward** for when Gollum is ensnared by **Controlling Effects**, which wastes his enemy's Ability cast and leaves them vulnerable to attacks by allies, while Gollum scampers to safety.



We Are Starved

In a team fight, careful use of **We Are Starved**'s rooting effect can allow allies to do lots of damage to immobilized targets. Use it to isolate overextended Guardians for a group kill, and to regain health when Gollum is low.



My Precious

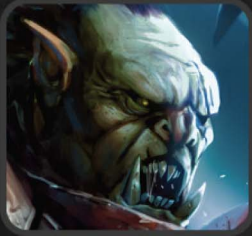
Groups of low-health enemies are very vulnerable to **My Precious**. Targeting an enemy that looks susceptible to a one-hit kill will instantly make the Ability available again upon the target's death, allowing Gollum to fire it off immediately for maximum group damage. Cast this when **Felgrom** is close to death anyway to go out with a bang.



For promotional use only



GOTHMOG



GOTHMOG

PLAYER TYPE : TACTICIAN

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



Black Land Banner

While exceptionally useful for farming Soldiers early in a match, Black Land Banner's most powerful use is attracting Tower aggro so Gothmog's team can get a few critical hits in, or gank an enemy Guardian hiding in the safety of their Tower's range.



War-machine

The incredibly long range of Gothmog's trebuchet is great for allowing him to do serious damage to an enemy Guardian with very low health or very low Ability Damage resistances, without Gothmog even having to move. Drop War-machine and go, letting it do Gothmog's dirty work for him while he moves on to the next target.



Grond's Blow

Few Abilities are as disruptive to an enemy as Grond's Blow. In addition to knock-up, a long-lasting stun lets Gothmog's allies line up their own Abilities to strike hard, before the target knows what hit them. Grond's Blow is best used in coordination with another Guardian, or to lock a tower-diving enemy under that Tower's aggro.



Rain of Doom

If Gothmog finds himself surrounded, or a critical structure under a hopeless siege, casting Rain of Doom will cause all enemies caught inside the area of effect to think twice about holding their ground. In addition to driving off Guardians who can't take the Ability Damage, it also affects enemy structures, useful for piling on the damage to bring an enemy Tower or Base structure down.



For promotional use only



LUGBOL



LUGBOL

PLAYER TYPE : ENCHANTER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ Ashen Wolf ▷

Lugbol's pet wolf can be a real thorn in the side of enemy Guardians trying to get close to Lugbol. Take advantage of the AOE damage caused when Ashen Wolf is summoned to punish those who are near. If any enemies try to escape, use another Ability like Snuff Them Out to cause the Wolf to taunt those nearby.



◁ Snuff Them Out ▷

Lugbol has merely average survivability, so any bit of health he can steal is welcome. **Snuff Them Out** is great for this reason, and because it's very easy to hit an enemy Guardian in a pinch with its broad targeting reticule. Use it as an Ability of last resort or to begin a major assault.



◁ Fiery Grasp ▷

Fiery Grasp is perfect for pinpointing an enemy to disrupt, using the Knockup to force the enemy to break off an attack. Use it immediately after casting another Ability like Ashen Wolf, which will activate Lugbol's passive Ability Power bonus and give you a Pet to deal some extra damage.



◁ Furious Flames ▷

Lugbol's extremely powerful Furious Flames ultimate is great on its own, roasting all enemies within a line and Blinding them for a period of time. **But adding an Ability buff, like using a Sage Potion just before casting, can be devastating to any targets caught in its path.** Carefully line up your shot and surprise medium-to-low health Guardians for some quick kills.



For promotional use only



MOZGOG



MOZGOG

PLAYER TYPE : **WARRIOR**

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Berserker Rage >

Mozgog's high Basic Damage output is perfectly complimented by Berserker Rage. Use it to chase down a retreating enemy and cause severe damage with massively increased attack speed. Or combine it with Vile Taunt for a particularly vicious attack.



< Vile Taunt >

Vile Taunt is a particularly brutal Ability for a tough, damaging Guardian like Mozgog to have. But "playing fair" isn't a concept that Mozgog understands. Use the Taunt and Damage Reflection to seek out and reel in weaker Guardians, and then mercilessly farm them.



< Brutal Draught >

Depending on a player's style, Mozgog can be well-suited to spending part of the early game in the Jungle. Brutal Draught is the perfect Ability to help pummel Creatures into submission to gain their powerful bonuses and experience. Be wary of other Jungling Guardians looking for a gank because of Mozgog's lower health and resistances while using this Ability.



< Bloodied Blade >

Whether the fight just got too hot, or Mozgog senses easy kills are to be had, Bloodied Blade is a classic ult that is perfect for many scenarios. It can easily break up a multi-Guardian incursion into your lane with damage and Fear, or it can be used to ambush and kill several low-health Guardians.



For promotional use only



RUNSIG



RUNSIG

PLAYER TYPE : TACTICIAN

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



Unbending

Rungsig isn't just a master of offense; he is also a capable defensive Tactician, and Unbending is his strongest protective ability. Unlike most shields, it can be used to give structures some extra protection. Double-down on the defense of an important Tower by casting Unbending on it and the allies guarding it.



Forceful Call

If Rungsig's team is about to go on the offensive, Forceful Call is the perfect Ability to fortify the troops right before they hit the front lines. With a Movement Speed bonus and Health regeneration, it lets the team get into position and gives a shot in the arm to low-health allies in the process. Forceful Call should be a staple of any lane push.



Catapult of Angmar

While many tools in a Tactician's arsenal are short range, like walls or caltrops, Rungsig is lucky enough to have a long-range tool of lane control to bring into battle. Catapult of Angmar is the perfect Ability to use in a lane where control is yo-yo'ing back and forth, forcing low-health enemies to stay far away while Rungsig and his team establish a front further up in the lane.



March of the Northmen

Rungsig can easily outflank his opponents with March of the Northmen. With a 100% Movement Speed bonus to any allies in the range when fully upgraded, and with a long-duration Root against any enemies caught inside, March of the Northmen invites Rungsig to cause mayhem behind enemy lines. Use it to get around a lane push and strike deep in the heart of your enemy's defenses, turning the tide of battle.



For promotional use only



SAURON



SAURON

PLAYER TYPE : ENCHANTER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Might of Barad-dûr >

Sauron may have great survivability for an Enchanter, but every Guardian can get in a situation where the action is too hot to handle. Might of Barad-dûr's Knockback and high Ability Damage puts a little distance between Sauron and dangerous Guardians, giving him time to regroup.



< Dark Lord's Reach >

Unlike many Enchanters, Sauron can handle going solo in a lane just fine, but if he has allies nearby to lend a sword, Dark Lord's Reach is the perfect ganking ability. It has just enough damage to set up a swift kill with another ally's Ability, and a useful Root to keep the target from escaping while the final blow lands.



< The Lidless Eye >

Sauron is lucky to have one of the few Abilities with global reach throughout the map, and careful use of it can seriously disrupt the plans of an enemy team. If Sauron notices a well-coordinated push by his foes, and particularly if any of them have very low health, casting The Lidless Eye will reveal all – disrupting the push and perhaps even scoring a kill or two.



< Shadow Walk >

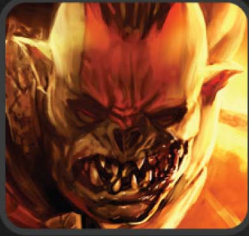
Enemies can't hit what they can't see, and Shadow Walk lets Sauron move around the battlefield quickly and stealthily. Use Shadow Walk to get within the midst of a group of enemies and then surprise them with Might of Barad-dûr. With skill Sauron can knock them into a waiting group of allies.



For promotional use only



UGLÚK



UGLÚK

PLAYER TYPE : WARRIOR

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



◁ Charge of the Uruk-hai ▷

Since Uglúk has great mobility and often takes the role of a roaming Warrior, ready to gank targets at a moment's notice, Charge of the Uruk-hai will prove often to be very useful. Trip up any fast enemy that tries to use a Movement Speed buff or Ability and then close in for the kill.



◁ White Hand's Whip ▷

White Hand's Whip is the perfect Ability for Uglúk to use to set up the coup-de-grace. The long-lasting Root leaves an enemy helpless and vulnerable, open to either Uglúk or an ally's ultimate. Or use it near a Tower to hold an enemy under its aggro if they get ambitious and try to tower-dive.



◁ Orcish Medicine ▷

Uglúk's place is at the front lines where the action is hottest. Keeping him there allows him to level up quickly and dominate his foes, so if his health gets low, use Orcish Medicine to heal rather than retreating to the rear looking for hit points.



◁ Fury of Isengard ▷

With Relics that increase Uglúk's Ability Power, the already potent ult Fury of Isengard can become an unstoppable powerhouse that causes severe damage and knockback. Unleash it on any Guardian who has overextended themselves in a lane, letting them know their place.



For promotional use only



WITCH-KING



WITCH-KING

PLAYER TYPE : DEFENDER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Malice >

Malice is a great skill to hold in reserve if the Witch-king is travelling between lanes. The extra Ability damage and DOT added to his next Basic Attack can be quickly and easily applied to whatever surprise pops out of the Brush.



< Darkness >

One of the Witch-king's most useful Abilities is Darkness, which forces an enemy to turn and fight. If you're near a Tower, Darkness can be even more useful than a Root, because casting the Taunt on an enemy outside of the Tower's range will bring them in and they'll draw the Tower's aggro.



< Despair >

As a master of Controlling Effects, the Witch-king has many ways to lure the enemy to their death. Despair's powerful Slowing effect and aura are the perfect follow-up to Darkness. After drawing the enemy in with the Taunt, slow their retreat with Despair and cast Death to finish them off.



< Death >

The Witch-king doesn't need to be near an enemy to actually kill them. Death has an extremely long-duration DOT, so it's a cast-and-forget if a low-health Guardian is caught in its path. If the target dies, the Wraith that will spawn is a useful Pet.



For promotional use only



WULFRUN



WULFRUN

PLAYER TYPE : DEFENDER

BASIC DAMAGE

ABILITY DAMAGE

SURVIVABILITY

DIFFICULTY



< Arcane Arts >

Wulfrun is already a very sturdy Guardian, and Abilities like Arcane Arts make him even harder to take down. Use it offensively to buff a group of allies entering a fray, but it can also be used defensively to protect a group suffering from Controlling Effects. Dark Forces adds an additional Controlling Effects duration reduction.



< Defensive Chaos >

If his team is on the offensive, Wulfrun can be quite useful in keeping the damage-dealing members of his party topped up on health. Fire off Wulfrun's ultimate to allow the Defensive Chaos cooldown to reset immediately, allowing him to cast Defensive Chaos repeatedly for maximum healing.



< Wretched Vapors >

Like all of Wulfrun's Abilities, Wretched Vapors benefits from Dark Forces. Use the two together to block off a lane and allow Wulfrun's allies to regroup, as the long-lasting Knockback can strike the same enemies several times, preventing them from moving forward.



< Dark Forces >

All of Wulfrun's other Abilities are significantly enhanced when Dark Forces is active. To maximize Wulfrun's effectiveness, go for Cooldown Reductions in order to cut down on the time it takes for Dark Forces to be available again.



For promotional use only