

## Nations and Clans

*There are six big nations involved in the conflict. Esgaroth men, Elves and Dwarves form the Forces of good. Gundabal orcs, Naurrakur orcs and Wildmen form the Forces of evil. Each of these six nations consists of five tribes.*

### Forces of Good

#### ESGAROTH MEN

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Lake-town, or Esgaroth, known fully as "Esgaroth upon the Long Lake", is a small settlement and community of men in the north-western part of the Long Lake in the Rhovanion, surviving of fishing and faltering trade. In greater times, the city was under protection of its powerful neighbors, but after Smaug the dragon arrived, everything changed and Esgaroth protectors fell. Since then, Esgaroth militia persistently defends attacks incoming from all directions.

#### The Dalesmen

Originated from the Dale survivors, General Sokol's corps are dedicated to the idea of regaining their lost city. They established the New Dale town, which flourishes in trade, getting richer, therefore allowing the soldiers to wear the best armor and equipment available. The Dalesmen are dressed in red and green, decorated with symbols of mocking bird or the Lonely mountain.

#### The Town Garrison

As the number of fish in the Long Lake decreases, more and more men choose life of a soldier rather than fisherman's. The pay is low and the equipment ridiculous, but hey, at least something warm goes to your belly, right?

You can recognize this unit by the blue color, poor look and the symbol of the fish.

#### The Dorwinion border regiment

Outcasts, thugs, murderers and rapists, these are the men who serve in the border regiment. Very hard training, but used up and repaired equipment, that's typical for them. They use violet accessories to decorate their worn up look.

#### The Merchant guard

Well fed and trained troops in good equipment. The Merchant guard is a unique group of soldiers, consisting of wealthy town citizens, ready to defend their homes and families. They like to dress in bright blue, reminiscent of the waters of the Long lake.

#### The Lake infantry

Once the most important force unit of the Lake town, now merely a shadow of its former glory. The Lake infantry: experienced but ageing soldiers in old armor, too proud and arrogant to properly pass on their knowledge to the newbies. The battle will show if they are worthless, as they dwell in the past, or still can wield the sword and pull off their tricks.

#### ELVES

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*The Elves, originally named the Quendi, were the first and eldest of the Children of Ilúvatar and are considered to be the fairest and wisest race of Arda given sapience by him. Long time ago, elves walked upon the Middle-earth united, but there were too many reasons to drift apart. Intrigue, conflicts, different lifestyles and traditions divided them into many groups and communities, which often don't get along with each other.*

#### The Siandorin

Pensive and proud, without any sense of humour, everything must be spot on in the Siandorin clan. Their

sparkling clean, shining armors match within unit, their soldiers are fierce and disciplined.

#### The Abri

The Abri are called "The Lightbringers", since they are the wisest of the Silvan elves. Eyes, ears, and prophets of the king Thranduil, their lightly dressed troops scout for the army.

#### The Ranöya

Happy and cheerful Ranöya elves are light hearted even in the most desperate situations, always dancing and playing flutes - even when facing the most formidable enemy.

### **The Vailya**

The Windrunners, known as “Kargar” amongst orcs, always travel on foot, and are constantly on the road, moving from place to place. They are great hunters and trackers and are able to quietly loot while wearing full armor, and cover tracks, before anybody even notice.

### **The Lemya**

The Lemya lived at Amon Lanc (The Bald hill), until Sauron captured it and built the Dol Guldur fortress there. Thranduil, son of Oropher, led his people over the Forest River, where they remained. The Lemya tribe still lives there, but never stopped to long for Amon Lanc and its treasures, prepared to regain it by force.

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## **DWARVES**

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*The Dwarves were made by Aulë, whom they themselves call Mahal, meaning “maker.” They are physically very strong, have great endurance, especially in the ability to resist heat and cold. They are short, chunky and grow majestic beards. Dwarves have the ability to learn new artisanal skills quickly, especially those dealing with metal or stone.*

*Dwarves are typically stubborn, secretive, and fiercely loyal to their friends. They care greatly about mining, crafting, crafts, gold and gems, their acquisition of which often fueled the envy of the Elves.*

### **The Longbeards**

Offsprings of the Dúrin himself, the Longbeards dwell in Angen Barad, where they grow and prosper thanks to mining, metalurgy and trade. That allows them to train and maintain a professional, well equipped army.

### **The Widechests**

Children of Tephor, former neighbors of the Longbeards, are exceptionally strong and robust. Thoughtful and diplomatic tribe later moved to the Iron hills. Since they

live in the mountains, they wear winter coats, long tunics and fur accessories.

### **The Fierybeards**

Temperamental dwarves of fiery nature, known for their ginger beards and extravagant clothes. They are hot tempered and never think twice before they rush at the enemy.

### **The Irondiggers**

Simple minded workers, grateful for their peaceful lives, once inhabited the Erebor, until Smaug the dragon expelled them. Their militia wears old armor from times of the Kingdom under the mountain.

### **The Greymountainers**

The last surviving clan living in the Grey mountains. Forgotten by their own brothers and enemies, they dwell in the ruins of their former great cities. Dressed in many times repaired clothes and armor, wildly growing untidy beards and hair, they constantly repell attacks of orcs and other dangerous creatures.

# Forces of Evil

## DUNLENDINGS (WILD MEN)

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*The Wild men are living in scattered tribes around the Grey mountains and Withered heath area. A primitive, industrially undeveloped society, filled with hatred towards more developed nations. They've recently allied with Rhûn tribes from the east, pillaging and ravaging together since. They are a wild bunch - sometimes even raiding with orcs, which they resemble in appearance.*

### **The Corcur**

Skilled in combat and craft, The Corcur tribe is tough and well equipped.

### **The Duvardain**

The Duvardains are wild and chaotic. They wear as torn, filthy and worn clothes and armor as orcs.

### **The Gauredain**

Being in a very close relationship with wild wolves while adapting their manners, Gauredain wear wolf hides and decorate themselves with wolf teeth.

### **The Balchoth**

Brave and skillful, Balchoth, as one of Rhûn tribes, wears broad pants, woolen scarfs, pointy hats and helmets lined with fur. They love to fight with spears and sabres.

### **The Jangovar**

Confident and experienced, Jangovar, as one of Rhûn tribes, wears broad pants, woolen scarfs, pointy hats and helmets lined with fur. They love to fight with spears and sabres.

## ORCS

*Orcs are cruel, dark, corrupted creatures, who hate everybody and everything, particularly the orderly and prosperous. Their bodies are deformed and ugly, their skin is dark or colored in non pleasant way. Their pointy ears reveal, that they were once elves, tortured and mutilated for long centuries in Melkor's underground fortresses of Utumno and Angband. The result of this crime is a violent and warlike race in a perpetual state of chaos with itself and others.*

## GUNDABAL ORCS

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### **The Carn-dûm**

Former Angmar natives, the Carn-dûm orcs are small, slim and inventive. Their skin has a yellow tone.

### **The Urugath**

Sneaky and intriguing and always well informed Urugath, controls one of most important crossroads in Misty mountains. Aware of their privileged position, they wear a sign of the White gate.

### **The Troqushar**

Once a powerful orc nation, now weak in numbers, produces strong, well equipped, superior warriors. As a

true orc nobility, Troqushar forces wear quality armor with rich ornamentation.

### **The Shiikgran**

Used to cold weather and cruel conditions, the Shiikgran are skillful hunters and trackers. They wear lots of animal fur and are eager to gain more hospitable home.

### **The Matüshkabar**

A dark tribe, performing heinous sacrificial rituals. The Matüshkabar worship the spider god Morthakhborg (Ungoliant in Elvish) and decorate themselves with corpse parts and bones.

## NAURAKUR ORCS

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### **The Buurzug**

Citizens of the ancient orc city, the Buurzug seem invincible. Their inherited self-confidence allows them to usurp most of the resources, equipment and biggest wargs on the raids.

### **The Ghathrug**

Small, sneaky, green skin creatures, exceptionally cruel, who will not think twice before stabbing you in the back or torturing their captives. They decorate themselves with scalps, ears or hair of their enemies.

### **The Grishbuth**

Insane, hot tempered blood drinkers, ready to murder their own family without hesitation. The Grishbuth worship old dark gods silently with great passion, which makes their appearance more shamanistic and dark, compared to other tribes.

### **The Lugazog**

Most skilled warg riders and trainers among the orc nation. Connected with strong bonds, the Lugazog is more of a pack than a tribe, making their chief an Alpha. Bound with nature, they are born scouts.

### **The Mauburzum**

Industrial heart of Naurakur uses thousands of slaves to run hundreds of iron mines, furnaces and forgeries. The omnipresent fear and submission is present even between orcs themselves - they even use a whip as their sign.