Lord Of The Rings: Conquest 1.0

By TechnicalWafer

It is the 3rd Age of Middle-Earth, and all hope rests on a knifes edge. The Dark Lord Sauron and his armies grow in preparation for the War of the Ring, and the Free Peoples of Middle-Earth are desperately trying to stop him from finding the One Ring. You all know how the story goes, and now you have a chance to be right in the center of the action. Will you stand alongside the Free Peoples or join Sauron for his ultimate conquest?



Start at Helm's Deep on 4 March, 3019 of the 3rd Age
Take 0 CP

Perks

Free
A Tale Told By The Elves
You get a narration before and after critical events in your travels, voiced by the Hugo Weaving aka Elrond. You can keep this perk attached to your Body Mod even if you lose or quit this Gauntlet. This perk can be turned off or on.

Free
Rising Up
You get 3 extra lives to start with, and when you are slain in combat, it will give you a chance to fight again, even as a different class. Extra lives are 100 CP each, but for each mission completed, you get an extra life free.

100 CP
Adventurer's Skills
While you may have some skill in survival already, you probably don't have it on your BodyMod. That's where this perk comes in, giving you a great talent at hunting, foraging, and traveling on

foot. This by itself would be on the level of Frodo and Sam, but for another 100 CP you can upgrade it to a Ranger's Experience. This adds stealth, basic healing/poisoning, and small group tactics to your skillset.

100 CP
Master Craftsman
Middle-Earth's various races have their differences, but one thing that they all share, from Man to Elf, Dwarf to Orc, is a history of craftsmanship. While this may not be of much use out on the battlefield, it is critical if you want to try and make your own arms and armor. This won't give you the skill to make the Rings of Power on its own, but with enough work you can recreate the technology of Númenor.

200 CP
Anti Stun-Lock
Say goodbye to being stuck on the ground paralyzed! With this perk you can ignore the effects of stun lock or any form of paralysis.

Health Regen (200 CP)
This allows you to slowly regenerate health over time. While not at the level of Wolverine or Deadpool, if you aren't getting walloped by a troll, you can fight for much longer than those around you.

Swift As The Wind (200 CP)
This allows you to run as fast as a warhorse for as long as you are able, but also gives you Elvish agility to let you dodge and strike like the wind. With time, you can ~~pull some truly anime style action mixed with Fast and Furious~~ become as quick and agile as the first Elves.

For 300 CP, you can get the full loadout of one of four character classes available added to any other class you play as. This can be taken up to 3 times.
These are Warrior, Archer, Scout, and Mage. For an additional 200 CP you can get the loadout of a large unit from either side in-game (either an Ent or a Troll).

Siege Strike (600 CP)
Once per battle, you can call in a barrage from the strongest available artillery at a location of your choosing. While this can cause friendly fire, it can change the course of a battle if done right.

Items/Mounts

Ballista (50 CP each, 1 free for each mission completed)
These are giant Crossbows that can pin down an attacking force with just one soldier manning them. Post Gauntlet, you place as many as you want around your properties.

Control Points(50 CP each, 1 free for each mission completed)

These are annoying to work with in gauntlet, sure, but they let your troops, allies, and/or minions gain half again as much attack and defense, as well as halving the strength of any who oppose you. This isn't foolproof, as it can be taken away from you by forces who stay there long enough, but this can be contested either by you or your own forces.

Rally Points(100 CP each, 1 free for each mission completed)
These work just like control points (+50% to offensive and defensive abilities) but can also act as places where you can revive if you are killed, or just change your class if you want to. Post Gauntlet they act as places you can revive yourself or comrades at.

Balrog Stone(200 CP/400 CP)
These rocks are carved to mimic the horns of Balrogs, and while they don't give anything near the power of these servants of Morgoth, they hold power that is useful to any who hold them. One can increase your attack and unleash a shockwave, while the other lets you heal over time. When placed in the statue that comes with both horns, you can summon a Baron under your command. One costs 200 CP, while both cost 400 CP.

Horse (50 CP/100 CP/ 200 CP, half off after completing Isengard, free after Minas Tirith)
A normal horse such as is found in Middle-Earth nowadays, which you can summon at will. For 100 CP, you get a Mearas like Shadowfax; smart, fast, strong, and unafraid of any threat that may appear. It is loyal to you first and foremost. If it dies, they will revive the next day. To get a herd of 30, pay 100 for normal horses or 200 for Mearas.

Warg (100 CP/200 CP, half off after completing Isengard)
Creations of Morgoth, these giant wolves/hyenas are powerful if aggressive mounts for the forces of evil. They are loyal to you first and foremost. If it dies, they will revive the next day. For a pack of 30, pay 100 for normal Wargs or 200 for Alpha Wargs, which are basically the Mearas of Wargs.

Battering Ram (200/400 Cp, half off after completing Helm's Deep, free after completing Minas Tirith)
This is a pretty small ram compared to Grond, but it can still get the job done. It requires at least 4 people to push around. For 400 CP, you get Grond itself. At 100 feet long and weighing at least a couple hundred tons (probably). While it needs about six trolls to man it and 6 great beasts to even move it, it can take down just about anything thanks to its size and enchantments. If destroyed, it gets repaired the next day.

Fire Machine (200 CP, free after completing Isengard)
While not exactly given much of a description and not exactly a threatening appearance, the Fire Machine is still able to hold its own with some support. While it can certainly blast enemies that come too close with flame, it's main purpose is in forging. With some molds that come with the purchase or ones that you make yourself, you can quickly arm and armor an army of at least 10,000 with this alone. If destroyed, it gets repaired the next day.

Oliphant/ Mumak (400 CP, half off for one, free after completing both Minas Tirith missions)
The giant elephants native to Harad, which serve as mobile war fortresses for the Haradrim. They can hold about 50 soldiers each, and are powerful additions to any army. Just try to keep its legs and underbelly protected from attack and you'll be fine. It is loyal to you first and foremost. If it dies, they will revive the next day.

Watcher in the Water (400 CP, half off for one, free after completing both Moria missions)
This is a mysterious creature, and no one knows who created it. What no one debates however, is how powerful it is. It is excellent as a defender in or around large bodies of water, and works as a great guarddog. It is loyal to you first and foremost. If it dies, they will revive the next day.

Fell Beast *requires Those Damn Eagles drawback* (500 CP half off for Pellenor Fields, free after completing Black Gate)
Infamous as the winged steeds of the Nazgûl, Fell Beasts are massive flying beasts that can unleash devastating attacks on armies. While their foul breath can stun prey, they are obviously best at swooping down and scattering cavalry and infantry. They are also incredibly fast, able to cover Middle-Earth in hours. You can summon it at will. If it dies, you can summon it again the next day.

Great Eagle *requires Those Damn Eagles drawback* (600 CP half off Black Gate, free after Shire)
This is one of the Wind-lords, and superiors to the fellbeasts. Capable of fighting armies just like fellbeasts, they are twice as fast, can see through anything except the void of Ungoliant, can speak Man, both forms of Elvish, and Quenya (Ainur language), and can make tornadoes, storms, and lightning in combat. You can summon it at will. If it dies, you can summon it again the next day.

Companions

Import/Export

Import: 50 CP per Companion with Drawback cap of 1000 Cp, or 200 CP for 8 Companions with Drawback cap of 1000 CP. They receive half CP from any Drawbacks that you've taken.
Export: 50 CP per Companion; 100 if a Hero unit, both have Drawback cap of 1000 CP. They receive half CP from any Drawbacks that you've taken.

Army Builder

In case you want to make some of your missions easier here or supplement what armies you already have, you can make an army here that will respawn after each mission or battle that you undertake after this Gauntlet. You get 400 CP for this section **ONLY**.

Grunts

Grunts are the most common and are totally expendable. They have the least amount of HP and can usually be dispatched in one hit. You can get 10 for 50 CP

Officers

The next highest rank, they are of average strength and defense. While Grunts don't have any special abilities, Officers can use special abilities pertaining to their class.
You get 4 Officers, 1 from each Class for 100 CP

Captains

Captains are the toughest ranking by far, though luckily are very rare and only used in dire situations. Captains are recognizable by the flag on their back and strange aura. When you encounter a Captain, assign all priorities to him and make it your task to eliminate him first.

You get one Captain from any Class for 150 CP, or 4 for 600 CP

Giants

Not really a "ranking", but you can face off against giant enemies in this game. Trolls side with the Forces of Sauron and Ents ally themselves with the Free Peoples. These monsters can strike groups of enemies with ease and can even pick one up and toss 'em like a rag doll.

Get 4 Ents or Trolls for 300 CP

Drawbacks

Complete a Mission (100 CP each, 1st time mandatory)

You have to complete one mission in each campaign, and will be in the fiercest fighting. Without your direct aid, the battle WILL be lost.

Bad Graphics (100 CP)

The world looks… tacky to put it lightly. While it will never truly be a hazard in combat, it will always be disconcerting to you.

Whose Voice Is That? (100 CP)

Everyone that you hear will sound very strange. It will feel somewhat louder than you expect, and they may repeat themselves several times in a row. This will be annoying, but not impossible to ignore.

Where was Gondor When Command Point B Fell? (200 CP per mission)

You have twice as many command points to help hold per mission, which will always be a pain to capture and defend.

Stun Lock (200 CP, cannot be taken with Anti Stun Lock)

This makes stun locks that much more dangerous for you. You will stay down twice as long, and even after getting up you will be slowed and dizzy for 30 seconds. Not much, but enough to get you killed if you’re surrounded.

Campaign Completion (300 CP, can be taken 3 times)

You must complete either one of or both campaigns and/or 100 Deathmatches. This allows completion of scenarios.

Those Damn Eagles! (400 CP)

You constantly have to deal with Fell Beasts and Great Eagles swooping down and carrying you away. Even if they shouldn’t be able to get in, they will still be hobbling around making your life miserable. This takes up a life each time.

Tolkien Purist (600 CP)

You can take no other perks from outside of Arda/Middle-Earth, even if they are attached to your Bodymod. This will make combat a lot harder, but it will be worth the points.

Rings of Amazon (300/800 CP)
You have to do all of this alongside Galadriel from Rings of Power, but you don't need to worry about her safety, as she has enough plot armor to help out. For 500 more CP, you end up in Rings of Power itself, during the early 3rd Age, and must help Galadriel with her quest. If you can get through both campaigns with every mission under this drawback, you get a special prize of 1000 CP to take to your next Jump.

Scenarios

War of the Ring

Wish to be involved in the legendary battles of this story? Then you have to go through all of them. You get 100 lives to use for this campaign, and if you make it to the end without going through all of them, you win this Scenario.

Rewards

Thanks, to your aid, the Third Age has ended in triumph over Sauron. You get to have all of the items and abilities that the heroes of this side have, as well as the potential skills (not at full power of Gandalf the White) of each character. The heroes available are Aragorn, Legolas, Gilmli, Frodo, Gandalf, Eowyn, Elrond, Arwen, Boromir, Treebeard, Faramir, and Isildur.
This is a Alt Form reward, and you can switch between forms and abilities at will.

Rise of Sauron

So, you decided to go and see what would have happened if Frodo snapped and took the One Ring right at Mt. Doom? Or just want to see what if Sauron got his ring back first? Then you'll have a blast here. You get 100 lives to use for this campaign, and if you make to the end without going through all of them, you win this Scenario.

Rewards

You decided to be an absolute monster and Middle-Earth lies broken at your feet. You get to have all of the items and abilities that the heroes of this side have, as well as the potential skills (not at full power of Saruman the White and/or Sauron) of each character. The heroes available are Lurtz, Sauron, Grima Wormtongue, Witch-King, Saruman, Mouth of Sauron, Nazgûl, Balrog, and Gothmog.
This is an Alt-Form reward, and you can switch between forms and abilities at will.

If you decide to do both scenarios, you get to have both rewards applied to your Body Mod.

Multiplayer Mode

For this scenario, you have to go through matches and kill 50 heroes in total of the opposing team for each match. You can take as many matches as needed in order to kill every hero. This can be done without doing the other 2 scenarios and can be done as both Good and Evil

Rewards

For going through this on the Good side, you get one property per game that you played on the Good list.

For going through this on the Evil side, you get one property per game that you played and won on the Evil list.

Doing both sides allows you to get one property from either side per game

Good locations

The Shire, Rivendel, Minas Tirith, Helms Deep, Pelennor Fields

Evil locations

Mount Doom, Isengard, Minas Morgul, Osgiliath, The Black Gate

Neutral locations

Weathertop, Moria

All properties will connect to your Warehouse or can be merged together or with other properties.

Ending

Go Home

Stay Here

Move On

Notes

I didn't see this game get any love, and as a long time lurker, I decided that this would be an interesting low-to-mid level gauntlet. Wasn't sure on items but since the game is really kind of basic, I basically used what was shown in-game and added some more abilities to them. Decided to make some items free or half off after completing missions associated with them. You get as powerful as what is shown in-game at first, but with time, you can get much stronger. Won't be getting all Sauron powerful immediately, more than likely going to take at least a few thousand years without training boosters, and even then there's a lot to work on.

Trying to update as much as I can, will probably end at 1.1 if needed

Inspired by Songless, itmauve, and other Jumpchain authors

Warrior: Has Flame Dash, Flame Spin, Fire Strike, Flame of Fury, and Whirlwind Sweep

Archer: Has Fire Arrow, Multi-Shot, and Poison Arrow

Scout: Has Cloak (invisibility), Foe Hewer(backstab), and Blasting powder (bomb)

Mage: Has Heal, Lightning Bolt, Fireball, Shockwave (guard breaker), and Bubble Shield

For more info on abilities and heroes, go here-
https://gamefaqs.gamespot.com/xbox360/944924-the-lord-of-the-rings-conquest/faqs/56368