

HOARMÛRATH/UNDEAD

50avatar

C	8	Minas Morgul	<u>RESOURCE DECK/HAZARD DECK</u>
I	6	Mordor	40 cards in R. deck, 25 cards in sideboard
F	8	vs. Denethor	40 cards in H. deck, 15 cards in sideboard
A	1	Gondor Division	14 characters in deck
M	5	Orc/Troll Factions	9 starting cards
K	4	Undead	143 total cards
			18 creatures
			DC: 15res + 20haz + 3char = 38

The Sixth has come down from his Ice Realm of Urd to rebuild the armies of Mordor. This Ringwraith has a main mission of influencing many orc factions. However, Mordor is in Ruins after an age of abandonment. Two half-trolls will prepare for their master's return . That will be a rush in the first deck to complete.

Lieutenant of Morgul will lead this company of faction influencing. Gothmog is Captain of the Dark Tower is the greatest of all the Pertorogs. His intelligence is as great as his hideous appearance. The secondary mission is to gather fire wood for the furnaces of Mordor. Burned and Chopped Up is the resource to play bringing 10 minions to Minas Tirith. Such a mission is easy. The key is the item Ongrum. I made detailed strike-by-strike assessments of this mission.

The tertiary mission is for Gorbag and three other orc scouts to use many stealth/Scout events to conduct guerrilla warfare deep in Gondor. This will keep Denethor out of Mordor. Hoarmûrath Unleash is ideal for this deck. Hoarmûrath will only be in Fell Rider mode with Creature of an Older World and Helm of Fear.

The North-king will influence factions and attack hero companies too weak to counter. I like this deck for its orc scout emphases. I also like to target heroes with surprise attacks. The sites are packed and few for you to tapped.

No Better Use will fill the void. The Undead deck aids playing creatures among unusually locations. What I do not like about the deck is a company being safe within Mordor.

What I like about this deck:

Uses Mordor as a weapon: Long movement from Mordor into Gondor for prisoners, then return to a site where to sucker a rescue. Ringwraith and Undead creatures visit.

What I do not like about this deck:

One-dimension, high-risk, that can be slowed by frequent wounded characters during incursions.

Resources/Hazards not found in any other minion deck = 51 non-site cards

Helm of Fear

orc-pouch

The Gwaedhel-Sword

The Ongrum

Plains of Gorgoroth

Leg It Double Quick

Cracking Whip

Where There's a Whip

The Mountains of Shadow Deeps

No Better Use

Iron-road

Orc Stealth

Hoarmûrath Unleashed

Ice-King of Urd

Snow Hammer

Bade to Rule

While the Yellow Face Sleeps

Burned and Chopped Up

Mordor in Ruins

Dark Spires Rising

Foundations Remain

Sleepless Malice

Endless Whispers

Exhalation of Decay

Out of the Swamps

Changes From Version 06, used in first game.

Removed The Undeeps of Anduin, Dark Spires Rising (absorbed in flipped card)
 Hide in Dark Places

Add The Mountains of Shadow Deeps, Orc-Pouch, Cracking Whip,
 Plains of Gorgoroth

Site Removed Nurniag Camp

Sites Added Haudh-in-Gwanûr

Characters

none

RESOURCES(40/25)

2	Helm of Fear	
2	The Ongrum	
2	The Gwaedhel-Sword	
1	Blasting Fire	
1	Orc-Pouch	
1	1 Foul-Paste	
1	Orc-Liquor	
1	1 Orc-Draughts	
1	Whip	
*	Whip	
1	Orcs of Udûn – <u>CG</u>	
1	Orcs of the Ephel Duath – <u>CU</u>	
1	Orcs of Gorgoroth	
1	Ungol-Orcs – <u>CU</u>	
1	Morgul-orcs – MM	
2	Uruk-hai – <u>BD</u>, <u>CG</u>, <u>CU</u>	
1	Snaga-hai	
1	Slaves of Nurn	
1	Wraiths of Mordor	
1	Creature of an Older World	
5	Burned and Chopped Up	
2	No Better Use	pris
1	Mordor In Ruins	pe
Flip	Mordor Rebuilt	flip
*	Foundations Remain	quest
@ @ @	Dark Spires Rising	

9/14

3	A Nice Place to Hide	Sc
2	Sneakin'	Sc
3	Orc Stealth	Sc
2	The M of Shadow Deeps	R
3	Voices of Malice	Sa
1	Smart and Secret	L
2	Leg It Double Quick	move
1	Iron-Road	move
2	Where's There a Whip	
2	Above the Abyss	
1	Orders From Lugbûrz	pe
1	Swarm of Bats	pe
1	Cracking Whip	pe
1	1 While the Yellow Face Sle	pe
1	Bade to Rule	pe
2	Hold Rebuilt and Repaired#	pe
1	Plains of Gorgoroth	pe
3	Weigh All things to A Nicety	
1	Dark Tryst	
1	Warlord	s2
1	Call to Arms	s1
*	Ice-King of Urd	s1
1	Snow Hammer	s1
3	Hoarmûrath Unleashed	rw
1	By the Ringwraith's Word	pe
2	Morgul-Blade	rw

31/11

Great Army of the North

SITES

IM	Minas Morgul	heal		Morgul Orcs
SR	<i>Dol Guldur</i>	heal		Creature of Older World
OG	<u>Geann a-Lisch</u>	heal		

Ao	Minas Tirith	m, M, ring	dun.xc9, dun.4o10	Chopped Up
Le	Pelargir-p	m, M, ring	men.xc7, dun.3o10	x
Le	Lossarnach	m#	men.xc7, dun.2o9	food
Be	Linhir-p	m, M	men.xc7, dun.2o10	other minor items
Be	Dol Amroth-p	Info, m, M, ring	men.xc8, dun.3o10	x

It	Henneth Annun	m, M	dunedain.3w11	*
It	Cair Andros-p, bg	m*	men3c8	*

MA	Benish Armon-h	Info, m, M	men, demon	<i>x hidden: tap a sage.</i>
It	Osgiliath	m	Bhold	
Hd	Haudh-in-Gwanûr	m, M	undead.1w10	minor
Hy	Vamag-h	m, M, G, ring	undead.3w10	Gwaedhel-sword
CH	<u>Tol Uialgaer</u>	m	men.3w9	minor
Nu	Ostigurth	m	orc.xo6	Slaves of Nurn

IM	Shelob's Lair	m, M	orcs, spider	Ongrum
Go	Mount Doom	Info	orcs.1w6	Snaga-hai
Nu	Barad-wath		orcs.xo7	O. Ephel Duath
Nu	Nurniag Camp			*

Ud	Cirith Gorgor	x	x	O. Udun
Ud	Durthang	x	orc, wlv.2o.8	x
Go	Barad-Dur	x	x	Helm of Fear O.Gorogorth
Go	Minas Durlith	x	troll.1b11	Uruk-hai
IM	Cirith Ungol	x	x	Ungol Orcs
Nu	Urlurtsu Nurn	x	x	Wraiths of Nurn

MINIONS-10

4	Hoarmûrath	10/3/8/9	Sc/R/Sa	RW	so	Udûn	+1DI.HL, +2P.FR
3	Lt. Morgul	9/2/8/9+	W/R	Htroll	L	Minas Morgul	d9; +3DI.O/T
2	Gûrthlug	6/1/5/8*	W/D	Htroll	L	Barad-wath, Mines	d8; +2DI.O/T
2	Gorbag	6/0/6/9*+	W/Sc	Uruk	L	Minas Morgul	d9; +3DI.Orcs
1	<i>O-Shaman</i>	4/0/3/7*	W/Sa	uruk	sp	orc-hold	
1	<i>O-Shaman</i>	4/0/3/7+	W/Sa	uruk	sp	orc-hold	
1	Snaga	4/0/5/9+	W	Uruk		Imlad Morgul	d9
1	Lagduf	3/0/5/8	W	Uruk		Imlad Morgul	d8
	Muzgash	2/0/4/8*	W	Uruk		Imlad Morgul	d8
	<i>O-Brawler</i>	1/0/3/8	W	orc		DH	d8; 1CP
1	Grishnákh	3/0/4/8+	W/Sc	Uruk		Imlad Morgul	d8
	<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc		DH	d7,8; 1CP
	<i>O-snuffler</i>	2/0/2/8*	W/Sc	orc		DH	d7,8; 1CP
	<i>O-snuffler</i>	2/0/2/8	W/Sc	orc		DH	d7,8; 1CP
1	Ufthak	4/0/4/8+	W/Sc/R	Uruk		Imlad Morgul	d8
1	Radbug	4/0/5/8	W/R	Uruk		Imlad Morgul	d8

starting company: at Minas Morgul

<Ice-King of Urd><Foundations Remained>

2	Gorbag	6/0/6/9	W/Sc	whip	
2	Gûrthlug	6/1/5/8	W/D		
	Muzgash	2/0/4/8	W		
1	<i>O-Shaman</i>	4/0/3/7	W/Sa		
	<i>O-snuffler</i>	2/0/2/8	W/Sc		

Ringwraith company:

Fell Rider	Hoarmûrath	10-0-12-9	Sc/R/Sa	so
Black Rider	Hoarmûrath	10-3-08-9	Sc/R/Sa	so
Heralded Lord	Hoarmûrath	10-7-06-9	Sc/R/Sa	so

17/25 (20+5) GI

#1 Gondor

Gorbag-L	6/7/6/10	W/Sc	1	whip, Word, Smart, Crackling
Grishnákh	3/0/6/9	W/Sc	2	gwaedhel
Ufthak	4/0/4/9	W/Sc/R	0	
<i>O-snuffler</i>	2/0/2/9	W/Sc	1	

#2 Mordor <Orders From Lugburz>

Lt. Morgul-W	9/11/9/9	W/R	3	ongrum, whip, Warlord, Arms, yx2 [+3 orc faction]
<i>O-shaman</i>	4/0/3/7	W/Sa	+1	
Snaga	4/0/5/9	W	+1	

OBJECTIVE

Hoarmûrath will stay in Mordor for the preparation of the invasion by gathering factions, information about the enemy, and items that are better to be kept out of the free people's hands.

Mordor is a prime territory to play overt factions while moving in security. Gondor is ideal for raiding a surprised opponent. A Ringwraith in mode has much room to send his terrifying screech. Stealth is the primary strategy when venturing outside the walls of ash and shadow.

This player has the third fewest DC cards in all the Avatar Decks at 38 due to using Mordor for sites and its table cards.

HOARMÛRATH OF DIR

Hoarmûrath the Ringwraith has a great synergy with missions and combat. He will use both abilities to dash hopes in Gondor. His GI is 20 with 3DI. The Ice-king is a good roaming and squatting Ringwraith. He has Scout and Ranger skills for moving and Sage for squatting. He will be moving and squatting throughout the game. His prowess is the lowest of the Ringwraiths at 8 and his body stat is low too at 9. Increasing his prowess and having canceller events will help him stay alive to scream another day.

His normal ability is to increase the hand size by one when at his home site or at a Darkhaven. Exploit this by holding an extra canceller for a future turn. He is a sorcerer, but that skill will not be used. His home site is Udûn.

The **Unleash** resource cancels any attack. This is good for the Dúnadan attacks his minions will face. It will be random turns that see him move. This is ok. He will play Voices of Malice if no one else can. Three copies of **Voices of Malice** are good for a squatting RW and the expected hazards that will stall the resource strategy as in influence hazards.

First, bring him into play at his home site so he can move to Minas Morgul drawing two cards. Tap him to bring resources into the playdeck. There you can play **Creature of an Older World**. This will put him in Fell Rider mode to have 12 prowess. There are no other resources to place him in mode.

While moving with the ally he is in **Fell Rider** mode with the winged steed that is a creature from another world. When not moving he will be at Minas Morgul giving you an extra card to hold and playing Voices of Malice. Consider moving him to and from Barad-dûr to draw cards. So play the ally on him and wait until an opportunity presents itself. His DI will be kept as three with the ally. He will influence Wraiths of Nurn, but discard the mode event.

When Mordor is ready play **Helm of Fear** at Barad-dûr; it can cancel an attack on the Ringwraith when he visits Gondor. Then while he waits to draw his Unleash card and for a good chance to attack CvCC, tap him to access the sideboard. You should try to move to Minas Tirith late in the first deck with two Unleash events in hand. The helmet can cancel an attack against him and then the ally can cancel a strike. This will allow the Ringwraith to be untapped for the sites AA. His 10 prowess will be useful then.

The Cold One's actions need to be well coordinated with tapping and CvCC. If played properly, his strategy can lay Gondor in ruins and its sons dead. **Ice-King of Urd** will start the game to make the Ringwraith a Warlord and Leader. His weapon, **Snowhammer**, is little use without Bitter Cold in the deck. Start the avatar at his new home site to play this item, which makes him a Warrior. At Minas Morgul, there will be just two factions in play in Imlad Morgul and two in Gorgoroth. When you know he will not be moving for CvCC then move him to Barad-Dûr. There he will have eight factions either in Gorgoroth or adjacent.

While the Yellow Face Sleeps is for a non-moving Ringwraith at a Darkhaven. Hoarmûrath will likely not move until the second deck. Why not hold another card in hand? Tap the avatar to shuffle this card. Bade to Rule provides +5 to general influence to have more characters to draw more cards.

Wraiths of Nurn will untap the Ringwraith when moving or at a site of an opponent. This will let him tap to face the AA. There is a nice feature of this faction that grants a MP for those killed with **Morgul-Blade**. There are two copies of that event in the sideboard.

CHARACTERS

The Sixth has enlisted counterfeits to carry-out his orders. There are only two Sages and one Diplomat among the orcs, uruk-hai, trolls, and the half-troll. Two Rangers and six Scouts are among the 15 minions. A strategy of invading Gondor will require tough minions to survive and some to be killed instead. Six non-unique Orcs will serve the Ice-King lead by three leaders. Two Orcs are spirit-mages.

All the minions have a home site in Mordor. The starting minions will be the source of reserves with Lagduf and a third Snuffler. You will want to have two main companies using 17 GI. Scouts are valuable so to have large companies in Gondor. One leader will be a Warlord and the other has By the Ringwraith's Word so keep them separate outside a Darkhaven.

Lieutenant of Minas Morgul is the Warlord of Gorgoroth. Gothmog is one of the four Troll-lords. He is a Ranger. He is not an olog, but a half-troll. He has 9 mind, 9 body, keeps an extra card in hand at his home site, high prowess, and 5 direct influence. Gothmog is solid with 8 prowess from his flail of three baby dragon heads. His normal 2 DI is of no concern in this deck. This troll will become a Warlord so move him outside of Mordor to collect trophies once he is played.

Gûrthlug is another half-troll from Mordor. He has 6 mind for an average 5 prowess and 8 body with 3 DI against Orcs and Trolls. But he is a Diplomat, which is not needed in the deck. However, his ability allows him to fetch Snaga-hai and play such a faction at a Dark-hold. Another ability is to be considered a Sage for Foundations Remain and Dark Spires Rising. However, his Diplomat skill will be used instead. He will start the game to fetch that faction when the avatar sends it to the discard pile. Discard him soon into the game so Gothmog can be played.

Gorbag is a valuable Scout leader and sergeant. A six mind is normal for his abilities. He has +3 DI against Orcs. A high prowess of 6 is from his grit. This Uruk will be in a core company to handle wounds. A home site of Minas Morgul fails him to heal at other Imlad Morgul sites as like other Uruk-hai. He starts the game so to have Shaman to start too.

Orc-Shaman is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold can make his play easier. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to heal an Orc or Troll in the company. His role in the game is to use a magic ring to recycle magic cards. Keep him safe with Gothmog wandering Inner Mordor.

Three copies of **Orc-Snuffler** are included. This Orc has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He provides the Scout skill.

Six Imlad Morgul goblins have joined, been threatened, Gothmog. Their names are **Radbug**,

Ufthak, Muzgash, Grishnákh, Lagduf, and Snaga. Mind ranges from 2-4, prowess 4-5, and one has a 9 body. Snaga, Lagduf, and Muzgash are the Warriors. Snaga has +1 prowess and +1 body to Lagduf with 1 mind higher. Lagduf is known as quick and fairly clever. Grishnákh is a short and broad 3 mind Scout of 4 prowess. He is a captain wily and cunning. Ufthak has 1 more mind with also the Ranger skill. Radbug is the Ranger of 4 mind and 5/8 stats, but his greed, rudeness, and stupidity may get his eyes squeezed-out if too careless. He is in reserved. Muzgash is a soldier of Shagrat. Snaga or Slugat is tough and wily.

COMPANIES

The starting company will begin at Minas Morgul. It will split into two smaller companies. Gorbag will control Snuffler and Muzgash with a Whip. Their priority is to play the as many table resources as possible until Mordor is rebuilt. Movement to Gondor is expected to play minor items. Gûrthlug will move around Mordor playing factions and drawing cards. Discard him when you draw Gothmog. It is ok for all the non-unique starting minions to be killed. Gorbag is not expected to be used in the Power Decks. Snuffler is the only Scout to play that skill's resources. Shaman is there to play Voices of Malice.

Whip and Ice-King of Urd will start the game. Foundations Remained is among the starting resources allowing the immediate playing Mordor in Ruins from the sideboard.

<i>starting company:</i> at Minas Morgul <Ice-King of Urd><Foundations Remained>			
2 Gorbag	6/0/6/9	W/Sc	whip
2 Gûrthlug	6/1/5/8	W/D	
Muzgash	2/0/4/8	W	
1 <i>O-Shaman</i>	4/0/3/7	W/Sa	
<i>O-snuffler</i>	2/0/2/8	W/Sc	

The Gondor Company is the stealth company. It has four Orc scouts for a hazard limit of two. Gorbag will carry a Whip and is commanding By The Ringwraith's Word. Smart and Secret is on him. He will control Grishnákh and Ufthak. Snuffler will be under GI. Ufthak is the key minion with Scout and Ranger skills. This company will go to Pelargir to play resources and to draw the attention away from the Necromancer's ring-gatherers also in Gondor by capturing heroes. This company will use No Better Use to take prisoners and move to distant sites to play the minor items. You need to stay away from Lieutenant since this will discard By the Ringwraith's Word. Swarm of Bats will be played on this company. Once Gorbag has three trophies play Radbug with him with Snuffler as a follower. It is vital to have Gorbag with three trophies to start the Power Deck.

#1 Gondor			
Gorbag-L	6/7/6/10	W/Sc	1 whip, Word, Smart
Grishnákh	3/0/4/9	W/Sc	0
Ufthak	4/0/4/9	W/Sc/R	0
<i>O-snuffler</i>	2/0/2/9	W/Sc	1

The Mordor Company is Lieutenant gathering the factions. There are eight factions to influence. Whip, Ongrum and Warlord (two trophies) allows the leader to have 8 mind of followers and +6 to influence factions. Call to Arms is played on him. He will control Shaman and Snaga. Shaman is the sole Sage. Snaga is the bodyguard with Gwaedhel-Sword to speak Endless Whispers on a defeated enemy in combat. Orders From Lugburz and Swarm of Bats will be on this company. These three will stay in Mordor and only venture out to pummel a vulnerable hero company enjoying the Mordorian landscape. The protection of Mordor mainly rests on this company.

#2 Mordor	<Orders From Lugburz>			
Lt. Morgul-W	9/11/9/9	W/R	3	ongrum, whip, Warlord, Arms, yx2 [+3 orc faction]
<i>O-shaman</i>	4/0/3/7	W/Sa	-1	
Snaga	4/0/7/9	W	1	gwaedhel

There are four pure reserves. Shaman will replace his twin. Radbug can replace Ufthak. Lagdud is a strong 5-prowess unique warrior ready for battle. There is a third Snuffler.

During the second playdeck after playing the Sage resources discard Shaman for Lagdud and two more muttons of orcs for CvCC in a Shadow-Land.

ITEMS

Hoarmûrath has few items; most are minor items. He has one technology item, six minor items, a major item, and two special items. He will start with Whip. **Whip** allows better control on the orcs.

Food items are important for this player. Faction Slaves of Nurn taps to shuffle a discarded food item. **Orc-Draughts** provide +1 prowess for a turn. This can help the Orcs to not become wounded or tap after a strike. **Foul-Smelling Paste** heals any minion. Expect to use this item while in Gondor. **Orc-Liquor** is needed to keep the Orcs inline after singing Where's Theres a Whip. This is important for the Orc Scouts in Gondor. These minor items can be played after playing a faction.

Orc-Pouch is a minor item that can fetch other minor items. Tap bearer to discard item to replace it with one minor item taken from the sideboard or discard pile. Radbug or Lugdash bearer can get two items.

Blasting fire is to cancel AA at the Gondor sites when you use No Better Use. Expect to play this item twice or maybe more.

The Ongrum is a special item granting +3 DI against Orc factions in Mordor. Its prowess ability will be used when invading Minas Tirith. This will discard the item. Recycle the item and replay it.

Helm of Fear is another special item for your Ringwraith. This item will cancel attacks except for combat against heroes. The helmet modifies his body checks by -1 to keep him alive so in effect his body is 10.

The Gwaedhel-Sword is a weapon needed for the War. It has the typical 2 CP with +2 prowess. But is +4 prowess against Undead. A black player may tap to place Endless Whispers on a defeated enemy. Use this ability to slow important characters of Lord Denethor.

ALLIES

Creature of an Older World is your only ally. The use of this ally will allow easy movement to play the undead faction and Helm of Fear. The ally is a Warrior with a good 5 prowess and decent 8 body. Home sites are limited to Dol Guldur, Barad-dûr, and Minas Morgul. Tap the ally to either give controller flying ability, cancel a strike against controller or assign a strike from the Ringwraith regardless of his status in combat.

FACTIONS

Nine factions are what Mordor has to offer. Each faction has its own site to play. Don't worry about the factions giving negative modification to another faction; you have enough influence with Lieutenant have a good chance every attempt. There are no resource events to help with attempts. The troll leader will have +6 to all attempts against Orc factions. Only three of the nine factions need a check greater than 9. There will be 10 GI buffer. You might want to risk having one 4 mind follower placed under GI for an attempt.

Try to play the minor items while getting a faction. You must wait until Mordor is ready to play each faction except for Morgul-Orcs. Wraiths of Nurn can be played by the ringwraith, whom will have +7 to the attempt. Slaves of Nurn will be brought into the playdeck late in the first playdeck for proper timing. The slave faction will allow placing a discarded food item into the playdeck for multiple uses. Uruk-hai receives a +2 on the influence check if played at Minas Durlith.

Six factions are expected to play during the second deck. This means to play a faction every other turn until the expected end of the councils on Turn 24.

Ud Orcs of Udun

IM Morgul-orcs

GO Uruk-hai

Nu Orcs of the Ephel Duath

Ungol-orcs

Orcs of Gorgoroth

Slaves of Nurn

Snaga-hai

Wraiths of Nurn

8 1 Orcs of Udun

8 1 Ungol-Orcs

8 1 Morgul-orcs

9 2 Uruk-hai

9 1 Snaga-hai

8 1 Orcs of the Ephel Duath

8 1 Orcs of Gorgoroth

8 2 Slaves of Nurn

12 1 Wraiths of Nurn

Cirith Gorgor

Cirith Ungol

Minas Morgul

Minas Durlith

Mount Doom

Barad-wath

Barad-dur

Ostigurth

Urlurtsu Nurn

+2.oGorgoroth

+2.Urukhai

+2.oAngmar

x

x

+2.Snagahai

+2.oUdun

+4.overtL+whip

+4.RW

-2.oRedEye

-2.MorgulO

-2.oUngol

-2.any orcs

x

-2.oAngmar

-2.oMirkwood

-2.mordor orcs

MISSIONS

Restoring Barad-dûr is a goal First, **Foundations Remain** will start the game for you. **Mordor in Ruins** will be brought into play from the sideboard on Turn 1. **Hold Rebuilt and Repaired** can then be put directly into the playdeck. Three minions with at least three different skills will tap at the site to invert the event. Unique minion resources will be then be playable in Mordor. Then play **Dark Spires Rising** with the cost of tapping again three characters with each a different skill at the site. Play a second **Hold Rebuilt and Repaired** to discard **Mordor in Ruins** and invert that event. This makes the site a dark-hold and gives 2 MP. These two events provide 4 MP, keeps you in Mordor, and is easy to include when using **Hold Rebuilt and Repaired** on Ostigurth.

Another strategy is to move two companies to Minas Tirith late in the second deck when the White Tree is in bloom. Assume you have all untapped minions at the start of the site phase. Yes, unlikely moving into a Free-domain. Also assume you cannot cancel any attack from the event. You need to keep these two companies separate until the site phase. This will allow keeping **By the Ringwraith's Word** in play until then since Gorbag has a mind less than Lieutenant. However, when your next organization phase begins you should have enough DI available to keep all minions in play. If not, then **Ufthak** will be discarded when this large group organizes at Minas Morgul for the raid.

After facing the AA at Minas Tirith, there are the three attacks from the event. You need the event **Where's There is a Whip** to untap your orcs and **Orc Stealth** in hand. **Smart and Secret** will increase the body of all minions in this super group of 10 minions. There will be six orc scouts and four other minions for a company size of seven. ~~During the third deck, store **Winged Terror** using **Hideous Eerie** for use during the Power Deck.~~ You need **Foul Paste** in the company. **Hoarmûrath Unleashed** sounds good to be used for this event. However, it is assumed not to be used for the event, but for cancelling a future **CvCC** at the site. **Swarm of Bats** will reduce each attack by one prowess, but that event will be discarded if a minion leaves the company. The event will be considered as +1 modifier to your minions' prowess in the example below.

Minas Tirith has the following normal AAs:

[Minas Tirith: Men — All at 9 prowess;

Overt faces **Dúnedain** — 4 strikes with 10 prowess]

Discard **Blasting Fire** to cancel all the AA at the site. Now face the defense of the inner gates.

[The company faces 3 attacks:

Men — 5 strikes with 9 prowess;

Men — 4 strikes with 10 prowess;

Dúnedain — 3 strikes with 12 prowess; afterwards tap a warrior in the company]

Event Attack 1 of 3: Men — 5 strikes with 9 prowess

Gorbag will tap. Morgul will not tap. Snaga will tap. Snuffler1 will tap with Snuffler2, Brawler and Ufthak supporting. Grishnákh will tap with Shaman and Snuffler3 in support

.

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+1+0+0=7	2	base+swarm
Grishnákh	4+1+2+0=7	2	base+swarm+support
Ufthak	4+0+0+0=4	x	base
Lt. Morgul	9+1+0-3=7	2	base+swarm-notap
Shaman	3+0+0+0=3	x	base
Snuffler1	2+1+3+0=6	3	base+swarm+support
Snuffler2	2+0+0+0=2	x	base
Snuffler3	2+0+0+0=2	x	base
Brawler	3+0+0+0=3	x	base
Snaga	5+1+0+0=6	3	base+swarm+support

Assume Gorbag, Grishnákh, Morgul, Snuffler, and Snaga are not wounded from the first attack. Everyone is tapped except Morgul. Now play Where's There is a Whip on Morgul to untap everyone. Assume Gorbag and Ufthak untap. Grishnákh is discarded with Swarm of Bats. Assume Shaman is wounded. Snuffler2 untaps, Snuffler3 is wounded, and Snuffler1 is discarded. Assume Brawler untaps (Big assumption here). Snaga will untap. Morgul will untap too; that is what the text says. Now for the attack. There are six untapped minions. Gorbag will tap. Morgul will tap. Snuffler2 will tap. Snaga will tap. Ufthak and Brawler stay untapped.

Event Attack 2 of 3: Men — 4 strikes with 10 prowess

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0+0=6	4	base
Grishnákh	4+0+0+0=4		base Discarded by Whip
Ufthak	4+0+0+0=4	u	base
Lt. Morgul	9+0+0+0=9	1	base
Shaman	3+0+0-2=1	w	base-wounded by Whip
Snuffler1	2+0+0+0=2		base Discarded by Whip
Snuffler2	2+0+0+0=2	8	base
Snuffler3	2+0+0-2=0	w	base-wounded by Whip
Brawler	3+0+0+0=3	u	base
Snaga	5+0+0+0=5	5	base

Let's assume Snaga fails his strike, but is only wounded. Gorbag and Morgul defeat their own strikes. Assume Snuffler2 is killed. Now for the attack. There are three untapped, two tapped, and two wounded minions. Two have been discarded and one killed. Morgul will tap. Ufthak will play Orc Stealth to cancel a strike on himself. Shaman will be given a strike and be killed. Brawler will be given a strike and be killed.

Event Attack 3 of 3: Dúnedain — 3 strikes with 12 prowess

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0-1=5	t	base-tapped
Grishnákh	4+0+0+0=4		base Discarded by Whip
Ufthak	4+0+0+0=4	cancel	base
Lt. Morgul	9+0+0+0=9	3	base
Shaman	3+0+0-2=1	w11	base-wounded by Whip
Snuffler1	2+0+0+0=2		base Discarded by Whip
Snuffler2	2+0+0+0=2		base Killed by Attack #2
Snuffler3	2+0+0-2=0	w	base-wounded by Whip
Brawler	3+0+0+0=3	9	base
Snaga	5+0+0-1=4	w	base-wounded

After the third attack, tap Ufthak to play Burned and Chopped Up.

name:	modifiers:	roll needed:	modifiers.
-------	------------	--------------	------------

Gorbag	$6+0+0-1=5$	t	base-tapped
Grishnákh	$4+0+0+0=4$		base Discarded by Whip
Ufthak	$4+0+0+0=4$	play event	base
Lt. Morgul	$9+0+0-1=8$	t	base-tapped
Shaman	$3+0+0-2=1$		base-Killed by Attack #3
Snuffler1	$2+0+0+0=2$		base Discarded by Whip
Snuffler2	$2+0+0+0=2$		base-Killed by Attack #2
Snuffler3	$2+0+0-2=0$	w	base-wounded by Whip
Brawler	$3+0+0+0=3$	9	base-Killed by Attack #3
Snaga	$5+0+0-1=4$	t	base-tapped

You will probably be attacked before your next turn. Here is what you will be after your turn.

Gorbag	tapped
Ufthak	tapped
Morgul	tapped
Snuffler3	wounded
Snaga	tapped

Grishnákh, and Snuffler1 are in the discard pile. You can make your Scout company whole again. Brawler, Shaman, and Snuffler2 are dead. There is another Shaman in your deck. You can make Morgul's company whole again.

A big assumption is that Brawler will untap with the whip. If not, then expect the last Snuffler to take a strike from the third attack and be either discarded or killed. All the resources mentioned to have in hand or play are essential to pull this off. Expect a hero company of Denethor to attack you. Théoden too will send an erod after you.

A strategy may be for Dwar's minions move to Andrast to pull some of Théoden's heroes five regions from Anórien or into Rohan itself. Dwar and Hoarmûrath themselves can move into Greater Gondor to wound heroes before the heroes can seek revenge of Minas Tirith. If diversions are not made then your entire company may be obliterated bearing no news back to Mordor.

Keep in mind that you will be using 19 GI for this 10-minion troop. You may actually want up to four-mind of minions to no longer be in play during your next organization phase so you can keep Morgul in play before he is Called Home. That is why these examples want low-prowess minions to be killed or discarded.

A caveat is the staff borne by Morgul – The Ongrum. This item can be discarded to give Morgul a +3 prowess to strike. Then all tapped orcs untapped! Consider discarding this item when Morgul faces the last strike of the event's first strike. Swarm of Bats can be in play for the second and third strike. All minions are untapped for the second attack. Let's see how this works.

Gorbag will tap with Ufthak to support. Morgul will not tap with Shaman to support. Snaga will tap with Grishnákh and Snuffler1 to support. Brawler will tap.

Event Attack 2 of 3: Men — 4 strikes with 10 prowess.

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+1+1+0=8	2	base+swarm+support
Grishnákh	4+0+0+0=4	x	base
Ufthak	4+0+0+0=4	x	base
Lt. Morgul	9+1+1-3=8	2	base+swarm+support-notap
Shaman	3+0+0+0=3	x	base
Snuffler1	2+0+0+0=2	x	base
Snuffler2	2+0+0+0=2	u	base
Snuffler3	2+0+0+0=2	u	base
Brawler	3+1+0+0=4	6	base+swarm
Snaga	5+1+2+0=8	2	base+swarm+support

Gorbag, Snaga and Morgul will not be wounded. Assume Brawler fails his strike and is killed. Swarm of Bats is discarded. Snuffler2 will tap, Snuffler3 will tap and Snaga will tap to face the three strikes.

Event Attack 3 of 3: Dúnedain — 3 strikes with 12 prowess

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0+0=6	t	base
Grishnákh	4+0+0+0=4	t	base
Ufthak	4+0+0+0=4	t	base
Lt. Morgul	9+0+0+0=9	u	base
Shaman	3+0+0+0=3	t	base
Snuffler1	2+0+0+0=2	t	base
Snuffler2	2+0+0+0=2	10	base***wounded
Snuffler3	2+0+0+0=2	10	base***killed
Brawler	3+1+0+0=4		base-Killed by Attack #2
Snaga	5+0+0+0=5	7	base***wounded

Assume Snaga fails his strike, but survives the body check. Assume Snuffler3 is discarded by the body check and Snuffler3 is killed. Now tap Morgul to keep the event in play. This will leave you eight minions. Six are tapped and one is wounded. You can play **Where's There's a Whip** to untap minions when CvCC starts or play it now. Your next organization will reorganize: Discard Shaman. Snuffler under GI, Snaga under Morgul, Ufthak under GI.

WARLORDS AND LEADERS

There will be two Warlords and leaders in your game. Hoarmûrath will become a Warlord

and Leader from Ice-King of Urd. Morgul will play Warlord after earning two trophies. He will have the command event Call of Arms to fetch factions. All of these events will be 5SP. **Smart and Secret** is a command event carried by Gorbag for +1 to body since his company might be seen and be attacked. You want this unique orc scouts to survive an attack.

Each leader in a company will have a Whip. The event Where's There's a Whip can untap tapped orcs if the orc passes a body check. You will probably expect a 1-to-2 ratio of discarded to untapping ratio. You do not want to move back to Mordor in a failure due to tapped minions - Gondor will be dangerous.

SHADOW OF MORDOR: Gondor and Mordor

This is the key for your moving company - Gondor company. It has four scouts and one ranger. From the organization phase to the site phase, attacks and strikes shall be no more on this company. **Sneakin'** will prevent creatures played on this company. **A Nice Place to Hide** will cancel attacks and **Orc Stealth** will cancel strikes - both good for AA.

~~— **We Are the Fighting Uruk-hai** is a command event playable on an Uruk-hai if another Orc in his company is facing a strike. Target faces the strike with +2 prowess and -1 body against the strike. Then target makes a corruption check is modified by -2.~~

Swarm of Bats will lower prowess and body of attacks on your minions when they do have to fight. A character removed from the company discards this event.

Play **No Better Use** and have a great chance on canceling the expected CvCC that seek to rescue the prisoners. You have a good chance to cancel CvCC with this event on a company of four scouts. This event can be used to move to Pelargir, but this will prevent playing Sneakin' with more than four orc scouts.

Leg It Double Quick gives another movement to a company. The cost is tapping all characters in the company. Use this event to surprise a hero company with Gorbag's company in Gorgoroth. Of course, you can reach Geann a-Lisch from Imlad Morgul or Gorgoroth through Rohan or move through Harondor, but has Double Wilderness twice. This resource and The Undeeps of Anduin can reach Anfalas or Old Pukel-land from Nurn. Play Where's There is a Whip to later untap minions.

Cracking Whip is for a player with a whip. If the bearer is a leader, he can make a body check on another in the company modified by -1. Then that character untaps, and the company can move an extra region. This allows reaching Gondor from Udûn or Gorgoroth.

Where's There a Whip allows a Whip bearer to untap others in his company. Untapped rc or troll bearer is target of this event. Each tapped character in bearer's company with a mind and prowess less than target makes a body check modified by -2. Failing this body check wounds. Then each unwounded character in company untaps.

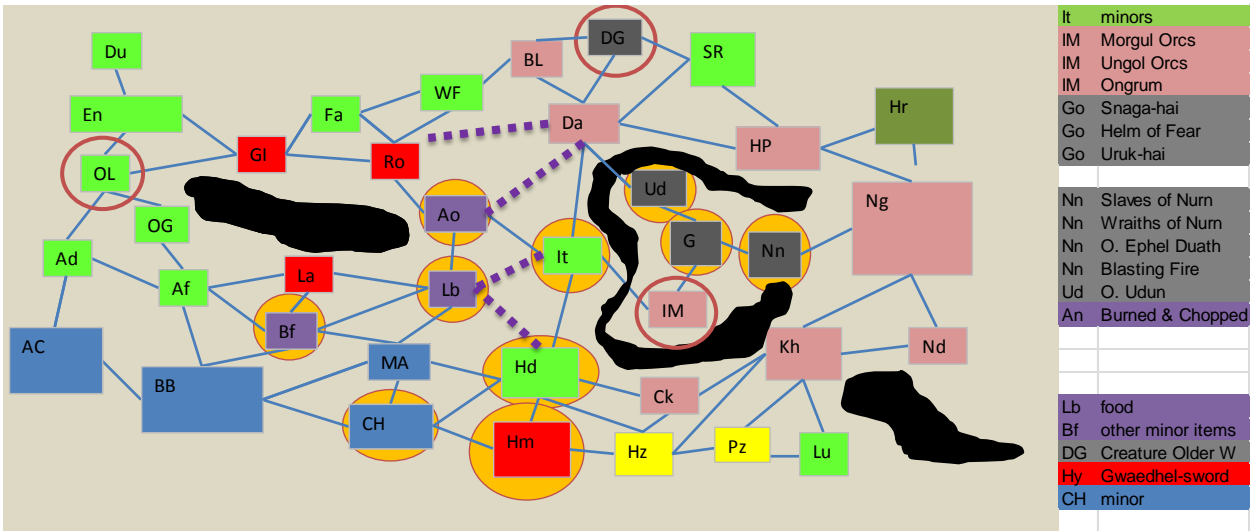
Above the Abyss untaps a non-Ringwraith if your opponent is a Wizard/Lord and your Ringwraith is in play. Now you can use that whip.

Iron-Road is another moving support event. Start the turn at a Darkhaven and finish the turn at the same Dark-haven. Move to a site(s) in between. Your opponent will draw twice as many cards as normal. Use this to visit Minas Tirith or another site in Gondor with no fear of revenge. Earth-Tremors will nullify this event. Should not Leg It Double Quick be too affected?

For long-distance moving play **The Mountains of Shadow Deeps**. This event will allow you to move from Nurn or Gorgoroth to Lebennin to play No Better Use. New adjacent sites include: Ithilien-Gorgoroth, Ithilien-Nurn, Harondor-Nurn. Face an attack first: Orcs-four strikes with 6

prowess.

Plains of Gorgoroth is a permanent-event for Black players. Barad-dur is considered a Darkhaven for bringing characters into play and Iron-Road. Skies of Fire adds that any site in Udûn or Gorgoroth is also considered a Darkhaven for storing and healing. Mordor in Ruins in play discards this event.



Southern Mirkwood	H	Dol Guldur	khamal, dwar, hoarmurath, uvatha,bolg	.	
Imlad Morgul	H	Minas Morgul	necro, dwar, hoarmurath, adunaphel	.	
Imlad Morgul	R	Shelob's Lair	hoarmurath		Orcs
Imlad Morgul	D	Cirith Ungol	hoarmurath	.	
Gorgoroth	D	Barad-dur	dwar, hoarmurath	.	
Gorgoroth	D	Minas Durlith	dwar, hoarmurath		Troll
Gorgoroth	S	Mount Doom	dwar, hoarmurath		Orcs
Ithilien	R	Osgiliath	hoarmurath		Opponent
Nurn	S	Barad-wath	dwar, hoarmurath		Orcs
Nurn	R	Ostigurth	hoarmurath		Orcs
Nurn	D	Urlutsu Nurn	hoarmurath	.	
Udûn	D	Cirith Gorgor	dwar, hoarmurath	.	
Anórien	F	Minas Tirith	hoarmurath		Men
Harondor	R	Haudh-in-Gwanûr	hoarmurath		Undead
Hyarmenfalas	R	Vamag	hoarmurath		Undead
Coast of Harad	R	Tol Uialgaer	hoarmurath		Men
Belfalas	F	Linhir	hoarmurath		Men
Lebennin	F	Lossarnach	hoarmurath		Men

SITES

As you can see almost all the sites needing a visit are in Mordor. Dol Guldur and Minas Morgul are your havens. You do not expect to move much if at all east past Nurn in the realm of Ûvatha, south of Harondor with Adûnaphel, or north of Southern Mirkwood. Most Shadow-holds and Dark-holds have Orc AA and all reside within Inner Mordor. Free-holds and Border-holds have Men AA and usually multiple AAs. Expect to visit 18 sites for tapping including two Darkhavens. Mordor and Gondor are your territories of interest.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
2	3	0	6	0	2	5	18

Dol Guldur will find your only ally. Be careful when moving through Shadow-lands to and from this Darkhaven. Minas Morgul has Morgul Orcs. He visits three Free-holds, six Ruins, and two Shadow-holds. Four of the five visited Dark-holds have no automatic-attack. Four sites have Men attacks, two Undead, a Troll, and four Orcs.

Minas Tirith will definitely be a site to visit to play Burned and Chopped Up. That site has two attacks: Men each with 9 prowess and Dúnedain 4 strikes with 10 prowess. Think about selecting Burning Rick, Cot and Tree on Lossarnach to have that sites effect during the Warlord Phase. **Lossarnach** is in Lebennin among the meadows. Play food items there. Its attacks are: Men each with 7 prowess and Dúnedain 2 strikes with 9 prowess. A company of four Orc Scouts can handle this site. **Linhir** is a port in Belfalas. Play minor items here after facing the two attacks: Men each with 7 prowess and Dúnedain 2 strikes with 10 prowess

There are no Border-holds to visit. Let the weak maggots of Dwar or Adûnaphel visit those sites. You may visit Henneth Annun with No Better Use.

There are not many Ruins in Mordor. Keep those sites in Gondor untapped such as Osgiliath and Amon Lhaw. **Haudh-in-Gwanûr** has an Undead single strike with 10 prowess guarding major items. Just play minor items there. Then next turn add hazards make the site perilous. **Vamag** along the coast is the only site to play Gwaedhel-Sword. This site is four region movement from Imlad Morgul and the only Undead site for tapping. Be careful not to add to the population from your own hazards. Its automatic-attack is harsh at 3 strikes with 10 prowess and cannot be cancelled. **Ostigurth** has Slaves of Nurn. That site has Vermin detainment automatic-attack of 7 prowess. Move four regions to reach **Tol Uialgaer** in Coast of Harad. Go there for minor items. You can somewhat be safe there hiding behind Men 3 strikes with 9 prowess. You do need to tap a character to visit. But this site is starter movement from Geann a-Lisch and four regions from any region in Gondor. You can also tap a Ranger to play from the discard pile or sideboard a character, but you must wound that character.

Shadow-holds are plenty in Mordor. Avoid Dead Marshes. Thuringwathost is a hidden site to avoid too. Play Ongrum at **Shelob's Lair**: eliminate a Brawler. **Barad-wath** has Orcs of Ephel Durath. **Mount Doom** has stationed a tribe of Snaga-hai. Move to Nurniag Camp to play Blasting Fire.

Dark-holds are in almost every region of inner Mordor. Expect to tap five of them. Go to **Cirith Gorgor** to play Orcs of Udûn. Gorgoroth has two sites. Helm of Fear will be played at **Barad-dûr** and Orcs of Gorgoroth. Uruk-hai will be played nearby at **Minas Durlith**. Its automatic-attack is one detainment Troll with 11 prowess. Ungol-Orcs are at **Cirith Ungol**. **Urlurtsu Nurn** will allow you to surely fetch a play a non-unique orc during the game if not tapped from play the faction Wraiths of Nurn.

AGENTS

You are not playing any agents. Be careful of Mordor agents being played on you.

GONDOR/MORDOR DIVISION

Your immediate area is compact with avatars. Others are scattered to the East. Dwar will be at Udûn and Dol Guldur. He may visit Minas Morgul. You will see him north of the White Mountains. Do not expect to see him outside of Mordor. His factions are not be discarded by your influence attempts. Tell this to your minions when you are on a business trip. Ûvatha will be to the north-east of Mordor. He may enter into Khand, but not into the Heart of Mordor. Ren will be in Chey. You will not see any of his minions except in Nurn.

BLACK and GREY PLAYERS

Adûnaphel is the only other Black Player you may encounter. Her minions will raid into Gondor and Harondor. You are not in competition but are allies. He can move great distances so be careful.

WHITE PLAYERS

Lord Denethor Atani-Lord is next door. He will surely have his sons focused on Mordor. You will be vulnerable outside Inner Mordor. You can attack one of his companies if they are in Mordor with Morgul's company. Théoden King Atani-Lord is near too. He may attack you if you venture north of the Ash Mountains. Imrahil will attack you if you enter deep into Gondor. So move there when he moves south. King Vidugavia and Saruman are too far east to bother you.

MARSHALLING POINTS

- C=8 The high DI of your minions will allow many to be in play. Expect to play 9MP of your possible 15MP in characters. Miruimor, Gaurhir, and Bulrakur are 7MP.
 - I=6 There are four items worth MPs. You expect to use Blasting Fire. The other three items are each worth 2 MP.
 - F=8 Seven factions will yield 8 MP. You need to play each faction. That is your goal.
 - A=1 Creature of an Older World has a good body at eight. Expect him to live.
 - M=5 Burned and Chopped Up seems like easy MP. Try to play this event until it is in your MP pile, but do not put it ahead of playing the factions.
 - K=4 You want to cancel as many creatures as possible. No Better Use will try to give you four MP from the four hero character MP you expect to kill with this event.
- Game Points: Orc-Liquor, Orc-Draughts, We Are Fighting Uruk-hai

WARLORD PHASE

Again, focus on playing those factions. Do not bother Dwar unless you can gain an advantage over his MP. You want to lead the second host from Mordor.

DECK ONE

The items need to be played quickly to support small companies until ByRW is played. Move at least one company every turn safely in Mordor just to draw cards to rebuild the tower of adamant. Select sites giving you 2/1 draw advantage. Movement outside Inner Mordor for this company will be only for playing a unique item. Move to the non-free-hold sites outside of Mordor early before danger grows even it means losing some maggots.

The quantity of cards shuffled into the first deck will be mild (e.g. ~11). The avatar taps 4x to place 18 cards into the discard pile. Avatar taps another 4x to shuffle cards for himself or a Warlord, Call to Arms or a faction.

Weigh All Things shuffles Dark Spires Rising, when that event is required. Recycle cards from the discard pile that are needed by the RW (e.g. Helm of Fear, ally).

An Unexpected Outpost shuffles *Endless Whispers* x3.

First Exhaustion

Remove from the sideboard 5 hazards: *Heritage Forsaken* x3, *Burdensome Commands*, *Fear of Death*. Place these resources in the sideboard: 5 factions to be fetched using Call to Arms.

DECK TWO

Now no movement outside Inner Mordor is needed until the end with Burned & Chopped Up. Use Call to Arms to play faction after faction. Use the Scout company for raiding deep into Mordor diverting Lord Denethor's warriors away from Mordor.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar may tap to dump five factions.

Weigh All Things shuffles *Burned and Chopped Up*.

An Unexpected Outpost shuffles *Exhalation of Decay* x3.

Second Exhaustion

Remove from the sideboard 4 hazards: *Extravagant Tombs*, *Corpse-Candle* x2. Also remove a Game Point card.

Place these resources in the sideboard: 5 Ringwraith events.

DECK THREE

Finish playing the factions. That is the main goal. Then attack holding nothing back – raid into Lebennin if you have too. It is acceptable that all the minions fail to return over the Anduin River if the killed heroes characters were worth it.

SIDEBOARD MANIPULATION

Most of these resources can wait until the second deck to play. The first deck will shuffle the two warlord resource related events. ByRW is obvious. The fourth event is Slaves of Nurn to allow it to fetch Food items. Dark Spires Rising can be shuffled with Weigh All Things, but may be tap the avatar to save that event.

Six of the factions only need Mordor rebuilt. Place them in the discard pile during the first deck. Wait to do this late in the first deck. Use Call to Arms to fetch the factions.

The drake ally can be shuffled in the first deck if the first copy was discarded early. Morgul-Blade and/or Valley Has Ears can be shuffled too in the first deck.

1	Foul Paste			
1	Orc Draughts			
1	Orcs of Udun		dp112	
1	Orcs of the Ephel Duath		dp113	
1	Ungol-Orcs		dp114	
1	Morgul-orcs		dp115	
1	Uruk-hai		dp121	
1	Orcs of Gorgoroth		dp122	
1	Snaga-hai		dp123	
1	Wraiths of Nurn		dp111	
1	Slaves of Nurn	tap13		
1	Creature of an Older World		dp124	
1	Burned and Chopped Up			Weigh
1	Mordor In Ruins	Foundations		
1	Plains of Gorgoroth			weigh
1	While the Yellow Face Sleeps	tap11		
1	War-lord	tap12		
1	Call to Arms	tap		
1	By the Ringwraith's Word	tap		
1	Snow Hammer		dp125	
3	Hoarmûrath Unleashed		dp131, dp132, dp133	
2	Morgul-Blade		dp134, dp135	
<u>25 resources</u>				

SB to DP	19	+4
SB to PD	3	+3
Weigh	1	---
Other	1	
<u>RW card untapping</u>	-	-3
2 nd deck	1	+1

This avatar will have to tap 5x in the first deck.

HAZARD

You are playing a hazard deck to play undead creatures and to cause characters to tap by playing permanent-events requiring removal. Various hazards are in the deck. No one type of hazard event has more than seven cards representing the type.

The hazards are slow to play. Only 14 of the 35 are fast cards. Seven events help play the Undead hazards.

hazard	Deck	Total	Type	Type	
Plague of Wights	1	3	L	attack	
Like Shreds of Cloud	1	2	P	attack	
The Moon Is Dead	2	3	P	attack	
Out of the Swamps	3	3	L	attack	
Frightful Guardian	2	2	S	auto	
Fear of Death	1	2	SP1	corruption	
Pale Dream-maker	2	3	P	corruption	
Endless Whispers	3	3	P	dark enchantment	
Twilight	2	20	S	environment	
Extravagate Tombs	1	2	SP2	fallen	
An Unexpected Outpost	3	60	S	hand	
Foolish Words	2	3	P	influence	
Doomed to Die	1	3	P	mortal	
Sleepless Malice	3	3	L	play	
Exhalation of Decay	3	3	S	play	
Heritage Forsaken	3	3	P	roadblock	
Turning Hope to Despair	1	3	S	tap	
Burdensome Commands	1	3	P	tap	

Keyed	Count	Keyed	Count	Count	Name
FH 0		J 0		3	Horse-lords
BH 0		JJ 0		3	Corpse-candle
RL 0		T 0		3	Ghosts
SH 9		TT 0		3	Ghouls
DH 12		TTT 0		3	Greater Specters
UD 0		SL 15		3	Mewlips
FD 0		SL2 0		1	King of the Dead
BL 0		DD 12		1	Nevazar
W 3		CS 0			
W2 3		CS2 0			
W3 0		X 0			

CREATURES

There are 20 creatures. All but three are undead. Some hazard events extend their playability. Horse-lords affect Anórien, so you can target those moving to Minas Tirith. Three undead creatures force a CC if wounding. These are Ghouls, Ghosts, and Corpse-Candle. With so many undead, CvCC heroes at Border-holds so to drive them towards Ruins.

Horse-lords is the only non-Undead creature. It will tap heroes over the Great River. Three Divisions can be targeted due to this creature keyable to Gap of Isen, Rohan, Anórien, and Wold & Foothills. Non-haven sites too will see this creature. The Horse-lords have a nice 10 prowess with a 6 body targeting all in the company. The creature cannot be played on a company with a character from Edoras. Lord Denethor will be affected with his Lordhaven in Anorien.

Ghouls is the power creature of five strikes with 7 prowess playable at black-holds and to black-lands – enhance it with Plague of Wights for 10 strikes with 8 prowess. Add strikes to this creature to ensure its survival.

Ghosts are a strong creature of 3 strikes with 9 prowess. Mewlips has a nice 10 prowess and playable to swamps, Double Wilderness and Shadow-lands. Those wounded by this creature must discard one non-ring item. Its 10 prowess is strong.

Greater Spectres targets under-deeps undead sites and plays a corruption hazard from the discard pile on one that faces a strike. Use Pale Dream Maker as the corruption event since that event needs a character wounded by Undead that same turn.

Corpse-Candle is a weak one strike with six prowess. However, unless cancelled all in the company must make a CC. Bring this creature into the second or third playdeck to play against Saruman or Denethor.

Likely Corpse Candle will stay in the sideboard until the second exhaustion exchange to wait until characters are loaded with items.

King of the Dead is from the White Mountains dealing one strike. A 14 prowess will tap someone. A 5 body is low and can get him killed. His range is OPL, OPG, Enedhwaith, Dunland, and Gap of Isen. He can also be keyed to Ruins in those regions. Dunharrow and Vale of Erech are also his sites. A wounded character is forced to make a -1 CC. Think about moving to an affected site to attack a visit.

Nevazar is from Chy. A single strike of 11 prowess will tap the target. A 7 body is worrisome. He is normally keyed to Nevazar's Tomb. Out of the Swamps gets him keyed to Chy. Doors of Night will expand his range to non-Free-hold sites in Chy and adjacent regions.

Creatures

-	FH:				
-	BH:				
3	RL:		Candle		
9	SH:		Candle	Ghosts	Ghouls
12	DH:	spectres	Candle	Ghosts	Ghouls
-	UD:				

-	FD:				
-	BL:				
3	W		Candle		
3	WW				
		Mewlips			
15	SL	spectres	Candle	Ghosts	Ghouls
-	SLSL				
12	DD	spectres	Candle	Ghosts	Ghouls
-	CS				

HAZARD EVENTS-34

The hazards provide opportunities to play a surprise undead deck. Not many hazards will hinder those in safe regions or at safe holds. But those moving near Mordor or to undead AA will face death. The strategy is to force corruption checks directly from hazards or from the strikes from undead creatures. You want to wound. With so many long and permanent events you may be able to hold onto the dark enchantment hazards. No event type dominates this deck.

Base cards-2

You have 2 copies of Twilight. These and Choking Shadows are the only Environments in the hazard deck. Plague of Wights uses DON.

Corruption/Check-9

Extravagant Tombs is a stage hazard for atani-lords. The target will have +2SP and unable to play elf characters and any he has in play have +1 mind. He must use minion versions of Elf-holds.

Another stage hazard for atani-lords, **Fear of Death**, has +1SP and +2SP for a dúnadan-lord. He makes a CC if an elf is at the same site. Those with an elf agent may move to that site to force the check. This waits in the sideboard until the Warlord Phase.

Foolish Words burdens the character with -4 to his influence, riddling, and flattery rolls. A roll greater than 7 is needed for removal.

Heritage Forsaken decreases a Dunedin character's MP by two. This hazard may drive the victim into the sea.

Doomed to Die will be used as a short-event targeting a Dúnadan or Man with a body less than nine. Target must make a CC modified by -2. Try to play this on a healed character.

Taint of Ambition is corruption for diplomats. It burdens with one corruption point and forces a corruption when a Diplomat resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Taint of Glory is corruption for warriors. It burdens with one corruption point and forces a corruption when a Warrior resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Taint of Deep Lore is corruption for sages. It burdens with one corruption point and forces a corruption when a Sage resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Brutal Commands targets a leader giving him +1 SP, which may not be a good thing for you. The target character if played a command card or rolls for such a card on him forces a body check for another in his company. This can discard a character. Anyone using Call to Arms may pay a price.

The Roving Eye troubles those with greater items, ring, or palantiri in play. A corruption check modified by -2 is forced. Elimination is replaced with discarding all cards played with the character including followers. Expect other characters to tap for support. Consider using hazard to soften a company for combat. Lord Denethor and Saruman each has a palantir. Hero Gondor Division has 3 greater items and four special gold rings.

Main Theme: Dark Enchantment-9

Your main hazard theme is to wound characters with Undead allowing dark enchantments.

Undead have too few strikes or a low prowess. There is a new limit in Fate limiting each non-unique hazard event to three copies with few exceptions. This player will keep two copies of **The Moon is Dead** will make it more lethal to enter sites if the creatures are not playable. The Witch-King will have two copies of Plague of Wights. Sites with undead attacks are about event between the two Darkhavens (i.e. Carn Dum, Minas Morgul).

Plague of Wights doubles the strikes with Doors of Night in play and +1 to prowess in any case. Be careful of visiting sites with Undead.

The Moon is Dead grants +1 to strike and prowess. It also duplicates undead AA! Time your playing of creatures to keep this event in play.

Two dark enchantments are included to hinder heroes. **Pale Dream-maker** is corruption played on a wounded hero from that of an undead strike. It is vicious by adding 2 CP, reducing the victim's DI to zero and forces a CC every time a card is discarded by the controller! Another Sage is needed to discard this hazard. Play it on a leader. **Endless Whispers** also needs a wounded hero. The victim cannot untap. A Sage too needs to tap to attempt removal.

Support Cards: Play/Attacks-12

Undead are a local specialty. They need help with advertising and casting. Heroes just do not walk into Mordor. So bring it to them.

Out of the Swamps is a permanent-event giving any non-unique Undead hazard creature keyable to a swamp. If it can be keyable to a Swamp (Mewlips) or Doors is in play, then these creatures may be keyed to the swamp's region. The event is discarded at the end of the move phase if such a creature is played using the hazard. There are 11 Swamps including: Old Forest, Cardolan, Rohan, Northern Rhovanion, Anduin Vales, and Dead Marshes.

Sleepless Malice is a long-event allowing one Undead hazard creature not count against each company. Doors of Night allows any undead keyed to Ruins and Lairs, which six of the 18 already are keyed to Ruins.

Exhalation of Decay is a short-event raising the dead from the discard pile. If the creature can attack, then it does with one fewer prowess. This hazard was included specifically to play the unique creatures. Use Outpost to first have this event shuffled.

Like Shreds of Cloud is a permanent-event make some Undead creatures (Corpse-Candle, Sand Devil, Ta-Fa-Lish, Chill Douser, Wisp of Pale Sheen) immune to weapons without an attached resource event. This will help your modifier creature (CD) and weak creature (WPS) from becoming more dead.

Turning Hope to Despair is played on a company facing a non-detainment Undead, Nazgul, or Maia attack. Hazard has no cost to the hazard limit. If the attack is not defeated, then each character makes a roll adding his mind. A result less than 11 has the character split into his own company with a separate movement/hazard phase with a hazard limit of one.

Siege should be played on border-holds in Mordor Proper that are mostly in the discard pile of the heroes in your Division so to limit assistance. There are 137 such sites in the game. Those entering a Siege site face an Orc attack of 3 strikes with 7 prowess.

His Fury Betrays Him buries a non-avatar warrior taking a strike from a non-detainment attack to face all of the strikes and each excess strike reduces the body of the warrior by one. Likely this will kill the target with the creatures in this deck possessing many strikes.

Utility-3 Outpost is a staple. Shuffle sideboard hazards for the first six cycles.

Hideous Eyrie

[MP: (2), SP: 2] Black Player only. Playable if you have four or more stage points. You may place any of your Winged Terror allies controlled by your characters at this site “off to the side” with this card during the site phase. If there are at least 3 winged allies under this card, it is worth 2 ally mp.

Winged allies placed with this card may be played during the organization phase with your characters at any site in Gorgoroth (one per character; neither character nor the site need to tap).

TURN 01-3.2, Minas Morgul,U

U	Gorbag	6	3	6	9	Uruk	W	Sc				1	Whip
U	Muzgash	2	0	4	8	Uruk	W					0	
U	<i>Orc sniffer</i>	2	0	2	8	orc	W	Sc				1	
U	Gûrthlûg	6	3	5	8	Htroll	W				D	0	
U	<i>Orc Shaman</i>	4	1	3	7	uruk	W			Sa		0	

Bade to Rule	Pale Dream-Maker	
Ghosts	Sleepless Malice	
Ghouls	Turning Hope to Despair	
Mewlips	Whip	
0	0	
Turn: 1	Hand: 8	MP: 5
	SP: 1	PD: 86

Galadriel Radagast Thrain Thranduil DENETH

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, Full of Froth and Rage, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Merkampa at Home
, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins
, Chill Them With Fear

UNTAP {move to draw cards}

ORG

Bade to Rule played. Like to travel south to play Whip, but weary of WW region against this Hero Group. Gorbag, Sniffer, Muzgash move to Cirith Ungol to draw cards. Guthlag and Shaman move to Minas Durlith.

MOVE

Gorbag, -sl,dh

HL2, Galadriel-x

HL1, Radagast plays An Unexpected Outpost shuffles Shut Yer Mouth

Guthlag, -sl-dd,dh

HL2, Galadriel plays long-event Wrath of the Olvar

HL1, Galadriel uses OG Fladrif {will only note OG if it allows drawing a card at reset hand}

OG=on-guard

SITE

END

This player has now in hand:

Hoarmûrath the Ringwrai	Pale Dream-Maker	
Ghosts	Sleepless Malice	
0	Turning Hope to Despair	
Mewlips	Whip	
Leg It Double Quick	0	

Turn 01, vs. Galadriel

MOVE

Celeborn, -,haven

HL2, Hoarmurath plays Sleepless Malice

HL1, Hoarmurath uses OG Ghosts

Fanar, -w-bl-bl,ruins

HL3, Hoarmurath; Mewlips, Turning HtD, Pale Dream-maker in hand.

HL2, Dwar keys Galadhrim to Wold and Foothills, elves.3s9p7b

Fanar, 5p-3x+9sroll=11

Mallorn-Dweller, 2p-3x+9sroll=8

Wood-elf, 3p-3x+6sroll=6,taps

TURN 01, vs. Radagast

MOVE

Sprautabern, -,fh

HL2, Ren uses Vuk OG.

HL1, Hoarmurath-x

HL1, Smeagol-x

TURN02-2.2

@ Cirith Ungol, U

U	Gorbag	6	3	6	9	Uruk	W	Sc				1	Whip
U	Muzgash	2	0	4	8	Uruk	W					0	
U	Orc sniffer	2	0	2	8	orc	W	Sc				1	

@ Minas Durlith, U

U	Gûrthlug	6	3	5	8	Htroll	W				D	0	
U	Orc Shaman	4	1	3	7	uruk	W			Sa		0	

Hoarmûrath the Ringwrai	Pale Dream-Maker		
Leg It Double Quick	Turning Hope to Despair		
Mewlips	Where There's a Whip		
Orc-Pouch	Whip		
0	0		
Turn: 2	Hand: 8	MP: 5	SP: 1
			PD: 80

Radagast Thranduil Galadriel Thrain DENETH

, Master of the House, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Lord of the Woods, Yavannas Plea, Devouring Wyrms, Alatar the Hunter, Merkampa at Home
 , Scorba at Home, It Stinks, Mordor in Ruins
 , Chill Them With Fear
 , Sleepless Malice

UNTAP

ORG {like to tap free-hold sites soon before it gets more dangerous}

Hoarmûrath the Ringwraith played at Lugdruong for RW item.

Avatar taps to dump 5 resources into discard pile: [Ungol-orcs, Morgul-orcs,Uruk-hai,Snaga-hai, Snow-hammer.]

RW stays.

Guthlugh stays.

Gorbag+ move to Haudh-in-Gwanûr with WW and fear of Lady Galadriel's creatures.

MOVE

Gurthlag, -,dh

HL2, Radagast plays Shut Yer Mouth on Gurthlag.

HL1, Radagast uses OG Woses of the Drúadan Forest

Gorbag, -sl-w-w,rl

HL2, Radagast uses Weariness of the Heart on Muzgash for -1 prowess.

HL1, Radagast uses OG Widuskapin Ritual

Leg It Double Quick played to move to Vamag. Above the Abyss in hand.

+

Gorbag, -w-bl,rl

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

Hoarmurath, -,sh

HL2, Radagast uses OG Hives.

HL1, Thranduil-x

HL1, Thg-x

SITE

Vamag entered. (1)Undead---3 strikes with 10 prowess ---cannot be cancelled----

Gorbag, $6p+7sroll=13$

Muzgash, $4p+11sroll=15$

Orc sniffer, $2p+7sroll=9$, success; $6broll=wounded$.

Above the Abyss untaps Gorbag.

Where There's a Whip played on Gorbag, Muzgash, $-2.event+7broll=5$, untaps

Gorbag taps to play The Gwaedhel-Sword

Muzgash taps to play Orc-Pouch

END

TURN 02, vs. Radagast

MOVE

Sprautabern, -,fh

HL2, Hoarmurath plays The Moon is Dead

HL1, Hoarmurath uses OG Nevazar

Grimbeorn, -sl-bl-w-ww,bh

Forewarned is Forearmed played.

HL3, Hoarmurath keys Mewlips to WW, undead.2s10p, TMiD=3s11p; 20% to all tie.

HL2, xHL, Hoarmurath plays Turning Hope to Despair on non-detainment Undead attack

Grimbeorn, 6p+7sroll=13,fail

Elite, 3p+9sroll=12,fail

Peath, 4p+7sroll=11,ineff. Wow!

HL2, Hoarmurath plays Taint of Ambition on Peath

HL1, Hoarmurath plays Out of the Swamps

TURN 02, vs. Thranduil

MOVE

Thranduil, -,haven.pL

HL3, Uvatha uses OG Morgul-rats

HL2, Hoarmurath-x

HL1, Dwar-x, Plague in hand.

HL1, (no hazards played, give 1 hazard limit to) Smeagol-x

Bladeorthin, -,fh

HL3, Uvatha uses OG Wild Fell Beast

HL2, Hoarmurath-x

HL1, Dwar-x, Plague in hand.

HL1, (no hazards played, give 1 hazard limit to) Smeagol-x

TURN03-2.2

@ Vamag,T

T	Gorbag	6	3	8	9	Uruk	W	Sc				3	Whip	The Gwaec
T	Muzgash	2	0	4	8	Uruk	W					0	Orc-Pouch	
W	Orc sniffer	2	0	2	8	orc	W	Sc				1		

@ Minas Durlith,U

U	Gûrthlug	6	1	5	8	Htroll	W				D	0	Shut Yer Mouth	
U	Orc Shaman	4	1	3	7	uruk	W			Sa		0		

@ Lugdruong,U

T	Hoarmûrath the Ringwraith	x	1	8	9	RW		Sc	R	Sa	x	Ice-King of Urd	Bade to R
A Nice Place to Hide		Twilight						Aglarond					
Orc brawler		Voices of Malice						Dodge					
Orc Stealth		Weigh All things to A Nicety						Dodge					
Pale Dream-Maker		Whip						Dwarven War Party					
0		0						Icy Touch					
Turn: 3	Hand: 8	MP: 7	PD: 65	SP: 1			Spells of the Barrow-wigl						
Thrain	Radagast	Thranduil	Galadriel	DENETHOR			Spirit of Mordor						
.							The Dwarves Are upon Y						

Forewarned is Forearmed

, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Yavannas
Plea, Devouring Wyrms, Merkampa at Home
, The Moon is Dead, It Stinks, Mordor in Ruins
, Out of the Swamps

UNTAP {be cautious against this Hero Division}

{considered moving to Haudh-in-Gwanûr for Whip, but Denethor is there. Be prudent.}

ORG

Guthlug rolls to remove hazard, 6hroll=fail. All move to nearest Darkhaven.

MOVE

Hoarmurath, -sl-sl, haven

HL2, Thrain plays Naugrim

Shaman taps to use Voices of Malice, Protecting their Domain, -2.res+6croll=4, pass.

WATTAN shuffles Voices of Malice.

Gorbag, -bl-w-w-sl, haven

HL2, Thrain keys Ghosts to sl; undead.3s9p + MiD = 4s10p

HL1, Thrain plays Spirit of Mordor on det.

Gorbag taps to play A Nice Place to Hide to cancel attack.

Orders From Lugbúrz played on company.

Gurthlug, -dd-sl, haven

HL2, Thrain-x

HL1, Radagast plays Taint of Deep Lore on Shaman.

WATTAN shuffles A Nice Place to Hide

SITE

Shapol Udun entered. Ice-King of Urd discarded to grab Snow Hammer.

Hoarmurath RW taps to play Snow Hammer, taps site.

END next Division: Dwar; next in game: Adunaphel

{good turn}

TURN 03, vs. Thrain

MOVE

Nar, -w-w-w, haven

HL5, Hoarmurath keys Mewlips to WW.undead.2s10p

Dworin plays Dodge.

Dworin, 5p+12sroll=17, fail

Nar plays Dodge.

Nar, 5p+7sroll=12, fail. Defeated creature.

HL3, Ren-x

HL2, Dwar moves face-down agent Baugur from Isengard to Amon Hen.

Dar taps to play Marvels Told target Rebel-Talk, Nar supports., croll=auto.

TURN 03, vs. Radagast

MOVE

Sprautabern, -, fh

HL2, Dwar uses OG Pûkel-men

HL1, Hoarmurath-x

HL1, Smg-x

Grimbeorn, -ww-w-w-bl, fh

HL3, Dwar-x

HL2, Hoarmurath-x

HL1, Uvatha plays Choking Shadows, DON, to change Wold & Foothills on site card into SL.

Foul of Fumes taps site.

Aiwendil, moving through two W, dumps 3 resources: [Escaped Slaves

The Great Eagles, Ents of Fangorn]

TURN04-2.2 {Faramir is at Haudh-in-Gwanûr}
 @ Shapôl Udûn, T

T	Hoarmûrath the Ringwraith	x	1	8	9	RW		Sc	R	Sa	x	Snow Hammer
---	---------------------------	---	---	---	---	----	--	----	---	----	---	-------------

@ Minas Morgul, U

T	Gorbag	6	3	8	9	Uruk	W	Sc			3	Whip	The Gwaedhel-Sword
U	Muzgash	2	0	4	8	Uruk	W				0	Orc-Pouch	
W	Orc sniffler	2	0	2	8	orc	W	Sc			1		
												Orders From Lugbûrz	
U	Gûrthlug	6	1	5	8	Htroll	W			D	0	Shut Yer Mouth	
T	Orc Shaman	4	1	3	7	uruk	W			Sa	1	Taint of Deep Lore	

Horse-lords		Orc Stealth				A Panoply of Wings
0		Pale Dream-Maker				Giant Spiders
Hoarmûrath the Ringwraith	Twilight					Elf-path
Orc brawler	Whip					Refuge
Hold Rebuilt and Repaired	Greater Specters					Shelob's Brood
0		0				Thranduil's Folk
Turn: 4	Hand: 8	MP: 7	PD: 59	SP: 1		Thranduil's Folk
Thranduil	Radagast	Thrain	Galadriel	DENETHOR	0	
					0	

Forewarned is Forearmed

, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home
 , It Stinks, Doors of Night, Mordor in Ruins
 , Wrath of the Olvar
 , Worn and Famished, Foul Fumes, Wake of War

UNTAP ORG

Hoarmurath taps to shuffle from SB [By the Ringwraith's Word].

Avatar card untaps.

Hoarmurath taps to dump 5 cards from SB to DP

[Orcs of Udûn, Orcs of the Ephel Dûath, Orcs of Gorgoroth, War-lord, Call to Arms]

Orc brawler played at Minas Morgul.

Gurthlug removes hazard, 6hroll-7haz=-1, fail

Shaman taps to removes hazard, 10hroll-6haz=4, pass.

Shaman and Brawler stay.

Hoarmurath moves to Dol Guldur.

Gorbag+ move to Barad-dur.

MOVE

Shaman, -,haven. Minas Morgul

HL2, Thranduil-x

HL1, Radagast-x

HL1, Thg-x

Gorbag, -sl-dd,ruins. Barad-dur

HL3, Thranduil keys Shelob's Brood to surface site; spiders.4s8p; WoW=5s9p

Extra strike to orc Sniffer.

Gorbag, 6p+2wp+5sroll=13

Muzgash, 4p+9sroll=13

Orc sniffer plays Orc Stealth

Gûrthlug, 5p+10sroll=15.

Rolls for the four would have killed creature.

Hoarmurath, -sl-ww-ww-sl-sl-bl-dd,haven; Dol Guldur

HL2, Thranduil-x

HL1, Radagast plays An Unexpected Outpost, DON, to shuffle from SB:

[So You've Come Back,So You've Come Back,]

Radagast has in hand Lord of the Carrock

SITE

END Black.Ren

TURN 04 vs. Thranduil

MOVE

Shipwright, -,haven T halls

HL2, Hoarmurath-x

HL1, Uvatha-x

HL1, Smg-x

Bladeorthin, -w-w,haven T Halls Elven Bridge x-Woodland Realm

HL3, Hoarmurath-x

HL2, Uvatha-x

HL1, Dwar moves agent Baugur to Hermit's Hill, down. Taps.

Thranduil, -w,fh Refuge Elf-Path creatures key to site

HL2, Hoarmurath-x

HL1, Uvatha-x

HL1, Smg-x

TURN 04 vs. Radagast

MOVE

Grimbeorn, -,fh Beorn's House

HL3, Uvatha uses OG Incite Minions

HL2, Hoarmurath plays Twilight to discard Gates of Morning

Radagast, -dd-bl-sl,RL Ovir Hollow

HL3, Uvatha plays Seized By Terror on Wacho, 2.mind-12+8hroll=-2. Returns

HL1, Hoarmurath-x Good time to play Undead!

TURN05-4.3 {Denethor at Minas Tirith, Dunharrow}

@ Dol Guldur, U

T	Hoarmûrath the Ringwraith	x	1	8	9	RW		Sc	R	Sa		x	Snow Hammer
---	---------------------------	---	---	---	---	----	--	----	---	----	--	---	-------------

@ Minas Morgul, U

T	Orc Shaman	4	0	3	7	uruk	W			Sa	0	0	
U	Orc brawler	1	0	3	8	orc	W					1	

@ Barad-dur, U

T	Gorbag	6	5	8	9	Uruk	W	Sc				3	Whip	The Gwaet
T	Muzgash	2	0	4	8	Uruk	W					0	Orc-Pouch	
T	Orc sniffer	2	0	2	8	orc	W	Sc				1		
T	Gûrthlug	6	1	5	8	Htroll	W				D	0	Shut Yer Mouth	
													Orders From Lugbûrz	

A Nice Place to Hide	Like Shreds of Cloud			Align Palantír
A Nice Place to Hide	No Better Use			Behind the Hedge
Hoarmûrath the Ringwraith	Pale Dream-Maker			Crebain
Hold Rebuilt and Repaired	Voices of Malice			Not at Home
Helm of Fear	0			Ori
0	0			0
Turn: 5	Hand: 8	MP: 7	PD: 52	SP: 1
Evermist	Alatar	Dain	Thorin	DENETHOR
				0
				0

Gates of Morning Spring of Arda Spring of Arda

, Wardens of the Woodland Realm, Redoubled Force, Summons From Long Sleep, Ice Drake,

Summons From Long Sleep, True Fire-drake, Traitor, His Own Master

, It Stinks, Mordor in Ruins

UNTAP

ORG

{Only heroes within 4 regions of Barad-dur orcs are:

at Minas Tirith and Wacho alone at Rhosgobel. Go there!}

Gurthlug rolls to remove hazard, 6hroll=fail.

Hoarmurath taps to shuffle from PD: Creature of an Older World

Avatar card untaps Hoarmurath.

No Better Use played on Muzgash.

Hoarmurath moves to Minas Morgul.

Shaman, Brawler move to Barad-dur.

Gurthlug stays at Barad-dur.

Gorbag, Muzgash, Sniffer move to Rhosgobel.

MOVE

Gurthlug, -,dh. Barad-dur

HL2, Evermist-x

HL1, Alatar-x Were-worm only hazard.

HL1, Thg-x

Gorbag, -dd-dd-sl-dd,fh. Rhosgobel

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Hoarmurath taps to play Voices of Malice to target Summons From Long Sleep with True Fire-drake owned by Dain.

Hoarmurath, -dd-sl-dd-dd-sl,haven. Minas Morgul

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

Shaman, -sl-dd,dh. Barad-dur.

HL2, Evermist-x

HL1, Alatar-x

HL1, Thg-x

SITE

Rhosgobel. Animals.1s10p

Sniffler taps to play A Nice Place to Hide to cancel attack.

CVCC, Hoarmurath vs. Radagast

U	Wacho	2	0	1	8	Man		Sc		Sa	0	
											Orders From Lugbúrz	
U	Gorbag	6	5	8	9	Uruk	W	Sc		3	Whip	The Gwaec
U	Muzgash	2	0	4	8	Uruk	W			0	Orc-Pouch	No Better t
T	Orc sniffer	2	0	2	8	orc	W	Sc		0		

Conflict, insults, and jealousy among the trio of orcs of who will combat.

Radagast plays Dark Quarrels

Barad-dur.

Foundations Remain. 3 skills: Gurthlug(D), Shaman(Sa),Brawler(W).

Flip card to show Dark Spires Rising.

END. Akhorahil.Ren(next turn)

{good turn. RW ally in play deck, sideboard in some factions, Gorbag untapped if CVCC against him to play A Nice Place to Hide. Endless Whispers now in hand. Closer to other companies to find a prisoner}

TURN05 vs Alatar

MOVE

Ulvun, -,haven. Rhubar.

HL5, Ren uses OG Vuk.

HL4, Hoarmurath plays An Unexpected Outpost shuffles from SB: *His Fury Has Betrayed Him*

HL2, Dwar moves agent, FD Baugur from Hermit's Hill to Framsburg; taps.

HL1, Dwar moves agent Freca at Barrow-downs, down; taps

TURN05 vs Evermist

MOVE

Taivasta, -,haven. Evermist

HL2, Hoarmurath uses OG Iron-Road

HL1, Dwar-x

HL1, Smg plays Drawn to Its Master on Taivasta

Handmaid taps to give +1 sup.

-1.ring-1.haz+1.sup+croll=auto.

Los'pindel, -sl-w,haven. Evermist

HL4-1, Hoarmurath keys Ghouls to SL. Undead.5s7p.

Spring of Arda with 2 tokens uses them to have this creature cost 2 against HL

Los'pindel, 4p-2w+4sroll=6,success. 9broll+1w=10,wounded

Heledwen, 5p+10sroll=15

Karhunkäsi,4p+11sroll=15

Kuunkoira,3p+1.card-2w-1e+7sroll=8

HL2, *Hoarmurath plays Endless Whispers on Los'pindel

HL1, Dwar-x