

## MINION COOL PLAY CHALLENGE DECK

# ADÛNPAHEL

## DECK LIST & PLAY TIPS

### POOL

- 1 Elerina (DM)
- 2 Ill-favoured Fellow (WH)
- 1 Orc Brawler (LE)
- 1 Orc Captain (LE)
- 1 Black Rider (V1)
- 1 Open to the Summons (WH)

### RESOURCES IN DECK

- 3 Adûnaphel the Ringwraith (LE)
- 1 Deallus (DM)
- 1 Elwen (DM)
- 1 Firiël (DM)
- 3 A Nice Place to Hide (LE)
- 1 Adûnaphel Unleashed (V1)
- 1 Balchoth (LE)
- 3 Blasting Fire (WH)
- 1 Corsairs of Rhûn (AS)
- 3 Dark Tryst (AS)
- 3 Hoard Well-searched (V2)
- 3 Not Slay Needlessly (LE)
- 3 The Black Council (V2)
- 2 Voices of Malice (LE)
- 3 We Have Come to Kill (LE)
- 3 Weigh All Things to a Nicety (LE)
- 1 Well-preserved (AS)

### RESOURCES IN SIDEBOARD

- 2 Adûnaphel Unleashed (V1)
- 1 Black Horse (AS)
- 3 Black Horse (V1)
- 1 Last Child of Ungoliant (LE)
- 1 Leucaruth Roused (AS)
- 1 Long Grievous Siege (BA)
- 1 Magic Ring of Savagery (LE)
- 1 Necklace of Girion [M] (AS)
- 1 Prone to Violence (BA)
- 1 Rumor of the One (LE)
- 1 Smoke on the Wind (LE)
- 1 Sudden Call (LE)
- 1 The Oracle's Ring (LE)
- 1 The Reviled Ring (LE)
- 1 Words of Menace and Deceit (LE)

### HAZARDS IN DECK

- 3 An Unexpected Outpost (DM)
- 1 Cave Worm (TD)
- 3 Cave-drake (TW)
- 1 Daelomin at Home (TD)
- 2 Dragon's Blood (TD)
- 1 Fell Fowl (CPS)
- 2 Foolish Words (LE)
- 1 Gandalf the White Rider (AS)
- 1 Heedless Revelry (LE)
- 1 Landroval (LE)
- 1 Marsh-drake (TD)
- 1 My Precious (DM)
- 1 Radagast the Tamer (AS)
- 1 River (TW)
- 1 Seized by Terror (DM)
- 1 Sons of Kings (LE)
- 1 Spider of the Môtlat (DM)
- 1 Tidings of Bold Spies (LE)
- 3 Twilight (TW)
- 1 Unabated in Malice (BA)
- 1 Wandering Eldar (LE)
- 1 Úvatha the Horseman (TW)

### HAZARDS IN SIDEBOARD

- 1 Arthadan Rangers (LE)
- 1 Beorning Toll (LE)
- 1 Eärcaraxë Ahunt (TD)
- 1 Gondorian Rangers (LE)
- 1 Itangast Ahunt (TD)
- 1 Knights of the Prince (AS)
- 1 Lost in Free-domains (TW)
- 1 Nameless Thing (DM)
- 1 The Way is Shut (DM)
- 1 Thranduil's Folk (LE)

### PLAY TIPS

Starting company:

- Elerina
- Orc Captain(ess)
- 2x Ill Favoured Fellow(ess)
- Orc Brawler(ess)

Main company moves to Iron Hills Dwarf-hold and squats there. They get *Blasting Fires* and the items from sideboard with *Hoard Well Searched (V)* (rings). *Adûnaphel* moves to Raider-hold with the help of Black Rider (V) and a Black Horse as soon as you have a faction in hand. There she plays *We Have Come to Kill* to meet more girls and play *Black Horses (V)* in order to get the points from *Black Council (V)*. You must control one of the "Big Berthas" in order to complete the scenario at the end of the game.

### SCENARIO

#### M3) Adûnaphel's Ladies and the Big Bertha (2)

There are only female characters in play all over the game. At end of the game you have at least a female spwan or a female dragon in play.



Thanks to

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