

# MINION COOL PLAY CHALLENGE DECK

## KHAMÛL

### DECK LIST & PLAY TIPS

#### POOL

- 1 Lieutenant of Morgul (LE)
- 1 Mionid (AS)
- 1 Tros Hesnef (LE)
- 1 Ulkaur the Tongueless (LE)
- 1 Khamûl Unleashed (V1)
- 1 Orders from Lugbúrz (AS)

#### RESOURCES IN DECK

- 1 Dorelas (LE)
- 1 Dâsakûn (DM)
- 1 Herion (DM)
- 3 Khamûl the Ringwraith (LE)
- 1 Mauhûr (AS)
- 2 Blasting Fire (WH)
- 3 Bold Thrust (LE)
- 3 Dark Tryst (AS)
- 3 Fell Rider (LE)
- 2 Gifts as Given of Old (LE)
- 3 Hold Rebuilt and Repaired (AS)
- 1 I'll Report You (LE)
- 2 Khamûl Unleashed (LE)
- 1 Long Grievous Siege (V3)
- 1 Snaga-hai (LE)
- 2 Swift Strokes (LE)
- 2 Voices of Malice (LE)
- 2 We Have Come to Kill (LE)
- 3 Weigh All Things to a Nicety (LE)

#### RESOURCES IN SIDEBOARD

- 1 Dwar the Ringwraith (LE)
- 1 Indûr the Ringwraith (LE)
- 1 Blasting Fire (WH)
- 1 Easterlings [M] (LE)
- 2 Forced March (LE)
- 1 Gifts as Given of Old (LE)
- 1 Great Bats (AS)
- 1 Grond (BA)
- 2 Long Grievous Siege (BA)
- 1 Palantír of Minas Tirith
- 1 Prone to Violence (BA)
- 1 Smoke on the Wind (LE)
- 1 Southrons [M] (LE)
- 1 Voices of Malice (LE)
- 1 We Have Come to Kill

#### HAZARDS IN DECK

- 1 Adûnaphel (TW)
- 3 An Unexpected Outpost (DM)
- 3 Chill Douser (DM)
- 1 Daelomin at Home (TD)
- 1 Fell Fowl (CPS)
- 1 Foolish Words (LE)
- 1 Heedless Revelry (LE)
- 1 Itangast Ahunt (TD)
- 1 Landroval (LE)
- 1 My Precious (DM)
- 1 Radagast the Tamer (AS)
- 2 Sons of Kings (LE)
- 1 Spells of the Barrow-wights (DM)
- 3 Stirring Bones (DM)
- 3 The Moon Is Dead (DM)
- 2 Twilight (LE)
- 1 Unabated in Malice (BA)
- 2 Wisp of Pale Sheen (DM)
- 1 Úvatha the Horseman (TW)

#### HAZARDS IN SIDEBOARD

- 1 Arthadan Rangers (LE)
- 1 Beorning Toll (LE)
- 1 Gondorian Rangers (LE)
- 1 Knights of the Prince (AS)
- 1 Nameless Thing (DM)
- 1 The Way is Shut (DM)
- 1 Thranduil's Folk (LE)

#### PLAY TIPS

Starting company:

- Lieutenant of Morgul
- Mionid
- Tros Hesnef
- Ulkaur the Tongueless

Main company visits Amon Hen and squats there until the site is rebuilt, the *Snaga-hai* faction is in play, and they have picked up some *Blasting Fire* for Minas Tiriths automatic-attacks. In the meantime *Khamûl* brings a follower into play with *Khamûl Unleashed (V)* and sideboards. He will be the flying ranger and his follower will talk the *Southrons* and *Easterlings* into following them (use *Forced March* since both sites have different nearest Darkhavens). In the end your main company invades Minas Tirith and burns it down.

#### SCENARIOS

##### M1) Gothmog pillage the village Minas Tirith (1)

The company of the *Lieutenant of Morgul* plays *Hold Rebuilt and Repaired* at Amon Hen. His company influences the *Snaga-hai* faction at Amon Hen (special rule). *Grond* is played on the *Snaga-hai* faction at Amon Hen. *Lieutenant of Morgul's* company thereafter successfully plays *Smoke on the Wind* in Minas Tirith.

##### M2) Khamûl and the Long Grievous Siege (1)

The company of *Khamûl the Ringwraith* influences the *Easterlings* and the *Southrons*. At end of the game there are three *Long Grievous Siege* in play.



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