

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 Lugalbûr (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.

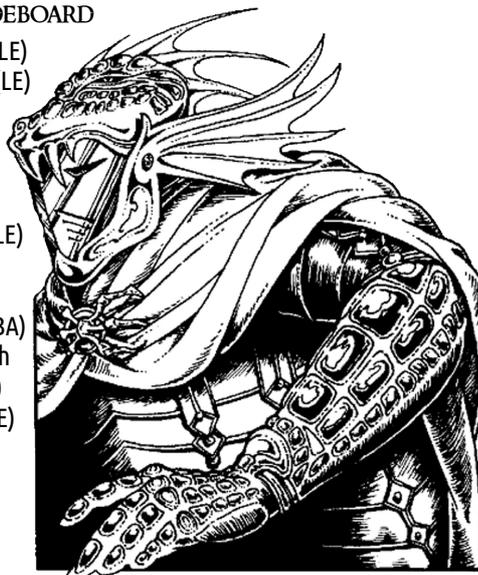
SCENARIOS

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.



Thanks to
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