

MINION COOL PLAY CHALLENGE DECK

ŪVATHA

DECK LIST & PLAY TIPS

POOL

- 1 Euog (Ulzog) (WH)
- 2 Orc Captain (LE)
- 1 Uglúk (WH)
- 1 Black Rider (V1)
- 1 Blazon of the Eye (LE)

RESOURCES IN DECK

- 1 Grishnákh (LE)
- 2 Ill-favoured Fellow (WH)
- 1 Lagdúf (LE)
- 3 Ūvatha the Ringwraith (LE)

- 3 Awaiting the Call (LE)
- 3 Blasting Fire (WH)
- 3 Dark Tryst (AS)
- 2 Gifts as Given of Old (LE)
- 1 Great Bats (AS)
- 3 Liquid Fire (WH)
- 1 Morgul-orcs (AS)
- 1 Orcs of the Ephel Dúath (LE)
- 2 Riven Gate (V1)
- 3 Ruse (LE)
- 1 Ungol-orcs (LE)
- 1 Uruk-hai (LE)
- 3 Vile Fumes (WH)
- 3 Weigh All Things to a Nicety (LE)

RESOURCES IN SIDEBOARD

- 1 Ill-favoured Fellow (WH)
- 3 Orc Tracker (LE)
- 2 Black Rider (LE)
- 1 Gifts as Given of Old (LE)
- 2 Long Grievous Siege (BA)
- 1 Not Slay Needlessly (LE)
- 1 Scroll of Isildur [M] (LE)
- 1 Smoke on the Wind (LE)
- 1 Sudden Call (LE)
- 1 Terror Heralds Doom (V1)
- 2 War-wolf (LE)
- 3 Ūvatha Unleashed (LE)

HAZARDS IN DECK

- 1 Ambusher (LE)
- 3 An Unexpected Outpost (DM)
- 1 Corsairs of Umbar (TW)
- 1 Daelomin at Home (TD)
- 1 Fell Fowl (CPS)
- 2 Foolish Words (LE)
- 1 Heedless Revelry (LE)
- 1 Itangast Ahunt (TD)
- 1 Landroval (LE)
- 2 Lawless Men (LE)
- 1 Mouth of Sauron (TW)
- 1 My Precious (DM)
- 1 Pirates (LE)
- 1 Radagast the Tamer (AS)
- 3 Rank upon Rank (DM)
- 1 River (TW)
- 1 Seized by Terror (DM)
- 1 Sellswords Between Charters (LE)
- 1 Smaug Ahunt (TD)
- 1 Thief (TW)
- 3 Twilight (TW)
- 1 Unabated in Malice (BA)

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)

SCENARIO

M17) Go West, this is what Ūvatha does, Go West (2)

Starting in Variag Camp Ūvatha the Ringwraith moves to the Grey Havens and is there at the end of the game.

PLAY TIPS

Thanks to the VC it is possible to move Ūvatha (starting in Khand) to Grey Havens. He has to go from Khand to Minas Morgul and play with the *Riven Gate (V)* four 3 minder Ranger under the 3 generic Orc Leaders .. they move in turn 2 from Minas Morgul to sites in the 3 Dark-domains. The Leaders sit to squatt with *Awaiting the Call* and bring in new 3 minder that do the shuffle. The Diplomat Leader gets the *Banner* and gets 3 Factions together while the RW tries to tap Blue Mountain Dwarf-hold with tech item and tap *Riven Gate (V)*. Head to Grey Haens and burn it down with *Smoke on the Wind*. *Ruse* helps him to deal with the uncancelable attack due to his Scout skill to dont face a strike from the attack. Due to fast cycling the deck will exhaust fast I hope and he can reshuffle new tech items and or wolfs and factions into the deck together with some cancelers.



Thanks to

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