

IMRAHIL-COAST

40avatar

C	7	Dol Amroth
I	11	Gondor
F	4	vs. Adûnaphel
A	2	South Division
M	2	Raid on Umbar
K	6	Coasts

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 27 cards in sideboard
40 cards in H. deck, 13 cards in sideboard
13 characters in deck
10 starting cards
143 total cards
19.5 creatures

RESOURCES(40/27)

3	1	1	Elendilmir
4	4	1	Belegennon
2	2	1	Hauberk of Bright-mail
2	2	1	Valiant Sword
2	2	1	Glamdring
2	2	1	Foliant of Warfare (LK)
		1	adamant helmet
		2	twice-baked cakes#
		2	forgotten scrolls (LK)
**			miruvor
*			horn of armor
3	3	1	Knights of Dol Amroth
3	3	1	Royal Navy
2	1	1	Men of Anfalas
5	1	1	Southrons
2	1	1	Bozishnarod
2	1	1	Bellakaze
2	2	1	Nenseldë the Wingild
1	1	1	When You Know More
		1	Raid on Umbar
		1	Dark Numbers
1	1	1	Reforging

14/10

Stout Captain

3		Concealment	Sc
3		Marvels Told	Sa
2		Tokens of War	
1		Fair Sailing (Grace U)	
1	1	Great Ship (Swan)	
1		Belegaer	
1		Ulmo's Watch	le
2		Gates of Morning	Penv
	3	Balance Between Powers	Penv
1		Quiet Lands	Senv
1		Sun	Lenv
1		Star of High Hope	Lenv
1		Clear Skies	Lenv
	1	Hair of Uinen (Grace U)	Lenv
2		Hidden Knife	agent
1		Withdrawn to Mordor	agent
1		Stories of the Eldar Days	sp-1
1		Tales of the Hunt	pe
1		Gift of Comprehension	pe
1		Reunion	pe
3		Smoke Rings	
3		Longbottom Leaf	
1		Seaward Tower	pe
*		Tower of Amroth	sp1
	1	Skilled Was T. Knighthood	comm
*		Trusted Counsellor	sp1
	1	Knight of Dor-en-Erhil	sp1
	1	Grace of Uinen	sp1
	1	Son of Adrahil	sp1*
*		Swan of Amroth	sp1
	1	Clad for War	sp2+
1		Doom of Choice	war
	1	Numenor's Legacy	war

26/17

HAZARDS(40/13)

20/0

3	Stout Men of Gondor	men	1*	6	7	x
3	Sorijan Raiders	men	1*	3	8	x
1	Knights of the Prince	dúnadan	3*	4	10	8
3	Seafaring Bellakarin	dúnadan	1*	4	8	x
3	Dunadan Explorers	dunadan	1*	3	9	5
3	Sloth Bear	animal	1	1	9	4
3	Sand-drake	drake	x	1	3	12 x
1	Tavir	maia	x	2	2	11 6

20/13

2	Twilight	S-env
3	Lure of Conquest	P-corruption
2	Tidings of Doubt and Danger	P-RW
1	Power Relinquished to Artifice	P-avatar
2	Lost at Sea	S-sea
2	Drowning Seas	S-env
2	Noose of the Sea	L-roadblock.sea
1	Sea-Blockade	P-roadblock
2	Quicksand	P-env
2	The Sun Shone Fiercely	L-env
2	Nothing to Eat or Drink	P-tap
1	Burdensome Commands	P-tap
3	An Unexpected Outpost	
2	Call of Home	influence
1	Muster Disperses	influence
1	Trouble on All Borders	P-roadblock.faction
3	Dark is the Hour	faction

CHARACTERS-9

6-6-7-3-2

Imrahil	7/3/5/9+	W/R/D	Dún	Dol Amroth	+5DI.Dun	+2DI.Knights
2 Ūrezîr	6/1/5/8+	W/R	Dun	Korlea, Pelagir	+2DI.du(SL)	+1P.men
3 Strider	8/2/6/9*	W/Sc/R	Dún	Bree		
1 Golasgil	4/2/4/7+	Sc/R	Man	Lond Galen	+2DI.mAnf	
2 Niluphel	5/1/2/9+	Sc/Sa	Dun	HaTol, Monastery		+2DI.du(SL)
1 Harngorin	3/1/4/7+	Sc/D	Man	Tresti, Túl Póac	+3DI.Gusar	
1 Vygavril	3/1/2/7*	Sc/D	Man	Southron Oasis	+2DI.Southrons;	+6P.nazgul
1 Argirion	4/1/5/7	W	Dún	Linhir	+1mDPB if leader	
1 Ūrêkhâd	4/0/5/8*+	W	Dun	HaTol, Nilulonde	+2DI.battlegear	
1 Duinhir	4/1/4/6	W	Dun	Vale of Erech	+2DI.mLam	+2DI.ValeErech
1 Derufin	3/0/3/7+	R	Dun	Vale of Erech		2di.duilin
1 Mariner	3/0/3/7*	R	dún	Dun-Port		
1 Mariner	3/0/3/7	R	dún	Dun-Port		
1 Duilin	3/0/3/7+	Sc	Dun	Vale of Erech		2di.derufin
Lothíriel	2/0/1/7*+	Sa	Dun	Dol Amroth	+2CC man/dun	

starting company: at Dol Amroth

<Tower of Amroth><Swan of Amroth>

3 Strider	8/2/6/9	W/Sc/R	Trusted Counsellor
Lothiriel	2/0/1/7	Sa	
1 Vygavril	3/1/2/7	Sc/D	horn of arnor
1 Urekhad	4/0/5/8	W	miruvor
1 Mariner	3/0/3/7	R	miruvor

11/19 GI Hand-8

Mind-33 SP: 6-7

Brotherhood of the Swan

[factions-6, Mission-1, Raid-1]

Imrahil-L	7/8/8/9	W/R/D	N	3	glamdring, Swan, Stories, Adrahil, Grace
Derufin	2/0/3/7	R	N	1	Tales
Duilin	2/0/3/7	Sc/Sa	N	1	More, Comprehension
Harngorin	3/1/4/9	Sc/D	M	2	hauberk, horn [+2DI.factions]

Sand Lilies

[CvCC-4, items-7, Raid-1]

Urezir-L	6/8/5/8	W/R	N	2	elendilmir, Trusted, Knight, command
Urekhad	4/2/5/9	W	N	3	belegennon, Reforge
Golasgil	4/2/6/9	Sc/R	M	3	valiant sword, adamant

@ Dol Amroth**Tower of Amroth, Seaward Tower**

Niluphel	5/3/2/9	Sc/Sa	N	2	foliant
Lothiriel	2/0/1/7	Sa	N	0	Nenseldë

OVERVIEW

The Prince has called upon the faithful of Gondor to stop the Corsairs of Umbar. Threats to the southern fiefs must be answered so allow Lord Denethor to focus his sight towards the Land of Shadow. Prince Imrahil's main goal is to stop any enemy faction moving into Gondor from the south including moving into Ithilien or along the southern coasts. He does not counsel prudence building places of defense, but has taken counsel to strike first in Umbar.

IMRAHIL and DOL AMROTH

This Dunadan-Lord is a strong W/R/D who can lead a company. His 3 DI is enhanced with +5 DI for dúnadan characters from Anfalas, Belfalas or Lamedon. He is a leader. Of course, he has +2 DI against Knights of Dol Amroth. One more card may be kept in hand if he is at Dol Amroth. His special ability allows him to look at the hand if an opponent has a company without an agent at a non-Haven site in Belfalas during the organization phase.

His specific stage resource Swan of Armoth is 1 CP, but it recycles a command event, Great Ship, and Guild of Venturers. You will not play the last event.

Usually, the avatar will have Glamdring for 1 CP and +3 prowess for 8 prowess. A high 9 body will keep him alive.

You will regularly recycle his own command event Son of Adrahil. This command event stores combat strikes of the avatar. The count of such combat can be used when discarding the event to modify an influence attempt, corruption check, or roll to remove a hazard in his company. This implies that the avatar will be facing many strikes.

Grace of Uinen is playable on this avatar. It gives 1 CP. This resource keeps the long-event Hair of Uinen in play permanently. This stage resource can tap to fetch Fair Sailing or Hair of Uinen. Transfer the weapon to another character when you want to play this stage resource during the ORG phase to keep his CP at two.

Stories of the Eldar Days will help reduce his SP by 1, but it will reduce the CP of certain events in his company. A hero will be in his company with Tales of the Hunt to untap this avatar.

Glamdring and two stage events will give him three corruption checks. Only give him Glamdring when moving so to have help with prowess.

CHARACTERS

Men and Dunadan will confront the pirates on the sea and ports. You have two mid-mind heroes and Thorongil; the rest have 4-mind or less. There are many non-Warriors. All but one character has a home site in Greater Gondor or Bellakar. Ten characters have a body stat less than 8. Eight characters only have one skill. Three characters are dual characters.

Strider is included to divert attention away from Gandalf. Strider will be discarded by the third organization phase if you have yet to draw another character to play. So move Strider's company to a non-haven site in Gondor, then move him back to Dol Amroth for discarding in the third turn. Strider's 8-mind allows the playing of Ulmo's Watch. A 56 prowess and 9 body will help him stay alive along with two Miruvor available for body boost. You might consider play him as a grey agent if you can use Smoke Rings.

Úrezâr is the highest mind hero character with 6-mind. He is a knight from Bellakar fighting as a Warrior and Ranger. His 1 DI is not much to having followers, but he has +2 DI against

Dunedain with a home site in the Sun-lands. Úrêkhâd, Niluphel, and Dunadan Mariner are the only ones fitting this criterion. A +1 prowess against Men will help him with automatic-attacks and +1 prowess in combat if Sauron is your opponent. Stats of 5/8 will make him an important fighter for a core company.

Niluphel is a woman of strength and stealth. Her Scout and Sage skills will be quite useful. Her 5 mind is the second highest mind. But she has no set place in any company. Her 2 prowess is low, but a high 9 body is helpful. She has 1 DI and +2 against Dunedain with a home site in the Sun-lands. She becomes a Leader, gains Warrior skill and +2 prowess if Úrezîr or Urekhad has been eliminated. Her home sites in Bellekar will be the place to play her: Hazaj Tollin and Monastery of True Faith. She will be a great replacement to Úrezîr.

Golasgil is a lord from Anfalas. His Scout and Ranger skills will make him valuable in a core company as a follower with his 4 mind. His 2 DI can be used for influence checks may be with his +2 DI against the Men of Anfalas. He is a Man with an average 4 prowess, but with a low 7 body. Enhancement with his body should be sought.

Argirion is another lord, but from Linhir. He is only a Warrior with his 4 mind and 1 DI. But his strong 5 prowess is useful, but a 7 body is worrisome. He has +1 prowess against Men. If he becomes a leader he gains +1 to mind, DI, prowess and body for 5/2/6/8 stats. He currently has no place in any company. Likely, he will be played in a Power Deck with Stout Captain. So select that resource with a Game Point.

Úrêkhâd is another Dunadan from Bellekar. He is only a Warrior too, but with 5/8 stats that can be his place as a 4-mind bodyguard in a core company. He does gain +2 DI if bearing a unique battle-gear item that can help if he needs to make an influence check. He has +1 prowess if at or moving to a Port or Battleground site.

Duinhir is yet again a 4-mind Warrior Dunadan. His poor 6 body keeps him from any company, but a 4 prowess is average. He has 1 DI, +2 DI against Men of Lamedon and +2 DI against characters with Vale of Erech as their home site such as Derufin and Duilin. He can replace another Warrior late in the game so armor can help him.

Vygavril is a rare woman Man. She will use her skills and abilities in the starting company. She will use her Scout skill to cancel attacks with Concealment. The Diplomat skill is not needed. Her 3-mind is okay for her to be a follower for a few turns. A 2 prowess is weak along with her low 7 body. She can use her 1 DI and +2 DI against the Southrons to influence that faction early in the game. She has +6 prowess against Nazgul so this can have Hoarmurath and Adunaphel at a Darkhaven for a few turns early in the game. She can replace Harngorin if he is eliminated.

Harngorin is a dual Man character from Tresti and Túl Póac. He is also a Scout and Diplomat with 7 body, but a higher prowess at four. His +3 DI against the Gusar will not be needed; that faction is not in the deck. Body support will be beneficial on him.

Derufin and Duilin are twin Dunadan brothers. Both have 3 mind, zero DI, 3 prowess and 7 body. Duilin is a Scout and Derufin is a Ranger. Both are from Vale of Erech. If both are in the same company each requires two points of influence to control. These two will be together in a core company.

Dunadan Mariner is found twice in the deck. He is a dual, non-unique character who is a

Ranger found at any Dunadan-hold Port. His 3-mind is manageable with a descent three prowess. But a low 7 prowess will likely get both killed. He has +1 prowess when at or moving to a Port or site in a Coastal Sea region. His special ability is tapping to allow his company to use Port-movement. You can discard Great Ship during the organization phase to allow his company to move three extra regions if moving with Port-movement or to a site in a Coastal Sea region. This can allow moving from Dol Amroth to Bay of Tullwang, Bellazan or Felaya. One copy will be in the starting company.

Lothíriel is the avatar's daughter. She will be kept at Dol Amroth using her Sage skill. Her 2 mind can let her be a follower to several characters. A 1 prowess and 7 body should keep her at home. Her special ability is tapping to give +2 to a corruption check made by a Man or Dunadan in her company.

COMPANIES

Your starting company will begin at Dol Amroth with Tower of Amroth. Swan of Amroth begins the game to be ready for the avatar. Vygavril is your Diplomat with a Horn of Arnor. Lothiriel is your Sage. Urekhad is the Warrior. Mariner is your Ranger. Thorongil has played on him Trusted Counsellor to grant him +3DI against Dunadan characters and to confuse the Black players' attention on the permanence of Thorongil's purpose in Imrahil's deck. Draw Swords Together is included as a starting card to allow the grey agent to start the game. Miruvor is there to keep your heroes alive. Lothiriel will stay at Dol Amroth to keep Tower of Amroth in play and to let a few resources be placed in the playdeck such as Seaward Tower, Elf-friend, and Nenseldë. This rest should move to draw cards in two companies so to keep the hazard limit at two for both companies. Be mindful where you move Thorongil for Assassins are at free-holds and border-holds. Depending on the opponent Division you might keep Thorongil at Dol Amroth. You need 10 turns for character playing or discarding. Expect two deaths in the first turn, which will reduce this number to eight.

Prince Imrahil will lead the Swan Company. He wields Glamdring for prowess and body of 8/9 as a leader. He has Swan of Amroth, Son of Adrahil, and Stories of the Eldar Days, which burdens him with 2CP. His followers are Derufin, Duilin, and Harngorin. Derufin has Tales of the Hunt to untap another character in his company. He is the Ranger. Duilin has Gift of Comprehension for the Sage skill to play When You Know More. Harngorin has Hauberk of Bright-mail and Horn of Arnor; he will influence factions, and his race grants him +1 bonus to some factions. Two of the four have 2 CP. This company will influence the seven factions, play one mission, and raid Umbar.

The Sand Lilies has Urezir as a Leader and a Knight of Dor-en-Erhil. He has Elendilmir and is a Trusted Counsellor with 10 DI. That jewel will help with CC. A command event will lower that DI to eight. His two followers have 3CP each. Urekhad has a Reforged Belegennon. Golasgil has Valiant Sword and Adamant Helmet for 6/9 stats. Golasgil is present to use his Scout skill. This company will play items far from Dol Amroth and CvCC. Urezir has two unused DI for room for a command event. When the heroes in this company are receiving +3 prowess from environments events consider CvCC that turn.

Lothiriel is the third company based at Dol Amroth. She controls the ally Nenselde to fetch environment events. She will squat and play Marvels Told and keep Dol Amroth in play.

Niluphel can also be played with Lothiriel using Foliant of Warfare for +2 DI. Now, two Sages are present to play Marvels Told. Used Vygavril instead of Niluphel if the major item is played early.

Your three companies only use 11 of your 19 GI. It is possible to play Mariner for a few turns or to allow a 2-mind hero under Imrahil's control to move to GI so Imrahil may influence a faction.

There are a few true reserves. There is another Mariner with the useful Ranger skill. Argirion is a strong Warrior of 4-mind. Duinhir is also a Warrior. Niluphel is a useful Sc/Sa with a high body. She can replace Duilin if he or Derufin are killed. Then Vygavril will replace Harngorin so to have Imrahil with two followers of 8 total mind. The light enchantment will be discarded with Duilin. One of the true reserves can be played late in the second deck since these three companies are only using 8 of 19 GI.

ITEMS

The Knight has 13 items in his deck. These items help with moving and surviving combat. Half of the items are minor items. There are three-special items, three major items, and one greater item. Three items are hoard items.

Horn of Arnor will influence factions providing anyone with +2 DI against factions. Miruvor is a food item to keep the low body heroes alive when you expect combat such as CvCC. Miruvor will help the twins under Imrahil's influence to stay alive and to bestow 11 body on Imrahil himself. There are two flasks of that liquor.

There are five battle-gear items. Hauberk of Bright-mail, Belegennon, and Adamant Helmet are body enhancer table cards. Two of those items are hoard items. Adamant Helmet protects the wearer from dark enchantments and allows the use of Clad for War. It gives +1 body to a maximum of 9. Belegonnen is armor and will be reforged to remove the penalty to prowess of not tapping to face a strike. It gives +1 body to a maximum of 9. Two weapons are in Imrahil's armory. Glamdring has a great bonus of +3 prowess for only 1CP. Valiant Sword is a hoard item providing prowess and body boosts of +2 and +1, both maximum of 9.

Twice-backed Cakes is for you to move six regions from Dol Amroth and allows you this extra movement when you need it. You can move to Bellazan from Dol Amroth.

There is one item requiring a lost knowledge resource for play – the Elendilmir. Elendilmir must be played at Tolfalas. This item can tap to provide a +2 to a corruption check made by a Dúnadan in the same company. Forgotten Scrolls is an item to allow you play information at Ruins, but save it for its Lost Knowledge. You need to discard LK to play Seaward Tower. Use Smoke Rings to place Forgotten Scrolls in the playdeck.

Foliant of Warfare is a dual major item that is also Lost Knowledge. It is included since it provides +2 DI against Dunedain. Use this to control a follower. But it can be used to satisfy Lost Knowledge in a pinch.

FACTIONS

This player is faction heavy. Imrahil intends to FvFC as soon as he has two Harad factions in play. There are a few resources to help influence factions. Horn of Arnor and When You Know

More are table cards. Tokens of War will be useful during the second deck when you have weapons in play. Dark Numbers give +3 to influence attempts when you need it. Son of Adrahil can be discarded too aiding in the influence attempts. There are four Man factions and two Dunadan factions.

[Harngorin DI(1)+race bonus(1)+horn(2)+When You Know More(2) = +6]

Gondor factions include Knights of Dol Amroth, Men of Anafalas, and Royal Navy. Keep these three factions in Gondor until the War.

Knights of Dol Amroth need an attempt of 9, but Dúnadan receive +1 [Harngorin +5]. Men of Anafalas need an attempt of 8, Dunadan receive +1 [Harngorin +5].

Royal Navy needs an attempt of 11, but Dúnadan receive +1 [Harngorin +5]. This faction has two abilities: (1) tap to allow a company to move an addition sea region or (2) to cancel an attack by Corsairs of Umbar. Harngorin needs to avoid bad rolls with influencing these factions. Play Knights of Dol Amroth near the end of first deck so it can be only in the discard pile for two or three turns.

The Southrons, a dual faction, is a rich prize, so get them on your side or influence them away. An attempt of 9 is needed [Harngorin +5]. Get a Man to influence this faction since Dunedain, Elves, and Dwarves have -2 to the attempt. Two factions south of Harondor will fight for you. The Bozishnarod and Bellakaze can still be allied with Gondor. Bozishnarod and Bellakaze are dual factions. Expect Adunaphel to recruit them too. Bozishnarod need an attempt of 11 to play with penalties if any faction in play at Bozisha-Dar. Bellakaze has identical attempt stats. Dark Numbers are needed for the attempts against these last two factions to provide Harngorin a +8.

ALLIES

Your only ally is Nenselde the Winglid. She can enter combat. Tap her to recycle resource short and long environment events, which are needed to keep Balance Between Powers in play. Tales of the Hunt cannot be used to untap this ally. Her movement is restricted to Belfalas, Bay of Belfalas, Anfalas, and Mouths of the Anduin. She has no reason to move away from Dol Amroth after being in play.

MISSION

When You Know More is an information event that allows the controller to tap to add +2 to influence attempt. The event is played by a Sage and gives 1 corruption check. Try to have this event whenever you influence a faction.

Dark Numbers is Stolen Knowledge playable after facing a man, troll, orc attack. Likely this event will be played after facing an AA so no movement is expected to be needed to just to play this card. Stolen Knowledge is only needed to play Raid on Umbar.

Reforging needs an Information site. This event will reforge a hoard item. A Sage needs to tap to play this event.

Raid of Umbar is the prime activity for this avatar except for playing factions. This is a unique event. It will be played near the end of the first playdeck. Stolen Knowledge, Dark

Numbers, must be discarded at Umbar. Imrahil must have more factions in Gondor than any opponent has in Hyrmenfalas or adjacent regions, which count as 4 (Southorns, Men of Anfalas, Royal Navy, Knights). You should have three factions in Gondor at this time. The company faces two attacks: Men-3s8p and Men-2s9p after the site's detainment AA: Men-3s8p. Join both moving companies for this raid. Success means Umbar factions have one less MP and two creatures have reduced prowess of -2.

BELEGAER and NEAR HARAD

Almost all of your movement will include coastal sea regions. Such travel can be extremely safe or extremely treacherous. You do not expect to move to any region surrounded by land. You will share some regions with Lord Denethor, but Anórien and Ithilien will be unvisited by Imrahil. Five sites to play resources are not in a Free-Domain, Border-land or Coastal Sea.

You can discard for no effect Belegaer or Great Ship from hand to let each Deep Coastal Sea region in the site path count as one region. Dúnadan Mariner can tap to have the company use Port-movement or discard Great Ship during the ORG phase to allow moving three more regions if moving with Port-movement or to a site in a CS. That method is the only mechanism for this player to use Port-movement. Twice-baked Cakes and Royal Navy provide extra movement either by land or by sea.

Fair Sailing will lower your HL for each CS region in your site path. Thus, try to move along the Harad Coast by sea. Grace of Uinen can fetch this resource.

Belegaer allows long movements from Gondor to Harad and lowers your HL by two to a minimum of two. This resource can move a company from Dol Amroth to Lindon to Bay of Tulwang. There is only one copy in the deck so use it well to travel far.

Great Ship allows a company moving with a CS region to tap to cancel the effects of one hazard that targets the company. This resource will be fetched by Swan of Amroth.

Hair of Uinen is a unique environment long-event. It cancels Drowning Seas, Storms of Ossë, and Winds of Wrath. Additionally, with GOM in play any hero elf or dúnadan can tap to give -2 prowess or -1 body to a hazard creature attack against his company keyed to a CS or at a site in a CS. Grace of Uinen can fetch this resource.

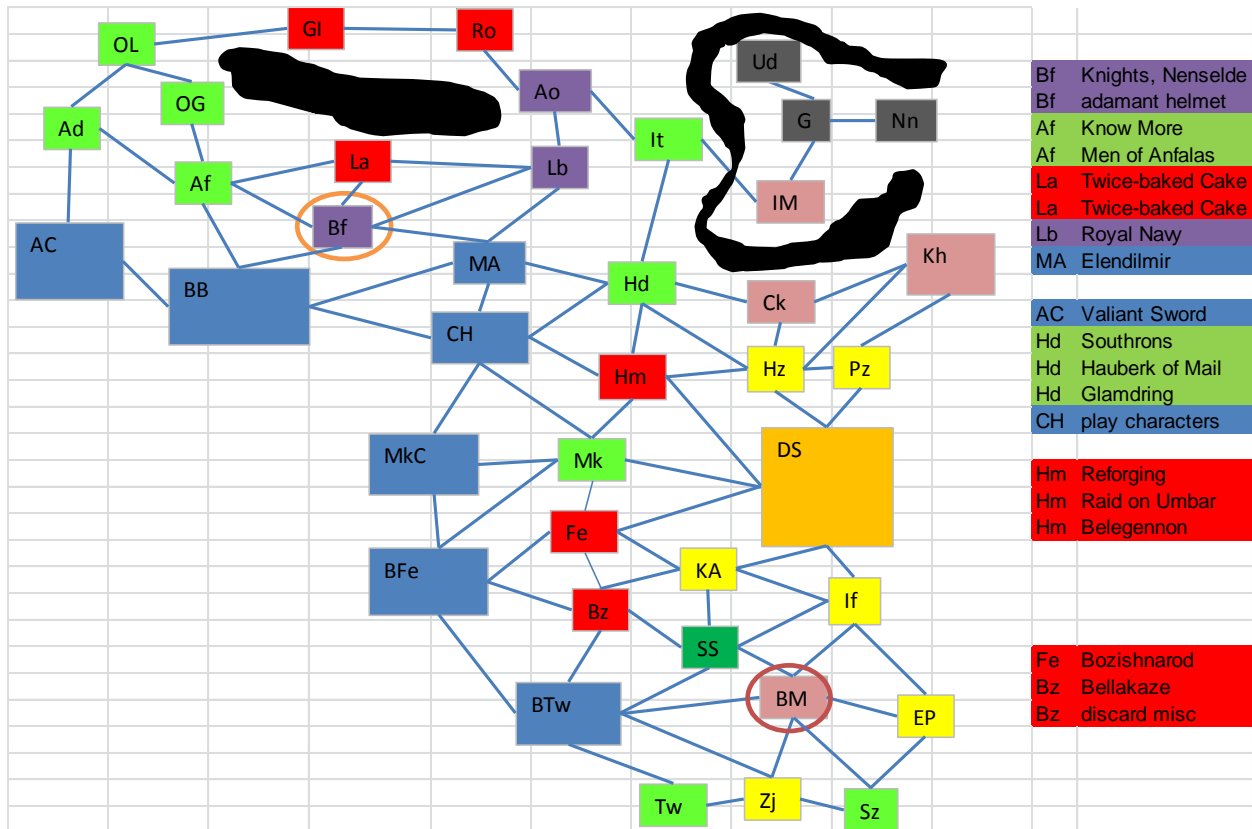
Other resources to play include Marvels Told. Concealment helps avoiding nasty attacks by sea or land. Each moving company has a Scout. Elf-friend allows Lothiriel to control 4-mind Lardin Aril. Stories of the Eldar Days allows the avatar to play Tales of the Hunt and Gift of Comprehension on any character and these resources have one less CP. Tales of the Hunt allows the bearer to tap to untap another in his company. Gift of Comprehension grants the bearer the Sage Skill. Ulmo's Watch is a long event. When one of the companies move with triple Wilderness or a single CS in their site path the hazard limit is decreased by two. With Gates of Morning in play an elf, dúnadan, maia or wizard can tap to discard a card placed on-guard. Reunion will be played at Dol Amroth to help with transferring items.

ENVIORNMENT

This player has many environment events resource and hazard. The purpose is to keep Balance Between Powers in play. There are 10 hero resource environments and 8 hazard

environments. The ally Nenseldë will recycle these resources. Two GOM and 3 BBP are the core cards. Quiet Lands will mainly be used to reduce the strikes at AA to half of Ruins and Shadowholds. It is the only short-event. There are eight Ruins to visit.

There are three long-events other than Hair of Uinen. Star of High Hope is the key resource. It will provide +1 to all dúnadan and elves in the Division, which will help the Guild of Elements. Sun adds prowess to men and dúnadan. With GOM it reduces AA and creature attacks by one. Clear Skies need GOM to provide +2 to hero characters. Hair of Uinen is also an environment, but it can be fetched with another resource. Consider CvCC when these prowess boosters are in play.



Imrahil shares some regions. Cirdan, Denethor, Theoden, and Pallando may be near this Lord. Edhellond also has Cirdan tapping. Hau Nysrin is not a haven for Imrahil, but can be used as a safe location while moving in Bellakar. Pelargir and Vale of Erech are also used by Denethor, but the sites lack attacks. Tharagrondost is tapped by Theoden, but Imrahil will only use its special ability.

SITES

Nine of the 19 sites to visit are ports. Under-deeps and dark-holds will not be visited by this player. Only two resources are playable more than four regions from Belfalas. All of the sites to play resources noted below are within six region movement from Dol Amroth. Several AA become normal if the company contains an elf. Only sites in Lamedon do not border a Coastal Sea. Bay of Tulwang and Bozish-Mar will be the southernmost regions to visit and that if only for combat. Haronder will be the northernmost and easternmost region to visit on the other side of the Anduin River. Eight sites are either one or two region movement from the Lord-haven.

Dol Amroth is the Lord-haven for this avatar. Two resources will be played at this site: a faction and an ally. The faction will be played first, then the ally. The two Sages will squat at this site and then be at this site while it is tapped. The avatar can tap to fetch Tower of Amroth from the discard pile. That stage resource makes Dol Amroth a protected Lord-haven. Seaward Tower is played when a Lost Knowledge resource is discarded. When a company is at this site any other company at or moving to Anfalas, Belfalas, or Bay of Belfalas forces the showing of the hazard player's creatures playable against the company. Only those creatures revealed are allowed to be played on the companies. Factions in these regions can tap to cancel such creature attacks.

There are many free-holds along the coasts. Pelagir has the faction Royal Navy. Linhir is a port with nothing playable normally. But if a Man or Dunadan discards a major item, then you may play from the sideboard a non-unique major item. Discard a minor item to play Adamant Helmet. Far down the coast six regions away is the faction Bellakaze at port Korlea, which has a detainment AA. Edhellond allows Information if you can pass the detainment automatic attack. When You Know More is there.

Border-holds are just as common. Lond Galen in Gondor has the Men of Anfalas faction. Twice-baked Cakes can be played at border-holds in Lamedon (Vale of Erech, Calembel). Southron Oasis will be dangerous to visit being so near to Mordor. The Southrons faction is found at that site. Bozishnarod are playable at the port site Ūrêzâyan, which has a detainment AA and six regions away. This site allows a sage to tap to discard one non-environment hazard event that mentions CS in its card text. Thus try to play the faction at a shadow-hold. Umbar is where you will strike at the heart of the Enemy. Your full force is needed. The AA is mild. Gobel Mírlond plays major items has a costly normal automatic-attack of 4s9p. Play Hauberk of Brightmail here.

Ruins and Lairs are found all of the items and other mission resources. Several such sites are found in Coastal Seas. Hoard sites are rare. The idea is to visit sites that are dangerous too for the opponent such as sites in Coastal Seas. Isle of Ulond is the home of a dragon that plays major items. Valiant Sword is there. Lighthouse at the Cape of Octopuses also has major hoard items. This site has a second AA if the first attack is not defeated. Think about playing Adamant Helmet here. Vamag is abode of undead. It has greater hoard items namely Belegonnen.

Glamdring is buried at the tomb of Haudh-in-Gwanûr with undead AA. Reforging is at An Karagmir in the next region. It is a hidden site requiring a Sun-lands character to tap. Discard Lost Knowledge to visit Benish Armon for playing Foliant of Warfare. The jewel Elendilmir is a lost item at Tolfalas. The company must first discard a Lost Knowledge resource. Be careful. Grace of Uinen is only playable at Tolfalas, so play the stage resource first or during the same site phase. Several Ruins play minor items including: Tol Uialgaer, Pelican Islands, Narik-Zadan,

and Nilulonde. Tol Uialgear has the ability to tap a Ranger bringing a character into play from the discard pile or sideboard at this site wounded. This can be done if a character is killed the previous turn.

A few shadow-holds are along the coasts. The only site of your interest is Bur Esmer in Bellazan. This site has the faction Bozishnarod and a hard AA of nine prowess.

AGENTS

Minion agents are a great threat to this avatar. Tower of Amroth prevents non-local agents from moving to Dol Amroth. Two copies of Hidden Knife will let you use a creature to attack a face-up agent. If the agent is not killed, then there is a good chance he will be wounded. Withdrawn to Mordor will either discard a faced-up agent or take him back to hand.

STAGE RESOURCES

This avatar will be using many stage resources that bring benefits and expose the avatar to hazard effects. Stories of the Eldar Days reduce SPs by one. Tower of Amroth (1) is the Lord-haven resource.

Knight of Dor-en-Erhil grants a Warrior Leadership and +2DI to characters with a home site in southern Gondor. Trusted Counsellor will be played on Urezir to grant +1 DI against those of his race for each of his skills. Bearer cannot be a follower to a non-avatar.

Skill Was Their Knighthood is a command event. Imrahil will likely play Skill Was Their Knighthood for protection. The leader may assign all strikes of an attack regardless of any character's status and attack's abilities. Up to two strikes can be assigned per character. This can allow Imrahil to protect Derufin and Duilin or for the Sand Lilies to target a large company of weak minions.

Swan of Amroth allows the avatar fetch cards. Son of Adrahil is a command event that can provide a bonus to influence or corruption checks to the avatar.

Grace of Uinen is an avatar card with 1CP and 1SP. Grace of Uinen is a unique permanent-event playable on Imrahil at Tolfalas. When in play Hair of Uinen is not discarded normally after one turn in play. And Nenselde the Wingild are not discarded as per its card text when in a company with Prince Imrahil and moving to a port or site in a Coastal Sea region. Tap this card to fetch Fair Sailing or Hair of Uinen.

Clad of War will be played late in the second playdeck to have the battle-gear items be worth full MPs, which is +6 item MPs.

At most this avatar will have seven SPs in play [Tower of Amroth (1), Trusted Counselor(1), Knight(1), Swan of Amroth(1), Skilled(1), Adrahil (1), Swan(1), Stories(-1)]. Son of Adrahil will later be discarded to allow Clad of War to be played. This will raise the SP to seven. Grace of Uinen can easily be discarded too.

FACTION WAR

Imrahil is vital in protecting Gondor from war. He will guard the southern borders. Choice of Doom will allow faction movement. A total of six factions will be played. Three are dual factions. When the two Bellakar factions are played move them south for war in Bozisha-Miraz to stop the advancement of the mumakril. Move Southrons eastwards to Nurn forcing minion

factions to stop them and to be away from Adunaphel's influencing.

Knights of Dol Amroth, Royal Navy, and Men of Anafalas will guard Gondor. Knights and Men will move to Anorien. Royal Navy will use Númenór's Legacy to block the mumakril. This resource allows movement from its home region adjacent to the sea to any other such region. The mumakril will travel through eight such regions including Mumakan.

MARSHALLING POINTS

- C=7 There are ten 1-MP heroes and two 2-MP heroes. Expect to have six MP heroes in play.
- I=11 Clad of War will have the battle-gear items at full MPs. Two armour, two weapons, and a helmet is 10 MP. The jewel Elendilmir is 1MP.
- F=4 Six factions will be played. Three are dual factions. All will be in battle. May be expect a few MPs at the end of the councils from Knights and Men of Anafalas.
- A=2 This MP is Nenselde playable at the Lord's home site so it is full MP.
- M=2 When You Know More and Reforging will be table cards.
- K=6 This is a lot of MP. Consider tapping just to kill sea and man creatures.

HEROS

This avatar is in the Harad Division with Pallando, Valdacli, and Guild of Elements. You will not interact at all with the Guild or Valdacli. Pallando may have a company in Bellakar for a turn. Consider CvCC if minions ambush Pallando's characters in Bellakar. You will be moving two factions southwards from Bellakar to stop the mumakril. This diversion will help Valdacli's own factions to face less resistance.

For fun: GOM, Sun, Star of High Hope and Clear Skies provide a prowess boost = men +3, dúnadan+5, elves+4. In the South Division there are: 16 elves, 15 men, and 23 dúnadan.

OPPONENTS

Adunaphel is your main hazard opponent. This Ringwraith will play factions for battle in Gondor before the War of the Ring. Expect a company to be focused on CvCC too. Attack any of her minions if the minions raid into Gondor. You need to keep minion factions south of Ithilien. You can surprise minions in Bellakar using Twice-baked Cakes in movement for CvCC. Consider suckering CvCC by moving heroes to an island during the councils to unleash hazard sea creatures and events on the visitors.

Akhorahil, Indûr, and Court of Ardor are the other players in this Division. You will not see at all any of the Court and only Indûr's factions in battle. Your own factions are not expected to stop the mumakril host, but it will slow that faction. Position your own factions so movement for battle can be achieved with as little as two region movement. Akhorahil is expected to be south and east of Bozisha-Miraz so away from your heroes, but that Ringwraith may attack you if you are vulnerable. Attack his minions if they are north of Bozisha-Miraz and vulnerable.

DECK MANIPULATION

Some resources are able to be fetched by others. This avatar has 26 resources in the sideboard. Longbottom Leaf will bring six resources to the PD (two items, Dark Numbers, Reforging, Knight of Dor-en-Erhil, Grace of Uinen). Imrahil will tap near the end of the first

deck to have Raid on Umbar to be sent to the playdeck for quick play. The avatar will tap 4x will send 19 cards to the discard pile. The three tale events and two agent events are in the first set of five. Great Ship, BBP, and Hair of Uinen are in the second of five. You might bring one copy of BBP to the playdeck for quicker play. Three factions will be played in the second deck. You may instead bring some to the playdeck that is why these are in the third set of five.

DECK MANIPULATION

1	Elendilmir	Leaf	
1	Belegennon	Leaf	
1	Knights of Dol Amroth		dp131
1	Southrons		dp132
1	Bozishnarod		dp133
1	Valiant Sword		dp134
1	When You Know More		dp135
1	Dark Numbers	Leaf	
1	Raid on Umbar	tap	
1	Reforging	Leaf	
1	Great Ship		dp121
3	Balance Between Powers		dp122,dp123,dp124
1	Hair of Uinen (Grace U)		dp125
2	Hidden Knife		dp111, dp112
1	Withdrawn to Mordor		dp113
1	Stories of the Eldar Days		dp114
1	Tales of the Hunt		dp115
1	Gift of Comprehension		dp145
1	Skilled Was T. Knighthood		dp141
1	Knight of Dor-en-Erhil	Leaf	
1	Grace of Uinen	Leaf	
1	Son of Adrahil		dp142
1	Clad for War		dp143
1	Numenor's Legacy		dp144

27 resources

action:	cards	tap
SB to DP	20	+4
SB to PD	1	+1
Leaf	6	---
Smoke	-	---
Lord card	-	-3
2 nd PD		

CREATURES

There are 19 creatures and one dual creature. Types include men, dúnadan and one maia. The creatures target those in Gondor, along the coast of Harad, or in the sea along Harad. All the creatures will hurt Adúnaphel, but are not likely to be playable elsewhere. This may clog the hand. No creatures are keyed to generic site types.

The Dunedain creatures will punish those violating Gondor. Stout Men of Gondor are region specific to Western and Southern Gondor specifically: Old Pukel-Land, Old Pukel-Gap, Andrast, Anfalas, Lamedon, Belfalas, Lebennin, Anorien and Rohan and sites there. Expect only a few minion players to be affected: Ardagor, Dwain, Dwar, Hoarmurath, and Adunaphel. Six strikes should bother everyone in the company, but a 7 prowess is weak. One target should not defeat his strike.

Knights of the Prince is a powerhouse unique creature. It is worth 3 MP for its four strikes, 10 prowess, and 8 body. It is detainment against hero companies. A few regions are targeted by this creature: Anfalas, Belfalas, Lamedon, Lebennin, Anorien and sites there. The special ability of this creature is tapping everyone after the attack if the attack is not cancelled. Recycle this creature in the second deck.

Dunadan Explorers are a sea-faring creature troubling pirates and scoundrels. It is rare to play needing Double Coastal Seas. It is worth 1 MP for its three strikes and 9/5 stats. This should keep it alive. It is detainment against hero and covert companies. Its specific regions include Bay of Belfalas, Coast of Harad, and Mouths of the Anduin. However, its range is increased greatly by the play of Gates of Morning or Sun. Then the creature can be keyed to any port and to any Free-Domain or Borderland adjacent to a Coastal Sea region. This will expand them against Indur and Akhorahil. This player has a copy of Sun, but no one has Moon in this Division.

South of Umbar men and dúnadan creatures prowl the seas and coasts. Seafaring Bellakarin are keyed to six regions and to port sites in six other regions. With four strikes at 8 prowess this creature will tap all minions and most likely be detainment. Sorijan Raiders have less common than the Seafarers and are keyed to less regions, which include those south of Felaya. This attack of three strikes at 8 prowess becomes * if the company has faced Seafaring Bellakarin earlier in the turn.

The animal is Sloth-bear keyed to Wilderness adjacent to Deserts and Deserts adjacent to Wilderness. This is 17 total regions. If any strike or the attack is cancelled, then the hazard player can play this creature again from the discard pile that turn. This animal (bear) creature has one strike at a mild 9 prowess, but there is a body of four.

Sand-drake is tough drake hard to fight and frightening to face. It is keyable to Double Deserts. Doors of Night expands its range to Bozisha-Miraz, Chelkar, Harondor, Hyarmenfalas, Khand, Lurmsakun, and Mardruak. It can also be keyed to any Desert in the Sun-lands. Its three strikes of 12 prowess is tough especially noting it can choose defending characters.

Tavir is a unique creature and short-event. As a creature can be keyed to any Jungle or Ruins in Suza Sumar. It has two tough strikes at 11 prowess that are chosen by the attacker. Else, up to two non-Elf, non-overt characters moving to a Ruins or Lairs in the Sun-lands are tapped.

Creatures

- FH:
- BH:
- RL:
- SH:
- DH:
- UD:

-
- FD:
 - BL:
 - 3 W Sloth-bear*
 - 1 J Tavir
 - SL
 - DD Sand-drake
 - CS
 - 3 CS2 Explorers
 - 3 T Sloth-bear*

-
- 3 Old Pukel Land/Gap/Rohan Stout
 - 3 Anfalas Stout
 - 4 Anorien Stout Knights
 - 4 Belfalas/Anfalas Stout Knights
 - 4 Lebennin/Lamedon Stout Knights
 - Ithilien
 - Chelkar (Sand-drake)
 - Khand (Sand-drake)
 - Lurmsakun (Sand-drake)
 - 3 Harondor (Sand-drake) Seaf-port
 - 3 Hyarmenfalas (Sand-drake) Seaf-port
 - 6 Mardruak (Sand-drake) Seaf-port Sorijan-port
 - 6 Felaya Seafaring Sorijan-port
 - 6 Bellazen Seafaring Sorijan
 - 6 Borisha-Miraz (Sand-drake) Seaf-port Sorijan-port
 - 3 Bay of Belfalas Explorers
 - 3 Mouths of the Anduin Explorers
 - 6 Coast of Harad Explorers Seafaring
 - 3 Mardruak Cape Seafaring
 - 6 Bay Felaya/Tulwang Seafaring Sorijan
 - 3 Kurryan Bay/Tulwang Sorijan

Hazard EVENTS-32

These hazards are will burden avatars, sea voyagers, and factions. There are eight hazard environment events, six faction hazards, and six tapping hazards.

Base cards-2

There are two Twilights.

Corruption/avatar:-7

Lure of Conquest is playable on an avatar with a mustering resource. Since it is a corruption hazard it cannot be played on Ringwraiths, Dragons, Demons or Balrogs. The victim receives 1 CP for each of his factions not in its home region. This can be great.

Tidings of Doubt and Danger is playing on a Ringwraith that reduces his DI by two. This will hurt faction influencing Ringwraiths.

Power Relinquished to Artifice is also playable on a Ringwraith that reduces his prowess and DI by one.

Main Theme: Sea-7

This theme is harasses sea movement. Be careful that these hazards do not hurt you. Lost at Sea stalls minions during the site phase. Drowning Seas, short-event environment, forces the discarding of one item and two cards or if DON in play to return the company to its site of origin. Noose of the Sea is a long-event cancels resource short-events playing during the ORG phase. Such events cannot cancel this hazard. Sea-Blockade is a permanent-event is playable on a port. No port-movement is allowed with the site. No company moving to/from the port may include a CS in it site path and starter movement is void if a CS is included.

Secondary Theme: Stat-7

This theme reduces the stats of minions or taps minions. Quicksand is a permanent-event environment on minion with a base prowess less than four moving in the Sun-lands. His companions must tap to make a roll that sum of the base prowess must exceed 14 or the character cannot move. The Sun Shone Fiercely is an long-event environment that reduces the prowess of orcs, trolls, dwarves and Ringwraiths on surface sites. Gondor Division has zero dwarves. Use this hazard in the preservation of BBP.

Nothing to Eat or Drink is playable on a minion company at or moving to a safe-hold. Such a company has all minions with -1 modifiers to prowess and body.

Burdensome Commands decreases a non-avatar stats with a mustering event of -2 mind, -1 DI, and -1 prowess. This may bother his followers under his command.

Tertiary: Faction-7

Factions will be marshalled against Gondor, so why not discard them? Muster Disperses may do this in conjunction with the other hazards to reduce influence. Call of Home may catch an opponent low on general influence to discard a vital minion. Trouble on All Borders should only be played on a minion faction away from heroes such as those in Mordor, Rhûn, Uttersouth, or at Bozisha-Miraz.

Dark is the Hour is playable on a unique faction away from its home region. Its prowess is reduced by one. It can be discarded if the faction initiates and wins a faction battle.

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

+IMRAHIL

W/R/D

Man-Lord

[GI: 20, DI: 4(7), Mind: 7, Prowess/Body: 5/8]

Unique: Manifestation of Imrahil. Leader. +3 DI against dunadan and elf characters. +2 DI vs Knights of Dol Amroth. Can keep one more card than normal in hand while at Dol Amroth. During the start of the organization phase of your opponent, if he has a company without an agent at a non-haven site in Belfalas, you may look at his hand.

Turn 01 @ Dol Amroth

U	Strider	8	2	6	9	Dun	W	Sc	R			0	Trusted Counsellor
U	Vygavril	3	1	2	7	Man		Sc			D	0	Horn of Arnor
U	Ûrêkhâd	4	0	5	8	Dun	W					0	
U	Dunadan Mariner	3	0	3	7	dún			R			0	Miruvor
U	Lothíriel	2	0	1	7	Dun				Sa		0	Miruvor

Hand-8, mp6, sp3, pd81

Bellakaze		0
Great Ship	Smoke Rings	
Sand-drake		0
Quiet Lands	Fair Sailing	
0	Tavir, the Y'shar	

Haz: All This Dwarvish Racket

Untap

ORG

Good cards to move across the water to play a resource. Leave Strider and Lothiriel behind.
Other four use region cards. Play Belegaer to move from Belfalas to Mardruak (Hazaj Tollin).
Great Ship is played.

MOVE

Urekhad, (Belegaer), FD-CS-CS-CS-CS-BL-fh, region

HL2, Dwarf plays Leaving Middle-earth.

HL0, Ardagor.

Strider, ph.

HL2, Dwarf-x, Ardagor-x, Necro plays Stormcrow.

SITE

Hazaj Tollin entered. AA1-Dunedain.2s7p, detainment.

Ûrêkhâd taps to cancel AA.

Vygarvil taps to make an INF attempt against Bellakaze, $+1.di+2.horn+6=9 < 10$, fail.

Smoke Rings shuffles Bellakaze.

END

Turn 2 @ Hazaj Tollin-U

T	Vygavril	3	1	2	7	Man		Sc			D	0	Horn of Anor
T	Úrèkhåd	4	0	5	8	Dun	W					0	
U	Dunadan Mariner	3	0	3	7	dún			R			0	Miruvor

@ Dol Amroth-U

U	Strider	8	2	6	9	Dun	W	Sc	R			0	Trusted Counsellor
U	Lothíriel	2	0	1	7	Dun				Sa		0	Miruvor
	Tower of Amroth												

Bellakaze		Fair Sailing	
Lost at Sea		Nothing to Eat or Drink	
Prince Imrahil		Dunadan Explorers	
Quiet Lands		Gates of Morning	
0		0	
Hand: 8	MP: 6	SP: 3	PD: 75

Haz: Leaving Middle-Earth, All this Dwarvish Racket

Untap

ORG

Prince Imrahil played at Dol Amroth. Avatar taps to place 5 resources in discard pile. Gates of Morning played. Transfer Horn of Anor to Urekhad. Prince stays. Others move to Korlea.

MOVE

Imrahil, ph.

HL3, Ardagor plays Twilight on Gates, gates discarded.

HL3, Witchking plays Plague of Wights.

HL1, Necromancer-x, Dwarf-x, Adunaphel plays Politics on Stider.

Urekhad, BL-BL-fh, region.

Longbottom Leaf shuffles Reforging and Grace of uinen. Smoke Rings shuffles Gates.

Plays Sun.

HL3, Ardagor-x, Witchking-x, Necromancer-x, Dwarf-x

HL3, Adunaphel plays Eärcaraxë aHunt.

SITE

Korlea entered, AA-dunadan.each.7p, detainment.

Only Vygavril is tapped.

Urekhad taps to make an INF attempt against Bellakaze.

+2.horn-1.ScathaHome+4.roll=5 < 11, fail.

awnd

END

Turn 3 @ Korlea-U

T	Vygavril	3	1	2	7	Man		Sc			D	0	
T	Ūrêkhâd	4	0	5	8	Dun	W					1	Horn of Arnor
U	Dunadan Mariner	3	0	3	7	dún				R		1	Miruvor

@ Dol Amroth

T	Prince Imrahil	7	8	5	9	Dún	W		R		D	0	
U	Strider	8	2	6	9	Dun	W	Sc	R			0	Trusted Counsellor
U	Lothiriel	2	0	1	7	Dun				Sa		1	Miruvor
	Tower of Amroth												

Tokens of War	Fair Sailing	
forgotten scrolls	Nothing to Eat or Drink	
Lost at Sea	Marvels Told	
Quiet Lands	Sloth Bear	
Drowning Seas	0	
Hand: 8	MP: 6	SP: 3
		PD: 67

Haz: The Sun Shone Fiercely, Doors of Night

NOTE: no problem with Trusted In play with Politics, will discard Strider anyway.

Untap

ORG

Lothiriel transfers Miruvor to Imrahil. Lothiriel taps to play Marvels Told to discard The Enemy is Watching, Strider taps to support, cc-2+1=auto. Strider is discarded. Imrahil returns Miruvor to Lothiriel. Tap avatar to place 5 resources in discard pile. Urekhad move to Hazaj Tollin. Prince Imrahil stays.

MOVE-ndwa

Imrahil, ph.

HL2, necro-x, dwarf-x, witchking-x, ardagor-x

HL2, Adunaphel plays politics on Lothiriel.

Urekhad, BL-BL-fh, region

Play Longbottom Leaf.

HL3, Necro plays Slayer keyed to BL, slayer.1s1lp two attacks.

Mariner taps to cancel on attack.

Vygavril taps, 2p+6roll=8, bc.10=killed.

HL1, Adunaphel-x

SITE

Hazaj Tollin entered. AA1-dunedain.2s7p, detainment.

Urekhad taps to cancel AA. Mariner taps to play Forgotten Scrolls.
He faces traps.1s8p. Rolls a 2 for prowess and 9 for bc=killed. Transfer Scrolls to Urekhad,
discards Miruvor.

END

Three characters now for this player in play.

Turn 4 @ Hazaj Tollin-T

T	Ûrêkhâd	4	0	5	8	Dun	W					2	Horn of Amnor	forgotten scrolls
---	---------	---	---	---	---	-----	---	--	--	--	--	---	---------------	-------------------

@ Dol Amroth-U

T	Prince Imrahil	7	8	5	9	Dûn	W		R		D	0		
T	Lothriel	2	0	1	7	Dun				Sa		1	Miruvor	Politics
	Tower of Amroth													

Seafaring Bellakarin	Fair Sailing		
Quicksand	Prince Imrahil		
Lost at Sea	Concealment		
Quiet Lands	Bellakaze		
Dark Numbers	0		
Hand: 9	MP: 1	SP: 3	PD: 61

Haz: Doors of Night, Great Need or Purpose

Untap

ORG

Prince Imrahil taps to place 5 cards in discard pile. Urekhad moves to Southron Oasis. Others stay.

MOVE-wadn

Urekhad, BL-W-BL-W-bh, region.

HL2, Wking-moves agent Elerina for the first time from Mount Gundabad (adjacent to a home site) to Framsburg, then using Great Need or Purpose move to Celebannon.

Imrahil, ph.

HL2, Wking-x, Ardagor-x, Dwarf-x, Necro-x, Adunaphel-x

SITE

END

Turn 5 @ Southron Oasis-U

T	Ûrêkhâd	4	0	5	8	Dun	W					2	Horn of Amnor	forgotten scrolls
---	---------	---	---	---	---	-----	---	--	--	--	--	---	---------------	-------------------

@ Dol Amroth-U

T	Prince Imrahil	7	8	5	9	Dún	W		R	D	0			
U	Lothíriel	2	0	1	7	Dun				Sa	1	Miruvor	Politics	
	Tower of Amroth													

Dark Numbers	Fair Sailing		
Golasgil	Prince Imrahil		
Prince Imrahil	Concealment		
Quiet Lands	Twilight		
Duilin		0	
Hand: 9	MP: 1	SP: 3	PD: 56

Haz: Plague of Wights, All Dead All Rotten, Near to Hear a Whisper, Thrice outnumbered

Untap
ORG

Tap avatar to place 5 cards in discard pile. Imrahil moves to Vale of Erech. Urekhad moves to Lond Galen. Lothiriel stays.

MOVE-durh

Imrahil, FD-BL-bh, region.

HL2, Dwar plays Doors of Night. Imrahil plays Twilight.

Urekhad, W-C-FD-W-bh, region.

HL2, Dwar-x, Uvatha moves agent Dasakun to home sites.

Plays So You've Come Back on Urekhad.

Lothiriel, ph.

HL2, Adunaphel moves Pôn-ora-Pôn back to home sites.

SITE

Lond galen entered. No AA.

Urekhad makes an INF attempt against Men of Anfalas

+2.horn+1.race+6roll=9>8, pass.

END

Turn 7 at Dol Amroth-T

T	Prince Imrahil	7	8	5	9	Dún	W		R		D	1	Swan of Amroth				
U	Úrëkhâd	5	0	5	8	Dun	W					2	Horn of Amor	forgotten scrolls	So You've Come Ba		
U	Golasgil	5	2	4	7	Man		Sc	R			0					
U	Lothiriel	2	0	1	7	Dun				Sa		1	Miruvor				
	Tower of Amroth																

Dark Numbers	Úrezîr		
Sand-drake	Prince Imrahil		
Prince Imrahil	Concealment		
Reforging	Great Ship		
0		0	
Hand: 9	MP: 4	SP: 3	PD: 44

Res: Ordered to Kill

Haz: Tidings of Doubt and Danger, All Dead All Rotten, Near to Hear a Whisper, In Darkness Bind Them, Doors of Night, Full of Froth and Rage

Untap

ORG

Urekhad transfers Horn of Anor to Golasgil, $cc-2+6roll=4$. Transfers Forgotten Scrolls to him too. $Cc-1=auto$. Discard Urekhad. Imrahil and Lothiriel move to Edhellond. Golasgil moves to Pelargir.

MOVE-rdhu

Imrahil, FD-W-fh, region.

HL2, no hazards.

Golasgil, FD-FD-fh, region.

Plays Twilight on Doors.

HL2, Ren plays Doomed to Die on a Dunedain with body less than 9, $-2cc. -2-2+5roll=1$, close.

SITE

Edhellond entered. AA1-elves.3s9p, cancelled < 6 SP.

Lothiriel taps to play Reforging tapping the site.

Golasgil does not enter site. Ren, main hazard player, has face-down agent Vaal Gark at Pelargir. Near to hear a Whisper is used to have that agent attack. Hero taps to play Concealment canceling attack.

END

Turn 8 @ Edhellond-T

U	Prince Imrahil	7	8	5	9	Dún	W		R		D	1	Swan of Amroth	
T	Lothiriel	2	0	1	7	Dun			Sa			1	Miruvor	Reforging

@ Pelargir-U

T	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Ammor	forgotten scrolls
---	----------	---	---	---	---	-----	--	----	---	--	--	---	---------------	-------------------

Dark Numbers	Úrezîr		
Concealment	Prince Imrahil		
Prince Imrahil		0	
Argirion	Great Ship		
0		0	
Hand: 9	MP: 4	SP: 3	PD: 36

Res: Ordered to Kill

Haz: Tidings of Doubt and Danger, All Dead All Rotten, Near to Hear a Whisper, In Darkness Bind Them

Untap

ORG

Úrezîr is played at Pelargir. Avatar taps to shuffle Elendilmir. Imrahil+ moves to Dol Amroth. Urezir and Golasgil move to Linhir.

MOVE-hudr

Imrahil, W-FD-fh, region.

HL2, Hoarmurath plays Foolish Words on Imrahil.

Urezir, FD-FD-fh.

HL2, Dwar turns agent Baugur face-down.

SITE

END

Avatar card untaps Imrahil, he taps to fetch Tower of Amroth, which is played.

Lothiriel stores Reforging via Safe From the Shadow (Guild)

Turn 9 @ Dol Amroth-T

	Tower of Amroth																		
T	Prince Imrahil	7	8	5	9	Dún	W		R		D	1	Swan of Amroth						
U	Lothíriel	2	0	1	7	Dun				Sa		1	Miruvor						

@ Linhir-U

U	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Amror		forgotten scrolls				
U	Úrezír	6	1	5	8	Dun	W		R			0							

Dark Numbers	Glamdring		
Concealment	Marvels Told		
Prince Imrahil		0	
Argirion	Royal Navy		
Concealment		0	
Hand: 9	MP: 6	SP: 3	PD: 31

Res: Safe from the Shadow, Ordered to Kill

Haz: Tidings of Doubt and Danger, Full froth and Rage, Infested Jungles, Reaching Shadow, Dark Designs of Mordor, Bairnax at Home, Stormcrow

Untap

ORG

Argirion is played at Linhir. Lothiriel transfers Miruvor to Imrahil, cc -1 auto. Lothiriel taps to play Marvels Told to discard Dark Designs of Mordor with Imrahil tapping to support, cc-2+1sup=auto. Lothiriel stays. Imrahil moves to Pelargir. Others move to Haudh-in-Gwanûr.

MOVE-mfak

Lothiriel, ph.

HL2, Felagrog plays Outpost.

Urezir, FD-C-W-rl, region.

HL3, Mouth plays Outpost.

HL1, Azog plays Minions Stir.

Imrahil, FD-FD-fh, region.

HL2, Khamaul plays River. Moves face-down agent Raisha at Lossarnach to Pelargir and turns up.

Star of High Hope is played. Untap with avatar card.

SITE

Haudh-in-Gwanûr entered. AA1-undead.1s10p

Golasgil taps playing Concealment to cancel. Arigiron taps to play Glamdring.

Urezir taps to play Forgotten Scrolls. He faces a trap attack, 1s8p, tapped, 5p-1t+11p=15.

END

Reunion is played at Dol Amroth.

[Since last turn, Lothíriel was discarded by diplomat agent along with all site cards and Argirion wounded by Dwar the Ringwraith]

CvCC by Dwar

Dwar plays Some Secret Art Flame.

T	Dwar the Ringwraith	x	2	9	10	RW	W	Sc		Sa		x	Creating Their Domain	Gé of Oga	Black Ride
T	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Armor	forgotten scrolls	
T	Úrezir	6	1	5	8	Dun	W		R			1	forgotten scrolls		
T	Argirion	4	1	5	7	Dún	W					1	Glamdring		

Argirion faces strike.

Dwar tapped, $9p-1t+4.sor+6roll=18$.

Argirion tapped, $5p+3w+7roll=15$. Wounded. Bc.7

[forgot to wound Argirion now, but fixed it on Turn 11.]

Turn 10 @ Haudh-in-Gwanûr-T

T	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Amor	forgotten scrolls
T	Urezir	6	1	5	8	Dun	W		R			1	forgotten scrolls	
T	Argirion	4	1	5	7	Dún	W					1	Glamdring	

@ Pelargir-U

U	Prince Imrahil	7	8	5	9	Dún	W		R		D	2	Swan of Amroth	Miruvor
---	----------------	---	---	---	---	-----	---	--	---	--	---	---	----------------	---------

Dark Numbers	Drowning Seas		
Grace of Uinen	0		
Hauberk of Bright Mail	Elendilmir		
Gates of Morning	0		
Concealment	Nenseldë the Wingild		
Hand: 9	MP: 8	SP: 2	PD: 18

Res: Star of High Hope, Ordered to Kill

Haz: Tidings of Doubt and Danger, Fearful Sun, Full froth and Rage, Infested Jungles, Reaching Shadow, Bairnax at Home

UNTAP

ORG

Gates of Morning played. All move to Tolfalas.

LONG Star of High Hope discarded.

MOVE-fkam

Urezir, W-C-rl, region.

HL3, Khamual moves face-up agent Raisah from Pelargir back to Lossarnach; already moved to Tolfalas tapping the agent. Moves face-down for first move Nimloth to Strayhold.

Imrahil, FD-C-rl, region.

HL2, no hazards

SITE

Tolfalas entered. AA1-undead.3s7p

Golasgil taps to play Concealment.

Urezir discards Lost Knowledge (forgotten Scrolls) to play Elendilmir tapping the site.

Grace of Uinen played on Imrahil, he taps.

Adunaphel should of played Ancient Rite on the site by now.

END

TURN 11

@ Tolfalas-T

T	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Amor	forgotten scrolls		
T	Úrezir	6	4	5	8	Dun	W		R			2	Elendilmir			
W	Argirion	4	1	5	7	Dún	W					1	Glamdring			
U	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	Swan of Amroth	Miruvor	Grace of Uinen	

Dark Numbers	Marvels Told
Nenseldë the Wingild	Gates of Morning
Foliant of Warfare	Duinhir
Twilight	The Seaward Tower
0	0
Hand: 9	MP: 9
SP: 3	PD: 7

Res: Gates of Morning

Haz: Infested Jungles, Reaching Shadow, Leucaruth/Agburanar at Home

UNTAP

ORG

Avatar taps to fetch Tower of Amroth. Golasgil transfers Forgotten Scrolls to Argirion, cc-1-1+3roll=1, pass. Imrahil+ move to Dol Amroth. Others move to Monastery of the True Faith.

MOVE-amkf

Imrahil, C-FD-fh, region

HL2, Khamaul has agent Raisha turn face-down

Urezir, C-C-C-BL-h, region

Urezir taps to reveal this site.

Plays Doom of Choice

HL2, Azog plays Minions Stir.

Keys Orc-Raiders to BL. Then plays Orc Archers. Each.6p

Urezir tapped, 5p-1t = auto.

Golasgil taps, 4p auto.

+

Orc Raiders. 4s6p (MS=5s7p) Extra strikes to Golasgil

Urezir tapped, 5p-1t+5roll=9.

Golasgil tapped, 4p-1t-3s+7roll=7, tie.

[Needs to draw last Smoke Rings so to fetch Lothiriel.]

Twilights Gates of Morning. Plays Gates of Morning.

SITE

Dol Amroth entered.

Forgotten Scrolls discarded to play The Seaward Tower.

END

Smoke Rings shuffles Lothíriel

TURN 12

@ Dol Amroth-U

T	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	The Seaward Tower			
W	Argirion	4	1	5	7	Dún	W					1	Swan of Amroth	Miruvor	Grace of Uinen	
													Glamdring			

@ Monastery of the True Faith-U

T	Úrezir	6	4	5	8	Dun	W		R			2	Elendilmir			
T	Golasgil	4	2	4	7	Man		Sc	R			1	Horn of Amnor			

Dark Numbers	Marvels Told		
Nenseldë the Wingild	Belegennon		
Foliant of Warfare	0		
Bellakaze	Lothíriel		
Tower of Amroth	Nilûphel		
Hand: 9	MP: 9	SP: 3	PD: 102

Haz: Infested Jungles, Reaching Shadow, Soldiers of the Dark Lord, Agburanar at Home
Minions Stir, The Way is Shut

UNTAP

ORG

Nilûphel played at home site. Tower of Amroth played on Dol Amroth. Avatar taps to place 5 resources in discard pile. Urezir+ move to Vamag. Imrahil+ stay.

Hair of Uinen is fetched when Grace of Uinen is tapped. Hair of Uinen is played.

LONG The Way is Shut is discarded.

MOVE-kfma

Imrahil, h

HL2, Khamaul moves agent Nimloth from Easterling Camp to Iorag Camp.

Urezir, W-BL-rl, region.

HL3, Khamual plays Outpost.

HL1, x

Smoke Rings shuffles Gates of Morning.

SITE

END

Niluphel taps to play Marvels Told, Golasgil taps to support, cc auto.

Soldiers of the Dark Lord is discarded.

TURN 13

@ Dol Amroth-U

U	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	The Seaward Tower	Tower of Amroth	
T	Argirion	4	1	5	7	Dún	W					1	Swan of Amroth	Miruvor	Grace of Uinen
													Glamdring		

@ Korlea-U

U	Úrezir	6	4	5	8	Dun	W		R			2	Elendilmir
T	Golasgil	4	2	4	7	Man		Sc	R			1	Horn of Amnor
T	Nílúphel	5	1	2	9	Dun		Sc		Sa		0	

Dark Numbers	0
Nenseldë the Wingild	Belegennon
Foliant of Warfare	Gates of Morning
Bellakaze	Lothíriel
Duilin	Concealment

Res: hair of Uinen

Haz: Lure of Power, Leucaruth at Home, From the Pits of Angband, Cult of the Eye

UNTAP

ORG

Lothíriel played at Dol Amroth. Plays gates of Morning. Imrahil+ moves to Vale of Erech.

Urezir+ move to Bur Esmer. Lothiriel stays.

MOVE-sdft

Lothiriel, h.

HL2, Durlach plays Twilight to remove Gates of Morning.

Urezir, BL-W-BL-BL-sh, region.

HL3, Adunaphel moves agent On-Eno from home site to Bur Esmer.

Imrahil, FD-BL-bh, region.

HL2, x

SITE

Dol Amroth entered. No AA. Lothiriel taps to play nenselde the Wingild tapping the site.

+

Bur Esmer entered. AA1-men.each.9p (detainment).

Niluphel taps to play Concealment.

Golasgil taps to play Dark Numbers.

On-Eno attacks face-down.

On-Eno, 1p+2.fd+7roll=10, wounded, bc.10, killed.

Urezir taps, 5p+6roll=11

END

TURN 14

@ Vale of Erech-U

U	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	Swan of Amroth	Miruvor	Grace of Uinen
U	Argirion	4	1	5	7	Dún	W					1	Glamdring		

@Dol Amroth-T

T	Lothíriel	2	0	1	7	Dun				Sa	0	The Seaward Tower	Tower of Amroth
U	Nenseldë the Wingild	3	x	x	x	maia					a		

@ Bur Esmer-U

U	Úrezir	6	4	5	8	Dun	W		R			2	Elendilmir	
T	Golasgil	4	2	4	7	Man		Sc	R			1	Horn of Amor	Dark Numbers
T	Nilúphel	5	1	2	9	Dun		Sc		Sa		0		

Seafaring Bellakarin	forgotten scrolls
Royal Navy	Marvels Told
Foliant of Warfare	Nothing to Eat or Drink
Bellakaze	Clad for War
0	0
Hand: 9	MP: 13
SP: 3	PD: 79

Res: hair of Uinen

Haz: Fearful Sun, Infested Jungles, Enemy at Hand, Beacons Alight, Lure of Power, Leucaruth at Home, Cult of the Eye

UNTAP

ORG

Clad for War played. Lothiriel taps to play Marvels Told to discard Lure of Power, cc-2+9roll=7. Nenselde taps to fetch Star of High Hope, that event is played. Grace of Uinen taps to fetch Fair Sailing, which is played on Urezir's company.

Imrahil moves to Pelargir. Lothiriel stays. Urezir moves to Hazaj Tollin.

MOVE-dtfs

Lothiriel, h.

HL2, Durlach plays Arda Marred and Trouble on All Borders on Men of Anfalas.

Urezir, BL-W-BL, region, Fair Sailing

HL3-1,

Oh, Adunaphel has Storms of Osse in hand.

Niluphel taps to play Marvels Told to discard Trouble, cc-2+8roll=6.

Imrahil, BL-FD-fh, region.

HL2, Durlach plays From the Pits of Angband.

SITE

Pelargir entered. No AA

Imrahil taps to make and INF attempt on Royal Navy,
 $+3.\text{card}+1.\text{mod}(\text{dunadan})+6.\text{roll}=10$, fail.

Hazaj Tollin entered. AA1-dunedain.2s7p, detainment

Urezir, u, $5p-3x+1.\text{start}+7.\text{roll}=10$.

Golasgil, u, $4p-3x+1.\text{star}+8.\text{roll}=10$.

Golasgil taps to make an INF attempt on Bellakaze, discards Dark Numbers

$+2.\text{di}+2.\text{horn}+3.\text{Dark}-2.\text{mod}(\text{faction in Bozisha-Dar})+8.\text{roll}=13>10$, pass taps the site.

Urezir taps to play Forgotten Scrolls. Traps.1s8p

Urezir, t, $5p-1t+1.\text{star}+4.\text{roll}=9$.

Hidden Knife with Stout Men of Gondor against Súrion

Not a company, so dunadain.6s7p

Surion, t, $5p-5s+5.\text{roll}=5$, wounded, bc.12 = killed.

END

Necromancer on Radagast turn

Pilfered Anything Unwatched is played on Elwen, selects Lothiriel.

$+5.\text{home}+7.\text{roll}=12 > 5+2.\text{mind}$, character to hand, discard ally.

Lothiriel discarded by agent. Tapped Dol Amroth is discarded. Now this is a problem.

I will go ahead and be nice to send the site to the location deck since I have already mishandled this deck by starting with Strider. But will play it tapped though. And I think that I only sent Elwen to hand using Withdrawn to Mordor; 5 mind agent is discarded.

TURN 15

@ Pelargir-U

U	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	Swan of Amroth	Miruvor	Grace of Uinen
U	Argirion	4	1	8	7	Dún	W					1	Glamdring		

@ Hazaj Tollin-T

T	Úrezir	6	4	5	8	Dun	W		R			3	Elendilmir	forgotten scrolls
T	Golasgil	4	2	4	7	Man		Sc	R			1	Horn of Amnor	
T	Nilúphel	5	1	2	9	Dun		Sc		Sa		0		

0	Hamgorin
Tokens of War	Withdrawn to Mordor
Belegaer	0
Lothíriel	Foliant of Warfare
Smoke Rings	Adamant helmet
Hand: 9	MP: 14
SP: 5	PD: 59

Res: hair of Uinen, Star of High Hope

Haz: Fearful Sun, Infested Jungles, Enemy at Hand, Beacons Alight, Leucaruth at Home, Hurling Rocks, From the Pits of Angband, Trouble on all Borders (Men of Anfalas)

UNTAP

ORG

Withdrawn to Mordor discards Elwen. Smoke Rings shuffles Seaward Tower.

Imrahil taps to shuffle Knight of DE. Urezir+ move to Benish Armon. Imrahil moves to Dol Amroth.

LONG Star of High Hope discarded.

MOVE-fstd

Urezir, C-C-C-rl, region.

HL3, Smaug plays Echoes of Morgoths Cry to fetch and play Spawn of Ungoliant.

HL3, Adunaphel moves agent Pon-ora-Pon to home sites.

Imrahilm FD-FD-fh, region.

HL2, x

SITE

Benish Armon entered. AA1-men.2s8p, AA2-demon.1s12p. (x1 = 3s9p, 2s13p)

Argirion taps to face two strikes.

1-Argirion, u, $5p+3wp-3x+12roll=17$.

2-Argirion, t, $5p+3wp-3x-1t+5roll=9$, tie.

Urezir, u, $5p-3x+7roll=9$.

Golasgil taps to play Concealment cancelling attack.

Foliant of Warfare played by Nilúphel, taps site.

Urezir taps to play Adamant Helmet.

END

Sand-drake recycled by From the Pits of Angband.

TURN 16

@ Dol Amroth-U

T	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	Swan of Amroth	Miruvor	Grace of Uinen
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@ Benish Armon-T

T	Úrezir	6	4	5	8	Dun	W		R			3	Elendilmir	forgotten s Adamant helmet
T	Golasgil	4	2	4	7	Man		Sc	R			1	Horn of Amor	
T	Nilúphel	5	1	2	9	Dun		Sc		Sa		0	Foliant of Warfare	
T	Argirion	4	1	8	7	Dún	W					1	Glamdring	

0	Prince Imrahil		
Twilight	Sun		
Hauberk of Bright Mail	Trusted Counsellor		
Lothíriel	The Seaward Tower		
Call of Home	Dark Numbers		
Hand: 9	MP: 15	SP: 5	PD: 40

Res: hair of Uinen, Safe From the Shadow

Haz: Fearful Sun, Infested Jungles, Tidings of Doubt and Danger, Full of Froth and Rage, Leucaruth at Home, Many Shapes of PF

UNTAP

ORG

Lothíriel played at Dol Amroth. Prince Imrahil taps to fetch Tower of Amroth and plays it. Avatar transfers Miruvor to Lothíriel, she taps to support, cc-1-1-1+2.lothíriel=auto. Imrahil and Lothíriel stay. Others move to Gobel Mirlond.

LONG Sun played.

MOVE-dtsf

Faction move: Bellakaze move to Bellazen from Felayja.

Imrahil, h

HL2, Throkmaw moves agent Om-buri-Om from Dale to Shrel-Kain.

Moves agent Lomelinde from Dale Logath Camp back to Barak Shathûr.

Urezir, CS-W-bh, region

HL4, Throkmaw moves agent Baduila from Mount Gundabad first to Gladden Fields then to Steel Fell.

HL2, x

SITE

Gobel Mirlond entered. AA1-men.4s9p, x1=5s10p, detainment

Urezir taps to face two strikes. Nilúphel taps to face two strikes.

Argirion, u, 5p+3wp-3x+10roll=15.

Golasgil taps to play Hauberk of Bright-mail, site taps.

Argirion taps to play dark Numbers.

END

GAME POINTS: 1
Karma of Aldarion

TURN 17

@ Dol Amroth-U

T	Prince Imrahil	7	8	5	9	Dún	W		R		D	3	Swan of Amroth		Grace of Uinen
													Tower of Amroth		

@ Gobel Mirlond-T

T	Urezir	6	4	5	8	Dun	W		R			3	Elendilmir		forgotten s Adamant helmet
T	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Amor		Hauberk of Bright Mail
T	Niŋphel	5	1	2	9	Dun		Sc		Sa		0	Foliant of Warfare		
T	Argirion	4	1	8	7	Dún	W					1	Glamdring		Dark Numbers

Knights of Dol Amroth	Prince Imrahil
Twilight	Stories of the Eldar Days
Longbottom Leaf	Trusted Counsellor
Gates of Morning	The Seaward Tower
0	Balance Between Power:
Hand: 9	MP: 17
SP: 5	PD: 28

Res: Safe From the Shadow, Hair of Uinen, Sun,

Haz: Tidings of Doubt and Danger, Fearful Sun, Full of Froth and Rage, Infested Jungles, Dragon Arises, Wardens of the Night

UNTAP

ORG

Stories of the Eldar Days played on avatar. Gates of Morning played. Balance Between Powers played. Plays Longbottom Leaf to shuffle Raid and Karma. Imrahil stays. Others move to Dol Amroth. Urezir transfers Adament Helmet to Argirion tapping Elendimir for support, cc auto.

Faction move: Bellakaze move to Mardruak through Felayja from Bellazen.

MOVE-AdcAki

Imrahil, h

HL2, x

Urezir, W-CS-FD-h, region

HL4, Adunaphel plays Pride Increased with Despair on Urezir and Golasgil.

HL1, x

Replace Trouble on All Borders in hand with Great Secrets Buried There.

[GSBT finds Karma of Aldarion]

SITE

Dol Amroth entered. Imrahil taps to make an INF attempt on Knights of Dol Amroth.

+3.di+2.card+1.mod(race)+4roll=10>8, pass.

The Seaward Tower played on Dol Amroth (discard Forgotten Scrolls)

END Taps SoA to fetch Son of Adrahil

TURN 18

[BBB too powerful. Replaced BBB x3 with Sun x1, Clear Skies x2]

[goals this turn. Move to play character and Karma both next turn]

U	Prince Imrahil	7	8	5	9	Dún	W		R		D	1	Tower of Amroth	The Seaward Tower				
U	Úrezir	6	6	5	8	Dun	W		R			2	Swan of Amroth	Grace of U	Stories of the Eldar			
U	Golasgil	4	2	4	7	Man		Sc	R			2	Horn of Arnor	Hauberk of Bright Mail			Pride Incr	
U	Nilûphel	5	1	2	9	Dun		Sc		Sa		2	Foliant of Warfare					
U	Argirion	4	1	8	8	Dún	W					2	Glamdring	Dark Numl	Adamant helmet			

Trusted Counsellor	0
0	Duinhir
Valiant Sword	Balance Between Power:
Derufin	Raid on Umbar
0	Concealment
Hand: 9	MP: 20
SP: 3	PD: 9

Res: Safe From the Shadow, Hair of Uinen, Ordered to Kill

Haz: Tidings of Doubt and Danger, Fearful Sun, Full of Froth and Rage, Infested Jungles, Mirage, Echoes of Numenor's Fall, Doors of Night

UNTAP

ORG

Grace of Uinen is tapped to fetch Fair Sailing, that is played on Imrahil's company.

Urezir stays. Niluphel moves to Vale of Erech. Imrahil+ move to Umbar.

Trusted Counsellor played on Nilûphel. Plays Sun (replaces BBB)

Faction move: Bellakaze moves to Harondor through Hyarmenfalas from Mardruak.

MOVE-CAKIAD

Urezir, h

HL2, Indur moves agent Ulrith to Mispir.

Niluphel, FD-BL-bh, region

HL2, adunaphel plays Outpost to recycle His Fury Betrayed Him

Imrahil, FD-C-C-BL-bh, region

HL3-1, x

SITE

END

TURN 19

@ Umbar-U

T	Prince Imrahil	7	8	8	9	Dún	W		R		D	2	Swan of Amroth	Glamdring	Grace of U	Stories of the Eldar Days	
U	Argirion	4	1	5	8	Dún	W					1	Adamant helmet	Dark Numbers			
U	Golasgil	4	2	4	9	Man		Sc	R			2	Horn of Amror	Hauberk of Bright Mail		Pride Increased with Despair	

@ Vale of Erech-U

U	Nilúphel	5	7	2	9	Dun		Sc		Sa		2	Foliant of Warfare	Trusted Counsellor		
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@ Dol Amroth-U

U	Úrezir	6	1	5	8	Dun	W		R			2	Elendilmir			Pride Increased with
													Tower of Amroth	The Seaward Tower		

0	Barliman Butterbur		
Prince Imrahil	Duinhir		
0	forgotten scrolls		
Dunadan Mariner	Raid on Umbar		
Knight of Dor-en-Erhil	Concealment		
Hand: 9	MP: 20	SP: 3	PD: 103

Res: Hair of Uinen

Haz: Fearful Sun, Full of Froth and Rage, Infested Jungles, The Enemy at Hand

Mirage, Awaken Denizens

UNTAP

ORG

Duinhir played at Vale of Erech. Knight of Dor-en-Erhil played on Urezir at Dol Amroth. Imrahil+ stay. Urezir stay. Niluphel and Duinhir move to Setamaenen.

Faction move: Bellakaze moves Anorien through Ithilien from Harondor.

MOVE-AkiAdc

Urezir, h

HL2, x

Imrahil, bh.

HL3, x

Niluphel, BL-rl, region

HL2, Akhorahil plays Twilight to discard Hair of Uinen; Imrahil plays Twilight.

Adunaphel moves agent Pon-ora-Pon to Setamaenen.

SITE

Setamaenen entered. AA1-traps.1s6p, AA2-pukel.1s8p

Niluphel, 2p+6roll=8

AA2, Duinhir, 4p-3x+7roll=8.

Pon-ora-Pon attacks.

Pon-ora-Pon, 1p+2.down+9roll=12,

Duinhir, $4p+6\text{roll}=10$, wounded. Bc.7, killed.

Umbar entered. AA1-men.3s9p

Golasgil taps to play Concealment to cancel AA.

Raid on Umbar played. Dark Numbers discarded.

EA1-men.3s8p

Prince Imrahil, $5p+3\text{wp}+4\text{roll}=12$.

Argirion, $5p-3x+6\text{roll}=8$

Golasgil, $4p-1t+3\text{roll}=6$, wounded. Bc.3

EA-men.2s9p

Avatar card untaps Imrahil. He taps to face two strikes.

1-Imrahil, $5p+3\text{wp}-3x+8\text{roll}=13$.

2-Imrahil, $5p+3\text{wp}-3x-1t+6\text{roll}=10$.

Argirion taps to keep card in play.

END

Smoke Rings shuffles Concealment.

TURN 20

@ Umbar-T

T	Prince Imrahil	7	8	8	9	Dun	W	R	D	3	Swan of Amroth	Glamdring	Grace of U	Stories of Adamant helmet
W	Golasgil	4	2	4	9	Man	Sc	R	2	Horn of Arnor	Hauberk of Bright Mail	Pride Increased with		

@ Setamaenen-T

U	Nilüphel	5	7	2	9	Dun	Sc	Sa	2	Foliant of Warfare	Trusted Counsellor
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@ DOI Amroth-U

U	Úrezir	6	1	5	8	Dun	W	R	2	Elendilmir	Knight of Dor-en-Erhil	Pride Increased with
										Tower of Amroth	The Seaward Tower	

0	Barliman Butterbur
0	Skilled Was Their Knight
Prince Imrahil	forgotten scrolls
Dunadan Mariner	Sloth Bear
Burdensome Commands	Seafaring Bellakarin
Hand: 9	MP: 20
SP: 4	PD: 94

Res:

Haz: Fearful Sun, Infested Jungles, The Enemy at Hand, Sand-storm

Mirage, Awaken Denizens, Doors of Night

UNTAP

ORG

Dunadan Mariner played at Dol Amroth. Grace of Uinen is tapped to fetch Hair of Uinen, which is played. Niluphel moves to Dol Amroth. Urezir+ move to Umbar with Mariner tapping to use Port movement. Imrahil+ stay.

Skilled Was Their Knighthood played on avatar.

MOVE-cAkIAd

Imrahil, bh,

HL2, Indur plays Twilight to discard Hair of Uinen.

HL2, Adunaphel plays Eärcaraxë aHunt

Plays Extravagate Tombs on Prince Imrahil.

Niluphel, BL-FD-h, region

Star of High Hope played.

HL2, Court plays Nature's Revenge on Ithilkir. [no hazard on site other than company's site]

Urezir, FD-CS-CS-BL-bh, region

Eärcaraxë aHunt attacks, dragon.3s15p6b (Pits=2s14p5b)

Úrezîr, 5p+1star+11roll=17, fail, bc.7, defeat

Dunadan Mariner, 3p-1t+1star+11roll=14, tie

HL2, x

Court deck exhaust

SITE
END

TURN 21
@ Umbar-T

T	Prince Imrahil	7	6	8	9	Dún	W		R		D	3	Swan of Amroth	Glamdring	Grace of U	Stories of	Adamant	Extravag	Skilled W
W	Golasgil	4	2	4	9	Man		Sc	R			2	Horn of Anor	Hauberk of Bright Mail				Pride Increased with Despair	
T	Úrezir	6	6	5	8	Dun	W		R			2	Elendilmir	Knight of Dor-en-Erhil				Pride Increased with Despair	
W	Dunadan Mariner	3	0	3	7	dún			R			0							

@ Dol Amroth-T

U	Nilúphel	5	7	2	9	Dun		Sc		Sa		2	Foliant of Warfare	Trusted Counsellor
													Tower of Amroth	The Seaward Tower

Ulmo's Watch	Barliman Butterbur		
Gift of Comprehension	0		
Númenór's Legacy	Lost at Sea		
Dunadan Explorers	0		
Royal Navy	0		
Hand: 9	MP: 19	SP: 7	PD: 83

Res: Ordered to Kill

Haz: Infested Jungles, Mirage, Doors of Night

UNTAP
ORG

Barliman Butterbur played at Dol Amroth [I know this is not his home site. A change to the deck has Barliman starting play at the site and I failed to discard Elwen with Withdrawn to Mordor due to thinking discarding was only for agents with a mind fewer than 5.]
Númenór's Legacy played on Knights of Dol Amroth. Golasgil transfers Horn of Anor to Mariner, cc auto. Gift of Comprehension played on Golasgil. Barliman stays. Imrahil moves to Urud-an-Khibil. Niluphel moves to Pelargir. Skilled Was Their Knighthood to hand. Grace of Uinen discarded.

MOVE-AdcAki

Barliman, h

HL2, x

Niluphel, FD-FD-fh,region

Taps to play Marvels Told to discard Mirage, cc-2-2res+8roll=4, pass.

HL2, Adunaphel moves agent Pon-ora-Pon to Pelargir.

Plays Storms of Ossë.

Imrahil plays Gates of Morning.

Imrahil, BL-TT-rl, region

Clear Skies played.

HL4, Adunaphel plays Twilight

Keys Sand-drake to TT, drakes.3s12p, attacker (Pits=2s11p)

Son of Adrahil played on Imrahil.

Urezir, 5p-3x+9roll=11, tie.

Mariner, 3p-2w+4roll=5, bc.+1w+1delta+10roll=12, killed.

+

HL2, Akhorahil keys Vaurak to Dune Sea, drake.3s14p7b (Pits=2s13p6b)

Imrahil, 5p+3wp-3x+8roll=13

Urezir, 5p+5roll=10, wounded. Bc.12=killed. Elendilmir to Imrahil.

SITE

Urud-an-Khibil entered. AA1-demons.3s8p

Imrahil, 5p+3wp-3x-1s+10roll=14

Golasgil, 4p-2w+6roll=8, tie.

Imrahil taps to play Karma of Aldarion from Great Secrets Buried There.

END

TURN 22

@ Urud-an-Khibil-T

T	Prince Imrahil	7	14	8	10	Dún	W		R		D	7	Swan of Amroth	Stories of the Eldar D. Son of Adrahil
W	Golasgil	4	2	4	9	Man		Sc	R	Sa	2	Gift of Comprehension	Glamdring Karma of Adamant	Elendilmir Extravagant Tombs
													Hauberk of Bright Mail	Pride Increased with Despair

@ Dol Amroth-T

U	Barliman Butterbur	1	0	2	6	Man	W					1		
													Tower of Amroth	The Seaward Tower

@ Pelargir-U

T	Nilüphel	5	7	2	9	Dun		Sc		Sa	2	Foliant of Warfare	Trusted Counsellor
	0	Great Ship											
	Bozishnarod	Marvels Told											
	Stout Men of Gondor	Sorijan Raiders											
	Dunadan Explorers	forgotten scrolls											
	Royal Navy	0											
	Hand: 9	MP: 22	SP: 7	PD: 70									

Res: Ordered to Kill

Haz: Infested Jungles, Wardens of the Night

UNTAP

ORG

Imrahil moves to Dusalan. Others stay.

FACTION MOVE

Bellakaze moves to Belfalas through Lebennin from Anorien.

MOVE-AdAkIC

Imrahil, TT-W-sh, region

HL2, Adunaphel plays Outpost (Earcaraxe ahunt)

HL1, Turns agent Pon-ora-Pon down.

Barliman, h

HL2, Akhorahil plays Mirage.

HL1, Akhorahil plays Call of the Desert on Barliman.

Niluphel, fh

HL2, Akhorahil moves agent Punakäsi to Ty-Ar-Rana.

SITE

Dusalan entered. AA1-dunedain.4s9p, detainment

Imrahil, 8p-3x-2s+2roll=5, rotate Son of Adrahil once.

Golasgi, wounded.

END

Smoke Rings shuffles Hidden Knife.

TURN 23

@ Dusalan-T

T	Prince Imrahil	7	14	8	10	Dún	W		R		D	6	Swan of Amroth	Stories of the Eldar D. Son of Adrahil			
W	Golasgil	4	2	4	9	Man		Sc	R	Sa		2	Gift of Comprehension	Glamdring Karma of Adamant	Elendilmir Extravagant Tombs		
														Hauberk of Bright Mail	Pride Increased with Despair		

@ Dol Amroth-T

U	Barliman Butterbur	1	0	2	6	Man	W					1	Call of the Desert				
														Tower of Amroth	The Seaward Tower		

@ Pelargir-U

U	Nilúphel	5	7	2	9	Dun		Sc		Sa		2	Foliant of Warfare	Trusted Counsellor			
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0		Great Ship	
0		Marvels Told	
Tidings of Doubt and Dar		Sorijan Raiders	
Dunadan Explorers		Lure of Conquest	
Royal Navy		Clear Skies	
Hand: 9	MP: 22	SP: 7	PD: 65

Res: Ordered to Kill

Haz: Infested Jungles, Wardens of the Night, Mirage

UNTAP

ORG

Barliman taps to remove haz.

Imrahil+ moves to Linhir. Others stay.

FACTION MOVE

Bellakaze moves to Andrast through Anfalas from Belfalas.

Knights of Dol Amroth moves to Andrast through Anfalas from Belfalas.

MOVE-AdICAk

Imrahil, W-C-C-FD-fh, region

HL2, Adunaphel keys Seafaring Bellakarin to Coast of Harad, men.4s8p

Imrahil, $5p+3wp-3x+5roll=10$

Golasgil, $4p-2w-2s+6roll=6$, bc. $+1w+6roll=7$

HL1, Adunaphel keys Fell Turtle to CS, animal.1s15p

Imrahil, $8p+10roll=18$, killed creature.

Niluphel, fh

HL2, Indur plays Use and Old Age Accepted on Knights of Dol Amroth.

Barliman, h

HL2, x

SITE

Pelargir entered.

Agent attack:

Pôn-ora-Pôn, $1p+2down+12roll=15$

Niluphel, $2p-3x+7roll=6$, bc.12 roll=killed.

Combat at Linhir

Imrahil v Adunaphel

IMRAHIL

T	Prince Imrahil	7	14	8	10	Dún	W		R		D	6	Swan of Amroth	Stories of the Eldar D. Son of Adrahil		
W	Golasgil	4	2	4	9	Man		Sc	R	Sa		2	Gift of Comprehension	Glamdring Karma of J Adamant	Elendilmir Extravagat Tombs	
														Hauberk of Bright Mail	Pride Increased with Despair	

ADUNAPHEL

T	Golodhros	7	8	5	9	Dun	W			Sa	D	0	Open to the Summons	Dark Embassy
T	Angamaitë	5	1	7	9	Dun	W				D	4	Magic Ring of Fury	Deadly Dart
T	Dunadan Mariner	3	0	3	7	dún			R			0		

Mariner v Imrahil

Angamaite v Golasgil

Imrahil, $5p+3wp-1t+11roll=18$

Mariner, $3p-1t+6roll=8$, bc.+2delta+9roll=11, killed.

Golasgil, $4p-2w+4roll=6$, bc.+2delta+6roll+1w=9

Angmaite, $5p+2ring-1t+10roll=16$

IMRAHIL

1	2
11	4
9	10

ADUNAPHEL

1	2
6	10
11	6

MAN	Bellakaze	2(3)	7	5	Light Infantry	u
DUNADAI	Knights of Dol Amroth	3	12	9	Heavy Calvary	u
WOLF	Misty Mountain Wargs	3	7	4	Light Calvary	u
WOLF	White Mountain Wolves	3	7	4	Light Calvary	
WOLF	Wargs of the Forochele	3	8	5	Light Calvary	u
MAN	Dunlendings(m)	4	6	4	Light Infantry	u

Dunlendings v Knights

Wargs v Bellakaze, Misty taps to support

Knights, $12p+1calvary+8roll=21$

Dunlendings, $6p+3roll=9$, wounded. $Bc.+2delta+1.heavy+7roll=10$, killed.

Bellakaze, $7p+4roll=11$, wounded. $Bc.7roll=killed$.

Wargs, $8p+1calvary+1sup+4roll=14$

IMRAHIL

1	2
8	4
7	6

DWARF

1	2
3	4
8	7

END

TURN 24

@ Linhir-T

T	Prince Imrahil	7	14	8	10	Dún	W		R		D	6	Swan of Amroth	Stories of the Eldar D. Son of Adrahil	
W	Golasgil	4	2	4	9	Man		Sc	R	Sa	2	Gift of Comprehension	Glamdring Karma of Adamant Elendilmir Extravagant Tombs	Hauberk of Bright Mail	Pride Increased with Despair

@ Dol Amroth-T

T	Barliman Butterbur	1	0	2	6	Man	W					1		
													Tower of Amroth	The Seaward Tower

0	Great Ship		
0	Marvels Told		
Prince Imrahil	Sorijan Raiders		
Noose of the Sea	0		
Royal Navy	Clear Skies		
Hand: 9	MP: 19	SP: 7	PD: 59

Res: Ordered to Kill

Haz: Infested Jungles, Wardens of the Night, Mirage, Full of Froth and Rage

UNTAP

ORG

Imrahil+ move to Pelargir.

Barliman stays.

MOVE-AdCAkI

Barliman, h

HL2, x

Imrahl, FD-FD-fh, region

Gates of Morning and Clear Skies played.

HL2, Adunaphel keys Corsairs of Umbar to Belfalas, men.5s9p (Raid=7p)

Imrahil, 5p+3wp+2res-3x+7roll=14

Golasgil, 4p-2w+2res-3s+10roll=11

HL1, Adunaphel plays Eärcaraxë aHunt

SITE

Pelargir entered.

Agent attack: Pôn-ora-Pôn, 1p+2down+6roll=9roll, wounded. +2delta+3roll=5

Imrahi, 5p+3wp+2res+9roll=19

Avatar card untaps Imrahil.

Imrahil taps to make an INF attempt on Royal Navy

+3.di+3.karma+3. Elendilmir+1mod(dunedain)+11roll=21>10, pass.

END

			Imrahil	ADUNAPH
			22	35
C	7	Dol Amroth	2	12
I	11	Gondor	9	9
F	4	vs. Adûnaphel	5	4
A	2	South Division	0	0
M	2	Raid on Umbar	2	4
K	6	Coasts	4	6

22	Marshall Points			
1	Golasgil		1	Reforging
1	Argirion		1	Raid on Umbar
3	Glamdring		1	Ôn-Eno
1	Elendilmir		1	Fell Turtle
2	Hauberk of Bright Mail		1	Dunadan Mariner
3	Karma of Aldarion		1	Corsairs of Umbar
2	Royal Navy			
3	Knights of Dol Amroth			

	OUT OF PLAY PILE	top		
t02	Longbottom Leaf			
t03	Longbottom Leaf			
t03	Vygavril	necro	slayer	
t03	Dunadan Mariner	forgotten scrolls		
t17	Longbottom Leaf			
t20	Argirion	cvcc		adunaphel
t21	Seafaring Bellakarin	akhorahil		hounds
t21	Dunadan Mariner	adunaphel		sand-drake
t21	Ûrezîr	akhorahil		vaurak
	Bozishnarod			
	Bellakaze			

Hazards played; 23 in first 20 turns, 10 in last 4 turns; 15 against main hazard player.

t20	t24	M	ag
23	10	15	2

1	Hauberk of Bright Mail	0	h10,d10		h16,p16		
2	Glamdring	0	h09,p09				
3	adamant helmet	0	h06,d06		h15,p15		
4	twice-baked cakes	0	h09,d10		h16,d16	h20,d20	
5	twice-baked cakes	0	h10,d10				
6	Foliant of Warfare	0	h10,p15				
7	forgotten scrolls	0	h03,p u10		h13,p14,u17		
8	forgotten scrolls	0	h09,p u11		h18,d21	h21,d23	
9	Royal Navy	0	h09,d09		h13,f14	h21	
10	Men of Anfalas	0	h05,p05				
11	Bellakaze	0	s01,f smol	h04,	h12,p14		
12	Nenseldë the Wingild	0	h10,p13	d15			
13	Dark Numbers	0	h04,d07		h16,p16		
14	Concealment	0	h03,d07		h13,p13		
15	Concealment	0	h08,p09		h15,p15		
16	Concealment	0	h08,p10		h18,p19		
17	Marvels Told	1	h03,d03		h13,p14	h21,d21	
18	Marvels Told	1	h08,p09		h14,p14	h22	
19	Marvels Told	1	h10,p12				
20	Tokens of War	0	h03,d04		h12,d12		
21	Tokens of War	0	h11,d11		h15,d16		
22	Fair Sailing	0	s01,d05				
23	Great Ship	1	s01,p swan06,d		h14,d15	h22,d24	
24	Belegaer	0	h01,p01		h14,p15		
25	Ulmo's Watch	0	h01,d01			h20,p20	
26	Gates of Morning	0	h02,p smol h11,		h13,p13	h24,p24	
27	Gates of Morning	0	h09,p10		h16		
28	Quiet Lands	0	s01,d05				
29	Sun	0	h02,p02		h16,p16		
30	Star of High Hope	0	h07,d08			h20,p20	
31	Clear Skies	0	h06,d06			h21, h24,	
32	Reunion	0	h09,p09				
33	Smoke Rings	0	s01,p01		h12,p12	h22,p22	
34	Smoke Rings	0	h02,p02		h15,p15		
35	Smoke Rings	0	h11,p11		h19,p19		
36	Longbottom Leaf	0	h02,p02		x		
37	Longbottom Leaf	0	h03,p03		x		
38	Longbottom Leaf	0	h05,d06		h17		
39	The Seaward Tower	0	h10,p11	sm1	h15		
40	The Doom of Choice	0	h11,p11				

1	Sloth Bear	0	h03,d03		h13,d13	h20,d21,w
2	Sloth Bear	0	h08,d08		h13,d13	h21,p21,w
3	Sloth Bear	0	h09,d10		h14,d14	
4	Sand-drake	0	s01,p02		h13,d13, h19,d20,o	
5	Sand-drake	0	h07,d07		h14,d14, pits14,h17	
6	Sand-drake	0	h08,d09		h14,d14	
7	Tavir, the Y'shar	0	s01,d02		h13,d13	
8	Stout Men of Gondor	0	s01,d01		h12,d12	h21,p22
9	Stout Men of Gondor	0	h01,d01		h14,p14	h22,p23
10	Stout Men of Gondor	0	h11,d11		h18,d18	
11	Sorijan Raiders	1	s01,d01		h14,d14	h22
12	Sorijan Raiders	1	h06,d06		h16,d16	
13	Sorijan Raiders	1	h11,d12			
14	Knights of the Prince	0	h11,p12		h18,d18	
15	Seafaring Bellakarin	0	h01,d02		h14,d14	h20,k21
16	Seafaring Bellakarin	0	h04,d04		h15,d15	h24,p24
17	Seafaring Bellakarin	0	h04,d05		h16,d16	h24,d24
18	Dunadan Explorers	0	h01,d01		h14,d14	h21
19	Dunadan Explorers	0	h01,d02		h14,d14	
20	Dunadan Explorers	0	h07,d07		h18,d18	
21	Twilight	0	h05,p05		h12,d13, h19,p19	
22	Twilight	0	h07,p07		h15,c15	
23	Twilight	0	h10,p11		h15,p18	
24	Drowning Seas	0	h03,d04		h15,d15	
25	Drowning Seas	0	h09,d10		h15,d15	
26	Lost at Sea	0	h01,d04		h12,d13	h21,p22
27	Lost at Sea	0	h08,d09		h14,d14	
28	Noose of the Sea	1	h03,d04		h16,d17	h24
29	Noose of the Sea	1	h11,d11		h17,d17	
30	Nothing to Eat or Drink	1	h02,p04		h14,d15	h24
31	Nothing to Eat or Drink	1	h09,d09		h15,p16	
32	Quicksand	0	h03,d03		h15,d15	
33	Quicksand	0	h04,d04		h16,d16	
34	The Sun Shone Fiercely	1	h03,p03		h14,p15	h24
35	The Sun Shone Fiercely	1	h07,p08		h15,d15	
36	Sea-Blockade	0	h07,d07		h14,d15	h21,p21
37	Trouble on All Borders	0	h06,d06		h17,p17	
38	An Unexpected Outpost	0	h06,p07		h12,d12	h21,p21
39	An Unexpected Outpost	0	h09,d09		h18,p19	h21
40	An Unexpected Outpost	0	h10,p10		h19,p19	

	SIDEBOARD	0					
1	Elendilmir	0	pd08	h09,p10	x	x	
2	Belegennon	1	lb03		h11,d13	h24	
3	Valiant Sword	0	dp.04		h17,d18		
4	Knights of Dol Amroth	0	dp.04		h16,p17		
5	Southrons(H)	0	dp.04		h18,d18	h21,d21	
6	Bozishnarod	0	dp.04		h13,d13		
7	When You Know More	0	dp.04		h18,d18		
8	Raid on Umbar	0	pd17		h18,p19		
9	Dark Numbers	0	lb03	h06			
10	Reforging	0	lb.02	h06,p07	x	x	
11	Great Ship	1	dp.03		h18,d18	h24	
12	Balance Between Powers	0	dp.03		h17,p17		
13	Balance Between Powers	0	dp.03		h17,d18		
14	Balance Between Powers	0	dp.03		h18		
15	Hair of Uinen	0	dp.03				
16	Hidden Knife	0	dp.02		h12,d12	h21,d22,s	
17	Hidden Knife	0	dp.02		h14,p14		
18	Withdrawn to Mordor	0	dp.02		h15,p15		
19	Stories of the Eldar Days	0	dp.02		h16,p17		
20	Gift of Comprehension	0	dp05		h17,d18	h21	
21	Tales of the Hunt	0	dp.02		h18,d18		
22	Skilled Was Their Knighthood	0	dp05		h19,p20		
23	Knight of Dor-en-Erhil	0	pd15		h18,p19		
24	Grace of Uinen	0	lb.02	h10			
25	Son of Adrahil	0	dp05		h12,d12	h21,p21	
26	Clad for War	0	dp05		h13,p14		
27	Númenór's Legacy	0	dp05		h15,d16	h20,p21	
28	Lure of Conquest	0	ex1		h15,d15	h23,d24	
29	Lure of Conquest	0	ex1		h16,d16	h23,d24	
30	Lure of Conquest	0	ex1		h16,d16		
31	Tidings of Doubt and Danger	0	out.0	h05,p06	h15,p16		
32	Tidings of Doubt and Danger	0	ex1		h17,d18		
33	Power Relinquished to Artifice	0	out.0	h08,p08	h18,d18	h23,d23	
34	Burdensome Commands	0	out.0	h10,p11		h20,p21	
35	Call of Home	0	ex1		h14,p15	h21,p21	
36	Call of Home	0	ex1		h17,p17	h23,p23	
37	Muster Disperses	1	ex1		h17,p17	h20,d21,o	
38	Dark is the Hour	0	ex2		x	h20,p20	
39	Dark is the Hour	0	ex2		x	h24,p24	
40	Dark is the Hour	0	ex2		x		

1	Prince Imrahil	0	h02,p02		x	x	
2	Prince Imrahil	0	h03,d06		h15,d18	h19,u21	
3	Prince Imrahil	0	h04,u08		h18,d18	h24,u24	
4	Prince Imrahil	0	h06,p09		h18,p19		
5	Ûrezîr	0	h06,p08			k21	
6	Golasgil	0	h04,p06				
7	Nîûphel	0	h11,p12			k23	
8	Harngorin	0	h07,d07		h14,d15		
9	Argirion	0	h07,p09			k20	
10	Duinhir	0	h10,d11		h18,k19		
11	Derufin	0	h03,d03		h18		
12	Dunadan Mariner	0	h11,d11			h20,j	k21
13	Duilin	0	h05,d06		h13,d14		
14		0					

	Strider	0	start		h16,d16		
	Vygavril	0	start	k03			
	Ûrêkhâd	0	start				
	Dunadan Mariner	0	start	k03			
	Lothíriel				d15	h16,p16, ad16	
	Miruvor	0	start		d16		
	Horn of Anor	0	start				
	Potion of Prowess	0	start		h16,d16		
	Swan of Amroth	0	start				
	Tower of Amroth	0	start				
	Trusted Counsellor	0	start		h16		
	Karma of Aldarion	0	pd17				

IMRAHIL	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Necro	0	0	0	0	0	Nothing to	0	0	0	0	The Sun S	0	0	0	0	0	0	0	0	0	0
Witchking	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Nothing to	0	0	0	0
Dwarf	0	0	0	0	0	0	0	0	0	0	Old Man V	0	0	0	0	0	0	0	0	0	0
Ardagor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Azog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Khamual	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Mouth	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Felagrog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Fankil	0	0	0	0	0	0	0	0	0	0	The Sun S Call of Ho	0	0	0	0	0	0	0	0	0	0
Durlach	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Smaug	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Throkmau	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	Call of Hor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	agent mov agent mov	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Dark is th	0	0	0	0
Adunaphel	Sand-drak Muster Dis	0	0	0	0	0	0	0	0	0	Outpost	0	0	0	0	0	0	0	0	0	0
Indur	0	0	0	0	0	0	0	0	0	0	Outpost	0	0	0	0	0	0	0	0	0	0
Ren	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hoarmurath	0	0	0	0	0	Tidings of	0	0	0	0	Outpost	0	0	0	0	0	The Sun S Power Re	0	0	0	0
Dwar	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	River	Thrice Tol	0	0	0
ADUNAPHEL	0	0	0	0	sand-drak	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5th hazard player	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	Burdenso	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ADUNAPHEL	Call of Hor Sea-Block Sloth Bea outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Stout Men Lost at Se; Outpost Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Call of Hor Stout Men	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	Seafaring	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Seafaring	0	0	0	0
Indur	Burdensor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Dunadan	0	0	0	0

Bottom three rows are hazards played in last four turns not by main hazard player.
Cards below tan line are in last four turns.

										MP	DP	AVATAR					
	top																
	1		DA	DA			DA	Hazaj T		6	85	X					
	2	avatar	DA	Hazaj T			DA	Korlea		6	75	dp					
	3	d-strider, k-vygavril	DA	Korlea			DA	Hazaj T		6	67	dp	forgotten scrolls				
	4		DA	Hazaj T			DA	Southron Oasis	DA	1	65	dp					
	5		DA	Southron Oasis	DA		Vale of Erech	Lond Galen	DA	1	58	dp	Men of Anfalas				
	6	Golasgil	Vale of Erech	Lond Galen	DA		DA	DA		3	53						
	7	d-Urekhad	DA	DA			Edhellond	Pelargir		4	44		Reforging				
	8	Úrezir	Edhellond	Pelargir			DA	Linhir		4	39	pd,t.tower					
	9	Argirion	DA	Linhir			Pelargir	Haudh-in-Gwanûr		6	33	p.sup	Glamdring	Forgotten Scrolls			
	10		Pelargir	Haudh-in-Gwanûr			Tolfalas	Tolfalas		8	21	t.grace	Elendilmir				
	11		Tolfalas	Tolfalas			DA	Monastery of the True Faith		9	11	t.tower					
106	12	Nîlûphel	DA	Monastery of the True Faith			DA	Vamag	DA	9	1	dp					
	13	Lothiriel	DA	Vamag	DA		Vale of Erech	Bur Esmer	DA	11	97		Nenseldë the Wingild			Dark Numbers	
	14		Vale of Erech	Bur Esmer	DA		Pelargir	Hazaj Tollin		13	86	p.fac	Bellakaze			forgotten scrolls	
	15		Pelargir	Hazaj Tollin			DA	Benish Armon		14	69	pd	Foliant of Warfare				
	16	Lothiriel	DA	Benish Armon			DA	Gobel Mirlond		15	53	t.tower	Hauberk of Bright Mail			Dark Numbers	
	17		DA	Gobel Mirlond			DA	DA	DA	17	34	p.fac	Knights of Dol Amroth				
	18		DA	DA	DA		Umbar	Vale of Erech	DA	20	21						
103	19	Duinhir	Umbar	Vale of Erech	DA		Umbar	Setamaenen	DA	20	3	stk3	Raid on Umbar				
	20	Dunadan Mariner	Umbar	Setamaenen	DA		Umbar	DA	DA	20	98						
	21	killed-Mariner	Umbar	DA	DA		Urud-an-K	Pelargir	DA	20	94	stk,p.item	Karma of Aldarion				
	22		Urud-an-K	Pelargir	DA		Dusalan	Pelargir	DA	22	74	stk					
	23	agent-Niluphel	Dusalan	Pelargir	DA		Linhir		DA	22	70	stk2					
	24		Linhir		DA		Pelargir		DA	19	64	stk2,p.fac	Royal Navy				
										22	53						

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 13.

Blue font = initiated CvCC

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sideboard cards to discard pile; pd=playdeck from sideboard; p. = tap to play (faction, ally, item).

Stk = face strike, +W = body check, sup=tap to support character.

+

Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
1		2	DA						h	DA						
		2	DA	fd-c-c-c-c-bl	Belegaer				fh	Hazaj Tollii dunedain				fail-Bellakaze		
2	avatar	3	DA					1	h	DA						
		3	Hazaj Tollin	bl-bl			3		h	Korlea dunedain				fail-Bellakaze		
3	discard-Strider slayer-Vygavril, scrolls-Mariner	2	DA		Marvels Told			3	h	DA						
		3	Korlea	bl-bl		2	2		fh	Hazaj Tollii dunedain	forgotten scrolls					
4		2	DA						h	DA						
		2	Hazaj Tollin	bl-w-bl-w					b	Southron Oasis						
5		2	DA	fd-bl					bl	Vale of Erech						
		2	Southron Oasis	w-c-fd-w					bl	Lond Galen				Men of Anfalas (horn)		
		2	DA						h	DA						
6	Golasgil	2	Vale of Erech	bl-fd					h	DA						
		2	Lond Galen	w-fd					h	DA						
		2	DA						h	DA						
7	discard-Urekhad	2	DA	fd-w				1	f	Edhellond						
		2	DA	fd-fd				2	f	Pelargir						
8	Urezir	2	Edhellond	w-fd					h	DA				Tower of Amroth		
		2	Pelargir	fd-fd					f	Linhir						
9	Argirion	2	DA	fd-fd					f	Pelargir						
		3	Linhir	fd-c-w			1	cvcc by Dwar	R	Haudh-in-C undead				Glamdring Forgotten Scrolls		
		2	DA		Marvels Told			2	h	DA				Necro plays YWD on Lotherith to discard.		
10		2	Pelargir	fd-c					R	Tolfalas undead						
		3	Haudh-in-Gwan	w-c				Grace of Uinen	R	Tolfalas				Elendilmir		
11		2	Tolfalas	c-fd					h	DA						The Seaward Tower
		2	Tolfalas	c-c-c-bl			4	1	fh	Monastery of the True Faith						
																EXHAUST
12	Tower of Amroth Niluphel	2	DA						h	DA						
		3	Monastery of th	w-bl				1	R	Marvels Told	Vamag					

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
13		2	DA	fd-bl					killed agent Òn-Eno	bh	Vale of Erech					
		3	Vamag	bl-w-bl-bl			1			sh	Bur Esmer				Dark Numbers	
	Lothriel	2	DA							h	DA					Nenselde
14		2	Vale of Erech	bl-fd						f	Pelargir				fail-Royal Navy	
		2	Bur Esmer	bl-w-bl	Fair Sailing		3	1	Marvels Told	f	Hazaj Tollir dunedain				Forgotten Bellakaze(horn, Dark)	
		2	DA		Marvels Told			1		h	DA				Necro plays Pifer on Lotherith to discard.	
15		2	Pelargir	fd-fd						f	DA					
		3	Hazaj Tollin	c-c-c			3			R	Benish Arr men/dem	Foliant of War			Adamant Helmet	
16	Lothriel	2	DA					1		h	DA					
		4	Benish Armon	c-w			2			bh	Gobel Mirli men	Hauberk of Bright-mail			Dark Numbers	
17		2	DA		Stories of the Eldar Days				Seaward Tower	h	DA				Knights of Dol Amroth	
		4	Gobel Mirlond	w-c-fd				1		h	DA					
18		2	DA	fd-c-c-bl	Fair Sailing					b	Umbar					
		2	DA	fd-bl	Sun					b	Vale of Erech					
		2	DA							h	DA					
19	Duinhir, agent Duinhir	3	Umbar				1	3		b	Umbar				Raid on Umbar	
		2	Vale of Erech	bl			1	3		R	Setamaen traps/pukel					
		2	DA							h	DA					
20		2	Umbar							b	Umbar					
		2	Setamaenen	bl-fd						h	DA					
	Dunadan Mariner	2	DA	fd-c-c-bl				2	Earcaraxe ahunt	b	Umbar					
21	killed-Dunadan Mariner+Urezir	4	Umbar	bl-tt	Clear Skies	2	5	1		R	Urud-an-Kl demons	Karma of Aldarion				
	Barliman Butterbur	2	DA	fd-fd	Marvels Told			1		f	Pelargir					
		2	DA							h	DA					
22		2	Urud-an-Khibil	tt-w				2		sh	Dusalan dunedain					
		2	Pelargir							f	Pelargir					
		2	DA							h	DA					
23	agent-Niluphel	2	Dusalan	w-c-c-fd			2	5	CvCC with Adunaphel	f	Linhir					
		2	Pelargir							f	Pelargir					
		2	DA							h	DA					
24		2	Linhir	fd-fd	Clear Skies			3		f	Pelargir				Royal Navy(karma,Elendilmir)	
		2	DA							h	DA					

	top	Sites in DP				
t03		Hazaj Tollin	forgotten scrolls			
t05		Lond Galen	Men of Anfalas			
t07		Edhellond	Reforging			
	t08	Pelargir	Ûrezîr			
t09		Haudh-in-Gwanûr	forgotten scrolls			Glamdring
t10		Tolfalas	Elendilmir			
	t13	Dol Amroth	Nenseldë the Wingild			
	t13	Bur Esmer	Dark Numbers			
t14		Hazaj Tollin	Bellakaze			forgotten scrolls
t15		Benish Armon	Foliant of Warfare			Adamant helmet
t16		Gobel Mírlond	Hauberk of Bright Mail			
	t17	Dol Amroth	Knights of Dol Amroth			
t21		Urud-an-Khibil	Karma of Aldarion			
t24		Royal Navy	Royal Navy			

+

COUNT OF PLAYING OWN HAZARDS. Look at other list for using Twilight.

outpost	7	0	Lure of Conquest
Twilight	0	1	Tidings of Doubt and Danger
Stout Men of Gondor	2	1	Power Relinquished to Artifice
Sorijan Raiders	0	1	Lost at Sea
Knights of the Prince	0	0	Drowning Seas
Seafaring Bellakarin	2	0	Noose of the Sea
Sloth Bear	1	1	Sea-Blockade
Dunadan Explorers	1	0	Quicksand
Sand-drake	2	2	The Sun Shone Fiercely
Tavir, the Y'shar	0	2	Nothing to Eat or Drink
		2	Burdensome Commands
		4	Call of Home
		1	Muster Disperses
		0	Trouble on All Borders
		1	Dark is the Hour

Count of region types in movement: 96 total regions. t=desert

96	0	30	25	16	0	0	0
	ud	fd	bl	w	w2	w3	j

0	2	0	0	23	0
t	t2	sl	dd	c	c2

OVERVIEW

This player had partial success protecting Southern Gondor from factions and troubling Adunaphel the Ringwraith. Yet, poor play of characters had this player slow for many turns. Karma of Aldarion was played and Lothíriel was discarded twice by an agent. Thus, recycle with Nenselde was restricted to an unpleasant pace. But there were 37 moving companies. It was troublesome playing characters with Coastal Seas in between, but that what makes the game enjoyable. Agents were thorns either through influence or by attacks. Faction battles were mixed.

+

MAJOR NEWS

Two factions fought to a stalemate in Andrast during the Council Turns. Strider was discarded on Turn 3 and will not be in the next game for this player. Characters were usually played in two turns because a company immediately moved to the home site. It was worrisome moving with small, weak companies. However, only eight creatures were faced! And two in the first 20 turns. That is absurd. Yet, six characters were slain (Forgotten Scrolls, Slayer, agents x2, Sand-drake, Vaurak). Barliman Butter was “added” to the deck on Turn 21 so to keep Dol Amroth in play. It was scary keeping Lothiriel alone with Elwen whispering tales of shoe sales in Linhir. The success of agents has had me reconsider playing agent hazards on any player. But I want agent trouble early in the game and not on Turn 22 discarding a character with several table cards. Also, I removed Balance Between Powers early in the game. That resource is too powerful with so many players. If Imrahil has the first mini-turn and last in the next turn, then all other players in his group will experience that resource event twice. That is too much. I like the event for the Power Decks with four in a group instead now with 8. Raid of Umbar was played on Turn 19. The delay was due to lack of characters, and I think using Stolen Knowledge.

+

There were 8 body checks, killing 6 characters, from 42 strikes including detainment. Nenselde must be in play recycling Sun and Star of High Hope else it will be a roll of six-pair. The avatar was played on Turn 2. He was busy moving 16x. The avatar was in play for 23 turns: 7 taps to accessed sideboard, x1 play item, x3play factions, x1 support, 8x faced strikes, x1 in cvcc, x1 for Grace of Uinen, x0.ally, x0 to remove hazard, x3 to fetch Tower of Amroth.

+

STATS

Vygavril killed by Slayer. Mariner then killed that same turn by the attack from Forgotten Scrolls. Then Duinhir was slain with his 6 body from an agent. Sand-drake killed the other Mariner. Vaurak ate Urezir. Another agent killed 9 body Niluphel.

+

This player sailed facing 8 creatures from 59 hazards, but 18 were agent actions. Adûnaphel played 17 hazards. One CvCC was defended and one initiated. There were 37 moving companies and 59 total companies. Average hazard limit was 2.25; that is low by 10%. About 95 regions were moved through. 30 regions were Free-Domains and another 23 Coastal Sea. This was a reason of facing few creatures. Pallando moved through 130 regions. Vidugavia moved through 104 regions. Gandalf moved through 152; Elrond 86. [going back to those decks for stats]

+

33 hazards were played by Imrahil, 2 were agents – 15 on Adûnaphel. Five creatures were played on Akhôrahil. Nine players did not face one hazard from Imrahil.

+

DECK PLAY

First deck exhausted on Turn 13. Turn 10 ended with 21 cards in the playdeck. Second deck exhaust on Turn 19. 11 non-Lordhaven sites were tapped. First deck shuffled 10 cards and drew a high 7.9 cards/turn. Second deck shuffled 7 cards and drew 14 cards/turn (played against Felagrog drawing so many). Third deck ended with 53 in the deck, shuffled 6 cards and drew 9.3 cards/turn.

+

CHARACTER PLAY

Ûrezîr played Turn 8; killed Turn 21. He faced weak orc strikes, killed agent On-Eno. His body gave confidence to play twice Forgotten Scrolls. But Vaurak's 13 prowess did him in.

Strider, started. Never moved. Discarded on Turn 3.

Golasgil, Played on Turn 6. Used Concealment 4x. Ended game wounded. Wore Hauberk of Bright-mail after Turn 16. Wounded for last 5 turns. Wounded again from CvCC.

He was a good character, but was scary for 10 turns with 7 body.

Nîlûphel, Played on Turn 12. Killed on Turn 23. Used Marvels Told x2. Able to move alone with 9 body stat. Faced a few strikes. Killed by agent Pon-ora-Pon while in lone company.

Harngorin, never played. Home site too far. He now starts for the second game.

Vygavril, started and killed on Turn 3 by Slayer. Second game has here in playdeck.

Argirion, played on Turn 9. Wounded later that turn by Dwar using Some Secret Art of Flame.

Did not tap 3x facing strikes –very useful.

Ûrêkhâd, started. Discarded on Turn 7. Cancelled two home AAs.

Duinhir, played on Turn 19 and later killed at Setamaenen from Pon-ora-Pon.

Derufin, never played.

Dunadan Mariner, started, tapped to cancel AA, killed from Forgotten Scrolls attack.

Dunadan Mariner, played Turn 20. Tapped for Port movement x1. Killed by Sand-drake.

Duilin, never played

Lothîriel, started. Played Marvels Told x2, Reforging. Discarded on Turns 9 & 14 by agent.

Played again on Turn 13 & 16. She moved I think twice.

Barliman Butterbur. Came in the nick of time on Turn 21. He will start the second game.

+

RESOURCE PLAY

Foliant of Warfare, played on Turn 15. DI bonus not used for anything.

Tower of Amroth

Skilled Was Their Knighthood, played for 1 turn. Not used.

Trusted Counsellor

Knight of Dor-en-Erhil, Played on Turn 19.

Grace of Uinen, Tapped to fetch Fair Sailing x2, Hair of Uinen. Useful.

Son of Adrahil, played on Turn 21. Helps with Council cc.

Swan of Amroth

Clad for War, played Turn 14.
Elendilmir, played on Turn 10. Very useful for cc and DI.
Belegennon, removed during game for Karma of Aldarion.
Hauberk of Bright Mail, played on Turn 16. Much needed for 7 body character.
Valiant Sword, never played.
Glamdring, played Turn 9.
adamant helmet, played Turn 15. Should of played from sideboard at Linhir.
twice-baked cakes, never played. But kept in deck.
forgotten scrolls, 2 copies played x3.
Miruvor, discarded when bearer killed.
Potion of Prowess, not used.
Horn of Anor, used in 4 IC. Needed for one of them.
Knights of Dol Amroth, played on Turn 18.
Royal Navy, played on Turn 24.
Men of Anfalas, played on Turn 6. Moved to Harondor, but returned to Andrast for battle.
Discarded later by agent.
Southrons(H), never played.
Bozishnarod, never played.
Bellakaze, failed on Turn 1, then played Turn 14.
Nenseldë the Wingild played Turn 13, but agent discard two turns later.
When You Know More, never played.
Raid on Umbar, played Turn 19. Delayed due to lack of characters.
Dark Numbers, Turn 13, needed to influence Bellakaze.
Dark Numbers, Turn 16, used for Raid on Umbar
Reforging, played at Lothiriel on Turn 7 at Edhellond.
Reunion played on Turn 9.
Concealment, played 5/6. men x2, undead x2, demon
Marvels Told, played 5/7.
Fair Sailing, fetched twice and used.
Great Ship, played once. Disappointed, but better game play next time should change this.
Belegaer, played once. Disappointed, but better game play next time should change this.
Ulmo's Watch, never used. Will remove for next deck.
Gates of Morning, used.
Balance Between Powers. Removed due to powerful effect.
Quiet Lands, never used. Removed for new deck with lack of visits to Ruins and Slands.
Sun, played 2/2. Another copied added.
Star of High Hope, played 2/2.
Clear Skies, played 1/2. Three copies now in new deck.
Hair of Uinen, tapped x3. Would of liked to used more.
Hidden Knife. Played 1/3. Replaced by Face Out of Sight.
Withdrawn to Mordor, removed for Memories Recalled.
Stories of the Eldar Days, played Turn 17.
Gift of Comprehension, played on Golasgil on Turn 21, but Sage skill not used.

Tokens of War, not used. I think added to replace BB.

The Seaward Tower

The Doom of Choice, played Turn 11.

Númenór's Legacy, played Turn 21.

+

HAZARD PLAY

90 hazards drawn (those that started). 70 discarded from hand. That is horrible.

Stout Men of Gondor, played 3/8

Sorijan Raiders, played 0/6

Knights of the Prince, played 1/2

Seafaring Bellakarin, played 2/9. One killed

Sloth Bear, played 1/8

Dunadan Explorers, p0/6

Sand-drake, p2/9

Tavir, the Y'shar, p0/2

Twilight

Lure of Conquest, p0/5

Tidings of Doubt and Danger, p2/3

Power Relinquished to Artifice, p1/3

Lost at Sea, p1/5

Drowning Seas, p0/4

Noose of the Sea, p0/4

Sea-Blockade, p1/3

Quicksand, p0/4

The Sun Shone Fiercely, p3/4

Nothing to Eat or Drink, p2/4

Burdensome Commands, p2/2

An Unexpected Outpost

Call of Home, p4/4

Muster Disperses, p1/2

Trouble on All Borders, p1/2. Removed from whole game.

Dark is the Hour, p2/2

+

TURN SUMMARY

Facing Eriador Division; they play 5 hazards; main hazard player: Adunaphel played 2.

T01-Good starting hand. Played Great ship and Belegaer to play Bellakaze. Reach Hazaj Tollin on good wind. Urekan taps to cancel AA. Vygavril used Horn of Anor to file by 2 to play faction. Smoke Rings shuffles that faction.

T02-Avatar played. Some move to Korlea to play Bellakaze again. Urekhad uses Horn of Anor, but mocks the host and fails.

T03-Strider discarded to return home. Losers return to Hazaj Tollin. Lothiriel gets fiery with Politics. Slayer is found along the path far from the city. Dunadan Mariner yells before the attack, but one strike kills Vygavril. Under a heavy heart Hazaj Tollin is entered. Dunadan Mariner

founds Forgotten Scrolls in a souvenir ship, but is killed when the scroll's hidden pin trap pricks his elbow. Miruvor he was carrying drops and spills on the floor. Three characters now in play for this player.

T04-Urekhad moves to Southron Oasis on his way to Gondor.

+

Facing Gondor Division; they play 9 hazards; main hazard player: Adunaphel played 1.

T05-Imrahil moves alone to Lond Galen(character). Urekhad moves there too. Lucky draw.

Urekhad uses Horn of Anor to rouse Men of Anfalas during the Harvest Festival, but pass failures barely makes the roll so faction played.

T06-Golasgil awed by the dunadan joins the company. All move to Dol Amroth with two copies of Dark Numbers in hand.

T07-Urekhad is dismissed due to performance review. Urezir in hand. Imrahil and Lothiriel move to Edhellond. Golasgil moves to Pelargir. At Edhellond, Lothiriel learns Regorging techniques from a Noldo elf ready to take the Straight Road. Golasgil sits at a tavern outside of town. Vaal Gark is Near to Hear a Whisper, but Golasgil is Conceal(ment) by making the "Captain Morgon" stance when the agent walks by.

T08-Urezir is recruited from the wharfs. Imrahil+ move to Dol Amroth. The other move to Linhir. Tower of Amroth is fetched so Prince Imrahil can return home to silver trumpets.

Reforging is stored when Safe From the Shadow.

[moved through only two W in eight turns]

+

Update: Low 6 MP and 31 cards in deck. This is the worse deck of the 40.

+

Facing Wilderland Division; they play 13 hazards; main hazard player: Adunaphel played 0.

T09-Arigiron is borrowed from the barracks. Imrahil moves alone to Pelargir to build the navy.

Others move to Haudh-in-Gwanur. Concealment gets into the site. Glamdring is found with Forgotten Scrolls. Lothiriel is later discarded by agent.

Dwar the Ringwraith visits the Ruins & Lairs with Some Secret Art of Flame. Argirion is burned.

T10-All move to Tolfalas. Concealment played to enter. Forgotten Scrolls are used to find Elendilmir.

T11-Imrahil moves to Dol Amroth. Others move to Monastery of the True Faith for any glimmer of hope. Desert Orc Raiders with Orc Archers attack with a Stir. Imrahil reads the Forgotten Scrolls to find the key to the Seaward Tower.

T12-Niluphel enters the game after her time of prayer. They move to Vamag with Belegennon in hand.

+

Facing Northern Waste Division; they play 7 hazards; main hazard player: Adunaphel played 1.

T13-Imrahil moves to Vale of Erech. Urezir moves to Bur Esmer. Lothiriel plays Nenselde the Wingild. Niluphel plays Concealment to enter the shadow-hold. Golasgil counts Dark Numbers.

But On-Eno attacks as agent but slain by Urezir with a sword stroke.

T14-Urezir has Fair Sailing to Hazaj Tollin. Imrahil stays at Imrahil. He fails by one to influence Royal Navy. Golasgil needs Dark Numbers to persuade Bellakaze to enter war. Lothiriel again discarded by Elwen.

T15-Elwen is Withdrawn to Mordor. Urezir moves to Benish Armon. Imrahil returns home. Argirion duels with the wild men on the Ruins. Golasgil hides with Concealment the roaming demon. Foliant of Warfare found in an abandoned building. Adamant Helmet was found dropped among the rubble.

T16-Lothiriel played again. Urezir move to Gobel Mirlond. Golasgil buys a suit of Hauberk of Bright-mail while Argirion counts Dark Numbers of corsairs.

[17 MP, 28 cards in deck]

Warlord Game Points, 1. Selects Karma of Aldarion.

+

Facing Gondor Division; they play 2 hazards; main hazard player: Adunaphel played 6.

T17-All move or stay at Dol Amroth. Great Secrets Buried There finds Karma of Aldarion.

Knights of Amroth played.

Balance Between Powers replaced with other resources.

T18-Imrahil has Fair Sailing to Umbar. Niluphel and Duinhir move alone to Vale of Erech.

T19-Duinhir played at home site. All stay, but Niluphel and Duinhir move to Setamaenen to play Forgotten Scrolls. Pon-ora-Pon seeks revenge on the men of the water and kills Duinhir.

Umbar is entered under dark. Golasgil has Concealment to pass the sentries. Dark Numbers discarded to enter the shipyard. Golasgil is wounded by a roaming patrol. Argirion lits the oil to burn the ships.

T20-Dunadan Mariner trained at Dol Amroth. Niluphel moves to Dol Amorth. Urezir moves to Umbar. Imrahil stays. Earcaraxe is hunting. Urezir defeats the first assault of the tail. Dunadan Mariner parrys the jaw snap.

+

Facing Gondor Division; they play 4 hazards; main hazard player: Adunaphel played 9.

T21-Barliman Butter stops on his "Tour of Bree Beer." Imrahil moves to Urud-an-Khibil.

Niluphel moves to Pelargir. Sand-drake ambushes and kills Dunadan Mariner with a swap of a claw escaping with a meal. Vaurak is then found or did Vaurak find them? Urezir valiantly fights, but is struck down. A cairn is made by Prince Imrahil. Anger drives the avatar to enter the forsaken place against demons. Imrahil uses Glamdring and does not tap rolling 10. Golasgil taps to parry his strike. Karma of Aldarion is found beyond all hope.

T22-Imrahil moves to Dusalan with 7 corruption points. at 7/14/8/10. No creatures. Detained and thus no use of Bozishnarod.

T23-Imrahil moves to Linhir. Golasgil is wounded by Seafaring Bellakarin. Fell Turtle is turned into luggage by the avatar. Niluphel enters the seaport. Pon-ora-Pon is there and kills her.

Golodhros, Angamaite, and Dunadan Mariner combats Imrahil and Golasgil. Imrahil expertly swordplay Mariner to death. Angmaite wounds Golasgil.

Knights kill Dunlendings in Andrast. Wolves take down Bellakaze.

T24-Imrahil moves to Pelargir. Clear Skies played. Corsairs of Umbar raid. Big mistake and one point in a pile. Pon-ora-Pon attacks, just what Imrahil wanted. The agent is wounded. Imrahil has a 21 result to play Royal Navy.

COUNCIL CHECKS.

Son of Adrahil x4 and Elendilmir helps Imrahil.

Ends with 22 MP. Finished strong.