

ADUNAPHEL/DUNEDAIN

50avatar

C	10	Minas Morgul	<u>RESOURCE DECK/HAZARD DECK</u>
I	13	Bellakar	40 cards in R. deck, 25 cards in sideboard
F	4	vs. Imrahil	40 cards in H. deck, 15 cards in sideboard
A	2	Harad Division	15 characters in deck
M	3	Cults	7 starting cards
K	2	Relentless Sea	142 total cards
			19.0 creatures
			DC: 11.char + 25.res + 29.haz = 65

The Seventh has returned to her dwelling in Lugarlûr. She is tasked to rebuild Umbar to be a rival of Gondor. Many Black Númenóreans are still living along the Coast of Harad. Adûnaphel will gather an army to invade the belly of Gondor. Her main opponent is Imrahil.

Pharacas will become a Warlord with Seawarden's Realm. A few magic rings will bring guile or delusion to the Free Peoples. Almost all of the minions are dúnadan, which their minds will be reduced by one in terms of control from Ard Once Vain. Angamaitë will become a leader playing mission events and gold ring items.

Six factions will be played. Two factions will move south aiding the Mûmakanril. Cult of Vatra will make it dangerous for heroes to be in the Sun-lands.

Umbar will become a Darkhaven shrouded in mist. Bozisha-Dar and Minas Morgul will be the other sites for healing. Port movement will be used with Black Sails. Forced March will help the Ringwraith move to a non-darkhaven site in consecutive turns. Seven spirit-magic events are in the deck.

The hazard strategy uses water creatures and Sea Roadblock. Typical creatures include Sorijan Raiders, Seafaring Bellakarin, Sand-drake, and Wose Ambush. Eärcaraxë a Hunt too will be found along the coasts of Gondor. Even though the creatures are heavy against Imrahil this player needs to stop Imrahil's faction building.

Hazard events target Atani-Lords including Extravagant Tombs, Fear of Death, Kin-Strife and Politics. Cult of the Eye will add an AA to safe-holds in the same region as a minion man faction. Finally, three sea hazards will recall the wrath of the One God including Echoes Of Númenór's Fall, Storms of Ossë, and Drowning Seas.

Resources/Hazards not found in any other minion deck:

Faithless Steward
Dark Embassy
Ard Once Vain
Adûnaphel's Lute
Adûnaphel Unleashed
In the Name of Mordor
Tarma of Ar-Pharazon
Cult of Vatra
Seawarden's Realm
Eärcaraxë Ahunt
No Escape from My Magic
Spirit of Oku-Tori
Echoes Of Númenór's Fall
Things Might Go Ill

Changes From Version 05.

MR Savagery replaced with MR Guile; helps with Grapnel.

MR Fury -- Reviled Ring

Tough choice; Reviled Ring here, Warding Ring to Black Númenórean where another
Weapon helps with Circle of Swords.

the least of the gold rings --- Gold Ring that Sauron Fancies

Deadly Dart --- Trifling Ring.

Sable Shield --- Bone-hilted Broadsword

The Mornarturi --- Swordmaster

To Satisfy the Questioner --- Tribute to Sauron

Removed

Black Horse, Bold Thrust, Crept Along Cleverly, I'll Report You, Gift of Deceit,
Black Sails x1,

Add Secrets of Their Forgings, Grapnel x1, Faithless Steward, Dark Tryst x2,
Driven As By a Madness

Site Removed Haudh-in-Gwanûr, Auz Azunan

Sites Added Tol Morwen, Tol Glingal

Characters

Removed

Golodhros, Pôn-ora-Pôn, Carlon

Added

Lomëlindë, Súrion, Leärdionoth, Sakalthor, Harngorin

Logic of Deck

Constrained by territory - between Mordor and Bay of Tulfang with Coastal Sea sites.

Wanted to avoid deserts. Adûnaphel the Ringwraith only choice for avatar.

Resources will be focused on factions and spirit-magic with unused spirit-mages.

11 spirit-magic events are in the deck.

A few gold ring sites naturally encourage special ring items. Magic Ring of Guile added to give another scout for Grapnel. Only Necromancer has more covert scouts to use that event.

Many diplomats to handle factions.

Ancient Rite used to make Tolfalas an unlikely site for hero Scroll of Isildur.

Hoard sites available for hoard items.

Dúnadan are the most creatures. Sea hazard events count to 8.

Doors of Night x2 and Twilight given with 6 hazard environments in the deck.

RESOURCES (40/25)		
2	Magic Ring of Guile	
2	Magic Ring of Delusion	
2	Trifling Ring	
2	Trifling Ring	
3	The Reviled Ring	
1	Gleaming gold ring	
2	Gold Ring that Sauron Fancies	
2	Bone-hilted Broadsword	
1	Black-mail Coat	
1	Old Treasure	
1	Bellakaze-10	
1	Bozishnarod-10	
2	Southrons-8+	
2	Haradrim-9	
2	Black Numereons-8+	
2	Umbarean Corsairs-8+	
2	Arms of the Sea	
1	Tribute to Sauron	
1	Swordmaster	
1	Cult of the Dark Lord	
1	Cult of Vatra	
1	Adûnaphel's Lute	s1
		13/10

3	Grapnel	Sc
1	2 In The Name of Mordor	
3	Voices of Malice	Sa
1	Secrets of Their Forgings	Sa
1	Dark Embassy	D
2	Black Sails	move
2	Forced March	move
1	Faithless Steward	pe
*	Whisper of Rings	pe
*	Open to the Summons	pe
1	Tarma of Ar-Pharazon	pe
2	Above the Abyss	
3	Weigh All Things to a Nicety	
2	Poison of His Voice	spirit3
1	Ancient Rite	spirit3
1	1 Poisonous Despair	spirit3
2	2 Filled with Fury*	spirit3
2	Calm-Song	spirit3
1	Driven As By a Madness	spirit3
1	1 Words of Menace and D	spirit4
1	1 Heralded Lord	mode
1	1 By the Ringwraith's Word	rw
3	Adûnaphel Unleashed	rw
*	Ard Once Vain	s1
1	1 Call to Arms	s1
1	Seawarden's Realm	wl
1	Swift Onset	fwar
		27/15

Filled with Fury for Númenór's Legacy

3	Gondorian Rangers	dúnadan*	2	all 6	6	BL, Da, It, Ha, MA
3	Sorijan Raiders	men*	1	3 8	x	BF,BT,HC,KB,Bz,Tw
3	Seafaring Bellakarin	dúnadan*	1	4 8	x	b(M,F,T,K), Bz, CH, F
3	Errand-riders of Gondor	dúnadan*	1	2 9	5	FD,BL,W
3	Steward's Guard	dúnadan*	1	5 8	x	W-Lb,BL,Da,It,Ha
3	Sand-drake	drake	x 1	3 12	x	Kh,Ha(It,Nn, HP)
1	Wose Ambush	wose*	1	all 7	x	Ad,Lm,OG, w(bh,rl,sh)
1	Vaurak	drake	x 3	3 14	7	TTT
1	Eärcaraxë a Hunt	dragon	x 4	3 15	6	AC,BB,EC,Ad

2	Doors of Night	P.env	
1	Twilight	S.env	
1	Extravagate Tombs	P.avatar.atani-SP	o2
1	Lure of the Senses	P.corr-haven	
1	Despair of the Heart	P.corr-wilderness	
1	Greed	S.corr-item	x1
1	Fear of Death	P.tap-character	o2
1	Kin-Strife	P	x1
1	Pride Increased with Despair	P	x1
1	Shut Yer Mouth	P.influence	
1	Politics	P	o1
2	Echoes of Númenor's Fall	P.env-cycle	
2	Storms of Osse	L.env-sea roadblock	
2	Drowning Seas	S.env-sea roadblock	
1	Sea-Blockade	P.site-port	o2
1	Reef	S.	o1
1	No Escape From My Magic	P.roadblock-	x1
3	Things Might Go ill	S.attack	
1	Cult of the Eye	P.site-attack	x2
1	Inner Cunning	S.agent	
1	Nobody's Friend	S.agent	
1	Behind the Hedge	P.agent	o1
1	Spirit of Oku-Tori	P.	x2
3	An Unexpected Outpost	S.cycle-hazards	
2	Returned Beyond All Hope	S.creature-Maia,Elf,Dwarf,Dunedain	x2

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SITES

Minas Morgul

Bozisha-Dar-p

Be	Linhir-p	m, M	men.xc7	*
Mk	Monastery of True Faith	Info	dun.xw8	<i>hidden</i>
Fe	Hau Nysrin	Info, m, M, G	elf.4w8, elf.3w9	Swordmaster
Fe	Hazaj Tollin-p	m, ring	dún.xc8	faction-Bellakaze
Bz	Korlea-p	Info, ring	dún.xc9, animals 4o9	*
Af	Lond Galen-p	ring	men.	*
Hx	Hospice of Lost Faith	m	men.xc8	*
Hd	Gobel Mirlond-p	m, M*	men.xc8	faction-Black Númenóreans
Hd	Southron Oasis		men.xc5	faction-Southrons
Hm	An Karagmir	m, ring	men.3w8	hidden: Gleaming GR
Hm	Umbar-p	Info, m	men.xc8	faction-Um. Corsairs, Tribute
Pz	Korondaj	m#, M#	men.4c8	*
Fe	Ûrêzâyan-p	ring	men	Gleaming GR
Bz	Auz Azunan	m	wolf.3w6	*
BB	Coastal Signal Tower	Info, m, ring	men.3w7	Fancied GR
MA	Tolfalas	m, M	undead.3w7	magic-Ancient Rite
MA	Benish Armon-h	Info, m, M	men.2w8, demon.1w12	hidden(Sa)—
CH	Tol Uialgaer	m	men	*
SS	Tol Morwen	Info, m, M, G	undead.3w9	Old Treasure
MC	Tol Glingal	m, M	wreck.xd10x	Mail Coat
BF	Pelican Islands	Info	animals.3w7	Secerts
BT	Lighthouse	m, M	animals	Arms of the Sea
Hd	Haudh-in-Gwanûr	m, M	undead.1w10	*
Hd	Cairn of the Colruth H	Info, m	men, maia	*
Hm	Vamag-h	m, M, G, ring	undead.3w10x	*
Mk	Narik-Zadan	m, ring	wolf.3w7	Fancied GR
Fe	Nîlûlondê	m, ring	elf.2w8	Fancied GR
DS	Urud-an-Khibil-h	m, M	demons.3w8	*
KA	Khibil Ephalak-h	m, M, G, ring	drake, drake	*
KA	Killing Fields-h	m, M#	undead.2w8	*
SS	Pred	m, M, G	pukel.3w12	* <i>hidden-wose</i>
SS	Tower of Birds	m, M	wose.3w8	* <i>hidden-Rsl</i>
Hx	Amrun	Info, m	men.4c8	*
Mk	Dusalan-p	m, M	dun.4c9	Bone-hilted Broadsword
Bz	Bur Esmer	m, M*	men.xc6, dun	faction-Bozishnarod
Ch	Lugarlur			faction-Haradrim

MINIONS-10		7-4-4-3-6		agent mind-19	
4 Adûnaphel	10/5/8/10	W/Sc/D	RW	sp	Nurniag Camp +2DI.HL, -2P.FR
2 Sûrion	6/2/5/7+	W/Sa/D	Dun		Minas Tirith, Pelargir
3 Pharacas	8/2/6/8+	W/Sc/R	Dun	L	Urezayan, Ro-mollo +2DI.Dun, factions
2 Angamaite	6/1/5/9+	W/D	Dun		Gobel Mirlond, Umbar +2DI.Dun
1 Harngorin	3/1/4/7*	Sc/D	Man		Tresti, Tûl Pôac +3DI.Gusar
1 Horseman	4/2/3/7*	W/D	man		+1DI.factions
2 Bereth	5/2/3/9*+	Sc/Sa	Man	sp	Lugarlur, Temple of KO
2 Sakalthor	5/2/3/8	Sa/D	Dun		Hazaj Tollin, Korlea
2 Belegorn	5/2/3/7+	Sa/D	Dun	sp	Carn Dum
2 Leärdionoth	6/2/4/8+	W/Sa	Man	sp	Dol Guldur, Strayhold
1 Zohkad	4/0/5/7*	W	Man		Dusalan, Umbar +1P.sea port; +1CP
1 Mariner	3/0/3/7	R	dun		Dun-hold port
1 Mariner	3/0/3/7+	R	dun		Dun-hold port
1 Mariner	3/0/3/7*	R	dun		Dun-hold port
1 Brawler	1/0/3/8*	W	orc		Any DH
1 Lomëлиндë	4/0/4/8a	W/Sc	Dun		Dusalan, Ro-mollo, Umbar
1 Ôn-Eno	4/0/1/9a	Sc/Sa	Wose		Tower of the Birds, Yatali-Kirgan
<hr/>					
<u>starting company:</u> at Bozisha-Dar					
<Whisper of Rings><Ard Once Vain><Open to the Summons>					
2 Bereth	5/2/3/9	Sc/Sa			
1 Harngorin	3/1/4/7	Sc/D			
1 Zohkad	4/0/5/7	W			
1 Horseman	4/2/3/7	W/D			
1 Mariner	3/0/3/7	R	du		
1 Brawler	1/0/3/8	W			
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Ringwraith company:					
Fell Rider	Adûnaphel	10-2-08-10	W/Sc/D	sp	
Black Rider	Adûnaphel	10-5-08-10	W/Sc/D	sp	
Heralded Lord	Adûnaphel	10-8-06-10	W/Sc/D	sp	
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17/25 (20+5) GI		Hand-8	Mind-38		
#1 Tarma			<item2-factions3-ally-Sieze-Secrets>		
Pharacas-W,L	7/11/6/8	W/Sc/R	1	Du8	LR.trifling Realm, Word
Belegorn	4/2/3/9	W/Sa/D	1	Du5	coat, Swordmaster [spirit]
Leärdionoth	6/2/4/8	W/Sa	0	M6	GR.delusion [spirit*]
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#2 Corsairs			<rings3-items2-factions3>		
Surion	5/5/7/8	W/Sa/D	2	Du6	bone, LR.trifling, Embassy, Summons
Bereth	5/2/3/9	Sc/Sa	2	M5	[spirit]
Angamaite-L	5/3/5/9	W/Sc/D	2	Du6	GR.guile
Mariner	2/0/3/7	R	0	Du3	
Harngorin	1/1/7/7	Sc/D	2	M3	SR.reviled

OVERVIEW

The coasts will be the realm for this Ringwraith. Rings, cults, and factions are the themes for this player. Many factions will be mustered to help the advancement of the Mûmakanril and to attack the belly of Gondor. Play factions, kill Prince Imrahil's characters, and prevent hero factions moving to stop the Mûmakanril. This Ringwraith will control the lands along the coast to the Great Desert from Harondor to the Bay of Tulfang. Cults will be played to help either to be a Darkhaven or harm the Heroes. Spirit-magic will help with combat or influence. One Warlord will continue the assault against Prince Imrahil when the Ringwraith is called.

ADÛNAPHEL

Your Ringwraith will be playing two factions and attacking heroes. She has W/Sc/D skills. Only the Warrior skill will be used. But her spirit-magic ability is needed when she moves to non-haven sites. She can normally use spirit-magic. She will use Calm-song when facing lethal attacks. Her 8 prowess is the lowest of the Ringwraiths, but 10 body is high. A normal 4 DI will become 9 DI when in Heralded Lord mode. But her prowess will be a low 6.

The Ringwraith ability is used when at a Darkhaven or home site. She can tap at a Darkhaven to cancel one hazard creature attacked not played at a site against any one of your companies.

She will start play at one of her home sites. Play her at Lugalur if she can stay protected there for a few turns else play her at Minas Morgul. There are three factions and three unleash events for a total of 6 movements away from a haven. Use two Unleash events for CvCC. She should stay at Minas Morgul during the first deck after playing her item. The second deck has her unleashed.

Her Warlord event, *Ard Once Vain*, will start the game. She can be played at Lugalur. The power of the event is that all of her dúnadan characters costs one less influence to control. This event will not be discarded to fetch the item unless the Ringwraith is too vulnerable at Lugalur. In that cause use *Weigh All Things* to a Nicety to shuffle the stage event. Keep in mind this event will be discarded if the Ringwraith is called for the Warlord Phase.

Two factions and two unleashed equate four movements away from a haven and four back to a haven. She will be tapped once to play the item, and eight to manipulate the sideboard for the first deck. Her three avatar cards untap her thrice. Expect her to be played late as the Fourth turn. Play *Black Horse* after the factions are played and there is no need to use Heralded Lord to influence away a dual faction.

Call of Arms will be played on her so she can fetch factions during the site phase. However, there will be only 5 SP in play, which will make it difficult to fetch a faction. A roll of 5+ is needed to play the faction. Heralded Lord will give her 9DI. This will almost guarantee playing any of the three factions. Her prowess will be 6, which is not acceptable. Her Unleash reduces any attack to one strike or allows her to choose defending characters. You only want to use the second option unless it is to keep her unwounded. If so, then recycle the event.

Her Lute must be played in the Sun-lands. It is an Instrument. Once it is played move her to Minas Morgul for safety. This item gives her the Sage skill, which is nice if you must use her to tap to play *Voices of Malice*. The item can be tapped to fetch Heralded Lord or Morgul-Apprentice when she does not have it in play during the second deck, since you do not know when *Forced March* is drawn. ~~Otherwise fetch *No Escape from My Magic*.~~

~~—The Mornarturi is an event allowing Dúnadan characters to be in a company with Ringwraith characters. First, you need to have a Dúnadan faction in play. This event will be useful maybe as much as eight turns. Yet, having one more character in the character can help the Ringwraith stay~~

~~untap. Hence, only one Dúnadan character can join with the Ringwraith.~~

CHARACTERS

Dúnedain and men compose the minions for this Ringwraith. A stage event reduces the influence needed to control each Dúnadan. That is significant. Two minions are magic-users. Seven men and one Wose are found in the mix of 15 minions. The pool of minions is rich in mind and skills, except for Sage, which there are just three Sages. All but four minions have a home site near Umbar. Three agents are in the deck: one will be a character and the others will be used as agents. Only Five characters have a mind less than four. The non-unique dual character Dúnadan Mariner has joined the Quiet Wraith.

Pharacas is your main minion at 8 mind. His normal 2 DI with +2DI against Dúnadan characters and factions playable in the Sun-lands allows a nice follower. He has three useful moving skills of W-Scout-Ranger. His 6 prowess is mighty to support his average 8 body. He becomes a leader if he is the highest mind character in the company. This will likely not be used later in the game; but play the command event on him early in the game.

Súrion is a worthy minion. As a 6-mind, three skill, Dúnadan he will be lead a core company. His normal 2 DI is nice for having followers. His 5 prowess is strong, but a 7 body is low. His home sites in Gondor can cancel the a automatic-attack at Pelargir. Open to the Summons will get him to be played at any Darkhaven

Angamaite is another mid-mind Dunadan. He is a Warrior and Diplomat from Umbar and Gobel Mirlond. A 1 DI is low for his 6-mind, but it is offset with a strong 5 prowess and high 9 body. He does have +2 DI against Dunadan, that will be used to lead a company. If you have Black Numenoreans or The King's Men, then he becomes a leader. When this happens play I'll Be At Your Heels on him.

There are three mid-mind magic users. All use spirit-magic. Such cards are in the playdeck to begin the game. **Belegorn** is a 5-mind Dunadan schooled in the libraries of Carn Dum. He has 2 DI for a simple follower. His low 3 prowess and low 7 body makes it dangerous for him to move. Likely, he will stay at a site to recyle magic cards with a magic ring. He is a Sage and a Diplomat to play Voices of Malice.

Leärdionoth is a Warrior Sage from Rhovanion. A six mind gives him 2 direct influence, four prowess, and 8 body. Also, he is a spirit-mage with +1 DI against characters and factions playable at his home sites of Dol Guldur or Strayhold.

Bereith is a 5-mind Man spirit-magic user from Khand. She is also a Scout and Sage. Her 2 DI is flexible to have a follower and a 3 prowess and 9 body is acceptable for her movement. Her home sites of Lugular and Temple of Kondri Odchi are close to the sea. Her special ability is to fetch Variag Priestess, but that will not be used in this deck.

Horseman in the Night is a non-unique Warrior-Diplomat from any Dark-hold. Talks with a hiss, but he can influence factions with his 4-mind. Carrying 3 prowess and 7 body will likely get him killed, but that is acceptable. His normal 2 DI and +1 DI against factions will let him make the influence attempts early in the game. He can be the sacrifice to play Cult of the Dark Lord.

Harngorin is a dual Man character from Tresti and Tûl 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.

Zohkad is a dual character and a strong warrior with 5 prowess costing 4-mind. He may be played late in the second playdeck when Belegorn is discarded for muscle. He has Umbar and Dusalán as home sites. He gains +1 prowess when at or moving to a site in a Coastal Sea or a Port. He carries one corruption point.

Dunadan Mariner is a non-unique Dunadan Ranger. Like Zohkad this character gains +1 prowess when at or moving to a site in a Coastal Sea or a Port. His 3 mind is a fair price for 3 prowess and 7 body. Any Dunadan-hold port as a home site is nice. There are five such sites including Dusalán. He can tap to allow his company to use port movement. Another ability is discarding a Great Ship or Black Sails (for no effect) during the organization phase to allow his company to move 3 extra regions, if moving with Port-movement or to a site in a Coastal Sea region. There are three copies of Black Sails in this deck. Expect one copy of this character to be killed; there is another in reserve.

COMPANIES

Ard Once Vain starts the game allowing the company to begin at Bozisha-Dar. The starting company consists of Harngorin, Zohkad, Bereth, Horseman in the Night, Brawler and Mariner. All the skills are present with one Rangers and two Scouts. Hungh is used by a Hero player; instead include Orc-Brawler to later be killed for the cult event. Discard the orc on Turn 1. You can play him again at Lugarlûr by only Man characters. Then move him to Umbar.

They have heard Whispers of Rings in Harad. Move them south to play rings and factions. This group can use spirit-magic. Bereth is only planned to be in a core company. You want to expel the Man characters for the benefit of Ard Once Vain. Five have low body stats. They will play as many resources as possible.

Your two core companies will use 18 of 25 GI. The influence ability from Ard Once Vain allows 38 mind of characters to be in play. Think about playing Dark Embassy on a Man Diplomat such as Horseman. Then discard that minion with the event late in the first deck so to play the event on Súrion.

<Whisper of Rings><Ard Once Vain><Open to the Summons>

2 Bereth	5/2/3/9	Sc/Sa
1 Harngorin	3/1/4/7	Sc/D
1 Zohkad	4/0/5/7	W
1 Brawler	1/0/3/8	
1 Horseman	4/2/3/7	W/D
1 Mariner	3/0/3/7	R

The discarding of Ard Once Vain causes trouble with your General Influence. This is why some better Dúnadan minions are not in the deck due to that one extra mind that will be too much with no change from Ard Once Vain.

#1 Tarma

Your main company, Tarma, will play resources at ports or at sites in Coastal Seas to keep the octopus ally in play. CvCC will be the hallmark of this company. Two free-holds, two Border-holds and one Ruins must be visited for the resources. Mostly this company will be near the Bay of Tulwang using Bozisha-Miraz as a Darkhaven until Cult of the Dark Lord makes a

Darkhaven. Modifications to Pharacas's DI is needed without adding 4 CP.

Pharacas is a Warlord from Seaward's Realm bearing Trifling Ring, By the Ringwraith's Word for 11 DI. He will control Leärdionoth and Bereth. He is a normal leader, but that will not be used. Leärdionoth is a Sage to use magic. Bereth has a Magic Ring of Delusion to grab a magic event. This company has two Scouts needing a roll of seven to play Grapnel successfully. Sewarden's Realm requires Black Numenoreans to be in play. It has a MP mechanism, which you do not expect to gain MP. Keep this company closer to Minas Morgul allowing easier engagement with Prince Imrahil. This company will use Minas Morgul as a Darkhaven until Umbar becomes a Darkhaven from Cult of the Dark Lord. Pharacas will play Arms of the Sea. That ally is the most southernmost site to visit.

#1 <item2-factions3-ally-Sieze-Secrets>

Pharacas-W,L	7/11/6/8	W/Sc/R	1	Du8	LR.trifling Realm, Word	
Belegorn	4/2/3/9	W/Sa/D	1	Du5	coat, Swordmaster	[spirit]
Leärdionoth	6/2/4/8	W/Sa	0	M6	GR.delusion	[spirit*]

#2 Corsairs

The Corsairs Company will play three factions, three gold ring items, and two items. Súrion leads this company with a Triling Rings, Dark Embassy, and Open to the Summons for 5 mind and 5 DI. Bone-hilted Broadsword raises prowess to 7 and body to 8. A home site of Pelargir can give a surprise site event there against a hero company. He controls Bereth.

Survival of Bereth is not needed with other similar spirit-users available for the Power Deck. Súrion should be kept alive for life as an agent for the Power Decks. No resources burdens this spirit-magic with corruption.

Angamaitë will be a Leader, if Black Numenoreans are in play. He is a W/D with a Magic Ring of Guile to help play Grapnel. Angamaite can cancel AA at his home sites, but is unlikely to visit there to play the factions. Mariner has no items permanently. He can carry gold rings or be used as a go-between when transferring special rings. Harngorin was a late addition. Give him the Spirit Ring of Reviled to lower his mind and provide 7 prowess. Now this company has three scouts. He can also join the Tarma company as their diplomat and give 3 scouts.

The low body of two characters and the special movement by Dunadan Mariner persuades using this company away from enemies. Keep them close to Bozisha-Dar. Two sites closer to Mordor are to be visited: Tolfalas (major item), Amrun (faction).

#2 <rings3-items2-factions3>

Súrion	5/5/7/8	W/Sa/D	2	Du6	bone, LR.trifling, Embassy, Summons	
Bereth	5/2/3/9	Sc/Sa	2	M5		[spirit]
Angamaitë-L	5/3/5/9	W/Sc/D	2	Du6	GR.guile	
Mariner	2/0/3/7	R	0	Du3		
Harngorin	1/1/7/7	Sc/D	2	M3	SR.reviled	

ITEMS

Major items and gold rings are common along the coasts. Use this as an advantage to play magic rings and possibly a Spirit Ring.

Old Treasure is a hoard minor item needed for its +1 DI. It can be discarded to give the bearer +4 DI for the turn. But that use probably will not be used unless to play a faction. There are not many hoard sites along the coasts. Three hoard sites are in Deserts.

Black-mail Coat is armour boosting the body of your minions, which five have a body of 7. It modifies body by +2.

Bone-hilted Broadsword is a bane to Undead. It is a hoard major item. It only gives +2 prowess to max. 8, but +3 to max. 9 against Undead. The bonus to body (+1 to max 8) got the item into the deck and that a hoard site is nearby for play.

Five special gold rings need to be played. Each will be placed on Whispers of Rings. Three gold rings (Gleaming, Sauron Fancies x2) will be tested. **Gleaming Gold Ring** may be the Dwarven Ring (9+). **Gold Ring that Sauron Fancies** may be the dwarven ring (8+), but will be the magic rings (1-5).

Magic Ring of Guile allows a Scout to cancel a strike against him else give bear Scout skill.

Magic Ring of Delusion will be tapped to fetch spirit-magic events.

Trifling Ring is a minor ring to help with controlling characters. The wearer gains +3 direct influence against characters. Two are in the deck.

In the second playdeck, try to have the **Spirit Ring** in play to lower the mind of the wearer and provide +3 prowess with this weapon.

Either store the gold ring or have the gold ring in the same company as the Ringwraith during the End phase to acquire the lesser and magic rings. Use **Secrets of Their Forgings** to get the spirit ring.

ALLIES

Arms of the Sea is a unique animal ally found along the cregs of Harad Coast. It is a mighty beast that is a danger to its own controller. But proper training will unleash a fury of tentacles on the unaware. Therefore, play the ally in the third deck when few resources playable away from the water are required. Pharacas is the only character that will have the required 7 prowess to play the ally, but that is with spirit ring. The ally must be played at Lighthouse at the Cape of Octopuses, which is not a pleasant location. This ally can face up to three strikes from an attack in different strike sequences, but each additional strike faced modifies the prowess by -2. Its 8 prowess and 8 body are stout. Thus, the first strike is at 8 prowess, second strike at 5 prowess if tapped, and third strike is 3 prowess if tapped. Or (5 no tap, 3 no tap, 1 no tap).

During the organization phase the opponent makes a roll modified by -2. If this result is greater than the mind of the controlling character, well that is the end of that character. Pharacas has 8 mind. A special ability of this ally is tapping at any time if at an opponent's new site to cancel the effects of Great Ship played on the moving company. Of course, moving to a non-Port site in a non-Coastal Sea region discards this ally. Combat heroes with this ally.

FACTIONS

You have six factions to influence. Four are dual factions and five are men. Only Black Númenóreans is a dúnadan faction. Factions played by other Ringwraith's will lower your chances of playing some factions. Adûnaphel is the one to play three, may be four of the factions. She will use Heralded Lord to have 8DI. She can fetch the mode event with her item.

Modifiers to faction influence attempts include Pharacas's and Angamaitë's +2 DI versus Dúnadan. Carlon has +2 DI versus Bozishnarod. The resource to help influence attempts is Old Prejudice. It triples all standard modifications. This is a long-event; Indûr will have two copies in his deck. Words of Menace and Deceit is required to influence the two Man factions near Bay of Tulwang. All factions will go to war.

Umbarean Corsairs needs an attempt of 9 (Black Num +2, Southrons +2). It will be played in the second deck to gain the bonuses.

Black Númenóreans needs an attempt of 9 and share the +2 from Umbarean Corsairs. This faction needs to be in play to for the event to make Pharacas a warlord and to play Cult of the Dark Lord. Tarma of Ar-Pharazon also needs this faction in play, which gives 2 MP. Play the faction as soon as possible. That unique Permanent-event helps you influence away hero resources. Your characters in a convert company do not suffer a -5 modification. Now, you can use Words of Menace and Deceit with a copy of the resource with an even chance.

Southrons need an attempt of 9 (Haradrim +2, Asdriags -2). Play this faction soon.

Haradrim is similar, but needs an attempt of 10 (Southrons +2, Variags -2). Also play this faction in the first deck. Both of these factions are dual factions.

Bellakaze needs the high roll of 11 to play with no help from factions playable at Bozisha-Dar (-2). Playing the next faction grants +1 MP to Bellakaze.

Bozishnarod also need a roll of 11. It too has the modifier Bozisha-Dar (-2). Play Words of Menace and Deceit to have +5 to the influence attempt on both factions.

MISSIONS

Cult of Vatra will be played once you have three unique man factions. The effect of this resource increases the hazard limit by one for hero companies with a dwarf, elf, or wizard in the Sun-lands. Also, influence attempts by such characters in the Sunlands are modifier by -3.

Cult of the Dark Lord is in the deck to provide the minion Tarvaran to use spirit-magic. This minion is in Akhôrahil's deck. Play this event during the second deck before Umbarean Corsairs faction moves for battle. The event requires a sacrifice of one of your characters or a prisoner at a Man-hold. Try to capture a hero character else eliminate one of the extra minion Man characters. Then the site becomes a Darkhaven and AAs become normal for all other companies. Also having a close port to move into Gondor is strategic. Umbar is the best site to allow four region movement to Bellazen, Anfalas, Belfalas, and Lebennin. You need to find a way to keep this site in play.

Play **Tribute to Sauron** on Umbar. You need to tap a Diplomat as a condition. Now the site stays in play. Later, play Cult of the Dark Lord is played. A hero Diplomat or avatar can tap at the site to discard the minion resource.

Play Orc Garrison on Lugulâr to keep the site in play after you play Haradrim there. Just get there when a hero company visits, which will discard the event. Later, play Cult of the Dark Lord there.

Swordmaster is played at Information sites. You allow a Sage to gain the Warrior skill or give a Warrior/Sage the ability to use two weapons or a two-handed weapon with a shield. You want a spirit-mage to use armour.

Faithless Steward is a permanent-event played on an agent character at a Darkhaven who has a Border-hold or Free-hold has a home site. Now, if target is at one of his Border-hold or Free-hold home site no factions can be played at any version of that site and you receive 3 MP.

SPIRIT-MAGIC

Seven spirit events made it into the deck. The Ringwraith and two minions can normally use spirit-magic. Magic Ring of Delusion will be used to fetch the events.

Poison of His Voice is for hazard permanent-events on your minions when Voices of Malice is not available.

Poisonous Despair is to prevent the factions from being taken from you.

Filled with Fury are to be played on the factions for war.

Words of Menace and Deceit is for the faction influencing by Belegorn or by Bereth to use Treason the Greatest Foe.

Driving As By a Madness transforms those in the company into monsters. Each character has +2 prowess and -1 body against an attack.

Calm-Song changes a normal attack to a detainment attack. This will prevent the Ringwraith from becoming wounded by a large attack.

Ancient Rite is to slow heroes at important sites. This event will be played at Tolfalas to hinder the play of Scroll of Isildur. The site and event stay in play until the new attack is faced.

Elimination from the use of magic is only possible using Words of Menace and Deceit.

CvCC

This player needs to play and move for combat and battle. You need to prevent the desire of Imrahil to move characters to the coasts near Umbar. Fear of movement can be acquired by CvCC. The Corsairs will be attacking heroes. Pharacas has 8 prowess. Kill those with elf-blood.

SUN-LANDS

You are in the Harad Division. Most of the movements of your minions will be along the coasts. Two sites are found in desert regions. One site is in a Coastal Sea. Both darkhavens for you are in Shadow-lands. One other site is in a Shadow-land. All other regions for your travels are Wilderness or Borderland.

Resources are included to either fight or hide. **Grapnel** is for the Scouts. A covert company has the chance to cancel an AA at a Free-hold or Border-hold. If the number of Scouts in the company plus a roll is greater than 8, then the attack is cancelled. One company will have three Scouts later in the game.

~~— **No News of Our Riding** will cancel free people creatures. Play it on an untapped character after his company faces and Elf, Dúnedain, or Man hazard creature. Now, that character can tap to cancel a creature attack of those types. Expect to see many man creatures. Have this card to be sent to the discard pile after the first exhaustion so to shuffle near the end of the second deck to quickly play at the start of the Warlord Phase.~~

Dark Embassy will be played on Angamaitë that allows him to play **In the Name of Mordor** to cancel detainment AA of Dúnedain types. Then any influence attempts against factions or characters that site phase receive +3. Place Dark Embassy on Carlon first.

Voices of Malice will be to cancel hazards on your characters or companies. Movement will gain a boost. **Forced March** is for the Ringwraith to bypass a Darkhaven so to maintain use of the mode resource event. **Black Sails** is for moving great distances over the sea. Try to use this resource to move to Gondor for CvCC. This will surprise the heroes who will be vulnerable, which allows you to tap minions to cancel Coastal Sea hazards. You need this event to get to the Sundering Seas from land.

Above the Abyss replaces Dark Tryst, which will replace AtA during Warlord Phase.

SITES

The Sun-lands has many sites to play resources. It is far from the crowded lands populated with Wizards and Lords. This player wants to stay near the coasts and to stay away from the Deserts and Coastal Sea sites if possible. Port sites are common to play Black Sails. One site to visit is in Desert regions. No sites are in Gondor.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	2	5	8	0	2	2	20

Most of the sites that have AA either have men AA or undead AA types including: Men (8), Elves (3), Dúnedain (5), animals (2), Undead (2), Wolves (1), and Traps (1). Five sites to visit have Minas Morgul as the nearest haven: 2 items, 3 factions. Ten sites have Bozisha-Dar as the nearest haven. Two to visit has Geann a-Lisch as the nearest Darkhaven (Tolfalas) and Mornost as another. Minas Morgul and Bozisha-Dar are the darkhavens to use until Cult of the Dark Lord is played. Mouths of the Anduin can be reached from Imlad Morgul in four regions.

Two Free-holds are along the coasts, but you as of now do not need to visit any. In Felaya, another port **Hazaj Tollin** has a Dúnedain automatic-attack with 8 prowess. However, any character wounded by an attack from Sons of Kings moving to or at the site is taking prisoner at the site. Play Bellakaze there. **Hau Nysrin** is a hero haven with Information, minor, major, and greater items. Two elf attacks protect the site. **Monastery of True Faith** only has Information. Play Swordmaster at the elf-haven.

Border-holds are more common. Each site has men AA. Three of the factions are found along with two gold ring items. **Ūrêzâyan** has gold rings after each faces a Men attack with 6 prowess, but play Gleaming Gold Ring here and not the faction Bellakaze there. Cult of the Eye will be played on this faction. **An Karagmir** has two Wildernesses in its site path and gold rings. A character with a home site in Sun-lands must tap to reveal this hidden site. The automatic-attack is modest with 3 strikes at 8 prowess. Play Gleaming Gold Ring there. Minor items can be played at Auz Azunan with a detainment Wolf attack with 3 strikes at 6 prowess. Stay away from Suzar Sumar using region movement for fear of the maiar hunting the forest.

Gobel Mirlond has Black Númenóreans and a detainment automatic-attack at 8 prowess. Umbar has an identical automatic-attack. Both are port sites. **Umbar** becomes a Shadow-hold if a minion faction is played there when no hero faction is in play at the site. This then allows playing Shadow-hold creatures there against heroes. Cult of a Dark Lord will be played here. **Southrons** is played at their **Oasis** with the weak detainment Men automatic-attack at 5 prowess.

Ruins are numerous, but are not common for your plans. **Coastal Sea Tower** is in Bay of Belfalas – three regions from Hyarmenfalas. You can play Information, minor, or gold ring items after facing the moderate Men three strikes with 7 prowess. Two gold ring items will be found at the sites **Narik-Zadan** (Wolf 3 strikes with 7 prowess) and **Nîlûlondê** (Elf 2 strikes with 8 prowess). Visit **Pelican Island** to play Secrets of Their Forgings after you dodge the Animal attack of 3 strikes with 7 prowess. Nearby is **Lighthouse at the Cape of Octopuses**. The site contains a hoard and plays major items. Play an ally there after facing an army of trouble. The attack is Animals with 7 prowess. If that attack is not defeated a 2nd identical attack follows immediately. This can be trouble. Black-Mail Coat is at **Tol Glingal** among the broken ships. The Shipwreck strike with 10 prowess against all is a tough attack. Minor and major items are found there. Go into the Sundering Seas at **Tol Morwen** to play the hoard minor item Old Treasure. Other hoard sites have worse AAs such as: Vamag and Khibil Ephalak. **Tolfalas** will be targeted by Ancient Rite to cause trouble for heroes attempting to play the Scroll of Isildur. It too has

Undead but worse at 3 strikes with 7 prowess.

Shadow-holds include **Bur Esmer** to play Bozishnarod. It has a simple Men attack with 6 prowess. You can move your avatar to this site to take any one cult card from sideboard to the hand. Play Cult of the Eye on this faction. **Dusalan** will polish the hoard major item Bone-hilted Broadsword after facing its tough detainment, Dúnedain 4 strikes with 9 prowess attack. But hoard items are only playable there if an opponent has a faction in the Sun-lands.

The Haradrim faction can be played at **Amrûn**, but at a -2. But leave that site for another player. Play the faction at the Dark-hold **Lugarlur** after facing its Men detainment 2 strike with 8 prowess attack. Adûnaphel the Ringwraith can be brought into play at this site.

MARSHALLING POINTS

C=10 No minions have a mind less than three. The core companies have 14 MP of characters.

Count Pharacas, two 2MP and three 1MP minions.

I=11 Plan on having four 2MP ring special items. Black-mail Coat and Bone-hilted Broadsword will grant 3MP total. The spirit ring with its 3 MP is valuable; try to play it.

F=2 Six factions will be played. Four are dual factions. Four will defiantly be used in combat. Expect to have just these MPs in play at the end of the councils.

A=0 The two allies do not grant any MPs.

M=6 Swordmaster and the cult events are these points.

K=3 You are not expected to gain many Kill MPs, so focus on playing the spirit ring.

Game Points: Smoke on the Wind to gain more MPs from Cult of Valtra. Orc Garrison, Cult DL

FACTION WAR

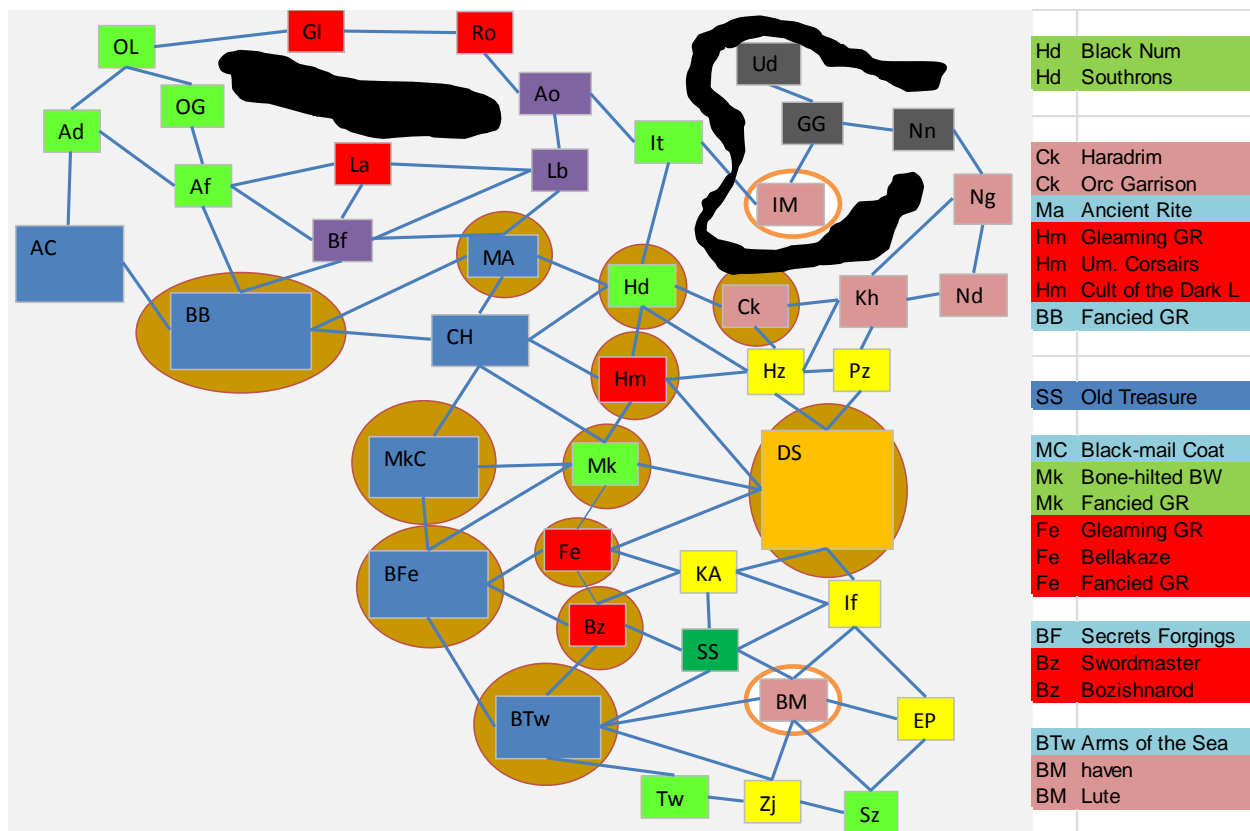
This player will be one of the first to initiate faction war. Swift Onset starts in the playdeck. Hope that it is drawn early so to move the factions north for war. Avoid battle with Black Númenóreans if you can since two resources require it in play.

The two factions near Bay of Tulwang have the priority to combat factions between Harondor and Tulwang. Play Filled with Fury on these factions.

[Note: Filled With Fury may be overpowered. Maybe bonus is gained with a spirit-mage is in the same region as target faction.]

Once that threat is removed move southwestwards to block hero factions moving north through Curinshiban as reserves for Akhôrahil. If hero factions succeed in defeating your factions in Gondor and hero factions move into Bellakar, then move these two factions there for battle. The hero factions are blocking the Mûmakanril so eliminate the hero factions.

You do not expect a hero threat from Khand or from the Dune Sea. Prince Imrahil may send his factions to Umbar before you marshal northwards. In this case use all of your factions to defeat his factions. Any of the four northern factions that were defeated will be replaced by one of the two southern factions. If you succeed, then move to Belfalas.



The Sundering Sea	R	Tol Morven	adunaphel	Undead
Mouths of the Anduin	R	Tolfalas	adunaphel	Undead
Mardruak Cape	R	Tol Glingal	adunaphel	Traps
Bay of Felaya	R	Pelican Islands	adunaphel	Animals
Bay of Tulwang	R	Lighthouse at the Cape of Octo	adunaphel	Animals
Imlad Morgul	D	Minas Morgul	necro, dwar, hoarmurath, adunaphel	.
Chelkar	D	Lugarlur	witchking, adunaphel	Men
Harondor	B	Southron Oasis	adunaphel	Men
Hyarmenfas	B	An Karagmir	adunaphel	Men
Hyarmenfas	B	Gobel Mirlond	adunaphel	Men
Hyarmenfas	B	Umbar	adunaphel	Men
Bellazen	S	Bûr Esmer	adunaphel	Men
Mardruak	S	Dûsalan	adunaphel	Dúnedain
Mardruak	R	Narik-Zadan	adunaphel	Wolves
Felayja	F	Hazaj Tollin	adunaphel	Dúnedain
Felayja	R	Nîlûlondê	adunaphel	Elves
Felayja	B	Ûrêzâyan	adunaphel	Men
Bellazen	F	Korlea	adunaphel	Dúnedain
Bozisha-Miraz	H	Bozisha-Dar	akhorahil, adunaphel	.

SIDEBOARD MANIPULATIONS

About 25 resources are in the sidebar. Four are special ring items. 15 resource are destined for the discard pile. Four of them are magic cards to fetch with the magic ring. Three Unleashed and three Grapnels are for the second deck. Use Weigh All Things to shuffle in the second deck three cards: ally first, faction next, then mission when Grapnel is in hand. Tap the avatar early that second deck to shuffle Cult of Valtra. Avatar taps to shuffle two cards: Call to Arms, By RW Word late in the first deck when Pharacas is in play.

2	Magic Ring of Savagery	whispers		
4	The Warding Ring	whispers		
2	Magic Ring of Delusions	whispers		
1	Trifling Ring	whispers		
1	Bozishnarod			Weigh
1	Umbarean Corsairs		dp121	
1	Arms of the Sea		dp122	
1	Swordmaster	Weigh		
1	Cult of the Dark Lord	Weigh		
1	Cult of Vatra			tap
3	Grapnel		dp123,dp124, dp125	
2	In The Name of Mordor		dp134, dp135	
1	Poisonous Despair		dp111	
2	Filled with Fury		dp112,113	
1	Words of Menace and Deceit		dp114	
1	Heralded Lord		dp115	
1	By the Ringwraith's Word	tap2		
3	Adûnaphel Unleashed		dp131,132,133	
1	Call to Arms	tap1		

SB to DP	15	+3
SB to PD	2	+2
Whispers	4	*
RW card	*	-3
2 nd Deck.Weight	2	---

TOTAL:

FIRST DECK

The main resources in the playdeck were selected to be played near Minas Morgul before Prince Imrahil is strong. Play factions ahead of non-ring items. You need to begin moving factions south to aid the Mûmakanril. The Ringwraith can play the factions while the minions can play the other resources. Get the Ringwraith in play quickly so to use the Warlord card and reduce the cost of Dûnadan characters. Forced March can draw more cards even if it is not truly needed to reach your site of interest. Get the spirit ring in play. You can play more characters with Heralded Lord in play and thus use 9 DI. Play Ancient Rite on Tolfalas after play a major item at the site. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be low (e.g. ~7). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 2x to shuffle Call to Arms and BRW.

Consider using Weigh All Things to shuffle Secrets of Their Forgings and Cult of the Dark Lord from the sideboard. Shuffle Pharacas using this short-event near the end and also BRW
An Unexpected Outpost shuffles *Politics, Reef, Behind the Hedge*.

First Exhaustion

Remove from the sideboard 5 hazards: *Vaurak, Kin-Strife, Pride Increased with Despair, No Escape From My Magic, Greed*.

Place these resources in the sideboard: factions to be fetched using Call to Arms, Heralded Lord x2, Ancient Rite.

SECOND DECK

Build Pharacas's company at this time. Keep him at Umbar or Imlad Morgul. Relocate Surion's company to Bozisha-Dar. Play the remaining factions. Expect to exhaust on Turn 18.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar taps 1x to dump magic events and the newest resources sent to the sideboard.

Consider using Weigh All Things to shuffle the magic ring and Fell Captain.

An Unexpected Outpost shuffles *Sea-Blockade, Fear of Death, Extravagate Tombs*

Second Exhaustion

Remove from the sideboard 4 hazards: *Returned Beyond All Hope x2, Spirit of Oku-Tori, Cult of the Eye*. Also remove a Game Point card.

Place these resources in the sideboard: 7 Ringwraith events.

Third Deck

Play the remaining items and factions. Battle factions in your way. Use the magic-users to play shadow-magic on hero characters killing them one at a time.

HAZARDS

You are playing a hazard deck to terrorize those along the Coasts of Gondor and Harad with creatures, sea hazards, and everyone else with poison of the mind. Creatures include Free-people creatures keyed to Coastal Seas from Gondor to Tulwang. One agent will cause trouble in a specific region. Nine environment hazards are included. Five other hazards are aligned to inducing a character to tap such as Pride Increased with Despair.

CREATURES

There are 20 creatures and Eärcaraxë ahunt. Two-thirds of the creatures are men or dúnadan keyable along the coasts. The other third include drakes. These creatures either have many attacks or a high prowess to tap characters. These sets of creatures are highly limited to Coastal Seas and shoreline. Only seven hero players will be affected by most of these creatures (Imrahil, Théoden, Denethor, Vald2, Pallando).

Gondorian Rangers will hit eastern Gondor heroes. The Rangers have a nice 9 prowess with a 6 body targeting all in the company. It is keyed to Brown Lands, Dagorlad, Ithilien, Harondor, and Mouths of the Anduin and sites in these regions. You can reach those in the Wilderland, Gondor, and Harad Divisions. Harondor is in the Sun-lands territory, Ithilien is in the Greater Gondor territory, and Dagorlad is in the Wilderland 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 heroes and most likely not be detainment. It is keyed to Mardruak Cape, Coast of Harad, Bay of Felaya, Bay of Tulwang, Kurryan Bay, Felaya, and Bellazen. Port sites in Harondor, Hyarmenfalas, Mardruak, Tulwang, Bozisha-Dar, and Curinshiban.

Sorijan Raiders are 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 faced Seafaring Bellakarin earlier. It is keyed to Bay of Felaya, Bay of Tulwang, Kurryan Bay, Hyarnustar Coast, Tulwang. Port sites in Mardruak, Felaya, Bozisha-Miraz.

Errand-riders of Gondor are not region specific with its low two strikes. But if the attack is not cancelled or defeated then any dúnadan creature can be played afterwards on the same company. If such a creature is region specific then the minion company must be moving in a territory with a region listed on the creature card. This creature is normally keyed to Free-Domains, Border-lands, and Wilderness.

Steward's Guards will be keyed to other regions of Gondor. It is also 5 strikes. Its detainment strikes of 8 prowess will tap some heroes. They patrol Wold & Foothills, Rohan, Anórien, Brown Lands, Dagorlad, Ithilien, Harondor, Lebennin.

Wose Ambush has a mid prowess of seven attacking everyone. Body checks are modified by +2; enough to kill man heroes with a low body. Wose-holds will find this creature. Regions with such a site are targeted along with Border-holds, Ruins, and Shadow-holds. Suza Sumar will be this region that Prince Imrahil may enter.

Sand-drake is an attacker creature to affect heroes in and around Mordor. It has three mean attacker strikes with 12 prowess. Harondor is a normal region, but Doors of Night extends this creature to Ithilien, Nurn, and Horse Plains. It will have its range increased by the next hazard.

Vaurak is a unique Sand-drake. As a creature it has 3 strikes with 14 prowess and 7 body. Selecting defending characters can keep him alive. He can be keyed to Dune Sea, Mirror of Fire.

Doors of Night adds adjacent Desert. He can be keyed to any site of a region he can be keyed. Else play as a permanent-event allowing Sand-drake to be keyed to any Desert and if Doors of Night is in play to any adjacent non-Coastal Sea. Now, you can punish Prince Imrahil, Pallando, Saruman in Clyan. A nice ability allows discarding Sand-drake to bring Vaurak into play.

Eärcaraxë a Hunt is a great hazard against water-loving elves and the faithful. If you stay in Mouths of Anduin for access to Gondor, this hazard does not affect you. Attacker choosing defending characters and three strikes will keep this dragon alive. Its body of 6 is low, but a 15 prowess will tap anyone facing a strike. Imrahil and Círdan will be the two Heroes most affected.

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	3	Sand-drake
BH	0	JJ	0	1	Vaurak
RL	0	T	0	3	Gondorian Rangers
SH	0	TT	3	3	Steward's Guard
DH	0	TTT	0	3	Errand-riders of Gondor
UD	0	SL	0	3	Seafaring Bellakarin
FD	3	SL2	0	3	Sorijan Raiders
BL	3	DD	0	1	Wose Ambush
W	3	CS	0		
W2	0	CS2	0		
W3	0	X	0		

hazard	Deck	Total	Type	Type
Inner Cunning	1	6	S	agent
Nobody's Friend	1	10	S	agent
Behind the Hedge	1	3	P	agent
Kin-strife	1	2	P	attack
Things Might Go Ill	3	3	S	attack
Greed	1	3	S	check
Despair of the Heart	1	3	P	corruption
Lure of the Senses	1	3	P	corruption
Fear of Death	1	2	SP1	corruption
Twilight	1	24	S	environmen
Doors of Night	2	24	P	environmen
Drowning Seas	2	3	S	environmen
Storms of Ossë	2	3	L	environmen
Echoes Of Númenor's Fall	2	2	P	environmen
Extravagate Tombs	1	2	SP2	fallen
An Unexpected Outpost	3	72	S	hand
Eärcaraxë Ahunt	1	1	L	hunt
Shut Yer Mouth	1	3	P	influence
Returned Beyond All Hope	2	3	S	play
Spirit of Oku-Tori	1	1	P	prisoner
No Escape from My Magic	1	1	P	return
Sea-Blockade	1	2	P	roadblock
Reef	1	3	S	sea
Cult of the Eye	1	3	P	site
Politics	1	3	P	tap

Creatures

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

-
- FD:
 - BL:
 - W
 - WW
 - SL
 - DD
 - CS
-

3	Wold & Foothills/Rohan	Steward			
3	Anorien	Steward			
6	Brown Lands	Steward	Rangers		
6	Dagorlad	Steward	Rangers		
6	Ithilien	Steward	Rangers		(Sand-drake)
3	Khand				Sand-drake
-	Gorgoroth/Horse Plains/Udûn				
-	Lindon/Cardolan				
-	Enedhwaith/Old Pukel Land				
-	Andrast/Anfalas				(Earcaraxe aHunt)
-	Belfalas				
3	Lebennin	Steward			
3	Mouths of Anduin		Rangers		
9	Harondor	Steward	Rangers		Sand-drake
3	C.Harad/Mardruak Cape			Seafaring	
3	Felaya			Seafaring	
6	Bellazen			Seafaring	Sorijan
6	Bay Felaya/Tulwang			Seafaring	Sorijan
3	Kurryan Bay/Tulwang				Sorijan

HAZARD EVENTS-34

The hazard strategy is a joining to two: Dúnadan-lord harassment and Sea Roadblock. The Main opponent is Prince Imrahil who will use often Coastal Sea. Lord Denethor and Pallando will visit sites along the coasts. There are nine environment events and six sea hazard events. About 16 cards are quick to play (e.g. Doors of Night).

Base cards-3

You have a copy of Twilight and two Doors of Night. Only a few hazards require Doors, but are more deadly with Doors in play. Doors of Night will stop sea movement for anybody so be careful if played before the Warlord Phase.

Corruption/Check-5

Extravagate Tombs targets an Atani-Lord. It grants him 2 SP and hinders his use of elves and elf-holds. Play this hazard on Prince Imrahil. It stays in play until a deck is exhausted.

A stage hazard for atani-lords, **Fear of Death** gives +1SP and +1CP but +2CP for a Dúnadan-lord. He makes a CC if an elf is at the same site. Try to play this hazard on Prince Imrahil. This hazard is in the sideboard awaiting play in the second deck since three of the four Atani-Lords are in your Division.

Greed is a short-event played on a site that forces corruption checks. Each non-avatar, non-Hobbit at a site when an item is played makes a corruption check subtracting the item's corruption points. Start this event in the sideboard and shuffle it later when items have been accumulated.

Despair of the Heart is a double-bind. Target must make a corruption check when a character in his company becomes wounded. Again Hobbits and Wizards are not affected. This may prove useless on squatting companies, but the two corruption points can start a pile. Removal roll of 5 is low.

Lure of the Senses affects anyone forcing a corruption check at the end of the Untap phase. Its removal roll is mild at 7. Combine this hazard with Lure of Creature to possible force two checks before the chance to remove. Watch for a maid watching the crashing waves.

Main Theme-4

Your main theme is to slow the use of hero characters by Atani-Lords. Hindrance will be achieved by playing permanent events on the heroes.

Kin-Strife has a few effects. No other Man or Dúnadan character may join the company if one is already in that company. The hazard may be discarded to tap a Man or Dúnadan. Discarding the hazard has the price of removing all of the same race from the company or playing a faction of either race.

Pride Increased with Despair targets valuable characters. Any of the victim's CC are modified by -1 for each ally and MP event played on him. The discarding mechanism is harsh considering a transfer of a greater or special item is needed for removal. This hazard will be placed in the sideboard until allies and those events have time to be played.

Politics discards some important stage resource events on a character in the presence of his Lord and might force the target to move away from his Lord. Use an agent to play it on a company without an avatar.

Shut Yer Mouth lowers the direct influence of target by two. This can be enough to remove a

high-mind follower to be under GI. The roll to remove this event is high. Consider playing the hazard on the character attempting influence checks.

Secondary Theme-9

The secondary theme is to make sea travel a bad idea. Doors of Night helps with some of these events.

Drowning Seas will force a company to lose an item or if Doors is in play to return to their site of origin. This short event will not hurt you.

Storms of Osse needs Doors and taps every site with a coastal sea in its site path. Be careful about this. Minion sites of your interest with a Coastal Sea in its site path are those found in a Coastal Sea.

Echoes of Númenór's Fall will recycle Storms and Drowning Seas from each player. Else a creature normally keyable to Coastal Sea can be shuffled from the discard pile. You have Fell Turtle and Corsairs of Umbar.

Sea Blockade hinders those using ports. This hazard is played on a port site barring port-movement to or from that site. No site path with a Coastal Sea is prohibited and starter movement is disallowed too. This can force a company to use another site path that risks other hazards.

Reef will redirect a sea company to a Ruins in its path or return it home if no site is found. Great Ship is blind to this hazard.

No Escape from My Magic is a permanent-event to hinder moving by a region with a faction/ This hazard can be grabbed by the Ringwraith's item.

Tertiary Theme-5

This theme promotes playing or tapping characters with the sea creatures.

Things Might Go Ill is a short-event to shake a hero's players dice the wrong way. It turns a non-unique Dúnanan, Dwarf, Hobbit, Man or Wose creature attack into a normal attack, but the first successful strike makes the remaining strikes detainment. This player has 9 such creatures including 9 dúnadan and 3 Men creatures. This event will help wound at least one character.

Cult of the Eye is a permanent-event played on a minion Man or Dúnanan faction if Doors of Night is in play. All Border-holds and Free-holds containing the site where the faction was played have an additional AA: Men – 2 strikes with 10 prowess (detainment against black players). But players with a faction in the same region have this cancelled. All influence attempts by a hero against the target faction are modified by -2. Play it on on Ūrêzâyan (Bellazen).

The idea is to play two copies of this hazard on your faction each in a different region. These two factions will not battle, but tempt Prince Imrahil to influence away. Then you will pounce with you hazards including Sand-drake.

Agent-2

Two agents are played as an agent for this player. Ôn-Eno is a Wose with the useful Scout skill. But his goal is to primarily tap to play creatures at his current site and secondary tap to fetch a hazard event. His home sites are Tower of the Birds in Suzar Sumar and Yatali-Kirgan in Sara Bask. ~~Never See Him allows him to move to a new site then tap for another agent action.~~

Move to Ruins and Shadow-holds with AA types the same as this player has in the deck. Be careful not to use sites that have your resources. His first site will be Khibil Ephalak in region

Kes Arik. Then move him to Urud-an-Khibil in the Dune Sea. Next, move him to Monastery of True Faith in Mardruak. This gives the agent adjacent sites with animal or men AA: Tol Uialgaer, Pelican Islands. Dusalan has Dúnedain AA. Then play a meta-game guessing the site that White Player will visit. Move him to Pelican Islands to access Bur Esmer when you do not have faction Bozishnarod in hand or in play but the site is available.

His other purpose is to tap to fetch Spirit of Oku-Tori to hand. This permanent-event affects anyone moving through Suza Sumar. Do not move through this region using region movement. A roll is made for each character in the company. The first roll higher than the mind takes that character prisoner. A rescue is simple, but has the chance to replace the prisoner with another while eliminating the original prisoner. Have this event in play at all times.

Ôn-Eno will have **Behind the Hedge** to see your opponent's hand. His home site is convenient for four Divisions. The hazard event is discarded when the agent attacks, but it is worth the cost for seeing the hand.

Lomëlindë is a tapping agent. That is this agent needs no hazards to act during the movement phase. She can tap to attack a company during its movement with +1 strikes. Her home sites are Dusalan, Ro-mollo, and Umbar. These sites can help her play creatures including men and dwarves. Move her to Dominion of the Seven to bother the Valdacli. Move her to Umbar to bother Prince Imrahil. Move her to further along to bother the Eriador or Northern Waste Divisions if she is in an adjacent territory. The last eight turns move her to Glittering Caves ready to attack those in Fangorn or Rohan. She will be near to aid you if you move to Dunland.

Inner Cunning is needed to get her to any shadow-hold or dark-hold. Nobody's Friend can instead move her to any Free-hold or Border-hold.

~~Sakalthôr is a grey agent from Bellakar. At 5 mind he comes with 2 DI, 3/8 stats. This dúnadan from Hazaj Tollin and Korlea is a Sage and Diplomat. But is special ability to play Politics on any Dúnadan character at his current site in the company with a higher mind character is valuable. Not many players have this race. Pallando will not of course.~~

~~—Swarthy Sneering Fellow is a Man Scout that is weak with 2 prowess and 7 body. He will be played face up to use his special abilities. Any company moving to his current site has its hazard limit increased by one. As an agent he can attack while face up as detainment with +3 prowess. Success will force the storing of Lost/Stolen or Information.~~

Utility-4

Outpost is a staple. The first deck shuffle these hazards into the play deck: Extravagate Tombs, Never Seen Him, and Spirit of Oku-Tori.

Returned Beyond All Hope will grab one hazard creature (Maia, Elf, Dwarf, Dunedain) to your hand. This will allow you to tap Prince Imrahil's characers.

TURN01-2.3,

Character Zohkad sent to playdeck; also revealed by Pallando.

@ Bozisha-Dar-U

U	Hamgorin	3	1	4	7	Man		Sc			D	0	
U	Bereth	5	2	3	9	Man		Sc		Sa		0	
U	Horseman in the Night	4	2	3	7	man	W				D	0	
U	Dunadan Mariner	3	0	3	7	dún			R			0	
U	Lomëlindë	4	1	4	8	dún	W	Sc				0	Open to the Summons

Bellakaze		Storms of Ossë	
Errand-riders of Gondor		Tribute to Sauron	
Forced March		Trifling Ring	
Poison of His Voice		Wose Ambush	
0		0	
Turn: 1	Hand: 8	MP: 6	SP: 1
PD: 86			
Thorin	Evermist	Alatar	Dain
			IMRAHIL

Tidings of Death

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Merkampa at Home

, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins

, Kelper Enraged

UNTAP move to play faction

ORG

Brawler discarded; play again later for Cult of the Dark Lord.

The Reviled Ring placed on Whispers of Rings.

All move to Hazaj Tollin to play faction.

MOVE

Bereth, -sl-j-bl-bl,fh

HL5, Thorin-x

HL4, Evermist-x

HL3, Alatar-x

HL2, Dain-x

HL1, Imrahil-x; has Lost at Sea in hand.

No hazards played:

HL1, Thorongil, plays Arouse Defenders on the site.

SITE

Hazaj Tollin entered. Hazard=+2p

(1)Dúnedain---each character faces 1 strike with 10 prowess (detainment against covert);

Harngorin, 4p-3x+10scroll=11

Bereth, 3p-3x+7scroll=7,taps

Horseman, 3p-3x+8scroll=8,taps

Lomëlindë, 4p-3x+4scroll=5,taps

Dúnadan Mariner, 3p-3x+5scroll=5,taps

(2)Dúnedain--- 3 strikes with 9 prowess (against overt companies only)

Harngorin taps to make INF attempt on Bellakaze-10,

+1.di-1.scatha-1.tidings+9/3 = 8, fail.

END

Turn 01, vs. Thorin

MOVE

Thorin, -,haven

HL2, Adûnaphel plays An Unexpected Outpost to shuffle Sea Blockade

HL1, Adûnaphel plays Echoes of Númenor's Fall

Frerin, -w-w-w-w.rl

HL4, Adûnaphel keys Errand-riders of Gondor to W.dunedain.2s7p5b, det

Pathfinder taps to face both strikes, 2p-3y, 2p-3x-1, scroll, scroll

HL3, Adûnaphel plays Lure of the Senses on King's Advisor.

HL1, Black plays Taint of Glory on Frerin

TURN 02-2.3

@ Hazaj Tollin,U

T	Harngorin	3	1	4	7	Man		Sc			D	0	
T	Bereth	5	2	3	9	Man		Sc		Sa		0	
T	Horseman in the Night	4	2	3	7	man	W				D	0	
T	Dunadan Mariner	3	0	3	7	dún			R			0	
T	Lomëlindë	3	1	4	8	dún	W	Sc				0	Open to the Summons

Faithless Steward	Poison of His Voice	
Forced March	Sand-drake	
Gold Ring that Sauron F.	Seafaring Bellakarin	
Gondorian Rangers	Tribute to Sauron	
0	0	
Turn: 2	Hand: 8	MP: 6
Evermist	Dain	Thorin
		Alatar
		IMRAHIL

Gates of Morning Spring of Arda

Tidings of Death

, Master of the House, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Summons from Long Sleep, Merkampa at Home

, Scorba at Home, Mordor in Ruins, Echoes of Númenor's Fall

, Kelter Enraged

, Minions Stir

UNTAP {move to play gold ring item}

ORG

Trifling Ring placed on Whispers of Rings. All move to Nîlûlondê.

LONG

Kelter Enraged discarded.

MOVE

Bereth, -bl,rl

HL5, Evermist-x

HL4, Dain-x

HL3, Thorin plays ENV Choking Shadows on Ruins site.

HL1, Alatar-x

SITE

Nîlûlondê, (1)Elves---2s8p (det against companies only Elves and/or Dúnedain);CS=2s10p

Bereth and Harngorin taps to support Lomëlindë.

Horseman, 4p+6sroll=10

Lomëlindë, 4p+2.sup+6sroll=12

Mariner taps to play Gold Ring that Sauron Fancies

END Felagrog.Akhorahil

Adûnaphel shuffles Storms of Ossë from discard pile using Echoes of Númenor's Fall

Evermist takes to hand Snow-elves using Master of the House.

TURN02, vs. Thorin

MOVE

Frerin, -w-w-w-w, haven

HL4, Black has Rain-drake keyed to WWW, drake.1s15p

Pathfinder taps to cancel drake attacked keyed to wilderness.

{ Smart to avoid Ghost-caves, for Incite Denizens is in hand for Desert. }

HL2, Desert-x

HL1, Adûnaphel-x

Advisor taps to play Marvels Told to target Minions Stir, Frerin, AttackLord support,

-2.res-1.wika+2.sup+2.croll=1,pass.

TURN02, vs. Evermist

MOVE

Heledwen, , -w-cs-w, haven

HL3, Adûnaphel plays Drowning Seas. Pipe discarded, Ice Giant and Snow Elves discarded.

HL2, Adûnaphel uses Nobody's Friend to fetch Sakalthôr

Los'pindel, -, haven

HL2, Adûnaphel-x

HL1, Akhôrahil moves agent Ôm-buri-Ôm first time from Amon Hen(adj to home region Anórien) to Hermit's Hill.

Turn 02, vs. Alatar

MOVE

Ulvun, -w-bl-bl-w-bl-w, haven

HL5, Desert plays The Way is Shut.

HL3, Black-x

HL2, Akhôrahil-x

HL1, Adûnaphel-x

The Road Goes Ever On played on company discarding Miruvor.

Shipwright taps to play Marvels Told, Echoes of Nûmenor's Fall, Pitaa supports, croll=auto.

TURN03-2.3

@ Nîlûlondê,T

T	Harngorin	3	1	4	7	Man		Sc			D	0	
T	Bereh	5	2	3	9	Man		Sc		Sa		0	
T	Horseman in the Night	4	2	3	7	man	W				D	4	Gold Ring that Sauron Fancies
T	Dunadan Mariner	3	0	3	7	dûn			R			0	
T	Lomëlinde	3	1	4	8	Dûn	W	Sc				0	Open to the Summons

Black Sails		Sakalthôr			Fair Travels in Wildernes
0		Sand-drake			Alatar
Forced March		Steward's Guard			Half an Eye Open
Poison of His Voice		Tribute to Sauron			Half an Eye Open
In The Name of Mordor		Gondorian Rangers			0
0		0			Many Foes He Fought
Turn: 3	Hand: 8	MP: 8	PD: 70	SP: 1	0
Alatar	Evermist	Dain	Thorin	IMRAHIL	Old Winyards

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,
Merkampa at Home, Traitor, His Own Master
, Mordor in Ruins
, The Way is Shut

UNTAP

Lomelinde taps to support Horseman ring cc, -4.ring+1.sup+10croll=7,pass.

ORG

Play Dark Embassy on Horseman in the Night. All move to Bozisha-Dar.

MOVE

Bereh,-bl-bl-j-sl,haven

HL5, Alatar-x

HL4, Evermist uses An Unexpected Outpost to shuffle Stay Her Appetite

HL2, Dain-x

HL1, Thorin-x

SITE

END {only faced two hazards in 3 turns} Next in division: Black; next in game: Felagrog.

TURN 03, vs. Dain

MOVE

Stonehelm, -w-w, haven
HL3, Desert-x
HL2, Akhorahil-x
HL1, Adûnaphel-x
HL1, Smg-x

TURN 03, vs. Alatar

MOVE

Alatar, -,haven
HL2, Adûnaphel uses OG Sand-drake
HL1, Desert-x
HL1, Smg-x

Ulvun, -w-ww-w,fh
HL5-3, Adûnaphel uses OG Sand-drake
HL1, Desert-x
HL1, Smg-x

TURN 03, vs. Evermist

MOVE

Lospindel, -w-sl,sh
HL4, Black keys Marsh-Drake to SL. Plays Quiet Lands changing SL to W.
HL2, Adûnaphel-x
HL1, Akhorahil reveals Punakäsi at Eithel Morgoth; plays Seek without Success.

Handmaid, -,haven
HL2, Black-x
HL1, Adûnaphel-x
HL1, Smg-x

TURN 03, vs. Thorin

MOVE

Frerin, -w-w-fd,fh
HL4, Akhorahil-x
HL3, Black-x
HL2, Desert-x
HL1, Adûnaphel-x

TURN04-3.3

@ Bozisha-Dar, U

U	Harngorin	3	1	4	7	Man		Sc		D	0			
U	Bereth	5	2	3	9	Man		Sc		Sa	0			
U	Horseman in the Night	4	2	3	7	man	W			D	4	Gold Ring that Sauron Fa	Dark Embassy	
U	Dunadan Mariner	3	0	3	7	dún			R		0			
T	Lomëlinde	3	1	4	8	Dún	W	Sc			0	Open to the Summons		

Black Sails		Poison of His Voice		0	
Forced March		Sakalthôr			Dorwinrim School of Dipl
Gondorian Rangers		0			Dragon-feuds
In The Name of Mordor		Tribute to Sauron		0	
0		Things Might Go Ill			Dragon's Breath
0		0			Get You Gone
Turn: 4	Hand: 8	MP: 8	PD: 67	SP: 1	Valiant sword
Dain	Evermist	Thorin	Alatar	IMRAHIL	0
					0

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Redoubled Force, Summons from Long Sleep, Summons From Long Sleep, Merkampa at Home, Traitor, His Own Master
, Mordor in Ruins
, Clouds

UNTAP

Horseman makes cc from gold ring, Lomelinde support, $-4.\text{ring}+1\text{sup}+6\text{croll}=3$.

ORG

Horseman stores gold ring at darkhaven, Bereth support, $-4.\text{ring}+1\text{sup}+7\text{croll}=4$

Gold Ring that Sauron Fancies tested, $-2.\text{darkhaven}+5\text{roll}=3$ (magic, lesser)

Immediately play Trifling Ring.

{Not happy with few cards drawn. Move.}

Horseman and Lomelinde play Black Sails to use port-movement to Urezayan.

Harngorin, Bereth, Mariner move to Minas Morgul.

MOVE

Lomelinde, -cs-cs,bh Urezayan

HL2, Dain uses OG Dragon's Breath

HL1, Evermist-x

HL1, Thg-x

WATTAN shuffles Black Sails.

Bereth, -sl-t-tt-t-w-w-sl, haven Minas Morgul

HL3, Dain-x

HL2, Evermist-x

HL1, Thorin-x {has dragon, Frenzy of Madness, Orc Watch in hand}

Forced March played to move to Chey Goumal

+

Bereth, -sl-w-w-bl,bh Umbar

HL3, Dain-x

HL2, Evermist-x

HL1, Thorin-x

END

TURN04 vs Evermist

MOVE

Los'pindel, -w-sl, sh Eithel Morgoth

HL4, Akhorahil plays Speak Friend and Enter on the Shadow-hold.

[has many creatures but only for Sun-lands]

HL2, Adûnaphel plays Despair of the Heart on Karhunkasi.

Twilight played to target Clouds.

TURN04 vs Alatar

MOVE

Ulvun, -w-ww-w, haven Rhubar

HL5, Black-x

HL4, Desert-x

HL3, Akhorahil-x

HL2, Adûnaphel-x

HL1, Lomaw-x

Longbottom Leaf shuffles True Fana, Galgrin's hammer

TURN04 vs Dain

MOVE

Dain, -,bh Shrel-Kain

HL2, Adûnaphel plays Sakalthôr as agent.

Stonehelm, -,haven Iron Hills

HL4, Adûnaphel plays Shut Yer Mouth on Stonehelm.

HL2, Akhôrâhil -x

HL1, Desert-x

Nain, -w-w-bl, Riavod

HL2, Adûnaphel-x

HL1, Akhôrâhil -x

HL1, Smg plays Unabated in Malice on new site's AA.

TURN04 vs Thorin

MOVE

Frerin, -fd-w-w,RL Andoloki

HL5, Desert-x

HL4, Black-x

HL3, Adunpahel-x

HL2, Akhorahil-x

HL1, Smaug-x [Yet to draw a Cave Worm]

TURN05 {Imrahil at Pelargir, Dol Amroth with two 5 prowess heros}

@ Umbar, U

U	Hamgorin	3	1	4	7	Man		Sc			D	0	
T	Bereth	5	2	3	9	Man		Sc		Sa		0	
U	Dunadan Mariner	3	0	3	7	dún			R			0	

@ Ūrêzâyan, U

U	Horseman in the Night	4	2	3	7	man	W				D	1	Trifling Ring	Dark Emb:
T	Lomëlindë	3	1	4	8	Dún	W	Sc				0	Open to the Summons	

Adûnaphel's Lute		In The Name of Mordor				An Unexpected Outpost	
Black Sails		Poison of His Voice				Horse-lords	
Bone-hilted Broadsword		Poison of His Voice				Mensharag	
Gondorian Rangers		Things Might Go Ill				mounted Lance	
0		0				Théoden King	
0		0				Watchers at the Gate	
Turn: 5	Hand: 8	MP: 8	PD: 58	SP: 1		0	
Theoden	Denethor	Saruman	Vidugavia	IMRAHIL		0	
						0	

Gates of Morning The Doom of Choice Erû's Gift Ordered to Kill

A Short Rest

, Wardens of the Woodland Realm, Traitor, Merkampa at Home, Darkness Ahead

, Mordor in Ruins

, Arda Angered

UNTAP {one agent in play, still no Ringwraith}

ORG

Bereth plays Blacks Sails to reach port site Dusalan. Southrons in play by Prince=hoard item

Horseman+ move to Bozisha-Dar

MOVE

Bereth, -cs,sh. Dusalan

HL3, Theoden keys Mensharag to sh. Pukel-creature.1s10p

Harngorin, 4p-3x+2sroll=3,taps

HL2, Theoden plays Watchers at the Gate on site

HL1, Theoden plays An Unexpected Outpost to shuffle from SB: Lure of the Senses

Lomelinde, -bl-bl-j-sl, haven. Bozisha-Dar

HL2, Theoden plays Lure of the Senses on Horseman.

SITE

Dusalan. (1)Dúnedain---4 strikes with 9 prowess (detainment against covert companies)

Harngorin, 4p-1t+9sroll=12

Bereth, 3p-3x+6sroll=6,taps

Mariner, 3p-3x-1e+6sroll=5,taps

+

Watchers at the Gate, Pukel-creature.2s9p,det. Arda Angered.3s10p

Harngorin, 4p-1t+4sroll=7

Bereth, 3p-1t+11sroll=13

Mariner, 3p-1t+11sroll=13

END Bolg.Desert

TURN05 vs Theoden

MOVE

Theoden King, -,haven. Edoras

HL3, Adûnaphel moves agent on first move from Monastery of True Faith to Vamag,tap agent.

HL2, Adûnaphel uses OG Heralded Lord

HL1, Black-x

Theodred, -bl-w-sl-sl,sh. Thuringwathost. Tap Eomer to reveal site.

Adûnaphel the Ringwraith drawn.

HL3, Adûnaphel plays Ôn-Eno as agent.

HL2, Adûnaphel keys Errand-riders of Gondor to W. dunedain.2s7p5b,det.

HL1, Things Might Go Ill played on detainment, nonU Dunadan attack. 2s7p5b,det.

Great Shield of Rohan tapped, shield of iron-bound ash tapped

Theodred, 4p+9sroll=13, fail. 6broll=defeat

Gamling, 3p+1.sh+6sroll=10, fail. 5broll=tie

<Desert had Orc Watch in hand>

TURN05 vs Adûnaphel

MOVE

Denethor, -,haven. MT

HL2, Desert uses OG Waylaid, Wounded, and Orc-Dragged

HL1, Adûnaphel-x

Faramir, -bl-fd-fd-bl,bh. Vale of Erech

HL3, Desert plays Shut Yer Mouth on Faramir

HL1, Adûnaphel-x

TURN05 vs Saruman

MOVE

Brandir, -bl-bl,RL. Dale of Long Silence. Moon

HL3, Akhorahil uses OG Tartas Izain

HL2, Desert-x

HL1, Adûnaphel-x

HL1, Smg-x

TURN06 {Imrahil at Dol Amorth, Tol Glingal}

@ Dusalan, U

T	Hamgorin	3	1	4	7	Man		Sc			D	0			
T	Bereth	5	2	3	9	Man		Sc		Sa		0			
T	Dunadan Mariner	3	0	3	7	dún			R			0			

@ Bozisha-Dar, U

U	Horseman in the Night	4	5	3	7	man	W				D	3	Trifling Ring	Dark Emb: Lure of the
U	Lomëlindë	3	1	4	8	Dún	W	Sc				0	Open to the Summons	

Adûnaphel the Ringwraith	Bone-hilted Broadsword		Brand
Adûnaphel's Lute	In The Name of Mordor		Horn of Anor
Angamaitë	Poison of His Voice		Lordly Presence
Black Numenoreans	Things Might Go Ill		Pale Enchanted Gold
0	0		Prince of Rhovanion
0	0		Tempering Friendship
Turn: 6	Hand: 8	MP: 8	PD: 50
SP: 1			Wild Fell Beast
Vidugavia	Denethor	Saruman	Theoden
			IMRAHIL
			Wild Trolls
			0

Gates of Morning Echo of All Joy+ Tidings of Death The Doom of Choice Erû's Gift

Echo of All Joy+ Moon Ordered to Kill

, Wardens of the Woodland Realm, Traitor, Decisions of the White Council

, Corlagon At Home, Mordor in Ruins, Soldiers of the Dark Lord

, Arda Angered

UNTAP

Agent Sakalthor, FD, untaps at Vamag. FD=faced down

Horseman makes Lure cc, 3scroll-1.ring-2.lure=0, taps.

ORG

Adûnaphel the Ringwraith played at Lugarlur. Stays for item.

Bereth+ stay for hoard item.

Horseman+ move to Dusalan

MOVE

Adûnaphel, -,dh. Lugarlur

HL2, Vidugavia uses OG Brand

HL1, Denethor-x

Bereth, -,sh. Dusalan

HL3, Vidugavia uses OG Wild Fell Beast

HL2, Denethor keys Corsairs of Umber to SH to Mardruak, men.5s9p; detainment

Mariner taps to use In The Name of Mordor to cancel attack.

HL1, Denethor plays Things Might Go Ill

Mariner, 3p-1t-2e+5sroll=5, success. 11broll=killed

Harngorin, 3p-3x+9sroll=9

Bereth, 3p-3x+9sroll=9

Horseman, -sl-cs-cs-bl,sh. Dusalan; Moon

HL2, Vidugavia-x

HL1, Denethor-x

HL1, Thg Keys Elf-lord Revealed in Wrath to SL, elf.1s15p9b

Lomelinde, 4p+6sroll=10, success. 9broll+1.delta=killed

SITE

Dusalan. (1)Dúnedain---4 strikes with 9 prowess (detainment against covert companies)

Harngorin, 4p-3x+6sroll=7,tapped

Bereth, 3p-3x-1e+7sroll=6,tapped

Horseman, tapped, sroll

Above the Abyss untaps Horseman.

Horseman taps to play Bone-hilted Broadsword, taps site.

Bereth plays Poison of His Voice, target Lure of the Senses, 5sroll-3.res=2.

Lugarlur, (1)Men---2 strikes with 8 prowess (detainment)

Adûnaphel, 8p-3x-1e+11sroll=15

Adûnaphel taps to play Adûnaphel's Lute

END Scatha.Akhorahil

WATTAN shuffles from SB: Call to Arms