

starting company: Hendolen + Carambor + Calendal + (optional) a few 1-minders  
play tips: go underground, play all there. Splitting companies is possible, but might not be too safe. This deck has big sideboard action, so as soon as Indur can play an ancient secrets, bring the 2 weigh all things from sb to deck. Then the order of sideboarding should be more or less like this:

1st - heralded lord, you need the extra DI to control more characters

2nd - indur unleashed, extra cancelers is always good.

3rd - we have come to kill to use your extra DI

4th - sudden call, no need to explain here

5th - tokens to show + world gnawed by nameless for a last turn run to barad dur and store the palantiris

6th (optional) - Half trolls, you might want to play the faction at barad dur if you missed the orcs of dol guldur

7th - after exhausting you might want long grievous siege and tribute garnered for the 2 factions

Do not forget to move upstairs before calling, otherwise you can't call ;)

Do not forget as well to add the balrog ruins and lairs to the location deck

#  
# GCCG v0.9.6.3 Middle-earth deck  
#  
# [CP-M] Indûr  
#

#####  
Deck  
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# Hazard (29)  
3 An Unexpected Outpost (DM)  
2 Cave-drake (TW)  
1 Daelomin at Home (TD)  
2 Foolish Words (LE)  
1 Heedless Revelry (LE)  
1 Itangast Ahunt (TD)  
1 Landroval (LE)  
1 Marsh-drake (TD)  
1 My Precious (DM)  
1 Pûkel-men (TW)  
1 Radagast the Tamer (AS)  
1 River (TW)  
1 Silent Watcher (TW)  
1 Smaug Ahunt (TD)  
2 Sons of Kings (LE)  
1 Tidings of Bold Spies (LE)  
3 Twilight (TW)  
1 Unabated in Malice (BA)  
3 Veils Flung Away (LE)  
1 Ûvatha the Horseman (TW)  
# Hero Resource (1)  
1 The Cock Crows (TW)

# Minion Character (9)  
1 Anarin (DM)  
1 Elwen (DM)  
3 Horseman in the Night (LE)  
3 Indûr the Ringwraith (LE)

1 Nimloth (DM)

# Minion Resource (30)  
1 Ancient Black Axe (AS)  
3 Ancient Secrets (BA)  
3 Cave Troll (BA)  
3 Crack in the Wall (LE)  
3 Dark Tryst (AS)  
2 Heralded Lord (LE)  
2 Iron Shield of Old (AS)  
1 Orcs of Dol Guldur (AS)  
1 Palantír of Amon Sûl [M] (LE)  
1 Palantír of Annúminas [M] (LE)  
1 Palantír of Osgiliath [M] (LE)  
1 Piercing All Shadows (WH)  
3 Ruse (LE)  
1 The Balrog [M] (AS)  
3 Voices of Malice (LE)  
1 Weigh All Things to a Nicety (LE)

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Pool  
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# Minion Character (5)  
1 Calendal (LE)  
1 Carambor (LE)  
1 Hendolen (LE)  
1 Odoacer (LE)  
1 Uchel (LE)

# Minion Resource (2)  
1 A More Evil Hour (V3)  
1 Indûr Unleashed (V1)

#####  
Sideboard  
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# Hazard (8)  
1 Arthadan Rangers (LE)  
1 Beorning Toll (LE)  
1 Gondorian Rangers (LE)  
1 Knights of the Prince (AS)  
1 Lost in Free-domains (TW)  
1 Nameless Thing (DM)  
1 The Way is Shut (DM)  
1 Thranduil's Folk (LE)

# Minion Character (1)  
1 Ûvatha the Ringwraith (LE)

# Minion Resource (15)  
1 Half-trolls (LE)  
2 Indûr Unleashed (LE)  
2 Long Grievous Siege (BA)  
1 Piercing All Shadows (WH)  
1 Sudden Call (LE)  
1 Tokens to Show (AS)  
2 Tribute Garnered (AS)  
2 We Have Come to Kill (LE)  
2 Weigh All Things to a Nicety (LE)  
1 World Gnawed by the Nameless (AS)