

MINION COOL PLAY SCENARIOS

(20.02.13)

M1) GOTHMOG PILLAGE THE VILLAGE MINAS TIRITH (1)

The company of the *Lieutenant of Morgul* plays *Hold Rebuilt and Repaired* at *Amon Hen*. His company influences the *Snaga-hai* faction at *Amon Hen*. [special rule] *Grond* is played on the *Snaga-hai* faction at *Amon Hen*. *Lieutenant of Morgul*'s company thereafter successfully plays *Smoke on the Wind* in *Minas Tirith*.

M2) KHAMÛL AND THE LONG GRIEVOUS SIEGE (1)

The company of *Khamûl the Ringwraith* influences the *Easterlings* and the *Southrons*. At end of the game there are three *Long Grievous Siege* in play.

M3) ADÛNAPHEL'S LADIES AND THE BIG BERTHA (2)

There are only female characters in play all over the game. At end of the game you have at least a female spawn or a female dragon in play.

M4) AKHÔRAHIL THE BLIND SORCERER CASTS BLIND AWAY (1)

Akhôrahil the Ringwraith plays at least two different spells of each kind: sorcery, spirit-magic, shadow-magic and there are the following items in his company: *Magic Ring of Shadow*, *Magic Ring of Delusion*, and *Magic Ring of Weals*.

M5) DÛNEDAIN IN AWKWARD SITUATION (1)

A company of at least three *Dûnedain* contains an ally that makes the company overt. This company faces automatic-attacks that would normally be detainment attacks against covert companies at at least three different sites.

M6) FLAME OF UDÛN THE LORD AND USURPER (1)

The Balrog actually fights, don't play *Stinker*, and only uses *Falme of Udûn (fâna)*. *The Balrog* successfully plays *Lord and Usurper*.

M7) BOLGS CAMPAIGN (1)

The company of *Bolg* plays the *Great Army of the North* (influences at least 4 unique orc factions) and *Bolg* plays at least one wolf ally as well as *Great Bats*.

M8) DWAR THE WOLF-RIDER (1)

Dwar the Ringwraith plays *The Warg-king* and plays at least two times *Our Own Wolves*.

M9) FIMBULWINTER WITH SKALLI, HATI, AND FENRIR (1)

There are at least three wolf factions and at least four wolf allies in play at the end of the game.

M10) HOARMÛRATH IS RUNNING HOT (1)

Hoarmûrath the Ringwraith influences the *Ice-orcs* and has to move each turn.

M11) THE BAG END MISSION (1)

The *Red Book of Westmarch*, *News of the Shire*, and *Kill All But NOT the Halflings* are stored in *Barad-dûr*.

M12) MÛMAK IN THE MOUSEHOLE (1)

Indûr the Ringwraith does only use Under-deeps movement and controls either *The Balrog* or plays the *Ancient Black Axe*.

M13) ELVES IN SEARCH FOR PALANTÍRI (1)

A company of at least three *Elves* play the *Palantir of Annúminas*, the *Palantir of Amon Sûl*, and the *Palantir of Osgiliath*.

M14) JOIN REN OR JOIN YOUR GRAVE (2)

Ren the Ringwraith either kills or plays a spawn and with the help of his companies *Ren*'s player controls a dragon faction or got a unique dragon slain.

M15) THE WITCH-KING OF ARGENTINA (1)

The Witch-king plays *The Iron Crown*, *The Fiery Blade*, and bears both at the end of the game.

M16) THEY RIDE TOGETHER AND RIDE AND RIDE AND RIDE (1)

Three copies of *They Ride Together* are in play and all of them are tapped at the end of the game.

M17) GO WEST, THIS IS WHAT ÛVATHA DOES, GO WEST (2)

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