

MINION COOL PLAY CHALLENGE DECK

AKHÔRAHIL

DECK LIST & PLAY TIPS

POOL

- 1 Eradan (LE)
- 1 Golodhros (DM)
- 1 Hador (LE)
- 1 Luitprand (LE)
- 1 Open to the Summons (WH)
- 1 Strange Rations (LE)

RESOURCES IN DECK

- 3 Akhôrahil the Ringwraith (LE)
- 1 Belegorn (LE)
- 1 Ciryaher (LE)
- 1 Firiël (DM)
- 2 Akhôrahil Unleashed (LE)
- 2 Black Numenoreans (V1)
- 3 Dark Tryst (AS)
- 2 Driven as by a Madness (AS)
- 3 Fell Rider (LE)
- 1 High Helm (LE)
- 3 Hoard Well-searched (V2)
- 2 Regiment of Black Crows (AS)
- 1 Sable Shield (LE)
- 1 Some Secret Art of Flame (LE)
- 1 Spying out the Land (LE)
- 2 The Tormented Earth (AS)
- 1 Umbarean Corsairs (V1)
- 2 Voices of Malice (LE)
- 2 We Have Come to Kill (LE)
- 2 Weigh All Things to a Nicety (LE)

RESOURCES IN SIDEBOARD

- 1 A Malady Without Healing (LE)
- 1 Akhôrahil Unleashed (LE)
- 1 Gold Chains in the Wind (LE)
- 1 Gold Chains in the Wind (V2)
- 1 Hold Rebuilt and Repaired (V2)
- 2 Long Grievous Siege (BA)
- 1 Magic Ring of Delusion (LE)
- 1 Magic Ring of Shadows (LE)
- 1 Magic Ring of Weals (LE)
- 1 Rumor of the One (LE)
- 1 Smoke on the Wind (LE)
- 1 Sojourn in Shadows (WH)
- 1 Sudden Call (LE)
- 1 Voices of Malice (LE)
- 1 Words of Menace and Deceit (LE)

HAZARDS IN DECK

- 3 An Unexpected Outpost (DM)
- 1 Daelomin at Home (TD)
- 1 Dire Wolves (LE)
- 1 Dwarf of Waw (TW)
- 1 Fell Fowl (CPS)
- 2 Fell Winter (LE)
- 2 Foolish Words (LE)
- 2 Full of Froth and Rage (AS)
- 2 Giant Spiders (TW)
- 1 Landroval (LE)
- 3 Lesser Spiders (TD)
- 1 My Precious (DM)
- 1 Radagast the Tamer (AS)
- 1 Spider of the Mòrlat (DM)
- 3 Twilight (TW)
- 3 Wake of War (TW)
- 1 Wargs (TW)
- 1 Úvatha the Horseman (TW)

HAZARDS IN SIDEBOARD

- 1 Arthadan Rangers (LE)
- 1 Beorning Toll (LE) III
- 1 Flies and Spiders (DM)
- 1 Gondorian Rangers (LE)
- 1 Knights of the Prince (AS)
- 1 Lost in Free-domains (TW)
- 1 Nameless Thing (DM)
- 1 Shelob's Brood (BA)
- 1 The Way is Shut (DM)
- 1 Thranduil's Folk (LE)

PLAY TIPS

Starting company:

- Golodhros
- Hador
- Eradan
- Holger „Luitprand“ Fischer

Main company should stay in the south. They play a *Regiment* to become overt and then they can go to Gobel Mirlond (*Corsairs + Black Numenoreans*), Vale of Erech (*Gold Chains in the Wind (V)*) and some other site to complete the dunadan's scenario. Meanwhile *Akhôrahil* in *Fell Rider* mode will go to a dwarf hold, and squat there for his rings with the help of *Hoard well seached (V)*, to complete his own scenario. He can tap to bring 5 magics from sideboard to discard pile.

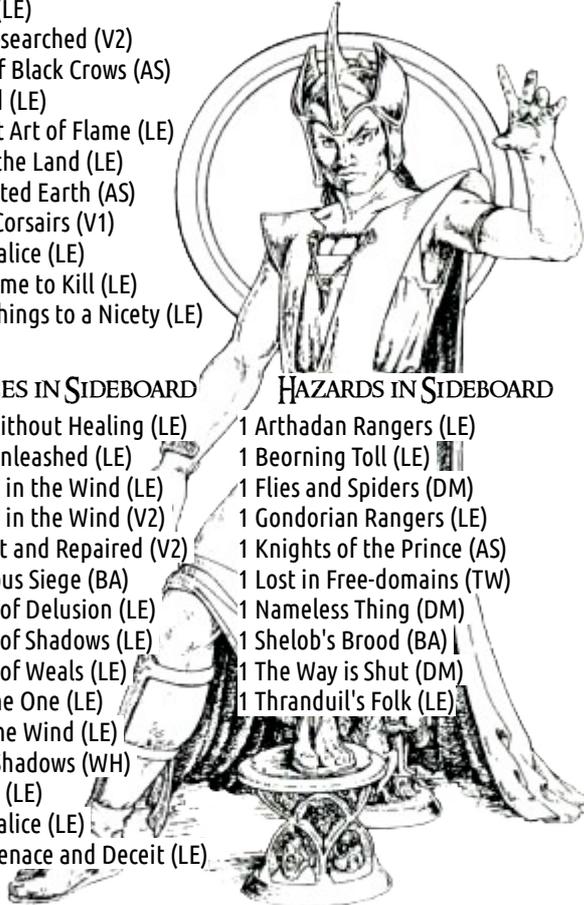
SCENARIOS

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) Dúnedain in awkward situation (1)

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



Thanks to
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