

MINION COOL PLAY CHALLENGE DECK

INDÛR

DECK LIST & PLAY TIPS

POOL

- 1 Calendal (LE)
- 1 Carambor (LE)
- 1 Hendolen (LE)
- 1 Odoacer (LE)
- 1 Uchel (LE)
- 1 A More Evil Hour (V3)
- 1 Indûr Unleashed (V1)

RESOURCES IN DECK

- 1 Anarin (DM)
- 1 Elwen (DM)
- 3 Horseman in the Night (LE)
- 3 Indûr the Ringwraith (LE)
- 1 Nimloth (DM)

- 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)

RESOURCES IN SIDEBOARD

- 1 Úvatha the Ringwraith (LE)
- 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)

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HAZARDS IN DECK

- 3 An Unexpected Outpost (DM)
- 2 Cave-drake (TW)
- 1 Daelomin at Home (TD)
- 1 Fell Fowl (CPS)
- 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 Úvatha the Horseman (TW)

HAZARDS IN SIDEBOARD

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

SCENARIO

M13) Elves in search for Palantíri (1)

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



PLAY TIPS

Starting company:

- Hendolen
- Carambor
- Calendal
- (optional) a few 1-minders

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 Indûr 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 - *Indûr 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-dûr and store the palantíri

6th (optional) - *Half-trolls*, you might want to play the faction at Barad-dûr 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.

SCENARIO

M12) Mûmak in the Mousehold (1)

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