

Overview of the Challenge decks - List of context

PART I: WIZARD DECKS

Number	Deck Name	Wizard	Hazard Strategy	Page
A	Stewards of Gondor	Saruman	Orcs & Trolls	3
B	Release the Prisoners	Alatar	Corruption & Undead	5
C	Dwarven Quest	Pallando	Animals	7
D	Bargain Between Friends	Radagast	Men	9
E	Return of the King	Gandalf	General Creature	11

Part II: RINGWRAITH DECKS

Number	Deck Name	Ringwraith	Hazard Strategy	Page
F	Spies and Traitors	Adûnaphel	Drakes	13
G	Marauding Brood of Uglies	Dwar	Wolves	15
H	Stealthy Tribe	Hoarmûrath	Undead	17
I	Morgul Rallying Cry	Witch-king	Roadblock	19
J	Seducing Nations of Men	Indûr	Corruption & General Creature	21

PART III: BALROG DECKS

Number	Deck Name	Ringwraith	Hazard Strategy	Page
#1	The Shadow-deeps	Balrog	Spiders & Animals	23
#2	Balrog's Host	Balrog	Drakes, Dragons & Roadblock	25

PART IV: ADDITIONAL RINGWRAITH DECKS

Number	Deck Name	Ringwraith	Hazard Strategy	Page
	Short introduction			27
K	Lord of Rings	Ren	Auto-attack modifier	29
L	Wolves!	Uvatha	Corruption & Left behind	31
M	It's magic!	Akhorahil	Heavy Corruption	33
N	Smoke on the Water	Khamul	A kind of Roadblock	37

PART V: FALLEN WIZARD DECKS

Number	Deck Name	Wizard	Hazard Strategy	Page
	Short introduction			39
O	Men of Skill	F. Saruman	Mix	43
P	Join the Hunt	F. Alatar	Influence reducer	47
Q	Prophet of Doom	F. Pallando	Orcs/Troll and some short events	51
R	The Ally-Armada	F. Radagast	Men & Corruption	55
S	Await the Onset	F. Gandalf	Spiders & Animals	59

PART VI: DECKS WITHOUT WIZARD AND RINGWRAITH

Number	Deck Name	Hazard Strategy	Page
	Short introduction		62
T	Feel Free	Anti influence deck	63
U	Come by Night upon them	Doors of Night and drakes	67

PART VII: THE REAL BALROG CHALLENGE DECK

Number	Deck Name	Ringwraith	Hazard Strategy	Page
	Short introduction			70
V	Great Shadow	Balrog	Mix	75

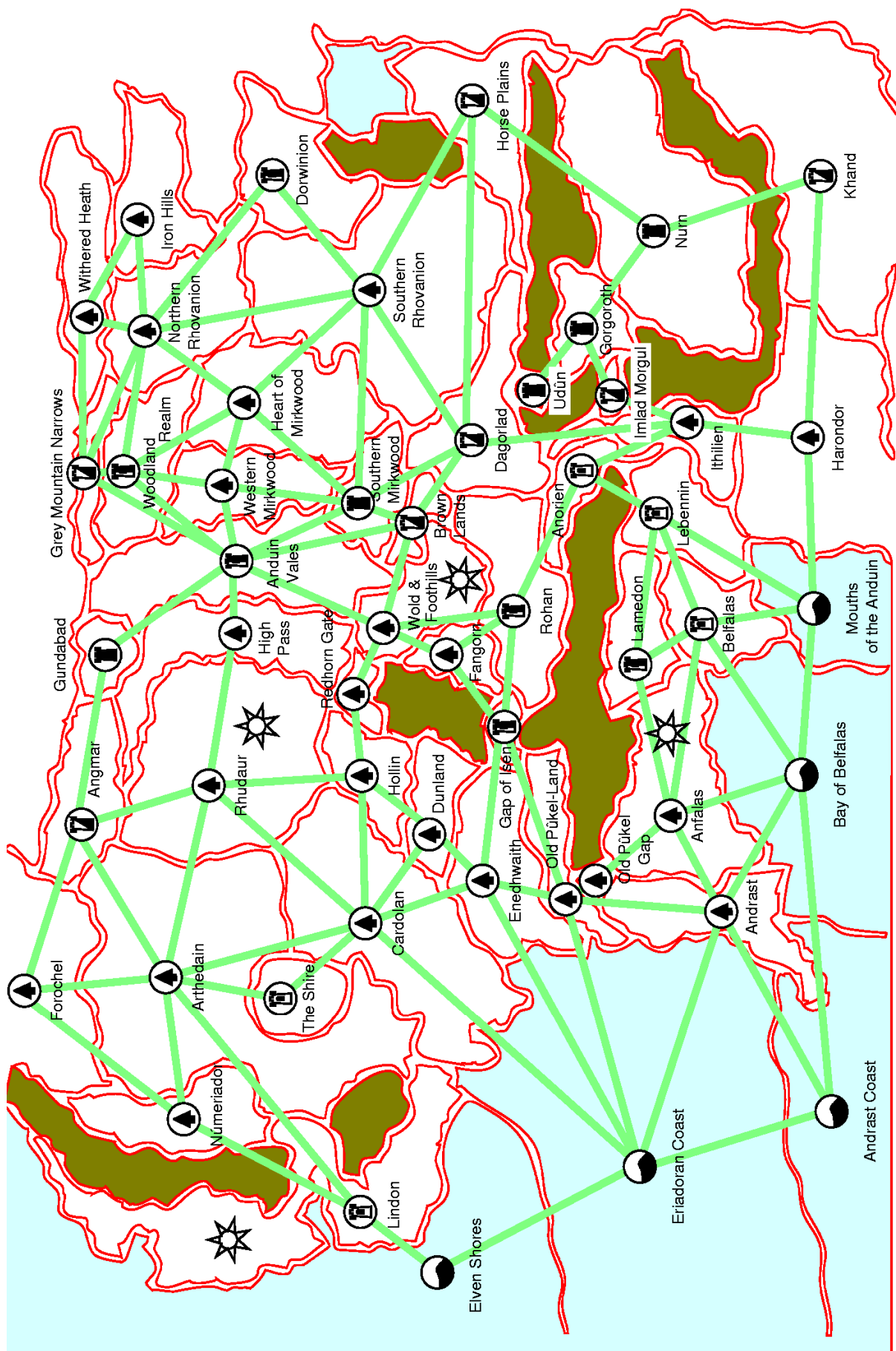
DOCUMENT HISTORY

78

Challenge Decks Errata (only the first 10 – for the others you will find an individual section in the description of the deck)

- In the Dwar deck (G) and the Indûr deck (J); the Arkenstone should have the icon for a play deck card, not a sideboard card.
- Old Forest should read "healing effects," not "healing cards."

Overview of the Challenge decks – MECCG-Map



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Map created by John Richards
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Part I: Wizard Decks - Deck A Saruman

Stewards of Gondor

Challenge Deck A Deck List Total: 110 cards

At Start (7)

Adrazar (with Horn of Anor)
Anborn
Fatty Bolger (with Cram)
Glorfindell II
Sam Gamgee

Other Characters (8)

Saruman 3x
Balin
Haldir
Ioreth
Peath
Théoden

Hazards (30)

Creatures

Bert
Hobgoblins 3x
Little Snuffler
Orc-guard
Orc-lieutenant 3x
Orc-warband 2x
Orc-watch 3x

Tom
William

Events

Alone and Unadvised 2x
An Unexpected Outpost 2x
Choking Shadows
Doors of Night 3x
Minions Stir 3x
Twilight 2x
Two or Three Tribes Present

Resources (30)

MP Sources

Glamdring
Hauberk of Bright Mail 2x
Knights of Dol Amroth
Men of Anfalas
Men of Anórien
Men of Lebennin
Palantír of Orthanc
Rangers of Ithilien
Sapling of the White Tree
Scroll of Isildur
Treebeard

Supporting Resources

And Forth He Hastened
Concealment 3x
Dark Quarrels 2x
Dodge 2x
Great Ship [R]
Halving Strength 2x
Marvels Told 3x
Smoke Rings
Stealth 3x

Sites (15)

Dol Amroth
Edhellond
Edoras
Glittering Caves
Henneth Annûn
Isengard
Isle of the Ulond
Lond Galen
Lórien

Sites (15)

Minas Tirith
Moria
Pelargir
Rivendell
Tolfalas[R]
Wellinghall

Sideboard (20)

Resources

Alatar
Align Palantír
Many Turns and Doublings
Promptings of Wisdom 2x
Rebuild the Town
Riders of Rohan
The White Tree[R]
Vanishment
Wizard's Laughter
Wizard Uncloaked

Hazards

Call of Home
Eärcaraxë Ahunt
Incite Defenders
Muster Disperses 3x
Rebel-talk 2x
Twilight

A - STEWARDS OF GONDOR (SARUMAN'S CHALLENGE DECK)

With Saruman's deck, Glorfindel and a group of Hobbits travel into the civilized confines of Gondor, south of the White Mountains, to rally mannish factions against Sauron's hosts. The deck relies heavily on attack avoidance. The hazards mix is a pure Orc/Troll strategy.

Starting Companies (2) at Rivendell

- Glorfindel II controls Anborn.
- Fatty, Sam, and Adrazar form the second company. Fatty has Cram and Adrazar has Horn of Anor.

Suggested Sites for Resources

Glamdring - Glittering Caves, Isle of the Ulond, Moria or Tolfalas
Hauberk of Bright Mail 2x - Glittering Caves, Isle of the Ulond, Moria or Tolfalas
Knights of Dol Amroth - Dol Amroth
Men of Anfalas - Long Galen
Men of Anorien - Minas Tirith
Men of Lebennin - Pelargir
Palantir of Orthanc - Isengard
Rangers of Ithilien - Henneth Annun

Part I: Wizard Decks - Deck A Saruman

Sapling of the White Tree - Glittering Caves. Isle of the Ulond, Moria or Tolfalas

Scroll of Isildur - Tolfalas or Moria

Treebeard - Wellinghall

Riders of Rohan (sideboard) - Edoras

The White Tree (sideboard) - Minas Tirith

Resource Play

As quickly as possible, Adrazar and the Hobbits need find themselves in Gondor so that Adrazar can recruit factions. Stopping at the Glittering Caves along to way to pick up a major item is ideal. Glorfindel and Anborn can pick up other resources as needed.

Saruman

During the first free organization phase after bringing Saruman into play, tap him to bring Vanishment, Wizard's Laughter, and Wizard Uncloaked from the sideboard to the discard pile. He can then tap to take one of these spells to your hand as needed. Consider bringing Saruman into play at Isengard. This allows him to play the Palantir of Orthanc, and to use it, without moving. When using the Palantir, Saruman needs other characters in his company to support his corruption checks. you may consider moving Saruman to Wellinghall-as it is safer -if he wishes to use the Palantir every turn. In general, Saruman has plenty of tasks that require him to tap. If you lose key characters and need Saruman's presence in the field, give the Palantir to another character and bring Align Palantir in from the sideboard. A Hobbit is always a good choice to use an aligned Palantir.

Hazard Play

A major aspect of an Orc/Troll strategy is forcing so many combat rolls on your opponent that statistical some strikes are bound to be successful, even if the prowess seem weak. The creatures in this deck have a high frequency of play, so it is usually a safe gambit to build them up in your hand waiting for a Minions Stir or Two or Three Tribes Present.

Sideboard

After playing Sapling of the White Tree, tap Saruman to bring in The White Tree from your sideboard. After playing Palantir of Orthanc, you probably want Align Palantir. On the hazard end of things, your sideboard has the potential of destroying a Wizard opponent's general influence. This makes your opponent vulnerable to Muster Disperses and to your influence attempts against his marshalling point sources. If you recognize early in the game that your opponent is playing many factions, you may want to dedicate An Unexpected Outposts to bringing these hazards into your play deck. Use An Unexpected Outposts to recycle Minions Stirs and Doors of Night otherwise.

Strategy Resources

Starting company is mediocre. Only one character (Glorfindel) is big enough to take a decent strike. The deck makes up for this with lots of canceller cards - not surprising with two Hobbits. The main focus of this deck is factions in Gondor - the Knights and three of the 2 MP factions. Adrazar should be able to get most of them, with his +5 against each of them. The rest of the points come from items, and everyone's favourite misc. point card, The White Tree, There's 6 items, and only 5 item sites, so at least one won't get played the first time around. Be careful with Isengard - save it to play your Wizard, since Rivendell is so far away from most of the sites in the deck. Tolfalas and Isle of the Ulond are two of the item sites, which makes Great Ship worth at least a little bit (I still would have rather seen a better rare, though). Be sure not to lose Treebeard, since he's your only ally - and his movement restrictions make him something of a pain to work around. Treebeard would definitely not have been my choice as the only ally in a deck.

Strategy Hazards

The hazards are actually very good, for sealed deck-type play. The Orcs are playable against just about every deck, and Minions Stir makes them dangerous. Even minions have to fear Orcs keyed to Wilderness, and an Orc Warband at 7 @ 9 is very feasible - or an Orc-Lieutenant at 3 @ 13. And the three Troll brothers can do bad things to item-bearing little guys. I'd have rather seen a Lure of Nature rather than Alone and Unadvised, but you can't have everything. :)

Part I: Wizard Decks - Deck B Alatar

Release the Prisoners

Challenge Deck B Deck List Total: 110 cards

At Start (6)

Elladan
Elrond [R] (with Cram)
Erkenbrand (with Shield of Iron-bound Ash)
Orophin

Other Characters (9)

Alatar 3x
Balin
Beretar
Bofur
Elrohir
Gildor Inglorion
Haldir

Hazards (30)

Creatures

Barrow-wight 3x
Chill Douser 3x
Corpse-candle 3x
Slayer 3x
Stirring Bones 2x

Events

Alone and Unadvised 3x
Covetous Thoughts
Dragon-sickness
Lure of Expedience 3x
Lure of Nature 3x
The Moon Is Dead 3x
Twilight 2x

Resources (30)

MP Sources

Book of Mazarbul
Goldberry
Gollum
Orcrist
Rangers of the North
Rescue Prisoners 3x
Scroll of Isildur
Sword of Gondolin
The Windlord Found Me

Supporting Resources

Crown of Flowers
Dark Quarrels
Dodge 2x
Escape
Gates of Morning 3x
Many Turns and Doublings 3x
Muster
Risky Blow 3x
Safe from the Shadow
The Cock Crows 2x
Vilya [R]

Sites (15)

Barrow-downs
Blue Mountain Dwarf-hold
Bree
Carn Dûm [R]
Goblin-gate
Grey Havens

Sites (15)

Isengard
Lórien
Lossadan Cairn
Moria
Mount Gram
Mount Gundabad
Old Forest
Rivendell
Zarak Dûm

Sideboard (20)

Resources

Blue Mountain Dwarves
Dark Quarrels 2x
Forewarned Is Forearmed
Great-shield of Rohan
Marvels Told
Promptings of Wisdom
Radagast
The Cock Crows

Hazards

Ambusher
Corsairs of Umbar 2x
Foolish Words 2x
Ghosts 2x
Seized by Terror
The Ring's Betrayal
Twilight
Veils Flung Away

B - RELEASE THE PRISONERS (ALATAR'S CHALLENGE DECK)

Elrond leads Alatar's companies into the Orc-holds of the mountains surrounding Rivendell. Their errand is to rescue Free People captives and recover stolen items. Gates of Morning and strong warriors see them through. The hazards feature a classic mix of corruption with Undead.

Starting Company (1) at Rivendell

- Elrond controls Elladan. Erkenbrand controls Orophin. Elrond has Cram and Erkenbrand has Shield of Iron-bound Ash.

If you have multiple site-tapping resources in your initial draw, consider starting them as 2 companies: Elrond and Elladan, Erkenbrand and Orophin.

Suggested Sites for Resources

Book of Mazarbul - Moria [storing it at the Blue Mountain Dwarf-hold]
Goldberry - Old Forest
Gollum - Goblin-gate
Orcrist - Carn Dum or Mount Gundabad
Rangers of the North - Bree
Rescue Prisoners 3x - tapped Carn Dum, Mount Gram, Goblin-gate, Moria or Mount Gundabad
Scroll of Isildur - Carn Dum or Mount Gundabad
Sword of Gondolin - Barrow-downs or Zarak Dum
The Windlord Found Me - Mount Gram

Part I: Wizard Decks - Deck B Alatar

Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold

Great-shield of Rohan (sideboard) - Zarak Dum or Barrow-downs

Resource Play

Alatar's deck makes active use of Gates of Morning. Its most powerful tactic is to cancel and discard the final hazard played against a company with Many Turns and Doublings if Gates of Morning is in play. Gates of Morning provides a natural defense against some of the more powerful hazards that require or benefit from Doors of Night. A patient player can elegantly rise to the threat of most hazards. Take the time to move Elrond to Rivendell to play Vilya. Store a Rescue Prisoners as soon as you can to get its character untapped. Do not forget you can do this at Bree, Old Forest, and the Blue Mountain Dwarf-hold in addition to at a Haven. you will face strong creatures in the mountains, but always consider tapping your characters to face strikes and waiting another turn to play that resource. you should receive many kill marshalling points.

Alatar

Alatar works well being active and travelling with his characters. If his company is at a Haven, move it last to give him the option of "teleporting" to another company facing an attack. He has enough direct influence alone to bring any faction into play, but look to give him followers to free general influence in your defense. This deck is vulnerable to Muster Disperses.

Hazard Play

Play corruption cards as soon as you can. As an exception, consider placing Lure of Expedience on-guard if you feel fairly certain a company will play an item. Then reveal it and place it on the character playing the item. He must make a dangerous corruption check. The Undead are fairly effortless to play. you can increase the threat of the corruption cards by playing Corpse-candle and Barrow-wight on corruption-laden companies. Hold off playing Chill Douser until another Undead. If an opponent is moving to a site with an Undead-automatic-attack, Chill Douser during the movement/hazard phase should make him think twice about entering the site. Consider this with The Moon Is Dead in play. Amassing bonuses to Undead-prowesses and strikes during a turn gives its own reward.

Sideboard

After playing the Book of Mazarbul, tap Alatar to bring in the Blue Mountain Dwarves. Try to both store the item and recruit the faction with one trip to the Dwarf-hold. Of course, storing this item before the Free Council begins is the most important thing.

Strategy Resources

Ah, an Alatar deck. Go around and kill stuff. :) Seriously, the starting company is pretty well suited for that, especially with Dodge and Risky Blow to help out. The Many Turns and Doublings can help out with the hazards that you can't defeat especially if the Gates are in play and you can reduce your hazard limit. The obvious theme is getting items and Rescue Prisoners. Safe from the Shadow is a nice touch and don't forget that Gollum and The Windlord Found Me can provide tapped Shadow Holds for Rescue Prisoners, as well as items. The sites were picked well; plenty of opportunity to play all the MP cards. Vilya can be used on one of your trips back to Rivendell with a Rescue Prisoners to get some of the warrior cards or Many Turns back. Careful playing with Gollum - 4 other decks (C, F, H, and J) have a manifestation of Gollum that you may run across.

Strategy Hazards

Hazards are corruption based. The creatures cause checks, and the events give points. Simple, tried, and it'll work. Don't be afraid to throw a few sacrificial Undead, especially Corpse Candles, in the hopes of forcing more checks. Be careful with The Moon Is Dead - you have the Barrow Downs and Lossadan Cairn in your sites, and duplicated auto attacks are nothing to sneeze at. It's too bad that it's difficult to get at the hazards in your sideboard - the Foolish Words would probably be pretty useful, more than the third Moon Is Dead or one of the Stirring Bones.

Part I: Wizard Decks - Deck C Pallando

Dwarven Quest

Challenge Deck C Deck List Total: 110 cards

At Start (7)

Dori
Glóin
Kíli
Óin (with Cram)
Thorin II [R] (with Cram)

Other Characters (8)

Pallando 3x
Balin
Boromir II
Celeborn
Fili
Gildor Inglorion

Hazards (30)

Creatures

Cave Worm 3x
Giant Spiders 3x
Lesser Spiders 3x
Neeker-breekers 2x
Wargs 2x
Watcher in the Water 3x

Events

Despair of the Heart 3x
Full of Froth and Rage 3x
River 2x
Seized by Terror 2x
Twilight 2x
Wake of War 2x

Resources (30)

MP Sources

Book of Mazarbul
Bow of Dragon-horn
Durin's Axe
Enruned Shield
Gollum
Hauberk of Bright Mail
Iron Hill Dwarves
Magical Harp
Men of Dorwinion
Quickbeam
Wormsbane [R]

Supporting Resources

A Friend or Three 2x
Bounty of the Hoard
Concealment 3x
Fellowship 2x
Great-road
Hundreds of Butterflies
Lucky Search[R]
Marvels Told
Not at Home 2x
Risky Blow
Smoke Rings
Thor's Map
The Dwarves Are Upon you! 2x

Sites (15)

Blue Mountain Dwarf-hold
Buhr Widu

Sites (15)

Caves of Úlund
Dead Marshes
Goblin-gate
Grey Havens
Iron Hill Dwarf-hold
Lórien
Moria
Ovir Hollow
Rivendell
Sarn Goriwing
Shrel-Kain
The Lonely Mountain
Wellinghall

Sideboard (20)

Resources

Blue Mountain Dwarves
Gates of Morning 2x
Marvel's Told 2x
Not at Home
Promptings of Wisdom 2x
Saruman
The Old Thrush

Hazards

Covetous Thoughts 2x
Foolish Words 2x
Ghosts 3x
Lost in Free-domains
Muster Disperses
Twilight

C - DWARVEN QUEST (PALLANDO'S CHALLENGE DECK)

With the prompting of Pallando, Thorin II leads a company of Dwarves into the Dragon lairs and Shadow-holds east of the Misty Mountains in a quest for their people. The Dwarves operate with 3 good mix of fighting enhancement and attack avoidance. The hazards are Animals and Wolves.

Starting Company (1) at Rivendell

- Thorin controls Kili and Dori. Glóin controls Óin. Thorin and Óin have the Crams.

Suggested Sites for Resources

Bow of Dragon-horn - Ovir Hollow or with Bounty of the Hoard
Book of Mazarbul - Moria [storing it at the Blue Mountain Dwarf-hold]
Durin's Axe - Sarn Goriwing or Buhr Widu
Enruned Shield - Caves of Ulund or The Lonely Mountain
Gollum - Goblin-gate
Hauberk of Bright Mail - Sarn Goriwing or Buhr Widu
Iron Hill Dwarves - Iron Hill Dwarf-hold
Magical Harp - Ovir Hollow or with Bounty of the Hoard
Men of Dorwinion - Shrel-Kain
Quickbeam - Wellinghall
Wormsbane - Dead Marshes, Caves of Ulund or The Lonely Mountain
Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold

Part I: Wizard Decks - Deck C Pallando

Resource Play

This deck is loaded with items giving strong tactical advantages in play. Corruption is a natural danger when playing a large number of items, so take the time to play both Fellowships. In a deck using one large company, resources that allow multiple marshalling point sources to be played in one turn are needed for speed. This deck has three: Bounty of the Hoard, Lucky Search, and Thror's Map. Take special care to use these to their full advantage. Thror's Map is the most powerful of the bunch, so never discard it. Note that Lucky Search can only be played at Dead Marshes, Goblin-gate, Moria or Sarn Goriwing-not at a Dragon's Lair. This deck can fight creatures for marshalling points or cancel the overwhelming threats. After the first few risky turns, the Dwarven-company should be in a comfortable position when attacked.

Pallando

Pallando should move to Lorien and form a company there from the play deck. This company is responsible for playing the two allies and the Book of Mazarbul-if not played with the Dwarves on an early turn. Otherwise, Pallando should not move unless you can properly protect him with tactical options from your hand. After playing Quickbeam, relocate Pallando's company to Rivendell. Tap Pallando to bring the Blue Mountain Dwarves into the play deck. His company should be in a convenient position to move to the Blue Mountain Dwarf-hold to store the Book of Mazarbul and play this faction.

Hazard Play

The hazards attempt to swarm an opponent with high frequency of play creatures. Do not underestimate the role of Neeker-breekers. The greatest threats are the spiders and Watchers in the Water enhanced with Full of Froth and Rage and Wake of War. The hazards also have a roadblock sub theme that fills out its blind spots in the dark areas against Ringwraith opponents.

Sideboard

The sideboarding for this deck is not as important as with other Challenge Decks. The most important play is bringing in the Blue Mountain Dwarves after playing the Book of Mazarbul. If you believe in your opponent has any sort of Dragon or Drake creatures, bring in The Old Thrush.

Strategy Resources

Dwarves, Dwarves, and more Dwarves. And thus items, items, and more items - four of them hoard items. The starting company is pretty typically Dwarvish - high prowess, low body, and corruption prone. Make good use of the Fellowships and A Friend or Three once you've got some of the items. There are only three hoard sites, so use Thror's Map or Bounty of the Hoard to get two hoard items at one site if you can. Or maybe Lucky Search will get one for you - but be careful of that strike at the end! It's nice to have a Smoke Rings to use, especially since there are plenty of good cards in the sideboard - Not At Home and The Old Thrush could be very useful in this deck. This deck can produce a lot of MP quickly - calling the council early is a definite possibility. Again, watch Gollum - four other decks may want him, too.

Strategy Hazards

Neeker Breekers? When there could have been Wolves? Cave Worms instead of Cave Drakes? The spider/animal/wolves thing is a good idea, but it won't take much help for the opposing companies to start raking in kill points. This is great against minions - everyone will have to tap, at least - but if you play against Alatar, expect to discard a lot of creatures or give away the MP in droves. Use your hazards to slow down the opponent and try to call then Council quick. Despair of the Heart rather than Lures? Sheesh.

Part I: Wizard Decks - Deck D Radagast

Bargain between Friends

Challenge Deck D Deck List Total: 110 cards

At Start (6)

Beorn (with Black Arrow)
Gimli
Halbarad
Legolas (with Cram)

Other Characters (9)

Radagast 3x
Brand
Celeborn
Elrohir
Haldir
Háma
Thranduil

Hazards (30)

Creatures

Abductor
Ambusher 3x
Assassin[R]
Brigands
Corsairs of Umbar 2x
Ghosts 3x
Lawless Men 3x
Sellswords Between Charters 3x
Stout Men of Gondor

Events

Alone and Unadvised 2x
Rank upon Rank 3x
Seized by Terror 2x
Thrice Outnumbered
Tidings of Bold Spies 2x
Twilight 2x

Resources (30)

MP Sources

Beornings
Bow of the Galadhrim
Easterlings[R]
Iron Hill Dwarves
Men of Dorwinion
Noble Hound 2x
Noble Steed 3x
Orcrist
Torque of Hues
Wood-elves

Supporting Resources

And Forth He Hastened
Dark Quarrels 2x
Flatter a Foe 2x
Forewarned Is Forearmed
Marvels Told 2x
Muster
New Friendship 3x
Risky Blow 3x
Vanishment 2x

Sites (15)

Beorn's House
Buhr Widu
Dale
Dead Marshes
Easterling Camp [R]
Edhellond

Sites (15)

Gobel Mirlond
Iron Hill Dwarf-hold
Lórien
Moria
Raider-hold
Rhosgobel
Rivendell
Shrel-Kain
Thranduil's Halls

Sideboard (20)

Resources

Dark Quarrels
Forewarned Is Forearmed
Gandalf
Gates of Morning 2x
Glamour of Surpassing Excellence 2x
Great-shield of Rohan
Marvels Told
Men of Dale
Promptings of Wisdom 2x
Wain-easterlings
Wizard's Laughter

Hazards

Corsairs of Umbar
Horse-lords
Itangast Ahunt
Scorba Ahunt
Seized By Terror
Twilight

D - BARGAIN BETWEEN FRIENDS (RADAGAST'S CHALLENGE DECK)

Along with Beorn, Gimli and Legolas, an unlikely duo of Dwarf and Elf, carry out missions of diplomacy in the hostile territories north of Mordor. Potent combat abilities with some subtle attack avoidance characterize these heroes of Radagast. The hazards feature ranks of roguish Men.

Starting Companies (2) at Rivendell

- Beorn Gimli, and Legolas form one company. Beorn has Black Arrow and Legolas has Cram.
- Halbarad starts by himself and should stay in Rivendell.

Suggested Sites for Resources

Beornings - Beorn's House
Bow of the Galadhrim - Buhr Widu, Raider - hold or Gobel Mirlond
Easterlings - Easterling Camp
Iron Hill Dwarves - Iron Hill Dwarf-hold
Men of Dorwinion-Shrel-Kain
Noble Hound 2x - tapped Easterling Camp, Dale, Gobel Mirlond, Raider-hold or Shrel-Kain
Noble Steed 3x - tapped Buhr Widu, Easterling Camp, Gobel Mirlond, Raider-hold or Shrel-Kain
Orcrist - Dead Marshes or Moria
Torque of Hues - Buhr Widu, Raider-hold or Gobel Mirlond

Part I: Wizard Decks - Deck D Radagast

Wood-elves - Thranduil's Halls

Great-shield of Rohan (sideboard) - Buhr Widu, Raider-hold or Gobel Mirlond

Men of Dale (sideboard) - Dale

Wain-easterlings (sideboard) - Easterling Camp (during 2nd deck cycle)

Resource Play

The diplomat skill rises to the forefront in Radagast's deck. You should only begrudgingly discard New Friendships. This card helps with corruption checks, influence attempts, and Flatter a Foe, which can devastate a well planned turn of hazards. Try to play Forewarned is Forearmed only in response to the play of a creature or automatic-attacks it affects. You do not want an opponent to have an easy shot at killing your Assassin.

Radagast

Radagast must play an active role for this deck to succeed. He certainly should move through Wilderness to draw extra cards, but do not feel you should maximize the Wildernesses in his site path or draw all the cards he has coming. You can always draw cards one at a time and determine the potential of each before choosing to burden your hand with more. If Radagast does not keep the card drawing in check, you will draw more marshalling point sources than you can play in one turn. This forces you to discard hazards or resource tactical options while you wait to play the marshalling points. If you discard the marshalling points instead, you may not be able to accumulate enough when later turns arrive. Radagast's direct influence should be used to control characters as soon as possible in order to free general influence. Until this happens, the deck is vulnerable to Muter Disperses and influence attempts by an opponent. The fact that he and a follower or two form a second strong company allows you to play more resources from your hand. His special ability then allows you to draw the next round of marshalling points-or a good complement of hazards-more regularly.

Hazard Play

This deck has what is possibly the best creature in the game, Assassin. If the option is available, use Thrice outnumbered to recycle Assassin (unless you know your opponent is not going near its keyable sites).

Sideboard

Against a corruption strategy, tap Radagast to bring in Glamour of Surpassing Excellence as soon as possible. This card is more against corruption than meets the eye. The Dragon Ahunt cards offer a nice opportunity against opponents who travel consistently in their affected regions, so quickly bring these in once you recognize you are playing the right opponent.

Strategy Resources

A "Kill the Minions" deck? Seems like it could work that way. Everyone but Halbarad in the starting company is pretty big. Orcrist for Gimli and The Bow of the Galadhrim for Legolas, plus a bunch of non-unique allies to add strikes in company vs. company combat, gives a definite advantage against the minion companies in these decks. Plus 15 points worth of factions, in case you can't go kill people. And for getting all these things, Beorn and his Black Arrow can be a big help. All in all, the resources seem well balanced.

Strategy Hazards

Three Ghosts? Strange, in otherwise totally Man hazard strategy. And the -Man strategy is pretty good, at least against Heros. It's not quite as good against minions, since they won't spend as much time in border lands/holds - Lawless Men and Sellswords still work, though. Thrice Outnumbered is neat, too - as long as your Men don't get defeated. And in the sideboard, there are a couple of Dragons Ahunt to punish anyone foolish enough to venture into the Northeast. Other than, the Ghosts, this is a very good hazard deck.

Return of the King

Challenge Deck E Deck List Total: 110 cards

At Start (6)

Aragorn II
Arwen [R] (with Star-glass)
Faramir (with Elf-stone)
Annalena

Other Characters (9)

Gandalf 3x
Beretar
Bergil
Boromir II
Forlong
Imrahil
Thranduil

Hazards (30)

Creatures

Ambusher 2x
Cave Worm 3x
Cave-drake 2x
Corsairs of Umbar
Ent in Search of the Entwives 3x
Ghosts 2x
Marsh-drake 2x
Pûkel-men [R]
Rain-drake 2x
Sellswords Between Charters 2x

Events

Foolish Words
Lure of Expedience 2x
Nothing to Eat or Drink
Power Built By Waiting
Searching Eye
Tidings of Bold Spies 2x
Twilight 2x

Resources (30)

MP Sources

Glamdring
Hauberk of Bright Mail
Lesser Ring 2x
Magic Ring of Stealth
Narsil
Noble Steed 2x
Quickbeam
Rangers of Ithilien
Return of the King[R]
Sword of Gondolin
Tower Guard of Minas Tirith

Supporting Resources

Beautiful Gold Ring 3x
Concealment 3x
Dark Quarrels 2x
Dodge 2x
Marvels Told 2x
Smoke Rings
Stealth 3x
Thorough Search

Sites (15)

Bandit Lair
Buhr Widu
Dead Marshes
Dol Amroth
Edhellond
Edoras
Gladden Fields

Sites (15)

Haudh-in-Gwanûr
Henneth Annûn
Isengard
Lórien
Minas Tirith
Moria
Rivendell
Wellinghall

Sideboard (20)

Resources

Dark Quarrels
Gates of Morning 2x
Knights of Dol Amroth
Marvels Told
Pallando
Promptings of Wisdom 2x
Riders of Rohan

Hazards

Alone and Unadvised
Bairanax Ahunt
Corsairs of Umbar
Foolish Words
Ghosts
Incite Denizens
Muster Disperses
Nothing to Eat or Drink
Searching Eye
Sons of Kings
Twilight

E - RETURN OF THE KING (GANDALF'S CHALLENGE DECK)

Gandalf sends Aragorn and Arwen into the lands along the Anduin River to find lost icons of Gondor. Their efforts also take the pair to Minas Tirith to be crowned King and Queen. The deck relies primarily on attack avoidance. The hazards contain a heavy mix of good general creatures.

Starting Companies (2) at Rivendell

- Aragorn controls Arwen. Arwen starts with Star-glass.
- Faramir controls Annalena. Faramir starts with Elf-stone.

Suggested Sites for Resources

Beautiful Gold Ring 3x - Bandit Lair, Gladden Fields, Isengard or Moria
Glamdring - Haudh-in-Gwanur, Buhr Widu, Moria or Isengard
Hauberk of Bright Mail - Haudh-in-Gwanur, Buhr Widu,
Narsil - Dead Marshes
Noble Steed 2x - tapped Buhr Widu, Haudh-in-Gwanur or Edoras
Quickbeam - Wellinghall
Rangers of Ithilien - Henneth Annun

Part I: Wizard Decks - Deck E Gandalf

Return of the King - Minas Tirith

Sword of Gondolin - Haudh-in-Gwanur, Buhr Widu, Moria or Isengard

Tower Guard of Minas Tirith - Minas Tirith

Knights of Dol Amroth (sideboard) - Dol Amroth

Riders of Rohan (sideboard) - Edoras

Resource Play

Untapped scouts can play a crucial part in the success of Gandalf's deck. They provide your main means of attack avoidance by using Concealments and Stealths. There are enough weapons in your deck to make Aragorn and a couple other warriors from the play deck into formidable fighters, so expect to receive a few marshalling points from creature kills. Ultimately, you want to give Arwen a Lesser Ring. This provides her with enough direct influence to control Aragorn. These two form a powerful 2-character company who require only 3 general influence. With Return of the King on Aragorn, he can recruit any faction automatically. If you play Tower Guard of Minas Tirith before Return of the King, be sure to leave a character at Minas Tirith so that the site is still available to play Return the King. Return of the King does not require the site to tap, nor is its play limited to the site phase.

Gandalf

One of Gandalf's primary tasks is testing the 3 Beautiful Gold Rings with his special ability. This means Gandalf must be untapped and must have joined the company bearing the ring. It should not strain your hand too much to hold the Magic Ring of Stealth and Lesser Rings waiting for the gold rings and Gandalf's test. Otherwise, in a company with other characters, Gandalf should feel free to move around gathering Resources.

Hazard Play

The hazards offer a wide variety of creatures with good attacks in a complete range of regions and sites. Except for Searching Eye, each hazard is playable on its own, without directly benefiting from another. This means the hazards do not require you to hold cards in hand waiting for an optimal complementary hazard before playing them. If you must discard and have a creature in hand you are not certain you can play soon, discard it and do not look back. The resource strategy needs all the tactical supporting cards it can get, so freely sacrifice hazards to make room.

Sideboard

Tap Gandalf to bring in the 2 factions after playing Return of the King. Otherwise the resources in the sideboard offer general options to defend against specific opponents. This quality of generality holds even more for with the sideboard hazards.

Strategy Resources

Gandalf and Aragorn rebuild the old kingdom. Very thematic - except there's no Andruil or White Tree? Hmm...I think the deck builder had to stretch a bit to build two Gondor decks. Anyhow, this is the Return of the King as it might have been without the One Ring involved. Aragorn and Arwen, with the help of many Dunedain supporters, head for the South to rebuild the kingdom. But not without picking up a few tokens along the way - Narsil foremost among them. With Gandalf as your Wizard, Gold Rings can be turned into Lesser and Magic Rings. Personally, I think the rings hurt this deck - if you get one of the special ones before you get Gandalf (or a Gold Ring) then it just clogs up your hand. A Reforging/Andruil combo, and maybe another Sword and Hauberk, would make more sense. A game between this and deck A will be very interesting -probably turn into an influence-the-factions-away contest.

Strategy Hazards

Drakes, Men, Ents, a couple Undead, and Pukel-Men. Pukel-Men? What a useless waste of a rare. Still, the hazards are pretty decent, given the amount of playability. If possible, use Tidings of Bold Spies or a detainment creature to tap some characters, then smite them with a horde. Just be careful that you don't hand heros MPs on a platter - there are a lot of MPs to give! No less than 20 creatures populate this deck. I'd have liked to see another Muster Disperses in the sideboard, and both Nothing to Eat or Drinks should be in the deck. Otherwise, very good.

Part II: Ringwraith Decks - Deck F Adunaphel

Spies and Traitors

Challenge Deck F Deck List Total: 110 cards

At Start (8)

Asternak (with Blazon of the Eye)
Ciryaher (with Foul-smelling Paste)
Dôgrib
Luitprand
Mîniot
Ostisen

Other Characters (9)

Adûnaphel the Ringwraith 3x
Eradan
Layos
Nevido Smôd
Orc Captain 2x
Perchen

Hazards (30)

Creatures

Cave Worm 3x
Cave-drake 3x
Marsh-drake 3x
Nameless Thing
Rain-drake 2x
Slayer 3x
True Fire-drake 2x

Events

An Unexpected Outpost 2x
Doors of Night 3x
From the Pits of Angband 2x
Searching Eye
Summons from Long Sleep 3x
Twilight 2x

Resources (30)

MP Sources

Dwarven Ring of Thélor's Tribe
Dwarven Ring of Thrár's Tribe
Red Book of Westmarch
Stinker
That's Been Heard Before Tonight 2x
To Satisfy the Questioner 2x
Woses of the Eryn Vorn[R]

Supporting Resources

A Nice Place to Hide 3x
Bade to Rule
By the Ringwraith's Word
Deeper Shadow 2x
Join With that Power
Least of Gold Rings 2x
Not Slay Needlessly 3x
Orc Quarrels 2x
Ruse[R]
Secrets of Their Forging 2x
Tokens to Show
Weigh All Things to a Nicety
Well-preserved

Sites (13)

Bag End
Bandit Lair
Barad-dûr
Beorn's House
Carn Dûm

Sites (13)

Dimrill Dale
Dol Guldur
Eagle's Eyrie
Edoras
Goblin-gate
Moria
The Worthy Hills[R]
Thranduil's Halls

Sideboard (20)

Resources

Crept Along Cleverly
Goblins of Goblin-gate
Orc Quarrels
Orcs of Moria
Piercing All Shadows 2x
Poisonous Despair
Regiment of Black Crows
Sudden Call
Voices of Malice 2x

Hazards

Ambusher 3x
Itangast Ahunt
Lure of Nature 2x
Sand-drake
True Cold-drake
Twilight

F - SPIES AND TRAITORS (ADUNAPHEL'S CHALLENGE DECK)

Adunaphel sends traitorous bands bent upon thievery and espionage into the untainted domains of the Free Peoples. Her inherent knowledge of these areas provides some cover, but her missions are extremely difficult to carry out. The hazards feature a potent offering of Drakes.

Starting Companies (2) at Dol Guldur

- Ciryaher controls Ostisen. Ostisen starts with Foul-smelling Paste.
- Asternak, Dogrib, Mionid and Luitprand form another company. Asternak controls Dogrib and starts with Blazon of the Eye.

Suggested Sites for Resources

The Least of Gold Rings 2x - Bandit Lair, Beorn's House, Edoras, Moria or Thranduil's Halls
Red Book of Westmarch - Bag End [storing it at Barad-Dûr]
Secrets of Their Forging 2x - Dimrill Dale, The Worthy Hills, Eagle's Eyrie or Thranduil's Halls
Stinker - Goblin-gate
That's Been Heard Before Tonight 2x - Eagle's Eyrie, Thranduil's Halls or Bag End
To Satisfy the Questioner 2x - Eagles' Eyrie, Beorn's House, Edoras or Thranduil's Halls
Woses of the Eryn Vorn - The Worthy Hills
Goblins of Goblin-gate (sideboard) - Goblin-gate (2nd deck cycle)
Orcs of Moria (sideboard) - Moria

Part II: Ringwraith Decks - Deck F Adunaphel

Regiment of Black Crows (sideboard) - The Worthy Hills, Dimrill Dale or Bandit Lair

Resource Play

Adunaphel's deck has many resources that need one or more extra turns of preparation before awarding marshalling points. This makes the deck slow and requires holding cards in hand for a long time. What is more, unlucky bite rolling can devastate this deck. The only consolation is that your marshalling point sources are generous, and that successfully playing this deck can be very rewarding. Amassing marshalling points from characters is key, so consider seriously the play of sources of extra influence. It is not necessary to play both Dwarven Rings. In fact, they appear in duplicate to ease the plight of playing one. Make a reasonable effort to play both, but not at the expense of attack avoidance or easier marshalling point sources. Give the first Dwarven Ring to Asternak. He should try to influence the Wose faction with either the Dwarven Ring or Join With that Power. Note that Deeper Shadow cancels and discards the second hazard against a moving 2-character company containing Ciryaher.

Adunaphel

Adunaphel's role is simple. She sits in DoI Guldur and cancels one attack a turn. However, you have many attack avoidance cards. During organization phases when you have 3 or more such cards in hand (include Deeper Shadow), she should tap to bring a resource in from the sideboard. Evaluate your opponent's hazards or your own marshalling point needs to make this choice. Recognizing when you do not need her attack cancellation is critical to this deck's success.

Hazard Play

To complement your difficult resource strategy is a deadly mix of Drake hazards. Key to successfully using them is knowing both what and how to recycle with From the Pits of Angband. Sending a drake back to your hand with Doors of Night is not always best, especially with a resource strategy requiring a lot of cards in hand. Do not hesitate to place a drake with Summons from Long Sleep to get it out of your hand. you do sacrifice its surprise value this way, but you also may cause an opponent to overestimate the threat against him and adjust his movement accordingly.

Sideboard

During your opponent's first untap phase when you have few hazards in hand, half his hazard limit. Then bring Itangast Ahunt, Sand-drake, and True Cold-drake to your discard pile. These cards will be available options when From the Pits of Angband hits the table.

Strategy Resources

Freehold raiding is the name of the game for Adunaphel's minions. The starting company is all covert, and only two Orcs are in the deck at all. Send them all to one of the five freeholds To Satisfy The Questioner and find that That's Been Heard Tonight (although not in that order, of course). And at Bag End the Red Book waits for you to take it back to the Dark Lord. Lots of cancellers ought to make getting into the strongholds easier, and Adunaphel's ability makes travelling a lot safer. And on the item front, there are Dwarven Rings. As a minion, there's no need to give them to a Dwarf for extra MPs, so the corruption isn't too bad. The trick is keeping the corruption on the Least of Gold Rings from hurting your characters while you wait for Secrets of Their Forging and the Dwarven Ring. For best results, don't play the Gold Ring early. Just like the hero ring deck, this one is hurt by the rings because they clog up your hand. Oh, and Gollum (as Stinker) is in this deck, too. Be careful against decks B, C, H, and J; get the Regiment of Black Crows if you can.

Strategy Hazards

Drakes make up the hazard; lots of 'em. 14, to be exact, and 3 Slayers are in the mix to cover borderlands/holds. Doors of Night/From the Pits of Angband lets you get them back, and Summons From a Long Sleep makes them dangerous. An Unexpected Outpost recycles the Summons and Pits. This is a very good hazard strategy, especially against other minions, since no points are given away if one of them is defeated. The only problem I see with these hazards is the lack of any defense against faction gathering - most of the other decks have Muster Disperses or Foolish Word.

Part II: Ringwraith Decks - Deck G Dwar

Marauding Brood of Uglies

Challenge Deck G Deck List Total: 110 cards

At Start (7)

Lagduf (with Foul-smelling Paste)
Lieutenant of Morgul [R]
Muzgash
Radbug (with Foul-smelling Paste)
Tros Hesnef

Other Characters (10)

Dwar the Ringwraith 3x
Bûrat
Orc Captain
Orc Veteran 2x
Shagrat
Tûma
Wûluag

Hazards (30)

Creatures

Ambusher 2x
Dire Wolves 3x
Giant Spiders 3x
Wargs 3x
Watcher in the Water 3x
Wolves 2x

Events

An Unexpected Outpost 2x
Doors of Night 3x
Full of Froth and Rage 2x
Searching Eye
Stay Her Appetite [R]
Twilight 2x
Wake of War 3x

Resources (30)

MP Sources

The Arkenstone
Black Mace 3x
Burning Rick, Cot, and Tree 2x
Gleaming Gold Ring
Grey Mountain Goblins
High Helm
Ice-orcs[R]
Orcs of Gundabad
Regiment of Black Crows 2x

Supporting Resources

Bade to Rule
Bold Thrust 3x
Crept Along Cleverly 3x
Diversion
I'll Report you
Swarm of Bats
Swift Strokes 3x
Thror's Map
Under His Blow 3x

Sites (13)

Carn Dûm
Caves of Ûlund
Dale
Dancing Spire

Sites (13)

Dol Guldur
Gold Hill
Gondmaeglom
Irerock
Minas Morgul
Moria
Mount Gundabad
Raider-hold
The Lonely Mountain

Sideboard (20)

Resources

Minor Ring
Orc Quarrels
Orcs of Moria
Orders from Lugbûrz
Piercing All Shadows 2x
Regiment of Black Crows
Sable Shield
Sudden Call
Voices of Malice 2x

Hazards

Eärcaraxë Ahunt
Foolish Words 2x
Nameless Thing 2x
Rebel-talk 2x
Stench of Mordor
Twilight

G - MARAUDING BROOD OF UGLIES (DWAR'S CHALLENGE DECK)

Dwar's deck sends Lieutenant of Morgul and a detachment of Orc warriors to Dragon country and to burn a couple Border-holds down. Dwar has unwavering faith in the philosophy of might, and seeks large factions of Orcs to serve his ends. The hazards use Doors of Night to unleash packs of Wolves.

Starting Company (1) at Dol Guldur

- Lieutenant of Morgul, Muzgash, Lagduf, Radbug, and Tros Hesnef form the starting company. The Lieutenant controls Muzgash and Lagduf. Lagduf and Radbug each start with Foul-smelling Paste.

Suggested Sites for Resources

The Arkenstone - The Lonely Mountain, Moria, Caves of Ulund, Dancing Spire, Gold Hill or Irerock
Black Mace 3x - The Lonely Mountain, Moria, Caves of Ulund, Dancing Spire, Gold Hill or Irerock
Burning Rick, Cot, and Tree 2x - tapped Raider-hold or Dale
Gleaming Gold Ring - Dale
Grey Mountain Goblins - Gondmaeglom
High Helm - Raider-hold
Ice-orcs - Caves of Ulund, Dancing Spire, Gold Hill or Irerock
Orcs of Gundabad - Mount Gundabad
Regiment of Black Crows 2x - tapped Caves of Ulund, Dancing Spire, Gold Hill, Gondmaeglom, Irerock or The Lonely Mountain

Part II: Ringwraith Decks - Deck G Dwar

Orcs of Moria (sideboard) - Moria (during second deck cycle)

Regiment of Black Crows (sideboard) - tapped Caves of Ulund, Irerock, Dancing Spire, Gold Hill, Gondmaeglom or The Lonely Mountain

Sable Shield (sideboard) - The Lonely Mountain, Caves of Ulund, Dancing Spire, Gold Hill or Irerock

Resource Play

Dwar's deck is primed for a couple delights only Ringwraith players enjoy: trophies and the Troll trio of Burat, Tuma, and Wuluag. If at all possible, place trophies with the Lieutenant of Morgul. In fact, take any opportunity to increase his direct influence. He has multiple uses for it, such as I'll Report YOU, controlling followers, and recruiting factions. Particularly, you want to maximize the chance of successfully recruiting the Ice-Orc. Shagrat has almost the same potential as the Lieutenant in all these respects. Sacrifice almost any other card to keep members of the Orc trio in hand until playable. In a company together, their benefits are remarkable for the influence they require. The trio in tandem effectively have only a -1 penalty to prowess when not tapping to face a strike. Consider this scenario. Burat and Tuma each face a strike from an attack, Burat goes first and tap-with his prowess, the strike likely fails. Tuma faces his strike next, but first taps to untap Burat. Tuma's has -1 prowess against the strike for being tapped, but Burat became untapped. For the 2 Border-holds there are 2 site-tapping resources: Gleaming Gold Ring and High Helm. In order to play the 2 Burning Rick, Cot, and Trees, you must use these resources at their designated Border-holds and not leave the sites before burning them down. It is well worth it to discard a few hazards to keep components of the Border-hold combination in hand.

Dwar

Dwar does not move from DoI Guldur. During the earlier turns, he should tap to give the combat bonuses to his fledgling companies. On later turns, when the prowess of these characters increase, Dwar can freely tap to bring resources in from the sideboard. Do not forget to bring in Sudden Call during the first deck cycle.

Hazard Play

Nothing tricky here. Wolves and Animals do not hit as hard as other creatures, but they have a high frequency of play.

Sideboard

Use Dwar to bring the Minor Ring to the discard pile at his first safe opportunity. It is then available when Gleaming Gold Ring is brought to him for testing. Orders from Lugburz is good for getting the Lieutenant and Shagrat into one monster company. Against a Wizard opponent, consider bringing the Rebel-talks in from the sideboard and recycling Stay Her Appetite. you may remove all your opponent's allies in this way and double the marshalling points from your allies.

Strategy Resources

Big, bad Orcs and Trolls. And Tros Hesnef, the biggest little 2 mind character in the game. This deck has a large starting company. Once Dwar is in play, they just get bigger. And there are plenty of things to make them even better. Grab a Black Mace or three, and the High Helm. Then go Burning Rick, Cot, and Tree - and while you're at it, maybe burn up a hero company or two. Don't spend all your time on your muscles, though, there are plenty of factions to get as well. A few influence boosters would be nice, to make sure that the factions get into play, but the Lt. will probably be OK with his inherent +5. The ring seems a bit out of place, too - I'd rather have the Sable Shield in the deck.

Strategy Hazards

Hazards are animals, wolves, and a couple of men. This one is better than the similar hero counterpart - in large measure because there are more Wolves. And the Doors of Night doesn't hurt. The creatures are all keyable to most anything. Be careful of the Gondor hero decks, though; your only real defense against those is Foolish Words, and they're in they're in the sideboard. You can still get them (and everyone else) when they go after items, though.

Part II: Ringwraith Decks - Deck H Hoarmurath

Stealthy Tribe

Challenge Deck H Deck List Total: 110 cards

At Start (7)

Gorbag (with Blazon of the Eye)
Grishnákh
Ill-favoured Fellow
Lugdush
Ufthak[R] (with Strange Rations)

Other Characters (10)

Hoarmûrath the Ringwraith 3x
Ill-favoured Fellow 2x
Orc Tracker 2x
Sly Southerner 3x

Hazards

Creatures

Barrow-wight 2x
Chill Douser 3x
Ghouls 3x
Stirring Bones 3x
Wisp of Pale Sheen 3x

Events

An Unexpected Outpost 2x
Choking Shadows
Doors of Night 3x
Exhalation of Decay
The Moon Is Dead 3x
Plague of Wights 3x
Power Built by Waiting
Twilight 2x

Resources

MP Sources

The Arkenstone
Blasting Fire 3x
Great Lord of Goblin-gate [R]
High Helm
Orcs of Moria
Sable Shield
Scroll of Isildur
Snaga-hai 2x
Stinker
Vile Fumes 3x
War-wolf 3x

Supporting Resources

A Nice Place to Hide 3x
Bade to Rule
Crept Along Cleverly 2x
Orc Quarrels 2x
Records Unread 3x
Sneakin' [R]

Sites (13)

Barad-dûr
Carn Dûm
Caves of Ûlund
Dead Marshes
Dol Guldur

Sites (13)

Goblin-gate
Minas Morgul
Moria
Mount Doom
Mount Gram
Mount Gundabad
Sarn Goriwing
Shelob's Lair

Sideboard (20)

Resources

Black Mace 2x
Crept Along Cleverly
Fell Rider
Orc Quarrels
Orcs of Mirkwood
Piercing All Shadows 2x
Sudden Call
Voices of Malice 2x

Hazards

Ambusher 3x
Foolish Words 2x
Ghosts 2x
Stench of Mordor
Twilight

H - STEALTHY TRIBE (HOARMURATH'S CHALLENGE DECK)

Hoarmurath directs a band of Morgul scouts into the fringes Shadow areas of the Misty Mountains to steal technologies and win over independent Orc tribes. His minions rely on stealth and minimal movement in the open, through they can fight in a pinch. The hazards are solid Undead.

Starting Companies (2) at Do1 Guldur

- Gorbag, Grishnakh, Ufthak, and Lugdush form the main company. Gorbag controls Grishnakh and starts with Blazon of the Eye. Ufthak starts with Strange Rations.
- Ill-favoured Fellow starts by himself at Do1 Guldur and waits for more characters to join his company.

Suggested Sites for Resources

The Arkenstone - Moria or Caves of Ulund
Blasting Fire 3x - tapped Shadow-hold
Great Lord of Goblingate - Goblin-gate
High Helm - Mount Gundabad or Sarn Goriwing
Orcs of Moria - Moria
Sable Shield - Mount Gundabad or Sarn Goriwing
Scroll of Isildur - Moria or Caves of Ulund [storing it a Barad-dûr]
Snaga-hai 2x - tapped Shadow-hold
Stinker - Goblin-gate
Vile Fumes 3x - tapped Shadow-hold
War-wolf 3x - tapped Shadow-hold (except Dead Marshes and Mount Gram)
Black Mace 2x (sideboard) - Moria or Caves of Ulund (2nd deck cycle)
Orcs of Mirkwood (sideboard) - Sarn Goriwing

Part II: Ringwraith Decks - Deck H Hoarmurath

Resource Play

The trickiest aspect of this deck is playing multiple site-tapping resources at a small number of Shadow-holds. The 3 Records unread are key to pulling this off. This minor item untaps Goblin-gate for the 2 allies playable there and Moria for its faction and one greater item. The nature of this deck is for company of Orcs scouts to move very little, thereby decreasing the number of creatures that attack them. Once a shadow-hold is tapped, the deck provides a great number of playable 1 marshalling point resources including factions, allies and item. A company should not move to an untapped Moria or Goblin-gate unless it has one of resources specific to that site in hand.

Hoarmurath

Hoarmurath taps every organization phase to bring a resource to the play deck from the sideboard. The only exception is when you have Voices of Malice in your hand - Hoarmurath is your only sage. He does not move from DoI Guldur in any case, increasing your hand size by one. It may be useful to bring in Fell Rider near the end of the first deck cycle. In this way, you have the option of moving Hoarmurath for the second cycle.

Hazard Play

Woe be the opponent who wanders into this hazard mix unprepared! Practicing a little patience, you can unload a vicious mix of Undead-attacks. The key is to turn them into monsters with bonuses from The Moon Is Dead, Plague of Wights, and Chill Dousers. For example, you can reasonably create a Ghouls attack of 14 strikes at 10 prowess. You should generally look to discard hazards in favour of keeping your numerous marshalling point sources in hand, however.

Sideboard

Many resources in the sideboard will undoubtedly be useful against any opponent: Orc Quarrels, Black Maces, Sudden Call, etc. In fact, with Hoarmurath tapping most turns to bring a resource into the play deck, you effectively increase the number of resources in the play deck without increasing the number of hazards. There is nothing tricky about the sideboard hazards. Use An Unexpected Outposts to recycle your best Undead creatures or enhancers if you are making good use of them. Otherwise bring in hazards from the sideboard to hit the elusive opponent in new ways.

Strategy Resources

Starting company here is built to keep hazards away. Orc scouts count as half for company size, just like hobbits. Gorbag's a bit larger than your average hobbit, though. The point here is to go to shadow holds, play some items, allies or factions, and use Records Unread to untap the site and do it again. Gollum (as Stinker) is back, but the competition for him isn't too big a deal since the Great Lord of Goblin-Gate and the War-wolves will cover your ally requirements. This is likely to be a slow deck, since you'll can spend a least a couple of turns at a given site.

Strategy Hazards

Hazards are Undead, again more powerful than the hero version was. Doors of Night, Plague of Wights, and The Moon is Dead makes for some truly evil undead attacks. Against other minions, they'll mostly be detainment, but slowing your opponent down can be as good as wounding characters if you're careful. Careful using Choking Shadows against minions - you may end up making everything detainment! Be sure to save Chill Dousers and Stirring Bones for Ruins and Lairs, where they'll be normal attacks. Again, there's nothing against factions except two Foolish Words in the sideboard, so be sure to get your own.

Part II: Ringwraith Decks - Deck I Witch-King

Morgul Rallying Cry

Challenge Deck I Deck List Total: 110 cards

At Start (8)

Horseman in the Night (with Blazon of the Eye)
Ill-favoured Fellow
Orc Brawler
Orc Captain
Orc Captain (with Blazon of the Eye)
Orc Veteran

Other Characters (9)

The Witch-king 3x
Orc Brawler 2x
Orc Captain
Orc Tracker 3x

Hazards (30)

Creatures

Ambusher 2x
Ghosts 2x
Rain-drake 3x
Slayer 2x
True Fire-drake 3x

Events

An Unexpected Outpost 3x
Doors of Night 3x
Long Winter 3x
Lure of Nature 3x
Snowstorm [R]
Twilight 2x
Withered Lands 3x

Resources (30)

MP Sources

Asdriags
Blasting Fire 3x
Great Bats 3x
Helm of Fear
Nûrniags
Orcs of Ash Mountains
Orcs of Udûn

Palantír of Minas Tirith
That Ain't No Secret 3x
Uruk-hai[R]
Vile Fumes 3x

Supporting Resources

Awaiting the Call 2x
Fell Rider 2x
Gifts as Given of Old 2x
Records Unread
Under His Blow
Voices of Malice 2x
Weigh All Things to a Nicety

Sites (13)

Barad-dûr
Carn Dûm
Cirith Gorgor
Cirith Ungol
Dead Marshes
Dol Guldur

Sites (13)

Minas Morgul
Minas Tirith
Moria
Mount Doom
Nûrniag Camp
Sarn Goriwing
Shelob's Lair

Sideboard (20)

Resources

Above the Abyss 2x
Black Trolls
Crept Along Cleverly
Last Child of Ungoliant [R]
Sudden Call
Voices of Malice

Hazards

Alone and Unadvised
Corsairs of Umbar 2x
Cruel Caradhras
Eärcaraxë Ahunt
Foul Fumes 2x
Ghosts
Nameless Thing 2x
Scatha Ahunt
Stench of Mordor
Twilight

I – MORGUL RALLYINF CRY (THE WITCH-KING'S CHALLENGE DECK)

The Witch-king's mission is to solidify Sauron's forces in Mordor. His minions do best when not moving from the safety of this evil domain. They have very little to help them tactically, but in Mordor they should not need much. The hazards can create a devastating environment of roadblock.

Starting Companies (3) at Minas Morgul

- One Orc Captain controls Ill-favoured Fellow. This company travels to Mount Doom to sit for most of the game.
- Horseman in the Night controls Orc Veteran. Horseman in the Night starts with Blazon of the Eye. This company travels to Nurniag Camp to sit for most of the game.
- The other Orc Captain and Orc Brawler form the third company. This Orc Captain starts with Blazon of the Eye, and the company travels to Cirith Gorgor to sit for most of the game.

Suggested Sites for Resources

Asdriags - Nurniag Camp
Great Bats 3x - tapped Shadow-hold
Nurniags - Nurniag Camp
Orcs of Udun - Cirith Gorgor
That Ain't No Secret 3x - Mount Doom
Vile Fumes 3x - tapped Shadow-hold or Dark-hold
Last Child of Ungoliant (sideboard) - Shelob's Lair
Blasting Fire 3x - tapped Shadow-hold or Dark-hold
Helm of Fear - Barad-dur

Part II: Ringwraith Decks - Deck I Witch-King

Orcs of Ash Mountains - Cirith Gorgor
Palantir of Minas Tirith - Minas Tirith
Uruk-hai - Cirith Gorgor
Black Trolls (sideboard) - Cirith Gorgor

Resource Play

Play the Awaiting the Calls on the 2 Orc Captains to free enough general influence to bring in more characters. This means you should play That Ain't No Secret on the Ill-favoured Fellow since the Orc Captain at Mount Doom, ideally should not move to store this event. The lesser mind characters will "shuttle" between sites, storing resources, delivering Records unread to Nurniag camp, etc. Note that the lower mind characters from the deck can come into play under direct influence at the Dark-holds.

The Witch-king

The Witch-king moves with Fell Rider to Minas Tirith to play the Palantir and to Barad-dur to play Helm of Fear. Playing these items requires him to tap twice. Otherwise, the Witch-king, as the deck's only sage, should be untapped to play Voices of Malice to discard Foolish Words or other debilitating hazard permanent-events. Foolish Words can be revealed as an on-guard card in response to an attempt to play a faction. During the site phase, with Voices of Malice in hand, the Witch-king should wait for all faction attempts before himself playing an item. He can always wait another turn to play his item.

Hazard Play

This deck has an unusual hazard strategy that often causes great frustration for an opponent -the "Roadblock Strategy." Its goal is to prevent an opponent from reaching his new site or to tap his new site prematurely to prevent the play of resources. An opponent who recognizes this strategy should forget all other sideboarding needs and bring in his anti-roadblock resources. These include Gates of Morning, Skies of Fire, Promptings of Wisdom, and Piercing All Shadows. As for your play, the key is your An Unexpected Outposts. you must choose your cards to recycle from Long Winters, Snowstorm, Doors of Night, another An Unexpected Outpost, and Twilight.

Sideboard

If Voices of Malice is not in hand or if you will not try to influence a faction, tap the Witch-king to bring in a resource from the sideboard. Above the Abyss against a Wizard opponent is invaluable. When a company of 3 or more Orcs forms at Minas Morgul, bring in The Last Child of Ungoliant. you should play her near the end of the first deckcycle. Of course, you will need Sudden Call towards the end of the first cycle. Hazard-wise, bringing in Foul Fumes against certain Wizards-opponents can be important.

Strategy Resources

Factions are the name of this game. Get your Orc Captain, and an attendant Brawler, over to Cirith Gorgor to play factions. The Horseman can go get the Men, and discover things That Ain't No Secret anyway. The Witch King can get the Helm of Fear and the Palantir once he shows up. And when you have a character or two that you can afford to lose, get the Last Child of Ungoliant from the sideboard and go invade the Big Spider's lair, This is another deck that's liable to be slow, because there are a lot of things only worth one point, But it's unlikely that anyone can stop you if you're careful. Beware of Stench of Mordor - that can really slow you down.

Strategy Hazards

Wow, roadblock in a sealed deck! Snowstorm is in the deck. but Long Winter is your bread and butter. Use the Withered Lands to keep sites tapped. That wouldn't normally be affected. Get the Long Winter back with An Unexpected outpost. And whatever happens, don't lose the Doors of Night! I think a third Twilight couldn't have hurt. Lure of Nature is a nice touch, and the creatures are useful. This strategy might have some trouble against freehold roamers, but they have to go get items sometime. The only real weak spot is those going out to sea, and the Rain Drakes cover that as well. This ought to slow down the opposition pretty good.

Part II: Ringwraith Decks - Deck J Indur

Seducing Nations of Men

Challenge Deck J Deck List Total: 110 cards

At Start (6)

Horseman in the Night (with Blazon of the Eye)

Hador

Odoacer

The Mouth [R] (with Strange Rations)

Other Characters (11)

Indûr the Ringwraith 3x

Ill-favoured Fellow 3x

Jerrek

Nevido Smôd

Orc Captain 3x

Hazards (30)

Creatures

Cave Worm 2x

Corpse-candle 3x

Ghosts 2x

Marsh-drake 2x

Sellswords Between Charters

Slayer 2x

Events

Alone and Unadvised 3x

Covetous Thoughts

Dragon-sickness 2x

Lure of Expedience 3x

Lure of Nature 3x

Lure of the Senses 3x

Twilight 2x

Weariness of the Heart

Resources (30)

MP Sources

The Arkenstone

Balchoth[R]

Corsairs of Rhûn

Easterlings

Haradrim

High Helm

Palantír of Orthanc

Scroll of Isildur

Southrons

Stinker

Wain-easterlings

Supporting Resources

Bade to Rule

Bold Thrust 3x

By the Ringwraith's Word

Crooked Promptings

Crept Along Cleverly 2x

Orc Quarrels 3x

Ready to His Will [R]

Secret Book 3x

Tormented Earth 3x

Voices of Malice

Sites (13)

Barad-dûr

Caves of Ûlund

Dol Guldur

Easterling Camp

Sites (13)

Goblin-gate

Gondmaegloom

Isengard

Minas Morgul

Moria

Mount Gundabad

Raider-hold

Southron Oasis

The Wind Throne

Sideboard (20)

Resources

Crept Along Cleverly

Focus Palantír

Great Bats

Grey Mountain Goblins

Hold Rebuilt and Repaired

Orcs of Gundabad

Poisonous Despair

Piercing All Shadows

Regiment of Black Crows

Skies of Fire 2x

Sudden Call

Voices of Malice 2x

Hazards

Covetous Thoughts

Lost in Free-domains 2x

River 2x

Twilight

J - SEDUCING NATIONS OF MEN (INDUR'S CHALLENGE DECK)

Indur enlists The Mouth to seduce nations of mannish factions in the less civilized lands surrounding Mordor. Adept in the dark arts of magic, Indur sends along a master of sorcery, Hador, to protect these efforts. The hazards feature corruption with a mix of general creatures.

Starting Company (1) at Dol Guldur

- The Mouth controls Horseman in the Night. Hador controls Odoacer. The Mouth starts with Strange Rations and Horseman in the Night starts with Blazon of the Eye.

Suggested Sites for Resources

The Arkenstone - Caves of Ulund or Moria

Balchoth - Raider-hold

Corsairs of Rhun - Raider-hold

Easterlings - Easterling Camp

Haradrim - Southron Oasis

High Helm - The Wind Throne

Palantir of Orthanc - Isengard

Scroll of Isildur - Caves of Ulund or Moria [storing it at Barad-dur]

Southrons - Southron Oasis

Stinker - Goblin-gate

Wain-easterlings - Easterling Camp

Great Bats (sideboard) - tapped Goblin-gate, Moria or Mount Gundabad

Part II: Ringwraith Decks - Deck J Indur

Grey Mountain Goblins (sideboard) - Gondmaeglom

Orcs of Gundabad (sideboard) - Mount Gundabad

Resource Play

Your goal should be to play 5 of the 6 man factions at the 3 Border-holds surrounding Mordor. Essential to playing two at one site is the minor item, Secret Book. It may become a chore moving a character to a Border-hold just to untap it with this item, but it is often necessary. High Helm can help The Mouth or Horsemann in the Night with their influence attempts. Pay close attention to the Standard Modifications factions in play give, you may receive more bonuses here than anticipated. Hador plays a very important part in the success of this deck. He casts a Powerful attack avoidance sorcery, Tormented Earth. When not needed otherwise, tap another character to help Hador with the corruption check from this spell. Note that Hador play Tormented Earth even if tapped or wounded. Slayers are a real threat, so save Ready to His Will to make this creature an ally and stop its attacks. One or more companies of Orc should form at Dol Guldur. These are responsible for playing most of the non-faction resources. Never hesitate to sacrifice an Orc to a large attack for the greater good of Sauron.

Indur

Indur does not move. He uses his special ability to bring discarded Tormented Earth back to your hand. If enough attack avoidance is otherwise in hand Indur can tap during his organization phase to bring a resource to the play deck. Poisonous Despair works best if taken to the discard pile first. Indur can bring this to your hand if your opponent becomes a threat to influence your marshalling points away.

Hazard-Play

The hazards have a high frequency of play so that the Secret Books cycle into your hand quickly. The creatures will not consistently threaten your opponent, but your corruption should have a profound effect. A prudent opponent will slow down his movement to take time removing the corruption cards; a careless opponent will take costly losses from failed corruption checks.

Sideboard

The sideboard contains an additional 8 marshalling points of resources. They work well coming into the deck for the second deck cycle. If your companies are in good shape tactically, tap Indur to bring some of them sooner.

Strategy Resources

The Mouth comes into his own in the challenge decks. There's no Mouth of Sauron to return him to your hand, so he can roam around and influence factions with impunity. Which is exactly what this deck uses him to do. 6 factions are in the deck, with 2 more in the sideboard. Between the Mouth and the Horseman you can get just about any faction with ease - especially once you give the Mouth the Blazon and High Helm. Use cancellers and the other characters to keep him untapped. And if you run out of factions start recycling resources. Use a second company, probably overt with an Orc Captain and Ill-favoured Fellow to go get the items and allies. Stinker is in this deck too (Sigh - Gollum just won't go away), so be sure to grab an ally out of the sideboard just in case if you're playing one of the other Gollum manifestation decks.

Strategy Hazards

Corruption is always a good hazard strategy. Plenty of Lures, Corpse Candles, Dragon Sickness and Weariness to force checks, and a few other creatures to slow the opposition down. Downside - no anti-mustering cards. Covetous Thoughts is great versus minions and totally worthless against heros. I doubt Alone and Unadvised will be playable very much of the time - I'd say 3 of them is too many. I'd rather have another Weariness instead. Overall, though, heros will hate it and minions will be annoyed. What more can you ask from corruption'?

Part III: Balrog Decks - Deck #1

THE SHADOW-DEEPS

Red Box Deck List Total: 129 cards - Cards in brackets [] are from earlier expansions.

At Start (7)

Gangways over the Fire
Orders from the Great Demon
Azog
Bûthrakaur
Mountain-maggot 2x
[Orc Veteran]

Other Characters (10)

The Balrog 3x
[Bûrat]
[Gorbag]
[Orc Tracker 2x]
[Shagrat]
[Tûma]
[Wûluag]

Hazards (32)

Creatures

Beorning Skin-changers
Carrion Feeders
Monstrosity of Diverse Shape (U)
Shelob's Brood 2x
Spawn of Ungoliant (U)
Ungoliant's Foul Issue (U)
Ungoliant's Progeny (U)
[Giant Spiders 3x]
[Half-trolls of Far Harad 2x]
[Lesser Spiders 3x]
[Neeker-breekers 2x]

Events

Black Vapour
Darkness Made By Malice
The Reek
Unabated in Malice
[Foolish Words 2x]
[Full of Froth and Rage 3x]
[Greed]
[Lure of Expedience 2x]
[Twilight 2x]

Resources (32)

MP Sources

Cave Troll
Descent through Fire
Evil Things Linger (U)
Great Troll
Maker's Map
Tempest of Fire
[Black Mace 2x]
[High Helm]
[Iron Shield of Old 2x]
[Orcs of Mirkwood]
[Orcs of Moria]
[Sable Shield]
[Stinker]

Supporting Resources

Ancient Secrets 2x
Angband Revisited
Caverns Unchoked
Foe Dismayed
Going Ever Under Dark
Great Fissure 2x
Great Shadow 2x
Out He Sprang
Vanguard of Might
[Bold Thrust 3x]
[I'll Report you 2x]

Sites (20)

Moria
The Under-gates
The Drowning-deeps
The Iron-deeps
The Sulfur-deeps
The Under-courts
The Under-galleries
The Under-grottos
The Under-leas
The Under-vaults
Barad-dûr

Sites (20)

Carn Dûm
Cirith Gorgor
Cirith Ungol
Dol Guldur
Minas Morgul
Remains of Thangorodrim
[Dead Marshes]
[Goblin-gate]
[Sarn Goriwing]

Sideboard (28)

Resources

Breach the Hold
Cloaked by Darkness
Crook-legged Orc
Darkness Wielded
Flame of Udûn
Hill-troll
Memories of Old Torture
Roots of the Earth
Terror Heralds Doom
[I'll Be at your Heels]
[Orc Veteran 2x]
[Piercing All Shadows]
[Skies of Fire 2x]
[Sudden Call]
[The Under-roads 2x]

Hazards

Desire All for They Belly
Glance of Arien
The Sun Shone Fiercely
[Corsairs of Umbar]
[Covetous Thoughts 2x]
[Muster Disperses 2x]
[Stench of Mordor]
[The Way Is Shut]

THE SHADOW-DEEPS

This deck features the Balrog's Great Shadow form - which is his stealthiest and most reclusive-along with bold adventuring in Sauron's domains. The Under-deeps beneath the Dark Lord's holds tempt the Balrog with the lingering power of Morgoth, the creator and Black Enemy. The Balrog dispatches his Orcs and Trolls to retrieve what they can here and from the strongholds above. The deck's hazards center on Spiders and Animals land the horrible Spawn of Morgoth, newly unearthed for this expansion.

Starting Company (1) at Moria

- Azog controls two Mountain-maggots, Buthrakaur controls the Orc Veteran. Instead of two minor items, start with Orders from the Great Demon on the company and Gangways over the Fire.

Suggested Sites for Resources

Black Mace 2x - Cirith Gorgor, Minas Morgul, Barad-dur or Remains of Thangorodrim (after tapping

Part III: Balrog Decks - Deck #1

otherwise)

Cave Troll - (tapped) The Sulfur-deeps, The Iron-deeps, The Under-courts or The Under-galleries

Descent through Fire - The Under-courts or The Under-galleries

Evil Things Linger - The Under-courts, Remains of Thangorodrim or The Under-galleries

Great Troll - The Under-grottos, The Iron-deeps, The Under-vaults, The Under-leas, The Sulfur-deeps or The: Drowning-deeps

High Helm - any major item Under-deeps site (after tapping otherwise), Cirith Ungol, Cam Dum or Barad-Dur

Iron Shield of Old 2x - (after tapping otherwise) The Under-grottos, The Under-vaults, The Under-leas, The Drowning-deeps or Remains of Thangorodrim

Maker's Map - Dol-Guldur, Remains of Thangorodrim or The Under-galleries

Orcs of Mirkwood - Sarn Goriwing

Orcs of Moria - Moria

Sable Shield - any major item Under-deeps site (after tapping otherwise), Cirith Ungol, Cam Dum or Barad-Dur

Stinker - Goblin-gate

Tempest of Fire - Dead Marshes

Breach the Hold (sideboard) - The Drowning-deeps

Roots of the Earth (sideboard) - The Drowning-deeps

Resource Play

The power of this deck improves dramatically using Great Shadow's ability to recycle non-short-event resources and characters. Guiltlessly discard inconvenient MP sources drawn early in the game, because you can recycle; and redraw them later. Access additional resources from the sideboard by tapping The Balrog to bring five to your discard pile, cycling these using Great Shadow's ability. Cycle and recycle Skies of Fire to foil an opponent's Doors of Night strategy. The deck relies on one or more high prowess non-Balrog companies to roam the heart of Mordor and beyond. There are plenty of cards in the deck to make your characters colossal fighters. I'll Report you 2x, Black Mace 2x, and Descent Through Fire are the main ones, so take special care to play these. The only underground route to The Under-galleries and The Under-courts - the two most important sites - goes through The Sulfur-deeps. Therefore, avoid tapping The Sulfur-deeps until playing Descent Through Fire and tapping both later sites. Also, avoid tapping The Under-leas and The Under-vaults too early.

The Balrog

As soon as convenient, tap The Balrog to bring to the discard pile Breach the Hold, Roots of the Earth, Memories of Old Torture, Flame of Udun, and a sideboard resource that reacts to your opponent. These cards are now ready to easily pop into the play deck using Great Shadow's ability. and without taxing play. In Great Shadow form The Balrog should always be accompanied by his minions outside of a Darkhaven. While waiting to draw Great Troll and Descent Through Fire, he should stay in Moria conveniently bringing in characters and playing Ancient Secrets. When the Orcs of Moria faction shows up, snag it for 3 MPs. Once The Balrog plays Descent Through Fire - the deck's most important card - bring in Breach the Hold and Roots of the Earth from the sideboard. Send the Balrog north to The Drowning-deeps/Remains of Thangorodrim area once you draw one of them. Most MP sources are playable between these two sites. Expect to shave an excess of MP sources in hand as the game wears on if you have been recycling discarded ones. Consider Flame of Udun to maximize the Balrog's battle-readiness, though this minimizes playing additional MP cards. Eventually, Out He Sprung will hit the table, allowing The Balrog to surface for company vs. company combat; against a hero opponent. To optimally prepare for attacking, bring in Flame of Udun, as The Balrog cannot move on the surface with Great Shadow.

Hazard Play

The hazard mix contains plenty of Spiders, a handful of Animals, and enhancers for both. A few basic utility cards are included to cover blind spots. Certain enhancers -called Spawn - form a natural sub-theme of their own. Three of the deck's hazards depend on the number of Spawn in play. Take special care with the Spawn Monstrosity of Diverse Shape. It provides an ability of which you will no doubt make efficient use. However, it also creates a vicious automatic-attack at The Drowning-deeps and Remains of Thangorodrim. you must be prepared to either discard this hazard yourself, cancel its attack or sacrifice some scrub Orcs to its horribly twisted mass.

Part III: Balrog Decks - Deck #2

Balrog's Host

Green Box Deck List Total: 121 cards - Cards in brackets [] are from earlier expansions.

At Start (5)

Gangways over the Fire
Orders from the Great Demon
Bolg
Umaguar
[Old Troll]

Other Characters (9)

The Balrog 3x
[Bûrat]
[Tûma]
[Wûluag]
[Orc Tracker 2x]
[Orc Captain]

Hazards (31)

Creatures

[Bairanax Ahunt]
[Ghosts 2x]
[Marsh-drake 2x]
[Nameless Thing 2x]
[Sellswords Between Charters 2x]
[Scatha Ahunt]
[Scorba Ahunt]
[Smaug Ahunt]
[True Fire-drake 2x]

Events

[An Unexpected Outpost 3x]
[Doors of Night 3x]
[Foolish Words 2x]
[From the Pits of Angband 2x]
[Long Winter 3x]
[Mordor in Arms]
[Stench of Mordor]
[Twilight 2x]

Resources (31)

MP Sources

A Few Recruits
Breach the Hold
Great Army of the North
Nasty Slimy Thing (U)
People Diminished
Roots of the Earth
Stabbing Tongue of Fire (U)
Whip of Many Tongues (U)
[Iron Shield of Old]
[Goblins of Goblin-gate]
[Grey Mountain Goblins]
[Orcs of Angmar]
[Orcs of Gundabad]
[Orcs of Moria]

Supporting Resources

A More Evil Hour
Ancient Secrets
Angband Revisited 2x
Caverns Unchoked
Foe Dismayed 2x
Great Fissure
Obey Him or Die
Out He Sprang 2x
Strangling Coils 2x
[Crept Along Cleverly]
[Swift Strokes 2x]
[Voices of Malice]

Sites (20)

Moria
The Under-gates
Ancient Deep-hold
The Gem-deeps
The Pûkel-deeps
The Rusted-deeps
The Under-grottos

Sites (20)

The Under-leas
The Under-vaults
The Wind-deeps
[Beorn's House]
[Eagle's Eyrie]
[Goblin-gate]
[Gondmaeglom]
[Iron-hill Dwarf-hold]
[Mount Gram]
[Mount Gundabad]
[Thranduil's Halls]
[Wellinghall]
[The Wind Throne]

Sideboard (25)

Resources

Crook-legged Orc
Crowned with Storm
Eddy in Fate's Tide
Flame of Udûn
Heart of Dark Fire
Hill-troll
Invade Their Domain
Lord and Usurper
Mine or No One's
Mountain-maggot
Prone to Violence
Roam the Waste
Scourge of Fire
[Piercing All Shadows 2x]
[Sudden Call]

Hazards

Diminish and Depart
Fled into Darkness
Olog Warlords
Press Gang
[Covetous Thoughts 2x]
[Eärcaraxë Ahunt]
[Muster Disperses]
[Stench of Mordor]

Balrog's Host

The Balrog uses his Strangling Coils form in this deck to maximize direct influence and faction recruiting. He wants all Orc factions of the Misty Mountains in his Great Army. When the time is right, the Balrog burrows into the Iron Hill Dwarf-hold from the Under-deeps to claims the realm as his own - much as he took Khazadum now called Moria. The hazards contain a mix of two sub-themes: Dragons/Drakes and roadblock.

Starting Company (1) in Moria

- Umagaur controls Bolg, Old Troll starts under general influence. Instead of two minor items, start with Orders from the Great Demon on the company and Gangways over the Fire.

Part III: Balrog Decks - Deck #2

Suggested Sites for Resources

A Few Recruits - Gondmaeglom (tapped)

Breach the Hold - The Rusted-deeps

Goblins of Goblin-gate - Goblin-gate

Grey Mountain Goblins - Gondmaeglom

Iron Shield of Old - (after tapping otherwise) The Under-leas or any non-Darkhaven Under-deeps Ruins & Lairs

Nasty Slimy Thing - The Gem-deeps, The Pukel-deeps, The Under-vaults or The Under-grottos

Orcs of Angmar - Mount Gram

Orcs of Gundabad - Mount Gundabad

Orcs of Moria - Moria

People Diminished - Eagle's Eyrie, Beorn's House, Thranduil's Halls or Wellinghall

Roots of the Earth - The Rusted-deeps

Stabbing Tongue of Fire - (after tapping otherwise) any non-Darkhaven Under-deeps site

Whip of Many Thongs - (after tapping otherwise) any non-Darkhaven Under-deeps site

Eddy in Fate's fide (sideboard) - Wellinghall, Eagle's Eyrie, Thranduil's Halls, Beorn's House

Invade Their Domain (sideboard) - Iron Hill Dwarf-Hold

Resource Play

you must recruit at least four of the five unique Orc factions to receive two marshalling points from Great Army of the North. Therefore, do not discard unique Orc factions without attempting to influence them. On the other hand, A Few Recruits is an excellent discard choice, unless you have Grey Mountain Goblins in hand or in play and Gondmaeglom is available. This deck contains two Out He Sprangs to help The Balrog reach an opponent's company for company vs. company combat. If you have a site where an opponent's company is present, attack them if at all convenient. It may be worth holding Great Fissure in your hand indefinitely as insurance waiting for the chance. Bring in Flame of Udun and Scourge of Fire from the sideboard if yours opponent travels a lot around the Misty Mountains. Against a minion opponent, bring in Prone to violence as soon as possible. The deck's resources threaten your opponent as much as your hazards. Specifically, you have the potential to strip out MPs. Besides the potential of company vs. company combat, you have People Diminished, Crowned with Storm, Eddy in Fate's Tide, Invade Their Domain, Mine or No One's, and Scourge of Fire, which is probably the most powerful. Ultimately, you want to complete this expansion's ultimate quest - invading the Iron Hill Dwarf-hold. Leisurely play Roots of the Earth and Breach the Hold as your draw them. They do not have to be played in order, land each keeps The Rusted-deeps in play without committing a character garrison. After you have cycled about half your deck, bring in Invade Their Domain and Lord and Usurper. Keep a couple tactical cards in hand to insure their successful play. The only underground route to The Rusted-deeps goes through The Under-leas and The Wind-deeps. Therefore, avoid tapping these two sites at least until The Balrog is at The Rusted-deeps and prepared to play Invade Their Domain.

The Balrog

The Balrog with Strangling Coils recruits factions very well without enhancement-and usually requires no tactical cards to remain untapped against creatures. When he is not attacking an opponent, The Balrog is your number one option for gathering the Great Army. you will need The Balrog to tap to bring a few cards in from the sideboard. Do not forget to bring in Sudden Call before the first deck cycle ends.

Hazard Play

The hazards feature several Dragon Ahunt manifestations, powerful Drakes, Long Winter to tap your opponent's deep Wilderness sites, and Doors of Night to make everything function efficiently. This deck's hazards slam opponents travelling around the Misty Mountains and Dragon country. Unfortunately the hazards are rather weak against Gondor decks, and only mediocre against Mordor and Under-deeps minion decks. Bring in Covetous Thoughts as soon as possible against a minion opponent. Use An Unexpected Outposts to recycle Twilights, Long Winter, Doors of Night, and itself as you determine their necessity against each opponent. You need to consider your own movement when playing Long Winter because it taps your deep Wilderness sites too. You need to consider your own movement when playing the Dragon Ahunt cards as your surface movement may take you through hunting grounds.

Part IV: Additional Ringwraith Decks - Introduction

Introduction of the four new Ringwraith Decks

The next four decks are made under the same conditions as the other ten challenge-decks

- Three rare cards
- 30 hazards – at least 12 creatures
- 30 resources
- 110 cards total

Only the size of the sideboard is different to other decks. Because the Akorahil deck needs a lot of sites the sideboard was reduced to 8 cards and so this deck has now 28 sites. The other three decks has 20 cards each in the sideboard.

Also the starting companies are now unique. This means that no other challenge deck has the same unique character in the starting pool. The decks for Ren, Uvatha and Khamul were taken from meccg.net where Mark Alfano posted the decks in 2006. I haven't changed the original list for resources and hazards. I have just made little changes in the starting company (to make them unique to the other challenge decks – also to the four new one) and I added a sideboard and changed some sites.

The Akorahil deck has the same idea as Mark Alfano's well known Malady deck. The original deck is much more better than the challengedeck because the original deck has more rare cards in it. But I think that you will get an idea how the original deck is working.

The descriptions of the decks have the same chapters than the old decks. So it is easy to play these decks. But most of the decks are not so quick. So you should play especially against the hero-decks two-deck. The reason for this is just simple. A ringwraith-player needs a Sudden call to finish the game. This card is in your sideboard. So you need to sideboard it and then you need to draw it. Also the numbers of marshalling points you can get quick is not so high than in a wizard deck. So you need to slow down your wizard-player-opponent.

Here You find an overview of the Marshalling points each Challengedek has in deck plus sideboard.

Deck	A	B	C	D	E	F	G	H	I	J	1	2	K	L	M	N	O	P	Q	R	S	T	U	V
characters	12	12	13	15	15	15	12	10	11	17	15	15	15	14	10	13	14	17	13	16	14	14	15	17
allies	2	3	4	5	4	3	3	7	6	4	6	1	3	9	2	3	2	9	3	13	6	4	5	8
factions	15	6	10	19	11	8	10	8	9	18	5	14	7	14	4	11	8	5	19	5	19	17	12	5
Misceneallous	7	9	0	0	3	10	4	0	3	1	12	19	0	0	2	9	24	6	6	8	12	2	9	0
items	12	17	19	10	16	13	15	22	11	13	12	4	26	12	10	9	6	16	10	5	2	10	7	14
total	48	47	46	49	49	49	44	47	40	53	50	53	51	49	28	45	54	53	51	47	53	47	48	44

You see that each deck has enough Marshalling points to call the council/Audience with Sauron/Day of Reckoning/Day of Decision.

For any comments please drop me a line. Thanks and have fun.

Part IV: Additional Ringwraith Decks - Deck K Ren

Lord of Rings

Challenge Deck K Deck List Total: 110 cards

At Start (6)

Dror (with Open to the Summons)
Gulla [R]
Layos
Surion (with Open to the Summons)

Hazards (30)

Creatures

Arthadan Rangers
Ghosts
Nameless Thing
Sellswords Between Charters 3x
Slayer 3x
True Fire-drake 3x

Events

Arouse Defenders
Awaken Defenders
Awaken Minions 2x
Doors of Night 3x
FEAR! FIRE! FOES! 3x
Fell Winter 2x
Incite Defenders
Incite Denizens 2x
Twilight 3x

Sites (13)

Amon Hen*
Bandit Lair*
Beorn's House*
Dimrill Dale*
Dol Guldur*
Edoras*

Sites (13)

Isengard*
Gladden Fields*
Minas Morgul*
Moria*
Southron Oasis*
Variag Camp*
Woodmen-town*

Sideboard (20)

Resources

Bade to Rule
Bold Thrust
Gifts as Given of Old
Minor Ring
Piercing All Shadows
Rumor of the One [R]
Southrons*
Sudden Call
Swift Strokes
Trifling Ring
Variags of Khand*

Hazards

Ambusher
Cave Worm
Earcaraxe Ahunt
Foolish Words
Itangast Ahunt
Lost in Free-domains
Muster Disperses
New Moon
Withered Lands

Other Characters (11)

Ren the Ringwraith 3x
Asteranak
Eradan
Hador
Jerrek
Luitprand
Mionid
Odoacer
Pon Opar

Resources (30)

MP Sources

Bright Gold Ring 2x
Dwarven Ring of Thelor's Tribe*
Gold Ring that Sauron Fancies 2x
Minor Ring 2x
Palantir of Orthanc*
Scroll of Isildur*
The Oracle's Ring [R]
War-wolf 3x
Woodmen*

Supporting Resources

Crept Along Cleverly 2x
Dark Tryst 3x
Not Slay Needlessly 3x
Orc Quarrels 2x
Secrets of Their Forging 2x
Test of Fire 2x
Voices of Malice 2x

K – Lord of Rings (Ren's CHALLENGE DECK)

Play rings, test these rings, get more direct influence to play more characters and make it easier to get factions. The hazards modify the auto attacks.

Starting Company (1) at Dol Guldur

- Dror with Open to the Summons, Gulla, Layos, Surion with Open to the Summons, Dror controls Gulla

Suggested Sites for Resources

Bright Gold Ring 2x - Beorn's House*, Edoras*
Dwarven Ring of Thelor's Tribe* - when a Gold Ring is tested as a Dwarven Ring
Gold Ring that Sauron Fancies 2x - Bandit Lair*, Gladden Fields*
Minor Ring 2x (sideboard 1x) - when a Gold Ring is tested as a Lesser Ring
Palantir of Orthanc* - Isengard*
Scroll of Isildur* - Moria*
Secrets of Their Forging 2x - Amon Hen*, Dimrill Dale*
Southrons* (sideboard) - Southron Oasis*
The Oracle's Ring - when a Gold Ring is tested as a Spirit Ring
Trifling Ring (sideboard) - when a Gold Ring is tested as a Lesser Ring
Variags of Khand* (sideboard) - Variag Camp*
War-wolf 3x - Isengard*, Moria* (after tapping the site)
Woodmen* - Woodmen-town*

Part IV: Additional Ringwraith Decks - Deck K Ren

Resource Play

You have to go to Free-holds to play Bright Gold Ring and to Ruins&Lair to play Gold Ring that Sauron Fancies. You can test the Rings by using Test of Fire or at a site where information is playable to replace the Gold Ring with the Ring you want by using Secrets of Their Forging. The best way is to play the Test for the Bright Ring. Because You can search your play deck or discard pile for a Lesser Ring. You can't do this with the Gold Ring that Sauron Fancies. For all ring tests you need sages. So be aware that you have always a sage available. You will make a lot of item points. But you have to be carefully against a corruption hazard deck. So you should store not needed item like Palantir of Orthanc* and Scroll of Isildur* and a none-dwarf should bear the Dwarven Ring to reduce the dwarven ring corruption points. When You have played the Rings one character should have enough direct influence to get the Woodmen.

Ren

Ren is sitting the whole game in Dol Guldur. He can sideboard or when needed tap to give +2 for all corruption checks in the company with the Rings. So this is a help to survive the corruption check at the end of the untap phase for the untested Gold Ring.

Hazard Play

The main idea is modifying auto attacks at all versions of sites. But be aware that the long events like Fell Winter and Awaken Minions can also hurt you. The creatures will help you to make the modified auto attacks more painful. Especially the Drakes together with Door of Nights can more often attack. And note that Fell Winter with Doors of Night treat all Borderlands to Wildernesses.

Sideboard

Sideboarding is hard in this game because You have no cards for sideboarding in the deck. So You can only use Ren for sideboarding resources and reducing the hazard limit to sideboard one hazard. In every case you should sideboard Sudden Call. It is also important to get more factions because you have only one in your deck. And finally don't forget to bring in Rumor of the One to get more Marshalling points for Your ring items. When You playing against a deck which is moving through a lot of free-domains/free-hold then New Moon can change one free-domain/border-hold to a border-land. This is then enough so that the Slayer can attack. You can use Withered Lands to change border-lands and shadow-lands to a double Wilderness and this is enough for the True Fire-drake.

Strategy Resources

To make the deck faster you should send a second company to Southron Oasis and Variag Camp. When Your Ringwraith is not in play you can also play Jerrek, Pon Opar, Asternak, Mionid at their home sites. All four have a bonus for the direct influence for factions playable at their homesite. You can do the same with Odoacer. Because he has only a mind of 1 you can let him wait for the faction in Woodmen-town*.

Strategy Hazards

You have the Doors of Night in it. So use them. When You have to play against deck I (Witch-King) you should not play them. Otherwise it is too easy for this deck to tap all the sites you need. And don't forget to put a lot of cards onguard because the modifiers are more effective when the opponent is surprised after deciding entering the site.

Errata

Please read the following cards as follows:

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character.

The defender may tap one character in the same company to cancel one of these attacks. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

Part IV: Additional Ringwraith Decks - Deck L Uvatha

Wolves!

Challenge Deck L Deck List Total: 110 cards

At Start (8)

Dunlending Spy
Jerrek (with Foul-smelling Paste)
Uchel
Orc Captain
Orc Tracker
Pon Opar (with Strange Rations)

Resources (30)

MP Sources

High Helm
Orcs of Gundabad
Orcs of Mirkwood
Palantir of Orthanc*
Regiment of Black Crows
Sable Shield
The Arkenstone*

The Warg-king [R]

War-warg 3x

War-wolf 3x

Supporting Resources

A Nice Place to Hide 3x
Crept Along Cleverly 3x
Dark Tryst 2x
Down Down to Goblin-town 3x
Voices of Malice 2x
Weigh All Things to a Nicety 3x

Hazards (30)

Creatures

Chill Douser 3x
Corsairs of Umbar 2x
Dunlending Raiders 2x
Durin's Folk 3x
Ghouls 3x

Events

Alone and Unadvised 3x
Call of Home
Faces of the Dead 2x
Left Behind 3x
Lure of Expedience 2x
Lure of the Senses 3x
Muster Disperses
Seized by Terror 2x

Sites (12)

Barrow-downs*
Carn Dum*
Dol Guldur*
Goblin-gate*
Isengard*
Moria*
Mount Gundabad*
Ost-In-Edhil*
Sarn Goriwing*
The Lonely Mountain*
The White Towers*
Weathertop*

Sideboard (20)

Resources

Black Rider 2x
Gifts as Given of Old
Goblins of Goblin-gate
Orc Quarrels
Orcs of Moria
Piercing All Shadows
Smaug Roused [R]
Sudden Call
Words of Menace and Deceit [R]

Hazards

Ambusher
Arthadan Rangers
Bairanax Ahunt
Barrow-wight
Cave Worm
Corpse-candle
Covetous Thoughts
Exhalation of Decay
Foolish Words
Itangast Ahunt

Other Characters (10)

Uvatha the Ringwraith 3x
Eradan
Gorbag
Grishnakh
Lagdud
Nevido Smod
Orc Captain
Odoacer

L – Wolves! (Uvatha's CHALLENGE DECK)

Go to Ruins & Lair to play all of the wolves-allies with the covert company. In the first turn you should go to Ost-In-Edhil to play the first allies (you has to use Strange Rations to go five regions). With the second company you go to Sarn Goriwing and Mount Gundabad to play the factions and the major items. Then you can wait for more allies or if you have the Palantir in your hand got to Isengard. In Isengard is also every ally playable. A good site to play one major item is Barrow-downs. But you can't play allies there. Later in the game Uvatha will move to the Lonely Mountain to influence Smaug.

Starting Companies (2) at Dol Guldur

- Dunlending Spy, Jerrek with Foul-smelling Paste, Uchel, Pon Opar with Strange Rations, Pon Opar controls Uchel
- Orc Captain, Orc Tracker, Orc Captain controls Orc Tracker

Suggested Sites for Resources

High Helm / Sable Shield - Barrow-downs*, Sarn Goriwing*

Goblins of Goblin-gate (sideboard) - Goblin-gate*

Orcs of Gundabad - Mount Gundabad*

Orcs of Mirkwood - Sarn Goriwing*

Orcs of Moria (sideboard) - Moria*

Palantir of Orthanc* - Isengard*

Regiment of Black Crows - Barrow-downs*, Isengard*, Ost-In-Edhil*, The Lonely Mountain*, The White Towers*, Weathertop* (the site should be tapped)

Part IV: Additional Ringwraith Decks - Deck L Uvatha

Smaug Roused - The Lonely Mountain*

The Arkenstone* - Moria* (you need The Lonely Mountain* to play Smaug Roused there)

The Warg-king/ War-warg 3x - Isengard*, Ost-In-Edhil*, The White Towers*, Weathertop* (the site should be tapped)

War-wolf 3x - Goblin-gate*, Isengard*, Moria*, Ost-In-Edhil*, Sarn Goriwing*, The White Towers*, Weathertop* (the site should be tapped)

Resource Play

Your characters are not so strong. So you have to use wisely Down Down to Goblin-town to reduce the number of creatures playable against you. The automatic attacks are not so strong. So you should defeat them. Otherwise you can use Crept along Cleverly or A Nice Place to Hide to cancel these attacks. If you have a second company you should send them to Sarn Goriwing to wait for an major item and after that they can play more War-wolfs there. Uvatha has to influence Smaug.

Uvatha

Uvatha is waiting for Black rider, Smaug Roused and Words of Menace and Deceit. To make him useful in the meantime you should sideboard resources or use his special ability to bring one card from the discard pile in your play deck. If you have the three cards in your hand move him to The Lonely Mountain*. Cancel the automatic attach by using Crept along Cleverly and then influence Smaug with the help of Words of Menace and Deceit. When Uvatha failed the influence check then You can play The Arkenstone* in the next turn. Or you use his special ability and/or Weigh All Things to a Nicety to cycle the faction and Words of Menace and Deceit and try again.

Hazard Play

Use the creatures to generate an attack of at least five strikes. Then play Left Behind to form a separate company with that character and after that you can play Alone and Unadvised. The corruption checks can hurt. You can also try the same thing with Faces of the Dead and Seized by Terror. And before the corruption checks you can use Muster Disperses or Call of Home. The sideboarding of additional hazards is only possible by halving the hazard limit or after exhausting your play deck.

Sideboard

First You have to sideboard the reaources for Uvatha (Black rider, Smaug Roused and Words of Menace and Deceit). You can also sideboard the Goblins of Goblin-gate and Orcs of Moria when the deck is exhausted and you have not enough MP's. Before the deck exhausting you should sideboard Sudden Call.

Strategy Resources

Your key character is Pon Opar. He is the only sage in your deck and without him the Voices of Malice are useless. You should move every turn with the covert company to a Ruins & Lairs when you have Down Down to Goblin-town in your hand. Otherwise it is better to stay. Please note that Regiment of Black Crows change to an overt company. With the overt company go for items and factions. Be careful when you are playing against a Fallen wizard. You can't play any resources at a protected site.

Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U) [MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadowholds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

THE ARKENSTONE - Greater Item (P) [MP: 3; CP: 3]

Unique. +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all *non-follower* cards he controls). (E)

Part IV: Additional Ringwraith Decks - Deck M Akhorahil

It's magic!

Challenge Deck M Deck List Total: 110 cards

At Start (7)

Belegorn
Dorelas
Orc Brawler
Orc Captain
Troll-chief (with Shadow-cloak and Blazon of the Eye)

Other Characters (7)

Akhorahil the Ringwraith 3x
Ciryaher
Orc Tracker 2x
Orc Veteran

Hazards (30)

Creatures

Arthadan Rangers
Barrow-wight
Cave-drake
Corpse-candle 2x
Corsairs of Umbar
Ice-drake
Rain-drake
Sellswords Between Charters
Slayer 3x

Events

Alone and Unadvised 2x
An Unexpected Outpost 3x
Lure of Expedience 3x
Lure of Nature* 3x
Lure of the Senses 3x
The Balance of Things [R]
Twilight 3x

Resources (30)

MP Sources

Black Trolls
Blasting Fire 2x
Great Bats 2x
Half-trolls
Orcs of Gorgoroth
Orcs of the Red Eye

Supporting Resources

A Malady Without Healing [R]
Akhorahil Unleashed [R]
Dark Tryst 3x
Deeper Shadow 3x
Fell Rider 3x
Forced March 2x
The Tormented Earth 3x
Voices of Malice 3x
Weigh All Things to a Nicety 3x

Sites (28)

Bandit Lair*
Barad-dur*
Beorn's House*
Bree*
Buhr Widu*
Carn Dum*
Caves of Ulund*
Cirith Gorgor*
Dead Marshes*
Dol Guldur*
Edoras*
Ettenmoors*

Sites (28)

Geann a-Lisch*
Goblin-gate*
Isengard*
Minas Morgul*
Minas Tirith*
Moria*
Mount Doom*
Mount Gram*
Mount Gundabad*
Nurniag Camp*
Raider-hold*
Sarn Goriwing*
Shrel-Kain*
The White Towers*
Weathertop*
Wellinghall*

Sideboard (8)

Resources

Scroll of Isildur*
Sudden Call
The Arkenstone*

Hazards

Covetous Thoughts
Lost in Free-domains
Neither so Ancient Nor so Potent
River
Seized by Terror

M – It's magic (Akhorahil's CHALLENGE DECK)

Squat a little bit around in Mordor to collect small points for items, allies and factions. And help to draw the needed card for Akhorahil. So he can then travel to the site of your opponent to play A Malady Without Healing and make company versus combat against hero companies.

Starting Companies (4) at Minas Morgul

- Troll-chief with Shadow-cloak and Blazon of the Eye is travelling to Barad-dur* to sit there the whole game.
- Belegorn is travelling to Mount Doom*.
- Dorelas and Orc Brawler are travelling to Nurniag Camp*, Dorelas controls Orc Brawler
- Orc Captain is travelling to Cirith Gorgor*

Suggested Sites for Resources

Black Trolls - Barad-dur* (under the control of Troll-chief, so the site is not tapped)

Blasting Fire 2x - Cirith Gorgor*, Nurniag Camp*

Great Bats 2x - Nurniag Camp*

Half-trolls - Barad-dur* (under the control of Troll-chief, so the site is not tapped)

Orcs of Gorgoroth - Barad-dur* (under the control of Troll-chief, so the site is not tapped)

Orcs of the Red Eye - Barad-dur* (under the control of Troll-chief, so the site is not tapped)

Scroll of Isildur* (sideboard) / The Arkenstone* (sideboard) - Caves of Ulund*, Moria*

Part IV: Additional Ringwraith Decks - Deck M Akhorahil

Resource Play

Just play all of your factions at Barad-dur* under the control of the Troll-chief. When he has three faction you can play the fourth faction normally. Then the site is tapped but you don't lose all of your faction when the Troll-chief is leaving the game. The three other companies are travelling every turn to draw cards. If possible they can play the items and allies. You can also play the items and allies at Mount Doom*. But this site has an auto attack. And your characters are very weak. So a modified attack can kill your characters. And you don't have much backup. The best way to heal character is travelling to Barad-dur*. So you have only dark-domains to pass and so only detainment attacks are possible. You have to cycle all of the important cards. This cards are Akorahil unleashed and Forced march. All the magic cards are going back in your deck when Akorahil is using these cards.

Akhorahil

Akhorahil Description is waiting for the Fell-Rider. With the help of this card he can travel to sites where your opponent has a company. To prepare this you have to find out which haven is the best starting point because he can go there without a moving card. Akhorahil can play all of your magic cards and can put them back in the deck after using. So he is powerful and can cancel a lot. When at the same site as your opponent's company play A Malady Without Healing and use Akhorahil Unleashed to play Malady twice. Against a hero company Akhorahil can make company versus company combat. And when travelling to Moria* or Caves of Ulund* play a greater item there. Against dwarves you can use The Arkenstone* to force the discard of a dwarf character.

Hazard Play

This is just easy. Play corruption cards and the creatures. The corruption cards should help the Malady to destroy a character. The Balance of Things is also very good to make corruption check not so easy.

Sideboard

The sideboard don't have much cards in it. So it's easy to find out what you will need. The two greater items is a must to sideboard. Otherwise You will have not so much points in the end. And also Sudden call is needed to end the game. The hazards depends of what you will need. If you have eliminated all rangers then River is a good choice.

Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

DEEPER SHADOW - *Short*-event (U)

Magic. Shadow-magic. Playable during the movement/hazard phase on a moving shadow-magic-using character. In character's site path, change a Ruins & Lairs to a Shadow-hold or one Wilderness to a Shadow-land. Alternatively, decrease the hazard limit against his company by one (to no minimum). Unless he is a Ringwraith, he makes a corruption check modified by -3. (E)

LURE OF NATURE - Permanent-event (C) [CP: 2]

Corruption. Playable on a non-Hobbit, non-Dwarf, non-Orc, non-Ringwraith character. Target character receives 2 corruption points and makes a corruption check (*after all other hazards have been played*) for each Wilderness in his company's site path. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 4, discard this card. Cannot be duplicated on a given character. (E)

RIVER - Short-event (C)

Playable on a site. *If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.* (E)

Part IV: Additional Ringwraith Decks - Deck M Akhorahil

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

THE ARKENSTONE - Greater Item (P)

[MP: 3; CP: 3]

Unique. +5 to bearer's direct influence against Dwarves and Dwarf factions. Each Dwarf in play has +1 mind. If the bearer of this item is at the same site as a Dwarf character, you may discard this item to force the discard of the Dwarf (and all *non-follower* cards he controls). (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

Part IV: Additional Ringwraith Decks - Deck N Khamul

Smoke on the Water

Challenge Deck N Deck List Total: 110 cards

At Start (6)

Shagrat (with Orders from Lugburz)
Lieutenant of Angmar [R]
Orc Veteran
Troll Lout (with Foul-smelling Paste)

Other Characters (10)

Khamul the Ringwraith 3x
Lagdud
Muzgash
Orc Captain 2x
Orc Tracker 2x
Orc Veteran

Hazards (30)

Creatures

Chill Douser 3x
Neeker-breekers 3x
Slayer 3x
Wisp of Pale Sheen 3x

Events

An Unexpected Outpost 2x
Enchanted Stream 3x
Exhalation of Decay 2x
Foolish Words 3x
River 3x
Shut Yer Mouth 2x
The Moon Is Dead 3x

Resources (30)

MP Sources

Blackbole [R]
Broad-headed Spear 3x
Burning Rick, Cot, and Tree 3x
Grey Mountain Goblins
High Helm
Orcs of Gundabad
Sable Shield
Smoke on the Wind [R]

Supporting Resources

Bold Thrust 3x
Dark Tryst 3x
Fell Rider 2x
Forced March
I'll Report you 2x
Swift Strokes 3x
Under His Blow 2x
Weigh All Things to a Nicety 2x

Sites (14)

Buhr Widu*
Cameth Brin*
Carn Dum*
Dead Marshes*
Dol Guldur*
Eagles' Eyrie*
Gondmaeglom*
Isengard*
Moria*

Sites (14)

Mount Gundabad*
Raider-hold*
Sarn Goriwing*
Shrel-Kain*
Woodmen-town*

Sideboard (20)

Resources

Black Mace
Fell Rider
Forced March
Gifts as Given of Old
I'll Report you
Mechanical Bow
Orcs of Mirkwood
Piercing All Shadows
Sudden Call
The Ring Leaves Its Mark 2x
Under His Blow
War-wolf
Woodmen*

Hazards

Alone and Unadvised
Ambusher
Earcaraxe Ahunt
Itangast Ahunt
Lost in Free-domains
Searching Eye

N – Smoke on the Water (Khamul's CHALLENGE DECK)

Go to Eagles' Eyrie once you get Smoke in the Wind. Go to the Borderholds when you have Burning Rick, Cot, and Tree. Go to the faction sites when you have neither. Break things. Get points. Win games.

Starting Company (1) at Dol Guldur

- Shagrat with Orders from Lugburz, Lieutenant of Angmar, Orc Veteran and Troll Lout with Foul-smelling Paste. Shagrat controls Orc Veteran and the Lieutenant controls Troll Lout.

Suggested Sites for Resources

Blackbole - Woodmen-town*

Black Mace (sideboard) - Moria*

Broad-headed Spear 3x - Buhr Widu*, Cameth Brin*, Dead Marshes*, Eagles' Eyrie*, Isengard*,
Raider-hold*, Sarn Goriwing*, Shrel-Kain*

Burning Rick, Cot, and Tree 3x - Cameth Brin*, Raider-hold*, Shrel-Kain*, Woodmen-town* (after tapping the site)

Grey Mountain Goblins - Gondmaeglom*

High Helm - Buhr Widu*, Cameth Brin*, Dead Marshes*, Eagles' Eyrie*, Isengard*,
Raider-hold*, Sarn Goriwing*, Shrel-Kain*

Orcs of Gundabad - Mount Gundabad*

Orcs of Mirkwood (sideboard) - Sarn Goriwing*

Sable Shield - Buhr Widu*, Cameth Brin*, Dead Marshes*, Eagles' Eyrie*, Isengard*,
Raider-hold*, Sarn Goriwing*, Shrel-Kain*

Smoke on the Wind - Eagles' Eyrie* (after tapping the site)

War-wolf (sideboard) - Isengard*, Moria*, Mount Gundabad*, Sarn Goriwing* (site should be tapped)

Woodmen* (sideboard) - Woodmen-town* (second deck cycle)

Part IV: Additional Ringwraith Decks - Deck N Khamul

Resource Play

The idea of the Deck is to burn down three border-holds and one free-hold. To make this possible you have to play first an item or Blackbole and then you can play Burning Rick, Cot, and Tree and Smoke on the Wind. You should first move to Raider-hold* because you can draw 2 cards and the automatic attack has only 7 prowess. Try to play on each leader in your starting company an I'll report you to give +2 prowess to each character in the company. You have to use the sites wise. Especially if you are playing against a hero player. Because then you have the chance for company versus company combat. Shrel-Kain* is very interesting. Two hero challenge decks (C and D) have the Men of Dorwinion in it. So you should wait until your opponent has played this faction. Then you should go there and burn down the site. If you are successful, the faction is discarded.

Khamul

Khamul is waiting for his moving card. So he can start with sideboarding. If he got this mode card he can also burn sites because with the Fell Rider he has 12 prowess. This is also a big help in company versus company combat. You should use Forced Marsh to move Khamul first to a Darkhaven and then to a none Haven site. So he doesn't need to wait for a new Fell Rider.

Hazard Play

You should tap or kill all of your opponent's rangers. Then you can play Enchanted Stream and River to roadblock the companies.

Sideboard

When Khamul is in play you should sideboard in the third Fell Rider or The Ring Leaves Its Mark. When your opponent is a Wizardplayer you should sideboard in Black Mace. Because all of the Wizard Challengedecks have Moria included. So go to Moria for company versus company combat and play the greater item. In every case you should sideboard the War-wolf. So you have a better chance to get an ally because Blackbole is the only one in the deck. Be careful with the hazards. Itangast Ahunt can also touch you and you have no chance to cancel these attack. The other hazards should be helpful against sneaking deck (Searching Eye) and Gondor decks (Lost in Free-domains and Ambusher). And don't forget to sideboard in Sudden Call before you exhausted your deck. In the case of exhausting your deck you should sideboard the two factions (Orcs of Mirkwood and Woodmen) because then you can use the sites again.

Strategy Resources

The idea of the deck is simple. Play an item or ally at a site and burn them down. you have enough modifier for prowess in your deck and when each of the two leader in the starting company has an I'll report you it is much more easier to burn the sites. But you are a little bit weak to influence factions. Because you have no Sage-character Foolish Words is the best way to stop you. In that case you should sideboard Gift as Given of Old to make the influence attempt easier for you. And be careful in Dragon country. If your opponent has dragons in his deck you should go to places where dragons can not attack.

Strategy Hazards

First modify the attack of Undeads with the help of The Moon is Dead. Then play your Undeads. Even a detainment attack can tap a character. The same could happen with Neeker-breekers. Afterwards Enchanted Stream plus River is the best way to stop your opponent. And to make an company versus company combat more successful at a Border-hold you have three Slayers.

Errata

Please read the following cards as follows:

RIVER - Short-event (C)

Playable on a site. *If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.* (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

Part V: Fallen Wizard Decks - Introduction

Introduction of the Fallen Wizard challenge decks

When You are playing a hero challenge deck against the same Fallen Wizard You have to replace Your wizard with the wizard in your sideboard. To do this You make the replacement after You have played Your wizard. So You don't need to replace the three wizard You have in deck.

If You are playing Fallen Wizard You must know some new rules. Here are rules You have to know for using the challengedecks.

USING MEWH

When you play a Fallen-wizard, assume that your Fallen-wizard is a METW “Wizard.” **All of the normal METW rules apply except for the specific exceptions outlined in these rules.** The *MELE* rules that concern Wizards also apply to Fallen-wizards.

Wizards – When the rules and cards refer to a Wizard, they apply to your Fallen-wizard.

Wizardhavens – When rules and non-site cards refer to Havens and Darkhavens, they apply instead to your Wizardhavens. The special effects of *METW* Havens (i.e healing, bringing characters into play, etc.) do apply to your companies at your Wizardhavens. These same effects do **not** apply to your companies at *MELE* Darkhavens and *METW* Havens.

Stage Points – Certain cards give your Fallen-wizard “stage points.” Stage points reflect how far your Fallen-wizard has deviated from his original mission. You must keep track of your accumulated stage points. The number of stage points that a card gives is indicated by one of the following symbols:



Stage Resources – *MEWH* introduces a new type of resource card called a ‘stage resource card’. Such a card is actually a “Fallen-wizard-only resource card” — only Fallen-wizard players may include them in their decks. Stage resources have a green-colored (i.e. tarnished copper) background. Most stage resource cards give stage points.

Characters – You may use both hero and minion characters. However, you may only use a character if his mind attribute is 5 or less. All of your non-Orc/-Troll characters are considered to be hero characters. You may only use up to two of each non-unique character.

Orcs & Trolls – Because most Fallen-wizard characters will *not* be Orcs and Trolls, specific rules concerning Orc and Troll characters are collected in one section at the end of these rules.

Hero/Minion Resources – You may use both hero and minion resources. However, you may only include up to a total of two of each non-unique hero or minion resource in your play deck and sideboard.

Sites – There are four Fallen-wizard site cards: Isengard, The White Towers, Rhosgobel, and Deep Mines. These site cards have a light gray background. Unless stated otherwise on a card, a Fallen-wizard player may use these sites instead of the hero/minion versions. Most fallen-wizard companies use hero site cards when moving to non-Fallen-wizard sites (see the Movement section for exceptions).

Marshalling Points – Marshalling points for stage resource cards are handled normally (i.e. as printed on the card). However, all other marshalling point cards are only worth 1 marshalling point each to a Fallen-wizard (regardless of their printed value).

These MPs can **not** be modified by a hero or minion resource event (e.g. *Rumor of the One*, *Tribute Garnered*, *Sentinels of Númenor*, etc.). However, Fallen-wizard abilities and stage resource cards **can** modify the number of marshalling points certain cards give.

Part V: Fallen Wizard Decks - Introduction

THE VICTORY CONDITIONS

As a Fallen-wizard you may win in the same way a *METW* Wizard wins: your opponent is eliminated **or** you recover *The One Ring* **or** you have the most marshalling points at the Free Council. The following exceptions apply:

- In order to win by recovering *The One Ring* at least one *A New Ringlord* card must be played and the conditions outlined on that card must be met.
- The Free Council is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (a Fallen-wizard) it is called your **Day of Reckoning** and your marshalling points reflect how far you have progressed towards completing your own personal agenda.
- You do not receive marshalling points for cards stored at non-Wizardhaven sites

GETTING READY TO PLAY

A Fallen-wizard player prepares for play just as a Wizard does, with the following exceptions:

Declaring That Your Wizard is Fallen

If you are playing a Fallen-wizard, you must tell your opponent which Fallen-wizard you are playing before choosing starting companies. If your opponent has normal hero Wizard character cards in his play deck and/or sideboard that correspond to the Fallen-wizard you have declared, he may replace those Wizard cards with an equal number of other Wizard character cards that he has available. Your opponent may also add 10 cards to his sideboard (these cards should be preselected for a Fallen-wizard opponent).

Note: This rule means that when you declare that you are playing a specific Fallen-wizard, your opponent may not play the corresponding hero Wizard (i.e. that Wizard has already fallen). You and your opponent may still both declare and attempt to play the same Fallen-wizard, but the game will probably be won by the first player to get his Fallen-wizard into play.

Starting Stage Cards

You must attempt to start with one, two, or three (your choice) stage resource permanent-event cards in play. These cards must have a combined total of 3 stage points. At least one of these cards must be non-unique. You may not start such a card if the conditions required to play the card do not exist. These cards should be revealed as if they were starting characters with duplicate unique cards being discarded.

Starting Characters

Your starting characters (up to 5) may include hero characters and minion characters, but you may not start a character with a mind greater than 5. However, you may not start Orc and Troll characters unless you start with an appropriate stage resource card (e.g., *Bad Company*).

Starting Site

Your starting company may begin play at The White Towers or at any Ruins & Lairs site in Rhudaur or Arthedain. If you start at a Ruins & Lairs site, one of your starting stage resource cards may be a *Hidden Haven* played on your starting site.

THE PLAYER TURN

The player turn proceeds normally with the following exceptions:

- You may discard one of your stage resource cards already in play during your organization phase. You may **not** discard such a card if it would reduce your stage points below 3.
- You may only play stage resource permanent-events during your organization phase (unless a specific card states otherwise).
- Fallen-wizard companies may attack Ringwraith companies (see *MELE* rules, p. 80) and vice versa. However, non-overt Fallen-wizard companies and Wizard companies may not attack each other. (Overt Fallen-wizard companies may attack any company controlled by another player, see the section on Special Rules for Orcs and Trolls).

Part V: Fallen Wizard Decks - Introduction

CHARACTERS AND COMPANIES

All of your non-Orc and non-Troll characters are considered to be hero characters. Thus, a company consisting of only such characters is treated as a hero company. Such a company is covert for the purposes of playing minion resources.

- Your Fallen-wizard may only start at his home
- You may not start or bring into play any character with a mind greater than 5.

MOVEMENT

Fallen-wizard companies **must** use region movement. When one of your Fallen-wizard companies moves to a site, you and your opponent draw cards based on the site being moved to. This applies even if moving to one of your Wizardhavens. The *METW* Havens (i.e., Grey Havens, Rivendell, Lórien, Edhellond) and *MELE* Darkhavens (i.e., Minas Morgul, Dol Guldur, Carn Dûm, and Geann a-Lisch) are **not** considered to be havens for a Fallen-wizard player.

The following exceptions for using sites can be modified by the play of certain hazards and stage resources.

- A fallen-wizard's non-overt companies must use hero sites for sites that are *not* Ruins & Lairs.
- A Fallen-wizard's companies may freely use either minion or hero Ruins & Lairs sites on a site per site basis (subject to the restriction below).
- If your hero (or minion) version of a site is in play or in your discard pile, you may not use your minion (or hero) version of the same site.
- The play of certain cards can change the type of sites that your companies may use (e.g., *Plotting Ruin*, *Heart Grown Cold*, etc.). When this happens, immediately exchange any affected site cards already in play with the corresponding site cards of the proper type.

CORRUPTION CHECKS

Corruption checks are handled normally with these exceptions:

- Corruption checks for a Fallen-wizard are handled as if he were a minion character. That is, if the roll for a corruption check is equal to a Fallen-wizard's corruption point total or one fewer, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- Corruption checks for a Fallen-wizard's non-Orc and non-Troll character are handled as if the player were a Wizard.
- Corruption points given on all non-item stage resource cards apply to your Fallen-wizard.

PLAYING AND USING RESOURCES

Playing resources is handled normally with these exceptions:

Testing Gold Rings

Whenever a Fallen-wizard player tests a hero gold ring item, the roll is modified by -1.

Note: The restrictions below do *not* apply to Spells and Magic.

Targeting Site and Resource Cards¹

A hero resource event card may not target/affect a minion site card or a minion resource card.

A minion resource event card may not target/affect a hero site card or a hero resource card.

Playing Resources at a Site

In order to play a non-Fallen-wizard resource that would normally tap a site, either the site and the resource to be played must both be hero cards or they must both be minion cards. For these purposes, a Fallen-wizard site card (or any Wizardhaven) is both a hero site and minion site.

This applies to all factions, allies, and items; as well as other cards played during the site phase that tap the site.

Note: When the test of a gold ring indicates that a specific type of ring may be played, you may play either a hero or a minion ring of the appropriate type.

Part V: Fallen Wizard Decks - Introduction

Using Items

All non-Orc/-Troll characters may freely use both hero and minion items.

When Your Fallen-wizard Leaves Play

If your Fallen-wizard leaves play, discard all of your stage resource permanent-events in play that are specific for your wizard (e.g., if you are Alatar and play Sacrifice of Form, you must discard all of your stage resource permanent-events that say “Alatar specific.”) As is normally the case, all hazard permanent events on such a wizard are discarded.

SPECIAL ORC & TROLL RULES

A company with any Orc or Troll characters is an overt company. In addition, a company with any of the following allies is an overt company: Great Bats, Great Lord of Goblin-gate, Last Child of Ungoliant, Regiment of Black Crows, “Two-headed” Troll. Any other company is a hero company.

- Orcs that are “Half-orcs” are special — if a Half-orc is in a company with only Half-orcs and Men, the company is not overt (i.e., the Half-orcs appear to be ugly men to the casual observer). Half-orcs cannot take trophies. However, for all other purposes a Half-orc is considered an Orc.
- You may not play Orc and Troll characters until you have played the appropriate card (e.g., Bad Company).
- Unless at a Wizardhaven, and Orc or Troll cannot be in the same company as an Elf, Dwarf, Dúnadan, or Hobbit.
- A Fallen-wizard overt company may attack any company controlled by another player and vice versa.
- A Fallen-wizard’s overt companies must use hero sites for Shadow-holds, Dark-holds, and minion Darkhavens. They must use minion sites for Border-holds, Free-holds, and hero Havens.
- Overt companies are not minion companies for the purposes of the detainment attack guidelines in the MELE rules (p. 31). Overt companies are minion companies for hazards that can only attack/affect minion companies (e.g., Sons of Kings).
- Corruption checks for an Orc or Troll character are handled as if he were a minion character. That is, if the roll for a corruption check for an Orc or Troll character is equal to his corruption point total or one less, he is tapped instead of being discarded. He is not considered to fail the corruption check in this case.
- You may not play a hero resource permanent-event on a company with an Orc or Troll in it.
- A hero resource may not target an Orc or Troll character (e.g., Orc and Troll characters may not use Block, Escape, etc.).
- A hero resource that requires a character with a specific skill may not use an Orc or Troll character to fulfill that requirement (e.g., Concealment, Many Turns and Doublings, etc.).
- An Orc or Troll character may not tap to initiate an effect from a hero resource (e.g. Praise to Elbereth, Great Ship, etc.).
- An Orc or Troll character may be the bearer of a hero item, but all bonuses and special abilities are ignored (all restrictions to movement and playability still apply).

TOURNAMENT RULES

Starting Stage Cards

When the Character Draft is used, treat the starting stage cards as if they were characters.

Revealing Your Wizard

In the general opponent format, you must reveal the identity of your Fallen-wizard before the game begins.

Thanks to Mark Alfano for correcting the original MEWH-rules.

Part V: Fallen Wizard Decks - Deck O Fallen Saruman

Men of Skill

Challenge Deck O Deck List Total: 110 cards

At Start (9)

Balin (with Shield of I.-bound Ash)
Bofur
Celeborn (with Thrall of the Voice,
The Forge-master and
Dagger of Westernesse)
Ghan-buri-Ghan
Wacho

Hazards (30)

Creatures

Ambusher 2x
Bairanax Ahunt
Barrow-wight 2x
Cave-drake 2x
Corsairs of Umbar
Earcaraxe Ahunt
Ent in Search of Entwives
Itangast Ahunt
Old Man Willow
Orc-watch
Slayer 2x

Events

An Unexpected Outpost 2x
Eyes of the Shadow
Foolish Words 2x
No Way Forward
Power Built by Waiting
Redoubled Force
River 3x
Troll-purse
Twilight 3x

Resources (30)

MP Sources

Barrow-Blade 2x
When you know more 2x
That Ain't No Secret 2x

Stage Resources

Double-dealing 3x
Fortress of the Towers
Gatherer of Loyalties

Great Patron

Man of Skill

The Fortress of Isen

Wizard's Myrmidon

Supporting Resources

Swift Strokes 2x
Dark Tryst 2x
Hall of Fire 2x
Warm now be Heart and Limb
Horns, Horns, Horns
Rebuild the Town 2x
Smoke Rings 2x
Weigh All Things to a Nicety 2x
Withdrawn to Mordor

Sites (4)

Bree
Isengard@
The White Towers@
The Worthy Hills* [R]

Other Characters (10)

Saruman@ 3x
Annalena
Baugur
Dorelas
Ill-favoured Fellow 2x
Layos
Voteli

Sideboard (27)

Resources

A Chance Meeting
A Panoply of Wings
Blasting Fire 2x
Dark Quarrels
Horns, Horns, Horns
Marvels Told
Noble Hound 2x
Schwertmeister 2x
Vile Fumes 2x
Voices of Malice
Dagger of Westernesse
Rangers of the North
When I Know Anything 2x
Woses of the Eryn Vorn

Stage Resources

A Strident Spawn
Half-orcs 3x
Saruman's Machinery [R]
The White Hand [R]

Hazards

Alone and Unadvised
Lost in Free-domains

O – Men of Skill (Fallen Saruman's CHALLENGE DECK)

Fallen Saruman will get the White Hand. Therefore he needs a Strident Spawn and Saruman's Machinery. Ghan-buri-Ghan and Bofur running to Isengard@. When A strident spawn is in play they can also play the Half-Orc factions there. The other company is travelling to The Worthy Hills and playing all the information cards there. With Man of Skill you will get 16 MP's for that. The hazard is just a mix of creatures and some events.

Starting Companies (2) at The White Towers@

- Ghan-buri-Ghan and Bofur. Ghan-buri-Ghan controls Bofur
- Celeborn with Thrall of the Voice, The Forge-master and Dagger of Westernesse, Balin and Wacho. Balin controls Wacho.

Suggested Sites for Resources

A Panoply of Wings (sideboard) – Bree (after playing the Rangers of the North, the site can be tapped)

Barrow-Blade 2x - The Worthy Hills* (before playing Rebuild the Town)

Blasting Fire 2x (sideboard) - Isengard@ (after playing Saruman's Machinery)

Half-orcs 3x (sideboard) - Isengard@ (after playing The Fortress of Isen), The White Towers@ (after playing Fortress of the Towers);

Double-dealing 3x - The Worthy Hills*

Noble Hound 2x (sideboard) – Bree, The Worthy Hills* (after playing Rebuild the Town)

Part V: Fallen Wizard Decks - Deck O Fallen Saruman

Rangers of the North (sideboard) - Bree

Rebuild the Town 2x – The Worthy Hills* (after playing Double Dealing)

Saruman's Machinery (sideboard) - Isengard@ (after playing The Fortress of Isen)

Schwertmeister 2x (sideboard) - The Worthy Hills* (after playing Double Dealing)

That Aint't no Secret 2x - The Worthy Hills*

Vile Fumes 2x (sideboard) - Isengard@ (after playing Saruman's Machinery)

When I Know Anything 2x (sideboard) - The Worthy Hills* (after playing Double Dealing)

When you Know More 2x (sideboard) - The Worthy Hills* (after playing Double Dealing)

Woses of the Eryn Vorn (sideboard) - The Worthy Hills* (after playing Double Dealing)

Resource Play

In Your first organization phase tap Celeborn to get a Dagger of Westernese for Wacho by using The Forge-Master. Now he can get a Barrow Blade at the Worthy Hills*. First you have to play Double-dealing at The Worthy Hills. After that you can sideboard all the hero-resources you can play there. You can do that because the minion version of The Worthy Hills has the special that the site never taps. The next step is to get a protected wizardhaven. Therefore you have to send Ghan-buri-Ghan and Bofur to Isengard@ and/or The White Towers@ to play The Fortress of Isen/ Fortress of the Towers. Now you can play A Strident Spawn and Saruman's Machinery. This means that you can play now the Halforcs and the technology-items at the protected Isengard. If you have three factions (the stage points are not the problem) you can play the White Hand and finish the game. Please use the Hall of Fire to untap characters at The White Towers@ and Isengard@. So you have a better chance to remove permanent events on your characters (e.g. corruptions cards).

Saruman

Saruman is staying the whole game in Isengard@ and has to sideboard every turn. If you have A strident spawn in play you should tap Saruman during the organization phase to bring five faction from the sideboard in the discard pile. You can then use Horns, Horns, Horns to shuffle these factions in your play deck. Please note that you can untap Saruman after you have played Hall of Fire at Isengard@ to play a resource with him.

Hazard Play

Just try to kill some characters with the creatures and modify the automatic attacks.

Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
When I Know Anything, Schwertmeister, Woses of the Eryn Vorn	Double dealing
Noble Hound	Rebuilt the town
A Strident Spawn	Protected wizardhaven
Half-orcs	A Strident Spawn
Saruman's Machinery	Protected Isengard
Blasting Fire, Vile Fumes	Saruman's Machinery
The White Hand	A Strident Spawn, Saruman's Machinery + three factions

Strategy Resources

If you are not able to play the Noble Hound at Worthy Hills send a character to Bree. You can also play the Rangers of the North and A Panoply of Wings there. Otherwise you have no MP's for allies. You should also be aware that you have enough free general influence. Because Saruman is reducing your general influence to 15 and Celeborn is very important at The Worthy Hills* you will get big trouble if somebody is playing successful a Call of Home on him. Because Baugur is an agent you can only bring him in play at Isengard@. He can play the Halforc-factions too because he has three direct influence. Please note that Baugur and the Ill-Favour-Fellow are Halforcs. So you can discard them when you have them in your hand to early and after playing A Strident spawn you can play them out of your discard pile. To make the influence check against the Woses easier you should use When you know more. And you can also use When I know anything to modify a corruption check.

Part V: Fallen Wizard Decks - Deck O Fallen Saruman

Strategy Hazards

You should play the hazards as quickly as you can to draw the needed resources.

Errata

Please read the following cards as follows:

A STRIDENT SPAWN - Permanent-event (U)

[MP: 1; SP: 4]

Unique. Playable if you are Pallando or Saruman and have 6 or more stage points and a protected Wizardhaven. Each of your Half-orcs requires one less point of influence to control. During your organization phase, you may take one Half-orc character from your discard pile to your hand. You may play Half-orc characters at your Wizardhavens, and even if your Fallen-wizard is not there. Cannot be duplicated by a given player. (E)

BAUGÚR - Warrior Orc (P)

[MP: 1; Mind: 4; DI: 1; P/B: 4/8; Home Site: Isengard]

Unique. Half-orc. Agent. Leader. Discard on a body check result of 8. +2 direct influence against Orcs and Orc factions. Agent only: May not move to Free-holds and Border-holds.

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. **May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.** (E)

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. **Cannot be duplicated on a given character.** (E)

FORTRESS OF THE TOWERS - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on The White Towers. The White Towers is protected. Other Fallen-wizards may not use the Wizardhaven card for The White Towers. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path).~~ Discard this card when the site is discarded or returned to its location deck. (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). **If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.** (E)

OLD MAN WILLOW - Creature (U)

[MP: 1; P/B: 13/-; Playable: double Wilderness]

Awakened Plant. One strike. 15 prowess against Hobbits. May also be played keyed to Fangorn, Heart of Mirkwood, Southern Mirkwood, and Western Mirkwood; and may also be played at Ruins & Lairs, Shadow-holds, and Dark-holds in these regions. Also playable at Old Forest and Drúadan Forest. Two Wildernesses in site path are required. (E)

Part V: Fallen Wizard Decks - Deck O Fallen Saruman

REBUILD THE TOWN - Permanent-event (C)

Playable *during the site phase* on a non-Dragon's lair, non-Under-deeps Ruins & Lairs. The site becomes a Border-hold and loses all automatic-attacks. Discard Rebuild the Town when the site is discarded or returned to its location deck. (E)

SCHWERTMEISTER - Resource Permanent-event (P)

[MP: 1]

Sage only. Playable on an untapped sage at an untapped site where Information is playable during site phase. Tap the site and the sage. Gives the sage warrior skill. If the sage is already a warrior, he can use two weapons (both modifiers count). If he uses two weapons, he can not use a shield. Cannot be duplicated on a given character.

THE FORTRESS OF ISEN - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on Isengard. Isengard is protected. Other Fallen-wizards may not use the Wizardhaven card for Isengard. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from Isengard is not considered to be moving through Gap of Isen (including one less Border-land in their site path).~~ Discard this card when the site is discarded or returned to its location deck. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

Part V: Fallen Wizard Decks - Deck P Fallen Alatar

Join the Hunt

Challenge Deck P Deck List Total: 110 cards

At Start (9)

Beregond
Eomer
Haldir
Ivic (with Dagger of Westernesse,
Squire of the Hunt and
Thrall of the Voice)
Peath (with Dagger of Westernesse)

Hazards (30)

Creatures

Cave Worm 2x
Cave-drake 2x
Chill Douser 3x
Corsairs of Umbar
Ent in search of the entwines
Slayer 3x

Events

An Unexpected Outpost 2x
Call of Home 2x
Faces of the Dead
Foolish Words 3x
Muster Disperses
Rebel-talk 2x
Shut Yer Mouth 2x
So You've Come Back 2x
Twilight 3x

Resources (30)

MP Sources

Barrow-blade 2x
Durin's Axe
Glamdring
High Helm
Noble Hound
Rangers of the North
Tom Bombadil[R]

War-warg 2x

War-wolf 2x

Wild Hounds 2x

Stages Resources

Bow of Alatar[R]
Huntsman's Garb
Join the Hunt
Wizard's Myrmidon
Supporting Resources
A Chance Meeting
A Friend or Three 2x
A Short Rest 2x
Crept Along Cleverly 2x
Risky Blow 2x
Smoke Rings
Swift Strokes 2x

Other Characters (10)

Alatar@ 3x
Asternak
Balin
Beretar
Faramir
Gloin
Kili
Oin

Sites (13)

Barrow-downs
Bree
Glittering Caves*
Himring*
Isengard
Isengard@
Old Forrest
Ost-in-Edhil*
Ruined Signal Tower
The White Towers*
The White Towers@
Weathertop*
Zarak Dum

Sideboard (18)

Resources

A Panoply of Wings
Zwergenaxt [Dwarven Axe]
Goldberry
Noble Hound
Promptings of Wisdom
Sable Shield

Stages Resources

Gatherer of Loyalties
Great Patron
Hidden Haven
Legacy of Smiths
The Great Hunt[R]

Hazards

Ambusher
Barrow-wight
Daelomin Ahunt
Lost in Free Domains
Orc-guard
Searching Eye
Sellswords Between Charters

P – Join the Hunt (Fallen Alatar's CHALLENGE DECK)

Play the items to modify the prowess of Your characters. After that you are strong enough to defeat creatures. Play stage cards to get 12 stage points. Then You can play The great Hunt to make it easier to get MP's for defeating creatures.

Starting Company (1) at The White Towers

- Beregond, Eomer, Haldir, Ivic and Peath, Ivic controls Eomer

Suggested Sites for Resources

A Panoply of Wings (sideboard) - Barrow-downs, Bree, Old Forrest, Ruined Signal Tower (after the site was tapped)

Barrow-blade 2x - Barrow-downs, Glittering Caves*, Himring*, Isengard, Ost-in-Edhil*, The White Towers*, Ruined Signal Tower, Weathertop*, Zarak Dum (after the site was tapped)

Durin's Axe - Barrow-downs, Isengard, Ruined Signal Tower, Zarak Dum

Zwergenaxt [Dwarven Axe] (sideboard) - Barrow-downs, Isengard, Ruined Signal Tower, Zarak Dum

Glamdring - Barrow-downs, Isengard, Ruined Signal Tower, Zarak Dum

Part V: Fallen Wizard Decks - Deck P Fallen Alatar

Goldberry (sideboard) - Old Forrest (2nd deck cycle)

High Helm - Glittering Caves*, Himring*

Noble Hound 2x (1x sideboard) - Bree, Old Forrest

Rangers of the North - Bree

Sable Shield (sideboard) - Glittering Caves*, Himring*

War-warg 2x - Ost-in-Edhil*, The White Towers*, Weathertop*, (after the site was tapped)

War-wolf 2x - Ost-in-Edhil*, The White Towers*, Weathertop*, (after the site was tapped)

Wild Hounds 2x - Barrow-downs, Ost-in-Edhil*, The White Towers*, Ruined Signal Tower, Weathertop*
(after the site was tapped)

Resource Play

Play the items to power your characters up. Play the allies to defeat attacks more easier. Try to get the faction with the help of A Friend or Three. If you have Tom Bombadil in play be careful, because then You can only go with him to Barrow-downs, Bree, Old Forrest, White Towers and Weathertop. You can draw a lot of cards by using A short rest. This will help to get the needed cards.

Alatar@

Alatar is joining Your starting company or is forming a second company and he is also going for items, allies and factions. Tap Bow of Alatar to give a strike to Alatar in all cases. Reshuffle from discard pile to deck Risky Blow by using Huntsman's Garb. Before the first deck cycle tap him to sideboard needed stages cards. Later in the game with enough weapon form one big company around him to kill a lot of creatures by using The Great Hunt. Before You decide whether to take creatures from the discard pile or the play deck have a look in the deck list of the opponent's deck.

Hazard Play

The creatures are mix to attack every type of site. More interesting are the events. They reduce the general and direct influence. So you can then use Muster disperses and Call of Home.

Sideboard

Sideboard is easy in this deck. Transfer Great Patron, Gatherer of Loyalties (after You have more than 3 stage points), Legacy of Smith (after You have more than 6 stage points) and The Great Hunt (after You have more than 12 stage points) from the sideboard to deck by using Smoke Rings or by tapping Alatar. The hazards depend on the opponent's deck. You have two An unexpected outpost in the deck. So this should be easy.

Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). *If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.* (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. ***This card may be played at any time during any player's turn.*** (E)

ZWERGENAXT [Dwarven Axe] - Major Item (P)

[MP: 2; CP: 2]

Weapon. Warrior only. +2 prowess (to a maximum of 7); +3 prowess if held by a Dwarf (to a maximum of 8).

Part V: Fallen Wizard Decks - Deck Q Fallen Pallando

Prophet of Doom

Challenge Deck Q Deck List Total: 110 cards

At Start (10)

Beretar with Horn of Anor
Ettenmoors* (with Hidden Haven)
Troll-chief (with Blazon of the Eye
and Thrall of the Voice)
Firiell [R] (with Thrall of the Voice)
Damrod

Hazards (30)

Creatures

Bert (Burat)
Tom (Tuma)
William (Wuluag)
Cave Worm 2x
Olog-hai (Trolls) 2x
Orc-guard 2x
Orc-lieutenant 2x
Orc-warband* 2x
Wild Trolls 2x

Events

An Unexpected Outpost 3x
Aware of their Ways 3x
Minions Stir* 3x
Searching Eye
Twilight 3x
Veils Flung Away 2x

Sites (7)

Bag End
Bree
Blue Mountain Dwarf-hold
Old Forest
The White Towers@
Deep Mines
Barrow-downs

Resources (30)

MP Sources

Goldberry
Hill Trolls [R]
Mistress Lobelia
Misty Mountain Wargs
Stone Trolls
Rangers of the North

Stage Resources

Great Patron
Guarded Haven
Pallando's Apprentice
Pallando's Hood
Fortress of the Towers
Truths of Doom
Wizard's Myrmidon

Supporting Resources

Crept Along Cleverly 2x
Dark Quarrels 2x
Dark Tryst 2x
Gifts as Given of Old 2x
Hall of Fire 2x
Horns, Horns, Horns
Many Turns and Doublings
Not Slay Needlessly
Smoke Rings 2x
Weigh All Things to a Nicety 2x

Other Characters (9)

Pallando@ 3x
Balin
Boromir II
Gloin
Kili
Oin
Tros Hesnef

Sideboard (24)

Resources

A Chance Meeting
A Friend or Three
A Panoply of Wings 2x
Beasts of the Wood 2x
Dwarven Light-stone 2x
Horns, Horns, Horns
Marvels Told
Noble Hound
Muster
Voices of Malice
Durin's Axe
Hauberk of Bright Mail
Blue Mountain Dwarves

Stage Resources

Delver's Harvest 2x
Gatherer of Loyalties
Legacy of Smiths
Prophet of Doom [R]

Hazards

Alone and Unadvised
Lost in Free-domains
Slayer

Q – Prophet of Doom (Fallen Pallando's CHALLENGE DECK)

Fallen Pallando will get Prophet of Doom. Therefore he needs five factions and 12 stage points. The Troll-chief is sitting in Ettenmoors and playing three factions. Please store the factions with the leader to avoid tapping of Ettenmoor. To get more factions you need the dwarves, the ranger or the animal faction played by Beretar. Beretar and Firiell are travelling to Bag End, Bree and Old Forest to play allies and factions. Damrod is travelling to The White Towers@ to form a second company strong enough to enter the Deep Mines. The dwarves can first get the faction at Blue Mountain Dwarf-hold and then enter the Deep mines. The hazards are Orc and Trolls creatures and some events.

Starting Companies (3) at Ettenmoors*

- Troll-chief with Blazon of the Eye and Thrall of the Voice.
- Firiell with Thrall of the Voice and Beretar with Horn of Anor. Firiell controls Beretar.
- Damrod

Suggested Sites for Resources

A Panoply of Wings 2x (sideboard) – Bree, Old Forest (the site should be tapped)
Beasts of the Wood 2x (sideboard) - Old Forest (the site should be tapped)
Blue Mountain Dwarves (sideboard) - Blue Mountain Dwarf-hold

Part V: Fallen Wizard Decks - Deck Q Fallen Pallando

Delver's Harvest 2x (sideboard) – Deep Mines
Durin's Axe (sideboard) – Barrow-downs
Dwarven Light-stone 2x (sideboard) – Deep Mines
Goldberry - Old Forest
Hauberk of Bright Mail (sideboard) – Barrow-downs
Hill Trolls – Ettenmoors*
Guarded Haven - Ettenmoors*
Mistress Lobelia – Bag End
Misty Mountain Wargs – Ettenmoors*
Noble Hound (sideboard) – Bree, Old Forest (the site should be tapped)
Rangers of the North - Bree
Stone Trolls – Ettenmoors*

Resource Play

Moving around with Beretar and Firiell to collect allies and factions. Try to get quickly Mistress Lobelia. Then use her ability to grab resources playable at her current sites. The next step is to get a protected wizardhaven. Therefore you have to send Damrod to The White Towers@ to play Fortress of the Towers. You can also use Guarded Haven at Ettenmoor to protect the site. The dwarves can also go for faction and for items. You can choose between Barrow-downs (if you don't have a protected wizard haven) or the Deep Mines. If you have five factions (the stage points are not the problem) you can play Prophet of Doom and finish the game. Please use the Hall of Fire to untap characters at Ettenmoor and The White Towers. So you have a better chance to remove permanent events on your characters (e.g. corruptions cards).

Pallando

Pallando is staying the whole game in The White Towers@ and has to sideboard every turn. During the first time he should put five factions in the discard pile (A Panoply of Wings, Beast of the Wood, Blue Mountain Dwarves) so that you can bring them in the play deck by using Horns, Horns, Horns. Please note that you can untap Pallando after you have played Hall of Fire at The White Towers@ to play a resource with him.

Hazard Play

You have an Orc-/Troll hazard strategy here. So you should first modify the attack and then you can create a heavy attack. To have enough modifiers available you can use An unexpected Outpost to get them back. And you should also cycle Veils Flung Away when your opponent is going through wilderness, Borderland or Free-domain. Especially against Orc and Troll characters can this card hurt. And for your own protection you have Aware of their Ways in the deck. So you can bring out of play dangerous hazards for you (for example Slayer, Foolish Words) or you can destroy resources needed by your opponent.

Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
A Panoply of Wings, Beast of the Wood, Blue Mountain-Dwarves	Pallando
Legacy of Smith	More than 6 stage points
Noble Hound	Mistress Lobelia
A Strident Spawn	Protected wizardhaven
Dwarven Lightstone, Delver's Harvest	Protected wizardhaven
Durin's Axe, Hauberk of Bright Mail	No Protected wizardhaven
Prophet of Doom	five factions

Strategy Resources

In your first turn you have to move Beretar and Firiell to Bag End to play Mistress Lobelia. And then you can move with her to Bree and the Old Forrest. You can tap the Mistress during the organization phase to put an ally or faction to your hand. So you should go to Bree when you have already the Rangers in the discard pile or to the Old Forrest to play Goldberry. You have to play the two Beast of the Wood there because you can't play them at Bree. To make the influence check against the animals factions easier you should use Gift as Given of Old. You can put this card to your hand during your end of turn phase by tapping Pallando's Hood. Damrod is moving to The White Towers in the first turn. Because Damrod's mind is less than 3 you are not

Part V: Fallen Wizard Decks - Deck Q Fallen Pallando

allowed to draw any card for him. So you should play a character in the first round and send them both to the White Towers. Then he is waiting for more characters there and after you have played Fortress of the Tower you can send two characters to play the Dwarven Light-stone and Delver's Harvest at the Deep Mines. You have to be careful with your general influence because the Troll-chief is alone at Ettenmoors you will get big trouble if somebody is playing successful a Call of Home on him. Form a company around the Dwarves to get items and the Blue Mountain-Dwarves. If you have five factions in play you can play the Prophet of Doom.

Strategy Hazards

You should play the hazards as quickly as you can to draw the needed resources.

Errata

Please read the following cards as follows:

DEEP MINES - Ruins & Lairs (Under-deeps)

[opponent draws/you draw: 2/1; SP: 1]

A company may move to this site only from one of your protected Wizardhavens and only if you have more than 6 stage points. The protected Wizardhaven is the surface site for Deep Mines (i.e., the sites are adjacent and the movement roll required to move between them is 0). You receive the three stage points if any of your companies are at the site. May be duplicated in location deck. ***Cannot be duplicated on a given Wizardhaven.*** (E)

FORTRESS OF THE TOWERS - Permanent-event (U)

[SP: 3]

Unique. May not be a starting stage card. Playable if you are Alatar, Pallando, or Saruman. Playable on The White Towers. The White Towers is protected. Other Fallen-wizards may not use the Wizardhaven card for The White Towers. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from The White Towers is not considered to be moving through Arthedain (including one less Wilderness in their site path).~~ Discard this card when the site is discarded or returned to its location deck. (E)

GUARDED HAVEN - Permanent-event (U)

[MP: 1; SP: 1]

Playable on one of your Wizardhavens other than Isengard, The White Towers, or Rhosgobel. The site is protected. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from this site is not considered to be moving through the region containing the site (including one less of its region type in their site path).~~ Cannot be duplicated on a given site. (E)

MUSTER - Short-event (C)

Warrior only. ***An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.*** (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). ***If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.*** (E)

OLD FOREST - Border-hold (Cardolan) (U)

[opponent draws/you draw: 1/1]

Nearest Haven: Rivendell

Site Path: Wilderness, Wilderness

Special: Healing ***effects*** affect all characters at the site. (E)

Part V: Fallen Wizard Decks - Deck Q Fallen Pallando

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

VEILS FLUNG AWAY - Short-event (U)

Playable on a company moving in a Wilderness, Border-land, or Free-domain if Doors of Night is not in play; does not count against the hazard limit. Make a body check modified by **-1** for each character.

Determine if each Orc or Troll character is discarded as indicated on their cards. Otherwise, the body checks have no effect unless an untapped character fails his check, in which case he becomes tapped. (E)

Part V: Fallen Wizard Decks - Deck R Fallen Radagast

The Ally-Armada

Challenge Deck R Deck List Total: 110 cards

At Start (9)

Barliman Butterbur
Elrohir
Gildor Inglorion
Glove of Radagast[R]
Imrahil (with Thrall of the Voice
and Dagger of Westernesse)
Perchen (with Elf-stone)

Hazards (30)

Creatures

Ambusher 2x
Barrow-wight
Cave Worm 2x
Corsairs of Umbar 2x
Dunlending Raiders 2x
Sellswords Between Charters 3x
Slayer 2x

Events

Alone and Unadvised 2x
An Unexpected Outpost 2x
Despair of the Heart 2x
Dragon-sickness
Lure of Expedience 3x
Lure of Nature 2x
Lure of the Senses 2x
Rank upon Rank 2x

Resources (30)

MP Sources

Barrow-blade
Radagast's Black Bird
War-warg 2x
War-wolf 2x
Wild Hounds 2x

Stage Resources

Great Patron
Shifter of Hues[R]
Wizard's Myrmidon
Supporting Resources

Awaiting the Call
Bold Thrust 2x
Dark Tryst 2x
Hall of Fire 2x
Marvels Told 2x
Muster
Risky Blow 2x
Smoke Rings 2x
Swift Strokes 2x
Weigh All Things to a Nicety 2x
Withdrawn to Mordor

Sites (7)

Bree
Deep Mines
Rhosgobel@ 2x
Rivendell
The White Towers@*
Weathertop*

Other Characters (10)

Radagast@ 3x
Annalena
Asternak
Balin
Dorelas
Galdor
Ostisen
Voteli

Sideboard (24)

Resources

A Friend or Three
A Panoply of Wings
An Untimely Brood
Delver's Harvest 2x
Dwarven Light-stone 2x
Girdle of Radagast[R]
Great Bats 2x
Legacy of Smiths
Noble Hound 2x
Noble Steed 2x
Regiment of Black Crows 2x
Voices of Malice

Hazards

Call of Home
Covetous Thoughts
Searching Eye
Smaug Ahunt
Stormcrow
The Way is Shut

R – The Ally-Armada (Fallen Radagast's CHALLENGE DECK)

Radagast wants to get his Girdle. So he needs a lot of allies. Play the wolves at Weathertop and the others allies at the two Rhosgobels.

Starting Company (1) at Weathertop*

- Barliman Butterbur, Elrohir, Gildor Inglorion, Imrahil with Thrall of the Voice and Dagger of Westernesse, Perchen with Elf-stone. Perchen controls Elrohir

Suggested Sites for Resources

A Panoply of Wings (sideboard) - Bree
Barrow-blade – Weathertop*
Delver's Harvest 2x (sideboard) – Deep Mines
Dwarven Light-stone 2x (sideboard) - Deep Mines
Great Bats 2x (sideboard) – Rhosgobel@ (after An Untimely Brood is played or by Radagast)
Noble Hound 2x (sideboard) - Rhosgobel@ (after An Untimely Brood is played or by Radagast), Bree
Noble Steed 2x (sideboard) - Rhosgobel@ (after An Untimely Brood is played or by Radagast)
Radagast's Black Bird - Rhosgobel@
Regiment of Black Crows 2x (sideboard) - Rhosgobel@ (after An Untimely Brood is played or by Radagast), Weathertop* (when the Wild Hounds are in play)
War-warg 2x – Weathertop*
War-wolf 2x – Weathertop*
Wild Hounds 2x – Weathertop*

Part V: Fallen Wizard Decks - Deck R Fallen Radagast

Resource Play

Your starting company is staying at Weathertop* to play the wolves and the Wild Hounds. In the last turn they can go to Bree to get the Panoply and Noble Hounds. Form a second company at Rhosgobel and play all of the none-unique allies there. Later go down to the Deep Mines to get the Dwarven Light-stones and the Delver Harvest. When too many characters were eliminated at Weathertop* you can send new characters via Rivendell to Weathertop*.

Radagast

Radagast is sitting the whole game in Rhosgobel and is also playing allies. During the organization phase he has to sideboard. Untap him after the movement-hazard phase by using Hall of Fire.

Hazard Play

This are Man with corruption. Very simple.

Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
Great Bats 2x, Regiment of Black Crows, Noble Hound, Noble Steed (in the discard pile)	Radagast
Legacy of Smiths	More than 6 stage points
An Untimely Brood	More than 6 stage points and Radagast
Regiment of Black Crows, Noble Hound, Noble Steed	An Untimely Brood
Delver Harvest 2x, Dwarven Light-stone	Three characters at Rhosgobel@
Girdle of Radagast	More than 12 stage points and six allies

Errata

Please read the following cards as follows:

CORSAIRS OF UMBAR - Creature (U)

[MP: 1; P/B: 9/-; Playable: Coastal Seas]

Men. Five strikes. May also be played keyed to Andrast, Anfalas, Belfalas, Cardolan, Enedhwaith, Harondor, Lindon, Lebennin, and Old Pûkel-land; and may also be played at Ruins & Lairs and Shadow-holds in these regions. *May also be played at any site in Elven Shores, Eriadoran Coast, Andrast Coast, Bay of Belfalas, or Mouths of the Anduin.* (E)

DEEP MINES - Ruins & Lairs (Under-deeps)

[opponent draws/you draw: 2/1; SP: 1]

A company may move to this site only from one of your protected Wizardhavens and only if you have more than 6 stage points. The protected Wizardhaven is the surface site for Deep Mines (i.e., the sites are adjacent and the movement roll required to move between them is 0). You receive the three stage points if any of your companies are at the site. May be duplicated in location deck. *Cannot be duplicated on a given Wizardhaven.* (E)

MUSTER - Short-event (C)

Warrior only. *An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.* (E)

NOBLE HOUND - Ally (C)

[MP: 1; Mind: 1; P/B: 3/6]

Playable at any tapped or untapped Border-hold. In all cases, Noble Hound must be assigned a strike before any strike can be assigned to its controlling character. Discard Noble Hound to cancel any effect that would take its controlling character prisoner (does not protect other characters from being taken prisoner). *If Noble Hound is tapped or wounded, treat it as though it were untapped for the purposes of assigning strikes.* (E)

Part V: Fallen Wizard Decks - Deck R Fallen Radagast

RHOSGOBEL - Wizardhaven (Southern Mirkwood) (C)

[opponent draws/you draw: 2/2; SP: 1]

Special: Only Radagast's companies may use this card. This site is a protected Wizardhaven. If one of your companies is at this site, all attacks against it are canceled. ~~Any of your companies moving to or from Rhosgobel is not considered to be moving through Southern Mirkwood (including one less Dark domain in their site path).~~ You receive the stage point if any of your companies are at this site. (E)

SLAYER - Creature (C)

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. (E)

Part V: Fallen Wizard Decks - Deck S Fallen Gandalf

Await the Onset

Challenge Deck S Deck List Total: 110 cards

At Start (10)

Boromir II
Dasakun (with Thrall of the Voice)
Ioreth
Theoden (with Thrall of the Voice
and Blazon of the Eye
and Horn of Anor
and Gandalf's Friend)
Voteli

Hazards (30)

Creatures

Barrow-wight
Cave Worm 2x
Giant Spiders 3x
Lesser Spiders 2x
Neeker-breakers 2x
Watcher in the Water 2x

Events

An Unexpected Outpost 2x
Das Pack vor der Tür 2x
Doors of Night 3x
Full of Froth and Rage 3x
Peril Returned 2x
Searching Eye
Twilight 3x
Wake of War 2x

Resources (30)

MP Sources

Beornings
Bill the Pony
Goldberry
Mistress Lobelia
No Strangers at this Time
The Great Eagles

Stages Resources

Chambers in the Royal Court 3x
Give Welcome to the Unexpected [R]
Grey Embassy
Guarded Haven
Wizard's Myrmidon

Supporting Resources

Dark Quarrels 2x
Dark Tryst 2x
Horns, Horns, Horns
Marvels Told
Muster
Not Slay Needlessly
Risky Blow 2x
Smoke Rings 2x
Swift Strokes 2x
Voices of Malice
Weigh All Things to a Nicety 2x

Sites (10)

Bag End
Beorn's House
Bree
Dol Amroth
Eagles' Eyrie
Edoras
Minas Tirith
Old Forest
Pelargir
The White Towers@

Other Characters (10)

Gandalf@ 3x
Adrazar
Elwen
Eomer
Erkenbrand
Forlong
Freca
Herion

Sideboard (20)

Resources

Await the Onset [R]
Fireworks 2x
Guarded Haven 2x
Horns, Horns, Horns
Knights of Dol Amroth
Legacy of Smiths
Marvels Told
Men of Anorien
Men of Lebennin
Mischievous in a Mean Way [R]
No Strangers at this Time
Palantir of Minas Tirith
Rangers of the North
Riders of Rohan
Tower Guard of Minas Tirith
Voices of Malice

Hazards

Alone and Unadvised
Lost in Free-domains

S – Await the Onset (Fallen Gandalf's CHALLENGE DECK)

Gandalf wants to play Await the Onset. So he needs two protected haven, four factions and six characters. So you have to make some of the free-holds to havens and then protected them. And influence a lot of faction playable at these free-hold.

Starting Companies (3) at The White Towers@

- Voteli, Ioreth. Voteli controls Ioreth
- Theoden with Thrall of the Voice, Horn of Anor, Blazon of the Eye and Gandalf's Friend and Dasakun with Thrall of the Voice. Theoden controls Dasakun.
- Boromir

Suggested Sites for Resources

Beornings - Beorn's House
Bill the Pony - Bag End, Bree (the site must be tapped)
Chambers in the Royal Court 3x - Bag End, Beorn's House, Dol Amroth, Eagles' Eyrie, Edoras,
Minas Tirith, Pelargir
Fireworks 2x - Minas Tirith (when the site is tapped)

Part V: Fallen Wizard Decks - Deck S Fallen Gandalf

Guarded Haven 1x (sideboard 2x) – any site with Chamber in the Royal Court
Goldberry - Old Forest
Knights of Dol Amroth (sideboard) - Dol Amroth
Men of Anorien (sideboard) - Minas Tirith
Men of Lebennin (sideboard) - Pelargir
Mischief in a Mean Way [(sideboard) - Bree, Old Forest
Mistress Lobelia – Bag End
No Strangers at this Time 1x (sideboard) – any site where you have played a faction
Palantir of Minas Tirith (sideboard) - Minas Tirith
Rangers of the North (sideboard) - Bree
Riders of Rohan (sideboard) - Edoras
The Great Eagles - Eagles' Eyrie
Tower Guard of Minas Tirith (sideboard) - Minas Tirith

Resource Play

Voteli and Ioreth are travelling to Bag End to sit there nearly the whole game. They are playing all of the Marvels Told and Voices of Malice. And they are playing the two allies playable there. Please note that you have to play first the Mistress and after that you can use the Mistress to search your play deck and discard pile for Bill. You can make Bag End to wizardhaven by using Chambers. With Guarded Haven this site is protected. Later in the game Voteli can travel alone to Bree or the Old Forrest to play a resource there and Mischief. Boromir is travelling to Beorn's House to play the faction. Theoden and Dasakun are travelling to Eagles'Eyrie to get the faction there. In turn two Boromir is travelling to Minas Tirith and Theoden and Dasakun are going to Edoras. As you can see all the characters in the deck have homesite in one of the freeholds around Minas Tirith. So Theoden can control every of them with his direct influence. When You have played a faction then play No Strangers at this time. In the next turn you can play chamber and after that Guarded Haven to get your second protected haven. Please note that you should never play No strangers at this time at Minas Tirith. Because Gandalf has to use Fireworks two times to make two factions and the Palantir playable there. And the Palantir is the only item in the deck. So use the Fireworks wise !!!

Gandalf

Gandalf comes into play in Minas Tirith, Dol Amroth or Pelagir. And he is travelling between these sites every turn. So he is going only through free-domains. During his first organization phase tap him to bring five factions in the discard pile. And during the next organization phases tap him to bring one resource to the play deck. When you have played a resource at Minas Tirith then play Fireworks with him to untap the site. Please note his special ability. He can untap at the end of the organization phase.

Hazard Play

When you have Door of Nights in play you can play Das Pack vor der Tür. And then your spiders and animals can attack nearly everywhere. To make them stronger play Wake of War and Full of Froth and Rage. Use Searching eye to destroy resources of your opponent which require a scout (such as Hiding, Hide in dark place, A nice place to hide).

Sideboard

The conditions for sideboarding are:

Name of the card	Card you must have in play or condition
Knights of Dol Amroth, Men of Anorien, Men of Lebennin, Riders of Rohan, Tower Guard of Minas Tirith (in the discard pile)	Gandalf
Legacy of Smiths	More than 6 stage points
No Strangers at this Time	A tapped site except Minas Tirith where you have played a faction
Guarded Haven 2x	A site with No Strangers at this Time and Chambers
Palantir of Minas Tirith	untapped Minas Tirith
Mischief in a Mean Way	More than 12 stage points
Await the Onset	More than 12 stage points, 2 protected havens and six characters

Part V: Fallen Wizard Decks - Deck S Fallen Gandalf

Errata

Please read the following cards as follows:

BILL THE PONY - Ally (U)

[MP: 1; Mind: 1; P/B: -2/10]

Unique. Playable at Bree of Bag End; playable even if the site is tapped. If at a non-Haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven. (E)

FRECA - Warrior/Diplomat Man (P)

[MP: 2; Mind: 5; DI: 2; P/B: 4/8; Home Sites: Edoras, Dunnish Clan-hold]

Unique. Agent. +1 direct influence against the Riders of Rohan and Dunlendings factions.

GUARDED HAVEN - Permanent-event (U)

[MP: 1; SP: 1]

Playable on one of your Wizardhavens other than Isengard, The White Towers, or Rhosgobel. The site is protected. Cards that give marshalling points are not playable at the site by your opponent in all cases. ~~A company moving to or from this site is not considered to be moving through the region containing the site (including one less of its region type in their site path).~~ Cannot be duplicated on a given site. (E)

IORETH - Sage Dúnadan (U)

[MP: -; Mind: 1; DI: 1; P/B: 0/7; Home Site: Minas Tirith]

Unique. Healing *effects* affect all characters in her company. (E)

MUSTER - Short-event (C)

Warrior only. *An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.* (E)

OLD FOREST - Border-hold (Cardolan) (U)

[opponent draws/you draw: 1/1]

Nearest Haven: Rivendell

Site Path: Wilderness, Wilderness

Special: Healing *effects* affect all characters at the site. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

Part VI: Decks without Wizard and Ringwraith - Introduction

Introduction of the decks without Wizard and Ringwraith

After having several tournaments with the so called Lost Challengedecks I found out that I have also to built a Hero-Challenge-Deck to make sure that also Newbies can take part.

So I built a deck without Wizard. To be consequent I also have to built a deck without a Ringwraith by using the Lidless Eye. Please note that the Lidless Eye deck is only playable against a Wizard and/or Fallen Wizard. So the Balrog- and Ringwraith-Decks can not fight against Sauron!

This is the only thing You have to know. Everything else is normal playing.

Have fun.

Part VI: Decks without Wizard and Ringwraith - Deck T Hero

Feel Free

Challenge Deck T Deck List Total: 110 cards

At Start (5)

Thrain II[R] (with Dagger of Westernesse)

Robin Smallburrow

Galdor (with Elf-stone)

Other Characters (10)

Boromir II

Eomer

Legolas

Folco Boffin

Forlong

Haldir

Ioreth

Kili

Oin

Theoden

Hazards (30)

Creatures

Ambusher 2x

Barrow-wight 2x

Chill Douser 3x

Corsairs of Umbar

Dunlending Raiders

Ent in Search of the Entwives 3x

Events

An Unexpected Outpost 3x

Foolish Words 3x

Muster Disperses 2x

Shut Yer Mouth 3x

Stormcrow 2x

Tookish Blood 2x

Twilight 3x

Resources (30)

MP Sources

Bill the Pony

Blue Mountain Dwarves

Mistress Lobelia

Palantir of Minas Tirith

Riders of Rohan

Wood-elves

Supporting Resources

A Chance Meeting

Await the Advent of Allies 3x

Crown of Flowers 2x

Dark Quarrels 3x

Gates of Morning 3x

Glamour of Surpassing Excellence

Horns, Horns, Horns

Houses of Healing

Muster 2x

Saw Further and Deeper 2x

Smoke Rings 3x

The Sun Unveiled 2x

Sites (15)

Bag End

Barrow-downs

Blue Mountain Dwarf-hold

Buhr Widu

Dol Amroth

Edoras

Grey Havens

Himring

Lorien

Minas Tirith

Sites (15)

Pelargir

Raider-hold

Rivendell

Sarn Goriwing

Thranduil's Halls

Sideboard (20)

Resources

Align Palantir

Alliance of Free Peoples[R]

Durin's Axe

Forewarned Is Forearmed

Glamdring

Halfling Strength

Horns, Horns, Horns

Knights of Dol Amroth

Men of Lebennin

Nenselde the Wingild[R]

Red Arrow

The Sun Unveiled

Hazards

Call of Home

Earcaraxe Ahunt

Itangast Ahunt

Marsh-drake

Rain-drake

Sellswords Between Charters

Slayer

Times Are Evil

T – Feel Free (The CHALLENGE DECK without wizard)

Try to get nearly all of Your MP at Freeholds. Be lazy! Start moving after You played successful MP's at the site. And to have the chance to play more characters use Await the Advent of Allies. The hazard deck is just a mixture of common creatures and permanent events to reduce the direct influence to be sure that Your opponent can not play factions so easy.

Starting Companies (3) at Rivendell

- Thrain II with Dagger of Westernesse is going to Blue Mountain Dwarf-hold.
- Robin Smallburrow is going to Bag End.
- Galdor with Elf-stone is going to Thranduil's Halls.

Suggested Sites for Resources

Bill the Pony – Bag End (after tapping the site)

Blue Mountain Dwarves - Blue Mountain Dwarf-hold

Durin's Axe (sideboard) - Barrow-downs, Buhr Widu, Himring, Raider-hold, Sarn Goriwing

Glamdring (sideboard) - Barrow-downs, Buhr Widu, Himring, Raider-hold, Sarn Goriwing

Knights of Dol Amroth (sideboard) - Dol Amroth (2nd deck cycle)

Men of Lebennin(sideboard) - Pelargir

Mistress Lobelia - Bag End

Nenselde the Wingild (sideboard) - Dol Amroth

Part VI: Decks without Wizard and Ringwraith - Deck T Hero

Palantir of Minas Tirith - Minas Tirith

Red Arrow (sideboard) - Barrow-downs, Buhr Widu, Himring, Raider-hold, Sarn Goriwing

Riders of Rohan - Edoras

Wood-elves - Thranduil's Halls

Resource Play

Form three companies at the beginning. The first company – Galdor – goes to Thranduil's Halls and is waiting for the Wood-elves. The second company – Thrain II – goes to Blue Mountain Dwarf-hold and is waiting for the Blue Mountain Dwarves. The third company – Robin Smallburrow – goes to Bag End and is waiting for Mistress Lobelia. When they are at their destination play Await the Advent of Allies at Galdor and Robin Smallburrow – Thrain's mind is too big for that card. So You generate free direct influence to built up a fourth company around Theoden in Edoras and a fifth company around Boromir II in Minas Tirith. When Thrain II and Galdor have played their faction they are losing the Advent of Allies and can go for items. Thrain II should go for Durin's Axe. So You got the two extra MP. Because You have no wizard, so You can bring characters in play at their homesite. You have two characters with home site Edoras and three with Homesite Minas Tirith. So it should be easy to form companies there. You also have two dwarves with homesite Blue Mountain Dwarf-hold. So You they can support Thrain II. He has three direct influence to control one of them. Galdor can control Haldir by using A chance meeting. Robin is Your weakest starting character. If he is wounded You can use House of Healing or Halfling strength (sideboard) to heal him, because it is to dangerous for him to go to a Heaven. Or You discard him and play Folcon Boffin in Bag End. Thrain II is strong enough to reach the haven after he was wounded. Galdor can also healed by using Houses of healing. Or You play Legolas direct in THranduil's Halls, transfer the item and sent Galdor to Lorien. Before the game ends play Alliance of Free Peoples to get extra points for dwarfs, men and elf factions.

Hazard Play

The goal of the hazard deck is to reduce the direct influence of Your opponent. Use muster disperse to destroy the factions. Because of Your Alliance You should use dwarfs, men or elf factions. But be careful. After playing Alliance the discard of such a faction is discarding the Alliance too. The creatures are just a mix and are normally easy to play.

Sideboard

Sideboarding is hard for You because You have only three Smoke Rings to bring resources ins Your deck. So You should choice wise which are this three cards. In a normal game You should bring in Align Palantir, Durin's Axe and Knights of Dol Amroth to get a lot of MP. In the deck cycle You can bring in more MP's

Name of the card	Card you must have in play or condition
Align Palantir	Palantir of Minas Tirith
Alliance of Free Peoples	Before the first deck cycle
Durin's Axe	Blue Mountain Dwarves
Forewarned Is Forearmed	When opponent has Slayer and Assassin in deck
Glamdring	Against Minnion and Wood-elves in play
Halfling Strength	Wounded Hobbit and no hobbit left
Horns, Horns, Horns	A lot of faction in the discard pile before deck cycle
Knights of Dol Amroth	Bill and Mistress
Men of Lebennin	Riders of Rohan
Nenselde the Wingild	Lost Bill and/or Mistress
Red Arrow	Lost Lost Riders of Rohan and/or opponent has this item in deck
The Sun Unveiled	Heavy corruption

Strategy Resources

In an ideal game You have in the end the following companies and cards in play before 2nd deck cycle:

I: Thrain II with Durin's Axe and Oin, Thrain II controls Oin = 8 MP

II: Galdor controls Haldir = 3 MP

III: one Hobbit with Mistress and Bill = 3 MP

IV: Theoden and Eomer = 3 MP

Part VI: Decks without Wizard and Ringwraith - Deck T Hero

V: Ioreth with Await Adv. of Allies, Palantir, Align Palantir and Forlong, Ioreth controls Forlong = 4 MP
Faction in Play and Alliance of Free People: Blue Mountain Dwarves, Wood-Elves, Riders of Rohan, Knights of Dol Amroth = 12 MP

The total MP's are 33 MP.

And You have to know that You can discard Bill when he is coming to Your hand before You have played Mistress. Because You can use Mistress ability to search for Bill in Your playdeck or discard pile. Gate of Morning and The Sun Unveiled is a great help for losing corruption cards and Foolish Words. And Your character is untapped after playing this card. So You can use them before the council to have untapped characters to support the corruption check. Dain II and Ioreth could have a problem there.

Strategy Hazards

Play quick Your events and creature. Use the unexpected to bring hazards from Sideboard to Playdeck or cycle hazards which can hurt Your opponent. Nothing special no big tricks.

Errata

Please read the following cards as follows:

ALIGN PALANTÍR - Permanent-event (U)

[MP: 2; CP: 2]

Sage only if a Palantír is in his company. Keep with the Palantír; bearer now has the ability to use the Palantír. Discard Align

Palantír if the company carrying the Palantír moves. **May not be duplicated on a given Palantír.** (E)

AWAIT THE ADVENT OF ALLIES - Permanent-event (U)

Playable on a non-Wizard character with a mind of six or less. Character must stay at its current non-Haven site until you play a

card at the site. Target character does not count against general influence and its marshalling points do not count. Discard this

card when you play a resource at the site, the character is discarded, or the character *becomes* wounded.

Cannot be duplicated on

a given character. (E)

BILL THE PONY - Ally (U)

[MP: 1; Mind: 1; P/B: -2/10]

Unique. Playable at Bree of Bag End; playable even if the site is tapped. If at a non-Haven site and if his company's size is three or less, you may discard Bill the Pony at the end of his company's turn and replace its site with the nearest Haven. (E)

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. **Cannot be duplicated on a given character.** (E)

IORETH - Sage Dúnadan (U)

[MP: -; Mind: 1; DI: 1; P/B: 0/7; Home Site: Minas Tirith]

Unique. Healing *effects* affect all characters in her company. (E)

MUSTER - Short-event (C)

Warrior only. **An influence check against a faction by a warrior is modified by adding the warrior's prowess to a maximum modifier of +5.** (E)

TWILIGHT - Short-event (C)

Part VI: Decks without Wizard and Ringwraith - Deck T Hero

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. *This card may be played at any time during any player's turn.* (E)

Part VI: Decks without Wizard and Ringwraith – Deck U Sauron

Come by Night upon them

Challenge Deck T Deck List Total: 110 cards

At Start (7)

Eradan (with Blazon of the Eye)
Nevido Smold
Orc Captain
Orc Veteran
Raisha (with Open to the Summons)

Other Characters (7)

Asternak
Dasakun
Dorelas
Mionid
Pon Opar
Tros Hesnef
Woffung

Hazards (30)

Creatures

Ambusher 2x
Barrow-wight
Chill Douser 3x
Nameless Thing
Rain-drake 3x
True Fire 3x

Events

An Unexpected Outpost 3x
Bairanax Ahunt
Doors of Night* 3x
Earcaraxe Ahunt
Nobody's Friend
Peril Returned 2x
Twilight 3x
Withered Lands 3x

Resources (30)

MP Sources

Broad-headed Spear 3x
Easterlings*
Faithless Steward[R]
Great Bats
High Helm
Sable Shield
Southrons*
Variags of Khand*
War-wolf 3x

Supporting Resources

Come By Night Upon Them[R]
Dark Tryst 3x
Gifts as Given of Old 2x
Not Slay Needlessly 3x
Secret Book 3x
The Lidless Eye[R]
Voices of Malice
Weigh All Things to a Nicety 3x

Sites (13)

Barad-dur*
Buhr Widu*
Dol Guldur*
Easterling Camp*
Gobel Mirlond*
Minas Morgul*
Mount Doom*
Nurniag Camp*
Raider-hold*
Sarn Goriwing*
Shrel-Kain*
Southron Oasis*
Variag Camp*

Sideboard (23)

Resources

Burning Rick, Cot, and Tree 3x
Crept along Cleverly
Eye Never Sleeping 3x
Haradrim*
Nuriags
Orc Quarrels
Sudden call
The Dark Power 3x
Voices of Malice
Wain-easterlings*

Hazards

Alone and Unadvised
Fell Winter
Foolish Words*
Lure of Nature*
Long Winter*
Lost in Free-domains*
New Moon

U – Come by night upon them (The CHALLENGE DECK without Ringwraith)

Play factions and items at Border-holds around Mordor. Use Secret Books to untap these sites and Come by night upon them to play an item without tapping the site. After playing successful an item You can burn the site.

Starting Companies (2) at Minas Morgul

- Eradan with Blazon of the Eye, Raisha with Open to the Summons and Nevido Smold are going to the Border-holds.
- Orc Captain and Orc Vetrean are going to Mount Doom.

Suggested Sites for Resources

Broad-headed Spear 3x - Buhr Widu*, Gobel Mirlond*, Raider-hold*, Sarn Goriwing*, Shrel-Kain*
Burning Rick, Cot, and Tree 3x (sideboard) – Gobel Mirlond*, Raider-hold*, Shrel-Kain*
(after tapping the site)

Easterlings* - Easterling Camp*

Faithless Steward – Barad-dur*

Great Bats - Mount Doom*, Nurniag Camp* (even if the site is tapped)

Part VI: Decks without Wizard and Ringwraith – Deck U Sauron

Haradrim* (sideboard) - Southron Oasis*

High Helm – - Buhr Widu*, Gobel Mirlond*, Raider-hold*, Sarn Goriwing*, Shrel-Kain*

Nuriags (sideboard) - Variag Camp*

Sable Shield - Buhr Widu*, Gobel Mirlond*, Raider-hold*, Sarn Goriwing*, Shrel-Kain*

Secret Book 3x - Easterling Camp*, Buhr Widu*, Gobel Mirlond*, Raider-hold*, Sarn Goriwing*, Shrel-Kain*, Southron Oasis*, Variag Camp* (after You have played an item or a faction)

Southrons* - Southron Oasis*

Variags of Khand* - Variag Camp*

War-wolf 3x - Mount Doom* (even if the site is tapped)

Wain-easterlings* (sideboard) - Easterling Camp*

Resource Play

The Orc-Captain and the Orc-Veteran are going to Mount Doom and playing all of the allies there. If the site is too dangerous (for example the auto attack there was modified) then they can go to Nurniag Camp* to play the Great Bats. The other company (Eradan, Raisha and Nevido Smod) is going for items and factions. If You have a faction in Your first organization phase in Your hand then go to the site where the faction is playable. Otherwise go to Raider-hold* because the automatic attack is weaker there then in Gobel Mirlond*. When You play a faction or item play a Secret Book as a minor item. Then You can untap the site to play a second faction or item there. Use Come by night upon them to reduce the prowess of the automatic attack and to play an item for free. Recycle this card by using Weigh All Things to a Nicety. When the Lidless Eye is in play You can use Your direct influence to play more characters. You have a lot of character with one of the Boder-holds around Morodor as homesites. So You can play them there and You can tap them to cancel the automatic attack. Use the sideboarding ability of the Lidless Eye to bring in more factions, Burning Rick, Cot, and Tree and the special short events for the Lidless Eye like The Dark Power and Eye never sleeping.

Hazard Play

The goal of the hazard deck is to have The Doors of Night in play. So the Come by night upon them reduces the prowess of the automatic attack by 2. Then You can also changes Wilderness, Shadow-Land and Borderland to a double Wilderness to play True Fire-drake or play the Rain-drake at Ruins & Lairs. You also can play Nameless Thing in costal regions and at adjancet site of any Under-deeps site with the help of Doors of Night and You can recycle two cards instead of one by using An unexpected outpost.

Sideboard

Sideboarding could be hard for in the case that the Lidless Eye is coming late to the game. In that case You should use Weigh All Things to a Nicety instead of recycling Come by night upon them.

Name of the card	Card you must have in play or condition
Burning Rick, Cot, and Tree 3x	Tapped Border-hold where You have played a major item
Eye never sleppeng	The Lidless eye
The dark power	The Lidless eye
Haradrim*	Southrons* and a untapped Southron Oasis*
Nuriags	Variags of Khand* and a untapped Variag Camp*
Wain-easterlings*	Easterlings* and a untapped Easterling Camp*
Voices of Malice	Heavy corruption and/or direct influence reducer

Strategy Resources

You have some one mind characters in the deck. Use these characters to wait at a tapped site for a Secre Book to untap the site so that You can then play a second faction there. To wait for an item is not necessary because You have three Border-hold-sites where You can play items and two additional site – one Ruins % Lairs and one shadow-hold. You need a tapped Border-hold to play Burning Rick, Cot, and Tree. If You are playing this card at a site where You have playes a faction then You have to discard the faction. So it makes no sense to do so. When You have Faithless steward in the hand bring one of agent-character to Barad-dur to give the Faithless to that agent during the untap phase. Then bring him to one of his homesites to get the 3 MP's.

Part VI: Decks without Wizard and Ringwraith – Deck U Sauron

Strategy Hazards

Your hazards are working best if Doors of Night is in play. You can also play Peril returned, but this is only a Long event, so the Doors are better.

Errata

Please read the following cards as follows:

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. ***Cannot be duplicated on a given character.*** (E)

OPEN TO THE SUMMONS - Permanent-event (U)

Playable on a ***minion*** company. One agent minion may be played with target company at a Darkhaven [] - place this card with the agent. -1 to his mind to a minimum of 1. This card may be played with a starting company in lieu of a minor item. When played as such, reveal it when starting companies are determined as if it were a character. Cannot be duplicated on a given character. (E)

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. ***This card may be played at any time during any player's turn.*** (E)

None English cards in the deck

Because I don't have enough of some cards I put some german, French or Spanish version of the card in the deck. Therefore you find the English text here for such cards.

THE LIDLESS EYE - Permanent-event (R)

Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +7 to your general influence. You may keep one more card than normal in your hand. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your play deck and shuffle or choose and discard a card from your hand to look at up to 5 random cards at once from your opponent's hand. Cannot be duplicated.

DARK TRYST - Short-event (C)

Draw three cards and remove this card from the game.

Part VII: The real Balrog challenge deck – Short introduction

Short Introduction to the Balrog Decks

As You know ICE has already produced two ready to play decks for the Balrog. But these decks are hard to play and it is not so easy to win against one of other challengedecks. Also You need a lot of Balrog-cards. So the idea was born to built a Balrog challenge deck which has also a maximum of 110 cards and only three R-cards in the deck. Also the number of cards from the Balrog edition was reduced to a minimum. As R-cards in the Balrog editin counts every card which is only once in both of the Balrog decks. If the card is two times in both decks together then it counts as U and all other cards are then C.

So You have the following cards from the Balrog edition in this challenge deck:

Characters:

- Buthrakaur[R]
- Crook-legged Orc 3x[U]
- The Balrog% 3x[C]

Resources

- Orders from the Great Demon[U]
- Great Shadow 2x[U]

Sites

- Moria% 2x[U]
- The Under-gates% 2x[U]
- The Under-leas%[U]

SPECIFIC RULES FOR MIDDLE EARTH: THE BALROG

This is an expansion set of over 100 cards for the Middle Earth Collectible Card Game. While it is fully compatible with both Middle Earth: The Wizards and Middle Earth: The Lidless Eye, Middle Earth: The Balrog focuses on a player using resources from The Lidless Eye. The Balrog is supremely confident of his own immense personal power. After all, just like Sauron, he was one of Morgoth's chief lieutenants. The Balrog tends to rely on brute force and direct confrontation rather than more subtle approaches often used by Ringwraiths and Wizards. His goals are basic and simple - accumulate power and destroy his enemies. If he can do this, he can become a dominant power in Middle-earth - a factor to which both the Dark Lord and the Free Peoples will be forced react.

Note: Middle-earth: The Balrog introduces a new classification of creatures called "Spawn". These monstrous creatures were created by Morgoth or other fallen spirits. Like the Balrog, a few Spawn survived the War of the Wrath and hid deep underground.

A BALROG PLAYER

A Balrog player acts as a Ringwraith player. Any card and rules text applying to a Ringwraith also applies to The Balrog (e.g., if a card refers to a Ringwraith, it now applies to "a Ringwraith or The Balrog"). However, instead of using the special rules listed on page 59 of the MELE rules (or wherever else these rules may appear), a Balrog player uses the following special rules:

- Any ring in The Balrog's company at the beginning of the end-of-turn phase is automatically tested. Any ring test in The Balrog's company has a modification of -2.
- The Balrog may carry items (including rings) but may not use them (i.e., an item has no effect on The Balrog's company or on his attributes and abilities).
- The Balrog never makes corruption checks and corruption cards may not be played on The Balrog.
- Normally, The Balrog may not use starter and region movement (as stated on his card). However, the play of certain resources can expand his movement capabilities.
- The Balrog's company is always overt.

Part VII: The real Balrog challenge deck – Short introduction

VICTORY CONDITIONS

As a Balrog player, you may win in the same way a MELE Ringwraith wins: your opponent is eliminated or you recover The One Ring or you have the most marshalling points at the Audience with Sauron. The following exceptions apply:

- In order to win by recovering The One Ring, at least one Challenge the Power card must be played and the conditions outlined on that card must be met.
- The Audience with Sauron is handled normally, and victory is determined in the standard way by comparing marshalling points. However, to you (The Balrog) it is called your Day of Decision and your marshalling points reflect how far you have progressed towards taking your true place in Middle-earth. You must play Sudden Call to call your Day of Decision.

GETTING READY TO PLAY

A Balrog player prepares for play just as a Ringwraith player does, with the following exceptions:

Declaring that You Are a Balrog Player

If you include The Balrog card (the character card with the special reddish background) in your deck or sideboard, you are a “Balrog player”. In this case, you must tell your opponent before choosing starting companies.

Note: You and your opponent may both be Balrog players, but the winner will probably be the first player to get his Balrog into play.

Your Location Deck and Sites

Your location deck may include one copy of each of the minion site cards with the following exceptions:

- Instead of the normal minion site cards use the Balrog-specific site cards for:
 - *Moria, Carn Dûm, Dol Guldur, Minas Morgul
 - *All Under-deeps site cards
 - *All Dark-holds (Barad-dûr, Cirith Ungol, Cirith Gorgor)
- Since they are your only Darkhavens, The Under-gates and Moria are the only site cards that you may include multiple copies of in your location deck.
- Geann a-Lisch is a Ruins & Lairs with no Darkhaven effects.

Your Starting Company, Play Deck, and Sideboard

Your starting company and play deck (and your sideboard) may be constructed like any other Ringwraith's - with the following exceptions:

- Only Orc, Troll, Dragon, Wolf, and Animal factions may be included.
- Only Orc and Troll minion characters can be included.
- Unless they are “Balrog specific” characters, only Orc and Troll characters with a mind less than 9 may be included.
- “Balrog specific” cards may be included. Such cards may only be included in a Balrog player's deck. “Balrog specific” cards do not require that The Balrog be in play, only that you are a Balrog player.
- Agents count as hazards, not as characters.
- A Balrog player may not include any of the following cards: Above the Abyss, Kill All But NOT the Halflings, The Lidless Eye, Bade to Rule, Morgul-blade, The Balrog (Ally), News of the Shire, The Black Council, Open to the Summons, Black Horse, Orders From Lugburz, Black Rider, Padding Feet, By the Ringwraith's Word, The Ring Leaves its Mark, Creature of an Older World, Ringwraith cards, Ringwraith Unleashed Cards, Fell Rider, Sauron, The Fiery Blade, They Ride Together, Helm of Fear, Use Your Legs, Heralded Lord, While the Yellow Face Sleeps, Durin's Bane, Balrog of Moria.

Starting Site

You may have up to two starting companies - they may begin play at Moria and/or The Under-gates.

MOVEMENT

There are three types of basic movement in MECCG: starter movement, region movement, and Under-Deeps movement.

Part VII: The real Balrog challenge deck – Short introduction

- Balrog companies can never use starter movement.
- When one of your Balrog companies moves to a site, you and your opponent draw cards based upon the site being moved to. This applies even if moving to one of your Darkhavens.

CHARACTERS AND COMPANIES

- The Balrog must come into play at The Under-gates (i.e., he may not come into play at Moria).
- Characters with a home site of “Any Dark-hold” have a home site of “Any non-Dark-hold Under-deeps site” instead.
- During his organization phase, a Balrog player may bring into play (and/or remove from play) up to two characters - one of these characters must be non-unique. The normal requirements for bringing into play (or removing from play) a character must still be met.
- When a Balrog player brings into play a non-unique character with a mind of 3 or less, that character may come from his hand, his discard pile, or his sideboard.
- Agents may not be played as characters.

MISCELLANEOUS

- If you are a Balrog player, your opponent may not play any of the following cards: The Balrog (Ally), The Black Council, Durin’s Bane, Balrog of Moria, Reluctant Final Parting. However, if at any time your opponent has one of these cards in his hand, he may remove it from play and bring a card from his sideboard into his play deck.
- Rings are not automatically tested for a Balrog player at Barad-dûr.
- A Balrog player may not store anything at Barad-dûr.
- Shelob, Spider of Morlat, and Balrog of Moria are Spawn.
- A non-Balrog player cannot use Balrog sites. However, for the purposes of playing certain hazards, a non-Balrog player’s location deck may include one copy each of: Ancient Deep-hold, The Wind-deeps, The Drowning Deeps, The Rusted-deeps, and Remains of Thangorodrim (i.e., the Balrog sites for which there is no corresponding hero or minion site).
- If The Balrog is in play or has been defeated, ignore all Balrog automatic-attacks (i.e., at The Under-gates).

CLARIFICATIONS

Defeating a Permanent-event

Certain hazard permanent-events indicate that they give “kill” marshalling points (e.g., Dragon “At Hunt” and “At Home” cards, the “Spawn” hazards from Middle-Earth: The Balrog, etc.). Each of these cards has an attack associated with it. If such an attack is defeated, treat the associated card as a defeated creature.

Cards With Multiple Actions

If a card specifies that more than one action occurs when the card is itself resolved in a chain of effects, all of these actions are to be resolved in the card’s chain of effects uninterrupted and in the order listed on the card. No actions may be declared to occur between these multiple actions. The actions listed on the card are considered to have been declared in the reverse order as they are printed. As an exception, in one of the effects of a card is an attack, cards may be played that cancel the attack, cancel one of the strikes, or that otherwise are playable during the strike sequence.

Placement of Cards “off to the side”

Certain cards and effects require other cards be placed “off to the side” (e.g., Press Gang). Cards placed off to the side are placed on the playing surface, usually off to the side of the normal area of play. Such cards are kept with their host permanent-event that caused this effect. Any such card absolutely cannot be targeted or otherwise affected by the game except by cards that specifically affect cards placed “off to the side.” Cards placed off to the side are only in play for the purposes of uniqueness. Unless stated otherwise, when a host permanent-event is removed from the playing surface, any cards placed off to the side under it are discarded. Usually the host card will state some mechanic that affects the cards placed off to the side with it. Unless stated otherwise on its host card, a card placed off to the side will give its marshalling points to its

Part VII: The real Balrog challenge deck – Short introduction

owner. As a major exception, “taking prisoners” cards (primarily from Middle-earth: Dark Minions) yield negative marshalling points for characters taken prisoner.

Discarding Cards

When a card leaves active play (discarded, eliminated, returned to owner’s hand, etc.), discard all cards played on it.

TOURNAMENT RULES

- Spawn hazard permanent-events count as half a creature for the Council of Lórien 12-creature minimum.
- A Balrog player has an extra +5 general influence that cannot be used to control characters.

THE UNDER-DEEPS

Note: Created by streams of molten rock and expanded by geothermal eruptions of super-hot gas, the Under-deeps are a result of a combination of natural and supernatural forces. The hand of Morgoth joined what was once a collection of sundered cavern complexes. His greater servants used this maze of tunnels and hambers to travel surreptitiously throughout Endor. Although Endor changed during the Elder Days, the core of the Under-deeps survive. Travel between the underground sites is now difficult, if not impossible, for all but the greatest (and luckiest) explorers. Blocked or twisting away from their original course, the Under-deeps seem broken. Junctions and strongholds seem lost. Many appear as simple caves or side passages. Others lie hidden behind veils of rock. Nearly all are still there, though, awaiting discovery.

An Under-deeps site card has “Under-deeps” in the section that normally gives a site’s region. An Under-deeps site is just like any other site with the following exceptions:

- Unlike other sites, each Under-deeps site is not considered to be in a region-instead it is located below another site, called the Under-deeps site’s surface site.
- Instead of a nearest Haven, each Under-deeps site lists all of its “Adjacent Sites.” Each Under-deeps site is adjacent to its one surface site and a number of other Under-deeps sites. The first adjacent site listed is always the Under-deeps site’s surface site.
- Eagle-mounts and Gwaihir cannot be used to move to or from an Under-deeps site.
- A company moving to and/or from an Under-deeps site has no site path. So, hazards may only be played keyed to the company’s new site.
- An environment card that changes site type (e.g., Choking Shadows, Quiet Lands, etc.) cannot be used to change the site type of an Under-deeps site.
- Unless you are a Balrog player, you may not consider marshalling points associated with a company at an Under-deeps site for the purposes of calling the Free Council or the Audience with Sauron.
- Normally, when you successfully play an item, faction, ally, or information at a site, the site card is tapped and one additional character may tap to play a minor item. At an Under-deeps site, you can play any item playable at the site instead of this minor item.
- For the purposes of playing hazards, a Free-Hold is never considered to be the surface site of an Under-deeps site.
- Balrog players receive no MPs for hero items played at their Darkhavens.¹

Example: Azog taps and plays High Helm (a major item) at The Gem-deeps and the site taps. Then, a Hill-Troll in Azog’s company could tap to play a minor item at a non-Under-deeps site. But The Gem-deeps is an Under-deeps site, so the Hill-Troll can tap to play any item playable at The Gem-deeps: a minor item, a major item, or a gold ring. He taps and plays A Little Gold Ring.

Under-deep Site Movement

One of your companies that begins its turn at the surface site of an Under-deeps site can move normally or it can move to its adjacent Under-deeps site (i.e., the company moves to an Under-deeps site from its surface site). One of your companies that begins its turn at an Under-deeps site may only move to one of the adjacent sites listed on the Under-deeps site card. Each adjacent site is followed by a number in parentheses

¹ NOTE: This rule does not appear in the rules insert with the Balrog packs. This rule is correct and should be considered as though it were printed in the rules insert.

Part VII: The real Balrog challenge deck – Short introduction

- this number indicates how difficult it is to move from the Under-deeps site to the adjacent site. When an adjacent site is revealed by one of your companies whose site of origin is an Under-deeps site, you must make a roll (2D6). If the result is greater than or equal to the number in parentheses following the adjacent site as listed on its site of origin, the movement/hazard phase proceeds normally. Otherwise, the company returns to its site of origin (no cards are drawn) and the movement/hazard phase proceeds as if the company had not moved.

Note: A company moving from a surface site to its Under-deeps site does not need to make a roll. As an exception to this, a Balrog company moving between the Blue Mountain Dwarf-hold and the The Drowning-deeps (or between the Iron Hill Dwarf-hold and the The Rusted-deeps) must roll the number given on the Under-deeps site, which is normally 13 and impossible to roll.

Note: Movement between an Under-deeps site and its surface site is not affected by modifications that affect movement between two Under-deeps sites. Modifications to movement to adjacent Under-deeps sites do apply.

Example: A Balrog company that starts at Carn Dûm can move normally or it can move to The Iron-deeps - The Iron-deeps lists Carn Dûm as an adjacent site. Similarly, a minion company that starts at The Iron-deeps may attempt to move to any adjacent site listed: Carn Dûm (0), The Under-leas (6), or The Under-vaults (7). However, after committing to movement, the moving player must roll a 6 or better to successfully move to The Under-leas or a 7 or better to successfully move to The Under-vaults.

Example: A company is moving from The Under-grottos to Goblin-gate with Long Winter in play. Long Winter's effect of returning a company to the site of origin has no effect, since it depends on the company's site path, and the company has no site path. Long Winter's effect of tapping a site will work, since that effect depends on the site's site path, which still exists. Finally, creatures can only be played keyed to the Shadow-hold of Goblin-gate.

Thanks to Manuel Cabezalí for editing the Balrog rules.

Part VII: The real Balrog challenge deck - Deck V

Great Shadow

Challenge Deck V Deck List Total: 110 cards

At Start (6)

Buthrakaur[R] (with Thrall-ring[R])
Orc Veteran
Orders from the Great Demon
Troll Lout
Troll-chief

Hazards (30)

Creatures

Ambusher 2x
Barrow-wight
Chill Douser 3x
Ent in Search of the Entwives 2x
Marsh-drake 2x
Wild Trolls 2x

Events

An Unexpected Outpost 3x
Bairanax Ahunt
Call of Home
Itangast Ahunt
Lost in Free-domains
Lure of the Senses 3x
Muster Disperses
Nothing to Eat or Drink 2x
River 2x
Twilight 3x

Resources (30)

MP Sources

High Helm
Orcs of Moria
Palantir of Orthanc*
Sable Shield
Stinker
War-warg 3x
War-wolf 3x

Supporting Resources

A Nice Place to Hide
Awaiting the Call
Catch an Elusive Scent 3x
Crept Along Cleverly 3x
Dark Tryst 3x
Great Shadow 2x
Hide in Dark Places 3x
Swift Strokes 3x

Sites (11)

Dimrill Dale*
Glittering Caves*
Isengard*
Moria% 2x
Mount Gundabad
Moria% 2x
Ost-in-Edhil*
The Under-gates% 2x
The Under-leas%
The Under-vaults%

Sideboard (24)

Resources

Ancient Black Axe[R]
Bold Thrust
Broad-headed Spear
Crook-legged Orc 3x
Foul-smelling Paste
Great Bats
Hold Rebuilt and Repaired
Iron Shield of Old
Orc Quarrels
Orc Tracker 2x***
Snaga-hai 2x
Sudden Call
Troll Lout***

Hazards

Foolish Words
Nameless Thing
Rain-drake
Sellswords Between Charters
Slayer
Stench of Mordor
True Fire-drake

Other Characters (9)

The Balrog% 3x
Burat
Gorbag
Grishnakh
Lugdush
Tuma
Wuluag

***These characters have to transfer from sideboard to Other characters at Lure because of the special Balrog rule that forbid to play 3 Mind character out of the sideboard.

V – Great Shadow (The Balrog's CHALLENGE DECK)

Stay in Isengad* to get items and allies. Form a second company at Under-gates and move between Moria and the Under-gates. In Your last turn You go to the Under-Leas to get the Ancient Black Axe.

Starting Company (1) at Moria%

- Buthrakaur with THrall ring, Orc Veteran, Troll Lout and Troll-chief are going to Isengard*; Buthrakaur controls Orc Veteran and Troll-chief controls Troll Lout

Suggested Sites for Resources

Ancient Black Axe – The Under-leas%

Broad-headed Spear– Glittering Caves*, Isengard*, Mount Gundabad*, The Under-vaults% (use Catch an Elusive Scent to play this item if the site is tapped)

High Helm - Glittering Caves*, Isengard*, Mount Gundabad*, The Under-vaults% (use Catch an Elusive Scent to play this item if the site is tapped)

Iron Shield of Old- The Under-leas%, The Under-vaults%

Great Bats –Dimril Dale (after Hold Rebuilt and Repaired has been played there), Mount Gundabad*, The Under-leas%

Orcs of Moria – Moria%

Palantir of Orthanc*– Isengard* (use Catch an Elusive Scent to play this item if the site is tapped)

Part VII: The real Balrog challenge deck - Deck V

Sable Shield– Glittering Caves*, Isengard*, Mount Gundabad*, The Under-vaults% (use Catch an Elusive Scent to play this item if the site is tapped)
Snaga-hai 2x – Dimril Dale (after Hold Rebuilt and Repaired has been played there), Mount Gundabad*, The Under-leas%
Stinker– Moria%
War-warg 3x– Isengard*, Ost-in-Edhil*
War-wolf 3x– Isengard*, Dimril Dale (after Hold Rebuilt and Repaired has been played there), Ost-in-Edhil*, Mount Gundabad*, The Under-leas%

Resource Play

Just play all of your wolf-allies at Isengard*. Play the major items and the Palantir also at Isengard* with the help of Catch an Elusive Scent. Built a big company there with the help of the three unique Troll brothers. Built a second company by using the special Balrog ability to play characters out of the sideboard around the Balrog to move between Moria% and the Under-gates% and play Stinker and Orcs of Moria in Moria%. In Your last turn go to Under-leas% to get the Axe and the Iron Shield. If Your opponent has big hazards playable at Ruins & Lairs change Isengard to a Shadow-hold by using Hold Rebuilt and Repaired. When Your opponent is a Fallen Wizard and has protected Isengard, You can go to Dimril Dale and play Hold Ost-in-Edhil*Rebuilt and Repaired there. Then You still can play War-wolf and Snaga-hai. Or You can move to Ost-in-Edhil* to play all of Your wolf-allies there.

Balrog

If You don't have Stinker and/or the Orcs of Moria in your hand then You can tap the Balrog to bring resource in Your playdeck. When the Balrog becomes Great Shadow then tap the Balrog to bring five non-short event resource in the discard pile and bring these cards in the play deck during Your end of turn phase.

Hazard Play

The hazards are just a mix. So try to play them and to hurt Your opponent.

Sideboard

The conditions for sideboarding You will find here:

Name of the card	Card you must have in play or condition
Ancient Black Axe	Great Shadow
Broad-headed Spear	Recycled Catch an Elusive Scent
Foul-smelling Paste	Wounded Lead in Isengard*
Great Bats	Great Shadow
Hold Rebuilt and Repaired	Protected Isengard* or heavy creatures at Ruins & Lairs
Iron Shield of Old	Great Shadow
Snaga-hai 2x	Great Shadow

Errata

Please read the following cards as follows:

FOOLISH WORDS - Permanent-event (C)

Playable on any character. Any riddling roll, offering attempt, or influence attempt by target character is modified by -4. If placed on-guard, it may be revealed and played when a character in the company declares such an attempt. During his organization phase, the character may tap to attempt to remove this card by making a roll (drawing a #) - if the result is greater than 7, discard this card. ***Cannot be duplicated on a given character.*** (E)

RIVER - Short-event (C)

Playable on a site. ***If a company that has moved to this site this turn does not tap a ranger, it must do nothing during its site phase.*** (E)

SLAYER - Creature (C)

Part VII: The real Balrog challenge deck - Deck V

[MP: 2; P/B: 11/-; Playable: Border-lands and Border-holds]

Slayer. Two attacks (of one strike each) against the same character. Attacker chooses defending character. The defender may tap one character in the same company to cancel one of these attacks. **(E)**

TWILIGHT - Short-event (C)

Environment. One environment card in play is immediately discarded. This card may also be played as a resource. ***This card may be played at any time during any player's turn.*** **(E)**

HOLD REBUILT AND REPAIRED - Permanent-event (C)

Playable ***during the site phase*** on a non-Dragons lair, non-Under-deeps Ruins & Lairs []. The site becomes a Shadow-hold [] and all automatic- attacks become detainment. Discard this card when the site is discarded or returned to its location deck. **(E)**

IRON SHIELD OF OLD - Special Item (C)

[MP: 2; CP: 3]

Shield. Playable at any Under-deeps Shadow-hold [] or Ruins & Lairs []. +2 to all rolls required for bearer's company to move to an adjacent Under-deeps site. Warrior only: tap this items to make one strike against the bearer ineffectual. **(E)**

Introduction

The original ten challengedecks were produced by ICE in 1998 and contain cards from METW, METD, MEDM, MELE, MEAS and MEWH. Balrog cards are not in these decks because the Balrog was produced later.

In 2006 Mark Alfano posted in CoE-forum three of the missing Ringwraith challengedecks. I played these decks during Worlds 2007 in NYC. But this three challengedecks had no sideboard and also the starting character were not unique to the other existing challenge decks. So a character draft was needed.

But then the idea was born to build also challengedecks for Akorahil and the five fallen Wizards. I started this project in 2008 and during the monthly MECCG-gaming events in Berlin (thanks to the Berlin crew) and via GCCG (thanks to Heiner) the decks were tested and further developed.

During Lure X in 2010 (thanks to Wolfgang to organize this great event) the nine “Lost Challengedecks” were presented to the public. So I got a lot of feedback whether the decks are playable and how to change some cards in the decks.

In 2011 at Lure XI (thanks again to Wolfgang to organize this great event) we had a second “Lost Challengedecks” tournament. Here are the results of the decks. Please note that we were ten players, so we had to use one of the already known decks (in that case Deck H).

Number	Deck Name	Ringwraith	Hazard Strategy	Rounds	TP	MP
K	Lord of Rings	Ren	Auto-attack modifier	3	3	40
L	Wolves!	Uvatha	Corruption & Left behind	3	12	56
M	It's magic!	Akhorahil	Heavy Corruption	3	11	63
N	Smoke on the Water	Khamul	A kind of Roadblock	3	4	45
O	Men of Skill	F. Saruman	Mix	3	10	63
P	Join the Hunt	F. Alatar	Influence reducer	3	10	62
Q	Prophet of Doom	F. Pallando	Orcs/Troll and some short events	3	10	73
R	The Ally-Armada	F. Radagast	Men & Corruption	3	12	75
S	Await the Onset	F. Gandalf	Spiders & Animals	3	12	94
H	Stealthy Tribe	Hoarmûrath	Undead	3	6	66

After Lure XI I also got a lot of feedback (thanks to Wanja and Heiner) so the decks were changed a little bit. I also built three new decks (one Hero-deck without wizards, one Sauron-deck and one Balrog-deck).

At the following pages You find the changes of the decks I made after Lure XI . Please feel free to give any comment. Thanks.

Deck K Lord of Rings – Ren's challengedeck

part of the deck	Card name out	Card name in
Hazards	Incite Denizens	Incite Defenders

Deck L Wolves – Uvatha's challenge deck

part of the deck	Card name out	Card name in
resources	Black Rider	Down Down to Goblin-town
resources	Hidden Ways	Orcs of Gundabad
resources	Hidden Ways	Orcs of Mirkwood
resources	Smaug Roused	Sable Shield
resources	Words of Menace and Deceit	Weigh All Things to a Nicety

Documenthistory

sideboard	Misty Mountain Wargs	Black Rider
sideboard	Sable Shield	Smaug Roused
sideboard	Weigh All Things to a Nicety	Words of Menace and Deceit
sites	Etteremoors*	Mount Gundabad*
Other characters	Orc Tracker	Eradan
Other characters	Orc Tracker	Nevido Smold

Deck O Men of Skill - Fallen Saruman's challengedeck

part of the deck	Card name out	Card name in
resources	Dark Quarrels	Swift Strokes
resources	Dark Quarrels	Swift Strokes
resources	Hide in Dark Places	Warm Now Be Heart and Limb
resources	Hide in Dark Places	Withdrawn to Mordor
hazards	Corsairs of Umbar	Ent in Search of the Entwives
hazards	Old Man Willow	Earcaraxe Ahunt

Deck P Join the Hunt – Fallen Altar's challengedeck

part of the deck	Card name out	Card name in
resources	Flatter a Foe	Swift Strokes
resources	Flatter a Foe	Swift Strokes
resources	Wizard's Trove	A Chance Meeting
resources	Sapling of the White Tree	Smoke Rings
resources	Goldberry	Tom Bombadil
resources	Gatherer of Loyalties	Bow of Alatar
Sideboard	The White Tree	Goldberry
Sideboard	Dire Wolves	Ambusher
Sideboard	Giant Spiders	Lost in Free Domains
Sideboard	Watcher in the Water	Gatherer of Loyalties
hazards	Muster Disperses	Faces of the Dead
hazards	Corsairs of Umbar	Ent in Search of the Entwives

Deck Q Prophet of Doom – Fallen Pallando's challengedeck

part of the deck	Card name out	Card name in
Sites	Deep Mines	none

Deck T Feel free – the challengedeck without wizards

part of the deck	Card name out	Card name in
Other characters	Fatty Bolger	Haldir
Other characters	Hama	Legolas
Starting	Thranduil	Galdor
Starting	Dain II	Thrain II
Starting	Dagger of Westernness	Elf-stone

Deck U Come by night upon them – Sauron's challengedeck

part of the deck	Card name out	Card name in
Other characters	Dunlending spy	none
Other characters	Luitprand	none

Documenthistory

Other characters	Odoacer	none
Sideboard	none	Sudden call
Sideboard	none	Crept along cleverly
Sideboard	none	Lure of Nature*

Deck V Great Shadow – Balrog’s challenge deck

part of the deck	Card name out	Card name in
Other characters	Lagduf	none
Sites	none	The Under-vaults%
Sites	None	Mount Gundabad*
Sideboard	Shut Yer Mouth	None

On Valentines 2013 Hans-Wenrer sent me a proposal for the Fallen Pallando- and the Fallen Saruman Challenge deck by mail. Thanks for that, it was really great. So I made the following changes:

Deck O Men of Skill - Fallen Saruman’s challenge deck

part of the deck	Card name out	Card name in
Starting	Blazon of the Eye	Shield of Iron-bound Ash
Starting	Troll-Chief	Ghan-buri-Ghan
Starting	Ettenmoors*	The Forge-master
Starting	Hidden Haven	Bofur
Starting	Thrall of the Voice	
resources	The Forge-master	When you know more
resources	Guarded Haven	When you know more
resources	Stone Trolls	Barrow-Blade
resources	Misty Mountain Wargs	Barrow-Blade
Sideboard		Dark Quarrels
Sideboard		Dagger of Westernesse
Sideboard	When you know more	Rangers of the North
Sideboard	When you know more	A Panoply of Wings
Sites	Mount Gram	

Deck Q Prophet of Doom – Fallen Pallando’s challenge deck

part of the deck	Card name out	Card name in
Sideboard	A Strident Spawn	Blue Mountain Dwarves
Sideboard	Half-orcs	Gatherer of Loyalties
Sideboard	Half-orcs	Muster
Sideboard	Half-orcs	Durin’s Axe
Sideboard	Rangers of the North	Hauberek of Bright Mail
resources	The Fortress of Isen	Rangers of the North
Other Characters	Baugur	Balin
Other Characters	Ill-favoured Fellow 2x	Kili
sites	Isengard@	Blue Mountain Dwarf-hold
sites		Barrow-downs