

# DENETHOR-MEN

40avatar

<b>C</b>	6	Minas Tirith
<b>I</b>	4	Gondor
<b>F</b>	10	vs. Hoarmûrath
<b>A</b>	1	Gondor Division
<b>M</b>	5	War Preparations
<b>K</b>	6	Stewards of Gondor

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 cards in sideboard
40 cards in H. deck, 15 cards in sideboard
14 characters in deck
12 starting cards
146 total cards
17 creatures

Lord Denethor has been strengthening Gondor during his lifetime. He knows the hammer will fall on him the hardest. He is not too old to wield a sword under his cloak. He will go to battle. He held the Horn of Anor. Now it is given to his eldest son. Activity in Mordor has been reported to him. Denethor knows he does not have the power to expel minions there.

The House of Mardil will muster seven factions in Gondor. Saruman has asked for help. His other goal is to help Saruman with a quest to reach a Volcano. Early in the second deck, Denethor will CvCC in Ithilien then Boromir will invade Nurn following Theoden to distract the Eye from Saruman. Then Boromir will attack Cirith Ungol...from the east while Denethor and Faramir will invade from the west. The hammer of the West will fall there.

Hazards are there to tap or wound with creatures. Events will either lower stats or expand playing creatures. The land itself will be a bearer to the Enemy. Dunadan creatures guard the interior and borders of Gondor. The Beacons of Gondor if lit spells doom for minions within sight of the White Mountains. The dust and wasteland in and around Mordor have Vultures and Ash-drakes. Drought and the Earth's Fire are pushing those creatures closer to man. Minions can become lost either among the meadows or the crags. Even the Night hinders all that walk under the stars. Ninevets hunt the Anduin and are seen in Nurnen. Sellswords are drawing closer to the Black Land.

Changes from 05.

Removed

- 1 Adrazar
- x
- 2 Hauberk of Bright-mail
- 1 sapling of the white tree
- 1 The White Tree
- 1 War Preparations
- 1 Fortress Reclaimed
- 1 Rebuild the Town
- 2 Many Foes He Fought
- 2 Spies Feared
- 2 Sun
- 2 Keeping the Good Faith
- X
- 3 Sons of Kings
- 3 Lawless Men
- 2 Forgot His Orders
- 2 Stench of Mordor
- 2 Waiting Shadow
- 2 The Enemy is at Hand

Added.

- 1 Elite Wose Hunter
- x
- 1 Gulthalion
- 1 Gold Belt Of Lorien
- 1 True Hearted Man
- 1 Shadowfax
- 1 Tidings of Death
- 1 Engines of Defense
- 1 Concealed Entrance
- 1 Window of the Sunset
- 1 Eru's Gift
- 1 Argonath
- 1 Truesight of Numenor
- X
- 2 Wisp of Pale Sheen
- 3 Vultures
- 2 Night
- 2 Nurnen
- 2 Drought
- 3 Awaken the Earth' Fire
- 1 It is My Own

Only one change to characters was made. Elite Wose Hunter is a useful Ranger and has 6 prowess against Orcs.

+

Two armour items removed for a shield and a belt. Sapling and The White Tree were removed. Both will be played during the Power Decks. Creating a Healing House site was abandoned. But Henneth Annun was fortified. Spies Feared seemed useless with no one untapped to use the event. Eru's Gift is there to untap characters. Sun is placed in another deck. Argonath is vital for the expected faction battles. Many Foes He Fought with new limitations on number of copies in the decks and per alignment. Shadowfax added for corruption support and to aid Eowyn upon her quest to combat Ringwraiths in Eriador. The Shire can be reached.

+

Hazard creatures were removed for other better against Mordor minions. Night was a late choice. The event hurts everyone but Dunadan Rangers, but I want to lower the prowess of all minions. Drought and Awaken the Earth's Fire were orphaned, so I gave them a home in the deck expanding creature playability. It is My Own is a nasty hazard for ring decks. Nurnen will allow Ninevet a pool in the backyard.

**RESOURCES(40/25)**

2	1	1	<b>Palantir of Minas Tirith</b>
2	1	1	<b>Gulthalion</b>
4	1	1	<b>The Mithril-Coat</b>
		1	<b>Gold Belt Of Lorien</b>
1	1	1	Barrow-Blade
		1	Athelas#
		1	Cram*
		*	Dagger of Westernesse
		*	Healing Herbs
		*	Horn of Anor
2	2	1	<b>Men of Lamedon-M</b>
2	1	1	<b>Men of Lebennin-M</b>
1	1	1	<b>Men of Anórien-M</b>
2	2	1	<b>TG of Minas Tirith-D</b>
1	2	1	<b>Garrison of Cair Andros-D</b>
1	1	1	<b>Men of Lossarnach-D</b>
3	3	1	<b>Rangers of Ithilien-D</b>
1	1	1	<b>Shadowfax</b>
1	1	1	When I Know Anything
1	1	1	No Strangers At This Time
		2	War Preparations
1	1	1	True Hearted Man pe
2	1	1	<b>Tower of Ecthelion</b>

**11/10**

3			Muster	W
	1		Many Foes He Fought	W
3			<b>Town Guard</b>	
3			Marvels Told	ritual
3			Fair Travels in Free-Domains	moveo
2			Gates of Morning	envP
2			Echo of All Joy	envP
2			Sun	envL
3			Moon	envL
	1		<b>Tidings of Death</b>	le
	1		Rammass Pelennor	pe
1			Safe From the Shadow	pe
	1		Window of the Sunset	pe
	1		<b>Concealed Entrance</b>	pe
	1		<b>Engines of Defense</b>	pe
	1		<b>Steward of Gondor</b>	pe
1			Eru's Gift	pe
	1		I Know Much About You#	agent
1			Captains of the West#	comm
3			Smoke Rings	
1	2		Longbottom Leaf	
	1		The Choice of Doom	
1			<b>Beacon of Gondor*</b>	<b>sp1*</b>
	1		<b>Son of Ecthelion</b>	comm
	1		<b>Truesight of Numenor</b>	sp2*
	1		<b>Argonath</b>	sp2
*			<b>House of Mardil</b>	sp1*
	1		<b>Captain of the T. Guard</b>	sp1
*			<b>Captain of the R. Rangers</b>	sp1
*			<b>Tower of Guard</b>	sp1

**29/15****No archers**

**HAZARDS(40/15)****17/6**

3	Steward's Guard*	dúnadan	1*	5	8	x	WF,Ro,An,Le,BL,Da,I,H	
3	Gondorian Rangers*	dúnadan	2*	all	9	6	BL, Da,It,Ha,MA	
3	Errand-riders of Gondor	dúnadan	1*	2	9	5	FD,BL,W	
3	Ash-drake	drake	x	1	2	13	x	U,G,N
3	Sellswords Between Charters	men		1	2	11	x	bh, sh
3	Ninevet	animal	x	1	1	13	5	CS
3	Vultures	animal		1	2	8	x	o1
2	Wisp of Pale Sheen	undead						

**20-7-5****23/9**

2	Twilight	S.env						
3	Despair of the Heart	P.corruption						
3	Lost in Dark-Domains	S.HL						
3	Lost in Free-Domains	S.HL						ex2
2	Night	L.env						ex2
2	Nurnen	L.env						ex1
2	Drought	9.env						
3	Awaken the Earth' Fire	S.env						
3	Searching Eye	S						
3	Things Might Go Ill	S.attack						
2	Beacons Alight	L						o2
1	It is My Own	L						
3	An Unexpected Outpost	S						

SITES		FD-3	BL-2	W-5	SL-4	DD-1	CS-1	UD-0	T-0	J-0
Ao	Minas Tirith									faction-Guard, mAnorien
WF	Lorien									gold belt of Lorien
Le	Pelagir									faction-mLebennin
Le	Lossarnarch									faction-mLossarnarch
Ro	Dunharrow									Shadowfax
Ao	Druadan Forest									x
Ao	Cair Andros									faction-Garrison
It	Henneth Annun									faction-Rangers
La	Vale of Erech									faction-mLamedon
Af	Lond Galen									x
En	Isildur's Tomb	m			animal					x
La	Setmaenen	Info, m, ring			trap, pukel					Anything
Ao	Osgiliath	Info, m								<i>visit</i>
MA	Tolfalas	m, M			undead					x
Ha	Haudth-in-Gwanur	m, M			undead.1w10					minor
Ha	Cairn of the Colruh H	heal, Info, m			men, maia					BarrowBlade
Hm	Vamag-h	m, M, G, ring			undead					Mithril-Coat
Da	Thuringwathost	m, M, G			orcs,trolls					Gulthalion
Da	Dead Marshes	m, M, G			undead					x
IM	Shelob's Lair	m, M			orc.2w8					x
Nn	Urlurtsu Nurn	Info, m, M			orc.4w7					
Nn	Nurniag Camp	Info, m, M			men.4w7					
Kh	Sturlurtsa	m, M			men.4d7					War Preparations
Hz	Amrun	m, M			men.4s8					x
IM	Cirith Ungol	m, M, G			orc					
Go	Minas Durlith	m, M								
Ch	Lugarlur	m, M			men,orcs					War Preparation

**CHARACTERS-10**

13-6-4-3-4

4	Denethor	7/3/4/7+	W/Sa/D	Lord	MT	+4DI.MT; +2DI.TowerG
1	Boromir	4/1/6/7+	W	Dúnadan	MT	1CP; +2DI.mAnorien
	Beregond	2/0/4/8+	W	Dúnadan	MT	1CP, -1DI.inf
	Ingold	2/0/3/8	W	Dúnadan	MT	1CP, -1DI.inf
	Forlong	1/0/3/7	W	Dúnadan	MT	1CP, -1DI.inf
1	Hirluin	3/1/2/9*	W/Sc	Dúnadan	LondG	black arrow
	Bergil	2/0/1/9*	W/Sc	Dúnadan	MT	
	Mablung	1/0/1/6+	W/Sc	Dúnadan	Lond Galen	+2DI.mAnfalas
2	Faramir	5/1/5/8*+	W/R	Dúnadan	Henneth	+2DI.Rangers
2	Angbor	5/2/5/7*	W/D	Dúnadan	Calembel	+1DI.Man,Dun
1	Dervorin	4/1/4/7*	W/D	Dúnadan	Calembel	+1DI.Dun
1	Hirgon	3/1/3/7+	Sc/D	Dúnadan	MT	+2DI.Man,Dun
1	Hurin	4/1/4/7+	W/Sa	Dúnadan	MT	+1DI.c+f: MT
	Damrod	2/0/2/7+	Sc/R	Dúnadan	V. Erech	+2DI.mLamedon
	Anborn	2/0/2/8+	Sc/R	Dúnadan	Pelagir	+2DI.mLebennin
1	Elite Wose	3/0/3/8	W/R	wose		
	Ioreth	1/0/0/7*+	Sa	Dúnadan	MT	healing-all
<i>starting company:</i> at Minas Tirith						
<Tower of Guard>						
2	Faramir	5/1/5/8	W/R	dagger		Captain of the Royal Rangers
2	Angbor	5/2/5/7	W/D			
1	Hirluin	3/1/2/9	W/Sc			
1	Dervorin	4/1/4/7	W/D	horn of anor		
	Bergil	2/0/1/9	W/Sc	healing herbs		
	Ioreth	1/0/0/7	Sa			
<hr/>						
10/20	GI	Hand-9			Mind-31	
<b>#1 Stewards @ Minas Tirith</b>						
	Denethor	7/7/4/7	W/Sa/D	1	Mardil	
	Hurin	4/1/4/7	W/Sa	1	Anything	
	Hirgon	3/2/3/7	W/D	2	horn, belt	[+4DI.factions]
	Ioreth	1/0/1/7	Sa	0		
<b>#2 The Rangers</b>						
	Faramir-L	5/5/8/8	W/R	2	dagger, Barrow, Captain, Trusted	[+2P.undead]
	Damrod	2/0/2/9	Sc/R	2	gulthalion	
	Beregond	2/0/4/8	W	1		
<b>#3 The Guard</b>						
	Boromir-L	4/3/6/10	W	2	mithril, Captain	
	Anborn	2/0/2/8	Sc/R	0		
	Mablung	1/0/1/6	W/Sc	0		

## OVERVIEW

Lord Denethor will be preparing for war. He knows the hammer will fall the hardest on him. The primary goal of this deck is to have all the factions in play. The secondary goal is to divert attention away from Saruman's quest. Then the secondary goal will transmute into an offensive push to hinder Hoarmuath's strategy and to kill his minions. Denethor will somewhat be mobile using his own command event. Then he will retire to use the palantir to play for the next turn.

### Top 5 Goals

1. Play Palantir of Minas Tirith
2. Play several permanent-events on Henneth Annun
3. Invade Mordor playing War Preparations
4. Set-up palantir use at a haven
5. Move many factions to Anorien ready for war along the fences of Mordor

## DENETHOR and MINAS TIRITH

He is a weak W/Sa/D that needs to stay home. He has great 7 DI for Minas Tirith characters. He will be squatting at home with a palantir and hold an extra card in your hand if not influencing factions or in combat at Osgiliath or a different battleground site. The palantir will let him plan for movement and to see what his opponent has coming. Movement is vital for his weak companies. He will tap every turn in the first deck. Always have a bodyguard with him.

Truesight of Numenor is useful to add +1 to CC to Denethor while bearing a palantir. His opponent will also discard face-up. Discard this event in the second-half of the second deck to reduce your SP. Denethor will have 2 CP with the stone and this stage event in play.

House of Mardil is an event full of pride. You will use this stage event early and late in the game to recycle I Know Much About You almost every turn. You do not need to recycle the other cards (Interrogation, Tidings of Death) except for the command event.

Son of Ecthelion is a command event used to CvCC a minion company at a battleground. Osgiliath and Beacon of Gondor provide such sites. You will probably not visit a Shadow-hold or Dark-hold with this avatar. The idea is to move to Henneth Annun to give the impression you are moving around Mordor and using this site as a junction point. The play of War Preparations earlier will provide this impression. Denethor is really planning to ambush a minion company at a battleground site. Move a small company to either Osgiliath or Henneth Annun. Hope a minion company visits. Tap House of Mardil to fetch Son of Ecthelion. Then next turn play Beacon of Gondor on that site and move Denethor to that site. If you do not use Son of Ecthelion during movement, then use it for CvCC. The next turn hope to play at least one hero character. Move Denethor back to Minas Tirith and may be another company from that site to CvCC a minion company in sight of the mountains of Mordor or to play War Preparations. Discard House of Mardil when you are ready to play Sapling of the White Tree.

Tower of Guard is the stage event to make Minas Tirith a protected Lord-haven. Agents without this site as a home cannot move to the site. There is no limit on the number of characters than can be brought into play in a given turn if Lord Denethor is there. The avatar can tap to fetch this stage event to hand.

Tower of Ecthelion is a unique event requiring Steward of Gondor in play. This event taps

when a character uses Palantir of Minas Tirith the same turn to untap Minas Tirith. Then a character with a mind greater than four to untap this event. Such an ability will allow multiple attempts to play factions on the site. The palantir must be the first resource to tap Minas Tirith. This is why the item is in the deck while the two factions are in the sideboard.

## CHARACTERS

The Steward has many worthy Dúnadan (15) and one Wose to guard Gondor. You have 6 scouts, 4 rangers, 4 diplomats and 3 sages. You need to protect the sages; one is Ioreth. They are generally weak and should stay in Gondor. Expect to lose many warriors in combat. All the characters have the home site of Minas Tirith or in Gondor. There are no agents. Only five characters of the 17 have a mind greater than three. Many characters have +2 DI against dunadan factions or towards a specific faction. Only seven of the 17 characters have a body of 8 or 9.

Faramir and Boromir are in the deck. So is Steward of Gondor. If Lord Denethor is set alight then the next in line will get this resource providing +2 mind, +2 DI, +1 P/+1 B.

Boromir II	4/1/6/7 =	6/3/6/8	gains Ranger for W/R
Faramir	5/1/5/8 =	7/3/6/8	gains Sage for W/R/Sa

Faramir is the best character with 5-mind with average 5 prowess and 8 body. His Ranger skill will lead a core company. A home site of Henneth Annun is nice for him to keep that site as a base against the Enemy. He has +2 DI against the Rangers of Ithilien.

Boromir II is a bit more stubborn with 4-mind, but a hearty 6 prowess and low 7 body. Dreams are distilled him giving him -1 to corruption checks. He has +2 DI against the Men of Anorien faction. He leads a core company, but needs armour.

Angbor is the other 5-mind character. He though has 2 DI and 7 body with a strong 5 prowess. He will start the game hoping to influence factions. He has +1 DI against Men and Dunadan due to his invitations for mighty feasts in Calembel.

Hurin the Tall is the other 4-mind Dunadan. He is a rare Sage, but a low 7 body makes him a target all the more. A 4 prowess is honorable. He has +1 DI against characters and factions playable at his home site of Minas Tirith. Keep him there as a bodyguard to the avatar.

Hirluin the Fair will be a sturdy Scout for the starting company with his robust 9 body. But a 2 prowess will test that stat. He has 3-mind that makes him expensive for a core company. He can control a 1-mind character with his 1 DI and use Black Arrow as if a Man.

Dervorin is a honorable Dunadan from Calembel. His 4-mind brings average stats of 1 DI, 4 prowess, and low 7 body. He is a Warrior and Diplomat. He will start the game so to influence factions with his special +1 direct influence against Dunadan.

Hirgon is the Errand-Rider who is also a Scout and Diplomat but with 7 prowess. He too has 3-mind, 1DI, and 3 prowess. He has the great special bonus of +2 DI against Man and Dunadan factions. If he is the only one in his company, then he has +2 to any of his influence attempts. Therefore, if he bears Horn of Anor alone then he has +8 to most influence attempts against a Dunadan faction in Gondor. Try to keep him alive in a core company.

Elite Wose Hunter is a dual character with a home site of any Wose-hold. He is a great orc-fighter with six prowess against Orcs. He can tap to allow his company to move through a mountain range as if two non-Dark-Domain, non-Shadow-land regions were adjacent, but one region must contain a Wose-hold. He is included since a slot is available for his rare Ranger skill.

Play him in the second deck if you need a Ranger.

Beregond is one of three Warrior-only characters. His 2-mind, 4 prowess, and nice 8 body make him a great companion fighting in Ithilien. He will be in a core company.

Ingold is identical to Beregond except for three prowess.

Bergil can be a nice Scout for 2-mind to face a tough strike with his puny 1 prowess and high 9 body. He starts the game to face a tough strike.

Damrod and Anborn are veteran Scout Rangers under the command of Faramir. Damrod is weaker with a 7 body instead of 8. Both have 2 prowess and 2 mind. Each has +2 DI against his home faction: Damrod from Vale of Erech & Anborn from Pelagir.

Forlong is one of three 1-mind Dunadan. He can be a useful Warrior of 3 prowess and 7 body found at a Beacon of Gondor. He will be played to keep Window to the Sunset in play until No Strangers At This Time is played on the site.

Mablung is another character under Faramir. He is though a Warrior and a Scout with 1 prowess and poor 6 body. He is in a core company, but his +2 DI against Men of Anfalas may be too far for him to travel.

Ioreth is a Lay Healer of Minas Tirith. She will be in Lord Denethor's care providing healing when he moves to a Battleground site. Though here 1 prowess and 7 body may have herself killed and return no more to the Houses of Healing.

## COMPANIES

The two highest mind heroes will start play: Faramir and Angbor. Both will be with Dervorin, Ioreth, Bergil and Hirluin at Minas Tirith with Tower of Guard. Only Faramir will be in the main companies. There are 12 expected characters to use the organization phase for playing or discarding. Tower of Guard can make this happen since there are five characters with a Minas Tirith as a home site to be played in the first deck. Only one Ranger is among the six. They will have a Dagger of Westenesse, Horn of Anor and Healing Herbs. This company will play as many resources as possible. Ioreth will stay at Minas Tirith to keep Tower of Guard in play. Faramir carries a Dagger of Westenesse is a Captain of the Royal Rangers. Faramir will control Hirluin and take Bergil to play items. Angbor and Dervorin are Diplomats. These two will influence factions in Gondor. Tower of Guard starts too. It is acceptable if Angbor and Dervorin are killed in the early turns.

*starting company:* at Minas Tirith

<Tower of Guard>

2 Faramir	5/1/5/8	W/R	dagger	Captain of the Royal Rangers
2 Angbor	5/2/5/7	W/D		
1 Hirluin	3/1/2/9	W/Sc		
1 Dervorin	4/1/4/7	W/D	horn of anor	
Bergil	2/0/1/9	W/Sc	healing herbs	
Ioreth	1/0/0/7	Sa		

The Stewards will stay at Minas Tirith or influence factions. Denethor will control Hurin and Hirgon with his 7 DI. Ioreth is there too. Denethor will use the palantir with House of Madril.

Hurin and Ioreth are the only other sages. Hurin will have the event When I Know Anything to help with corruption checks. Do not go fighting with this company. Ioreth will have two healing herbs to use her special ability. She may travel with another company when they go on a mission. Hirgon has Horn of Anor and Gold Belt of Lorien to influence influences. This set-up and traveling alone grants him +8 against influence attempts against Man/Dunadan factions. His body is low so protect him. This company does not have a Ranger. You may have to exchange Hirgon with Anborn to the Rangers to influence factions.

<b>#1 Stewards @ Minas Tirith</b>					
Denethor	7/7/4/7	W/Sa/D	1	Mardil	
Hurin	4/1/4/7	W/Sa	1	Anything	
Hirgon	3/2/3/7	W/D	2	horn, belt	[+4DI.factions]
Ioreth	1/0/1/7	Sa	0		

The Rangers will be playing items far from Minas Tirith and attacking vulnerable minions within one movement turn. Faramir is the Captain of the Rangers with a Barrow-Blade Dagger of Westernesse. He is a Trusted Counsellor for 5 DI. He has Damrod and Beregond as followers. Damrod has the shield Gulthalion for 9 body staying alive. Beregond will face tough strikes. This company will later be playing War Preparations. Faramir is the fighter with 8 prowess. There are two Rangers in this company.

<b>#2 The Rangers</b>					
Faramir-L	5/5/8/8	W/R	2	dagger, Barrow, Captain, Trusted	[+2P.undead]
Damrod	2/0/2/9	Sc/R	2	gulthalion	
Beregond	2/0/4/8	W	1		

The Guard will stay in Gondor to attack any minions who venture into Gondor. Boromir has a greater armor item and is the Captain of the Guard. He will control Anborn and Mablung. Boromir is expected to survive almost any body check. Anborn is weak at 2 prowess. Mablung too is haggard at 6 body. Try to use Forlong instead.

<b>#3 The Guard</b>					
Boromir-L	4/3/6/10	W	2	mithril, Captain	
Anborn	2/0/2/8	Sc/R	0		
Mablung	1/0/1/6	W/Sc	0		

You are using 10/20 points of GI. The only true reserve are Elite Wose Hunger, Ingold – a 2-mind Warrior and Forlong – a 1-mind Warrior. Captains of the West is an event that masks the mind of characters with a mind of two or 1. Play this on Boromir's company since this event does not reduce his direct influence. There are 5 such characters in this deck. Beacon of Gondor is a stage event allowing the play of any and all characters with a mind less than three to enter play. If Denethor is at the site, then any warrior can be played. There is a leader in each core company.

## ITEMS

Nine items make up the deck. A good mix of items from a palantir, major and minor items are present. The greater item, Mithril-Coat, is great for your 7-body heroes. Give it to Boromir II or whomever Warrior that will take many strikes.

Gulthalion is a shield that provides +2 prowess to non-combat attacks. Its main benefit is the reducing the body and prowess by 2 of those that use a magic or spell event that turn – great for CvCC. It also grants +2 body.

The five minor items will be played after playing a faction except for the starting items. Athelas will be stored for Elessar's return. Horn of Anor aids influence attempts on factions and Healing Herbs heal. Cram is included to move an extra region. Dagger of Westernessee by itself is not great. However, place it with Barrow-blade to take down Undead and Ringwraiths. Faramir will have 9 prowess against such strikes. With so many undead sites to visit this weapon duo is better than Glamdring.

~~— Sapling of the White Tree will be stored to play the White Tree. The palantir will be played in the first deck so to use Tower of Ecthelion to untap Minas Tirith.~~

Gold Belt of Lorien will give +1 DI so to either control characters or to influence factions.

## FACTIONS

Gondor is rich with factions. You need to play and keep seven in play. Tower of the Guard and Men of Anórien are easy to get at Minas Tirith. Men of Anfalas, Lamedon, and Lebennin are played in three different regions. Garrison of Cair Andros is near Dagorlad. Rangers of Ithilien will be tough to get. It is next door to Minas Morgul. There are four dúnadan and three man factions.

Men of Lamedon needs an attempt of 8 to play (Dúnadan +1).

Men of Lebennin needs an attempt of 8 to play (Dúnadan +1).

Men of Anórien needs an attempt of 8 to play (Dúnadan +1).

Rangers of Ithilien needs an attempt of 8 to play (Dúnadan +1).

Tower Guard of Minas Tirith needs an attempt of 8 to play (Dúnadan +1).

Men of Lossarnach needs an attempt of 8 to play (Dúnadan +1). This faction can tap to place any food item from your DP to your PD. The only food items you have are Cram and Healing Herbs. Focus on recycling Healing Herbs.

Garrison of Cair Andros needs an attempt of 8 to play (Dúnadan +1). This factions tap any time to cancel the play of Dark Tryst.

Two events help influencing are Muster and Tidings of Death. Many of your heroes will get +5 to the attempt. Hirgon will have +6 DI vs. the factions before the attempt without using Muster. This means that all the factions are successfully played on any unmodified attempt with one of the above manners. Expect many factions to be discarded by agents. Angbor and Dervorin should play a few factions before discarding themselves. Tidings of Death will provide two rolls for each influence attempt against a faction, but each with a -1 modifier. A roll of 6 should bring any faction into play.

War Preparations will be played in the second deck so to recycle discarded factions. The untapping of Minas Tirith may be necessary, which Tower of Ecthelion can tap to untap Minas

Tirith. Hope that two factions can be played without Muster in the playdeck. Then two more will be played using Muster in the first playdeck. The second playdeck will play the other three factions. You might want to place a Muster in the sideboard for later placing in the playdeck late in the second deck for use in an emergency. It is acceptable to discard a faction during the second deck if confidence is low for its play since the faction can be fetched later with War Preparation and also to avoid discarding by agents. Smoke Rings can also fetch the factions.

## ALLY

Shadowfax is the only normal ally. It is an easy play adjacent in Rohan. This horse ally is mainly there to provide aid to corruption checks to those at Minas Tirith. Let Lord Denethor or Ioreth play this ally. Ioreth can move to Nurn to aid a decimated company.

## MISSIONS

Two War Preparations are in the deck to fetch factions in your discard pile. Playing these events require visiting a Shadow-hold or Dark-hold in Mordor. These missions will be played in the second deck when you are either playing factions or these events. You have no use for Stolen Knowledge events.

Barrow-Blade is included due to facing so many Undead AA. Give this weapon to Faramir to keep him alive.

Henneth Annun will be made into a staging site and refuge, but not all at once. First, the Rangers of Ithilien faction will be played at that site hopefully before the quest. Then play No Strangers At This Time to keep the site in play. This will give the site two automatic-attacks against minion companies: Dunedain-All with 7 prowess. Not enough to scare a large company of Orcs from Mordor. Window of the Sunset will be played making the site a hidden site. Either an opponent taps two wolf allies or two Scouts to reveal this site. A faction in play at the site or a company of yours there keeps the event in play. Add Concealed Entrance to the site to force tapping third Scout to reveal this site. It will be rare for a company to have three Scouts. That event will be discarded when any play deck is exhausted. Beacon of Gondor can be played at Henneth Annun to allow healing and playing of Warriors there for a sortie.

~~— Play and store Sapling of the White Tree to set up for the big White Tree. The White Tree affects all other hero players and fallen wizards with less than 12 SP.~~

## GATES of MORNING

There is a strong Gates of Morning Strategy in the deck. **Moon** is one of two long-events. Moon makes Free-domains more common. Play this event 8/9 since it can be useful with Doors of Night in play.

**Fair-Travels in Free-Domains** will lower your HL. Making Free-Domains is tied with one of your hazard events and making Border-Lands is great for your creatures. You may have companies only moving to the east of the river so play the event 5/9.

**Sun** is an environment that provides +1 prowess to each dúnadan. With GOM in play additional effects are +1 prowess to dúnadan and men characters. All AA and hazard creature attacks are modified -1. Such a combination will give a swing of two for keeping low prowess characters alive. Play this event as much as possible – expect 5/6.

**Echo of All Joy** keeps a resource long event played on it until deck exhaustion or Doors of

Night enters play. This can be tricky to match with a Long event. Try to put it with Tidings of Death or Sun.

## SUPPORT CARDS

**Marvels Told** will remove hazard permanent events making Gondor even worst to visit. Remove hazards on the avatar to allow him to tap accessing the sideboard. With Sages sitting at Minas Tirith you should play the event 9/9.

## AGENTS

One anti-agent resource is needed in your deck. **I Know Much About You** will prevent agents from tapping when making an influence attempt. It will also tune down creatures like Slayer and Assassin. This event will be recycled using House of Mardil. Agent use will know how much this event is played. Expect to use it 4-6x.

## GREATER GONDOR

Your companies are meant to fight, but many will not survive without help. **Many Foes He Fought** is for the tough warrior in each company (Boromir, Faramir, Angbor) to keep others untapped. With many warriors play this event 3-6x.

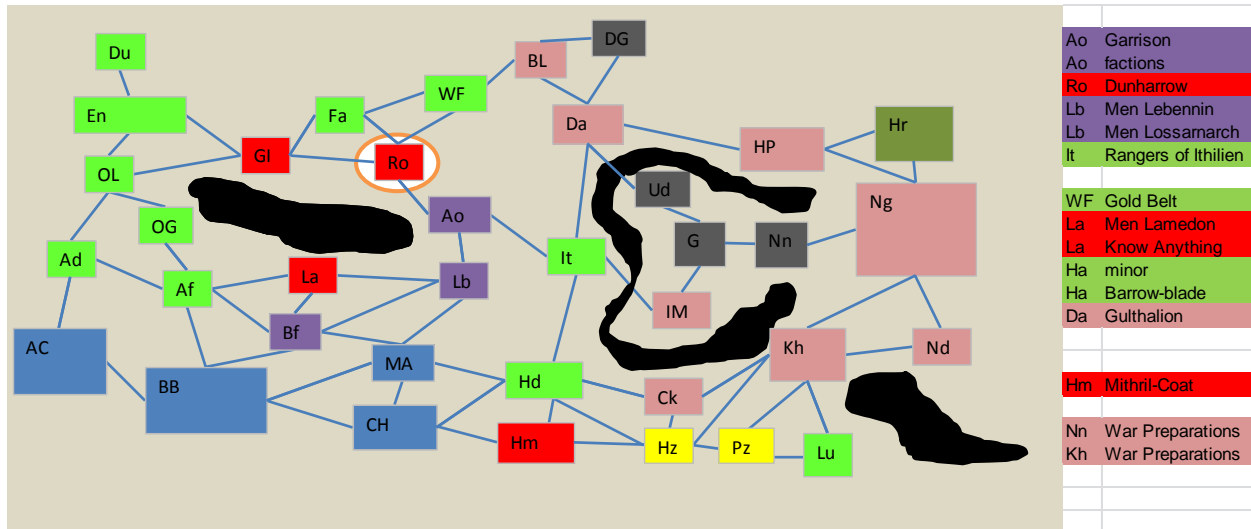
**True Hearted Man** is played on Boromir when his company faces an attack with more than one strike. Boromir then faces all strikes. If unwounded afterwards, then this event is played on him allowing fetching MFHF.

When moving to a site with a hero faction use **Town Guard** to cancel an attack keyed to the site. You can also tempt a minion company to attack you at that site. Town Guard will cancel the CvCC. This event starts the game with no faction in play. Play this event 3/7. Cair Andros and Henneth Annun are such sites when Saruman moves to Nurn. Cair Andros is a battleground. This means you can use Denethor's command event for CvCC there, but you have to wait until the site untaps to revisit.

**Rammas Pelennor** is the bearer to minions to Minas Tirith or using Anórien. Such companies face a Men 3s8p attack to start the move phase. Minas Tirith has modified AA for every faction in play at the site. Hero characters receive +2 prowess for any CvCC at the site. Its prerequisite is a faction by in play at Minas Tirith. Tower of Ecthelion will be tapped to untap the site for playing of the factions.

**Safe From the Shadow** is played by this avatar. It will be used by others in the Division. This resource allows storing of resources during the site phase, which bypasses the tapping penalty of some resources.

~~No Enemy Dares Contest is a long event requiring Gates of Morning. Four regions become one unified region (Anorien, Belfalas, Lamedon, and Lebennin) and is a Free Domain for all purposes. This does not help with movement except for a company on the eastern side of the river that must move great distances, but likely they will move to Minas Tirith. Hazard creatures with an asterix keyed by name to any one of these regions may be played keyed to this unified region.~~



20 sites will be used. Four are shared with other players. Lorien, Minas Tirith, Pelargir, Dunharrow will not cause AA issues. Osgiliath will not be tapped, unless you can near the end of the first deck to play Barrow-blade. Theoden will move there before his mission.

Anórien	F	Minas Tirith	galadriel, denethor	.	
Rohan	B	Dunharrow	denethor, theoden	.	
Lebennin	F	Lossarnach	denethor	.	
Lebennin	F	Pelargir	denethor, imrahil	.	
Lamedon	R	Setamaenen	denethor		Traps
Lamedon	B	Vale of Erech	denethor	.	
Enedhwaith	R	Isildur's Tomb	denethor		Animal
Wold & Foothills	H	Lorien	elrond, galadriel, radagast, thranduil, deneth.	.	
Ithilien	B	Cair Andros	denethor		Men
Ithilien	B	Henneth Annûn	denethor	.	
Ithilien	R	Osgiliath	denethor	.	
Dagorlad	S	Thuringwathost	denethor		Orcs
Imlad Morgul	D	Cirith Ungol	denethor		Orcs
Harondor	R	Cairn of the Colruh Hazurbal	denethor		Men
Harondor	R	Haudh-in-Gwanûr	denethor		Undead
Hyarmenfalas	R	Vamag	denethor		Undead
Chelkar	D	Lugarlur	denethor		Men
Khand	S	Sturlurtsa	denethor		Men
Nurn	D	Urlurtsu Nurn	denethor		Orcs
Gorgoroth	D	Minas Durlith	denethor		Orcs

## SITES

All but three sites are within four region movement of Anorien. Two sites are four regions away. Men seem to be the common AA type. This avatar has access to each type of site except for Under-Deeps and Dungeon. The only issues this avatar has with multiple resources at sites are playing the factions again after discarded by an agent. There are no safe-holds to play minor

items. The ability of a faction to place Healing Herbs into the playdeck is huge. So use this ability often. That is use the food item whenever you can. Sometimes you may have nothing to play but Healing Herbs. If so, then move west to find a suitable site to play it.

Minas Tirith will be the only Lord-haven. Two factions are playable there. Lebennin has two Free-holds to play two factions. Lorien has the Gold Belt.

Border-holds of Cair Andros, Vale of Erech, Henneth Annun each have a faction. Dunharrow has the horse ally Shadowfax.

Several Ruins have your resources. Travel to Setmanen to play When I Know Anything. The AA will only be a single strike weak, Traps attack. Keep Osgiliath untapped for CvCC. A minion may play the palantir there. Cairn of the Colruh Hazurbal will be visited by Theoden and yourself to reach Nurn. Play Barrow-blade there. Vamag will find Mithril-Coat. Its automatic-attack is harsh. You can reach its region in one turn from the White City. Minas Morgul companies can reach it in four regions by region movement. Haudth-in-Gwanur has Undead - play minor items there.

Shadow-holds are found on the borders of Mordor. Dagorlad has Thuringwathost to play Gulthalion. This region will be dangerous. Sturlurtsa is another site in Mordor in the region Khand, which is five regions from Minas Tirith. You will play War Preparations there. The only Dark-hold you will likely visit is Lugarlur in the Chelkar region to play War Preparations. A site in Nurn has the second candidate for War Preparations. You will need to use a Border-hold as the staging site to reach Nurn in four regions.

### **QUEST: RAID INTO MORDOR**

The purpose of this joint quest is to bother minions while Saruman heads to Mount Doom. Turn 10 uses Theoden and Eowyn as bait. One goal for Turn 11 has Theoden moving to Nurn is to face the Mordor in Arms attacks and to defeat them. If these attacks are faced, then Tower Raided will be played on the next turn by that avatar. You might also be able to play War Preparations.

Any minion at Barad-Wath induces an orc attack (as read on that minion site card) on a hero company moving from Nurn to Gorgoroth. Get rid of those minions.

Theoden's primary goal is to attract minions to him in Nurn. If there is a minion at Barad-Wath, then he will move to that site and engage in CvCC. He will not enter Gorgoroth unless to CvCC.

Boromir's goal is to attack minions that will hinder Saruman. So combat at Barad-Wath or at Ostigurth. If none, then move to Sturlurtsa and play War Preparations. If Boromir cannot reach Imlad Morgul on the planned turn, then Denethor still moves there. You might want to play Mace of Anarion at Minas Morgul to really attract minions to you instead of Mount Doom. Bring Ioreth and Healing Herbs. A side benefit to this concentration of avatars is the consuming of time in the second deck for the Black Players. Preference is to not move to Osgiliath but to Henneth Annun to entice visits by minions. Then Denethor will play Beacons of Gondor on that site to make it a battleground.

The below first few turns assumes Denethor will only tap once per turn accessing the sideboard.

Use the avatar card to untap Lord Denethor so he can tap to grab the three resources for the second deck. Hope to play the avatar no later than Turn 4.

Turn 4: SB: dp111-dp115.

Turn 5: SB: dp121-dp125. Play palantir.

Turn 6: SB: tap11-Tower of Ecthelion.

Turn 7: SB: tap12-Longbottom Leaf. Play Steward of Gondor.

Turn 8: SB: tap13-Longbottom Leaf. Play Tower of Ecthelion.

Turn 9: SB: dp131-dp135. Move Faramir to Henneth Annun. **Exhaust Deck.**  
{Elfhelm moves six regions from Edoras to Temple of Kondri Odchi.}

Turn 10: SB: three resources to SB. Tap Mardil to fetch Son of Ecthelion.  
{Imrahil to Umbar to **play Raid on Umbar**}  
{Elf-helm stays at Temple of Kondri Odchi  
Theoden + 3 Riders and Eowyn to Osgiliath}

Turn 11: Use palantir. Move Denethor and Boromir to battleground. Play Son of Ecthelion.  
Faramir moves to the same site as his father. Ioreth stays at Minas Tirith.  
{**Saruman to Kref Masar**}  
{Elf-helm will move to Osgiliath from the east  
Theoden moves to Nurniag Camp.  
Eowyn stays at Osgiliath.  
Theodred moves from Edoras to Cairn of the Colruh Hazurbal.}

Turn 12: Use palantir. Move Denethor and Faramir back to Minas Tirith.  
Move Boromir from Ithilien to Khand.  
Boromir plays **War Preparations** at Sturlurtsa.  
{**Saruman to Ulk Chey Sart**}.  
{Theodred moves 5 regions from Cairn of the Colruh Hazurbal to Barad-Wath  
**Play Tower Raided.**

Elfhelm and Eowyn move from Osgiliath to Edoras.  
Theoden moves to Joghul's Shrine to heal and draw cards.}

Turn 13: Mardil fetches Son of Ecthelion. Discard House of Mardil.  
Boromir moves to Minas Durlith.  
{Imrahil stays at Umbar}  
{Theoden returns same site as his son. Theodred stays.}  
{**Saruman moves to safety**}

Turn 14: Boromir moves to Cirith Ungol.  
Denethor and Faramir move to Cirith Ungol. Play Son of Ecthelion for later CvCC.  
{Imrahil moves to Dol Amroth}  
{Theoden and Theodred move to Joghul's Shrine if Mount Doom has no minions}

Turn 15: Denethor and his sons move from Cirith Ungol to Minas Tirith.  
{Theoden and Theodred move to Imlad Morgul or to Edoras}

Turn 16: Use palantir. Tap to fetch Tower of Guard.  
{Theoden and Theodred heal or move to Edoras}

Turn 17: Use palantir. Fully heal at haven. Move to play War Preparations. **Exhaust Deck.**

Turn 18: Use palantir. Move back to Minas Tirith. Store War Preparations during site

phase using Safe From the Shadow. Fetch faction.

Turn 19: Use palantir. Move to play faction.

Denethor wants to place drawn factions during this quest into the discard pile, unless he decides it is better to not visit Imlad Morgul, but to play the factions. If he discards factions, then consider if you might be able to draw Smoke Rings late in the deck so to fetch them. Instead of Faramir visiting Imlad Morgul, he can visit Chelkar to play War Preparations. There are many factors involved. One thing for certain is actions up to and including Turn 13 for Denethor's actions of movement and purpose.

## **STAGE RESOURCES**

Playing of stage resources will be active with this avatar due to recycling and fetching. There are eight stage resources. Constant stage resources include Tower of Guard and the two avatar character cards for Faramir and Boromir. These will be 3SP.

House of Mardil is the avatar fetching stage resource. This 1 SP event will be discarded later to reduce SPs.

Truesight of Numenor reduces the palantir bearer's CP by one. This will help the avatar immensely, but carries 2 SP. Thus it will be discarded later in the second deck.

Son of Ecthelion is a short-event command card. Beacon of Gondor will likely be permanent by playing on a site with No Strangers At This Time. All of these cards can bring 8 SP for a turn. Else usually 6 SP.

Argonath is a 2 SP event to help with faction battles. It is unique and requires controlling a faction in Gondor. A faction controlled by a leader has +1 to battles while in Greater Gondor and cannot be eliminated if at their home site. Blasting Fire discarded at Amon Hen or Amon Lhaw discards this event. The event can tap to heal on faction playable at a site in Gondor that is at a site or region in Greater Gondor.

Beginning of the third deck has Beacon of Gondor, House of Mardil, and Truesight of Numenor to be discarded.

## **FACTION WAR**

This avatar is expecting to battle with his factions. The Doom of Choice is in the sideboard to allow the factions to move to Minas Tirith. Rangers of Ithilien will stay in place if played in Harondor, so to stall the Mumakril for a turn.

Move all the factions to Anorien. Be ready to move Men of Lebennin, Men of Lamedon, and Men of Lossarnach to either Dagorlad or to Harondor for battle. Battle with any faction moving out of Imlad Morgul to either of those regions.

## **GONDOR DIVISION**

This Division has two close avatars and two avatars further away such as to not intersect with Denethor. Theoden is next door. He will come to your aid. You will come to his aid anywhere in Greater Gondor. Vidugavia is too far east to interact with you. He should target Uvatha's minions during the quest into Mordor. Saruman is also in the east. He will come to Mount Doom. You need to support him in any case.

Imrahil is in another Division yet he may come to your hand in Harondor. You need to send Boromir to help him in Gondor too.

## **GREY PLAYERS**

Ardagor and the Dark Dwarf may be seen on the western lands of Gondor. The Mouth may attack you if you venture into Dagorlad.

## **BLACK PLAYERS**

There are everywhere. Mordor has been reoccupied. It is still in Ruins. Be sure minions will raid into Gondor for missions. Hoarmurath is your hazard opponent. He is expected to be a squatting avatar. So he will have minions influence factions or play resources away from Inner Mordor. That is when you attack. Expect backlash if you cross the Anduin. You need to guard Osgiliath from playing of the palantir. You too need to guard Tolfalas against the playing of Scroll of Isildur and a palantir at Osgiliath. Dwar is in Udun with his wolves. He has Rohan in his sights. Expect Dwar to cross the Anduin. CvCC Dwar if he enters south of the White Mountains or Ithilien. Uvatha and Ren are too far west to bother. Only bother them if they enter Harondor or Dagorlad.

## **MARSHALLING POINTS**

C=6 Your core companies have 8 MP. Expect many characters to die so expect no more than six MP from this type. There are 10 characters worth at least 1 MP.

I=4 You need to have the palantir in play. You also need to have the armour, shield, and Barrow-Blade in play.

F=10 There are seven factions. Four are the same race as your avatar for full MPs.

A=1 The event creating an ally is what you expect for this MP.

M=5 When I Know Anything is 1 MP. War Preparations should be discard to fetch factions. Tower Ecthelion might be discarded when the site is discarded it is 1MP. No Strangers at This Time is dependent on playing a faction at a Ruins in Harondor. This might not come to pass so it is not counted. True Hearted Man is another 1 MP if bearer survives.

K=6 Sometimes you need to kill creatures. High body stats and Many Foes He Fought will allow you to kill some creatures and minions.

GAME POINTS: No Enemy Dare Contest x2, Horns Horns Horns

## **DECK MANAGEMENT**

Denethor's squatting is ideal in accessing the sideboard. Some resources can be grabbed from the discard pile. Longbottom Leaf is great - six resources and no tapping. Smoke Rings may be used more than once if a sideboard card is crucial in playing now.

Denethor will tap 3x to bring in 15 cards into the discard pile. These 15 resources include factions, missions, and events.

Longbottom Leaf will bring resources into the deck before the first exhaust. Late into the first deck tap him twice to place Longbottom Leaf from the sideboard into the small playdeck.

Four resources, Sapling, White Tree, Doom of Choice, and Clad of War will be brought into the second deck later into that deck.

A total of 6x Lord Denethor must tap to access the sideboard during the first deck. His avatar

card will untap him thrice. Yet, there are many useful resources in the sideboard that can be played in the first deck. Consider tapping the avatar for more resources to send to the playdeck.

## 1ST DECK

The main objective of the first deck is to have the palantir in play along with all the events at Henneth Annun after the faction is played. Try to play one copy of War Preparations while Mordor is still in ruins.

You can use Smoke Rings to fetch one or more resources from the sideboard. At least shuffle Reammas Pelennor.

The quantity of cards shuffled into the first deck will be high (e.g. ~13). The avatar taps 3x to place 15 cards into the sideboard. Three are factions and four are stage events.

LBL will shuffle six cards. First LBL shuffles Rangers of Ithilien and Steward of Gondor. The next shuffles No Strangers At This Time and Engines of Defense. You might want to use Smoke Rings if one copy of LBL is drawn too early. The third LBL shuffles Window of the Sunset and Concealed Entrance. The avatar taps to shuffle Tower of Ecthelion, and two Longbottom Leaf cards. Expect to exhaust on Turn 9 or 10.

Smoke Rings shuffles when you need the avatar untapped or table cards that were discarded or cards needed to visit a Volcano.

An Unexpected Outpost shuffles *Vultures* x3. Now you can target Gondor Division minions with this creature using support events.

### First Exhaustion

Remove from the sideboard 5 hazards that be ready for those with special gold rings in play: *Steward's Guard* x3, *Nurnen* x2.

Place these resources in the sideboard: Many Foes He Fought, Tidings of Death, I Know Much About You, a food item, Son of Ecthelion. The food item will be grabbed from Linhir when Athelas is discarded.

## 2nd DECK

Start the quest soon. Play the remaining factions during this deck. You may have to battle if Mordor factions move out of Imlad Morgul to aid Dol Guldur or Umbar. Tap the avatar once to place 5 resources in the discard pile. Expect to exhaust on Turn 17.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle Sun to be used by other hero players.

An Unexpected Outpost shuffles *Beacons Alight* x2.

### Second Exhaustion

Remove from the sideboard 4 hazards to trouble those in Northern Waste: *Lost in Free-Domains* x3, and *Night* x2.

Place these resources in the sideboard: Many Foes He Fought, Tidings of Death, I Know

Much About You, a food item, Son of Ecthelion. The food item will be grabbed from Linhir when Athelas is discarded. Or resources that you want in your hand when the deck exhausts via tapping avatar.

### **3rd DECK**

Tap the avatar once to place 5 resources in the discard pile. Engage in combat against Hoarmurath's minions around Mordor and any minion in Gondor. Expect to exhaust on Turn 24.

Smoke Rings is expected to shuffle table cards that were discarded by hazards. Else shuffle Sun and Marvels Told.

An Unexpected Outpost shuffles Beacons Alight that can itself shuffle creatures.

## ACCESSING THE RESOURCES IN THE SIDEBOARD-25

1	Tower Guard of Minas Tirith		dp111
2	Men of Anórien		dp112
1	Men of Lebennin		dp113
1	Rangers of Ithilien	Leaf1	
1	No Strangers At This Time	Leaf2	
1	When I Know Anything*		dp114
2	War Preparations		dp121,dp122
1	Tower of Ecthelion	tap11	
1	True Hearted Man		dp115
1	Many Foes He Fought		dp123
1	Tidings of Death		dp124
1	Rammas Pelennor	smoke	
1	Window of the Sunset	Leaf	
1	Concealed Entrance	Leaf	
1	Engines of Defense	Leaf2	
1	Steward of Gondor	Leaf1	
1	<b>I Know Much About You</b>		dp131
2	Longbottom Leaf	tap12,tap13	
1	The Doom of Choice		dp125
1	Son of Ecthelion*		dp132
1	Truesight of Numenor*		dp133
1	Argonath		dp134
1	Captain of the Tower Guard*		dp135

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	3	+3	-	-	-	-
SB to DP	15	+3	-	-	-	-
Smoke	1	0	-	-	-	-
Leaf	6	0	-	-	-	-
avatar card	-	-	-	-	-	-
other	-	-	-	-	-	-
exhaust	-	-	-	-	-	-

Denethor tapped: +3x

## CREATURES-23

There are 23 creatures. Only men, animal, drake, undead and dúnadan are included. Twelve creatures are region specific and four are only played either in Free or Border areas except for Errand-Riders. The use of Moon will greatly enhance the playability of one creature.

Gondorian Rangers and Steward's Guard will hit Dagorlad and Ithilien minions. These two creatures should kill six minions through two decks of playing a total of 12 opportunities. The Rangers have a nice 9 prowess with a 6 body targeting all in the company.

Steward's Guards is in the sideboard to keep alive and ready against a raid over the Anduin River by weak, stealthy minions. The creature has 5 strikes with 8 prowess.

Errand-riders of Gondor are not region specific with its low two strikes. But if the attack is not cancelled or defeated then any dúnadan creature can be played afterwards on the same company. If such a creature is region specific then the minion company must be moving in a territory with a region listed on the creature card.

Ruins, Dark-holds and Dark-Domains are not touched by your creatures. Sellswords Between Charters is a man creature with a tough 2 strike with 11 prowess attacked keyed to Border-holds and Shadow-holds.

Ash-drake is at home among volcanoes. It chooses defending characters. It will be used to tap minions at Volcanoes or in Udun, Gorgoroth, or Nurn at two strikes with 13 prowess. It can be keyed to any region affected by Awaken the Earth's Fire. Its range increases with Drought in play. The range adds Khand, Chelkar and adjacent regions (Harondor, Haruzan, Perzarsan, Lurmsakun, Ered Hamal, Nuriag, Nurad). Play this creature on a Ringwraith late in the second playdeck to tap the moving Ringwraith. Move to Harondor to sucker a visit and then play this creature triggering a check by Despair of the Heart and may be play Vultures too.

Vultures are keyed to Deserts, Mordor and any Ruins in a Desert. Still a limited creature. Drought expands the range to adjacent regions to a Desert region. The creature has two attacks, which each wounded character faces a strike. One character can tap to cancel one attack. Then any character wounded by such a strike has its body check modified by +1. Discard this creature when facing the Eriador and Northern Waste Divisions. The creature is in the sideboard.

Ninevet is similar to Sea Serpent but is an animal. It chooses victims. Terror of the Deep allows this creature to be keyed to the Under-deeps. The creature is meaty at 2 MP, one strike, 13 prowess and 5 body. It is keyable to Coastal Sea or any Swamp or site in a Coastal Sea. This creature is included because of Nurnen. Wound a minion so to pay Vultures. If the target of Ninevet is wounded, then Vultures can attack with two strikes at an effective 10 prowess.

Wisp of Pale Sheen is there for an easy kill discarding The Moon is Dead.

- FH:  
 3 BH: Sellswords  
 - RL:  
 3 SH: Sellswords  
 - DH:  
 - UD:

---

3 FD: Errand  
 3 BL: Errand  
 3 W Errand  
 3 T Vultures  
 - SL  
 - DD  
 3 CS Ninevet

---

3 Anórien-F Steward  
 3 Lebennin-F Steward  
 3 Wold & Foothill-W Steward  
 3 Rohan-B Steward  
 6 Ithilien-W Rangers Steward  
 6 Dagorlad-S Rangers Steward  
 3 Mouths-CS Rangers  
 6 Brown Lands-S Rangers Steward  
 6 Harondor-W Rangers Steward  
 6 Gorgoroth Ash Vultures  
 6 Nurn Ash Vultures  
 6 Udun Ash Vultures  
 3 Imlad Morgul-S Vultures

---

	1 Drought	1 Drought + 1 Sun
3 Ithilien		Vultures
6 Harondor	Ash	Vultures
3 Hyarmenfalas		Vultures
6 Chelkar	Ash	Vultures
6 Haruzan	Ash	Vultures
6 Perzarsan	Ash	Vultures
6 Lurmsakun	Ash	Vultures
6 Ered Hamal	Ash	Vultures
3 Clyan		Vultures
6 Khand	Ash	Vultures
3 Nuriag	Ash	Vultures
3 Nurad	Ash	Vultures

## **HAZARD EVENTS-32**

The hazard events are fast to play. Only Lost in Free-Domains is very picky on its targets. Hazard events were selected to raise the hazard limit or expose minions to attacks.

This White Player has the most hazard environment events at 11. Some events extend the range of the creatures. Expect these events to be discarded by Gates of Morning.

Twenty events are Short, 8 are Long, and another 3 Permanent.

### Base cards-2

Twilight will keep your environments in play. Some of your hazards can use Doors of Night. However, use Twilight to either keep Gates of Morning in play or to discard Doors of Night.

### Corruption/Check: 3

Despair of the Heart is your only corruption card. With many creatures to play, someone will be wounded. Play this hazard on the high prowess minions.

### Main Theme: Roadblock - 9

The main theme is to tap minions by roadblock or lowering prowess. Night is an Environment Long-event. It normally modifies the prowess by -1 of each non-Ranger Dunadan. Sun though modifies prowess of each Dunadan by +1. These two in play will hurt the Men characters in your Division. Doors of Night modifies all attacks by +1 and -1 for each Man and Dunadan character. Use this hazard for CvCC or playing your weak creatures.

Nurnen is an Environment Long-event. It makes Nurn to be considered as a Coastal Sea for playing non-unique hazards. Now you can key Coastal Sea creatures against a minion company expecting safe travels. Reach of Ulmo keeps this event in play indefinitely. Creatures in your Division decks include Marsh-Drake and you have Ninevet.

Drought is a permanent-event Environment. This is a powerful hazard. All attacks keyed to Desert or at sites within a Desert have +1 prowess. All factions in play at sites in a Desert region are worth 1 less MP and River cannot be played on a site in a Desert. Every Sun or Drought in play allows an adjacent region to a Desert to be considered a Desert. This will help playing your creatures, but only Vultures to near regions of Ithilien and Nurad. Reach of Ulmo will discard this hazard. Sun will be played by King Vidugavia. You have two creatures that have their range expanded by this hazard: Vultures, Ash-drakes.

Awaken the Earth's Fire is a short-event Environment. It normally modifies one auto-attack at a Shadow-hold or Dark-hold site by +2. This can tap weak minions expecting an easy pass. Doors of Night changes a Shadow-land into a Dark-Domain or a Shadow-hold a Dark-hold. The Creature Ash-drake can be keyed to the region affected by this event. Use the hazard event to match with LiDD or prevent the use of a Shadow-hold that turn (e.g. Snaga-hai).

### Secondary Theme-6

This theme is making your creatures more of a threat. Searching Eye will shut down stealth events preventing those resources to be applied.

Beacons Aflight has two effects: adds a Men AA to Gondor sites; of to fetch a dúnadan creature every turn. You will likely shuffle Gondorian Rangers to be ready as the 5<sup>th</sup> hazard

player against Hoarmurath's minions.

It is My Own is a Long-event. No item can be stored. This will hurt minions using storage to test gold ring items. Also, any character attempting to store a non-item card must make a corruption modified by -2. Knowledge events will be stored by minions. This can tap minions during the Organization phase.

#### Support Cards-6

Lost in Free-Domains will stop Gondor movement cold. If Gates is in play, then Rohan will be affected too by a full Moon. Other regions to be affected by Moon are Rhudaur, Western and Heart of Mirkwood, and Ithilien. All of which are frequented by minions. Keep this in the sideboard until the second exhaustion.

Lost in Dark-Domains doubles the hazard limit of a company moving with a Dark-Domain in its site path. Only three Minion players (Lomaw, Smaug, Ardagor) are not in a Shadow-land or Dark-Domain. This bring pain to minions.

#### Utility-3

Outpost is a staple. Recycle Foolish Words.