

# THEODEN/GUARD

40avatar

<b>C</b>	5	Edoras	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 R. cards in sideboard 40 cards in H. deck, 15 H. cards in sideboard 40 cards in sideboard 14 characters in deck 11 starting cards 21 creatures <b>145 TOTAL CARDS</b>
<b>I</b>	10	vs. Dwar	
<b>F</b>	7	Rohan	
<b>A</b>	3	Gondor Division	
<b>M</b>	1	Horses	
<b>K</b>	6	Ally/Holds	

## Deck Outline

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Théoden, King of Rohan

White Council

Fellowship

History

### *OVERVIEW*

Théoden, King of Rohan, will protect the lands between the Misty and White Mountains. He is charged with preventing minion activity to reach Enedhwaith from the west and to stop Mordor from the east.

Small orc bands and unsavory characters have been passing through Rohan from the east into Enedhwaith and Andrast. Additional erods have been dispatched to guard the Mark. Such activity may signal a raid into the realm. Gondor too has noticed friction on its borders. Lord Denethor has agreed with Theoden King and Prince Imrahil to make the first strike. An attack will be made by the horsemasters deep into Nurn fracturing the war machine. This will grant time to mount a defense of the West.

## Changes from 04

### Removed

x

- 2 Mount Slain
- 3 Thorough Search
- 2 Fireworks
- 1 Hope Renewed
- 1 Armory
- 1 Caught and Found Guilty
- 1 Skilled Was Their Knight
- 1 Spear Shall Be Shaken
- 
- 3 Steward's Guard
- 3 Chill Douser
- 3 Ghouls
- 3 Land drake
- 3 Marsh drake

Many events

### Added.

X

- 1 When I Know Anything
- 3 Anduin River
- 1 More Sense Than You
- 1 Horses
- 1 Hidden Knife
- 1 The Doom of Choice
- 1 War-forges
- 1 Guarded Haven
- 
- 3 Lawless Men
- 3 Wose Ambush
- 3 Vampire

Many events

No changes were made to the characters. Resources were changed to aid movement and keeping characters untapped for the site phase. Mount Slain was removed; it can be a game point card. Thorough Search removed with lack of Scouts. Fireworks removed with trying to play factions late to avoid agent discarding. Both commands removed with a need of direct influence. War-forges is there to allow frequent use of Mounted Lance.

Creatures were selected to hurt Dwar's minions and to allow other players to use the creatures. Vampire can have a boost with Durthrang in play.

Many hazard events were replaced. The goals of the new events is to either punish visits to Shadow-holds or target allies.

**RESOURCES (40/25)**

Four columns with numbers. 1-raw MP; 2-MP you expect be worth at Council.; 3- copies in playdeck; 4-copies in sideboard. Bold = unique name or MP to expect to be in play at Council.  
% = can be recycled by another card other than Smoke Rings

1	1	1	<b>Horn of Eorl</b>	
2	1	1	<b>Red Arrow</b>	
2	2	1	<b>Great Shield of Rohan</b>	
2	2	1	<b>Horse Mane's Helm</b>	
2	2	1	<b>Heruguin</b>	
2	2	1	<b>Guthwine</b>	
2	2	1	Hauberk of Bright Mail	
*			Miruvor	
*			Healing Herbs	
*			Dagger of Westernesse	
		2	<b>Mounted Lance</b>	
		2	Shield of Iron-Bound Ash	
1	1	1	Wild Horses	
2	1	1	<b>Mearas</b>	
3	3	1	<b>Riders of Rohan</b>	
1	1	1	<b>Men of Harrowdale</b>	
1	1	1	<b>Men of Westfold</b>	
2	1	1	<b>Treebeard</b>	
1	1	1	<b>Snowmane</b>	sp1
		3	Noble Steed%	
		3	<b>Mighty Steed</b>	
1	1	1	Barrow-blade	
		1	Dark Numbers	
		1	Tower Raided	
1	1	1	When I Know Anything	
				<b>14/14</b>

3	Block	W	
3	Anduin River	R	
3	More Sense Than You		
3	Horses		
1	Charge%		
3	Marvels Told	ritual	
3	Withdrawn to Mordor		
1	Hidden Knife	agent	
3	Smoke Rings		
3	Longbottom Leaf		
1	<b>Lord of the Mark</b>	pe	
1	Helm of Her Secrecy	pe	
1	The Doom of Choice	pe	
1	<b>Golden Hall of Edoras</b>	pe	
1	Reunion%	pe	
1	<b>Clad for War</b>	sp2+	
1	<b>War-forges</b>	sp2*	
1	<b>Guarded Haven</b>	sp1	
1	<b>The Rohirrim%</b>	sp2*	
1	<b>Marshall of the Mark</b>	sp2	
*	<b>Marshall of the Mark</b>	sp2	
*	<b>Meduseld%</b>	sp1	
1	<b>Royal Stables</b>	sp2*	
			<b>26/11</b>

## HAZARDS

(40/15)

21/0

3	Horse-lords	men*						
3	Ambusher	men	1	2	10	x	FD, BL	
3	Lawless Men	men	1	2	9	x	BL, W, SL	
3	Silent Watcher	pukel	1	each	8	x	sh, dh	
3	Pukel-men	pukel	1	2	11	x	sh, dh	
3	Wose Ambush	wose						
3	Vampire	demon	2	1	13	9	SLSL,DD - dh	

**12-4-18****19/15**

3	Lure of the Senses	P.corr						o2
3	Taint of Ambition	P.corruption-D						
1	Alone and Unadvised	P.corruption						
2	Arda Angered	L.pukel/Rock fall/Lava flow-enhance						
3	Watchers at the Gate	P.SH/DH- pukel AA						
2	Frightful Guardian	P.site-attack						
2	Earth-Tremors	L.move						
3	Lost in Borderlands	S.HL						
3	Bloodeye Ravish	P.disease-ally						x2
2	Too Much to Ask	S.ally-nonU > wound						x1
2	Stay Her Appetite	S.ally-attack						x1
2	Capricious Spirit*	S.ally-maia, demon, spawn						x2
3	Come At Need	P						o1
3	An Unexpected Outpost	S						

SITES	FD-1	BL-3	W-7	SL-2	DD-1	CS-0	UD-1	T-1	I-0
<b>Ro</b>	Edoras								faction-Riders+Mearas
<b>Fa</b>	Wellinghall								ally-Treebeard
<b>SR</b>	Gyogorasag Sanctuary	heal							
<b>La</b>	Vale of Erech								
<b>La</b>	Calembel								
<b>OL</b>	Wose Passage hold								ally-Mighty Steed
<b>Ao</b>	Druadan Forest								ally-Mighty Steed
<b>Du</b>	Dunnish Clan-hold								ally-Mighty Steed
<b>Ro</b>	Dunharrow								faction-mHarrowdale
<b>GI</b>	Helm's Deep	faction, m*	men						faction-mWestfold
<b>HP</b>	Joghul's Shrine	heal							Wild Horses
<b>HP</b>	Raider-hold	m, M	men.4d9						item-
<b>Ng</b>	Temple of Kondri Odchi	heal							y
<b>HZ</b>	The Hospice of Lost Faith	heal							
<b>WF</b>	Hermit's Hill	mr, Mj\$	men						x
<b>Ro</b>	Amon Hen	Info, mr	undead.1w6						Anything, mis-BarrowBlade
<b>Fa</b>	Lind-or-Burum	Info, ally	plant						x
<b>GI</b>	Isengard	Info, mr, ring	wolf.3w7						item-
<b>GI</b>	Glittering Caves	mr, Mj							x
<b>En</b>	Isildur's Tomb	mr, Mj\$	animal						x
<b>En</b>	Ruined Signal T	mr, Mj	spider.2w8						item-
<b>OL</b>	Geann-a-Lisch	Info, mr, Mj	men.4w8						item-
<b>OG</b>	Stone-circle	Info	Pu						x
<b>Ad</b>	Stones	mr, Mj, Gr	Pu,Pu						x
<b>Ad</b>	Tharagrondost	Info*, mr, Mj	wolf.3w8						item-
<b>ud</b>	Pukel-Deeps	m, M, ring	pukel.2w11						item-
<b>Da</b>	Dead Marshes	m, M, G	undead						x
<b>Nn</b>	Barad-Wath								cvcc
<b>Nn</b>	Nurniag Camp	Info, m, M	men.4w7						cvcc
<b>Nn</b>	Urlurtsu Nurn	Info, m, M	orcs.4w7						x

<b>CHARACTERS-10</b>		15-4-3-2-3	
4 Théoden	7/3/5/7+	W/Sa/D	Lord Edoras L: +5DI.Rohan
1 Theodred	4/2/4/7*+	W/Sc	man Helm's Deep L; +2DI.c(Edoras,HD),f(RR,MW)
Eowyn	2/0/2/7+	W/Sc	man Edoras
Ceorl	2/0/3/7+	W/Sc	man Helm's Deep cancel attack with Horses.
1 Eomer	3/0/3/8*+	W/R	man Edoras +2DI.Riders
1 Grimbald	3/1/4/7+	W/R	man Helm's Deep +2DI.c+f(HD); +1P.orcs+wolf
Éothain	2/0/3/8+	W/R	man Dunharrow 1CP, -1DI.inf;
1 Elfhelm	4/2/4/7+	W/D	man Edoras mEast; +1P.men+orcs+wolf
1 Erkenbrand	4/2/5/6*	W	man Edoras +2DI.Riders
1 Dúnhere	3/1/4/7*	W	man Dunharrow +2DI.c(Dunharrow); +2DI.MH
Guthlaf	2/0/3/6+	W	man Edoras +2body with Théoden
Hama	2/0/4/8	W	man Edoras 1CP
Gamling	2/1/3/7*	W	man Edoras
Garulf	1/0/2/7+	W	man Dunharrow 1CP, -1DI.inf; +1P.horse(ally)
Widfara	1/0/2/6+	W	man Rohan 1CP, -1DI.inf;
1 Morwen	3/1/2/7*+	Sa/D	Dun Edoras +3DI.f(home)
1 Merry	4/1/1/9+	Sc	Hobbit Brandy Hall -2CP

*starting company:* at Edoras <Meduseld>

1 Theodred	4/2/4/7	W/Sc	Marshall of the Mark
1 Eomer	3/0/3/8	W/R	
1 Dúnhere	3/1/4/7	W	herbs
1 Morwen	3/1/2/7	Sa/D	dagger
Gamling	2/1/3/7	W	miruvor
1 Erkenbrand	4/2/5/6	W	

12/19 GI used			Mind: 31
<b>Rohan</b> at Edoras			Rohan-Gap of Isen
Théoden-L	7/8/7/8	W/Sa/D	2 herugrim
Hama	2/0/4/8	W	1
Guthlaf	2/0/3/8	W	0
Eomer	3/0/3/8	W/R	0
<b>#1 East-fold</b> at Edoras			minion hunt[Dagorlad-Plains]
Theodred-L	4/6/5/8	W/Sc	2 lance, ash, Marshall
Grimbold	3/1/4/9	W/R	1 hauberk
Garulf	1/0/3/7	W	1 lance +1P.horse(ally)
<b>#2 West-fold</b> at Edoras			Gap-Land-Enedhwaith-Dunland
Elfhelm	4/4/6/9	W/D	3 great shield, guthwine, Marshall
Éothain	2/0/3/9	W/R	2 mane
Ceorl	2/0/3/8	W/Sc	1 ash
<b>#3 Trackers</b> at Edoras			Nazgûl hunt
Merry	4/6/1/9	Sc	1 eorl, arrow
Eowyn	2/1/6/8	W/Sc	2 dagger, Barrow, Secrecy [+6RW/+6Naz]
Morwen	3/1/2/7	Sa/D	1 Anything, Treebeard
Widfara	1/0/2/6	W	1

## OBJECTIVE

The King of Rohan has been given the task to guard Rohan and the Gap of Isen from Dwar and to begin the marshalling of the Rohirrim. He will need two Marshals of the Mark and women to do this. You need to gather armor to protect the weak men and to ride mighty steeds into the Battle Plain of Dagorlad destroying enemy camps.

### Top 5 Goals

1. Play Horn of Eorl
2. Keep Morwen in play controlling When I Know Anything and Treebeard
3. Play Helm of Her Secrecy
4. Invade Mordor playing Tower Raided
5. End the game with four special ring items in play

## THEODEN KING OF ROHAN

The King of the Rohirrim is the first Marshall of the Mark. His mind is 7. His low body at 7 is a problem. His sword, Herugrim, will give him +1 body and prowess of 7. It is a wolf and uruk slayer. No one else in his deck will have prowess greater than his 7. He has 8 DI against characters with a home site in Rohan. He has +2DI against any faction playable in Rohan. You might need to move a two-mind follower under another leader for +2 for his faction influence attempts. Two followers will usually be his bodyguards.

He has the normal ability to view the hand of a player if he has a company without an agent at a non-Haven site in Rohan during the ORG phase.

He will be moving and fighting. Yet, he is likely to stay in Rohan manipulating the sideboard before the quest. His high DI will allow him to control 4 or 5 men. When he stays at Edoras he will most likely control a 2-mind Man such as Gamling to later transfer to a Marshall since the Marshall may return with one less rider. The King is likely the one to influence the factions. Give him Great Shield of Rohan for +2 body when moving over the Great River.

His only specific stage resource is the ally Snowmane. If Théoden is killed, then make Elfhelm a Marshall of the Mark. Theodred will be king with Lord of the Mark.

Lord of the Mark grants Theoden, Theodred or Eomer +1 CP if in the company with a character having the same home site. He gains +2 mind and +2 DI against characters and factions playable at sites in Rohan, Gap of Isen and Anorien. He may automatically influence Riders of Rohan. Try to play this on the avatar if possible during the first deck.

Theodred	4/2/4/7	6/4/4/7
Eomer	3/0/3/8	5/2/3/8

## CHARACTERS

All your heroes are men with home sites in Rohan, except for Merry, Morwen and Eowyn. Most of the body stats are low. You have only two Sages and three Diplomats of your 17 characters. There are four characters have a mind greater than three. Note that Théoden is not expected to have a Power deck and most of his characters are not expected to be in one either. This allows Théoden to risk his men in combat and incursions near Mordor. At one time up to 15 characters will be in play.

Theodred is one of four 4-mind characters. He is the Second Marshall of the Mark. Faction influencing is good for him. He will lead a core company as a Marshall of the Mark with 6 DI against characters with a home site of Edoras or Helm's Deep. He is a Scout and has +2 DI

against Riders of Rohan and Men of Westfold. A four prowess is average, but it will be enhanced with Mounted Lance. A low 7 body will be enhanced with Shield of Iron-Bound Ash. While waiting at Edoras he can control more characters so a large erod can leave that same turn.

Erkenbrand is a strong Warrior from Edoras. Another 4-mind character will join Theodred in the starting company. Erkenbrand has +2 DI against the Riders of Rohan with a nice chance to influence that faction with his 2 DI. His strong 5 prowess can tie 12 prowess strikes, but a 6 body is dangerous for him. Discard Erkenbrand soon into the game to keep him alive.

Elfhelm is the Marshall of the Eastmark. His 4-mind can lead a core company using his 2 DI with Marshall of the Mark for a total of 4 DI. An average 4 prowess can easily be enhanced with a weapon, but that 7 body needs work. Give him Great Shield of Rohan for +2 body. He hates Men, Orcs, and Wolves. This does prove useful for him to raid across the Great River, but 4 DI is not enough to control three characters. He is from Edoras. His Diplomat skill keeps him out of the starting company.

Eomer is one of three Rangers. His 3-mind can have him as a follower to any Leader. His three prowess is adequate and 8 body is healthy. Son of Eomund is not in the deck, but it can be one of the Game Point cards. A +2 DI against the Riders of Rohan can be used if that faction must be played again. The sword Guthewine gives him +1 DI. He is from Edoras.

Eowyn is one of four Scouts. Her 2-mind is low along with two prowess and low 7 body. But her gift is +6 prowess and halving his body against Nazgul. Dernhelm and Helm of Her Secrecy are in the deck for her. She will wait at Edoras to attack a vulnerable Ringwraith.

Guthalf is a Warrior from Edoras and is the banner bearer of the King. He has a strong 3 prowess for his 2-mind. But a poor 6 body is dangerous. But his special ability is +2 body when I the company with Theoden. So put him there for 8 body as a guard for the avatar.

Gamling is similar to Guthlaf but has 1 DI and a low 7 body. He starts the game. He is found at Edoras.

Hama is a stout Warrior from Edoras with 4 prowess and a healthy 8 body for 2-mind. But he does come with -1 to his corruption checks. He can be used on quick mission.

Widfara is the other 1-mind Warrior. His 2 prowess and 6 body comes with -1 to his influence checks and corruption checks. So keep him with the non-Men like Morwen and Merry as a bodyguard. His home site is any site in Rohan makes him easy to play.

Éothain is one of three characters from Dunharrow. He is a valuable 2-mind Ranger and Warrior with a descent 3 prowess and 8 body. He will be used for his Ranger skill, but his -1 to his influence checks and corruption checks. Horse Mane's Helm is suited for him granting a 9 body and allowing him to use a Warrior card to stay untapped.

Dúnhere can be a good 3-mind Warrior of 4 prowess and 7 body. A 1 DI and +2 against the Men of Harrowdale faction and characters with the same Dunharrow home site can be used if needed. He starts the game as a fighter. Discard him when another strong Warrior is ready to be played.

Garulf is the third Warrior from Dunharrow. Is a rare 1-mind Man character in the deck so this is useful that he can be a follower to several characters. He has a descent 2 prowess for 7 prowess. But he is burdened by -1 to his corruption checks and influence attempts. He receives +1 prowess when controlling a horse ally so take him on forays with horses.

Grimbold is from Helm's Deep and is a rare Ranger. His 3-mind comes with a versatile aspect with 1 DI, four prowess and 7 body. He can be s strong follower to a Leader so give him

armour. He hates Orcs and Wolves. He cannot be a Marshall of the Mark but does come with +2 DI against characters and Men of Westfold with the same home site. Keep him alive.

Ceorl is a typical 2-mind W-Scout with 3 prowess and 7 body. He is from Helm's Deep. A special ability of his is tapping to cancel an attack against his company during the movement phase if Horses was played on his moving company that turn. He will be in a core company. Ceorl can be in Theoden's company of moving close to Rohan for playing an item using this ability.

Morwen of Lossarnach is the other woman in the deck. She also has the home site of Edoras. She is a rare Sage in the deck. Her 1 DI can allow her to control Widfara. She has +3 DI against Theoden and factions normally playable at her home sites. This gives her +4 DI. A low 2 prowess and 7 body should keep her at Edoras throughout the game. She does have +5 prowess against Nazgul and halves his body. When she moves away from Edoras, then send all heroes with her.

Merry is the token Hobbit. He is likely will stay at Edoras telling tales and giving herb-lore to the yellow-haired people. His 4-mind is too high to be a follower. Give him Red Arrow to control up to 6 mind of characters. Horn of Eorl is the key for his use in the deck. A +2 to his corruption checks is nice too. He has to be played at his home site of Brandy Hall though, which is five regions from Rohan.

## COMPANIES

The starting company has all the skills among the six characters of 19 total mind. Meduseld starts play making Edoras a Lord-haven. Morwen is your Sage. Keep her at Edoras to keep the site in play and for her safety. Theodred is there to be the Scout and a Marshall of the Mark with 6 DI against characters with Edoras as a home site. This allows him to control Gamling the Old, Eomer, or Morwen. Eomer is the Ranger. Erkenbrand, Gamling and Dunhere are the Warriors – all are expandable. Healing Herbs, Miruvor, and Dagger Westerness are the starting items. This company will be playing items until others characters appear. Move Erkenbrand and Gamling as a company. Theodred will control Eomer and Dunhere for another company.

You will have four companies using 12 of your 19 points of GI. You will keep one company at all times at Edoras to keep various resources in play. Each core company has a Leader or hobbit. Two leaders have unused DI for using a command event.

Théoden will control Guthlaf, and Eomer with 5 DI with a base at Edoras. This company will guard Rohan and Gap of Isen. Have Théoden wield Heruguin and be the Lord of the Mark. Eomer is your Ranger; he will carry disposable minor items. Guthlaf receives a nice +2 body in the same company as Théoden. This means Guthlaf is the bodyguard to the King. Théoden has three unused DI to influence factions or hold a follower (e.g. Morwen, Hama) temporary. Transfer Herugrim to Theodred when the son moves and the father will not for two turns.

Rohan at Edoras			Rohan-Gap of Isen	
Théoden-L	7/8/7/8	W/Sa/D	2	herugrim
Hama	2/0/4/8	W	1	
Guthlaf	2/0/3/8	W	0	
Eomer	3/0/3/8	W/R	0	

Theodred will protect the East-fold from his base at Edoras. His goal is to hunt the minions of Dwar in the Horse Plains and Dagorlad. He will be a Marshall of the Mark controlling

Grimbold, a W/R, and Garulf. Theodred will have an Ash Shield and a Mighty Lance giving him 5 prowess and 8 body. Garulf will have a Mighty Lance and Grimbold wears a Hauberk of Bright-mail. Theodred, a leader, has two unused DI for a command resource. This company is expected to run into minions of Adûnaphel in southeastern Gondor. Theodred with Herugrim will have 6/9 stats. Grimbold will have 4/9 stats.

<b>#1 East-fold</b>	at Edoras		minion hunt[Dagorlad-Plains]
Theodred-L	4/6/5/8	W/Sc	2 lance, ash, <b>Marshall</b>
Grimbold	3/1/4/9	W/R	1 hauberk
Garulf	1/0/3/7	W	1 lance +1P.horse(ally)

Elfhelm is the Marshall of the Eastmark. He is to guard the Pûkel-lands, Dunland, and Enedhwaith. Each of these regions can be reached in one turn from Edoras. He will be stationed at Edoras controlling Éothain and Ceorl. Eomer will have Great Shield of Rohan and Guthwine for 6/9 stats. Éothain is the Ranger wearing Horse Mane's Helm for an extra body; Ceorl is the scout. Éothain is likely to use Block so to recycle the event. This means he will take the toughest strikes with his 9 body. Ceorl will have an Ash-shield. This group will likely be playing the items and horse allies in Gondor. This company has three items that can be tapped. There is a command event in the deck that can untap battle-gear items. One of the followers will be sent to general influence to play a command event for a turn.

<b>#2 West-fold</b>	at Edoras		Gap-Land-Enedhwaith-Dunland
Elfhelm	4/4/6/9	W/D	3 great shield, guthwine, <b>Marshall</b>
Éothain	2/0/3/9	W/R	2 mane
Ceorl	2/0/3/8	W/Sc	1 ash

The last company will be at Edoras. Merry is with two women. He carries Horn of Eorl to recycle events. He has Red Arrow to control 6 mind of heroes. He controls Eowyn, Morwen and Widfara. Eowyn is to hunt Ringwraiths. Eowyn will have Helm of Her Secrecy. She will have a Dagger of Westernesse and Barrow-blade. Eowyn's base prowess will be 6. Her prowess versus Ringwraiths is 12! The wide range of movement, coupled with Wild Horses, gives you a range of 6 regions. Morwen is a Sage to play resources and taps for When I Know Anything; she controls Treebeard. It will be perilous when she moves to play her table cards. Widfara is ready to join another company on the move.

## ITEMS

You have 14 items. 6 are major, 1 special, and 7 minor. 10 of the items are battle-gear. You will be in a lot of combat. You have 5 Ruins to play the major items (Ruined Signal Tower, Pukel-Deeps, Glittering Caves, Geann a-Lisch, Tharagrondost). The three shields, one helmet and one armor will help with your low body characters. Five weapons will help with prowess. Faction Men of Westfold can tap every turn to take a battle-gear item to hand playable at a site in Gap of Isen. These are major and minor items. Get all in play before the third deck.

Two unique blades add prowess and other abilities. Each gives 2 MP and 2 CP. **Gúthwinë** is Eomer's sword. Anyone receives +2 prowess to a maximum of 8. Man or Dunadan Warriors instead receive +3 prowess (max 9) and -1 to target's body against Wolves and Uruk-hai. Eomer and Eowyn receive +1 direct influence. **Herugrim** is the King's sword. Anyone receives +2

prowess to a maximum of 8. Man or Dunadan Warriors instead receive +3 prowess (max 9) and -1 to target's body against Wolves and Uruk-hai. Theoden or Theodred receive +1 body (max 10). Use both weapons to kill overt minions when raiding into Mordor.

**Mounted Lances** are for men on a horse ally. It is a dual minor item weapon. A Man, Elf, or Dunadan Warrior controlling a horse ally has +1 to his prowess (max 8), and +1 prowess and body to the ally. The ability is discarding the item to give -1 body to a strike and still use another weapon. The minor items are vital for this deck. A **Dagger of Westernesse** gives +1 prowess (max 8). **Barrow-blade** provides +3 prowess against Undead and Nazgul for 1 MP and 1 CP. It is easily played at an untapped or tapped Ruins&Lairs. This weapon is vital to fight Ringwraiths disguised as riders in black.

**Great Shield** taps to keep its bearer untap against a strike. It provides 2 MP, 2 CP, and +2 body (max 9) helping almost anyone in the deck. **Shield of Iron-Bound Ash** provides +1 body (max 8) to anyone. Tap the shield to give +1 prowess against on strike. This is ideal for 6 body characters.

**Horse mane's Helm** recycles a Warrior event used by the wearer. The Helmet provides +1 body (max 9), 2 MP for one corruption point. Give **Hauberk of Bright-mail** to a character with two skills. This 2 MP armour provides +2 body (max 9) for one corruption point.

**War-Forges** will be used to play items at a haven. There are five non-unique minor items ready for the smiths. Now you can get back Mounted Lance or an item stolen by a thief.

**Reunion** is included to provide +2 to corruption checks for transferring items. With so many characters you should not have trouble with transferring items. Only Theoden, Elfhelm, Eothain, Eowyn, and Theodred have more than 1 CP.

**Miruvor** and **Healing Herbs** are your food items. **Horn of Eorl** is only playable by Merry. He will play it in the second deck. It can recycle three good events: Charge, Reunion, and Rohirrim.

## FACTIONS

You have five factions. Wild Horses can be played at Dunharrow and in the east at several sites. Riders of Rohan will be played in the first deck. Men of Harrowdale and Men of Westfold can be played at Border-holds and later so to play the characters at those sites. Mearas will also be played at Edoras.

**Riders of Rohan** is the key faction. It needs an attempt of 10 to play. Dúnadan (+1), and Hobbits (+1) are the standard modifications. If this faction is not played in the first deck, then play it during the councils so to limit is discarding via agents. Also, the Red Arrow and Lord of the Mark should be in play so the attempt will be automatic.

**Men of Westfold** need an attempt of 8 to play. There are no standard modifications. Theodred and Grimbold have +2 DI against this faction. Theodred will start the game so he will have +4 DI on the attempt. This faction taps to take a battle-gear item playable in Gap of Isen to your hand.

**Men of Harrowdale** also need an attempt of 8 to play. Dúnhere has +2 DI against this faction. He will start the game so he will have +4 DI on the attempt. This faction taps to fetch a horse ally playable at a site in Rohan.

**Mearas** need an attempt of 13 to play. Men with a home site in Rohan (+2), each Wild Horse in play (+1), and Snowmane in the company (+3) are the standard modifications. One other hero player will play Wild Horses. Assume Théoden will play this faction with Snowmane in play. This will be man (+2), DI (+3), normal faction bonus (+2), Snowmane (+3) sum to 10. The faction can tap to tap any horse allies in an opponent's company moving through Rohan or at a site in Rohan. Hope that no such opponent visits Rohan; if so then let them pay the toll.

**Wild Horses** is an animal faction needing an attempt of 12 to play. Those with a home site the same as its home site receive +3, which includes non-haven sites in Rohan. Théoden King will have home site (+3), DI (+3), normal faction bonus (+2) to sum to 8. This faction allows one extra region movement if a company moves through a specific region. This should help when moving north of Mordor.

~~— **Power of Persuasion** is meant to play factions at a tapped Edoras. A diplomat taps to at a Free hold or Border hold to make an influence attempt modified by -3 against a faction at a tapped site. First discard Meduseld to make Edoras a Free hold again. The avatar can tap to fetch the event.~~

## ALLIES

You have eight allies. **Treebeard** is a Sage that will stick around Edoras and play **Marvels Told**. Let Morwen play him. This means the ent will not be in CvCC unless it is in Rohan. Use the ent's 8/9 stats for good effect. He is limited to a few regions: Old Pukel-land, Enedhwaith, Gap of Isen, Rohan, Fangorn, Wold & Foothills, Brown Lands, Anduin Vales, and Redhorn Gate.

**Mighty Steed** are for the Riders attacking minion allies with allies. It has two prowess and low 7 body. It can tap to cancel a non-AA strike against itself. If all characters in the company controls a horse ally then the company can move six regions.

**Noble Steeds** will be used when traveling great distances to attack minions. It has the passive stats of 0/8. It can tap to cancel a non-AA strike against itself. If all characters in the company controls a horse ally then the company can move six regions. Give these allies to Eowyn and those in Theoden's company. Royal Stables is a stage resource that will allow you to store allies. A faction can tap to fetch these horse allies.

**Snowmane** is played by Théoden. The Lord will only go out with other Riders with horse allies. More Sense Than You can apply to Snowmane and its rider without either tapping. Leverage this to the max. All horse allies in Snowmane's company gain +1 prowess with Doors of Night in play. Body is 8 and prowess is 2 will help Snowman combat a weak orc.

## MISSIONS

There are few missions. Most are written elsewhere. Morwen is to play When I Know Anything for use during the Power Decks. Her low body is a hindrance of her movement. Move her to play this resource late in the second deck after the Mordor Ride.

## GATES OF MORNING

~~— The only resource that deals with Gates of Morning is **Hope Renewed**. If that environment is in play during the site phase, then it is likely still to be in play for you to play Hope Renewed during the site phase. At least two characters of yours must be wounded. This event allows the playing from hand or joining to this company characters in the same territory. Use this event to surprise minions. The same turn move another company to a Ruins to play an item; do not tap the heroes so to have a better chance of wounding. Then in the other company's site phase play this event after strikes are assigned.~~

## ROHIRRIM

You are allowed to form large companies with the event **The Rohirrim**. This will allow you to strike with many characters on a vulnerable minion company. Two copies of **Marshall of the Mark** will give you three man leaders. You have two of the command events. You are more concerned with corruption than with body and prowess attributes of your characters. Only one copy of Rohirrim is included in the sideboard. With this resource, it is possible to play all of your man characters while using only 12 GI.

Eowyn will try to play **Helm of Her Secrecy**. Try to play it even if you have to hold onto this card for a few turns. It will be worth it.

~~—**Spear Shall Be Shaken** allows the untapping of battle gear items in the leader's company. Three of your battle gear items can tap. Eomer's company will have these items. The discarding of this event will untap all of your riders during CvCC.~~

## WHITE MOUNTAINS AND ANDUIN

You are expected to be in many combats. **Block** will keep you warriors untap for the site phase. It will be recycled by the wearer of Horse mane's Helm.

**More Sense Than You** will allow low body or vulnerable character or ally to avoid assignment of a strike if he taps. This helps Morwen and the Hobbit. Expect to play this event 7/9.

**Horses** will decrease the hazard limit by two but will increase the prowess of the attack by two. Expect to play this event 6/9. Ceorl has the normal ability to tap during the MOVE phase to cancel an attack against his company if this event has played for his company.

**Charge** is great for your horsed riders. It will be used mainly for CvCC. Miruvor will help with body checks. Hope Renewed is a great resource to surprise a minion company. This resource will be played when you visit Mordor; bring with that company wounded characters to make this card playable.

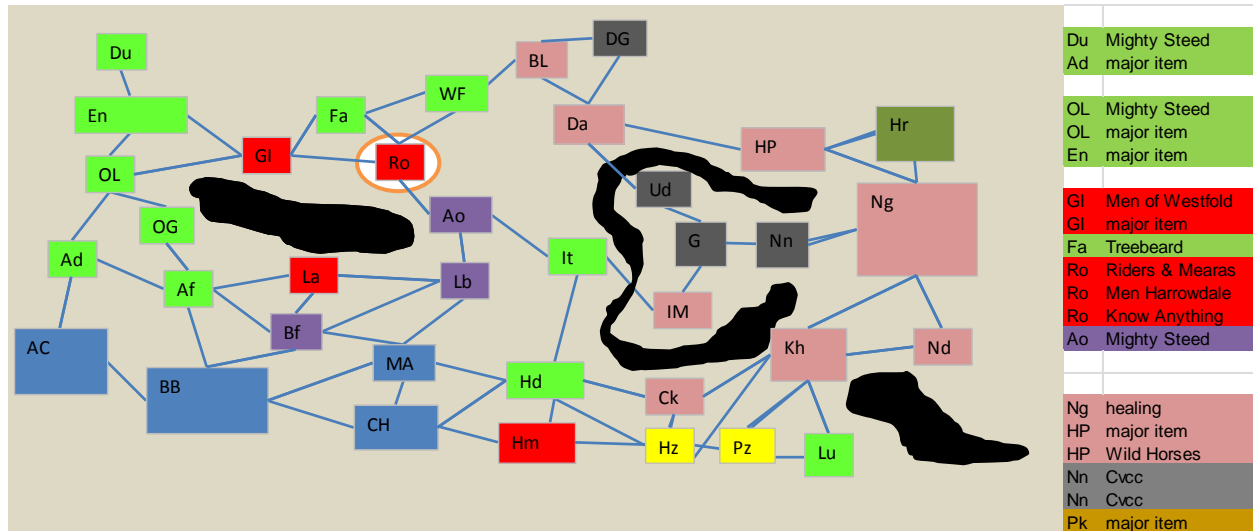
**Anduin River** is a Ranger skill event. The main use is to reduce the hazard limit when moving to or from Rohan. Also, it can bridge Dagorlad and Rohan for a surprise attack on Dwar in Horse Plains or Nurn. Only three Rangers are in the deck. You may need to have Elite Wose Hunter as a Game Point card. Expect to play this event 5/9.

## AGENTS

Agents will be a major concern. Edoras is a site that is not completely safe. You need to be careful. **Withdrawn to Mordor** will either discard an agent or allow the agent to be taken to hand, which means you can move away from an agent.

**Hidden Knife** allows you to play a creature on a face-up agent, but only during the site phase. Mordor will have some creatures, but any agent can be targeted. Use this event on agents in Mordor since the agent may be moving in that realm to bother heroes. Few of your creatures can attack. You have two that can attack at Shadow-holds or Dark-holds. Horse-lords will bother those in or near Rohan. But the 10 prowess strike can fail. Wose Ambush will get to those with a 9 prowess strike. Expect to play this event 4/9.

~~—**Caught and Found Guilty** is a resource that is played after the agent acts, but the agent is taken prisoner if the agent fails. The agent's master might come and rescue him.~~



A few sites are shared with White Players. Dunnish Clan-hold and Wellinghall lack automatic-attacks. Four will share Wellinghall. Play a major item at Isengard after Saruman plays the palantir for him to face the normal attack stats. Try to play the major item there the same turn the wizard taps the site. Denethor will visit the castles in Nurn while you visit the camps.

Rohan	F	Edoras	theoden	.	
Rohan	R	Amon Hen	theoden		Undead
Rohan	B	Dunharrow	theoden, dunharrow	.	
Underdeeps	R	The Pûkel-deeps	theoden		Pûkel-cre:
Gap of Isen	B	Helm's Deep	theoden		Men
Gap of Isen	R	Isengard	saruman, theoden, vidugavia		Wolves
Fangorn	F	Wellinghall	radagast, galadriel, thranduil, theoden	.	
Anórien	B	Drúadan Forest	radagast, theoden	.	
Enedhwaith	R	Ruined Signal Tower	theoden		Spiders
Dunland	B	Dunnish Clan-hold	Balin, theoden	.	
Old Pûkel-land	R	Geann a-Lisch	theoden		Men
Old Pûkel-land	B	Wose Passage-hold	theoden	.	
Andrast	R	Tharagrondest	theoden		Wolves
Horse Plains	B	Joghul's Shrine	theoden	.	
Horse Plains	B	Raider-hold	theoden		Men
Nuriag	B	Temple of Kondri Odchi	theoden		Men
Nurn	S	Barad-wath	theoden		Orcs
Nurn	S	Nûmiag Camp	theoden		Men

## SITES

The Riders of the Riddermark will be vigilant in and around Rohan. Your only Lord-haven is Edoras. It will have **Golden Hall of Edoras**. That event allows any character with it as a home site to tap during the organization phase to shuffle Horses, Mighty Steed, Noble Steed or Wild Horses. The cost is making a corruption check.

Wellinghall has the ally Treebeard. Gyogorasag Sanctuary is a site in Rhovanion that you might visit when raiding into Mordor. Visits to 17 sites are needed. Border-lands and Wilderness hold 11 sites. Seven sites are 1-2 regions from Edoras. Three more are three regions. Dunland and Andrast are four regions. Nuriag, Horse Plains, and Nurn require preparation. Pukel-Deeps are expected to be visited. Movement east the Anduin will be done along the northern fences of Mordor. Lord Denethor will wrap around the southern borders. Both must move through seven regions to reach Nurn.

Many Border-holds will be visited to play allies and factions. Seven of that type are around the White Mountains or in Dunland. Mighty Steed needs such a site. You will have to travel in Wilderness to Dunnish Clan-hold and Wose Passage hold. Druadan Forest is another site. Dunharrow and Helm's Deeps are sites to play man factions. Outer Mordor has healing sites in Horse Plains, Nuriag and Haruzan. Play Wild Horses at Joghul's Shrine.

Ruins are your main sites for items. There are eleven such sites around the White Mountains. When I Know Anything is found at Amon Hen. It has a simple one strike with 6 prowess Undead AA. Barrow-blade will be played at a tapped Ruin. You have six major items to play. Four Ruins are obvious sites: Isengard, Ruined Signal Tower, Geann-a-Lisch, and Tharagrondost. Isengard has a mild 3 strike with 7 prowess Wolf AA. Ruined Signal Tower is the same having a two strike with 8 prowess Spider AA. Geann-a-Lisch is a tough 4 strike 8 prowess Men attack. Any Man hazard creature can be keyed to the site. Tharagrondost is mild having a 3 strike 8 prowess Wolf AA. Keep Glittering Caves and The Stones untapped so to combat minions there. The Pukel-Deeps can play major items after you face the Pukel-creature 2 strike with 11 prowess AA. Then when you visit Nurn you can play another major item at Raider-hold.

Nurniag Camp is the prime site to play Tower Raided to divide Dwar's minions during Saruman's quest. You will send Riders to Nurn with horse allies so to move six regions from Anórien The company may move from Rohan to Southern Rhovanion in five regions for a safer path. You need to play a Stolen Knowledge card first. You can tap a character to play that event after facing the 4 strike with 7 prowess Men AA at the site. Barad-wath is another site you might visit.

## STAGE RESOURCES

There are many stage resources in this deck. Many will be discarded late into the game. Your command resource is useful in combat.

Two **Marshall of the Mark** resource will make leaders and provide DI boost. Each brings 2 SP (4SP) total.

**Medulseld** will transform Edoras into a Lord-haven. **Guarded Haven** will be in play too for a total of 2 SP. It gives 1 MP, but likely it will be discarded to reduce stage points. **Snowmane** can be kept in the stables until that even is discarded (1 SP). This is 7 dedicated SP.

**Royal Stables** will make transferring allies a snap (2SP). Play this event during the second deck and likely discard during Turn 21.

**Rohirrim** allows massive companies (2SP). Two leaders are allowed in the company. Characters with a mind of two or one with a home site in Rohan of Gap of Isen cost no influence

to control. Do not play this event during the Warlord Phase unless in great need.

**War-forges** is there to get useful items in play easily (2SP). Discard it before Turn 21 or when hazards are punishing your high SP amount. This is 6 temporary SP.

**Clad of War** will be played late to give you MP to your battle-gear items, which will give an additional 4 item MP (2SP).

You will have high SPs during the game up to 13 SP at a time. Late into the second playdeck you will be discarding stage resources. You will likely have 11 SP in the last few turns. Marvels Told will be used to rid hazards targeting your SPs.

1	Clad for War	sp2+
1	War-forges	sp2*
1	Guarded Haven	sp1*
1	The Rohirrim	sp2*
1	Marshall of the Mark	sp2
*	Marshall of the Mark	sp2
*	Meduseld	sp1
1	Royal Stables	sp2*
	Snowmane	sp1

## HEROES

Galadriel and Denethor are very near. The Elf-Queen will be in Fangorn. Minions will cross over the River to attack her. Send Théoden and Treebeard to help her. Denethor will be on your eastern borders - watch his characters in Mordor. You might raid near Mordor to attract attention in order to protect his characters. King Vidugavia will be seen too if you move north of Mordor.

## DWAR, BLACK & GREY PLAYERS

The Third will be on the western confines of Mordor. He will have covert and overt minions raid into Rohan. Their mission is to steal black horses. An overt company is dispatched to kill your characters. The minions might find themselves vulnerable at a site in Dagorlad or more to the east. You can make a surprise attack to the Horse Plains. You can attack the Dark Dwarf, Hoarmûrath, and Khamûl if they get close to you.

## FACTION WARS

Your three man factions will battle once The Doom of Choice is in play. Keep them in Gap of Isen for rapid movement westward. Do not move them north or east unless your neighbors are in great need. Use your factions to keep Arnor clear of counterfeits.

## RAID INTO MORDOR

An option to use in the second playdeck is to take a round-trip around Mordor visiting healing sites while attacking unsuspecting minions. The idea is to attack weak minion companies then visit a healing site afterwards. Faction Wild Horses can grant +1 region in movement if none have a horse ally. This task can be conducted late in the first playdeck. Use Elfhelm's company for bait. Eowyn will be a diversion in the west. Move both back to Edoras while Theoden and Theodred raid Nurn.

Denethor is expecting Theoden to move to Harondor on Turn 10.

- T09: Elfhelm moves six regions from Edoras to Temple of Kondri Odchi.  
Dwar may send minions there drawing attention from Dol Guldur.
- T10: Elfhelm stays at Temple of Kondri Odchi.  
{Theoden + 3 Riders and Eowyn move to Osgiliath }
- T11: Eowyn stays at Osgiliath.  
{Theoden moves to Nurniag Camp in five regions }  
Theodred moves four regions to Cairn of the Colruh Hazurbal from Edoras.  
Elfhelm moves 4 regions from Temple of Kondri Odchi to Osgiliath.
- T12: 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.
- T13: Theoden returns same site as his son. Theodred stays.
- T14: {Theoden and Theodred move to Joghul's Shrine if Mount Doom has no minions and can only move four regions. }
- T15: If at Mount Doom, then move to Imlad Morgul. Elfhelm & Eowyn should visit to help.
- T16: Theoden and Theodred move to Edoras.

### MARSHALLING POINTS

- C=5 There are eight 1-MP heroes and zero 2-MP heroes. Merry and Morwen will be alive at the end of the Councils. Then three other 1-MP should be alive.
- I=10 Clad of War will have the battle-gear items at full MPs. Five items will earn 2 MPs and another two 1-MP items set it all to 12. Expect to lose a 2MP item playing Tower Raided.
- F=7 Five factions will be played. Since no war will be engaged by you expect to have all in play at the White Council.
- A=3 Even with many allies the horse allies will unlikely survive. Snowmane and Treebeard will provide two MPs. Noble Steed has zero MPs. One Mighty Steed should be still alive.
- M=1 Barrow-blade will be this MP.
- K=6 This is a lot of MP. Consider tapping just to kill creatures.

**GAME POINT:** Mount Slain, Spear Shall Be Shaken, Hope Renewed

### 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 characters ready for the mission to Mordor. Try to have some major items in play too. Merry should be at Edoras with Horn of Eorl. Combat minions in Rohan if they appear. Start the quest on Turn 9.

You can use Smoke Rings to shuffle short-events. You may shuffle items if too many were drawn early in the game.

The quantity of cards shuffled into the first deck will be mild (e.g. ~10). The avatar taps 3x to place 15 cards into the sideboard. One is a faction and six are allies. Some can be fetched by other resources.

LBL will shuffle six cards. First LBL shuffles Dark Numbers and Guthwine. The next shuffles Men of Westfold and Wild Horses. The third LBL shuffles Helm of Her Secrecy and Tower Raided. Use Smoke Rings to shuffle Eowyn if discarded. The avatar taps to shuffle Dark Numbers and Snowmane. Expect to exhaust on Turn 10.

An Unexpected Outpost shuffles *Come At Need* x3. Use this hazard to quickly play the horse allies. Now, Mighty Steed will be detainment. Use the hazard if you are in the last mini-turn. The Northern Waste Division is unlikely to visit Border-holds.

### First Exhaustion

Remove from the sideboard 4 hazards that will be ready to hurt minion allies: *Too Much to Ask* x2, *Stay Her Appetite* x2.

Place these resources in the sideboard: Charge, Reunion, The Rohirrim, a major item. Each of these can be fetched. A faction can fetch the item.

## 2nd DECK

Continue with the quest. Play the remaining items and Tower Raided. Return to Edoras no later than Turn 16. You will likely move factions westward to battle. Expect to exhaust on Turn 18.

Smoke Rings is expected to shuffle More Sense Than You to keep Snowmane and the avatar untapped.

An Unexpected Outpost shuffles *Lure of the Senses* x3.

### Second Exhaustion

Remove from the sideboard 5 hazards to trouble allies: *Bloodeye Ravish* x3, and *Capricious Spirit* x2.

Place these resources in the sideboard: Charge, The Rohirrim. Each of these can be fetched. A faction can fetch the item. Also select two Come at Need copies.

## 3rd DECK

Tap the avatar once to shuffle Clad for War. Engage in combat against Dwar's minions around Mordor. Expect to exhaust on Turn 24.

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

An Unexpected Outpost shuffles Horse-lords.

**Roaming of the Riders: Vast movements to attack Nazgûl or Rescue heroes.**

**GUIDE TO MOVEMENT:** *West-fold Company at Edoras using Noble Steed*

\*Noble Steed: +2 region with no Coastal Sea regions to max. 6.

+Wild Horses: +1 Rohan, Southern Rhovanion, Dorwinion, Horse Plains, Harondor, or Khand

#	Route 1	Route 2	Route 3
1	+Rohan	+Rohan	+Rohan
2	Gap of Isen	Gap of Isen	Wold
3	Old Pûkel-Land	Enedhwaith	Anduin Vales
4	Old Pûkel-Gap	Cardolan/Dunland	WRealm/WM
5	Anfalas	Arthedain/Shire/Rhudaur	NR/HM
6	Lamedon	Númeriador/Forochel/Angmar	+SR/+Dorwinion/Forrhun

Route 1: Gondor for resource play or surprise minion attack

Route 2: Rescue Gandalf, Thorin, Balin or Elrond. Attack Witch-king.

Route 3: Rescue Radagast, Dain, Thrain, Thranduil, Alatar. Attack Khamûl.

**GUIDE TO MOVEMENT:** *West-fold Company at Edoras using Noble Steed*

\*Noble Steed: +2 regions to max. 6

+Wild Horses: +1 Rohan, Southern Rhovanion, Dorwinion, Horse Plains, Harondor, or Khand

#	Route 1	Route 2	Route 3	Route 4
1	+Rohan	+Rohan	+Rohan	+Rohan
2	Anórien	Anórien	Anórien	Anórien
3	Ithilien	Ithilien	Ithilien	Ithilien
4	Dagorlad	Dagorlad	+Harondor	+Harondor
5	+Horse Plains	+Horse Plains	Chelkar	Hyarmenfalas
6	Nuriag	Harrhun	+Khand	Mardruak

Route 1: Attack Dwar, Uvatha

Route 2: Rescue Vidugavia.

Route 3: Rescue Saruman. Attack Hoarmûrath or Ren

Route 4: Rescue Imrahil. Attack Adûnaphel

## DECK MANIPULATION-25

1	Horn of Eorl	tap12		
1	Guthwine	leaf1		
1	Wild Horses	leaf2		
1	Mearas		dp111	
1	Men of Westfold	leaf2		
1	Snowmane	tap11		
3	Noble Steed		dp112, dp113, dp114	
3	A Mighty Steed		dp121, dp122, dp123	
1	Tower Raided	leaf		
1	Dark Numbers	leaf1		
1	Charge		dp115	
1	Hidden Knife		dp124	
1	Lord of the Mark			death
1	Helm of Her Secrecy	leaf		
1	The Doom of Choice		dp125	
1	Reunion		dp131	
1	Clad for War			tap3
1	War-forges		dp132	
1	The Rohirrim		dp133	
1	Guarded Haven		dp134	
1	Royal Stables		dp135	
X				
X				
X				

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	2	+2	-	-	1	+1
SB to DP	15	+3	-	-	-	-
Smoke	0	0	-	-	-	-
Leaf	6	0	-	-	-	-
avatar card	-	-	-	-	-	-
other	-	-	-	-	-	-
exhaust	-	-	-	-	-	-

Théoden will have to tap 2x (2+3-3=2) during the first deck.

The King of Rohan has 25 resources to use which are in the sideboard. Many are very useful and need to be in play quickly. The methods to access the SB is to tap the avatar to bring resources into the PD or DP. Two Smoke Rings and Three Longbottom Leaves will bring in eight resources. Théoden must tap 6x. Three of his avatar character cards will untap him 3x.

## HAZARDS-55

The hazard theme is to punish minions near the White Mountains, to add AA to Shadow-holds, and to make minion allies a burden. You creatures are either keyed to black-holds or to regions. Events will bother those at sites.

## CREATURES-21

There are 21 creatures. You want to hit covert minions in and around Mordor. Your hazards will handle minions in Gondor or in Mordor. Wose Ambush, Lawless Men, Ambusher and Horse-lands are keyed to those safe lands. Ruins are not targeted directly by any creature. Black holds has Pukel-men and Silent Watcher, which will hinder minions in and around Mordor. The White Mountains will be lethal for minions. Horse-lords, Pukel-men, and Wose Ambush are found there. Vampire will be detainment on those in Mordor.

Horse-lords is one of three Men creatures. It will hit minions invading over the Great River. Three Divisions can be targeted due to this creature keyable to Gap of Isen, Rohan, Anorien, and Wold & Foothills. Non-haven sites too will see this creature. The Horse-lords have a nice 10 prowess with a 6 body targeting all in the company. Expect Dwar's minions to raid into your realm. Be ready for them.

Ambusher are ideal since each assign strikes. These should be fast-paced creatures available to play on almost anyone to force tapping. Eriador Division as Lindon and The Shire as keyable regions. Wilderland heroes have Woodland Realm and Anduin Vales. Gondor heroes have three free-domains. Harad heroes frequent sites and regions of these two creatures. The use of Moon will increase the range of this creature considerably. Play this creature first to wound.

Lawless Men covers Border-lands, Wilderness and Shadow-lands. The nine prowess is average so play it last. It is a region creature. Lawless Men have two strikes that can be defeated from lucky rolls.

Wose Ambush has a mid-prowess of seven attacking everyone. Body checks are modified by +2; enough to kill man heroes with a low body. There are no hazards to boost this Wose attack. Orcs face a 10 prowess strike. It is limited to Wose-holds, regions of Andrast, Lamedon, and Old Pukel-Gap including Border-holds, Ruins, and Shadow-holds in them. What makes this a dangerous creature is the +2 modification to body checks. Only one can be played per movement phase. Hope that Dwar sends minions to Geann a-Lisch during the Warlord phase.

Pukel-men are playable at Ruins in their specific regions around the White Mountains (Lamedon, Anfalas, Old Pukel-Gap, Andrast, Old Pukel-land, Enedhwaith, Dunland, Gap of Isen, Rohan, Anorien). Pukel-men is playable at Shadow-holds and Dark-holds. with its two strikes of 11 prowess. Few resources can cancel an attack of this type. Likely, this creature will be detainment.

Silent Watcher is also Pukel-creature, but stands guard at Shadow-holds and Dark-holds. Each character faces a strike with 8 prowess. Use this creature to tap minions since it will be a detainment attack.

Vampire is a demon. Found in evil places such as double Shadow-Lands, Dark-Domains and Dark-holds; this is a flying creature. One strike of 13/9 is not the best, but the attack taps a strong minion. Each strike reveals one card from opponent's hand if attack is not cancelled. Vampire can also be played on a company after facing a non-detainment Nazgûl or Spawn attack.

- FH:
- BH:
- RL:
- 6 SH:           Pukel-men   Silent Watcher
- 9 DH:           Pukel-men   Silent Watcher        Vampire
- UD:

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- 3 FD:           Ambusher
- 6 BL:           Ambusher   Lawless
- 3 W             Lawless
- WW
- 3 SL             Lawless
- 3 SLSL                            Vampire
- 3 DD             Vampire
- CS

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- 3 Wold and Foothills                    horse
- 6 Rohan                                pukel   horse
- 6 Anórien                               pukel   horse
- 6 Lamedon                               pukel            wose
- 3 Anfalas                               pukel
- 6 Andrast                               pukel            wose
- 6 Old Pûkel Gap                         pukel            wose
- 3 Old Pûkel-land                        pukel
- 3 Dunland                                pukel
- 3 Enedhwaith                             pukel
- 6 Gap of Isen                            pukel   horse

## Hazard EVENTS-34

The strategy with hazard events is to target the site phase or allies. Several corruption cards are included. Minions moving in and out of Mordor will be the worse affected.

No hazard events are specific to any territory. 12 are Short, 4 Long, and 18 Permanent. Half or 14 events are considered fast or playable almost anytime on any player. The most common type are character (7) and anti-ally (12). Events in the sideboard target allies. Anti-ally hazards are there to wipe the Gondor minions of allies including Last Child of Ungoliant.

## Base cards-0

### Corruption/Check: 7

You have Lure of the Senses. This will hamper a character visiting Darkhavens. A check is forced during the UNTAP phase at that type of site. Two corruption points are given. You want the character to move away from a Darkhaven where you can target the site attack.

Taint of Ambition gives 1 CP and forces a corruption check of the target whenever a Diplomat resource is played in his company or at his site. The removal is a bit tougher since the target must be at his home site or haven to remove normally. And the result is average at 6. This taint was selected with the Gondor Division having the most Diplomats of the minions. Those with that skill tend to stay out of Darkhavens.

Alone and Unadvised will give 4 CP. Then he makes a corruption check(s) when he moves modified by adding the number of characters in his company. A company can be stopped cold. If this hazard is on a character while he is at a haven with Lure of the Senses then that is 6 CP minus his company's size.

## Main Theme-9

The main theme enhances certain attacks, adds attacks to sites, and some of the creatures.

Arda Angered is a Long-event increasing the number of strikes and prowess of Pukel-creature, Rock Fall, and Lava Flow attacks by one (by two with DON). This will hurt you the most with four Pukel-creature sites in the White Mountains. You have two Pukel-creature attacks and the next event affected by Arda Angered.

Watchers at the Gate creates a Pukel automatic-attack at a Shadow-hold or Dark-hold. The site gains an additional automatic-attack of Pukel-men with 2 strikes at 9 prowess, detainment against minion companies. Play this event on a site kept in play by a minion resource event.

Frightful Guardian is played on a site forcing the company to face all the sites automatic-attacks again after an item is played. The attack's prowess is modified by +1 for each item played at the site this turn.

Earth-Tremors is another Long-event. It hurts those in the Under-deeps giving them an attack of Rock Fall with 1 strike at 7 prowess on all characters. Also, it cancels Into Dark Tunnels & Far Below the Deepest Delvings, Old Road, Great Road & Iron Road, Bridge & Forced March. This will hurt moving Ringwraiths. Time your trip to the Pukel-Deeps with this hazard not in play.

### Secondary Theme-10

Bloodeye Ravish will hurt the horse allies of Uvatha. It is a Disease hazard causing a horse ally to make a body check modified by +1 if moving through Eriador, -2 unique ally, -2 moving through a Dark-Domain, Desert, or Northern Waste. Then each other horse makes a body check at the same site as the target ally. You may want to have Healing Herbs in your deck just because of this hazard.

Too Much to Ask wounds a non-unique ally. If already wounded, then the ally is discarded. Only a few minion players do not have a non-unique ally.

Stay Her Appetite forces an ally to attack the controller if a roll is successful. The ally will be killed or later discarded on a successful role.

Capricious Spirit targets a maia, demon, or spawn ally that may discard the ally. All such allies are difficult to play. This hazard is for Last Child of Ungoliant.

Come At Need places an ally in your hand off to the side. The ally either attacks if a company enters its playable sites or until you take the ally to hand during the ORG phase. Your allies will be killed easily so only use Mighty Steed since its attack will be detainment. Try to play this hazard the turn before you move to the site to play the ally.

### Support-3

Lost in Borderlands increases the hazard limit by one on a company for every Borderland in the path. There are only three Divisions with Borderlands, so this hazard will be useless for eight of the first 20 turns. Rohan and Gap of Isen are of this region type. The use of Moon in the Division will greater expand the use of this hazard.

### Utility-3

An Unexpected Outpost will recycle the most useful hazard events.