

VIDUGAVIA-TAP

40avatar

C	6	Riavod
I	3	Rhûn
F	4	vs Ûvatha
A	1	Gondor Division
M	5	King of Dale
K	13	Tapping Hazards

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 cards in sideboard
40 cards in H. deck, 15 cards in sideboard
11 characters in deck
9 starting cards
140 total cards
18 creatures

A new king of the world is found along the Inland Sea. King Vidugavia has gathered men to his new kingdom with the richness of Durin's Folk near in the Iron Hills. Yet, danger is ever present. King Vidugavia and the sires of Girion will stop the invasion of wild men from the East destroying ally Gondor.

Many man factions will be played to battle other man factions. Bard will attempt the death of a dragon to be King of Dale. In the second deck, war will break on the plains. Uvatha the Ringwraith is rallying the Baradhrim League. It is not the task of this avatar to stop all minion man factions of reaching Mirkwood or Gondor, but to stop most of the eight minion man factions. Lomaw the Old might be coming down south himself. This is a strong reason to put the end of Smaug so to draw the Dragon-lord to the Iron Hills.

Items of great skill and pale gold will further the case of the atani-lord. Hoard items will be wielded or worn by the man closest to the threat. Gold will be used to pay for loyalty or freedom. Rallying of the Free Peoples will provide fighting, alarms, or information among the steppe and grasslands. Agents will be everywhere. You have means to discover the names of agents to either capture or kill.

Removed

x

- 1 Share of the Treasure
- 1 Horn of Anor
- 2 mounted lance
- 1 Ironfists
- 1 Tower Raided
- 1 Great Achievement
- 1 Fortress Reclaimed
- 1 Rebuild the Town
- 3 Ford
- 1 Rhun
- 3 Sun
- 1 All the Bells Ringing
- 1 Hidden Knife
- 1 Horns, Horns, Horns
- 1 A Merrier World

X

Trolls

Added.

- 1 The Master

x

- 1 Pale Enchanted Gold
- 1 Men of Dale
- 1 No Strangers At This Time
- 2 Alert the Folk
- 3 Rumors of Danger
- 3 Token of Goodwill
- 1 Dorwinrim School of Diplomacy
- 1 Precisely on Time
- 1 Guarded Haven
- 1 Ordered to Kill
- 2 I Know Much About You
- 2 Caught and Found Guilty

x

Drakes

Changes were made to make the companies more flexible. The practice game uncovered the flaw of not having a constant Lordhaven. One time the Lordhaven event was discarded with the avatar wounded. Smoke Rings was just in hand to shuffle the event, which was luckily drawn the next turn. No Strangers At This Time is now included for this. Three less resources are in the sideboard. A focus is now on killing a dragon to play King of Dale instead of the Tower Raided missions. Added as an objective is to capture agents. Pale Enchanted Gold is good for influence attempts and from Dorwinion School of Diplomacy. Overall, this deck now has the freedom to keep characters untapped and healing.

The whole troll theme was replaced with drakes keyed to double wilderness or shadow-lands. Wyrmsiege was added that will cause trouble to Mordor decks. Doomed to Die was added to cause corruption checks to hopefully cause tapping to support. The worst card for the minion Gondor Division is Incite Defenders. This hazard along with No Strangers At This Time at a site close to Mordor can keep you selecting characters in CvCC. This hazard short-event was selected just so you can play it during any turn of the game.

+

The only notable change to site use is avoiding Lar-huz for major items and instead uses Balchoth Camp.

RESOURCES (40/25)

2	1	1	Habergeon of Silver
2	1	1	Valiant Sword
2	1	1	Hauberk of Bright-mail
*			Share of the Treasure
		1	Pale Enchanted Gold
		1	Horn of Anor
*			Black Arrow
1		3	Mighty Steed
1	1	1	Wild Horses
1	1	1	Ravens of N. Rhovanion
2	2	1	Men of N. Rhovanion
2	2	1	Men of Dale
3	3	1	Men of Dorwinion
4	1	1	Easterlings
4	1	1	Wain-Easterlings
4	1	1	Variags of Khand
1	1	1	When You Know More
1	1	1	King of Dale
1	1	2	No Strangers At This Time

11/9

3			Rumors of Danger	Sc
3			Lordly Presence	D
3			Marvels Told	Sa
3			Token of Goodwill	offer
3			FT Shadowlands	
2			Alert the Folk	
	1		Rhûn %	m-o
2			Gates of Morning	Penv
	1		All the Bells Ringing	
2			I Know Much About You	agent
2			Hidden Knife	agent
1			Ordered to Kill	agent
2			Caught and Found Guilty*	pe
1			Dorwinrim School of Diplomacy	
1			Crept Along Carefully	pe
1			Of the Race of Dale	pe
1			Captain of the Guard	pe
*			Grim Voiced and Grim Face	
3			Smoke Rings	
3			LongBottom Leaf	
1			Doom of Choice	fwar
*			Scatha Hoard Dispersed	sp2
*			Palace of the King	sp1
	1		Guarded Haven	sp1
	1		Precisely on Time	sp1*
	1		Trusted Counsellor	sp1
	1		Govern Men and Beast%	sp1
1			Herald of the King	sp2
	1		Prince of Rhovanion	sp1

29/16

Ring for Mortal Men
Beautiful Gold Ring

HAZARDS(40/15)**18/3**

3	Kine of Araw	animal	1	a	7	x		
3	Marsh-drake	drake	1	2	11	x		CS, SL
3	Wild Fell Beast	drake	x	2	3	12	6	SLSL
3	Winged Fire-drake	drake-fire-w	x	1	2	12	x	WWW, SLSL
3	Cave-drake	drake	x	1	2	10	x	rl WW
3	Wild Trolls	troll	1	2	10	x	rl	WW
3	Bardings	men	2*	a	10	6		

25-2-7**22/12**

2	Twilight	S.env						
3	Doomed to Die	S.check-corruption						x1
3	Plague	P.disease-tap						
2	Heedless Revelry	S.char-tap						x1
1	Fealty Under Trial	S.point						x2
2	The Sun Shone Fiercely	L.env-stat						
3	Incite Defenders	S.auto.Free/Border copy of AA						
2	Power Relinquished to Artifice	P.avatar-stat						o1
1	Cruel Claw Perceived	P.avatar-stat						o1
3	Lost in Shadow-lands	S.HL						
3	Withered Lands	S.env-play(W)						
2	No Place For a Pony	S.discard-ally						o2
3	Wyrmsiege	S.faction-discard						
1	Fearful Sun	P.env-faction						o2
3	An Unexpected Outpost	S.cycle						

SITES		FD-0	BL-2	W-7	SL-3	DD-0	CS-1	UD-0	T-0	J-0
Do	Riavod		m			men		Palace		
Eo	Nurunkhizdín					dw.xd7				
TR	Rhûbar									
NR	Lake-town					x		Men of Northern Rhovanion		
NR	Dale					x		Men of Dale		
Do	Shrel-Kain					x		Men of Dorwinion		
SR	Gyogorasag Sanctuary	heal				x		x		
SR	Strayhold	Info, m, M				men.3w8		When You Know More		
HP	Joghul's Shrine	heal								
HP	Easterling Camp							Easterlings		
HP	Raider-hold	m, M				men.4d9		x		
Fr	Logath Camp	m				men.xd5		x		
Hr	Wain-Easterling Camp	m, M*				men.4d8		Wain-Easterlings		
Ng	Iorag Camp	m				men.3d8		discard item-horse ally		
Nd	Medloshad	m, M				men.5w7		discard item-horse ally		
Re	Relerindú	m-food				x		Mighty Steed		
Kh	Variag Camp					x		Variags of Khand		
GI	Isengard	m, M, ring				wolf		x		
NR	Long Marshes-sw	m				undead.2w7		Ravens of N. Rhovanion		
GN	Buhr Thurasisg	m				men.2w7		character play		
SR	Buhr Widu	m, M				troll.1w10		Wild Horses		
GR	Tol Buruth	m, M, ring				men.4w8		hoard- Habergeon of Silver		
HP	Temple of Lokuthor	m, ring				undead		hidden(Lost)		
Nn	Ostigurth	Info, m				ver.d7, undead.2w8		discard Nazgul event		
Fr	Lar-huz	m, M				men.3w6		x		
Fr	Nan Morsereg	Info, m				men.3w7		x		
Hr	Elgaer	m				anim.5w5		minor		
KK	Adan Tomb	m, M				traps.2w10		Valiant Sword		
dg	Ilpar-Karam	m, M, G, ring Adan Tomb (0)				undead		hoard dungeon		
Eo	Gaurblog Lug	m, M, ring				orcs		x		
Hr	Mistrand	m, Mn				men.xw8		CvCC		
KK	Balchoth Camp	m, M*				men.4w8		Hauberk of Bright-mail		
Kh	Lâorkó	m				men.xd6		minor		

CHARACTERS-10		10-11-5-2-5			
4 Vidugavia	7/2/5/8+	W/Sc/D	M	Riavod	+5DI.m(Dor, Forr)
2 Maran	7/2/5/8+	W/Sc/Sa	<u>M</u>	Forrhun	
1 Yanos Kosvar	4/0/5/7	W/Sc	<u>M</u>	Logath Camp, Riavod	+2DI.f(Harrhun,Forrhun)
1 Khursh	4/0/4/8*	W/Sc	M	Thraath, Samarth	+2DI.Chyans. t.heal horse
1 Daurukh	4/0/5/8+	W/Sc	M	Iorag Camp, Raiderhold	+2DI.f(home)
Bard	2/0/3/6*+	W/Sc	<u>M</u>	Lake-town	+2DI.mNRhov
1 Bain	4/1/4/8+	W/R	<u>M</u>	Dale	+1DI.Men(N.Rhov),Dw
2 Seyran	5/1/4/9*	W/R	<u>M</u>	Logath Camp,Mistrand;	+1P.men
2 Brand	6/2/4/9	W/D	<u>M</u>	Dale	+2DI.mDale
2 Haldalam	5/1/4/9	W/D	Dún	Shrel-Kain	+4DI.easterlings
Eodoric	2/0/2/7+	Sc/R	<u>M</u>	bhold NRhov	+1P.An+Wolves
1 Master	4/1/1/6*	Sc/D	<u>M</u>	Lake-town	1CP, +2DI.f(Lake-town)
1 Galva	4/1/0/9*+	Sc/Sa/D	<u>M</u>	Shrel-Kain	+2DI.mDorwnion; +6P.nazgul
Jehn Remak	2/0/3/7	R	M	An Karagmir, Maresh	+2P, W (horse)
Caerlinc	1/0/3/7+	R	<u>M</u>	Shrel-Kain, Riavod	
Hungh	1/0/2/7	Sc	M	Relerindú	

starting company: at Riavod

<Palace of the King><Scatha's Hoard Dispersed>

2 Seyran	5/1/4/9	W/R	share
1 Master	4/1/1/6	Sc/D	arrow
1 Galva	4/1/0/9	Sc/Sa/D	
1 Khursh	4/0/4/8	W/Sc	
Bard	2/0/3/6	W/Sc	Grim

12/20 GI		Hand-8	Mind-27	
#1 Lord				[allies, CvCC]
Vidugavia-L	7/7/5/8	W/Sc/D	1 M7	Prince
Yanos Kosvar	4/0/5/7	W/Sc	2 M4	lance
Caerlinc	1/0/3/9	R	2 M1	lance, hauberk
#2 Northmen				<Crept Along Carefully> [RW, factions]
Maran	7/6/5/8	W/Sc/Sa	0 M7	More, Trusted
Galva-L	4/1/0/9	Sc/Sa/D	2 W4	horn, School, Herald [+2DI.factions]
Eodoric	2/0/2/9	Sc/R	2 M2	habergeon
#3 Bardings				
Bard-(L)	5/5/8/9	W/Sc	2 M5	valiant, arrow, Grim, Captain, Race, King
Bain	4/1/4/8	W/R	0 M4	[+2DI.factions]

OVERVIEW

This King of Rhovanion will rebuild the land of peace and liberty. However, men from the east have been misled into reckless war with your realm and that of Gondor. You must stop the man factions from moving westward to overburden Gondor and Mirkwood.

A large number of scouts and availability of horse allies will make companies fast and small. Low body characters and dual characters can drain the player's resource gathering goals. Battle-gear items and Man factions are the pursuits for the King of Rhovanion.

Top 5 Goals

1. Sustain ease of movement over the Great Central Plains
2. Play one of the dual Man factions
3. Battle with factions keeping minion Man factions in Mordor
4. Slay a Dragon
5. Crown a King of Dale

KING OF RHOVANION

King Vidugavia will be an active, moving avatar whom is a leader. He has useful skills to fight and influence factions. The Scout skill can be used to keep his men safe. A prowess of five is strong. He has normal 2 DI and a special +5 DI against men with home in or adjacent to Dorwinion or Forrhûn. He also has +2 DI against man factions playable in Dorwinion, which will only include the Men of Dorwinion. Homesite of Riavod will become a Lord-haven using [Palace of the King](#), which he can normally tap to fetch that stage resource. He has hunted among the plains since childhood. This is reflected with +1 prowess against Wolves and Animals. He can keep one more card in hand when at his home site.

Another normal ability grants protection to companies in the same region as the King. All men AA are detainment. Some man-holds with man factions have normal AA. This ability promotes movement of the avatar.

He will carry no corruption sources except for [Prince of Rhovanion](#). This stage resource is his fetching resource for Rhûn or a command event. Hope that the avatar is not the only choice to make most of the influence attempts.

CHARACTERS

All the characters for this avatar have a home site near or in Dorwinion, but two, and are Men, except for the Dunadan. All the skills are common except for Sage which is found twice. Of the 15 characters only seven have a low body (i.e. less than 8). Four of the characters are mid-mind (5,6,7). The line of Girion is present from Bard, Bain, and Brand. There are five dual characters. Ten characters are Scouts so Siege is not a problem. There will be three companies using 12 of 20 GI. One character has Riavod as a home site. Two each specifically have the following home sites: Logath Camp, Dale, Lake-town, and Shrel-kain. So be careful when playing factions at those sites.

Maran is a powerful Man character from the Great Central Plains. His presence is one of authority with his 7 mind and two direct influence. Stats of 5/8 will make him a fighter. Three skills can be valuable, but only his Warrior and Sage skills will be useful – not the Scout. He has

+1 DI against characters and factions only playable at sites in Forrhun or its adjacent regions.

[Yanos Kosvar, Seyran, Bain, Bard, Brand, Eodoric, Master]

Overt company tag will discard him. His special ability gives any Trained Falcon he controls +1 body. His home site is any site in Forrhun. Maran can lead a strong company.

Brand is another man of authority and with the blood-line of kings of old. His 6-mind and Diplomat skill make him prime for influencing factions. But likely he will be discarded when King of Dale can be played on Bard. His 4 prowess is average, but a high 9 body will keep him alive until then. He has +2 DI against the Men of Dale. He can cement a core company after other mid-mind characters are eliminated.

Seyran is a dual Man from Logath Camp and Mistrand. A 5-mind is middle with the average 4 prowess and 9 body and 1 direct influence. A Ranger skill is valuable for this player along with the high body. A benefit of +1 prowess against Men helps around the Inland Sea. He will start the game and can be replaced by 4-mind Bain.

Haldalam is a useful Warrior and Diplomat with a home site of Shrel-Kain. He is the only non-man - a dunadan. A 5 mind provides a 4 prowess, but 9 body. He should face tough strikes. A single DI prevents him to lead a company. He starts to use his +4 DI against the Easterlings. Keep him in play for the first deck.

Yanos Kosvar is another man from the plains. His 4-mind brings 5/7 stats that can be used to fight, but his low 7 body is worrisome. His Scout skill can be useful. He has home sites of Logath Camp and Riavod. He has +2 DI against factions playable in Harrhun and Forrhun. Without body modifications he will not live long. He has +1 prowess against Men.

Bain is the son of Bard. He is one of the five Rangers in the deck. He will be played when drawn during the second deck. His home site is Dale. His 1 DI and +1 direct influence against Men with a home site in Northern Rhovanion and against Dwarves. He hates Orcs, Dragons, and Drakes. He is in a core company, so protect him.

The Master is an old, fat man. His 4-mind brings poor stats of 1 direct influence, 1 prowess and six body. But his Scout can be used and Diplomat skill can influence. He is burden by one corruption point. He though brings +2 DI against any faction playable at Lake-town. His special ability can limit Smaug the Golden. The Master can tap at any time if at his home site of Lake-town to prevent any player from bringing into play a Man character at a site in Northern Rhovanion. You can park him there to hinder Smaug late in the game. If The Master becomes food, then that should fatten and slow the wrym.

Galva is a woman of wisdom and lore from Shrel-Kain. Her 4-mind is not rare, but her three skills for 1 MP is rare. She has the useful skills of Scout, Sage, and Diplomat. Keep her in a core company. Her zero prowess is no good in combat, but a high 9 body is comforting. She has +2 DI against the Men of Dorwinion. As a woman she is granted +6 prowess against Nazgul.

Daurukh is a Man of fire. He is similar to Yanos Kosvar: 4 mind, 5 prowess, 8 body, and Warrior-Scout skills, but a dual character. He is from Iorag Camp and Raider-hold. The latter site can have its AA cancelled. He has +2 DI against factions playable at his home sites. His special ability allows discarding a Blasting Fire, Liquid Fire, or Dwarven Fire to fetch Tempest of Fire or Burning Rick, Cot and Tree from your discard pile. He will be in a core company as the main fighter.

Khursh is another dual character that can provide a strong fighter to a core company. His 4 mind is right to be a follower and 4/8 stats can have him be useful without a battle-gear item. His +2 DI against the Chyans is not expect to be needed. But he can tap to heal a horse ally in his company if moving in a site in the Great Central Plains or its adjacent regions. His home sites are Thraath and Samarth, which are six regions from Dorwinion. This why he starts the game.

Bard is a low 2-mind Warrior/Scout that can become the King of Dale if this player slays a Dragon. His home site of Lake-town makes him easy to play. He has +2 DI against the Men of Northern Rhovanion faction. But 3/6 stats make him vulnerable, so keep him at a haven you can play Grim Voiced and Grim Faced. He can lead a core company. King of Dale is playable on any of the Girion sires. The event requires the play of three unique hero factions in or adjacent to Northern Rhovanion and if you have defeated a Dragon in or adjacent to his home region. Success means +3 to DI and CC are modified by +1. Also such factions have +1 Faction MP.

Eodoric is a useful 2-mind Man with two useful skills for moving in Scout and Ranger. But a low 7 body makes him prone to death. Keep him from play until you have armor in play. He has +1 prowess against Animal and Wolves. A home site of any Border-hold in Northern Rhovanion make it convenient to play him. He can tap during your Organization phase at a site in Northern Rhovanion to force an opponent to reveal three card at random from his hand.

Jehn Remak is a low mind Man Ranger from An Karagmir and Maresh. This makes him valuable to any moving company. But a 3 prowess and 7 body is worrisome. He is a dual character that must start at his home site. He has +2 DI against the Aukuag faction. His special ability has +2 prowess and gains the Warrior skill if he controls a horse ally. Likely, you will steal him from another player. But his home site Maresh is possible for a visit.

Caerlinc is a 1-mind Ranger who can lead his core company across the plains. His three prowess is average, but a low 7 body will need a boost to keep him alive. He is from Shrel-Kain and Riavod.

Hungh is a 1-mind Scout from Relerindú. He is weaker with 2 prowess and 7 body.

COMPANIES

The starting company is at Riavod with the Palace of the King. The Master is a mid-mind character, but a Diplomat and Scout. He will tap to use Scout events and stop Smaug the Golden from play Man characters. Seyran has a good prowess with his useful Ranger skill. Khursh is included since his home sites are too far south to be played. The same is for Jehn Remak. Keep this 7 body Ranger alive. Galva starts to be the only Sage among the starting four. But also to allow quick play of two stage resources on her. Stage Resource Scatha's Hoard Dispersed will start the game. This allows the playing of Shared Treasure to cancel detainment attacks. Bard will have Grim Voiced and Grim Face. Now, he can be ready to have Of the Race of Dale and Alert the Folk to kill a dragon manifestation. No one will have direct influence more than one for characters. This will limit forming many companies. The starting companies will split early to play resources. Move to sites drawing cards to get the avatar quickly into play. Be ready to use Alert the Folk and send Bard alone to Northern Rhovanion for facing one strike from an Ahunt event. Keep one company at Lake-town to avoid multiple Wilderness movement and for The Master to be at Lake-town.

starting company: at Riavod

<Palace of the King><Scatha's Hoard Dispersed>

2 Seyran	5/1/4/9	W/R	share of the treasure
1 Master	4/1/1/6	Sc/D	arrow
1 Galva	4/1/0/9	Sc/Sa/D	
1 Khursh	4/0/4/8	W/Sc	
Bard	2/0/3/6	W/Sc	Grim

The Lord company contains the avatar Vidugavia as the Prince of Rhovanion. The avatar will only have this 1CP. His DI is 7 controlling Yanos Kosvar and Caerlinc. Caerlinc is a Ranger that wears Hauberk of Bright-Mail to raise his body to 9. This company will play the horse allies and CvCC minions. Keep them lose to Dorwinion.

#1 Lord [allies, CvCC]

Vidugavia-L	7/7/5/8	W/Sc/D	1	M7	Prince
Yanos Kosvar	4/0/5/7	W/Sc	1	M4	lance
Caerlinc	1/0/3/9	R	1	M1	hauberk

The Northmen is a company of flexibility. It is Galva with Herald of the King and Dorwinion School of Diplomacy accompanied by Maran with Trusted Counsellor and When You Know More. The stage resource makes her a Leader. Both are Sages. Maran can tap When You Know More to tap to add +2 to an influence check. Galva has a Horn of Anor for a total of +7 to play the dual man factions (More +2, Herald +2, Horn +2, DI +1). Galva will also play Token of Goodwill, but only has 1 DI available. Any treasure item can be used with that resource. Eodoric is the Sc/R follower to Maran wearing Habergeon of Silver for a body of 9. Use his ability in conjunction with Rumors of Danger. Crept Along Carefully will be played on this company to reduce its HL to two. One Ranger requires a roll of 7+ to use the resource for cancelling CvCC. Regions within three of Dorwinion include [N. Rhovanion, S. Rhovanion, Sea of Rhun, Forrhun, Horse Plains, Harrhun]. Six of the seven factions are in these regions. Galva's prowess against a Ringwraith is 6. Valiant Sword affects her to have 8 prowess. A tapped non-Fell Rider mode Ringwraith is threatened by this woman.

#2 Northmen <Crept Along Carefully> [RW, factions]

Maran	7/6/5/8	W/Sc/Sa	0	M7	More, Trusted
Galva-L	4/1/0/9	Sc/Sa/D	2	W4	horn, School, Herald [+2DI.factions]
Eodoric	2/0/2/9	Sc/R	2	M2	habergeon

The third company are the Bardings. It is formed likely during the third deck. These two characters will guard Dorwinion, play factions, and nearby items. This company is limited by movement from Captain of the Guard. Bard will be a leader when in a company without a leader using that event. Grim Voiced and Grim Face raise his stats from 2/0/3/6 to 4/2/5/8. That event allows Bard to untap a Black Arrow he controls. He will control a Black Arrow and Valiant

Sword to now give him stats of 4/2/7/9. Of the Race of Dale will then be played on Bard to allow him to tap Black Arrow to reduce a dragon/drake attack prowess and body by three. This can be used to kill Dragon aHunts. King of Dale will be played on him if possible and that resource provides +3 DI and +1 to corruption checks. Finally, **Captain of the Guard** must have a faction played on Bard's home site. His mind and prowess are set to +1. Now his stats are 5/5/8/9. This event makes him a leader. This event is discarded if he moves more than two regions from Northern Rhovanion. He can tap to fetch All the Bells Ringing. Valiant Sword can be transferred to Maran to relieve the corruption from Bard or when Maran is setting out to a non-haven site.

Bain, follower to Bard, is a Ranger with a nice 4 prowess.

#3 Bardings					
Bard-(L)	5/5/8/9	W/Sc	2	M5	valiant, arrow, Grim, Captain, Race, King
Bain	4/1/4/8	W/R	0	M4	[+2DI.factions]

Pure reserves are only Hungh - a 1-mind Scout capable of joining a company for an extra character. Jehn Remak is there too. The Master counts as 1.5 reserves.

ITEMS

There are 8 items –four are hoard items. Three are battle-gear items not including the arrow. Clad of War is not in the deck.

Hauberk of Bright-Mail and Habergeon of Silver raise the body of the wearer by two. The hoard item can be used by a hero with a body of eight to set his body at 10. The hoard item has two corruption points and the other one corruption point.

Valiant Sword raises prowess by two and body of a Warrior by one to maximum 9. It is a major hoard item with two corruption points.

Black Arrow is to be used to kill dragons and lower the prowess of attacks. Grim Voiced and Grim Face allows Bard to untap Black Arrow by himself tapping.

Share of the Treasure is a hoard and treasure item to be discarded to cancel some detainment automatic-attack early in the game such as Raider-hold and Wain-Easterling Camp. Attacks include Dwarves, Dunadan, Orcs, or Men. Only the Men attack you expect to encounter. This treasure item is also needed for Dorwinion School of Diplomacy. As a minor item it can be in the starting company with the right stage resource.

Pale Enchanted Gold is a treasure and hoard special item. Discard to cancel a detainment attack by elves, which won't happen. But cancels any attack by Dwarves or Men. Dragon-sickness can target this item. You can alternatively discard this item to give +4 to an influence attempt against a Dwarf or Man character, ally, or faction. Try to use influence bonus on a dual faction. This treasure item is also needed for Dorwinion School of Diplomacy.

Horn of Anor is used for playing the seven factions giving +2 DI against such influence attempts.

Consider using the horse ally movement ability to visit Gap of Isen for discarding Scatha Hoard Dispersed to easily play a major hoard item. Then return via Ithilien.

ALLIES

The only ally is Mighty Steed. There are three copies. It will be used for long distances of six regions if everyone in the company has a horse ally. It can tap to cancel a strike against itself. It has a low body of 7. If the controller has Mounted Lance, then the ally receives +1 prowess and body.

FACTIONS

There are eight factions to influence. Five are dual factions and six are man factions. Some will battle while others will aid the heroes. Support resources include Horn of Anor and Pale Enchanted Gold. Light Enchantment When You Know More will be played on a Sage to modify an influence attempt by +2. The only other aid for faction influence is Lordly Presence, which gives a Diplomat +5. These factions will battle likely during the second deck. Pale Enchanted Gold, instrument, Light Enchantment, and the Diplomat resource provide +13 modification. That should nullify the faction value and general influence buffer during an influence attempt.

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 are non-haven sites in Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor. This faction allows one extra region movement if a company moves through one of the regions listed above. This should be most travels by your characters and allow movement to any required site from Dorwinion in one turn. **Ravens of Northern Rhovanion** need an attempt of 9 and a snail to play. Those with a home site of Dale or Lake-town can play this faction at any tap site in Northern Rhovanion. Tapping this faction grants +2 to influence attempt on any hero faction playable at sites in NR, SR, Iron Hills or Dorwinion. This will be three such factions.

Two simple factions to play include **Men of Dorwinion**. This will be played at Shrel-Kain needing an attempt of 7 (men +1). This is a dual faction granting a nice 3 minion MP. A Man faction, Men of Lake-town, is playable at Lake-town in the shadow of The Lonely Mountain. It needs an attempt of 9 (men +2, Dwarves +1). **Men of Dale** need an attempt of 8 (men +1). Use Alert the Folk during the first deck to kill a dragon.

Three dual man factions will be fought for control from Ûvatha. **Easterlings** are near in Horse Plains needing an attempt of 10 to play (Dúnedain -2). **Wain-Easterlings** are easier to play needing an attempt of 9 (Wizards -5, Dúnedain -2). **Variags of Khand** requires an attempt of 10 (none). Lordly Presence is needed for these attempts.

MISSION

A few missions are needing to be fulfilled by this player. One is optional. When You Know More requires an Information event played by a Sage. This Light Enchantment provides +2 for influence attempts.

King of Dale is a unique resource for Girion's sires. Prerequisites include three unique hero factions in play by you in Northern Rhovanion or adjacent regions. You have four such factions (M. N. Rhovanion, M. Dale, M. Dorwinion, Ravens). Also, this player must have defeated a unique dragon manifestation in such regions. Success means factions in said regions are +1 MP and AA in Northern Rhovanion attack normally against minion companies with +2 prowess. This can be played early in the second deck. See the next section on the process to kill a dragon

hazard.

No Strangers at This Time will be played on a Border-hold to help against combat from Smaug's minions. Three copies of this card will help you from combat or to combat minions. The danger is keeping the faction at the site until playing this card. Shrel-kain is a sure site. King of Dale will make change some site's automatic-attacks change as with this event. Thus, try to play the event at the dual faction home sites. Power of Persuasion will be a Game Point card if you need to replay the faction. Hope to play the hero factions during the first deck so the a revisit during a later deck has the site untapped.

KING OF DALE

Bard will attempt to slay a dragon to become king. The targeted dragon is Agburanar aHunt with three strikes with 13 prowess and 8 body. Leucaruth is another option. Bard will use **Of the Race of Dale** to reduce the prowess and body by three from Black Arrow. Initially, he will face one strike at 15/8. The duo of Race of Dale and Black Arrow reduce the strike to 12/5. His own prowess will be 8. Alert the Folk discarding one of two Man factions makes his prowess 10. This means that he needs to roll a three for the prowess and another six for the body. This chance is $[35/36 * 26/36 = 70\%]$.

Required cards on the table: Bard, Valiant Sword, Black Arrow, Of the Race of Dale, Grim Voiced and Grim Face. This means that all the required cards will be in play. So wait until the dragon hazard is played and move Bard into danger. This will likely discard his followers using his four DI.

Dragon	Ahunt	+Black Arrow & Of the Race of Dale
Bairanax	3-12/6	3-9/3
Scatha	4-13/8	4-10/5
Agburanar	3-13/8	3-10/5
Khuzadrepa	3-13/8	3-10/5
Leucaruth	3-14/7	3-11/4
Daelomin	4-11/7	4-8/4
Itangast	4-16/7	4-13/4

GREAT CENTRAL PLAINS & RHOVANION

11 of the 13 regions playing resources for this avatar can be reached from Dorwinion using four regions. Movement through Southern Rhovanion allows the use of Wild Horses to move one more region to reach the other two regions plus to Nurad, Khand, and Harondor.

The waste of the north and east surround Dorwinion. Mirkwood lies to the west and Mordor lies to the south with lands of shadow. Luck and skill will be needed to travel the grasslands of and into the camps and towns. Rhûn is a resource to provide quick travel across the lands east and north of Mordor. From Iron Hills, Dorwinion, Horse Plains to Khand travel can be achieved only moving through three Wildernesses. Most of the regions for this avatar contain such a region type. The other common region type is Shadow-land.

Rumors of Danger is used by a Scout to make a creature type cost two against the hazard limit. It is a long-event to help the others in your Division. But the player using this card is the

player to make the selection. But any player may discard two hazard creatures of named type at any time to force the discarding of this resource.

Token of Goodwill is a low cost method to cancel a variety of attacks. The offering attempt requires a Diplomat, which is likely to be Galva. She will have 1 DI to use for this event. This resource is added from the ability of Dorwinion School of Diplomacy allowing a treasure item to replace any item required by Token of Goodwill. A successful play of that resource puts a resource into your hand.

Dorwinion School of Diplomacy is a Lore playable on a non-avatar, non-overt Diplomat at Riavod if you have Men of Dorwinion in play. Now the Diplomat can tap and discard a treasure item to cancel any Dunadan, Dragon, Elf, Man, Orc, or Slayer attack. Discard any treasure item to satisfy Token of Goodwill.

There are two Gates of Morning in the deck for this player. **Fair Travels in Shadow-lands** decreases the hazard limit by one or by two if Gates of Morning is in play. Horse Plains will be a frequent region in movement. Use this resource when moving back to Dorwinion with a large company

Marvels Told is a Ritual for the Sages to discard hazard events. There are only two Sages in your deck.

Crept Along Carefully rewards companies that will only move three or fewer regions. This resource can be discarded to attempt the cancel CvCC against the company. Bard's company will have one Ranger to aid the attempt.

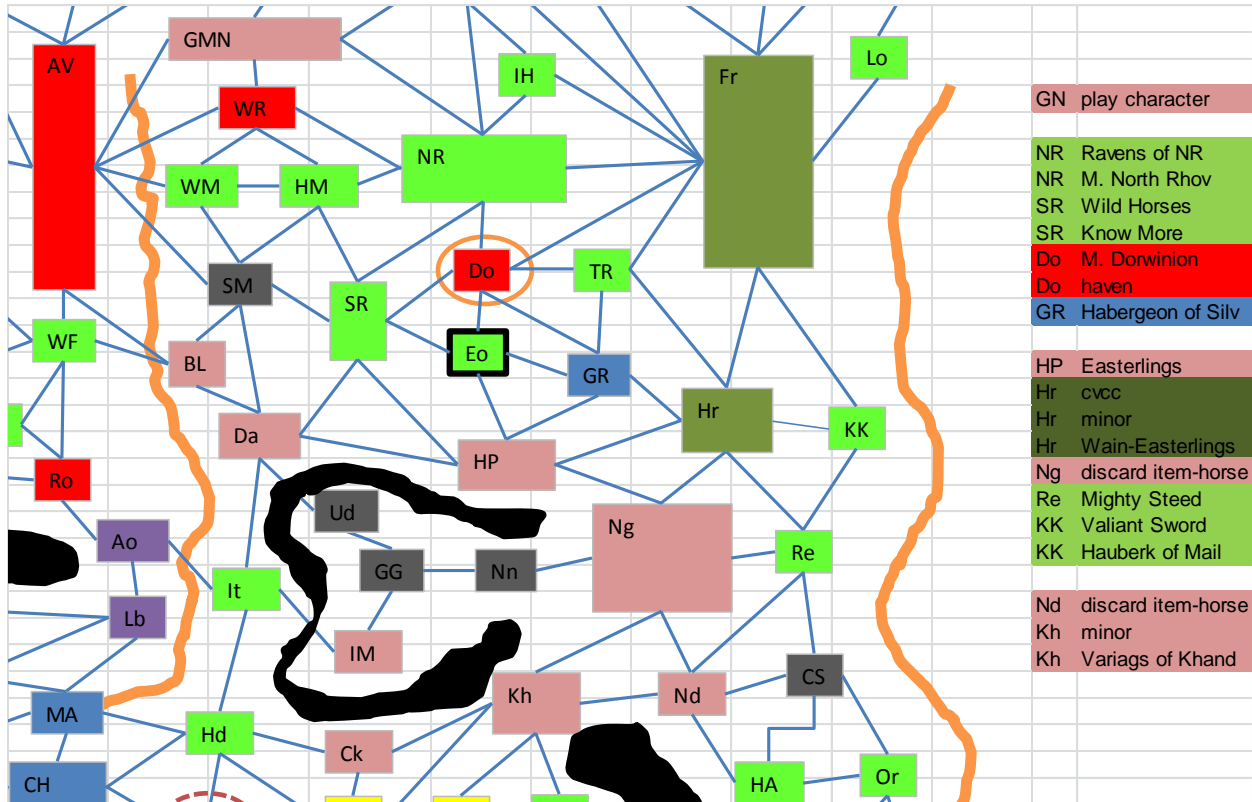
AGENTS

With some characters having permanent-events this means that agents are a great threat. **I Know Much About You** will prevent agents from tapping when making an influence attempt. It will also tune down creatures like Slayer and Nameless Thing. Keep this in hand during the second deck.

Hidden Knife allows the play of a creature keyed to an agent's site. You can use your creatures to attack an agent at Border-holds (Sellswords Between Charters) and Ruins (Cave-drake, Wild Trolls).

Ordered to Kill has two effects. First, face-up agents must attack if a company enters the site – any site. This can allow the 7 body agents to be killed. Second, Unrevealed on-guard cards are discarded that will hurt holding resources in hand. Use this event to get more of the next event.

Caught and Found Guilty is a prisoner event. It is played after an agent's failed influence attempt or failed attack. A character taps to take the agent prisoner with the company. Then the event with the agent is storable at a Haven or Free-Hold for 1 MP. An agent with the same race as the Lord's owner, or a minion, or a Fallen-wizard is treated as one of his characters. This will force that owner to make a rescue. Take the prisoner to Olyavud in Dyr. It has a Traps and a tough Men detainment automatic-attack. You can play one of the two troll creatures, Were-wolf, or Were-worms on the rescuing company.



The map above shows almost one-quarter of the regions. Saruman will be southeast of you in Ered Hamal. Allow Theoden to use Jogul's Shrine for healing and Raider-hold for a major item. He may use Buhr Widu instead. You may use it if you know no other player will use that site. He will also heal at Temple of Kondri Odchi in Khand.

One site in Nurn is unallocated: Ostigurth. Barad-wath may be used by Theoden. Nurn is five regions from Dorwinion. But Wild Horses will help. Think about invading Nurn at Ostigurth on Turn 8 to help Saruman and Theoden.

Thrain is also near. Let him use Gaurblog Lug and Temple of Lokuthor. Alatar comes south for Logath Camp to play an ally. Dain uses Lar-huz, Nan Morsereg and Nurunkhizdín.

Dorwinion	B	Riavod	vidugavia	Men
Dorwinion	B	Shrel-Kain	vidugavia	.
Horse Plains	B	Easterling Camp	vidugavia	.
Northern Rhovanion	B	Lake-town	thranduil, thorin, dain, vidugavia	.
Nurad	B	Medloshad	vidugavia	Men
Nuriag	B	Nuriag Camp	vidugavia	Men
Relmether	B	Relerindú	vidugavia	.
Southern Rhovanion	B	Strayhold	vidugavia	Men
Khand	B	Variag Camp	vidugavia	.
Harrhun	B	Wain-Easterling Camp	vidugavia	Men
Grey Mountain Nar	R	Buhr Thursig	vidugavia	Men
Southern Rhovanion	R	Buhr Widu	vidugavia	Trolls
Northern Rhovanion	R	Dale	vidugavia	Dragon
Kykurian Kyn	R	Adan Tomb	vidugavia	Traps
Harrhun	R	Elgaer	vidugavia	Animals
Dungeon	R	Ilpar-Karam	vidugavia	Undead
Gap of Isen	R	Isengard	saruman, theoden, vidugavia	Wolves
Northern Rhovanion	R	Long Marshes	vidugavia	Undead
Sea of Rhun	R	Tol Buruth	vidugavia	Men
Kykurian Kyn	S	Balchoth Camp	vidugavia	Men
Khand	S	Lâorkó	vidugavia	Men
Harrhun	S	Mistrand	vidugavia	Men

This list has 22 sites. Only two sites are shared. Isengard is a site for playing a hoard major item while discarding Scatha Hoard Dispersed. Only visit this far west if time is available and such a hoard major item was earlier discarded. Lake-town is shared, but who does not like the best cod in middle-earth?

Almost half the sites are border-holds. Three shadow-holds will cause trouble. Only six sites have no automatic-attack. Ten sites have the Men type. Other types include trolls, traps, animals, wolves, and two Undead. Half of the Men automatic-attacks are detainment. This will be dangerous.

SITES

Most of the sites to visit are Border-holds or Ruins. Dark-holds are not required to play resources. No port or flying movement will happen. All the AA types at Border-holds and all at Shadow-holds are men. Movement is vast, but only three sites are further than four regions from Dorwinion. Wild Horses will allow one turn to reach the fifth region. Mordor, Wilderland, and Great Central Plains are the territories assigned to this player. Sites are selected to avoid needs of Thrain. Wilderness and Shadow-lands are the prime region types for this player.

Of the 22 sites to visit, 16 are within four regions of Dorwinion. Other sites are Khand (2), Nurad (1), Dungeon (1). Moving to Gap of Isen to play hoard major items is seven regions from Dorwinion. Likely, start in Southern Rhovanion to move there in six regions. If that is too far, then move to Ipar-Karam for hoard major items.

This player visits the most border-holds at 10. Another 9 ruins will be visited. Three sites are shadow-holds. Ten sites have Men attacks, Undead(2), Dragon (1), Traps (1), Animal (1), Troll (1), Wolf (1).

Riavod will become the only Lord-haven for this player. Keep this in play so Palace of the King stay in play on the site. Two characters have Riavod as a home site. Keep Logath Camp untapped to play two characters. That site is used by other avatars.

Allies, factions, major items, and Information are found at Border-holds with a count of 14, but you will use 10 of them. Men of Dale are found at Dale if you acquire that faction with a Game Point. Men of Northern Rhovanion are at Lake-town. Those two sites do not have an AA. Be careful for those sites are in regions with hungry dragons. Shrel-Kain has the Men of Dorwinion. Strayhold is one region away. It has major items and Information. Play When You Know More there after facing the Men 3 strikes with 8 prowess.

Closer to lands of the Enemy are Horse Plains, Nuriag, Khand, and Nurad. Easterling Camp has the Easterlings, which also has no AA. Raider-hold has major items, but play a character there instead. Allow Theoden to play a major item at that salty town. Next door is Wain-Easterlign Camp with a strong detainment men of 4 strikes with 8 prowess. Further south is Variag Camp with its faction and no AA.

Gyogorasag Sanctuary and Joghul's Shrine allow healing. These two sites will allow moving great distances without moving to Dorwinion.

Several other Border-holds have Mighty Steeds for purchase: Relerindú will play one of the horse allies. Two sites allow playing a non-unique horse if you discard an item: Iorag Camp & Medloshad. Both sites are harsh automatic-attacks with one only as detainment.

Ruins are common. None are south of Horse Plains. Buhr Thurasig is in the dangerous region of Grey Mountain Narrows. Its use is to tap the site and fetch a character to play. The weak automatic-attack is Men of 2 strikes with 7 prowess. Long Marshes has nests of Ravens of Northern Rhovanion. If you can use the horses move to Gap of Isen in one turn and discard Scatha's Hoard Dispersed to play a non-unique major hoard item. Buhr Widu has Wild Horses with its single strike 10 prowess Troll automatic-attack. Tol Buruth has a tough Men 4 strike with 8 prowess automatic-attack to be cancelled by Share of the Treasure. Play hoard major items there, specifically Habergeon of Silver. Elgaer in Harrhun has minor items to play Mounted

Lance. Its automatic-attack is a weak, but many 5 strikes with 5 prowess Animal. Adan Tomb also has hoard major items to play Valiant Sword there. Sneak pass the Traps automatic-attack of 2 strikes with 10 prowess. Expect wounds. But first move to its dungeon site Ilpar-Karam for Share of the Treasure or Valiant Sword.

Nearby Shadow-holds with tough automatic-attacks include Gaurblog Lug, Mistrand, and Balchoth Camp. That orc-hold is for Lord Thrain. The others will be used to surprise minions for CvCC. Play minor items at Lâorkó. Balchoth Camp can be used to play Hauberk of Bright-mail once you deal with the tough Men automatic-attack of 4 strikes with 8 prowess.

STAGE RESOURCES

A few stage points will be needed by this player. No event requires a specific total stage points to play.

Palace of the King will transform Riavod into a Lord-haven. **Guarded Haven** will be in play too for a total of 2 SP. It gives 1 MP.

Trusted Counselor grants a DI boost can lower the mind for GI purposes. Bearer cannot be a follower to a non-avatar. Use this on either Galva or Maran.

Govern Man and Beast is a command event. Direct influence is modified by -2. Non-unique allies can be kept into play upon a discarding from specific conditions. A character can later take control of the ally. Also, characters with such allies receive +1 to corruption checks. This will keep Mighty Steed in play.

Precisely on Time is a one stage point ability to tap your avatar and play a stage event normally playable only during the Organization phase.

Prince of Rhovanion allows the avatar fetch cards to aid his ambitions. These resources are Rhun, Profitable Trade, and a Command. Use this card almost every turn to fetch the Command and play it during the End-of-Turn phase. Precisely on Time allows this, which is great when you will be in combat during your opponent's turn.

Herald of the King is the first class character event for King Vidugavia. Target must be a unique man, dwarf, or elf character with a MP value. Target receives +2 direct influence against his race and becomes a leader if his mind is greater than four. What is great is that the target has power at sites. Target can tap to cancel a detainment automatic-attack of his race within the same number of regions from Dorwinion as target's MP. Galva will not do much, but Maran allows a reach to Harrhun and Horse Plains.

Scatha's Hoard Dispersed starts the game. This two stage point event allows starting with hoard minor items. Also, you can play a hoard major item in Gap of Isen. The price is angering Dwarves. Their creatures attack you as minions and you must use Dwarf-hold minion sites. If you do not play that major item, then discard this event before the Warlord Phase.

You will have high SPs during the game up to 10 SP at a time. Late into the second playdeck you will be discarding stage resources. Discard SHD and Precisely on Time before Turn 21. The command event will not be in play all the time. This leaves 7 SP.

CvCC

The only threat for combat is from the minions of Úvatha. However, visits to Nurn or Southern Rhovanion will endanger you by attracting notice from Minas Morgul and Dol Guldur. Visits there have few or no safe-holds. **All the Bells Ringing** is a resource playable during the opponent's turn at a safe-hold if a company attacks you. The attack is cancelled and the minion company must face all automatic-attacks at the site this time normally. Dangerous sites for minions include Wain-Easterling Camp, Balchoth Camp, Iorag Camp, Raider-hold, and Strayhold. You may want to visit these sites just for playing this resource. Consider transferring Valiant Sword to King Vidugavia when he moves for CvCC or permanently after killing a Dragon. Ostigurth is a site in Nurn that is not been included by other hero players. You can move there during the Warlord phase to discard Nazgul events.

FACTION WAR

This is one of the most heavily-involved faction war avatars for the heroes. King Vidugavia will play eight factions – only six will wage war. The goal is to prevent any minion man faction from the East to enter war anywhere: Mirkwood, Gondor, or Bellakar. Keep the dwarf factions away by keeping minion factions away.

There are eight factions to be recruited by Úvatha. You two will struggle with three of them (i.e. Easterlings, Wain-Easterlings, and Variags of Khand). The Ringwraith will not enter war with you unless you attack him first or until he has gather sufficient factions to maintain the rearguard of Mordor in the act of failure. Thus, you can attack him first. Do so once you have three of the six factions in play. This will likely be the Men of Rhovanion and Men of Dorwinion. If you can eliminate four minion factions not including one dual man faction played by you, then that will be success. In that case three minion man factions will make it to war in the West.

Doom of Choice will be played. Captain of the Guard is played on a Warrior with a move greater than three at his home site. Play it on Bard to raise his mind and prowess +1. He becomes a leader. In the case of the hero factions are left in Rhovanion with no enemy there or the minion man factions have moved to battle Gondor do not move to aid Gondor. You do not want to move to Dagorlad during the councils in fear of congregating armies in the path of the Ringbearer. Also, if you move to Harondor through Khand then the Enemy will ponder this move on your part, which will lead him to the purpose of shielding Dagorlad and the diversion of raiding Mistrand. Instead move the hero factions to support Thranduil in Western Mirkwood. Dragon-lords might send an army to the Iron Hills. In this case move to intercept.

GONDOR DIVISION

King Vidugavia shares the Gondor Division with Lord Denethor, Saruman, and King Theoden. The goal of this division is to contain Mordor. King Vidugavia may encounter Denethor in Khand, whom will be attacking minions. King Theoden will send an erod into Rhovanion on the way to Nurn. Protect them from Uvatha's minions. Saruman will be south in Ered Hamal. Come to his rescue if he is attack in your regions of interest.

All three will converge on Mordor in the second deck. You should attack Uvatha's minions first.

This avatar's goal is to limit man factions from Rhûn to engage in battle westward. Get Men of Dorwinion in play soon since that faction negatively modifies many influence attempts against minion factions.

HERO PLAYERS

Other hero players that may interact with you include Alatar, Radagast, Thranduil, and Lord Thrain. Radagast will play resources in Southern Rhovanion. Thranduil is playing two man factions in Northern Rhovanion. Thrain will make Eorstan his entry point into the Under-deeps. That dwarf-lord will not attack minions on the surface. Alatar is north of your realm. He will use Rhûbar as a haven.

BLACK PLAYERS

Ûvatha is the opponent to this avatar. The Ninth will likely be moving all around the Plains influencing factions. He should have one company always in or near to Harrhun. Mistrand will likely be used has a haven. An attack on the Ringwraith will frighten him. A change in the strategy of an active Ringwraith will be detrimental to this player. The King with Valiant Sword has 8 prowess. This will be enough to face a tapped Ûvatha the Ringwraith. Keep Galva secluded so to make her use to be Sage only. Then one turn give her the sword to attack a Ringwraith.

Hoarmûrath is facing Denethor. You should not see him or his minions unless in Nurn. Ren too will not be in your lands unless to attack Saruman, which is your duty to give aid to the White Wizard. Dwar too will not be seen. Dagorlad is the nearest region he will be to this avatar. Consider attacking his minions in Dagorlad if the situation will bring much profit.

Another Ringwraith can cause problems too. Visits to Dagorlad or Southern Rhovanion may draw the ire of Khamual if you are weak during the site phase.

GREY PLAYERS

A couple of Grey Players are near Dorwinion. Smaug the Golden is an ever-constant threat. That worm is not likely to venture south, but he might attack a company in Northern Rhovanion. Be careful when in that region.

Lomaw the Old is too far north to bother you unless you are travel near the slopes of Barl Synrac.

MARSHALLING POINTS

C=6 There are nine characters with a mind greater than two for a total of 12 MP. Expect many deaths. The main companies have 7 MPs.

I=3 Three 2-MP items are in the deck, but no MP boosting stage events.

F=4 Most of the factions will battle. Ravens, Horses, Men of NR will provide 4 MP.

A=1 Try to maintain one ally for survival so to not zero out this MP type.

M=5 One light enchantment is 1 MP. No Strangers 2 MP. King of Dale is 1 MP. Guarded Haven is 1 MP.

K=13 This a lot of Kill MP. Try to kill a dragon ahunt from a non-hero player else you will not gain the MPs. Better yet kill two dragons. Emphasis of factions is then a priority for this player.

Game Points: Rebuild the Town, A Merrier World

SIDEBOARD MANIPULATION

Sideboard configuration is unique for this avatar. Some resources are needed to play in the first deck, but will not be transferred using Longbottom Leaf. Others will wait until the third deck for play. Place cards in the discard pile during the first deck even though you know playing them during the second is unlikely. This allows you to use the card to exchange a hazard.

Use Leaf to shuffle first Trusted Counsellor and Prince of Rhovanion since the avatar should be in play by that time. Then use another Leaf to shuffle Valiant Sword and Ordered to Kill.

Twenty resources will be sent to the discard pile, but some will be nice to play in the first play deck. If Smoke Rings are played late in the first deck, then use it to transfer the horse allies to the playdeck. Else it might be turns to play the horse ally during the second deck.

Longbottom Leaf will be in the second deck. If it is drawn too early then discard it hoping to fetch it again using Smoke Rings.

Horns, Horns, Horns can be a Game Point to revive discarded factions or failed influence attempts. The third deck has Leaf to shuffle King of Dale and maybe a Game Point card.

1st PD

The starting company will begin at Rivendell. It should play as many resources and factions as possible. Dragon-slaying is an ever present risk. Acquire the resources for a good chance to play Easterlings. It is acceptable to engage in faction battles, but prudence might be in order to not stir the wrath of Uvatha yet. Move played factions to Dorwinion to avoid discarding via agents. Expect to exhaust on Turn 10.

You can use Smoke Rings to shuffle Lordly Presence. You may shuffle factions or Gates of Morning.

The quantity of cards shuffled into the first deck will be mild (e.g. ~10). The avatar taps 4x to place 20 cards into the sideboard. LBL will shuffle four cards.

An Unexpected Outpost shuffles *Power Relinquished to Artifice* x2 and Cruel Claw Perceived. These hazards will hinder avatars.

First Exhaustion

Remove from the sideboard 5 hazards that will be ready to hurt minion allies: *Doomed to Die* x3, *Heedless Revelry* x2.

Place these resources in the sideboard: a command, Longbottom Leaf, No Strangers at This Time, Rhun, and Captain of the Guard.

2nd PD

Bard should have all the resources ready for dragon-slaying by the Warlord Phase. Yet, he needs to wait until the dragon manifestations are played. You may attempt an influence attempt on a dual faction in play by a minion player. Play No Strangers At This Time on these dual faction's home sites.

Engage in faction battles when either the minion factions begin to move to Mordor or when you have three factions played, which will battle. This will disrupt the strategy of Uvatha and so

provide you time to influence the dual factions. It only requires two turns for the minion man factions to move deep into Mordor or to Ithilien. Aid the quests in and around Mordor by combating Uvatha's minions.

Do not abandon the dragon-slaying quest. Use other companies for combat keeping Bard ready. He should be able to move to Northern Rhovanion from any site already mentioned important by this avatar including Harondor and Khand in four regions or less. Expect to exhaust on Turn 17.

You can use Smoke Rings to shuffle Lordly Presence. You may shuffle factions or Gates of Morning.

An Unexpected Outpost shuffles *No Place For a Pony* x2 and *Fearful Sun*. These hazards will factions or those with horse allies.

Second Exhaustion

Remove from the sideboard 4 hazards that will be ready to hurt minion allies: *Kine of Araw* x3, *Fealty Under Trial* x1.

Place these resources in the sideboard: a command, Rhun, All the Bells Ringing, and Captain of the Guard.

3rd PD

Play the remaining resources. Influence away factions and battle. Combat Uvatha minions to slow that player. If the dragon is not yet dead, then keep cards in hand to do so.

Longbottom Leaf will shuffle Captain of the Guard and King of Dale.

3	Mighty Steed		dp112,dp113,dp114	
1	Wain-Easterlings		dp111	
1	Variags of Khand		dp115	
1	Easterlings	Leaf2		
1	King of Dale			Leaf3
2	No Strangers At This Time		dp141, dp142	
1	Rhun		dp121	
1	All the Bells Ringing		dp122	
2	Hidden Knife		dp123,dp124	
2	I Know Much About You		dp131,dp132	
2	Caught and Found Guilty		dp133,dp134	
1	Ordered to Kill	Leaf2		
1	Crept Along Carefully		dp125	
1	Captain of the Guard		dp135	
1	Trusted Counsellor	Leaf1		
1	Guarded Haven		dp143	
1	Precisely on Time		dp144	
1	Govern Man and Beast		dp145	
1	Prince of Rhovanion	Leaf1		
25 resources				
X	Govern Man and Beast			
X	Captain of the Guard			
X	No Strangers At This Time			
X	Rhun			
X	LongBottom Leaf			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	-	-	-	-	1	+1
SB to DP	20	+3	-	-	-	-
Smoke	0	0	-	-	-	-
Leaf	4	0	-	-	1	0
avatar card	-	-3	-	-	-	-
other	-	-	-	-	-	-
exhaust	-	-	-	-	-	-

Vidugavia needs to tap0x in the first deck.

HAZARD

This hazard strategy does require you to hold onto creature cards if the opponent is moving through Wildernesses and Shadowlands. Two-thirds of the events are quick to play. Hazards hurt minions seeking safety in the shadows.

CREATURES

You have 21 creatures and 18 are in the deck. This is a shadow and wilderness theme. Six creatures are playable in a Double Wilderness and three are playable to triple Wilderness. Such playability will limit the use of these creatures, but the attacks are vicious if played. Withered Lands will help. Three copies of this environment event should play 12 total creatures, but rests upon Doors of Night in play.

Wild Trolls are the weakest with two strikes at 10 prowess. It is keyed to Double Wilderness or Ruins. Use them to tap minions knowing the trolls will be killed. Do not expect them to be keyed to double Wilderness against the Gondor Division. Hope you can enhance this creature when your opponent has Minions Stir in play. Expect to play them 5/9 if none are killed.

Cave-drake is similar to Wild Trolls, but is a Drake and chooses defending characters. Do not expect to play it using double Wilderness against a Gondor Division minion player. But you can key it to a Ruins followed by Wild Trolls. The troll creature may face tapped characters in affect selecting defenders. Expect to play them 6/9.

Wild Fell Beast is the ugliest Drake. It requires double Shadow-lands, will be unlikely for your hazard opponent to move through except for those in Mordor. Wild Fell Beast chooses defending characters. Its three strikes at 12 prowess with 6 body should keep this critter alive. Its effect is hideous like the creature's hide. If the attack is not cancelled, then all in the company tap after the attack. Expect to play them 4/9.

Marsh-drake is played in Shadow-lands and Coastal Seas. Its two strikes at 11 prowess is tough enough to tap any target. It can be killed by lucky rolls against mid-prowess characters. Many darkhavens are in Shadow-lands. Lord Denethor will turn Nurn into a Coastal Sea using Nurnen. Sea of Rhun of course is a candidate. Expect to play them 7/9.

Winged Fire-drake is another drake. He is a hybrid of Marsh and Cave drake. The prowess is higher at 12. There are the same two strikes and attacker chooses defending characters. It is keyable to triple Wilderness or double Shadow-lands. The Eriador and Northern Waste divisions will have the three Wilderness regions. The Gondor division will have the two Shadow-lands. Expect to play them 4/9.

Kine of Araw is an animal of 7 prowess. It is specific to sites in the Great Central Plains area. Each character faces a strike. It is keyable to Dorwinion, Forrhun, Harrhun, Horse Plains and Southern Rhovanion and to Ruins in these Ruins. This creature can protect your companies that are in these regions. The creature receives +2 prowess if the company has already faced this creature. A character with a home site in any of the regions listed above can tap to cancel an attack by this creature. Expect to play them 4/9 and just once until the third deck.

Bardings is a man regional creature based around Northern Rhovanion. Other regions include Iron Hills, Grey Mountain Narrows, and Southern Rhovanion. The prowess is high at 10. There are five minions affected by this creature: Necromancer, Smaug, Mouth, Uvatha, Khamual. Expect to play them 4/9 and just once until the third deck.

Hazard EVENTS

The theme for this player is to share the harshness of the Great Central Plains to others. A unforgiving, isolated land spells doom for those without strong ties to a tribe or a source of wellness.

No hazard events are specific to any territory. 25 are Short, 2 Long, and 7 Permanent. 19 events are considered fast or playable almost anytime on any player. The most common type are Environments (8) and another six tap. Events in the sideboard are there waiting for their targets to be in play.

Base cards-2

Two copies of Twilight are for discarding Doors of Night. You have one hazard that needs Doors of Night, but remove that event unless you have Withered Lands and a few creatures need it in hand for your time as the hazard player.

Corruption/Check-9

Plague is playable on those moving or at a non-haven, non-Ruins site. All characters at the same site of the victim must make a body check at -2. Be careful the victim does not move where heroes are found. Elves are not affected by this hazard. Time at a Haven discards this card. Play this hazard of course on a company moving to a non-Haven site. Expect to play this event often at 7/9 with many moving to non-Ruins.

Heedless Revelry targets a squatting company. All those in the company that rolls higher than his mind must tap. It can also be played on-guard. Likely this will be played on a company meant to stay at a haven. Expect to play this item 3/6.

Doomed to Die will be used as a short-event forcing a Man or Dúnadan with a body less than 9 to make a corruption check by -2. This can easily be played against Uvatha's minions. The Gondor Division has the most men minions in the game. Playing this hazard early may cause the controller to not tap to support on a corruption check modified only by -2. Alternatively, the hazard can be a permanent-event reducing the mind of any character bearing a Ring for Mortal Men by a statue card has his mind reduced by three. Unless a player has the goal to do such a thing designed in his deck, this is unlikely to happen. Expect to play this item 5/6. The event starts in the sideboard waiting for corruption to build.

Fealty Under Trial is a pseudo-roadblock card that will tap a minion. The hazard stores his items and events if he is at a Darkhaven. A roll is made modified by the items' MPs and corruption points. A result greater than 15 discards the character. If the character is not discarded, then he is likely to stay at the Darkhaven a turn to unstore his item. This hazard can store Stolen Knowledge events including That Ain't No Secret that are used for special purpose such as using magic.

Main Theme-8

The secondary theme lowers stats of minions including some avatars. Two hazards are playable on fallen-wizards in case one decides to invade your realm.

Power Relinquished to Artifice is playable on a Ringwraith. His prowess and DI are lowered by one. Not a large decrease, but it burdens the avatar.

Cruel Claw Perceived will lower Ringwraith stats and cause him to tap to remove it. The stat is general influence with a -1 modification. Not too much, but it may allowed you to influence away a faction. It is in the deck too in case you encounter a wayward Fallen-wizard.

The Sun Shone Fiercely is an long-event environment that reduces the prowess of orcs, trolls, dwarves and Ringwraiths on surface sites by one. The modification is two if Doors of Night is not in play so play the hazard after Gates of Morning is played. Uvatha then has 5 prowess in Heralded Lord mode. Gondor Division has zero dwarves.

Incite Defenders indirectly lowers stats by duplicating an automatic-attack at a Border-hold or Free-hold. The new attack copies all existing and future modifications. Against Uvatha the Variag-King, the automatic-attacks are weak, but may be enough to prevent more than one resource table card to be played during a site phase.

Secondary Theme-6

This theme increases playing creatures. **Withered Lands** is a hazard questionable to place with a hero. This environment hazard is a short-event so it will not harm the hero players. You choose a Wilderness, Border-land, or Shadow-land to become a double Wilderness for the turn only if Doors of Night is in play. This should greatly increase playability of your creatures.

Lost in Shadow-lands increases the hazard limit for each such region type in the company's site path. The previous event can nix this event if played first. You can have a size 3 company moving with two Shadow-lands and a Wilderness in the site path. Play LiS [3-1+2=4], play Wild Fell Beast or Winged Fire-drake [4-1=3]. Next, play Withered Lands with Doors in play to have 2 W, 2 SL [3-1=2]. Followed by Cave-drake or Wild Trolls keyed to WW.

Winged Fire-drake using Withered Lands can attack against those with a site of origin in Angmar/Narthat/Imlad Morgul or Mumakan moving into a Wilderness/Jungle.

Support Cards-6

This theme is to cause a roadblock to those playing factions in a tight area.

No Place for a Pony is playable on a horse ally. If the company enters a black-hold, Under-deeps site or Dungeon then the ally is discarded. There are several such sites Uvatha will frequent. You should discard a horse ally each time this hazard is played. This can make the company avoid a site phase. Expect only Uvatha to have horse allies, which is why the hazard is in the sideboard.

Fearful Sun is an environment hazard that either hinders movement for hero factions or minion factions. Affected alignment moves one less region for its faction.

Early Harvest tries to discard factions - only those normally playable at Border-holds. Minion factions have a -1 modifier. Thus, a 2 MP faction needs a roll of 12 to be discarded.

Utility-3

An Unexpected Outpost will transfer the sideboard hazards.

KING VIDUGAVIA WARRIOR/SCOUT/DIPLOMAT ATANI-LORD

[Mind: 7; GI: 20; DI: 2, (DI: 7); P/B: 5/8; Home Site: Riavod]

Unique. Leader. Manifestation of Vidugavia. +1 prowess against Animals and Wolves. +5 direct influence against Men characters with a home site in or adjacent to Dorwinion or Forrhûn. +2 direct influence against man factions playable at sites in Dorwinion. When King Vidugavia is at Riavod you may keep one more card than normal in your hand.

If his company is not overt, then men automatic-attacks your covert companies face are always detainment if King Vidugavia is at a site in the same region.

Tap to take Palace of the King from your discard pile to your hand.

PALACE OF THE KING

[MP: 0; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Unique. King Vidugavia specific. Playable on a Riavod. May also be played during the end-of-turn phase. The site becomes a Lord-haven. If one of your companies is at this site all attacks against it are cancelled. Characters with Shrel-Kain or Riavod as their home site may be brought into play under GI at this site (even if none of your companies are at the site). Only agents that have Riavod as a home site may move to this site. Discard this card when the site leaves active, when Smoke on the Wind or People Diminished is successfully played at the site.

GOVERN MAN AND BEAST

[DI: -2; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Atani-Lord specific. Command. Whenever a non-unique animal ally would be discarded in bearer's company due to a hazard or elimination of the controller you may instead place the ally inverted with this card. The ally is still in play and can be attacked, but cannot be used by the player. During the organization phase at the ally's home site a character in the company may tap to control the ally.. Each character in the company has +1 to his corruption checks for each such ally he controls.

HERALD OF THE KING

[DI: +2; SP: 2]

STAGE RESOURCE PERMANENT-EVENT

Unique. King Vidugavia specific. Playable on a unique man, dwarf, or elf character with a normal mind greater than two. +2 DI against factions of his race. Character becomes a leader if not already and has a mind greater than 4. Character can tap to cancel a detainment automatic-attack with a type same as his race.

PRINCE OF RHOVANION

[CP: 1; SP: 1]

STAGE RESOURCE PERMANENT-EVENT

Unique. King Vidugavia specific. Place this card on King Vidugavia if he is in play. Tap during your end-of-turn phase (if on King Vidugavia) to take Profitable Trade, Rhûn, or a command card from your discard pile to your hand.

Palantrist
Walls Behind Walls
Spies Feared
Trickery
Concealment
Hiding
Lucky Search
Stealth
Thorough Search

TOWER RAIDED

Game Points will select one to four cards from first to last: Rebuild the Town, Fortress Reclaimed, Men of Dale.

Tower Raided will be played for its MPs through Great Achievement and to harass Ûvatha. One of the non-unique battle-gear items will be discarded and a visit from Nan Morsereg will provide the Stolen Knowledge prerequisite. Raid a Shadow-hold to trouble Ûvatha during the Warlord phase. Four sites are available: Gaurblog Lug, Mistrand, Balchoth Camp, Lâorkó.

~~— Mistrand will be the prime target late in the second playdeck so to gain the seven MPs. In addition, Rebuild the Town will be played on a raided Mistrand. Then Fortress Reclaimed will be played on the site. Try to play a faction at Mistrand that can be Easterlings or Wain Easterlings. The attempt is modified by -2, which means Lordly Presence is necessary by for the attempt of 11 (LP +5, Horn of Anor +2, Know More +2, DI+1, roll +2 = 12). If the faction is played, then surprise everyone with No Strangers At This Time to keep the site in play indefinitely.~~

~~— Playing Tower Raided in Dagorlad should be avoided. This will attract minions to that region otherwise the Ringbearer will have no chance to slip into Mordor. A raided Mistrand might confuse the purpose of the raid— Is it a staging point for the Ringbearer to enter Nurn?~~

If the MPs are not needed, then consider instead of Mistrand target Lâorkó. This will attract minion factions away from Gondor or Wilderland. Vidugavia's heroes will not last long, but that is not the goal. The goal is to draw minions to you and away from business in Gondor and recruiting of factions.