

PALLANDO-FIRE

40avatar

C	8	Hau Nysrin
I	7	Far Harad
F	5	vs Akhôrahil
A	1	Dwarves
M	4	Sand
K	7	Harad Division

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 cards in sideboard
40 cards in H. deck, 15 cards in sideboard
13 characters in deck
7 starting cards
140 total cards
18 creatures
DC: 32res+24haz+13char=69

Pallando has the task to prevent any minion factions to pass through the Yellow Mountains near Far Harad. The wizard will gather the men of Greater Harad and the Dwarves of Bavor's Tribe to repel the advancement of the mumakil – war-beasts of Indûr the Ringwraith.

Changes from 04.

Removed

1 Sakalthor
x
1 Wizard's Staff
1 Clan Masra
3 Block
1 Far-sight
2 We Must Away
1 Kindling of the Spirit
1 Eyes of Mandos
X
1 Assassin
1 Slayer
2 Politics
3 Foolish Words
2 Good Sense Revolts
1 Nobody's Friend

Added.

1 Vaal Gark
1 Glorin
x
1 Crisfuin
1 Visor of Sirayn
1 Aukuag
1 Flight Unmarked
1 Wizard's Laughter
X
3 Swamp-dragon
2 Demons of Vatra
3 Huorn
3 Half-Trolls of Far Harad
1 Tidings of Doubt and Danger
2 Nothing to Eat or Drink
3 Doubled Vigilance
1 Ladnoqa
1 Gollum's Cave

This player did well during the practice game outside of factions. All of his factions were killed. Elimination of the Mumakanril had a choice early in the battles. Then characters were lost from shadow-mages lurking about. Yet, 26 MPs were gathered. The practice game does not grant kill MPs from eliminating factions in battles. War I think is sign of failure of policy. I might count such point, but not for Wizards during the Avatar Decks.

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The new deck includes changes of exchanging grey agents. Sakalthor is better against heroes. The two new grey agents will bother minions in the Sun-lands. Losing characters is a boon for this player by freeing up direct influence for checks on factions. The Clan of Masra was replaced due to the flipping mechanism. I rather avoid it and use another faction. Nice idea, but I just want a card to fight. That is why Block was removed. Six resources were removed from the sideboard. Fewer characters means less chance to fight; that is why Kindling of the Spirit was removed.

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Hazard changes were to focus on Sun-land minions. Huorn seems the odd creature, but this player needs a fast creature to play on anybody with many creatures just for the Sun-lands.

RESOURCES (40/25)

3	1	Seeing-Stones of Ankatare
3	1	Crisfuin
3	1	Visor of Sirayn
3	1	Southern Hammer
1	1	Staff of Medra
*		Desert Amber
	1	Forgotten Scrolls
*		Horn of Anor
	1	Jewel of Beleriand
	1	Dwarven Fire
	2	Zurafy
2	1	Sirayni
2	1	Aukuag
1	1	Covshek-Pust
3	1	Junast's Guard
1	1	Nar's Folk
2	1	Mablad-Dwarves
3	1	Dwarves of Blackflame
1	1	When You Know More
1	1	When I Know Anything
1	2	No Strangers at This Time
2	1	Bavor's Tribe United

11/11

1	Walls Behind Walls	Sc
1	Tur Betark	R
3	Persuasive Words	D
3	Muster	W
3	Marvels Told	Sa-r
3	Lesser Minds Daunted	offer
2	Fireworks	ritual
1	Flight Unmarked	
1	Withdraw to Mordor	agent
1	Dwarf-friend	pe
1	Await the Advent of Allies	pe
2	Houses of Healing	pe
1	Engines of Defense	pe
1	Concealed Entrance	pe
1	His Beard Long & Forked	pe
1	Clad in Mail-shirts	pe
*	Make League and C. Council	pe
3	Smoke Rings	
2	1 Longbottom Leaf	
1	Long They Journeyed	sp1
1	Wizard's Cart	pe
2	Eyes of Mandos	
1	Sacrifice of Form	spellx
1	Wizard's Laughter	spell3
1	Vanishment	spell2
1	Wizard's Voice	spell3
1	Wizard Uncloaked	spell2
1	The Doom of Choice	
1	Endurance of Stone	

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CHARACTERS-10		11-1-5-4-4	
PALLANDO	10/10/6/9	W/R/Sa/D	Wizard
2 Tabaya Kas	6/1/5/8+	W/R/D	Man Tul Isra, Tul Harar +2DI.Isra, +2DI.clan
1 Advisor	3/1/2/6	W/Sa	+1P.orc; t.Long Beard
1 Advisor	3/1/2/6+	W/Sa	+1P.orc; t.Long Beard
1 Peshtin	3/1/3/7+	W/Sa	Man Tul Isra discard Glamour SE
2 Relin II	6/2/5/8+	W/R	Sf Azagarbhun, +2DI. Sb/if
1 Dolin	3/1/3/8*+	W/D	Sf Tartaust, Narad +1P.orcs
2 Manari Akaji	5/2/3/9*+	R/Sa	Man Bh Sunlands
1 Jamir	4/1/3/9+	R/D	Man Tûl Póac +2DI.f-desert
1 Abur	4/1/5/7	W	Man Tresti +2DI.Junast, 1CP
Boron	2/0/3/7+	W/Sc	Sf Md, Nd +1.OT
Khandash	2/0/4/7*	W	Man Amrun, Korondaj 1CP
2 Vaal Gark	6/1/6/9a	W/R	Elf agent any haven in Sun-lands
2 Glorin	4/0/4/8a	W/R	Sf Nirad-Dum, Bar Falin, Azagarbhun
<i>starting company:</i> Hau Nysrin; Make League and C. Council + Long They Journeyed			
PALLANDO	10/10/6/9	W/R/Sa/D	
1 Dolin	3/1/3/8	W/D	horn of anor
2 Manari Akaji	5/2/3/9	R/Sa	
Khandash	2/0/4/7	W	desert amber
<hr/>			
GI: 13/20		Hand-9	Mind-32
#1 Beards			[item-3, ally-2, factions-2, mis-1, CvCC-3,]
Pallando	10/11/7/9	W/R/Sa/D	2 W crisfuin
Relin II	6/2/9/9	W/R	3 D5 hammer, Beard, Chain
Advisor	3/1/2/7	W/Sa	2 D3 jewel, Anything
Boron	2/0/3/8	W/Sc	1 D2
#2 Emissaries			[item-2, factions-5, mis-1]
Tabaya Kas	6/3/6/9	W/R/D	2 M6 visor
Jamir	4/3/3/9	R/D	1 M4 medra
Peshtin	3/1/3/7	W/Sa	1 M3 More
#3			
Manari Akaji	3/4/3/9	R/Sa	2 M5 seeingstones, dwarf, Await
Dolin	3/1/3/8	W/D	1 D3 horn
Narad-Dum	Houses of Healing		No Strangers
Mablad-Dum	Houses of Healing+Engines+Concealed Entrance+Dwarven Fire		
Blackflame			No Strangers

OVERVIEW

Pallando will be gathering factions and items for war against the two Ringwraith magicians – Akhorahil and Indûr. Men and dwarves will fight orcs, trolls, and evil men in the ranks of the Ringwraiths. Stiffbeard Dwarves will find a lost weapon to rid the Yellow Mountains of evil. Far Harad has a long history of war and recovery. Dwarves will stand as a mountain to block the men of the Utter South. Pallando must play factions north of the mountain range for FvFC by the end of the first deck to be able to stall the advancement of the war-elephants. Indûr's only access to Mordor is through the Yellow Mountains. He must be stopped.

Top 5 Goals

1. Play Seeing-Stones of Ankatara
2. Squat Manari Akaji at Mablad-Dum with six permanent-events
3. Play Visor of Siryan
4. Play Southern Hammer
5. Slow advancement of Mûmakaniril no further than Bozisha-Dar.

PALLANDO

This wizard has been charged to rally the peoples of the South against the foul men of Sauron. He has good skills all around. There are Warrior, Sage, and Diplomat resources. His Ranger skill lets him cross Rivers.

His home site of Grey Havens is problematic. It will take him two turns to reach Harad by boat. That is dangerous. Therefore, he will start the game. Long They Journeyed allows him to play at any man-hold that has a unique faction in play by you. There are four such factions that allow him to be played during the second deck after his sacrifice so the site is refreshed.

A few spells are included. These events are mainly protective. Wizard Uncloaked will remove all hazard permanent-events on your characters. This is a powerful effect in the effect of a Cram feast. Its cost has a -2 modified corruption check. Pallando might have to join another company just to play this spell for maximum effect. Wizard's Voice will be used to influence away dual characters or factions. The Sirani faction is an ideal choice. Else play it on the Dwarves of Blackflame. Its cost has a -3 modified corruption check. Vanishment will cancel an attack on the company. Its cost has a -2 modified corruption check. Nasty things hide in the sand. Wizard's Laughter is there to protect your resources by nullifying influence attempts. Its cost has a -3 modified corruption check. His staff can help fetch a spell.

His staff will help in spell-casting. A +1 DI and +1 prowess are useful. A spell can be placed with the staff after making a corruption check by -2. Then this spell can be played as from hand with no need to make a corruption check. It is also offensive in another way by prevent magic to be played by a non-avatar character at the same site. A Sage will be in his company to aid in CC by using When I Know Anything.

Eyes of Mandos will counter the Eyes of the Well. Its use during the ORG phase allows the taking to hand a card of the first eight cards on the tap of the playdeck. This will allow efficient turns 2x in the second deck when you need to play factions fast so to battle Army of the Southern Dragon.

CHARACTERS

You have men and stiffbeard dwarves in your deck. With so much importance with influencing there are four Diplomats and many Warriors as bodyguards. There are six dwarves and 8 men heroes – all from the Sunlands or Uppersouth. Only one Scout is found. The Stiffbeards populated the Yellow Mountains.

Tabaya Kas is Man of honor from Siryan. He has three skills, W-R-D, and a strong 5 prowess with 6-mind. He will lead a core company. He has +2 DI against characters and factions playable in Isra and adjacent regions. Also, he has +2 DI against Clan Masra. He has two home sites that have automatic-attacks that allows him to cancel by tapping: Tûl Harar, Tûl Isra.

Manari Akaji is a dual character of great combination of 5-mind, two rare skill combination of Ranger/Sage. His 3 prowess is low, but 9 body will keep him alive. His home site is any Border-hold in the Sunlands. He starts the game to be used by this player. His secret is being the line of an ancient inventor of the Seeing-Stones of Ankatara. Once he plays this item, he will stay at a Free-hold using this item.

Jamir is a man of the sands. He is a Ranger that is extremely useful in the Sun-lands. His Diplomat skill, 1 DI, and +2 DI against factions playable in a Desert will be leveraged. His 4-mind is low enough to may be a follower. A three prowess is low, but a 9 body will help him survive those witty Sand-drakes. He can tap to cancel the Men AA at his home site Tûl Póac.

Abur is another 4-mind, but is only a Warrior from Tresti. He will stay as a reserve until he can be used in combat using his 5 prowess. A low 7 body may mean he will not live too long. He does have +2 DI against Junast's Guard. He does carry one corruption point as a dual character.

Pestin is a 3-mind W-Sage Man from the old town of Tul Isra making his bread selling wine. He will be useful to be a follower using his Sage skill. But a low 7 body is a threat. He has +1 DI against Clan Masra. His special ability is discarding for no effect a Glamour of Surpassing Excellence to force an opponent to reveal two hazards from his hand (or else his whole hand).

Khandash is another dual character that is only a Warrior. His home sites of Amrun and Korondaj are too far north to be used. But his 2-mind and 4 prowess will be leveraged as a bodyguard. His 7 body is low as Abur. He too carries one corruption point if not at or moving in the Sun-lands. He has +2 DI against the Haradrim faction. His special ability is to use two Southern Scimitars.

Relin II is the highest dwarf in the deck. He will be a strong fighter with his 5 prowess and 8 body. But a 6-mind will require only the Wizard to control. He has +2 DI against Stiffbeard and Ironfist Dwarves. Home site of Azagarbhum is far away will make it necessary to play him at a Haven. His Ranger is useful in the mountains. His leadership will come from His Beard Long and Forked.

Dolin is a 3-mind Stiffbeard that will be a bodyguard with his 3 prowess and 8 body. He is a Diplomat that can be used in this deck. He has +1 prowess against Orcs. He can be a follower of a Dwarf-Friend or by Pallando. He has +1 DI against characters from Siryan.

Boron is a Stiffbeard from Mablad-Dum and Nirad-Dum. He will be a nice bodyguard of his 2-mind and 3 prowess also as a Scout.

King's Advisor is a rare dwarf Sage. He costs 3-mind and his 6 body is dismal. But he hates orcs and can tap to fetch His Beard Long and Forked from the discard pile. There are two copies in the deck. This dwarf can play When I Know Anything late in the game.

COMPANIES

Your starting company has all the skills except Scout. The company will start at the haven Hau Nysrin using Make League and Common Council. This event requires at least three races of characters with home sites in the same territory. Dolin, a dwarf, is the Diplomat; he can be discarded early so to be used later. Manari Akaji, a man, is the Sage. Horn of Anor is the other starting resource. Pallando, a wizard, will start to allow more permanent-events and wizard events to be placed in the playdeck. You may CvCC a magic-user in the early turns. The starting site is ideal for either playing resources in the Seven Lands or in Siryan. If you do not draw an important resource to play during the site phase, then move to Narad-Dum to let Manari Akaji keep that site in play for quick playing of resources at that site.

starting company: Hau Nysrin; Make League and C. Council + Long They Journeyed

PALLANDO	10/10/6/9	W/R/Sa/D	
1 Dolin	3/1/3/8	W/D	horn of anor
2 Manari Akaji	5/2/3/9	R/Sa	
Khandash	2/0/4/7	W	desert amber

The Beards will be Pallando and dwarves. Pallando will control Relin II, Advisor, and Boron. The wizard will have Crisfuin. Relin II wields Southern Hammer and become a leader from His Beard Long and Folk. Then he will have Clad in Mail-Shirts to give these dwarves +1 body. This company has high prowess. Pallando will have 6 DI for factions using Wizard's Voice. Advisor is the Sage with When I Know Anything to tap for helping the wizard with his spell CC. Advisor also has a Jewel of Beleriand for a chance to untap. Transfer this item to Pallando when he will be using Fireworks after influencing a faction or to manipulate the sideboard. This quartet will CvCC minion leaders and magic-users north of the Utter South and play the ally. They will move between Baruzimabul and Narad-Dum placing No Strangers at This Time on the sites. Items played by this company include the jewel, Crisfuin and the Southern Hammer. Corruption is a liability for this company.

#1 Beards				[item-3, ally-2, factions-2, mis-1, CvCC-3,]
Pallando	10/11/7/9	W/R/Sa/D	2	W crisfuin
Relin II	6/2/9/9	W/D	3	D6 hammer, Beard, Chain
Advisor	3/1/2/7	W/Sa	2	D3 jewel, Anything
Boron	2/0/3/8	W/Sc	1	D2

The Emissaries are all men who will influence Sunland factions, play Forgotten Scrolls, and Staff of Medra. Tabaya Kas has a Horn of Anor to have +3 for influence attempts until he has Visor of Sirayn. Then he will have 3 DI, six prowess, and 9 body. Jamir is another Diplomat. He has Staff of Medra. He controls Peshtin. Peshtin is the Sage for the group. He will tap for When You Know More and for other sage events. This company will be able to satisfy Dwarf-hold hidden site requirements. Two Sun-land Rangers will negate the penalty of moving through two Deserts. Jamir will face the tough strike with his 9 body when Tabaya Kas needs to be untapped for the site phase.

#2 Emissaries					[item-2, factions-5, mis-1]
Tabaya Kas	6/3/6/9	W/R/D	2	M6	visor
Jamir	4/3/3/9	R/D	1	M4	medra
Peshtin	3/1/3/7	W/Sa	1	M3	More

Manari Akaji is in a third company with Await the Advent of Allies to reduce this GI control to 3 instead of this mind of five. He has the Seeing-Stones and is a Dwarf-friend with Dolin as a follower. Dolin will be there for protection. Dolin will hold Horn of Anor until a character needs it. Both will stay at a dwarf-hold using a Houses of Healing so to be near the other two companies.

Manari Akaji	3/4/3/9	R/Sa	2	M5	seeingstones, dwarf, Await
Dolin	3/1/3/8	W/D	1	D3	horn

These three companies use 13 of your 20 points of GI. The extra dwarves are for Pallando's company to build a large company of dwarves for CvCC. Extra man characters include Khandash with 4-prowess, and Abur has 5-prowess. Seven of the 15 characters have a body less than 8.

Three of the eight final heroes start the game. The other five characters will likely be played at his home site since Hau Nysrin is far away.

ITEMS

You have several items for combat and character assistance. Some items are found at hidden sites. There are ten items of various types and alignments.

There are four minor items. **Horn of Anor** is a starting item providing +2 to faction influence attempts. **Forgotten Scrolls** is used to make a Ruins play Information and to play another item as a requirement. **Desert Amber** is a stone that allows a native to the Sunlands to tap to heal another in the same company. Another use is to attempt the removal of a corruption hazard. This item will be fetched by tapping a faction. **Jewel of Beleriant**, a hoard item, is present to untap someone once per turn.

Crisfuin is a greater item for use by the wizard. It has 2 CP with a boost to DI and prowess. It has +2 prowess against magic-users. The bearer can place a spell with this staff, but must make a CC at -2. Success means the spell can be played at any time without an accompanying CC. Only one spell in the deck has a CC with a penalty worse than -2. The staff can be tapped at any time to prevent a magic-user with a mind lower than 10 at the same site to use magic that turn.

Another staff, **Staff of Medra**, grants +2 DI against men with a home site in Isra or adjacent regions. But its beauty is automatic influencing of faction Clan Masra. The staff can be tapped to cancel Sand-storm on the bearer's company or to take that hazard to your hand from the discard pile. This will be used to trouble minions in Harad.

Visor of Sirayn is another Sunlands special item. It is 3 MP and 2 CP helmet. Its stat bonuses are +2 DI and +1 prowess for a Warrior. Anyone will get +1 body to a maximum of 10. Its special ability is tapping to cancel the effect of Mirage for bearer's company. Bearer also cannot be targeted by Disease while at or moving to a site in the Sun-lands. Its cost is only playable at any Under-deeps with a surface site in the Sun-lands. Choose Fuiner's Well, then Amber-Deeps.

The **Southern Hammer** is an ancient weapon of the Bavor Dwarves. It requires playing at Evefalin Cavern-systems under Fhul and Bar Falin. Its bonus to prowess is huge at +4 to a maximum of 9. Tapping the two-handed weapon allows bearer to take a strike assigned to a dwarf. A dwarf bearer will have 3 CP. If MP are needed then store this item at a Sunland Dwarf-hold for 5 MP.

Seeing-Stones of Ankatare are a powerful item. It requires a hidden site in the Sunlands and discarding a Lost Knowledge resource, which will be Forgotten Scrolls. There are no movement restrictions with the stones. Let Manari Akaji use the stones. The item can be tapped to reveal five cards from the play deck. The opponent will see these five cards. Two of the revealed cards are then placed with a site located within five regions of Manari's current site. Let three or four of the revealed cards be hero characters or hazards so to keep hero resources out of sight of your opponent. Place one MP resource with a site in Akhorahil's discard pile, dwarf-hold, or far from an opponent that you can use We Must Away for five region movement. Tap the item during the organization phase so you can perform this action. The site must come from the location deck. If you select a faction, then also select Muster or Persuasive Words.

Dwarven Fire will be played at a tapped Mablad-Dum. This item can be discarded when stored to create a Trap attack at another dwarf-hold. Use this item to harass a minion company visiting a dwarf-hold.

ALLIES

Zurafy is the only ally. Expect one to be killed. The second copy of the ally will be played in the second deck of the first is killed. The body is low at 7. This ally helps you to move through Deserts to either surprise a minion company or to hide from one. Wizard's Cart must have a wizard and a horse ally in the company. Consider playing a horse ally on Dolin. Then move the wizard to the dwarf's site. Play this event to fetch Fireworks. Move the wizard away to discard the card playing it next deck.

MISSIONS

There are two Light Enchantment missions. Two Information sites are required, which are few in Far Harad. When I Know Anything is to aid Pallando with spell-casting. When You Know More is to aid in faction influence attempts.

FACTIONS

You will fight with your factions. Therefore, you have The Choice of Doom to move factions and Endurance of Stone to boost your three Dwarf factions. Several resources help in influencing these factions: Horn of Anor, and When You Know More. Persuasive Words gives you two rolls and prevents hazards to reduce any bonuses you have. Muster grants a Warrior a bonus up to his prowess for the attempt. Pallando, Relin II, and Tabaya Kas will be given the maximum +5. You have seven factions to play. Only one is not expected to enter battle.

Covshek-Pust is not needed for war. It will be played for its ability to fetch Desert Amber from the discard pile to your hand. Its other use is to treat a Double Desert region into a single Desert region. The playing of this faction should be the only reason to venture into stupidity or a site in Mirror of Fire so to play Visor of Sirayn. The attempt needs to be a 9 to play this faction.

There are three dwarf factions in the Yellow Mountains. You will play all three. Dwarves of

Blackflame need an attempt of 10 by a non-dwarf or a 9 from a dwarf. Its ability will not be used. Dwarves of Mablad-Dum need an attempt of 9, but Stiffbeard Dwarves need an attempt of 7. Its ability will not be used. Nar's Folk need an attempt of 10, but a dwarf needs an attempt of 8. Its ability to shuffle one Tur Betark from the discard pile into the play deck will be used frequently. This faction gains +1MP for every dwarf-hold in play by you in the Sunlands or Uttersouth. Narad-dum will be in play already. Try to have No Strangers at This Time at Baruzimabul before battle to keep that site in play. All three of these dwarf factions in play allows the playing of Bavor's Tribe United, which grants each Stiffbeard dwarf +1 prowess and prevents the dwarf going to your hand due to hazard effects. Relin II with Southern Hammer will be at 9 prowess.

Aukuag is played at a Border-hold Oassis in the Sun-lands or adjacent regions. Only one normal site exists. The influence attempt is a low 7 with modifications: Men +1, Wizard -5, overt -5, Covshek-pust +2, Desert Orcs -3, any non-animal playable at the site -2, Tedjin -4. These nomads will aid in faction battles by hiding in desert regions.

Sirani is a prized dual faction. An attempt of 11 is needed. Those with a home site in Isra have a +2 to the attempt. Use all the muster you can to influence this faction away. Expect Akhorahil to play this faction and gain 4 MP from it.

Junast's Guard is a prized faction playable in Bozisha-Miraz. It can stall the minion factions playable in that region and those west of it. An attempt of 10 is needed. Its ability is to tap allowing Moon to affect a Desert as if that region were a Wilderness of Shadow-land.

The use of Horn of Anor, When You Know More, 1DI, or Muster yields a minimum attempt of 7 to a Warrior or other character. Expect to play Muster 5/9 including healing factions. Persuasive Words is a Diplomat event allowing two rolls for one influence attempt. Expect to play this event 5/9 including healing factions.

When Narad-Dum and Dwarves of Blackflame are played by Pallando two other resources will be played. Fireworks will be played to untap the site. Then No Strangers At This Time will be played on the site. This allows visiting the site again to play the faction if discarded.

YELLOW MOUNTAINS & FAR HARAD

Twenty of the 49 resource events are permanent-events. The Yellow Mountains divide the Uttersouth from Far Harad. It is here that you must make the stand against the Shadow in the South. You have several resources to move safely.

Walls Behind Walls is present to untap the hidden site Mablad-Dum after playing its faction. It can also untap Narad-Dum if in hand at that time. Concealed Entrance forces an opponent to tap a Scout to enter a hidden site. Play this event on Mablad-Dum. Expect to play both events during the third deck.

Tur Betark will be fetched by Nar's Folk. It is required to visit Bar Falin, which leads to the under-deeps where the Southern Hammer rests. It can be used to reduce the hazard limit when visiting Chennacat, Dushera, Isra, Gan, and Sara Bask.

Flight Unmarked will be used to save a turn visiting the Under-deeps for the purpose of playing a special item. Timing is key at the end of the first deck to do this. This resource allows moving to Evefalin Cavernways from Narad-Dim or Amber-Deeps from Tul Harar in Kirmlesra.

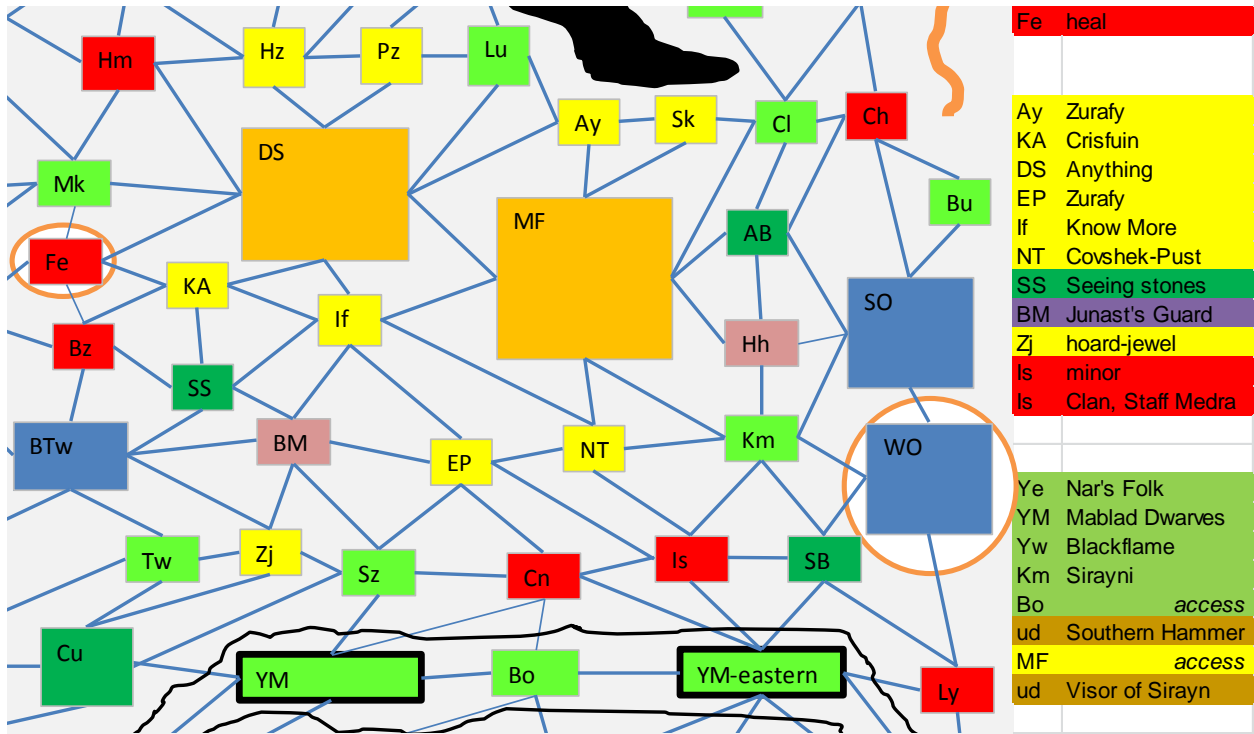
Marvels Told is a ritual to remove hazard events other than those that Wizard Uncloaked can remove. Expect to play this event 8/9.

Lesser Minds Daunted is an offering attempt that has the potential to cancel a creature attack and divert it to another company in the same or adjacent region. Another company must be in another site in the same region or adjacent region. Try to play the event to target minions companies at a site in Chennacatt. A roll is made adding a tapping Diplomat's unused DI. Against Hobbits/Orcs/Men/Slayer-8, Elves/Dunedain/Dwarves/Giants/Trolls-9, Drakes/Dragons-10. Pallando can have 2 DI and Tabaya Kas will have 3 DI. Try to play this event 4/9.

AGENTS

There is one anti-agent resource. Withdraw to Mordor will handle faced-up agents.

Felayja	h	Hau Nysrin	imrahil, pallando	.	
Arysis	B	Maresh	pallando	Men	
Kes Arik	R	Khibil Ephalak	pallando	Drake	
Dune Sea	B	Sudu Cull	pallando	Spider	
Erim Poa	B	Tûl Póac	pallando	Men	
Ne Tava	R	Abandoned Caravansary	pallando	Traps	
Suza Sumar	R	Tower of Birds	pallando	Pûkel-cre:	
Bozisha-Miraz	B	Tresti	pallando	Men	
Zajantak	R	Oasis of Fult	pallando	Undead	
Seznebab	S	Adûn-Tarîk	pallando	Men	
Isra	R	Chamesra	pallando	Undead	
Isra	B	Tûl Isra	pallando	Men	
Kirmlesra	F	Tûl Harar	pallando	Opponent	
YM-Central Spur	F	Mablad-dûm	pallando	Dwarves	
YM-Eastern Spur	F	Nárad-dûm	pallando	Dwarves	
YM-Western Spur	F	Baruzimabûl	pallando	Dwarves	
YM-Eastern Spur	R	Bar Falin	pallando	Orcs	
Bosiri	S	Fhûl	pallando	Orcs	
Underdeeps	S	Evefalin Cavern-Systems	pallando	Orcs	



SITES

Various site types and region types are expected to be visited by your heroes. Hau Nysrin is the only haven you expect to visit. It is far away from the regions of your interest. Thus, make sites that allow healing. Sites were selected to be away from the western coast allowing Prince Imrahil, Cirdan the Shipwright, and Valdacil additional options. Most of the automatic-attacks types of Far Harad are men(6), orcs(3) or dwarf (3). Undead (2), Spider, Wose, Pukel-creature, Traps, and Drake are the other types. There are sites in adjacent regions to allow the movement of your grey agents without disrupting your own resource strategy. Nine of the ten Desert regions will be visited.

Four free-holds are on the list to visit. Tûl Harar allows playing the faction Sirani if either Clan Bulgan or Army of the Southern Dragon is in play. This is the only site in Kirmlesa for you. Its automatic-attack is a free-people creature keyed to Free-hold. The site's nearest haven is Inyalonî. On the other end of the Yellow Mountains is Barad Carannûn that allows Information. May be play a Light Enchantment event there, but instead play it in a Desert.

Three dwarf-holds dot your map. Blackflame has a faction. This site is not hidden. Play the faction, untap the site with Fireworks, then play No Strangers At This Time during the same site phase or later. You can visit the site since it is untapped. Do the same for Narad-Dum, which is a hidden site needing a dwarf or dwarf-friend to visit. Play the faction, untap with Fireworks. Later play No Strangers At This Time. Mablad-Dum is the third dwarf-hold. It is a hidden site that requires tapping a dwarf or avatar else contain a Stiffbeard. Manari Akaji will stay at this site. Play here Houses of Healing to make this a base for your companies. Engines of Defense is to discard Siege. Walls Behind Walls first will untap the site for the chance to play the faction again. Concealed Entrance forces an opponent to tap a Scout to enter the site. Also play Dwarven Fire at Mablad-Dum when the site is tapped. Store this technology item. With three dwarf-holds in play this item can be discarded to create a Trap AA at one of these sites. Therefore, minions moving to Narad-Dum with all of these resources on the site must contain a dwarf or discard a Stolen Knowledge, face a detainment dwarf AA of 3s8 after a normal dwarf AA of 3s8p. This is a large price. Mablad-Dum requires tapping a dwarf or avatar and tapping a Scout. Each minion faces a dwarf strike of 9 prowess. Dwarven Fire will likely be discarded to create the Trap AA here. Akhorahil in Fell Rider Mode will have 12 prowess, but needs to tap to reveal this site then again tap to enter the site. This tapped winged Ringwraith then will have 11 prowess when facing the two AA, which will surely be defeated. Yet a tapped Ringwraith cannot choose defending characters.

Five Borderholds are on the map. Sudu Call, an oasis, is in a Desert region. This is Dune Sea a site that plays When I Know Anything. Try not to send a low prowess character to this site due to the automatic-attack. Farther north, Maresh is in the Desert Arysis. Its detainment automatic-attack is tough Men with 7 prowess strikes. Play Zurafy there. Another Desert site is needed to play Zurafy. This oasis is the site Tûl Poac with a men detainment AA. Its detainment automatic-attack is tough with 7 prowess strikes. Do not play the second ally until the first is killed. Korondaj has the same detainment automatic-attack of Men with 7 prowess strikes. Play a minor item there like Desert Amber. Tresti is in the Shadow-land that has the faction Junast's Guard. Its automatic-attack is weak Men detainment of 5 prowess. Tûl Isra will play a faction and the Staff of Medra. Try to play the item first and then faction in the second deck. The four strikes with 7

prowess detainment attack is tough.

Some minor items and Information resources are found at Ruins. Play the hoard item Jewel of Beleriand at the **Killing Fields**. In Kes Arik too is Khibil Ephalak that plays greater items. You can play Crisfuin there. **Charnesra** has another weak Undead two strike, 8 prowess attack; play a minor item – Forgotten Scrolls, if not played after that of a faction. **Bar Falin** will play Information after playing Southern Hammer, but you need to discard Tur Betark to reveal the site. Leave **Sud Sicanna** alone for a grey agent to hide. Play a Light Enchantment at **Oasis of Fult** in a Desert. It contains a hoard with weak Undead three strike, 6 prowess attack. Khorsaj is an alternative site. **Fhûl** may be a better site to visit the Under-deeps, but its roll to be reach is 4. **The Tower of Birds** is a hidden site needing to tap a Sun-lands Ranger. Play the Seeing-Stones there after facing the Wose attack. Play the faction Covshek-Pust at the Ruins **Abandoned Caravansary** in Ne Tava.

Only three Shadow-holds have you on notice. Your only greater item is played at Adûn-Tarîk in Seznebab. It has two AA. The first is Men of 3 strikes with 7 prowess. The second AA are Trolls of 2 strikes with 8 prowess. The under-deeps site Evefalin Cavernways has the Southern Hammer behind two hard AA of orcs 4/8 and Demon 2/14. You might want to combine the two companies to visit this site. Fuiner's Well will be visited in the Mirror of Fire on the way to the Amber-Deeps to find Visor of Sirayn. That site is a Ruins with a 7 prowess Rock Fall AA as the first AA. Play Desert Amber from the discard pile or sideboard as the free minor item here.

All of this requires 18 sites for playing resources. Only one site is more than four regions from Yellow Mountains-Central Peaks with Mablad-Dum as the base. There is no need to visit more of the under-deeps, which requires several resources to support.

HARAD DIVISION

You are in the Harad Division. Imrahil, Guild of Elements and the Valdacli will not interact with you. It is acceptable to CvCC near to the Yellow Mountains that has just attacked heroes. Valdacli might send factions to Bosiri to aid in stopping the advancement of the enemy. The Guild might visit Tartaust to play one of its items.

RED DAWN

Major war will occur in the south. Indur will move the indestructible Mumakaril north to Mordor. Pallando will block the path of this warhost at Bosiri. Six of Pallando's factions will battle in two wings. The West Wing will fight Akhorahil's factions coming from Borisha-Miraz to support Indur. The East Wing will fight Indur's factions in Bosiri, which are more than three regions from Borisha-Miraz.

The West Wing includes Dwarves of Blackflame and Junast's Guard. Their foes will likely be Visi, Bozishnarod, and Half-trolls. The goal of this wing is to prevent these three factions entering battle at the pass. The East Wing includes Nar's Folk and Mablad Dwarves. Their foes will be the minions from the Uttersouth.

Covshek-Pust will be the battle in Bellakar if the Mumakaril reach that point. Sirani, and Clan Masra will likely not be in play when the battle in Bosiri begins. Chase the enemy anywhere. Other factions will slow the enemy for these two factions to surround the prey.

One resource will boost the factions. Endurance of Stone allows a chance for an eliminated

dwarf faction to not be so. A roll is made to decide the fate of the dwarf faction. With three dwarf factions in play this will be a plus. This resource may even add a third turn of battle in Bosiri.

MARSHALLING POINTS

- C=8 There are 11 MP of characters in the deck. Up to 8 MP should be alive by the White Councils for this player.
- I=7 Three 3-MP items will be hard to play. Expect two to be in play with Staff of Mera.
- F=5 From the seven factions in play Covshek-Pust is not expected to engage in war. Plan on only Nar's Folk to remain in play at 4 MP with three dwarf-holds in play.
- A=1 Zurafy is the only faction. One should be in play for Pallando.
- M=4 Two light enchantments each give 1 MP. Two No Strangers at This Time each give 1 MP. With three dwarf-factions in play Bavor's Tribe United grant 2MP, but at least one of these factions will be killed in war.
- K=7 This a lot of Kill MP. Consider tapping during movement to gain Kill MP.

BLACK AND GREY PLAYERS

Akhorahil is a wielder of great magic is a dire threat to the South. He must be stopped. The Ringwraith will corrupt the native peoples to fight for Sauron. Sorcerers and armies will be found in the sands of the Great Desert. Pallando must kill these magic-users and stop the factions from assisting the Uttersouth men to reach Gondor.

Adunaphel and Indur are two other Ringwraiths near to you. Adunaphel is only a threat when moving in Bellakar. Indur is only a threat when moving in the Uttersouth, which there is only one site to visit there (i.e. Gaven). Court of Ardor will stay in the Uttersouth.

1st PD

The starting company will move often to drawn cards including Forgotten Scrolls and the Seeing-stones. Play that item and move it and Manari to Mablad-Dum. Tap the dwarf-hold when play the faction. Untap the site with Walls Behind Walls.

With the wizard starting play there will be no trouble having new characters controlled. Try to keep an avatar in hand when the wizard plays Sacrifice of Form. You may want to move to such a site to use the spell against an AA. Then next turn there will be no issue with general influence. Only the Southern Hammer and Crisfuin should be a main item yet to play. Clan Masra and Sirani should be the only factions yet to play too. Covshek-Pust must be played to help with movement. The war should start when the first deck exhausts.

The quantity of cards shuffled into the first deck will be high (e.g. ~13). The avatar taps 2x to place 10 cards into the sideboard. Avatar taps another 5x to shuffle an item and permanent-events.

LBL will shuffle six cards. First LBL shuffles The Doom of Choice and Wizard's Cart giving time to play a horse ally. Next shuffle the last Leaf and Mablad-Dwarves. Hope to have Forgotten Scrolls and the Seeing-stones in play. The leaf shuffles No Strangers At This Time and Flight Unmarked. Now you can shuffle Southern Hammer to easily play that item. Expect to exhaust on Turn 9.

You can use Smoke Rings to shuffle valuable table cards that were discarded. Examples include Bavor's Tribe United, AAA, and Dwarf-friend.

An Unexpected Outpost shuffles *Never Seen Him, Behind the Hedge, Ladnoca*.

First Exhaustion

Remove from the sideboard 5 hazards: *Will not Come Down* x3, *Quicksand* x2.

Place these resources in the sideboard: Desert Amber, Flight Unmarked, characters x3.

2nd PD

The Emissaries should play the remaining factions and Desert Amber. This will be four turns to play two factions and two turns playing Desert Amber. Desert Amber will be used to remove hazards on the character. Move back to Mablad-Dum for healing for two turns. All of this requires eight turns. The first faction played should be at Bosiri for the first battle turn, which will be the turn playing the other faction. Next turn, move the newest played faction to Bosiri.

The Beards will play the remaining items (e.g. Crisfuin, Visor) and CvCC for three turns, which will cause two turns healing for a total of eight turns. Once the Mûmakanril move north pass Bozisha-Miraz focus on CvCC of the magic-users The Emissaries will play Desert Amber on the dwarves in the Beards to allow faster healing.

Without challenging the Mûmakanril Sauron will have the luxury to start the war on Turn 25, which prevents the Ringbearer safe entry into Mordor. Additional help may arrive from the Seven Lands to challenge battle at Seznebab. Expect to exhaust on Turn 18.

Smoke Rings shuffles Diplomat resources and those in the sideboard that are needed. Keep Pallando untapped for Eyes of Mandos.

An Unexpected Outpost shuffles *Sandstorm* x3.

Second Exhaustion

Remove from the sideboard 4 hazards that be ready for those with special gold rings in play: *Demons of Vatra* x3, *Near to Hear a Whisper*.

Place these resources in the sideboard: those resources you want in hand in the last two turns.

3rd PD

The Emissaries should play the remaining factions and items. Move to influence away factions or conduct CvCC. Expect to exhaust on Turn 24.

Pallando using Wizard's Voice and Persuasive Words to influence a minion faction.

Pallando, $10di+1form+1staff+6.spell=18+2rolls$

Ringwraith, $+8.gi+8mind(of\ faction)+5alignment+8roll=29$.

Wizard needs help through When You Know More and maybe Muster or Horn of Anor.

Also, the general influence of the Ringwraiths must be lowered.

1	Southern Hammer	tap4		
1	jewel of Beleriand		dp111	
1	Dwarven Fire		dp112	
1	Nar's Folk		dp113	
1	Dwarves of Blackflame		dp114	
1	Mablad-Dwarves	Leaf2		
1	When I Know Anything	tap1		
1	When You Know More		dp115	
2	No Strangers at This Time	Leaf3	dp121	
1	Bavor's Tribe United	tap5		
1	Walls Behind Walls			dp211
1	Tur Betark		dp122	
1	Concealed Entrance			dp212
2	Fireworks			Cart, Cart
1	Flight Unmarked	Leaf3		
1	Withdraw to Mordor		dp123	
1	His Beard Long & Forked	tap2		
1	Dwarven Chain-shirts		dp124	
1	Longbottom Leaf	Leaf2		
1	Wizards Cart	Leaf1		
1	Sacrifice of Form	tap3		
1	Wizard's Laughter		dp125	
1	Doom of Choice	Leaf1		

25 resources

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	5	+5	-	-	-	-
SB to DP	10	+2	2	+1	-	-
Smoke	-	-	-	-	-	-
Leaf	6	0	-	0	-	-
avatar card	-	-3	-	-	-	-
other	-	-	2	+2	-	-

HAZARD

This hazard strategy does require you to hold onto cards. But with your creatures with high prowess, you discard them to draw others. This should be a fun deck to play with using a lot of those worm hazards that are often go unseen in decks. You can sucker minions in attacking you while at a 'Forod' site if you have a worm creature in your hand.

CREATURES

You have 22 creatures in the deck. Most of the creatures are specific to the south and to Deserts, Ruins, and Shadow-holds will be unsafe for minions.

Rain Drake is a tougher creature, but harder to play. This creature will tap its victim with one strike of 15 prowess keyed to Triple Wilderness or a single Coastal Sea. Likely, you will play this creature against other minions in your Division because of the keyable regions.

Swamp-dragon has 10 prowess, but one strike and 1 MP. It can be keyed to any Oasis or Swamp except in the Northern Waste. Also can be keyed to any Coastal Sea in Bay of Ormal, Sun-lands, or Uttersouth. It can also be played on a company using Port-on-River movement or if Anduin River or Undeeps of Anduin played that MOVE phase. The attacker chooses defenders. The attack receives +3 prowess against hobbits, dwarves, wose, and non-uruk-hai orcs. It will be tough playing this creature. There are eight Oasis sites.

Demons of Vatra requires triple Deserts or to a Ruins with two Deserts or a Shadow-land and a Desert. These Demons provide two strikes with 12 prowess and 5 body. If the attack is not defeated, then you can select a card from a pile from the top of your playdeck of twice of the number of characters in the company. This can grab you a character that can hurt Desert travelers. Expect to play this creature 3/9. You might have to sucker minions to visit you late in the game to play this creature.

Nehaari is a pukel-creature found at Ruins or Shadowlands in the Sunlands or in a Desert. Failing a strike does not wound but removes the skills of the victim for the rest of the turn and taps him. Each character faces a 9 prowess strike and uses his mind. Expect to play this creature 4/9.

Two undead creatures are in the deck. Sand-devil will be found in more places when Sand-storm is in play. Staff of Medra will help you ignore this hazard. When that hazard is in play this creature can be played from the discard pile. Be careful for this creature has two strikes but a low prowess of 7. Targets must tap if his mind is less than the creature's prowess unless it is cancelled. Expect to play this creature 3/9. Lesinavi are harder to find needing double Deserts or to a single Desert at a Ruins or Shadow-holds. It has three strikes with 7 prowess. Any strike of Lesinavi receives +1 prowess for each defeated strike of the same attack. Expect to play this creature 4/9.

Half-trolls of Far Harad are found at shadow-holds and dark-holds or Shadow-lands and Dark-Domains. There are two strikes with 10 prowess. The region with the Darkhaven is a Shadow-land. The fortress in Chennacatt that minions may hide will be vulnerable to this creature. Expect to play this creature 6/9.

Huorn is not a power creature with its single strike of 10 prowess.

Creatures

- FH:
- BH:
- RL: (Rain-drake) (Nehvaari)
- 3 SH: (Nehvaari) Half-trolls
- 3 DH: Half-trolls
- UD:

-
- FD
 - BL
 - 3 W Huorn
 - WW
 - 1 WWW Rain-drake
 - 3 SL Half-trolls
 - 3 DD Half-trolls
 - 3 T Sand-devil
 - 3 TT Lesinavi
 - 3 TTT Demons of Vatra
 - 1 CS Rain-drake

-
- 3 Chelkar/Harondor Sand-drake
 - 3 Hyarmenfalas Sand-drake
 - 3 Khand/Lurmsakun Sand-drake
 - 3 Mardruak/BMiraz Sand-drake

Hazard EVENTS

There are not many hazards in the sideboard, just nine.

Base cards-2

Twilight will help remove environments that hinder your heroes.

Corruption-6

With so many creatures specific to the Sunlands these hazards are easier to play. Call of the Desert is corruption that is worse for those from the Sunlands.

Lure of Magic will be for those magic-users in the Sunlands. It is corruption that induces a check whenever a character plays magic in the victim's company. Such a hazard will prevent the victim from using magic himself.

Main Theme-11

The secondary theme is a Desert roadblock. Quicksand targets a character with a prowess less than 4 moving in the Sunlands. This hazard forces the tapping of minions to sum their prowess to a roll to equal 16 or more. This hazard can detain a minion if he has wounded companions, which may happen after CvCC.

Sandstorm forces the return to the origin site with two Deserts in the site path unless there is a Sunlands Ranger. That feature will not be used much. However, if Drought is in play then all non-Haven sites with two Deserts are tapped.

Ladnoca is a Light-Enchantment. It gives all attacks against minion companies not using prowess value receive +1 strikes and prowess. All minion leaders traveling in the Sunlands are affected by Tidings of Doubt and Danger as if a Ringwraith. Nothing to Eat or Drink can be played against a minion company in the Sunlands regardless of the new site.

Doubled Vigilance is played on a Shadow-hold. A roll is made either nothing happens or the company faces a nasty attack of Orcs-4strikes with 9 prowess.

Forgotten South of the World is a permanent-event allowing Spider creatures to be keyed to Jungle and Shadow-land in the Uttersouth. This means keep Juthjuth alive until the third deck to bother the low prowess Court of Ardor elves.

Secondary Theme-5

Something Else At Work hinders influence checks by the victim and gold ring tests. You've Put Your Finger In It targets a minion with a ring. The hazard limit for his company is increased by one for every ring item in the company.

You've Put Your Finger In It is another hazard played on a non-wizard ringbearer. The hazard limit for target's company increases by one for each ring in the company. A Ranger can tap to remove this hazard during the ORG phase. This too is in the sideboard.

Tidings of Doubt and Danger on a Ringwraith reduces his DI by two. This will hurt faction influencing Ringwraiths.

Nothing to Eat or Drink is playable on a minion company at or moving to a safe-hold. Such a company has all minions with -1 modifiers to prowess and body. This will make minions more vulnerable to either to become wounded if low prowess (needing a 7 roll instead of a six is

grievous) or an overt minion getting discarded. A visit to the Darkhaven discards this card, which may cause target company to avoid CvCC to discard the hazard. This hazard is more useful with Ladnoca in play.

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

Tertiary Theme-6

There are two grey agents helping you slow minions in the Sun-lands. The agents will attack or influence away factions.

Glorin will use **Gollum's Cave** to move in the Under-deeps. He is to quickly travel to the Uppersouth, Mordor, or Chey. Have him trouble Felagrog when facing that Division. Thus, move him The Under-Galleries soon. Then surface him to bother the Ringwraiths based near to Udun. Tap him to discard food items. **Nobody's Friend** can get him to your hand. He can also use **Will not Come Down** to influence away Orc factions or low-mind minions. Will Not Come Down prevents the use of general influence to protect the opponent. This is an effected +7 to +10 bonus. That hazard event can be successful if you roll better than the opponent.

Vaal Gark is to harass minions in the Sun-lands. **Never Seen Him** will let him move three regions per turn. Thus, only Adunaphel and Akhorahil will be his main targets. Ren may affected too. Akhorahil's minions will likely not move west of Chennacatt. Move the grey agent to Urud-an-Khibil in Dune Sea to bother Adunaphel. Move to The Great Oasis in Mirror of Fire to bother Ren. Move to Sud Sicanna to bother Akhorahil. Below are listed sites not used by Pallando. Bold font are regions where no sites are used by Pallando.

Ha.Southern Oasis	Ck.Lugarlur	Kh.Variag Camp	
Hy.Umbar	Hz.Amrun	Pz.Korondaj	Lm.Kref Masar
Ma.Dusalan	DS.Urud-an-Khibil	MF.Great Oasis	Sk.Ankruz
Fe.Nilulonde			
Bz.Auz Azunan	KA.Killing Fields	If.Sud Sicanna	
BT.Lighthouse	Zj.Mm Cemetery	Sz.Batan-Urid	Cn.Tartaust
Tw.Norjadar			

Vaal Gark will also have Behind the Hedge. This hazard allows you to see the hand of your opponent. The agent must be at the site of the opponent's company. The agent taps to reveal two random cards at random from hand. If the agent is at a site during the Untap phase, then you see the whole hand and the agent can move 3 regions if moving that turn. The hazard is discarded if the agent attacks.

You should using the hazard to see cards. The agent can tap normally at a company's new site in a Desert to attack that company during its MOVE phase with +2 prowess. A scenario is to move the agent to Bozisha-Dar when a minion company is there. Then next turn move three regions and use Never Seen Him to visit any Desert region for 10 prowess face-down.

SELEN HASKAS

[MP: 2; Mind: 2; P/B: 4/8] HERO WARRIOR ALLY

Unique. maia. Playable at Rask. +2 prowess vs. minions and their controlled allies.

