

IMRAHIL-COAST

40avatar

C	7	Dol Amroth
I	8	Gondor
F	7	vs. Adûnaphel
A	2	South Division
M	1	Raid on Umbar
K	7	Coasts

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 26 cards in sideboard
40 cards in H. deck, 14 cards in sideboard
14 characters in deck
12 starting cards
146 total cards
17 creatures

The Knight of Dol Amroth has engaged the vanguard of enemy.
Imrahil has taken counsel with Denethor to take the offensive to the Enemy.
News has come to Gondor of a massive armada preparing to raid the coasts.

A worthy warrior has won the praise and trust of Imrahil.
He will lead the initial assault to raid Umbar and burn the ships.
Dunadan from Anafalas to those in the Sun-lands will aid in this mission.
Several factions will be played. Some will stay in Gondor and the others
will battle with minions in Bellakar. This player has 9 environment events
for hero and 3 more hazard environments. Of course Nenselde the Wingild will fetch the
environments. Lost and hoard items will be found in hidden places to dispel the evil setting sail.
Do not move inland. Let Ulmo and his spouse aid you always.

The hazard deck punishes those along the sea either by creatures or by storm.
Animals, men, and dunadan creatures are almost exclusively keyed to the coasts,
which may clog the hand of this player. A drake hides under the dunes. Towns have been alerted
and stand ready for vagabonds or spies. The treachery of the Black Numenoreans weigh heavy
and may cause some to flee from the designs of the Ringwraith.

Prince Imrahil will combat Adunahpel and her renegades.

Removed	
1	Strider
x	
1	Belegennon
2	forgotten scrolls
1	elf-stone
1	twice-baked cakes
1	miruvor
1	Bozishnarod
1	Dark Numbers
1	Reforging
1	Great Ship
3	Balance Between Powers
1	Quiet Lands
1	Hidden Knife
1	Withdrawn to Mordor
X	
1	Swamp-Dragon
1	Fell Turtle
1	Sea Serpent
3	Lure of Conquest
3	Dark is the Hour
3	Muster Disperses
2	Reef

Added	
1	Elite Wose
1	Barliman Butterbur
x	
1	Foliant of Warfare
1	Etulians
2	Tokens of War
1	Sun
2	Clear Skies
3	Face Out of Sight
3	Memories Recalled
1	Royal Envoy
1	Quarters of the Regent
X	
3	Dunadan Explorers
3	Kin-Strife
2	Beacons Alight
2	Fearful Sun
1	Unabated in Malice
1	Whole Villages Roused
1	Awaken Defenders
2	Noose of the Sea

This player performed adequately during the practice game. The points gathered were 22. That includes 2 character MP. Two factions were in play and one eliminated after 24 turns. Some intelligence was found since the game resulting in deck improvements. First, Strider was dismissed. Discarding him early leaves a hole. The avatar was played on Turn 2. Vygavril was killed that turn. The next character played was on Turn 6. Agent Elwen was such an elven thorn. Yes, Cirdan can play that character with New Closeness to Kin, but I want to know the full risk of agents. That is why more anti-agent cards were included. Loosing Lothíriel and the Lordhaven event was devastating. The change was to start Barliman Butterbur and to make another site a Lordhaven. Barliman will use Foliant of War to control Lothíriel. Royal Envoy added to help control characters. Elite Wose Hunter added as a spare Ranger and can be played in the Sunlands. Balance Between Powers is now prohibited during the Avatar decks.

+

The new creature Dunadan Explorers was added replacing three sea creatures. There were other hazard changes to trouble Adunaphel's minions. Beacons Alight added.

+

Hazaj Tollin is now the site to play Bellakaze allowing No Strangers At This Time and Quarters of the Regent. Norjadar is now used for playing Etulians. The Light Enchantment takes the site of Reforging. Only one site shared: Pelargir.

RESOURCES(40/26)

3	1	1	Elendilmir
2	2	1	Hauberk of Bright-mail
2	2	1	Valiant Sword
2	2	1	Glamdring
2	1	1	Foliant of Warfare (LK)
		1	Adamant Helmet
		2	Twice-Baked Cakes#
*			Potion of Prowess
*			Miruvor
*			Horn of Anor
3	3	1	Knights of Dol Amroth
3	3	1	Royal Navy
2	1	1	Men of Anfalas
5	1	1	Southrons
2	1	1	Etulians
2	1	1	Bellakaze
2	2	1	Nenseldë the Wingild
1	1	1	When You Know More
		1	Raid on Umbar
		2	Dark Numbers
1	1	1	No Strangers At This Time

13/7

Karma of Aldarion

Reforging

3		Concealment	Sc
3		Marvels Told	Sa
1		Fireworks	Sa
2		Tokens of War	D
	1	Fair Sailing (Grace U)	
1		Great Ship	
1		Belegaer	
1		Ulmo's Watch	le
2		Gates of Morning	Penv
2		Sun	Lenv
1		Star of High Hope	Lenv
	3	Clear Skies	Lenv
	1	Hair of Uinen (Grace U)	Lenv
	3	Face Out of Sight	agent
3		Memories Recalled	LK
	1	Stories of the Eldar Days	sp-1
	1	Tales of the Hunt	pe
	1	Gift of Comprehension	pe
	1	Royal Envoy	pe
3		Smoke Rings	
3		Longbottom Leaf	
*		Tower of Amroth	sp1
	1	Skilled Was T. Knighthood	comm
*		Trusted Counsellor	sp1
	1	Knight of Dor-en-Erhil	sp1
	1	Grace of Uinen	sp1
	1	Son of Adrahil	sp1*
*		Swan of Amroth	sp1
	1	Clad for War	sp2+
	1	Quarters of the Regent	sp1*
1		Doom of Choice	war
	1	Numenor's Legacy	war

27/19

HAZARDS(40/14)**17/3**

3	Sloth Bear	animal	1	1	9	4	
3	Sand-drake	drake	x 1	3	12	x	ex2
1	Tavir	maia	x 2	2	11	6	
3	Stout Men of Gondor	men*	1*	6	7	x	
3	Sorijan Raiders	men	1*	3	8	x	
1	Knights of the Prince	dúnadan*	3*	4	10	8	
3	Seafaring Bellakarin	dúnadan*	1*	4	8	x	
3	Dunadan Explorers	dúnadan*	1*	3	9	5	

s14-3-p17**23/11**

2	Twilight	S-env					
3	Kin-Strife	P					ex1
1	Failed Leadership	P					
1	Burdensome Commands	P.tap					o1
3	Heritage Forsaken	P.char-dunadan					
2	Alone and Unadvised	P.corr-small company					
1	Cruel Claw Perceived	P.avatar					o1
2	Lost at Sea	S-sea					
3	Drowning Seas	S-env					
2	Sea-Blockade	P-roadblock					
2	Reef*	S.sea-roadblock					ex1
1	The Reach of Ulmo	P.deep-roadblock					
1	Awaken Defenders	L-auto.Free/Border x2 strikes, detainment>normal					
1	Whole Villages Roused	S-auto.SH/DH, +2prowess					o1
1	Unabated in Malice	S-attack receives +1strike, +1P/-2B. xCancel					
2	Fearful Sun	P.env-faction					
2	Beacons Alight	L					
3	An Unexpected Outpost	S					
1	Great Secrets Buried There	P					o2

SITES		FD-2	BL-4	W-4	SL-0	DD-0	CS-6	UD-0	T-1	J-0
Bf	Dol Amroth-p									Knights, ally
Lb	Pelagir-p									Royal Navy
Bf	Linhir-p									hoard: adamant helm
Mk	Monastery of True Faith	Info*			x					
Fe	Hazaj Tollin-p	m			dúnedain.2d7					Bellakaze
Bz	Korlea-p				dúnedain.xd7					
Af	Lond Galen-p									mAnfalas
La	Calembel									Twice-baked Cakes
La	Vale of Erech									x
Hd	Southron Oasis									Southrons
Hd	Gobel Mírlond-p	m, M			men.4d9					Glamdring
Hm	An Karagmir	Info, m			men.3d7					<i>hidden</i> -Know More
Hm	Umbar-p	Info, m			men.3d8					<i>mis</i> -Raid
Fe	Ûrêzâyan-p	Info			dúnedain.2d8					<i>sage-discard hazard</i>
Bz	Auz Azunan				wose.3d6					Twice-baked Cakes
Tu	Norjadar-p	m#			men.2d7					Etulians
AC	Isle of Ulond	Info, m, M			EARCARAXE					x
BB	Coastal Signal Tower	Info, m, ring			men.3w7					x
MA	Tolfalas	m, M			undead.3w7					Elendilmir (LK)
MA	Benish Armon	Info, m, M			men.2w8, dm.1w12					LK=Foliant of Warfare
CH	Tol Uialgaer	m			men					<i>[play character]</i>
MC	Tol Glingal	m, M			shipwreck					
BF	Pelican Islands	Info			animals					x
BT	Lighthouse	m, M			animal.xw7					hoard: valiant sword
An	Tharagrondest	Info, m, M			wolf.3w8					<i>t.Sc-</i>
Hd	Haudh-in-Gwanûr	m, M			undead					x
Ha	Cairn of the Colruh H	Info, m, heal			men.2d6, maia.1w12					x
Hm	Vamag-h	m, M, G, ring			undead					x
Mk	Narik-Zadan	m, ring			wolf					minor
Fe	Nilulonde	m, (gold)			elves					minor
DS	Urud-an-Khibil	m, M			demons.3w8					Karma of Aldaron
Tu	Khorsâj-p	Info			men					x
HZ	Amrun	m, M			men.4w8					Hauberk of Bright-mail
Mk	Dusalan-p	Info*, m, M			dunedain.4d9					
Bz	Bur Esmer	m, M#			men.xd9					<i>discard misc. non-hazard.</i>

CHARACTERS-10			6-5-7-2-3			
Imrahil	7/3/5/9+	W/R/D	Dún	Dol Amroth	+5DI.Dun	+2DI.Knights
2 Ûrezîr	6/1/5/8*+	W/R	Dun	Korlea, Pelargir	+2DI.du(home)	+1P.men
1 <i>Elite Wose</i>	3/0/3/8	W/R	wose		+3P.orcs	
1 Golasgil	4/2/4/7+	Sc/R	Man	Lond Galen	+2DI.mAnf	
2 Niluphel	5/1/2/9+	Sc/Sa	Dun	HaTol, Monastery		+2DI.du(SL)
1 Harngorin	3/1/4/7*+	Sc/D	Man	Tresti, Túl Póac	+3DI.Gusar	
1 Vygavril	3/1/2/7	Sc/D	Man	Southron Oasis	+2DI.Southrons;	+6P.nazgul
1 Argirion	4/1/5/7	W	Dún	Linhir	+1mDPB if leader	
1 Ûrêkhâd	4/0/5/8*+	W	Dun	HaTol, Nilulonde	+2DI.battlegear	
1 Duinhir	4/1/4/6	W	Dun	Vale of Erech	+2DI.mLam	+2DI.ValeErech
Barliman	1/0/2/6*+	W	Man	Bree	-1.cc, -1.ic.factions	
1 Derufin	3/0/3/7+	R	Dun	Vale of Erech		2di.duilin
1 <i>Mariner</i>	3/0/3/7*	R	dún	Dun-Port		
1 <i>Mariner</i>	3/0/3/7+	R	dún	Dun-Port		
1 <i>Mariner</i>	3/0/3/7	R	dún	Dun-Port		
1 Duilin	3/0/3/7+	Sc	Dun	Vale of Erech		2di.derufin
Lothíriel	2/0/1/7*+	Sa	Dun	Dol Amroth	+2CC man/dun	
<i>starting company:</i> at Dol Amroth			<Tower of Amroth><Swan of Amroth>			
2 Ûrezîr	6/1/5/8	W/R	Trusted Counsellor			
Lothiriel	2/0/1/7	Sa				
1 Harngorin	3/1/4/7	Sc/D	horn of anor			
1 Urekhad	4/0/5/8	W	potion of prowess			
1 <i>Mariner</i>	3/0/3/7	R	Miruvor			
Barliman	1/0/2/6	W				
<hr/>						
12/19 GI	Hand-8		Mind-33	SP: 6-7		
Brotherhood of the Swan			[factions-6, Mission-1, Raid-1]			
Imrahil-L	7/8/8/9	W/R/D	N	3	glamdring, Swan, Stories, Adrahil, Grace	
Derufin	2/0/3/7	R	N	1	Tales	
Duilin	2/0/3/7	Sc/Sa	N	1	More, Comprehension	
Harngorin	3/1/4/9	Sc/D	M	2	hauberk, horn [+2DI.factions]	
Sand Lilies			[CvCC-4, items-7, Raid-1]			
Urezir-L	6/8/5/8	W/R	N	2	elendilmir, Trusted, Knight, command	
Golasgil	4/2/6/9	Sc/R	M	3	valiant sword, adamant	
Urekhad	4/0/5/8	W	N	0		
Niluphel	5/3/2/9	Sc/Sa	N	0	Envoy	
<i>Mariner</i>	3/0/3/7	R	N	0		
@ Dol Amroth			Tower of Amroth			
Barliman	1/2/2/6	W	M	3	foliant	
Lothiriel	2/0/1/7	Sa	N	0	<u>Nenseldë</u>	

OVERVIEW

The Prince has called upon the faithful of Gondor to stop the Corsairs of Umbar. Threats to the southern fiefs must be answered so allow Lord Denethor to focus his sight towards the Land of Shadow. Prince Imrahil's main goal is to stop any enemy faction moving into Gondor from the south including moving into Ithilien or along the southern coasts. He does not counsel prudence building places of defense, but has taken counsel to strike first in Umbar.

Sea movement provides an inherent safety from creatures. This allows more slots for resources to form a large strategy. Availability of ally Nenseldë the Wingild gives the chance to recycle hero resource environments. This deck has nine of these cards. Sea movement resources are common in the deck.

Top 5 Goals

1. Play Raid on Umbar
2. Squat Barliman at Dol Amroth
3. Play Quarters of the Regent and No Strangers At This Time on a site in the Sun-lands
4. Play Elendilmir
5. Faction battle with Adunaphel's factions supporting Mumakanril

IMRAHIL and DOL AMROTH

This Dunadan-Lord is a strong W/R/D who can lead a company. His 3 DI is enhanced with +5 DI for dúnadan characters from Anfalas, Belfalas or Lamedon. He is a leader. Of course, he has +2 DI against Knights of Dol Amroth. One more card may be kept in hand if he is at Dol Amroth. His special ability allows him to look at the hand if an opponent has a company without an agent at a non-Haven site in Belfalas during the organization phase.

His specific stage resource Swan of Armoth is 1 CP, but it recycles a command event, Great Ship, and Guild of Venturers. You will not play the last event.

Usually, the avatar will have Glamdring for 1 CP and +3 prowess for 8 prowess. A high 9 body will keep him alive. Expect to have only this character untapped during the SITE phase after facing the automatic-attacks.

You will regularly recycle his own command event Son of Adrahil. This command event stores combat strikes of the avatar. The count of such combat can be used when discarding the event to modify an influence attempt, corruption check, or roll to remove a hazard in his company. This implies that the avatar will be facing many strikes.

Grace of Uinen is playable on this avatar. It gives 1 CP. This resource keeps the long-event Hair of Uinen in play permanently. This stage resource can tap to fetch Fair Sailing or Hair of Uinen. Transfer the weapon to another character when you want to play this stage resource during the ORG phase to keep his CP at two. You can use this card to fetch Karma of Aldarion just to keep in hand for a few turns. Then near exhaustion discard the item for later shuffling using Smoke Rings so Great Secrets Buried There can grab the item.

Stories of the Eldar Days will help reduce his SP by 1, but it will reduce the CP of certain events in his company. A hero will be in his company with Tales of the Hunt to untap this avatar.

Glamdring and two stage events will give him three corruption checks. Only give him Glamdring when moving so to have help with prowess.

CHARACTERS

Men and Dunadan will confront the pirates on the sea and ports. You have mid-mind heroes. There are many non-Warriors at the count of 10. All have a home site in Greater Gondor or Bellakar except for the bartender. Twelve characters have a body stat less than 8. Ten characters only have one skill. Five characters are dual characters.

Ûrezîr is the highest mind hero character with 6-mind. He is a knight from Bellakar fighting as a Warrior and Ranger. His 1 DI is not much to having followers, but he has +2 DI against Dunedain and factions at his home sites. Ûrêkhâd, and Dunadan Mariner are the only ones fitting this criterion. A +1 prowess against Men will help him with automatic-attacks and +1 prowess in combat if Sauron is your opponent. Stats of 5/8 will make him an important fighter for a core company. He starts the game as a Trusted Counsellor.

Niluphel is a woman of strength and stealth. Her Scout and Sage skills will be quite useful. Her 5 mind is the second highest mind. Her 2 prowess is low, but a high 9 body is helpful. She has 1 DI and has +2 DI against Dunedain and factions at her home sites. She becomes a Leader, gains Warrior skill and +2 prowess if Ûrezîr or Urekhad has been eliminated. Her home sites in Bellekar will be the place to play her: Hazaj Tollin and Monastery of True Faith. She will be a great replacement to Ûrezîr.

Golasgil is a lord from Anfalas. His Scout and Ranger skills will make him valuable in a core company as a follower with his 4 mind. His 2 DI can be used for influence checks may be with his +2 DI against the Men of Anfalas. He is a Man with an average 4 prowess, but with a low 7 body. Enhancement with his body should be sought.

Argirion is another lord, but from Linhir. He is only a Warrior with his 4 mind and 1 DI. But his strong 5 prowess is useful, but a 7 body is worrisome. He has +1 prowess against Men. If he becomes a leader he gains +1 to mind, DI, prowess and body for 5/2/6/8 stats. He currently has no place in any company. Likely, he will be played in a Power Deck with Stout Captain. So select that resource with a Game Point.

Ûrêkhâd is another Dunadan from Bellekar. He is only a Warrior too, but with 5/8 stats that can be his place as a 4-mind bodyguard in a core company. He does gain +2 DI if bearing a unique battle-gear item that can help if he needs to make an influence check. He has +1 prowess if at or moving to a Port or Battleground site.

Duinhir is yet again a 4-mind Warrior Dunadan. His poor 6 body keeps him from any company, but a 4 prowess is average. He has 1 DI, +2 DI against Men of Lamedon and +2 DI against characters with Vale of Erech as their home site such as Derufin and Duilin. He can replace another Warrior late in the game so armor can help him.

Vygavril will use her skills and abilities if Harngorin is killed. She will use her Scout skill to cancel attacks with Concealment. The Diplomat skill is not needed. Her 3-mind is okay for her to be a follower for a few turns. A 2 prowess is weak along with her low 7 body. She can use her 1 DI and +2 DI against the Southrons to influence that faction early in the game. She has +6 prowess against Nazgul so this can have Hoarmurath and Adunaphel at a Darkhaven for a few turns early in the game.

Harngorin is a dual Man character from Tresti and Túl Póac. He is also a Scout and

Diplomat with 7 body, but a higher prowess at four. His +3 DI against the Gusar will not be needed; that faction is not in the deck. Body support will be beneficial on him.

Derufin and Duilin are twin Dunadan brothers. Both have 3 mind, zero DI, 3 prowess and 7 body. Duilin is a Scout and Derufin is a Ranger. Both are from Vale of Erech. If both are in the same company each requires two points of influence to control. These two will be together in a core company.

Dunadan Mariner is found thrice in the deck. He is a dual, non-unique character who is a Ranger found at any Dunadan-hold Port. His 3-mind is manageable with a descent three prowess. But a low 7 prowess will likely get both killed. He has +1 prowess when at or moving to a Port or site in a Coastal Sea region. His special ability is tapping to allow his company to use Port-movement. You can discard Great Ship during the organization phase to allow his company to move three extra regions if moving with Port-movement or to a site in a Coastal Sea region. This can allow moving from Dol Amroth to Bay of Tulwang, Bellazan or Felaya. One copy will be in the starting company.

Lothíriel is the avatar's daughter. She will be kept at Dol Amroth using her Sage skill. Her 2 mind can let her be a follower to several characters. A 1 prowess and 7 body should keep her at home. Her special ability is tapping to give +2 to a corruption check made by a Man or Dunadan in her company.

Barliman Butterbur has taken a vacation to the coasts of Gondor. There he is learning about brewing from the locals. His Warrior skill, 2 prowess, and 6 body will have no use for moving. He is to stay at Dol Amroth.

Elite Wose Hunter is a dual character with a home site of any Wose-hold. He is a great orc-fighter with six prowess against Orcs. He can tap to allow his company to move through a mountain range as if two non-Dark-Domain, non-Shadow-land regions were adjacent, but one region must contain a Wose-hold. This ability is likely not to be used. This character is a useful Ranger that will be played at Druadan Forest or likely Auz Azunan. He will be played near the end of the game so to use the special ability at Auz Azunan.

COMPANIES

Your starting company will begin at Dol Amroth with Tower of Amroth. Swan of Amroth begins the game to be ready for the avatar. Harngorin is your Diplomat with a Horn of Anor. He starts due to his far away home sites. Keep him alive for a core company. Lothiriel is your Sage. Urekhad is the Warrior and also has far away home sites. Mariner is your Ranger. Barliman is the innkeeper. Ūrezîr has played on him Trusted Counsellor to grant him +2 DI against Dunadan characters. He is the second Ranger.

Miruvor is there to keep your heroes alive and Potion of Prowess for combat. Four characters have a 6 or 7 body. Lothiriel and Barliman will stay at Dol Amroth to keep Tower of Amroth in play and to let a few resources be placed in the playdeck such as Elf-friend, and Nenseldë. The rest should move to draw cards in two companies so to keep the hazard limit at two for both companies. You need 5 turns for character playing or discarding. Expect two deaths in the first turn.

2	Ûrezîr	6/1/5/8	W/R	Trusted Counsellor
	Lothiriel	2/0/1/7	Sa	
1	Harngorin	3/1/4/7	Sc/D	horn of anor
1	Urekhad	4/0/5/8	W	potion of prowess
1	Mariner	3/0/3/7	R	Miruvor
	Barliman	1/0/2/6	W	

Prince Imrahil will lead the Swan Company. He wields Glamdring for prowess and body of 8/9 as a leader. He has Swan of Amroth, Son of Adrahil, and Stories of the Eldar Days, which burdens him with 2CP. His followers are Derufin, Duilin, and Harngorin. Derufin has Tales of the Hunt to untap another character in his company. He is the Ranger. Duilin has Gift of Comprehension for the Sage skill to play When You Know More. These two require one less GI if both are in the same company. Harngorin has Hauberk of Bright-mail and Horn of Anor; he will influence factions, and his race grants him +1 bonus to some factions. Two of the four have 2 CP. This company will influence the six factions, play one mission, and raid Umbar.

Brotherhood of the Swan			[factions-6, Mission-1, Raid-1]		
Imrahil-L	7/8/8/9	W/R/D	N	3	glamdring, Swan, Stories, Adrahil, Grace
Derufin	2/0/3/7	R	N	1	Tales
Duilin	2/0/3/7	Sc/Sa	N	1	More, Comprehension
Harngorin	3/1/4/9	Sc/D	M	2	hauberk, horn [+2DI.factions]

The Sand Lilies has Urezir as a Leader and a Knight of Dor-en-Erhil. He has Elendilmir and is a Trusted Counsellor with 10 DI. That jewel will help with CC. He has 3 free DI with normal DI and the stage event. He has 3 DI for Gondor from the jewel and 2 DI for those in four regions of Gondor from the command event. He has 2 DI for those with the same home site. A command event will lower that DI to eight. Golasgil has Valiant Sword and Adamant Helmet for 6/9 stats. Golasgil is present to use his Scout skill. Urekhad with his strong 5 body and 8 body will accept the tough strikes. Give him the helmet for +2 direct influence to allow him to make influence checks when others are tapped. This company will play items far from Dol Amorth and CvCC. Urezir has three unused DI for room for a command event. When the heroes in this company are receiving +3 prowess from environments events consider CvCC that turn. This company has two Rangers.

Sand Lilies			[CvCC-4, items-7, Raid-1]		
Urezir-L	6/8/5/8	W/R	N	2	elendilmir, Trusted, Knight, command
Urekhad	4/0/5/8	W	N	0	
Golasgil	4/2/6/9	Sc/R	M	3	valiant sword, adamant

Niluphel will lead the third company. She has Royal Envoy +2 DI against characters with a home site outside of Eriador or Gondor. Her 2 prowess is low, but has 10 body. She controls Mariner. Use this company to support another or to draw cards. A Scout is available for Concealment and a Sage for Marvels Told.

Niluphel	5/3/2/9	Sc/Sa	N	0	Envoy
<i>Mariner</i>	3/0/3/7	R	N	0	

Lothiriel is the fourth company based at Dol Amroth. She controls the ally Nenselde to fetch environment events. She will squat and play Marvels Told and keep Dol Amroth in play. Barliman will be played with Lothiriel using Foliant of Warfare for +2 DI.

@ Dol Amroth		<u>Tower of Amroth</u>			
Barliman	1/2/2/6	W	M	3	foliant
Lothiriel	2/0/1/7	Sa	N	0	<u>Nenseldë</u>

Your four companies only use 12 of your 19 GI. It is possible to play Mariner for a few turns or to allow a 2-mind hero under Imrahil's control to move to GI so Imrahil may influence a faction. Vygavril with Glamdring and Hauberk of Bright-mail has two corruption points to have the stats of 5/9 boost and 11/9 against Ringwraiths.

There are a few true reserves. There is another Mariner with the useful Ranger skill. Duinhir is also a Warrior. Vygavril will replace Harngorin so to have Imrahil with two followers of 8 total mind. Beware the light enchantment will be discarded with Duilin.

ITEMS

The Knight has 11 items in his deck. These items help with moving and surviving combat. Half of the items are minor items. There are four special items and three major items. Two items are hoard items.

Horn of Anor will influence factions providing anyone with +2 DI against factions.

Miruvor is a food item to keep the low body heroes alive when you expect combat such as CvCC. Miruvor will help the twins under Imrahil's influence to stay alive and to bestow 11 body on Imrahil himself. **Potion of Prowess** adds +1 prowess for everyone for a turn.

There are five battle-gear items. Hauberk of Bright-mail, Karma of Aldarion, and Adamant Helmet are body enhancer table cards. **Adamant Helmet**, a hoard item, protects the wearer from dark enchantments and allows the use of Clad for War. It gives +1 body to a maximum of 9.

Hauberk of Bright-mail has 1 CP providing +2 body to max 9. Eleven characters have a 6 or 7 body.

Karma of Aldarion is another helmet giving +1 body and will be reforged. It will be a Game Point card along with Reforging. Once remade it gains +3 CP, +3 DI against Dunadan and Men with a home site in a region adjacent to a Coastal Sea. The item can be tapped to fetch Hair of Uinen from the play deck. Great Secrets Buried There will be sent to the playedeck late in the first deck to get this item set aside. Two weapons are in Imrahil's armory. **Glamdring** has a great bonus of +3 prowess for only 1CP. **Valiant Sword** is a hoard item providing prowess and body boosts of +2 and +1, both maximum of 9.

Twice-backed Cakes is for you to move six regions from Dol Amroth and allows you this extra movement when you need it. You can move to Bellazan from Dol Amroth.

There is one item requiring a lost knowledge resource for play – the **Elendilmir**. Elendilmir must be played at Tolfalas. This item can tap to provide a +2 to a corruption check made by a

Dúnadan in the same company. **Memories Recalled** is the trigger to play this item. You need to discard LK to play Seaward Tower.

Foliant of Warfare is a dual major item that is also Lost Knowledge. It is included since it provides +2 DI against Dunedain. Use this to control a follower. But it can be used to satisfy Lost Knowledge in a pinch. Memories Recalled is needed to play this item.

FACTIONS

This player is faction heavy. Imrahil intends to FvFC as soon as he has two Harad factions in play. There are a few resources to help influence factions. Horn of Anor and When You Know More are table cards each providing +2 to an attempt. **Tokens of War** will be useful during the second deck when you have weapons in play. It is a Diplomat event likely for the avatar or Harngorin to use. Use the event when you have two major items in the company for +4. **Dark Numbers** give +3 to influence attempts when you need it. Son of Adrahil can be discarded too aiding in the influence attempts. There are four Man factions and two Dunadan factions. [Harngorin DI(1)+race bonus(1)+horn(2)+When You Know More(2) = +6]

Gondor factions include Knights of Dol Amroth, Men of Anafalas, and Royal Navy. Keep these three factions in Gondor until the War.

Knights of Dol Amroth need an attempt of 9, but Dúnadan receive +1 [Harngorin +5]. **Men of Anafalas** need an attempt of 8, Dunadan receive +1 [Harngorin +5].

Royal Navy needs an attempt of 11, but Dúnadan receive +1 [Harngorin +5]. This faction has two abilities: (1) tap to allow a company to move an addition sea region or (2) to cancel an effect that would bring Corsairs of Umbar or Pirates from the discard pile to hand or into play this phase. Harngorin needs to avoid bad rolls with influencing these factions. Play Knights of Dol Amroth near the end of first deck so it can be only in the discard pile for two or three turns.

The **Southrons**, a dual faction, is a rich prize, so get them on your side or influence them away. An attempt of 9 is needed [Harngorin +5]. Get a Man to influence this faction since Dunedain, Elves, and Dwarves have -2 to the attempt. This faction is in the playdeck.

Two factions south of Harondor will fight for you. The Etulians and Bellakaze can still be allied with Gondor. Etulains and Bellakaze are dual factions. Expect Adunaphel to recruit them too. Dark Numbers are needed for the attempts against these last two factions to provide Harngorin a +8.

Etulains need an attempt of 9 to play with penalties if a Man faction in play in Bellakar, any overt faction in play in Tulwang or its adjacent regions (-3), Army of the Southern Dragon (-2). Bellakaze has identical attempt stats. Expect the overt faction not to be in play so the attempt value will be 11. The faction can be played at any port in Curinshiban or Tulwang. The faction can tap to cancel a non-unique creature keyed to Tulwang, Bay of Tulwang, or Kurryan. This can avoid Fell Turtle and Sand-drake via Vaurak.

Bellakaze is vital for you to play No Strangers At This Time to keep the site in play followed by **Quarters of the Regent**. Faction is playable at Korlea or Hazaj Tollin. You need an attempt of 11 with standard modifications of any faction in play at Bozisha-Dar (-2), Cult of Vatra (-3). Play the faction at the closer site to Gondor.

ALLIES

Your only ally is Nenselde the Winglid. She can enter combat. Tap her to recycle resource short and long environment events, which are needed to keep Balance Between Powers in play. Tales of the Hunt cannot be used to untap this ally. Her movement is restricted to Belfalas, Bay of Belfalas, Anfalas, and Mouths of the Anduin. She has no reason to move away from Dol Amroth after being in play.

MISSION

When You Know More is an information event that allows the controller to tap to add +2 to influence attempt. The event is played by a Sage and gives 1 corruption check. Try to have this event whenever you influence a faction.

Dark Numbers is Stolen Knowledge playable after facing a man, troll, orc attack. Likely this event will be played after facing an AA so no movement is expected to be needed to just to play this card. Stolen Knowledge is only needed to play Raid on Umbar.

No Strangers at This Time will help heal in Bellekar. First, you need a faction played at the site. Play faction Bellakaze at Hazaj Tollin in Felaya. This region is a six region movement from Belfalas. Royal Navy does not work. Twice-Baked Cakes work. Belegaer works through The Sundering Seas and Royal Navy.

Reforging needs an Information site. This event will reforge a hoard item. A Sage needs to tap to play this event. This is a Game Point Card.

Raid of Umbar is the prime activity for this avatar except for playing factions. This is a unique event. It will be played near the end of the first playdeck. Stolen Knowledge, Dark Numbers, must be discarded at Umbar. Imrahil must have more factions in Gondor than any opponent has in Hyrmenfalas or adjacent regions, which count as 4 (Southorns, Men of Anfalas, Royal Navy, Knights). You should have three factions in Gondor at this time. The company faces two attacks: Men-3s8p and Men-2s9p after the site's detainment AA: Men-3s8p. Join both moving companies for this raid. Success means Umbar factions have one less MP and two creatures have reduced prowess of -2.

BELEGAER and NEAR HARAD

Almost all of your movement will include coastal sea regions. Such travel can be extremely safe or extremely treacherous. You do not expect to move to any region surrounded by land. You will share some regions with Lord Denethor, but Anórien and Ithilien will be unvisited by Imrahil. Five sites to play resources are not in a Free-Domain, Border-land or Coastal Sea.

You can discard for no effect Belegaer, Black Sails, or Great Ship from hand to let each Deep Coastal Sea region in the site path count as one region if moving to a site in a Coastal Sea. This means that movement from a coast in Gondor can reach a Coastal Sea along Harad (i.e. Bay of Felaya, Bay of Tulwang).

Dúnadan Mariner can tap to have the company use Port-movement or discard Great Ship during the ORG phase to allow moving three more regions if moving with Port-movement or to a site in a Coastal Sea. That method is the only mechanism for this player to use Port-movement. This means that to discard Great Ship to make The Sundering Seas one symbol. Twice-baked

Cakes adds two more regions to movement. That tasty morsel allows reaching Tulwang from Belfalas in two turns. Royal Navy taps to allow one more Coastal Sea in movement. This seems only a positive if moving to or from Pelican Islands. Cirdan the Shipwright will tap that site, which means you can visit the site as a layover. It is five regions from Harondor.

Fair Sailing will lower your HL for each CS region in your site path. Thus, try to move along the Harad Coast by sea. Grace of Uinen can fetch this resource.

Belegaer allows long movements from Gondor to Harad and lowers your HL by two to a minimum of two. This resource can move a company from Dol Amroth to Lindon to Bay of Tulwang. There is only one copy in the deck so use it well to travel far.

Great Ship allows a company moving with a Coastal Sea region to tap to cancel the effects of one hazard that targets the company.

Hair of Uinen is a unique environment long-event. It cancels Drowning Seas, Storms of Ossë, and Winds of Wrath. Additionally, with GOM in play any hero elf or dúnadan can tap to give -2 prowess or -1 body to a hazard creature attack against his company keyed to a CS or at a site in a CS. Grace of Uinen can fetch this resource.

Other resources to play include **Marvels Told**. Expect to play this resource 7/9. Keep this event in hand if no Sage is available.

Concealment helps avoiding nasty attacks by sea or land. Each moving company has a Scout. Expect to play this resource 7/9.

Stories of the Eldar Days allows the avatar to play Tales of the Hunt and Gift of Comprehension on any character and these resources have one less CP. **Tales of the Hunt** allows the bearer to tap to untap another in his company. **Gift of Comprehension** grants the bearer the Sage Skill.

Ulmo's Watch is a long event. When one of the companies move with triple Wilderness or a single CS in their site path the hazard limit is decreased by two. With Gates of Morning in play an elf, dúnadan, maia or wizard can tap to discard a card placed on-guard.

Fireworks will untap Dol Amroth in the second deck to play the faction. You need to tap a Sage. You have two sages. Niluphel has 5 mind.

ENVIRONMENT

This player has many environment events resource and hazard. The purpose is to recycle them with an ally. There are 9 hero resource environments and 8 hazard environments. The ally Nenseldë will recycle these resources. Two GOM are the core cards.

There are three long-events other than Hair of Uinen. **Star of High Hope** is the key resource. It will provide +1 to all dúnadan and elves in the Division, which will help the Guild of Elements. Expect to play this event 3/3.

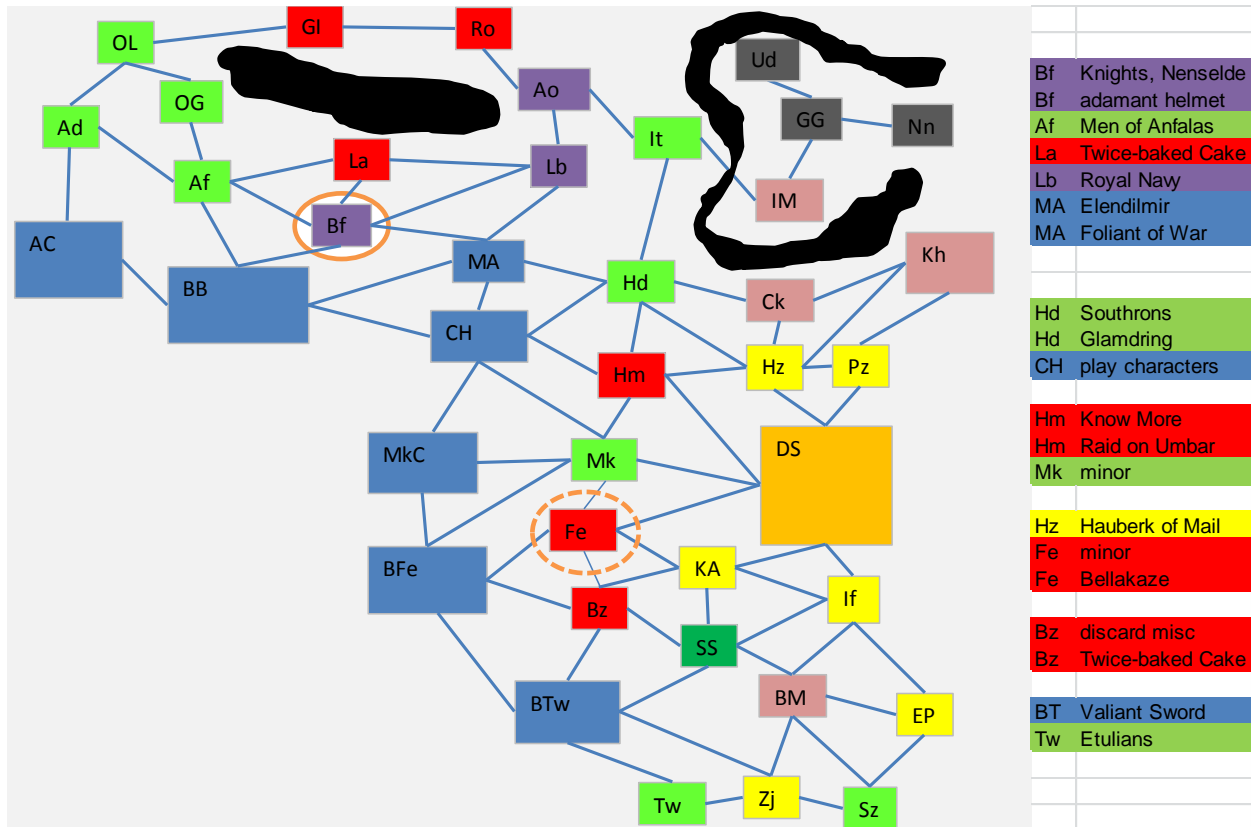
Sun adds prowess to men and dúnadan. With GOM it reduces AA and creature attacks by one. Expect to play this event 6/6.

Clear Skies need GOM to provide +2 to hero characters. Expect to play this event 6/6 with it starting in the sideboard.

Hair of Uinen is also an environment, but it can be fetched with another resource. Consider CvCC when these prowess boosters are in play.

AGENTS

Minion agents are a great threat to this avatar. Tower of Amroth prevents non-local agents from moving to Dol Amroth. **Face out of Sight** will delay agents by taking them back to hand if tapped or wounded. It will also discard On-guard cards. Expect to play this event 6/6 with it starting in the sideboard. You are vulnerable to elf agents – specifically Nimloth. Attack her company in Wilderland if she is played as a character.



Belfalas	F	Dol Amroth	imrahil	.	
Belfalas	F	Linhir	imrahil	.	
Anfalas	B	Lond Galen	imrahil	.	
Lamedon	B	Calembel	imrahil	.	
Lebennin	F	Pelargir	denethor, imrahil	.	
Mouths of the Anduin	R	Benish Armon	imrahil		Men
Mouths of the Anduin	R	Tolfalas	imrahil		Undead
Coast of Harad	R	Tol Uialgaer	imrahil		Men
Harondor	B	Southron Oasis	imrahil	.	
Haruzan	S	Amrûn	imrahil		Men
Dune Sea	R	Urud-an-Khibil	imrahil		Demons
Hyarmenthalas	B	An Karagmir	imrahil		Men
Hyarmenthalas	B	Gobel Mîrlond	imrahil		Men
Hyarmenthalas	B	Umbar	imrahil		Men
Mardruak	S	Dûsalan	imrahil		Dunedain
Mardruak	F	Monastery of the True Faith	imrahil	.	
Mardruak	R	Narik-Zadan	imrahil		Wolves
Felayja	F	Hazaj Tollin	imrahil		Dunedain
Felayja	R	Nîlûlondê	imrahil		Elves
Felayja	B	Ûrêzâyan	imrahil		Dunedain
Bellazen	B	Auz Azunan	imrahil		Wose
Bellazen	F	Korlea	imrahil		Dunedain
Bay of Tûlwang	R	Lighthouse at the Cape of Octo	imrahil		animal

SITES

Sites were selected to be in or adjacent to a Coastal Sea. Only sites in Lamedon, Haruzan, and Dune Sea do not border a Coastal Sea. Eight of the 20 sites to visit are ports. Under-deeps and dark-holds will not be visited by this player. Six resources are playable more than four regions from Belfalas. All of the sites to play resources noted below are within six region movement from Dol Amroth include two Desert regions. Several AA become normal if the company contains an elf. Tulwang will be the southernmost region to visit. Haruzan will be the easternmost region to visit on the other side of the Anduin River. Six sites are either one or two region movement from the Lord-haven. Men (6), Dunedain (4), and Undead compose of most of the sites with automatic-attack.

This player visits one Lordhaven, three Free-holds, eight Border-holds, six Ruins, and one Shadow-hold. The site attack types include: Men (7), Dunedain (3), Undead, Wolf, Animal, Demon, Wose, and Elf. A site in the Sun-lands will become a Lordhaven.

Dol Amroth is the Lord-haven for this avatar. Two resources will be played at this site: a faction and an ally. The ally will be played first, then the faction. The two Sages will squat at this site and then be at this site while it is tapped. The avatar can tap to fetch Tower of Amroth from the discard pile. That stage resource makes Dol Amroth a protected Lord-haven. There are many free-holds along the coasts. **Pelargir** has the faction Royal Navy. **Linhir** is a port with nothing playable normally. But if a Man or Dunadan discards a major item, then you may play from the sideboard a non-unique major item. Discard a minor item to play Adamant Helmet. Far down the coast six regions away is the faction Bellakaze at port **Hazaj Tollin**, which has a Dunedain 7 prowess detainment attack for two characters. Play this faction during the first deck so you can play No Strangers At This Time and later Quarters of the Regent. Six regions from Belfalas allows Twice-Baked Cakes for travels between both Lordhavens. **Monastery of True Faith** allows Information if you have less MP than your opponent. Tap a Ranger from the Sun-lands to reveal this hidden site. Hide at the port **Korlea** from minions.

Border-holds are just as common. **Lond Galen** in Gondor has the Men of Anfalas faction. Twice-baked Cakes can be played **Calembel**. Play the other copy at **Auz Azunan** after facing the Wose detainment attack of three strikes with 6 prowess. Use Elite Wose Hunter to tap the site to reveal a number of cards from your play deck equal to the delta of MPs with Adunaphel the Ringwraith. Then play these cards in order you choose. That is powerful. **Southron Oasis** will be dangerous to visit being so near to Mordor. The Southrons faction is found at that site. **Gobel Mírlond** plays major items has a costly normal automatic-attack of 4s9p. Play Glamdring there else at Amrun. Play When You Know More at the hidden site **An Karagmir**. It has a 3 strike with 7 prowess Men detainment attack. Tap a Sun-land character to reveal this site. To play Information you must first reveal your hand. **Umbar** is where you will strike at the heart of the Enemy. Your full force is needed. The AA is a mild 3 strike with 8 prowess Men detainment attack. Etulians are playable at the port site **Norjadar** seven regions away. It has a Men detainment attack of two strike with 7 prowess. **Ūrêzâyan** is six regions away. This site allows a sage to tap to discard one non-environment hazard event that mentions CS in its card text.

Ruins and Lairs are found all of the items and other mission resources. Several such sites are found in Coastal Seas. Hoard sites are rare. The idea is to visit sites that are dangerous too for the opponent such as sites in Coastal Seas. Valiant Sword is at **Lighthouse at the Cape of Octopuses**.

This site has a second AA if the first attack is not defeated. You need to defeat the first Animal 7 prowess attack with the avatar using a weapon. Vamag is abode of undead. It has greater hoard items, but allow Lord Denethor to tap it. Discard Lost Knowledge to visit **Benish Armon** for playing Foliant of Warfare. It has two attacks: Men and Demons. The jewel Elendilmir is a lost item at **Tolfalas**. The company must first discard a Lost Knowledge resource. Be careful. Grace of Uinen is only playable at Tolfalas, so play the stage resource first or during the same site phase. It has Undead of 3 strikes with 7 prowess.

Several Ruins play minor items including: Tol Uialgaer, **Narik-Zadan**, and **Nilulonde**. Tol Uialgear has the ability to tap a Ranger bringing a character into play from the discard pile or sidebar at this site wounded. This can be done if a character is killed the previous turn. Lond Daer is an option for major items if Memories Recalled is hand.

~~—Great Secrets Buried There allows Karma of Aldarion to be played in a Deep Desert. Play the item at **Urud-an-Khibil** found among a Demon attack of 3 strikes with 8 prowess.~~

A few shadow-holds are along the coasts. The only site of your interest is **Bur Esmer** in Bellazan. This site has a hard AA of nine prowess. It has major items. But try to use the special ability by discarding a Miscellaneous Point card on a Sage. This allows you to grab a non-hazard card from your discard pile. The site is afterwards taps. Do this to fetch Bellakaze to quickly play. Dark Numbers will be this event. **Amrun** will find Hauberk of Bright-mail. Its Men automatic-attack is harsh of 4 strikes with 8 prowess. Being in a Desert region forces the site of origin to be east of Anorien. Minas Morgul companies cannot reach it in four regions by region movement.

STAGE RESOURCES

This avatar will be using many stage resources that bring benefits and expose the avatar to hazard effects. Stories of the Eldar Days reduce SPs by one. **Tower of Amroth** (1) is the Lord-haven resource.

Knight of Dor-en-Erhil grants a Warrior Leadership and +2DI to characters with a home site in southern Gondor. Play the event on a character to have followers. **Trusted Counsellor** will be played on Urezir to grant +1 DI against those of his race for each of his skills. Bearer cannot be a follower to a non-avatar.

Skill Was Their Knighthood is a command event. Imrahil will likely play **Skill Was Their Knighthood** for protection. The leader may assign all strikes of an attack regardless of any character's status and attack's abilities. Up to two strikes can be assigned per character. This can allow Imrahil to protect Derufin and Duilin or for the Sand Lilies to target a large company of weak minions. Some site has attacks with a specified number of strikes.

Swan of Amroth allows the avatar to fetch cards including a command card and The Seaward Tower. Use the stage event to get The Seaward Tower in play during the first deck. **Son of Adrahil** is a command event that can provide a bonus to influence or corruption checks to the avatar.

Grace of Uinen is an avatar card with 1CP and 1SP. Grace of Uinen if a unique permanent-event playable on Imrahil at Tolfalas. When in play Hair of Uinen is not discarded normally after one turn in play. And Nenselde the Wingild are not discarded as per its card text when in a company with Prince Imrahil and moving to a port or stie in a Coastal Sea region. Tap this card

to fetch Fair Sailing or Hair of Uinen.

Quarters of the Regent will make a Free-hold or a Dunadan-hold a Lordhaven only if you have a faction in play at the site. Hazaj Tollin and Korela are Free-holds and home sites for Bellakaze. Ūrêzâyan is a Border-hold and home site for Bozishnarod.

Clad of War will be played late in the second playdeck to have the battle-gear items be worth full MPs, which is +6 item MPs.

At most this avatar will have eight SPs in play [Tower of Amroth (1), Trusted Counselor(1), Knight(1), Swan of Amroth(1), Skilled(1), Adrahil (1), Swan(1), Quarters(1), Stories(-1)]. Son of Adrahil will later be discarded to allow Clad of War to be played. This will raise the SP to seven. Grace of Uinen can easily be discarded too.

FACTION WAR

Imrahil is vital in protecting Gondor from war. He will guard the southern borders. Choice of Doom will allow faction movement. A total of six factions will be played. Three are dual factions. When the two Bellakar factions are played move them south for war in Bozisha-Miraz to stop the advancement of the mumakril. Move Southrons eastwards to Nurn forcing minion factions to stop them and to be away from Adunaphel's influencing.

Knights of Dol Amroth, Royal Navy, and Men of Anafalas will guard Gondor. Knights and Men will move to Anorien. Royal Navy will use Númenór's Legacy to block the mumakril. This resource allows movement from its home region adjacent to the sea to any other such region. The mumakril will travel through eight such regions including Mumakan. Try to keep Royal Navy out of battles until the last few turns so to use the movement ability.

MARSHALLING POINTS

- C=7 There are ten 1-MP heroes and two 2-MP heroes. Expect to have six MP heroes in play.
- I=8 Clad of War will have the battle-gear items at full MPs. One armour, two weapons, and a helmet is 8 MP. The jewel Elendilmir and Foliant of War are be 1MP.
- F=7 Six factions will be played. Three are dual factions. All will be in battle. May be expect a few MPs at the end of the councils from Knights, Royal Navy, and Men of Anafalas.
- A=1 This MP is Nenselde playable at the Lord's home site so it is full MP.
- M=2 When You Know More and No Strangers At This Time will be table cards.
- K=7 This is a lot of MP. Consider tapping just to kill sea and man creatures.

HEROS

This avatar is in the Harad Division with Pallando, Valdacli, and Guild of Elements. You will not interact at all with the Guild or Valdacli. Pallando may have a company in Bellakar for a turn. Consider CvCC if minions ambush Pallando's characters in Bellakar. You will be moving two factions southwards from Bellakar to stop the mumakril. This diversion will help Valdacli's own factions to face less resistance.

For fun: GOM, Sun, Star of High Hope and Clear Skies provide a prowess boost = men +3, dúnadan+5, elves+4. In the South Division there are: 15 elves, 12 men, and 22 dúnadan.

OPPONENTS

Adunaphel is your main hazard opponent. This Ringwraith will play factions for battle in Gondor before the War of the Ring. Expect a company to be focused on CvCC too. Attack any of her minions if the minions raid into Gondor. You need to keep minion factions south of Ithilien. You can surprise minions in Bellakar using Twice-baked Cakes in movement for CvCC. Consider suckering CvCC by moving heroes to an island during the councils to unleash hazard sea creatures and events on the visitors.

Akhorahil, Indûr, and Court of Ardor are the other players in this Division. You will not see at all any of the Court and only Indûr's factions in battle. Your own factions are not expected to stop the mumakil host, but it will slow that faction. Position your own factions so movement for battle can be achieved with as little as two region movement. Akhorahil is expected to be south and east of Bozisha-Miraz so away from your heroes, but that Ringwraith may attack you if you are vulnerable. Attack his minions if they are north of Bozisha-Miraz and vulnerable.

DECK MANIPULATION

Some resources are able to be fetched by others. This avatar has 26 resources in the sideboard. Longbottom Leaf will bring six resources to the PD (Raid on Umbar, No Strangers at this Time, and four stage events). The avatar will tap 4x will send 19 cards to the discard pile. The three tale events and two agent events are in the first set of five. Fireworks, Clear Skies, and Hair of Uinen are in the second of five. Three factions will be played in the second deck. You may instead bring some to the playdeck that is why these are in the third set of five. Adamant Helmet will be played from the sb at Linhir.

1st PD

The starting company split. Keep Barliman and Lothiriel at Dol Amroth. Two the other four characters are vulnerable with 7 body stats. Move into Bellakar. You can heal Ûrêkhâd or Ûrezâr at a home site. Try to stay within one movement of Dol Amroth if no cards are able to be played. This can be done with almost all the main resources are played close to Gondor. Manage your general influence. Definitely have Quarters of the Regent in play. Have the jewel and Foliant of Warfare in play too. Protect Lothiriel from agents. Tap five sites during this deck. Expect to exhaust on Turn 10.

The quantity of cards shuffled into the first deck will be low (e.g. ~10). The avatar taps 3x to place 15 cards into the sideboard. Avatar does not tap to shuffle cards.

LBL will shuffle four cards. First LBL shuffles Knight of Dor-en-Erhil and Grace of Uinen. Next shuffle No Strangers At This Time and Quarters of the Regent. Discard the first Longbottom Leaf drawn, if early. Adamant Helmet will be fetched from the sideboard while Linhir is in play. Clear Skies can be fetched by the maia ally.

You can use Smoke Rings to shuffle factions and Gates of Morning. An Unexpected Outpost shuffles *Burdensome Commands*, *Cruel Claw Perceived*, and *Whole Villages Roused*.

First Exhaustion

Remove from the sideboard 5 hazards: *Kin-Strife* x3, *Reef* x2.

Place these resources in the sideboard: Fair Sailing, Hair of Uinen, Son of Adrahil, Clear Skies, then a story resource that can be fetched with Stories of the Eldar Days (Tales of the Hunt, Gift of Comprehension). The first four cards can be fetched by other resources.

2nd PD

Manage time and movement to play Raid of Umbar before the Warlord Phase. Play the ally and rest of the items. The Gondor factions can wait. Protect Gates of Morning to keep Clear Skies in play throughout the deck. Cycle the cards to allow free movement any time. Try to exhaust no later than 17.

Smoke Rings shuffles any card that you need to play either discarded factions, ally, Belegaer, or characters.

An Unexpected Outpost shuffles *Great Secrets Buried There*, *Awaken Defenders*, *Unabated in Malice*.

Second Exhaustion

Remove from the sideboard 3 hazards that be ready for those with special gold rings in play: *Sand-drake* x3.

Place these resources in the sideboard: Fair Sailing, Hair of Uinen, Son of Adrahil. These cards can be fetched by other resources.

3rd PD

Play the remaining factions in Gondor. Battle with them on the borders of that territory. You may not exhaust the third deck.

DECK MANIPULATION 26 resources

1	Adamant Helmet	site		
1	Knights of Dol Amroth		dp131	
1	Etulians		dp132	
1	Men of Anfalas		dp133	
1	When You Know More		dp134	
1	Royal Envoy		dp135	
1	Raid on Umbar			Leaf
1	No Strangers At This Time	Leaf		
1	Fair Sailing (Grace U)			dp211
3	Clear Skies		dp122,dp123,dp124	
1	Hair of Uinen (Grace U)			dp212
3	Face Out of Sight		dp111, dp112, dp113	
1	Stories of the Eldar Days		dp114	
1	Tales of the Hunt		dp115	
1	Gift of Comprehension		dp121	
1	Skilled Was T. Knighthood			Leaf
1	Knight of Dor-en-Erhil	Leaf		
1	Grace of Uinen	Leaf		
1	Son of Adrahil			dp213
1	Clad for War			dp214
1	Quarters of the Regent	Leaf		
1	Numenor's Legacy		dp125	
E1 x	Fair Sailing			
E1 x	Hair of Uinen			
E1 x	Son of Adrahil			
E1 x	Clear Skies			
E1 x	Gift or Tales			
E2 X	Fair Sailing			
E2 X	Hair of Uinen			
E2 X	Son of Adrahil			

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	-	-	-	-	-	-
SB to DP	15	+3	4	+1	-	-
Smoke	-	-	-	-	-	-
Leaf	4	0	2	0	-	-
avatar card	-	-	-	-	-	-
other	1	0	-	-	-	-
exhaust	-	-	-	-	-	-

CREATURES

There are 20 creatures and one dual creature/event. Types include men, dúnadan, drake, animail, and one maia. The creatures target those in Gondor, along the coast of Harad, or in the sea along Harad. All the creatures will hurt Adúnaphel, but are not likely to be playable elsewhere. This may clog the hand. No creatures are keyed to generic site types. The Free Peoples creatures will have low use, but use Beacons of Gondor to fetch Dunadan creatures.

The Dunedain creatures will punish those violating Gondor. **Stout Men of Gondor** are region specific to Western and Southern Gondor specifically: Old Pukel-Land, Old Pukel-Gap, Andrast, Anfalas, Lamedon, Belfalas, Lebennin, Anorien and Rohan and sites there. Expect only a few minion players to be affected: Ardagor, Dwain, Dwar, Hoarmurath, and Adunaphel. Six strikes should bother everyone in the company, but a 7 prowess is weak. One target should not defeat his strike. Expect to play this creature 4/9.

Knights of the Prince is a powerhouse unique creature. It is worth 3 MP for its four strikes, 10 prowess, and 8 body. It is detainment against hero companies. A few regions are targeted by this creature: Anfalas, Belfalas, Lamedon, Lebennin, Anorien and sites there. The special ability of this creature is tapping everyone after the attack if the attack is not cancelled. Recycle this creature in the second deck. Expect to play this creature 2/3.

Dunadan Explorers are a sea-faring creature troubling pirates and scoundrels. It is rare to play needing Double Coastal Seas. It has three strikes and 9/5 stats. This should keep it alive. It is detainment against hero and covert companies. Its specific regions include Bay of Belfalas, Coast of Harad, and Mouths of the Anduin. However, its range is increased greatly by the play of Gates of Morning or Sun. Then the creature can be keyed to any port and to any Free-Domain or Borderland adjacent to a Coastal Sea region. This will expand them against Indur and Akhorahil. This player has a copy of Sun, but no one has Moon. Expect to play this creature 3/9.

South of Umbar men and dúnadan creatures prowl the seas and coasts. **Seafaring Bellakarin** are keyed to six regions and to port sites in six other regions. With four strikes at 8 prowess this creature will tap all minions and most likely be detainment. Expect to play this creature 3/9.

Sorijan Raiders have less common than the Seafarers and are keyed to less regions, which include those south of Felaya. This attack of three strikes at 8 prowess becomes * if the company has faced Seafaring Bellakarin earlier in the turn. Expect to play this creature 3/9.

The animal is **Sloth-bear** keyed to Wilderness adjacent to Deserts and Deserts adjacent to Wilderness. This is 17 total regions. If any strike or the attack is cancelled, then the hazard player can play this creature again from the discard pile that turn. This animal (bear) creature has one strike at a mild 9 prowess, but there is a body of four. Expect to play this creature 3/9.

Sand-drake is tough drake hard to fight and frightening to face. It is keyable to regions only: Khand and Harondor. Doors of Night expands its range to Ithlien, Nurn, and Horse Plains. Now, the hazard Vaurak will be played by Adunaphel as an event. Now, Sand-drake can be keyed to Deserts and to non-adjacent Coastal Sea regions if Doors of Night is in play. That will make minions vulnerable too. Expect to play this creature 3/9.

Its three strikes of 12 prowess is tough especially noting it can choose defending characters.

Tavir is a unique creature and short-event. As a creature can be keyed to any Jungle or Ruins in Suza Sumar. It has two tough strikes at 11 prowess that are chosen by the attacker. Else, up to two non-Elf, non-overt characters moving to a Ruins or Lairs in the Sun-lands are tapped.

Creatures

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

-
- FD:
 - BL:
 - 3 W Sloth-bear*
 - 1 J Tavir
 - SL
 - DD
 - CS
 - 3 CS2 Explorers
 - 3 T Sloth-bear*

-
- | | | | | |
|---|--------------------------|-----------|------------|------------------------|
| 3 | Old Pukel Land/Gap/Rohan | Stout | | |
| 3 | Anfalas | Stout | | |
| 4 | Anorien | Stout | Knights | |
| 4 | Belfalas/Anfalas | Stout | Knights | |
| 4 | Lebennin/Lamedon | Stout | Knights | |
| 3 | Khand | | Sand-drake | |
| 6 | Harondor | | Sand-drake | Seaf-port |
| 3 | Hyarmenfalas | | | Seaf-port |
| 6 | Mardruak | | | Seaf-port Sorijan-port |
| 6 | Felaya | | | Seafaring Sorijan-port |
| 6 | Bellazen | | | Seafaring Sorijan |
| 6 | Borisha-Miraz | | | Seaf-port Sorijan-port |
| 3 | Bay of Belfalas | Explorers | | |
| 3 | Mouths of the Anduin | Explorers | | |
| 6 | Coast of Harad | Explorers | | Seafaring |
| 3 | Mardruak Cape | | | Seafaring |
| 6 | Bay Felaya/Tulwang | | | Seafaring Sorijan |
| 3 | Kurryan Bay/Tulwang | | | Sorijan |

Hazard EVENTS-34

These hazards are will burden leaders, sea voyagers, and factions. There are eight hazard environment events, six faction hazards, and six tapping hazards.

Many hazards are for Coastal Seas or Desert. Keep most of these that are not Short-events in the sideboard to be used during the second deck. 14 are Short, 3 Long, and 17 Permanent. A low 10 events are considered fast or playable almost anytime on any player. The most common type are Sea (9), character (8), and anti-faction (5). You want to hurt Adunaphel's minions moving into Gondor and hurt the leaders while in the Sun-lands.

Base cards-2

There are two Twilights. Doors of Night expands Drowning Seas.

Corruption/character/avatar: 11

Kin-Strife has a few effects. No other Man or Dúnadan character may join the company if one is already in that company. The hazard may be discarded to tap a Man or Dúnadan. Discarding the hazard has the price of removing all of the same race from the company or playing a faction of either race. Six minion players have these character races including Adunaphel. Expect to play this event 3/9.

Failed Leadership is stage hazard played on a leader. This prevents command cards to be played on the leader and any roll for such a card is modified by -3. Also, GI usable only to defend against influence attempts is reduced to zero. This will be useful for you during the Warlord Phase to steal factions. Expect half of the minion players to start the game with a leader. Note that Adunaphel the Ringwraith may put in charge a covert Warlord. Expect to play this event 1/3.

Burdensome Commands decreases a non-avatar stats with a mustering event by -2 mind, -1 DI, and -1 prowess. This may bother his followers under his command and leave him vulnerable to becoming food to certain allies. Expect to play this event 2/2.

Alone and Unadvised will give maybe a character 4 CP if he is in small company. Then he makes a corruption check(s) when he moves, but with modifications. A company can be stopped cold. This is a cruel hazard. Expect to play this event 4/6.

Cruel Claw Perceived will lower Ringwraith stats and cause him to tap to remove it. His general influence is reduced by one. Expect to play this event 1/2.

Heritage Forsaken decreases a Dunedin character's MP by two. This hazard may drive the victim into the sea. Expect to play this event 5/9.

Main Theme: Sea-9

This theme is harasses sea movement. Be careful that these hazards do not hurt you.

Lost at Sea stalls minions during the site phase. Keep it in the playdeck against those in Forochel or along Cardolan. Sea of Rhun is another region affected. Nurnen expands this card. Expect to play this event 2/6.

Drowning Seas, short-event environment, forces the discarding of one item and two cards or if DON in play to return the company to its site of origin. This will likely slow the affected company for a turn. Expect to play this event 3/9.

Sea-Blockade is a permanent-event is playable on a port. No port-movement is allowed with

the site. No company moving to/from the port may include a CS in its site path and starter movement is void if a CS is included. Play it on a site kept in play by a resource event. Expect to play this event 2/6.

The Reach of Ulmo is a permanent-event canceling Great Ships, Black Sails, Ford, and Hidden Ways. You have Great Ship. Do not play this card if the Gondor Division has been faced as a previous division. This hazard also discards Drought. Expect to play this event 3/3.

Reef will redirect a sea company to a Ruins in its path or return it home if no site is found. Great Ship is blind to this hazard. Send them to a Ruins with an undead AA. Expect to play this event 1/4.

Secondary Theme: Stat-5

This theme affects attacks at sites for the purpose of tapping minions.

Beacons Alight has two effects: adds a Men AA to Gondor sites; or to fetch a dúnadan creature every turn. The attack is Men at 3 strikes with 8 prowess detainment against covert companies. This will likely tap the remaining characters in the company. The creature to shuffle will be Seafaring Bellakarin for Adunaphel with you as the 5th hazard player. Expect to play this event 6/6.

Awaken Defenders is a Long-event doubling the number of strikes of each automatic-attack at Free-holds or Border-holds. And each detainment attack of sites become normal. This can cause your characters to avoid combat close to Umbar.

Whole Villages Roused will hurt minions at the other holds. The Short-event is played on a minion Shadow-hold or Dark-hold. The normal automatic-attacks are switched for the corresponding attacks on the hero version with +2 prowess. The attacks are detainment against overt companies. This is good for Bur Esmer, but not for Dusalan.

Unabated in Malice is an AA enhancer and has a nice ability. First, the AA receives +1 strike, +1 prowess, and -2 body. But the ability cancels the first attempts to cancel the AA. Use this hazard watching Shelob play with her toys.

Tertiary: Faction-2

Fearful Sun is an environment event that affects either hero factions or minion factions depending if GOM or DON is in play. An affected alignment's factions move one less regions. This can greatly slow the movement of the mumakril.

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.