

VALDACLI-ROADBLOCK

40avatar

C	8	Valagalad
I	8	Seven Lands
F	5	vs. Indûr
A	1	Man Factions
M	1	Men creatures
K	9	Dominions

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 R. cards in sideboard
40 cards in H. deck, 15 H. cards in sideboard
40 cards in sideboard
10 characters in deck
8 starting cards
138 Total Cards
23 creatures

Deck Outline

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OVERVIEW

The Lords of the Dominions of the Seven have joined forces to rid the Uttersouth of a stain on the morning. This stain is Indur Dawndeath - a menace since ages ago. No battle is expected for the Seven Lands, but the Lords know that a great shadow is building war in the far north. Armies of the faithful and surrounding clans will march to war to stop the Mûmakanril from aiding the Shadow.

Two wings will form and move for battle. The West Wing will move north to Bozisha-Dar to be the second barrier. Yet, it is expected to meet resistance from Akhorahil's Southern Dragon Army in Hyarn. The East Wing will move south of the Yellow Mountains towards Bosiri joining forces of Pallando. Battle there is expected to start on Turn 14. Rings of magic forged during an earlier age will be used to unite the Free Peoples against this threat. A Union of the Valdaclian will form aligning the strategies and forces of all seven pryncedoms.

The hazard strategy is to slow faction building of the main hazard opponent, Indur, and to steal items using Men creatures such as Brigands, Ruffians. Hurlled rocks thrown by giants in the Yellow Mountains will slow the advance. Weariness and doubt will choke minion factions marching through the Bosiri Pass before skirting the Great Desert.

RESOURCES(40/25)

3	Magic Ring of Words	
3	Magic Ring of Words	
2	Lesser Ring	
2	Hauberk of Bright-Mail	
2	Valiant Sword [h]	
1	Necklace of Silver And Pearls [H]	
2	Beautiful Gold Ring	
1	Horn of Anor	
*	Horn of Anor	
1	Beasts of the Wood	
1	Men of Sulcoron.Dun	
1	Monks of Mor Tarain.Man	
3	Men of Miredor.Dun	
2	Men of Ciryatanire.Men	
1	Nandran.Man	
1	Clans of Pel.Man	
1	Clans of Pel.Man	
1	Clans of Drel.Man	
3	Noble hound	
1	No Strangers at This Time	
1	Union of the Valdaclian	
2	Princedom of Miredor	sp2

9/16

2	Persuasive Words	D
2	Lordly Presence	D
2	Tempering Friendship	faction
3	Hour of Need	faction
3	Flatter a Foe	flatter
2	Dark Numbers	stolen
3	Marvels Told	Sa
3	Test of Lore	Sa
3	Keeping of Good Faith	
3	Grip! Fang! Wolf!	Ally
2	Blood of Huan	Ally
3	Smoke Rings	cycle
3	Longbottom Leaf	cycle
*	Rumors of Rings	ring
2	Await the Advent of Allies	pe
1	Houses of Healing	pe
1	Saw Further and Deeper	pe
*	The Council of the Seven	
1	Doom of Choice	red
1	Stout Captain	red

31/9

HAZARDS(40/15)

22/3

3	Giant	giant	1	1	13	x		WW
3	Thunder's Companion	giant	1	3	9	x		WW
3	Brigands	men	1	2	8	x		BL, W
3	Ruffians	men	1	4	7	x	rl	BL, W
3	Abductor	men	1	1	10	x	bh	BL
3	Jungle Demon	demon	2	1	16	9		JJ
3	Slayer	slayer	x	1	2	11	x	BL bh
3	Southern Slayer	slayer						
1	Ghosts	undead	1	3	9	x	sh, dh	SL,DD

14-8-8**18/12**

2	Twilight	S.env.						
2	Grasping and Ungracious	P.corr						
3	Pride Increased with Despair	P						
3	Greed	S.						
1	Foolish Words	P						
1	Too Much to Ask	S						o1
3	Hurling Rocks	L						
2	Webs of Fear & Treachery	L						o1
3	Use and Old Age Accepted	P.faction-fetch or no move						o3
3	Muster Disperses	S.faction-GI, discard						o2
3	The Enemy is at Hand	L.faction-move						ex2
1	No More Would Come	P.faction-tap						
3	An Unexpected Outpost	S						

SITES		FD-1	BL-2	W-5	SL-0	DD-0	CS-2	UD-0	T-0	J-1
Cu	Hau Nysrin									
Dr	Valagalen		heal							
Cu	Barad Annun-p	Info, m, M		dun.4d6						
Hy	Lond Anarion	m, M		dun.3d9					Men of Ciryatanire.Sk	
YWw	Blackflame			dwarf.2d7					*	
Md	Alsarius	m		men.xd6					Clans of Drel (Dr, BD, Mi).Ap	
Md	Ostelor	m		dun.2d9					Men of Miredor.Ap	
BD	Tol Turgul	m		dun.2d8					Men of Sulcoron.Ph	
Cu	Kadar An-Kharadun-p			dun.3d8					Noble Hound	
YM	Hall of Alûva			men.2d9					Noble Hound	
Mg	Barad Angwi-b	m*, M*		men.4d8					Monks of Mor Tarain	
El	Mispir-p	m-food		men.4d5					Nandran.Im	
BD	Ro-mollo	m		men.2d9					Noble Hound	
Pe	Seregul's Keep	Info		men.3w8					hidden, C.Pel (mag, Pel).Az	
Pe	Arpel	Info, m		men.4d8					C.Pel (mag, Pel).Az	
Cu	Arhazun-Tarik	m, ring		men.3w6					gold ring	
YMw	Cor Minyadhras	Info		Traps.xd5 (mind)					hidden	
YMw	Tomb-fields of Mak	m, M, G		drake.2w11					Hauberk of Bright-mail	
El	Elornan Swamp	Info		Gas.xw5					Beasts of the Wood.Im	
Md	Arig's Tomb	m, M		undead.1w10					hoard-Necklace of Pearls	
Dr	Aeluin	m, M		drake.1w10					hoard, Valiant Sword	
Dr	Watch at Unullo	m, ring		undead.3w5					hidden; gold ring	
Pe	Emyn Din	Info		woses.3d7					hidden	
PB	Three Sisters	m, M		drake.2w10						
YMw	Hall of Malkora			men.2w10						
YMw	Tower of Hargrog	m, M-nh		slayer.2w10					hidden	
Dr	Eregost	Info, m, M		men.3w9					hidden	
Pe	Kondu Manara	m, M, ring		undead.2w9					hidden	
Gg	Arvarien's Maze	m, M, G#, ring Watch of Unullo							Traps.xw7, undead	hoard

CHARACTERS-10 5-3-5-4-8

1 Daroc	4/1/4/7*	W/R	Man	Baruzimabûl	Vald	D to influence c+f
2 Phorakôn	7/3/4/9+	W/D	Dun	Tol Turgul	Vald	+2DI.mSulcoron
2 Sakulbar II	6/2/4/8*	W/D	Dun	L. Anarion, BA	Vald	+2DI.f+home; 1CP, +1Du
2 Imrazôr III	5/1/5/8+	W/D	Dun	Mispir	Vald	+2DI.c+f-Elorna
2 Seregul	5/1/6/8+	W/D	Dun	Arpel, Seregul	Vald	+2P.animals+orcs; 1CP
2 Terilaen	5/2/2/8+	Sc/D	Sv	Valagalen		+1DI.Cuind; +1DI.sv
1 Adrazar	3/1/3/6+	Sc/D	Dún	Dol Amroth		+1DI.factions
2 Araphor	7/2/4/8+	R/Sa	Dun	Alsarius	Vald	+2DI.c+f-Miredor
1 Derei	4/2/3/8	Sc	Man	Arpel		
1 Hembur	3/1/3/8*	R/D	Dun	Lond Anarion		
2 Arthrazoc	6/2/3/8*	Sa/D	Dun	Barad Angwi	Vald	+1DI.c+f-Pel
1 <i>Mariner</i>	3/0/3/7+	R	dún	Dun-Port		
1 <i>Mariner</i>	3/0/3/7	R	dún	Dun-Port		
<i>Handmaid</i>	2/0/1/7+	Sa	sv	elf-hold		

starting company: at Valagalen

<Rumour of Rings><The Council of the Seven>

1 Daroc	4/1/4/7	W/R		Vald	+2DI.c+f-Elorna
2 Arthrazoc	6/2/3/8	Sa/D		Vald	+2DI.c+f-Miredor
2 Sakulbar II	6/2/4/8	W/D		Vald	+2DI.f+home
1 Hembur	3/1/3/8	R/D	horn of anor		

Companies: 17/25 (20+5) GI HS-8 Mind-38

#1 West Wing

[FvFC>West of Yellow]

Phorakôn	7/8/4/9	W/D	3	Du7	lesser, MR words, Princedom
<i>Imrazôr III*</i>	5/1/5/8	W/D	1	Du5	horn
<i>Mariner</i>	3/0/3/7	R	0	Du3	

#2 East Wing

[FvFC>East of Yellow]

<i>Araphor</i>	7/5/4/8	R/Sa	2	Du7	MR words, Princedom
<i>Seregul</i>	5/4/8/9	W/D	3	Du6	valiant
Adrazar	3/1/3/8	Sc/D	2	Du3	horn, hauberk +3.fac
Terilaen*	3/2/2/8	Sc/D	0	E5	Await
<i>Handmaid</i>	2/0/1/7	Sa	0	E2	

+ Adrazar [DI, lesser, horn, Temp, Dark, Need (3regions),necklace]= 2+2+2+4+3-5+3= +11

+ *Imrazôr III* [DI, lesser, horn, Temp, Dark, Need (3regions),necklace]= 1+2+2+4+3-5+3= +10

OBJECTIVE

The Valdacli will gather the armies and the peoples of the Seven Lands to fight back the Shadow that is encroaching into their realm. The Dominion Lords will mostly use the elf-haven Valagalen. They will gather men and dúnadan from the region to rally the folk. Phorakôn will keep the Ringwraith Indûr in the Utter South without any forces for his Dark Master. The most fearsome war animals in all of Endor are the mumakil. The Valdacli need to stop them.

The only mission for this player is to prevent the movement of minion factions to Mordor. You must block the factions of Indûr.

You will stay in the Seven Lands. Pallando, the Blue Wizard in the south, will help you from the north. He will block the northern passes of the Yellow Mountains. His defense is not sufficient to stop the war-hosts. You need to make sure the Mûmakanril do not aid Mordor.

Top 5 Goals

1. Send three factions south along the Yellow Mountains
2. Send three factions north along the Yellow Mountains
3. Build two companies each with a Diplomat capable to influence away a minion faction
4. Play No Strangers at This Time and Houses of Healing on Lond Anarion
5. Slow advancement of Mûmakaniril no further than Bosiri.

VALDACLI

All seven of the lords are in the deck. Princedom of Miredor is in the deck 2x. It is a permanent-event that can be played on a Valdacli Lord. Phorakôn and Seregul are selected for this resource. If the bearer controls another Valdaclian and each home site of the two have a faction in play, then either character can tap to cancel an attack against their company within the Dominion of the Seven. The event is discarded if a minion faction wins a faction battle at a battle ground site or a site the minion faction is besieged. Do not expect to gain points for this event. Only Ramôrth and Thôrion are the Uttersouth Battleground sites you will use for battle.

Phorakôn will control Imrazôr III. Phorakôn has the home site Tol Turgul that has Men of Sulcoron. Imrazôr III has the home site Mispir, which will play Nandran.

Seregul has the home sites Arpel and Seregul's Keep in region Pel. Clans of Pel will be played at each site. Daroc has the home site Alsarius in region Miredor that play Clans of Drel.

Union of the Valdacli is a permanent-event requiring four Valdacli to be in play. All of your Men and Dúnedain factions in the Seven Lands can be affected by Alliance of the Free Peoples, which will grant +1MP and thus +1 to battle. The event gains +1 MP for each race that is represented twice in terms of characters and factions. You will have this for the races of men and dunadan. This event is discarded if a minion faction moves into the Dominion of the Seven or is influenced in that territory

CHARACTERS

All seven Valdacli Lords are in the deck. Five are dual characters. All but one character has a home site in the Dominions of the Seven. High prowess is rare – only two have a 5+ prowess. Only two are not counted among the Second Born. Each skill is found at least thrice. Diplomat is known among 8 characters.

Phorakôn is a powerful 7 mind and 3 direct influence Valdacli Lord. This Dunadan is a

Warrior and Diplomat. Stats of 4 prowess and 9 prowess will allow him to survive the turns. Combat is suited this character from Tol Turgul with his +2 prowess against magic-users. He is considered a Sage for every item he bears. He has +2 DI against the Men of Sûlcoron faction.

Araphor is a Ranger and Sage Dunadan. She can be powerful with her 7 mind and 2 direct influence. Even a 4 prowess and 8 body is acceptable to move. She can use spirit-magic. She has +2 DI against factions (Men of Miredor, Clans of Drel) and characters (Daroc, Mariner) playable in Miredor. She has a bonus against Nazgul (+3). She is an excellent secondary character. Her home site is Alsarius in Miredor.

Sakulbâr II is an opposite of Araphor. This Dunadan is a Warrior and Scout with the same 4 prowess and 8 body. He too has 2 direct influence, but has 6 mind. He has +1 DI against Dunadan and +2 DI against factions playable at his home sites of Barad Carannun or Lond Anarion (Men of Ciryatanire). He is a Leader if he becomes a Diplomat. All his corruption checks are modified by -1.

Imrazôr III is the de facto man of war. This Warrior Diplomat from Mispir. This Dunadan is ready for strikes with his 5 prowess and 8 body. A five mind and 1 direct influence puts him into the role as a follower. He has +2 DI against factions (Beasts of the Wood, Nandran) and characters playable at sites in Elorna. This Valdacli Lord can tap to discard a Diplomat resource during the END phase to shuffle another Diplomat resource found in the discard pile.

Adrazar has been brought in from Dol Amroth to act as insurance to influence factions. Adrazar brings Scout and Diplomat skills. He has +1 DI against factions that will be useful. But a 3 prowess and poor 6 body may seem him killed by Ambusher.

Hembur is a respected Ranger, Diplomat from the port city Lond Anarion. His 3 mind and 1 DI will make him a follower, but available to influence factions. This Dunadan has average 3 prowess and 8 prowess.

Arthrazoc is a Sage and Diplomat. He is a mid 6 mind and 2 direct influence Dunadan. He has +1 DI against factions (Clans of Pel) and characters (Seregul, Derei) playable in Pel. His special ability is great: he can use Persuasive Words on any influence attempt and then can shuffle it after use. He will be a primary character. His home site is Barad Angwi in Mag.

Seregul is the strongest Valdacli Lord with 6 prowess and 8 body. His 5 mind and 1 DI can make him a core character. This Dunadan from Arpel and Seregul's Keep has +2 prowess against Animals and Orcs. Any Noble Hound under his control has +1 prowess and +1 body. All his corruption checks are modified by -1.

Terilaen is a Silvan Elf from Valagelen. His 5 mind and 2 direct influence can be nice to control a low mind character. He has +1 DI against Silvan Elves and +2 DI against Cuind faction. A 2 two prowess and 8 body is weak when moving. He is a Scout and Diplomat. He can tap at Valagalen and discard a Ritual from hand to make a roll to look at up to a number to a roll of cards on top of your playdeck. Then replace them in any order. The Elf makes a corruption check equal to half the number of cards (round down). This can work. Revealing seven cards at worst will discard and free-up general influence.

Daroc is a Man from Baruzimabûl. He is a Warrior and one of two Valdacli Rangers. Yet, he is a Diplomat when influencing factions or characters. His rhetoric has given him +2 DI against Dwarves. He has a low 4 mind and 1 direct influence. An average 4 prowess and 7 body makes him ideal to be equipped with battle-gear. He is a leader. An injury limits his company to three

regions unless he controls a horse. A command card is in the deck for him to aid battles.

Derei is a man of secrecy from Arpel. His 4 mind and 2 direct influence makes it tempting to give him more DI for acquiring followers. This Pel has average 3 prowess and 8 prowess. He has +4 DI against The Society of Derei. He has a special ability to tap discarding Wardens of the Night. Use him under Await the Advent of Allies just for this ability.

Dúnadan Mariner is found thrice in the deck. He is a dual, non-unique character who is a Ranger found at any Dúnadan-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 Tullwang, Bellazan or Felaya. One copy will be in the starting company.

Elven Handmaid is there to use Sage resources. Two copies are included. Keep this character at a haven. May be have the character as a follower of an Await the Advent of Allies target.

COMPANIES

All the skills are well displayed among the men and dúnadan. There are two Silvan elves. You will be centered on three companies. Seven of your 14 heroes are mid-minders (4-6). Protect your Sages. A third squatting company will be in play. The main skill is Diplomat for influencing. Corruption will be a liability for your diplomats. All of the home sites are in the Seven Lands or adjacent regions. The heroes have bonuses in influencing their host factions. All seven Valdacli are in the pool of heroes.

The starting company has three Valdacli. Daroc will take his peer Arthrazoc to influence factions (Clans of Pel) and play major items. Arthrazoc has +3 DI against Clans of Pel. The only Sage is with these two. Move Sakulbar II and Hembur northward to play factions. Hembur can be a follower to Sakulbar II. That Lord has +9 DI (2.di+1.race+2.card+2.mod+2.horn) against Men of Ciryatanire. That is almost a sure attempt. Each two character company has a Ranger. Discard Sakulbar II his faction is played. All of these characters are not in a core company.

starting company: at Valagalen

<Rumour of Rings><The Council of the Seven>

1 Daroc	4/1/4/7	W/R	Vald	
2 Arthrazoc	6/2/3/8	Sa/D	Vald	+1DI.c+f-Pel
2 Sakulbar II	6/2/4/8	W/D	Vald	+2DI. BC+LA; +1DI.dun
1 Hembur	3/1/3/8	R/D		horn of anor

The West Wing company will be influencing factions west of the Yellow Mountains. Focus on Men of Sûlcoron. Phorakôn has a Princedom wearing a Magic Ring of Words and Lesser Ring. This will give him 8 DI to control Imrazôr III and Dúnadan Mariner. Mariner is present to be the Ranger. Imrazôr III has a Horn of Anor to influence factions. This company has two Diplomats and one Ranger.

#1 West Wing				[FvFC>West of Yellow]
Phorakôn	7/8/4/9	W/D	3	Du7 lesser, MR words, Princedom
Imrazôr III*	5/1/5/8	W/D	1	Du5 horn
<i>Mariner</i>	3/0/3/7	R	0	Du3

The East Wing company will be influencing factions east of the Yellow Mountains and CvCC minions. Araphor has a Magic Ring of Words. She also has a Princedom. She controls the W/D Seregul who wields a Valiant Sword for 8 prowess and 9 body. Let him play the hound allies. Blood of Huan on two of these allies will have 4 prowess and 8 body. Adrazar will influence factions with Horn of Anor. His low body will gain a boost wearing Hauberk of Bright-Mail. Play Necklace of Silver and Pearls on Adrazar for extra assistance to influence factions.

#2 East Wing				[FvFC>East of Yellow]
<i>Araphor</i>	7/5/4/8	R/Sa	2	Du7 MR words, Princedom
<i>Seregul</i>	5/4/8/9	W/D	3	Du6 valiant
Adrazar	3/1/3/8	Sc/D	2	Du3 horn, hauberk +3.fac

The squatter company is needed to have untapped Sages. Terilaen will have Await the Advent of Allies to remove his mind for control purposes. He will control Elven Handmaid. These two silvan elves will stay to Tol Turgul. Playing Marvels Told will discard the permanent-event, but there is enough GI buffer.

Terilaen	3/2/2/8	Sc/Sa	0	E5	Await
<i>Handmaid</i>	2/0/1/7	Sa	0	E2	

These three companies use 18 GI. Saw Further and Deeper will grant +5 to GI. There are two extra characters. Sakulbar II, Arthrazoc, and Araphor are the unused Valdaclian. Derei is a four-mind Scout that can aid with influence or take big strikes.

ITEMS

This player needs methods to control mid-mind heroes. Rings will provide the DI. Two Beautiful Gold Rings will be tested using Test of Lore, which means a roll of 8 or less will provide a magic ring. The special gold rings will be placed on Rumor of Rings. Two Magic Rings of Words and one Lesser Ring provides +8 direct influence.

Two hoard items are in the deck. Valiant Sword will be used for its prowess and body improvements. It has two corruption points to give a Warrior +2 prowess and +1 body. Necklace of Silver and Pearls help with influence checks by providing +3. The mind increase from this

hoard minor item will not be needed.

A Hauberk of Bright-mail increases body. Horn of Anor will aid in faction gathering. There are two horns in the starting company.

ALLIES

The only ally is Noble Hound. There are three copies of this ally. Noble Hounds has stats of 3 prowess and 6 body. Collar of Spikes will be placed on each Noble Hound with its Armor. Strikes against the ally have -1 body. The ally gains the Warrior skill if it faces a strike from a defeated creature. There are no Warrior events in this deck. Seregul has the special ability to grant +1 prowess and +1 body to Noble Hounds he controls. Given him two allies. Blood of Huan allows the ally to take any number of strikes if you can normally assign him one strike and provides +1 body. The third is for Adrazar.

The resource Grip, Fang, Wolf is playable on a Noble Hound when its controller faces a creature attack. A roll is made adding the prowess of the ally. If the sum is greater than the attack's prowess the creature is defeated else the ally is removed from the game. Only play this event on allies controlled by Seregul and on those creatures with a prowess of 8 or less.

FACTIONS

This player is faction-heavy. He is trying to play 9 factions to fight Indûr and Akhorahil. These two minions are paving the path for the fearsome Mûmakanril to travel to Mordor. Three of the factions are not expected to engage in battle.

There are many cards to help in influencing. Horn of Anor is a table card giving +2 to the roll. Dark Numbers are easily played and give +3 to a roll. Two events: Lordly Presence and Tempering Friendship will boost the attempts against factions only. These 5 can give a possible +14 to one attempt. If you try to influence one of the played factions from Akhorahil, for example, and he has 10 free GI, your roll is $[+14-5-10=-1]$. The only faction you expect share is Men of Ciryatanire. Persuasive Words grants two rolls for an attempt. With the six faction influencing resources, five factions should be played in six attempts during the first deck. The remaining three factions should be played with no more than four attempts.

Hour of Need is there for two reasons. First, to play a faction that has its home site tapped with No Strangers at This Time on the site. Second, to play a faction the next turn instead of using two turns to travel to the site. It is possible that this can happen with no company able to influence a faction the next turn.

Each influencer in the two main companies has a strategy using Hour of Need. If the attempt is three regions away that will grant a -5 modifier. Adrazar will use his DI, Horn of Anor, Tempering Friendship, Dark Numbers, and Necklace of Silver and Pearls for a +8. Arthrazoc will use DI, Horn of Anor, Lesser Ring, Tempering Friendship, and Dark Numbers for a +8. Use the haven Valagalen in region Drel for this event or else use Blackflame and Hall of Aluva in the Yellow Mountains. Men of Sulcoron, Clans of Drel, Men of Miredor, Clans of Pel x2 are two regions from Drel [-4 HoN]. Monks of Mor Tarin, Nandran, and Beasts of the Wood are three regions from Drel [-5 HoN] or two regions from Yellow Mountains. The last faction is Men of Ciryatanire at five regions from Drel or three from Yellow Mountains. However, do not play Beasts of the Wood or the five factions required by Princedom of Miredor with Hour of

Need unless in dire need. Likely Hour of Need will be used twice to influence away Men of Ciryatanire from a Ringwraith, once for Men of Miredor, and once for Nandran. Try to play Men of Ciryatanire in the Yellow Mountains –Western Spur to force the minions to move that distance for its own influence attempt.

Nandran needs an attempt of 7 to play or a 9 if played by a dunadan. It has the ability to tap to cancel an attack keyed to Elorna or Hyarn or cancel an environment short-event played on a company moving through these regions.

Beasts of the Wood played at Elorna Swamp allows the factions cancelling ability to affect Elorna, Hyarn, Yellow Mountains Western Spur, and Miredor. This animal faction needs an attempt of 12 to play.

Monks of Mor Tarain is a creature and a faction. It will not be in battles. It can be played as a creature from the MP pile costing two on the hazard limit. An attempt of 13 is needed to play the faction, but +1 is granted for every defeated creature in your MP pile. As a creature only playable in the Seven Lands the attack is Men with 3 strikes, 10 prowess, and 5 body. +3 prowess is added against Ringwraiths, Spawn, Demon, and magic-users.

There are two dunadan factions. Men of Sulcoron require an attempt of 10, but dunadan gain a +1. It can be tapped to allow Sons of Kings to be played to any region to the Seven Lands or Beacons Alight affect free-holds and border-holds in the Seven Lands.

Men of Ciryatanire is a dual faction that will be hotly fought. It requires an attempt of 12. Bonuses include +2 by dunadan and +2 if Army of the Southern Dragon is in play.

Men of Miredor is a men and dunadan faction. The attempt needed is 12 with dunadan getting +2, but men -2.

There are three clan factions. Clan of Drel will be played at Alsarias. The attempt to play this faction is 9 with bonuses of Clans of Pel(+2). There are two copies of Clans of Pel, which will be played at Seregul's Keep and Arpel. Their attempt is 9 to play with bonuses of Drel(+2), Pel(+2), and Magri (-3). The faction is worth 1 MP for each copy of it in play. This means these three factions will yield 5 MP.

MISSIONS

The only mission is to play No Strangers at This Time. It will be played at Lond Anarion along with Houses of Healing.

DOMINIONS OF THE SEVEN

Your travels will be in the Seven Lands. Beasts of the Wood and Nandran provide cancelling support. Men of Sulcoron allows the use of Beacons Alight to dissuade CvCC.

Flatter a Foe is a resource for flattery. Adrazar has a +3 and Arthrazoc has a +6 to the attempt. A success results in the hazard limit being decreased by two. For the two main companies this implies the hazard limit being set to zero after the creature attack. An attempt of 12 is needed for Men or Drakes and 13 for Trolls, Orcs, Elves, and Giants.

Marvels Told will be played by Terilaen. Handmaid herself will tap to support the CC. This is a ritual that Terilaen can use for his special ability.

Keeping the Good Faith is an event making a Free People creature attack with 1 strike into an ally. Expect few such creatures to attack you. Use the event for its other effect. This event can

SITES

There are many sites for most of the types. There are no dark-holds or lairs in the Dominion of the Seven. Blackflame is the only entry to the under-deeps, which you will not travel. The safe-holds are mostly men or dunadan-holds. Men is the most common AA type. Valagalen is the only haven that you will use. All the sites you plan to visit, except two, have that site as the nearest haven. Some of the safe-holds have tough AA. Thus, someone with the home site needs to tap to cancel the AA. There are several hidden sites. Sites were selected to be four regions from Valagalen. No shadow-holds or Dark-holds are expected to be visited for resources.

For the free-holds there are four that have factions to play. Men of Ciryatanire are at Lond Anarion north in Hyarn, which has a tough detainment Dunadan attack of 3 strikes with 9 prowess. This port has bonus if Akhorahil is in play. Each hero faction at the site has +1 misc. MP and all heroes at the site receive +2 prowess in combat and attacks keyed to the site. This site will protect the two squatting elf sages. Houses of Healing and No Strangers At This Time will be played on the site. The site is four regions from Bosiri where you will heal factions. Clans of Drel are at the port Alsarias with its Men attack of 6 prowess for each character. Men of Miredor is at the port Ostelor with its detainment Dunadan attack of 2 strikes with 9 prowess. Finally, Men of Sulcoron are at Tol Turgul in the Coastal Sea region Bay of Drel. It has a detainment Dunadan attack of 2 strikes with 8 prowess. Taping a Diplomat and a Sage at this site allows you to shuffle one Await the Advent of Allies or Far-sight into the playdeck. All of these sites have minor items playable.

Border-holds have four more factions and the ally to find. Monks of Mor Tarain are playable at any border-man-hold, which will be Barad Angwi. It has a tough 4s8p detainment AA. Only battle-gear minor and major items are normally playable at the site. Nandran are found at Mispir. This port site has a weak Men 4 strike with 5 prowess detainment attack. Pel has two factions to play. Clans of Pel will be played at Seregul's Keep and Arpel. Both sites have at least three strikes at 8 prowess for AA. Information is playable at Arpel. A disease hazard can be fetched by the hazard opponent if an animal ally is at the site. Seregul's Keep is a hidden site. Three other border-holds allow the playing of Noble Hound. Ro-mollo has Noble Hound and its detainment Dunadan attack of 2 strikes with 9 prowess. Hall of Alûva has Noble Hound and its detainment Dunadan attack of 2 strikes with 9 prowess. Kadar An-Khâradun has Noble Hound and its detainment Dunadan attack of 3 strikes with 8 prowess.

Ruins are common in and near the Seven Lands. Arhazun-Tarik has gold rings and a weak men AA. Beasts of the Wood will be played at the swamp Elornan Swamp that has a Gas 5 prowess attack for each character. Two hoard items are in the deck. Necklace will be played at Arig's Tomb with undead one strike with 10 prowess AA. Hauberk of Bright-mail is played at Tomb-fields of Makaburini in the yellow Mountains. Arig's Tomb has hoard items for playing Necklace of Silver and Pearls. Barrow-wight can be keyed to the site. Valiant Sword will be played at Aeluin. It has a 1 strike Drake attack with 10 prowess. Animal and Drake creatures keyed to Coastal Sea can attack there. Watch at Unullo is a hidden site with gold rings and a weak undead AA. A sage or diplomat needs to tap to reveal the site. Use the hidden site Cor Minyadhras to remove corruption cards.

Four shadow-holds are in the Seven Lands. Each has few strikes but much prowess. Three are hidden sites, which all allow major items. Hall of Malkora has nothing playable. Eregost has

major items that requires tapping a Scout to visit. Kondu Manara has major and gold ring items. Tower of Hargrog is the darkhaven for minions. The hidden site requirement is discarding Stolen Knowledge. Dark Numbers is such an event. CvCC is not cancelled by the site card. A surprise attack can be earned if a wounded minion company is here.

No sites are shared with any white player.

AGENTS

None

STAGE RESOURCES

These resource events are a byproduct of the card's use. You do not need to build stage points. Princedom of Miredor grants 2SP. Two copies of this resource provide 4SP.

HEROS

Guild of Elements, Pallando, and Imrahil are in your Divison. You may see Imrahil near Tulwang, and the Guild members will stay east of the Bay of Usakan. Pallando will visit Blackflame, but he will stay in Far Harad. Thus, you are alone in the Seven Lands.

BLACK AND GREY PLAYERS

Indûr is your hazard player. He is a man of no honor – killing at dawn in silence. He must be stopped. This Ringwraith will play factions in the Uttersouth that you will meet in battle somewhere in the Sunlands. However, he may recruit factions in the Seven Lands that will hinder your own designs. Princedom of Miredor is discarded if a minion faction enters a home site of those Valdalci with the event. Two sites are in Pel. Be on guard of factions moving from the Uttersouth to these regions. Union of the Valdacli will be discarded if a minion faction enters the Seven Lands. You need to engage your factions outside of the territory. Indur will likely send assassins to Tower of Hargrog to CvCC your heroes. The East Wing will be the company to counter these slayers.

The Ringwraith Akhorahil of Far Harad will be at Ny Chennecatt, and he will send factions west to meet you in Curinshiban. Adunaphel the Ringwriaht is too far north to interact with you. Yet, she may send factions south to join those in Curinshiban.

Court of Ardor is near, but that band of elves is mysterious and evil. Unless you venture in Tumag or further east you should not encounter these elves.

RED DAWN

The main purpose of this player is to prevent the Mûmakanril host from moving to Gondor. Several factions will be played to execute this plan. Two options are available for a roadblock: move east to Bosiri or move north to Seznebab. All the factions will move north unless there is time to move some factions to Bosiri. Clans of Pel are five regions or two turn movements to Bosiri. Move these factions to Bosiri almost in all cases. It will take them three turns to move to Seznebab. Men of Sulcoron, Men of Miredor, and Clans of Drel will move north. Likely they will engage in combat in region Curinshiban. This is why having the Men of Ciryatanire on your side is vital. Expect two factions from Bellakar, Etulians and Half-trolls, to be waiting in Curinshiban or even in Hyarn. That is four factions to your three factions. If that swing faction is

not on your side then it means five versus three.

MARSHALLING POINTS

- C=8 Seven 2-MP and four 1-MP heroes are a rich pool of MPs. Expect three 2-MP and two 1-MP to be in play at the White Council. The main companies have 9 MPs.
- I=8 Three ring special items and two battle-gear items are 12 MPs. Expect many deaths and discarded items. Any four of these six items will be worth 8 MP.
- F=5 Some factions will not battle. Beasts, Monks, and Nandran will provide 3 MPs. Two of any of the other five factions will provide at least two more MPs.
- A=1 Expect to have one Noble Hound in play at the end of the White Councils.
- M=1 Try to play two Princedom of Mirëdor on two Valdaclian that has another as a follower. Each copy grants 3 MP. No Strangers At This Time is the 1 MP.
- K=9 This a lot of Kill MP. Try to kill all slayers you face since they will be replayed again the second deck.

DECK MANAGEMENT

One Valdaclian per turn can tap to access the sideboard as wizard except that up to three resources or characters can be taken to the discard pile instead of five. Three special ring items will be accessed through Rumour of Rings. Longbottom Leaf will access six resources, which three are factions. No Strangers At This Time, Noble Hound and Valiant Sword are the others. The weapon will be needed soon, but after the efforts of playing the factions.

Only one resource will be placed in the playdeck – Doom of Choice. This resource needs to be in play before the deck exhausts, but anytime though to give the factions time to move into position. One to three turns are needed to move.

1ST DECK

The starting company stays together. Men of Ciryatanire is the crucial faction. The special rings are also needed to build the core companies during the second deck. Movement to a site for only playing or discarding a character may be needed every two turns. Use Houses of Healing and that event will stay on the table during the next deck. Play other non-fighting factions. Free general influence will be low. Use Await the Advent of Allies to hold the 5-mind followers of the core companies. Tap six sites during this deck. Expect to exhaust on Turn 10. The quantity of cards shuffled into the first deck will be high (e.g. ~13).

You can use Smoke Rings to shuffle Clans of Drel, Noble Hound, necklace of silver and pearls. An Unexpected Outpost shuffles *Too Much to Ask*, *Webs of Fear & Treachery* x2.

First Exhaustion

Remove from the sideboard 5 resources: *Grip! Fang! Wolf* x3, *Blood of Huan* x2.
Place these resources in the sideboard: *Test of Lore* x3

2nd DECK

Form the core companies by the end of the deck. Engage in faction battles. Play the weapons and remaining factions. Also use Noble Hound with its specific events. Princedom of Miredor should be played on the two main Valdacli. Use Await the Advent of Allies on Derei and Terilaen.

Smoke Rings shuffles any card that you need to play such as Test of Lore or table cards.

An Unexpected Outpost shuffles *Muster Disperses* x3 and hope once Doors of Night is in play to include *The Enemy is at Hand*.

Second Exhaustion

Remove from the sideboard 5 hazards that be ready for those with special gold rings in play: *Southern Slayer* x3 and *The Enemy is at Hand* x2.

Place these resources in the sideboard: Test of Lore x3, hound ally resources dependent on status of Noble Hound.

3rd PD

Play any remaining table cards. Use events to influence away minion factions or low-mind characters. Likely, you will not visit Valagalen again. You will be in the Sun-lands or along the Yellow Mountains influencing away minion resources.

An Unexpected Outpost shuffles *Use and Old Age Accepted* x3.

3	Magic Ring of Words	rumors		
2	Magic Ring of Words	rumors		
2	Lesser Ring	rumors		
2	Valiant Sword	Leaf		
1	necklace of silver and pearls	smoke		
1	Beasts of the Wood	Leaf		
1	Men of Sulcoron	Leaf		
1	Nandran	Leaf		
1	Clans of Drel	smoke		
3	Noble hound	smoke, Leaf	cs	
1	No Strangers at This Time	Leaf		
1	Union of the Valdaclian	cs		
3	Hour of Need		cs, cs, cs	
3	Grip! Fang! Wolf	ex1, ex1, ex1		
2	Blood of Huan	ex1, ex1		
2	Princedom of Miredor		cs, cs	
1	Stout Captain			cs

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

HAZARD

You are playing a hazard deck that annoys minions with creatures and ranger agents that prevent minions from moving far. Then you really tick off your opponent by lowering his general influence.

CREATURES

You have 25 creatures in the deck and none in the sideboard. They are men, giants, demon, and slayer. Your creatures should wound minions with the high prowess or choosing defending characters. Covert companies will be hit hard. Six creatures are specific to the Utter South.

Target characters with much corruption so to force those with no corruption to play items and thus force those with corruption to make checks forced by Greed.

Brigands has two strikes at 8 prowess. Weak, but a wounded character forces the company to discard an item. It is highly common keyed to Border-lands or Wilderness.

Ruffians have many strikes at four, with a low 7 prowess. It is more common at Ruins and keyed to the same regions of BL, W.

Abductor has one strike that will attempt to discard a minion that fails the strike. The prowess is average at 10. Use this creature if you have a chance to succeed.

Slayer targets minions in the safe-lands. Two Borderlands will be visited by Indur. This creature has two strikes with 11 prowess against the same character. Wound Sages. Expect to play this creature 6/9.

Southern Slayer is a 2 MP creature for one strike with 11 prowess and 5 body. This creature is design to kill. Its strikes cannot be cancelled. Revenge is the attitude for this creature since every Slayer creature or trophy of the target player modifies the attack by +2 prowess and +1 strike for every killed creature or won trophy. All the strikes target the same character in separate strike sequences. The Slayer creature is limited to the Sun-lands and Uttersouth territories. Wound a character to later use Abductor.

Jungle Demon is the vicious creature of the Uttersouth with 16 prowess. It requires double Jungles. It has a single strike that gains +1 strike for every Jungle past two in the site path. Sites with a demon AA can also have keyed this creature.

Giants and Thunder's Companion will try to kill wounded minions with their high prowess. Both need Double Wilderness. Giant is one strike at 13 prowess. Thunder's Companion are the sons with three strikes at 9 prowess. Use these to tap or wound so to play the Men creatures.

Ghosts is found once in the deck. Use its 3 strikes to tap minions facing its 9 prowess. Expect to play it 2/3.

Sites/Regions Playability

-	FH:					
3	BH:			Abductor		
3	RL:		Ruffians			
3	SH:	Ghosts				
3	DH:	Ghosts				
-	UD:					
<hr/>						
-	FD:					
9	BL:	Brigands	Ruffians	Abductor		
6	W	Brigands	Ruffians			
6	WW				Giants	Thunder
3	SL	Ghosts				
3	DD	Ghosts				
-	CS					
<hr/>						

Hazard EVENTS-30

This player is the one to stop the march of the Mûmakanril. A fast hazard deck is imperative to draw factions and resource event with small companies.

No hazard events are specific to any territory. 14 are Short, 8 Long, and 8 Permanent. 28 events are considered fast or playable almost anytime on any player. The most common type are corruption (9) and anti-faction (8). Events in the sideboard target factions. Exhaust the first deck quickly to play these sideboard hazards in the next deck.

Base cards-2

Two copies of Twilight will remove Doors of Night. You have one hazard that can use Doors of Night.

Corruption/check-9

Grasping and Ungracious is a weak corruption hazard playable on a non-diplomat and non-avatar. This hazard forces the target to keep his items to make him vulnerable for more corruption.

Pride Increased with Despair hinders the victim that has allies and permanent-events. Target must have a combined mind and unused DI greater than 5. Each ally and permanent-event with a MP value reduces his CC by -1. A transfer of a greater or special item removes this event. Couple this hazard with the other hazard to keep items on the target.

Greed will be played on a site you expect to be plundered. Watch as your opponent is scared when this is revealed on-guard.

Foolish Words will stall influence attempts modifying influence, offering, and riddling rolls by -4. It has a high removal roll and playable on an avatar.

Main Theme-10

The main them slows the faction war of Indur. *The Enemy at Hand* bars the movement of a faction through a region already occupied by another from the other alignment. This will slow factions just by one turn, but every bit helps. This is how the Mûmakanril will be stopped in Bosiri.

Muster Disperses is the anti-faction low-GI hazard. Send this hazard to the discard pile by halving the hazard limit so to be fetched with the next written hazard. Only do so if there is a good chance to discard a faction. A result of 11 or greater is needed of roll and unused general influence to keep the faction in play. Most players will have 7 unused DI. A 1/6 chance will result in discarding the faction.

Use and Old Age Accepted is anti-faction battle hazard. This hazard can be taken from the sideboard and shuffled into the playdeck if Indur has a mustering card in play. As a permanent-event this hazard prevents a faction from moving. Else as a short-event bring a Muster Disperses from your sideboard or discard to your hand, but this card is removed from the game.

No More Would Come is Faction War hindrance. This permanent-event hurts factions in war and those that tap for other reasons. It is a probability now if a faction untaps. This hazard will be one of the cards exchanged in the second exhaust.

Secondary Theme-0

none

Support Cards-0

Hurling Rocks adds more regions to the Giant creatures. It is a Long-event that affects your Division. A Rock Fall attack of 2 strikes with 9 prowess is ready for those moving through a list of regions including Bosiri and Cleft of Goats. All mountain regions are affected too. The event allows any non-unique Giant hazard creature to be keyed to these regions. Doors of Night extends the playability to adjacent regions. All the other Divisions will be affected by this event.

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

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.