

# SARUMAN /WOLVES

40avatar

<b>C</b>	8	Elanthia	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 29 R. cards in sideboard 40 cards in H. deck, 11 H. cards in sideboard 14 characters in deck 7 starting cards 18 creatures DC: 9res+12haz+13char=34 <b>140 TOTAL CARDS</b>
<b>I</b>	12	Ered Hamal	
<b>F</b>	1	vs. Ren	
<b>A</b>	1	Gondor Division	
<b>M</b>	9	Into the Cone	
<b>K</b>	1	Wolves	

## Deck Outline

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### *OVERVIEW*

Saruman, Head of the Order of Wizards and the White Council, will be studying the manners of his maia kin of Aulë in Central Middle-earth. Sauron is rumored to be alive in the world and many evil creatures are being summoned to Southern Mirkwood and out of the under-deeps in the Misty Mountains. Current weapons and leadership is weak to repel the onslaught. Creatures are still in this world which normal weapons do them no harm. Agents have been known to be looking for magical rings and news of Isildur fall. What's more, rangers have been found in the Gladden Fields with no known purpose. This needs be understood and stopped if it means the finding of the One Ring by a Power. Saruman will be focused to learn more.

This wizard will offer his vast knowledge and wisdom to guide the folk of Chy to defeat a Ringwraith and to secure powerful rings. This wizard is cunning in mind and works wonders with craft. His main passion is history and artifacts of power. Many heroes are under his hand to undermine the growing Shadow's advancement. He will be on the eastern border of the Ered Hamal. Old tomes and items of power will be sought to augment the growing wizard's library.

He can find magic rings to add a quest into Mordor. Secrets of old will help defeat the Shadow and give the power to learn where items of enchantment can be found.

A strong band armed by Saruman with knowledge and magic will travel to Mordor to gather tidings. Lairs and ruined towers will be searched for any clues. Force will be used to weaken and defeat the Mouth. Sauron has used Mordor before; maybe he will use it again.

Changes from 05.

Removed  
1 Wil Whitfoot

Added.  
1 Robin Smallburrow

Use of hobbits is important in terms of mind, skills, and corruption bonus.

## RESOURCES (40/29)

1	<b>Palantir of Orthanc</b>	
3	Magic Ring of Courage	
3	Magic Ring of Nature	
3	Magic Ring of Stealth	
3	Magic Ring of Words	
3	fair gold ring	
2	forgotten scrolls	
1	elf stone	
*	eresselen - jewel	
1	cram	
1	More or Less a Decent Giant	
1	<b>Ahar</b>	
1	<b>Taarum</b>	
6	Into the Smoking Cone	
1	When I Know Anything	Sa
2	<b>White Wizard</b>	
		<b>10/8</b>

3	Trickery	Sc
3	Concealment	Sc
1	Ered Hamal-faction	R
2	Marvels Told	Sa-r2
3	Wielded Twice	Sa-r0
3	Far-Sight	Sa
1	Align Palantir	Sa
1	2 FT in Dark-Domains	move-o
1	2 Stars	
3	Face Out of Sight	agent
1	2 And Forth He Hastened	tap
3	A Chance Meeting	
1	<b>Elf-friend</b>	pe
1	Wizard's Pupil	pe
1	Tales of the Hunt	pe
1	Gift of Comprehension	pe
1	Stories of the Eldar Days	sp-1
*	Rumour of Rings	ring
*	Long They Journeyed	
3	Smoke Rings	
2	1 Longbottom Leaf	
1	Hall of Fire	tap
1	Sacrifice of Form	spell-0
1	Vanishment	spell-2
1	Wizard's Test	spell-2
1	Wizard's Laughter	spell-3
1	Wizard Uncloaked	spell-2
2	1 First of the Order	avatar
		<b>30/21</b>

**HAZARDS**(40/11)**22/0**

3	War-wargs	L-wolf	1 2 9 4	
3	Wolf-Riders	S-orc	1 3 8 x	
3	Wargs	wolf	1 2 9 x	BL,W,SL
3	Wolves	wolf	1 3 8 x	BL,W
3	Dire Wolves	wolf	1 4 8 x	WW,SL
3	Uiendarlaif	wolf	1 5 5 x	+2P.an/horse Plains
2	Variag Horse-Raiders	man	1 5 9 x	
1	Merkampa at Home			
1	Merkampa aHunt			

**18/11**

2	Twilight	S-env		
2	The Ring's Betrayal	S-check.ring		
2	Something Else at Work			
1	Burdensome Commands	P.char-stat reduction		
2	Wake of War	L-stat.WSA		
2	Legacy of Carcaroth			
2	Rabies	P-disease		
3	Power Built By Waiting	P-HL.boost		
2	You've Put Your Finger In It			
3	Long Dark Reach			
1 2	Aware of Their Ways			
1	Which Might Be Lies	discardS		
1	<b>Rolled Down the Sea</b>			
3	An Unexpected Outpost	cycles		

**SITES**
**FD-0**
**BL-3**
**W-12**
**SL-5**
**DD-3**
**CS-0**
**UD-2**
**T-2**
**I-1**

<b>Rh</b>	Rivendell		heal	
<b>WF</b>	Lorien		heal	
<b>HA</b>	Elanthia		heal	
<b>Af</b>	Edhellond		heal	
<hr/>				
<b>EH</b>	Azagarbhum		dwarf.3d8	hidden, More or Less a Giant
<b>EH</b>	Arentaurr		elf.1d8	Taarum+2
<b>Ch</b>	Pelepelplû	m	men.2d7	minor
<b>AB</b>	Tenolkachyn		x	
<hr/>				
<b>Re</b>	Relerindú	m.food	x	
<b>Ng</b>	T. Kondri Odchi	heal, Info, m	men.2w9	
<b>HA</b>	Alkyad	m	men.3d6	minor
<b>Or</b>	Thraath	m	men.d6	Ahar
<b>Ch</b>	Samarth	m	men.3d6	minor
<b>Cl</b>	Isvat	Info, m	rock.x7	When I Know Anything
<b>Sk</b>	Ankruz		men.3d6	
<b>Ay</b>	Maresh		men.d7	
<b>Bu</b>	Bulchaden Marches		men.2d6	
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<b>Gl</b>	Isengard	Info, m, M	wolf	Palantir of Orthanc
<b>Nn</b>	Ostigurth	Info, m	orcs, undead	
<b>Nd</b>	Nennurad	Info	BL,W,SL	(Far Sight)
<b>EL</b>	Oraishapek's Mound	m, M*	undead	hidden
<b>EH</b>	Quarries of Nosharud	m, Mt	rock, giant	
<b>ru</b>	Limestone Caverns	m, M	spiders	
<b>Lu</b>	Kref Masar	m, ring	undead.1w9	Gold Ring-mission
<b>Or</b>	Dale of Long Silence-h	m, ring	undead.2w9	Gold Ring
<b>Ch</b>	Nevazar's Tomb	m, M, G	undead, trap	hidden(SK)
<b>Cl</b>	Poison Rock	m, M, ring	MERKAMPA	Gold Ring
<b>Bu</b>	Ruins of Anaoshak	m, M*	animals.2w8	
<b>Hh</b>	Naerphys	Info, m, ring	men.5d8	
<b>Hh</b>	Xyunai	m, M	anim.3w6, orc.3w8	
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<b>Go</b>	Mt. Doom			Into the Smoking Cone
<b>Kh</b>	Lâorkó	m	men.xd6	*
<b>Ay</b>	Mount Arysis	m, M	orcs, troll	
<b>CS</b>	Ulk Jey Ama	m, M	men.4w7	
<b>CS</b>	Ulk Chey Sart	Info, m	lava, men	
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<b>CS</b>	Chey Goumal	m, M, G	men.5w8, demon.2w12	
<b>sh</b>	Lava-Deeps	m, M	lava	



<b>CHARACTERS-10</b>		7-5-6-4-6	a-0	E-5	Dw-0	Du-2	M-5	H-3	U-0	W-0
4	Saruman	10/10/6/9+	Sc/R/Sa/D	Wizard	Isengard					
2	Orthir	7/1/5/9+	W/Sc/R	Sv	Arentaurr		+2DI.Silvan			
2	Vishtaspa	6/1/4/9*	W/R	Man	Pelepelplû, Ten		+2DI.c+f(Chy+), Engines			
1	Wood-elf	3/0/3/8	W/R	sv	Rhubar, eh WL					
2	Psousen	6/1/6/7+	W/D	Man	Pelepelplû, Ten, Tul Harar; Leader;					
2	Varadir	5/1/3/9+	W/D	Dún	Aelinst, OA		t.Gift			
1	Brandir	3/0/3/8*+	Sc/R	Dun	Tol Lamfirith					
2	Midhir	7/1/4/9*	Sc/Sa/D	Sv	Elanthia		+2DI.Silvan & Taruum			
2	Aegnor	6/2/4/8+	Sa/D	No	Amon Lind		tap to test ring at Info			
1	Ashmaar	4/0/5/8*	W	Man	Pelepelplû, Samarth		+2DI.faction Chy+			
1	Kavatha	3/0/4/7	W	Man	Bul Marches Thraath		1P.charHOME; horse(Sc)			
1	Líndal	2/0/3/8+	R	Sd	Rhubar					
1	Robin	3/0/1/9+	Sc	H	Bag End		-2CP			
1	Folco	3/0/0/9+	Sc	H	Sackville		-1CP			
1	Karaag	4/1/3/7	Sa	Man	Ro-mollo					
<i>starting company:</i> at Rivendell										
<Rumor of Rings>										
1	Brandir	3/0/3/8	Sc/R		eresselen					
2	Midhir	7/1/4/9	Sc/Sa/D							
2	Vishtaspa	6/1/4/9	W/R							
1	Ashmaar	4/0/5/8	W							
<hr/>										
13/20	GI	Hand-8		Mind-37		SP: 0				
@		Rumor, Hall of Fire		Palantir/Info						
Saruman	10/13/7/10	Sc/R/Sa/D	0	Wz	Form, White, Stories					
Robin	3/0/1/9	Sc	-1	H4	Tales					
Folco	3/0/0/9	Sc	2	H3	palantir, Align					
Varadir	5/1/3/9	W/Sa/D	1	Du5	Gift, Anything (+3CC)					
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<b>#1 The Wizard's Hand</b>					<u>Mission/Rings</u>					
Aegnor	6/7/4/8	Sa/D	3	No6	MR Words, elfstone					
Orthir	7/1/5/9	W/Sc/R	2	Sv7	MR Nature					
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<b>#2 Hidden Folk</b>					<u>minor</u>					
Psousen	7/5/8/7	W/D	0	M6	MR Courage, Pupil, Friend					
Brandir	3/0/3/8	Sc/R	3	Du3	eresselen, MR Stealth					
Líndal	2/0/3/8	R	0	Sd2						

## OBJECTIVE

The Head of the Order will be focusing his deep intellect to discover the secrets of the making of Lesser and Magic Rings. He has gathered men of Chy and elves in his quest to gather this hidden knowledge. His main goal is to find information about the Rings of Power in Mordor and to harass the minions of Ren the Unclean in his recruitment of men. His main MPs are from ring items and the mission *Into the Smoking Cone*. Aegnor will aid in the playing of special rings and Psousen will lead them to victory.

The resource strategy has a wide range of stealth cards. Men and Elves will journey to the smoking cone for any rumors of the One Ring. Majority of travel will be around the east and western borders of the Ered Hamal. Corruption will be a problem with the rings and the health of the heroes will be in peril every step of the way. The hazard strategy calls on the massive sudden strikes of hounds. Hazard events are for specific targets and to help to slow the enemy.

## SARUMAN & SPELLS

The head of the order will be mobile early in the game. Then he will squat at Elanthia. He will use five spells. Sacrifice of Form is there for its benefits if you can play it within three turns and if you have another copy of the avatar in your hand. It would be nice to move to Isengard, Sacrifice, play the palantir, then have the wizard appear next turn. **Vanishment** is when you move to cancel any attack. **Wizard Uncloaked** is to remove hazard permanent events on those in his company; there is only one Marvels Told in the deck. **Wizard's Test** is there to test the rings. **Wizard's Laughter** is there to protect your resources. You will tap Saruman at the end of the turn often to recycle a spell. Hall of Fire will help untap. Play The White Wizard on him soon.

First of the Order will give +2 to CC. Most of his spells cause CC that can fail on a roll of two *after* playing The White Wizard. Saruman may have the palantir later in the game. You can recycle First of the Order event. Corruption will be a problem with all his tapping. That is why you have a sage with When I Know Anything in his company. You want to keep Saruman near a haven. He can move to influence resources, but he is vulnerable. Only move him if it can do a lot of good.

His Sacrifice will be a problem to resolve his playing again. Long They Journeyed can be used to bring Saruman into play in the Central Plains.

## CHARACTERS AND COMPANIES

You have men, elves, and three hobbits in your deck. From 14 heroes you have 6 scouts and 4 sages. You have five elves, two hobbits, five men, and two dunedain. The Warrior skill is lacking. Most of the characters have a home site in the Great Central Plains. Mind is high for this player's characters: five are 2 MP and three have 4-mind. There is only one character with a mind less than three. As a wizard it will be easy to play almost any of his characters at havens. Movement to start the game is made in mind to play the Hobbits if drawn early without support resources.

Midhir is one of the two 7-mind heroes. He is a Silvan from Elanthia. A high 9 body and three skills make him a nice starting character. A 1 DI and +2 against Silvan elves allows him to control Wood-Elf if drawn early. His three skills, Sc-Sa-D, provides using the Scout and Sage cards in the playdeck. His special ability will not be used – play Wizard's Voice if controlling a ring special item. He can be a substitute for Orthir or Aegnor. Discard him once you reach his home site or when Orthir is ready to be played.

Orthir is the other 7-mind hero of opposing skills. He too is a Silvan elf, but is master of

combat and stealth. Orthir is a vital character. A 5 prowess and 9 body will be tested often for the mission to Mordor. He has 1 DI and +2 DI against Silvan allowing him to control Wood-elf. His home site is Arentaurr in the Ered Hamal. That is where he has learned to find lost or hidden paths. His special ability is to discard Stars to reveal any hidden site. He can also move through Ered Hamal as it were a non-mountain region. This is crucial saving turns reaching sites such as Kref Masar. Three great skills of W-Sc-R are great to use any three of magic rings to be played by this player. He will usually have Magic Ring of Nature.

Aegnor is a Noldo steeped in ring-lore. Saruman found him at Amon Lind. This elf may join Saruman to find lost rings of Eregion. Aegnor is the second most important character for Saruman. His 8 body is average, but a 4 prowess from a Sage/Diplomat is rare. His 2 DI is a starting point to control other characters such as using Magic Ring of Words and Elf-stone to have a 7-mind elf follower. But his special ability brought him to this deck. He can tap at a site with Information to test a gold ring in him company. Wizard's Test is the only other method to test a gold ring item. He will lead a core company.

Líndal is a simple elf guardian of Rhubar. He is a 2-mind Sinda with average 3 prowess and 8 body with only the Ranger skill. He will be useful to be a Ranger for a core company and easily controlled by an Elf-friend or by Elf-stone.

Wood-elf is a Silven. His 3 prowess is better than Mallorn-Dweller, but 8 body is weaker. He has the home sites of any elf-hold Wilderland and Rhubar. His special ability is tapping to cancel an Animal or Awakened Plant attack. He can be controlled by Midhir or by Orthir for being a Silvan.

Psousen the Valorous is a man of renown among the Chy. His battle-hard life has given him +2 prowess against Nazgul and magic-users to add to his 6 normal prowess. But this weariness has weakened him to a low 7 body. As a man of strong words he is a leader and a Diplomat. He has +2 DI against characters and factions playable in Chy or adjacent regions. Since he does not start play he can only start at one of his three home sites- Pelepelplû, Tenolkachyn, Tul Harar. He will lead a core company with a Magic Ring of Courage while an Elf-friend. His special ability is playability of Wizard's Pupil, which will be harness in the game to have his at 5 DI to control characters.

Vishtaspa is a man of military experience unmatched in Chy. He starts the game providing his 4 prowess and high 9 body along with his Warrior and Ranger skills. 6-mind is expensive, but he has 3 DI against characters and factions only playable at sites in Chy and adjacent regions. His special ability will not be used: discarding Engines of Defense from hand or his current site to cancel combat against his company.

Ashmaar is a natural bodyguard from Ered Hamal. He has 5 prowess and 8 body as the Warrior for a company. He does have +2 DI against characters and factions playable in Chy or its adjacent regions. But he carries one corruption point if not or moving to a site in Bay of Ormal, Great Central Plains, or the Sun-lands.

Kavatha is another natural bodyguard, but lesser in stature. He has 3-mind with a great 4 prowess and low 7 body. His home site south of Chy can be useful cancelling automatic-attacks or to be played there. He has +1 prowess if in a company with a hero character with a home site in Chy or adjacent regions (Psousen the Valorous, Ashmaar). His special ability is to gain the Scout skill if he controls a horse ally.

Karaag the Gnome is a Drel from Ro-mollo. Travel to the Ered Hamal by promises of rich

trade by Saruman brought this merchant. He is only included to provide his Sage skill since there are so few Sages in the deck. His 4-mind is a decent cost with a weak 3 prowess and low 7 body. He is considered a Dwarf for Dwarven Fire and Dwarven Cunning. If bearing a technology item to use Concealed Entrance as a Scout or Ready to His Will as a minion.

Varadir is a 5-mind Dunadan from the Bay of Ormal. A 3 prowess is weak, but a 9 body can help him survive body checks. He will be a follower to Saruman providing his Warrior skill, but his Diplomat skill is not useful. His special ability is to play Gift of Comprehension on any character in his company, but if played on himself he has +1 to corruption checks. And this resource can be played from the discard pile. He has +2 DI against non-unique Dunadan or Man characters. A teller of old tales provides +1 prowess if Enduring Tales is in play.

Brandir is a Ranger of the North. His inclusion is to use the jewel Eresslen. That jewel will be used to help untap magic rings. But he does bring useful skills. His 3-mind, average 3 prowess and 8 body can be a follower providing support with his Scout and Ranger skills. A nice ability is +1 prowess against Orcs and Wolves. He starts the game to use that jewel item.

Two Hobbits have been enchanted by adventure to the East. Saruman will be the decoy of playing the One Ring by using Hobbits.

Robin Smallburrow is a rare 3-mind Hobbit. He has wanted to find adventure ever since hearing stories of the Greenfields. He can only be brought into play at his home site of Bag End. His special ability is being a Sage for purposes of playing rituals. Mathom Lore allows him to use any item as if a Sage. His +1 to corruption checks will be helpful when using a palantir that is Aligned. Robin has the usual 1 prowess and 9 body for his race.

Folco Boffin is another decoy Hobbit. His 3 mind is low for easy control and a 9 body helps him survive body checks. A +2 to corruption checks will make him the prime candidate to bear the palantir. His special ability is to allow another Hobbit to be played from hand at a haven if you discard him at that time. But this ability will not be used.

The starting company begins at Rivendell. Distant sites from Ered Hamal should be used early until you play the palantir. Play gold ring items on the way to Elanthia since that haven has few sites to play gold ring items. Long They Journeyed starts the game allowing Saruman to start play at a Man-hold with a dual faction in play by you. Midhir is your Scout and Sage. Ashmaar is the Warrior to face strikes so Midhir can play events during the site phase. Brandir is the Scout with Eresseln. Vishtaspa will be Ranger and secondary bodyguard. All but Brandir are expandable. Rumor of Rings will allow quick playing of special rings. Stay near Isengard until you play the palantir. One hobbit can be played at his home site since you are near the Shire; you can move there to bring the Halfling into play or use A Chance Meeting. Try to play Saruman either at Rivendell or Isengard. Once you have the palantir in play move eastward even without the wizard. Long They Journeyed will allow the wizard to be played in the East. Your starting company uses all 20 GI. Gold rings, near Mordor, and hobbits – what else?

1 Brandir	3/0/3/8	Sc/R	eresselen
2 Midhir	7/1/4/9	Sc/Sa/D	
2 Vishtaspa	6/1/4/9	W/R	
1 Ashmaar	4/0/5/8	W	

You will be having three main companies using 13 of your 20 GI. Saruman will control Folco, Robin, and Varadir. The White Wizard has Stories of the Eldar Days. They will be at Elanthia with Hall of Fire and the palantir after the quest. Saruman will recycle spells. Varadir will have When I Know Anything for corruption support. Gift of Comprehension grants him Sage skill and zero corruption. Robin will have Tales of the Hunt to untap Saruman. Folco will have an Aligned Palantir to use the stone and carry two corruption points. Try to get Sacrifice of Form on the wizard before this company is settled. Three followers have a total mind of 11. This company will contain 10 MPs.

Saruman	10/13/7/10	Sc/R/Sa/D	0	Wz	Form, White, Stories
Robin	3/0/1/9	Sc	-1	H4	Tales
Folco	3/0/0/9	Sc	2	H3	palantir, Align
Varadir	5/1/3/9	W/Sa/D	1	Du5	Gift, Anything (+3CC)

The Wizard's Hand has each skill. Aegnor controls Orthir. Aegnor will have an Elf-stone and Magic Ring of Words for 7 DI against elves, but carry 3 CPs. Orthir will have Magic Ring of Nature to cancel attacks. This company will play gold rings since Aegnor can tap to test gold ring items at Information sites. You can move this company along the Bay of Ormal to draw cards and play gold rings at the four sites near to that body of water. This company will contain 10 MPs.

Aegnor	6/7/4/8	Sa/D	3	No6	MR Words, elfstone
Orthir	7/1/5/9	W/Sc/R	2	Sv7	MR Nature

The Hidden Folk has two Rangers to warrant most movement by any other company. It will be Brandir and Psousen controlling LÍndal. Psousen is Wizard's Pupil for 7 mind and +2 to corruption checks for carrying a ring, which will be Magic Ring of Courage. This gives him 8 prowess, but his 7 body is low. He is also an Elf-friend. Brandir will wear a Magic Ring of Stealth to cancel a strike and Eresselen to play Wielded Twice. This company will play minor items. You can move this company to Rhubar to draw cards. This company has 9 MPs.

Psousen	7/5/8/7	W/D	0	M6	MR Courage, Pupil, Friend
Brandir	3/0/3/8	Sc/R	3	Du3	eresselen, MR Stealth
LÍndal	2/0/3/8	R	0	Sd2	

A Chance Meeting is specifically for the hobbits. You may discard this event or the hobbit so to fetch later with the palantir or Smoke Rings.

## ITEMS

Items slots will be for gold rings, direct influence, or palantir support. The non-ring items are few and most are minor items. There are 13 items, which seven are ring items.

Forgotten Scrolls is there to (1) discard at Mount Doom for Into the Smoking Cone, and (2) allow Information at a Ruins so Aegnor can tap to test a gold ring item. Three Fair Gold Rings will be tested for four magic rings: Courage, Nature, Stealth, Words.

Magic Ring of Courage gives a Warrior +2 prowess. Orthir and Psousen can greatly profit from this ring. Magic Ring of Stealth gives the Scout the chance to tap the ring to cancel a strike against the wearer. Magic Ring of Nature allows a Ranger to tap the ring and cancel any attack. Magic Ring of Words will give a Diplomat +3 DI. Rumor of Rings will hold two of these rings at

a time. Play Words and Nature as the first two magic rings.

Cram will untap characters. Elf-stone provides +2 DI against elves. Eresselen, a jewel, is restrictive in play so it is included in the starting company with Brandir. It can be tapped to provide the bearer the Warrior skill. Bearer can also play Wielded Twice as if a Sage. Ranger bearers receive +1DI against Dúnedain and Elves. The palantir is discussed later.

## ALLIES

More or Less a Decent Giant is the only ally. He is a strong Warrior Giant playable near Elanthia in the Ered Hamal or in any mountain region. His 5 prowess will be used often and hopefully his 8 body is adequate. Play him at a hidden site for protection. Misty Mountains Southern Spur is an option and so is in Eorstan.

## FACTIONS

Two factions are in the deck. There are no support resources for the influence attempts.

Taarum can tap to shuffle Ered Hamal to the playdeck. This faction needs an attempt of 11 to play (dúnedain +1), Elves (+2), Men (-2). This faction can be played late in the second deck after discarding a high-mind elf to allow more unused DI for Saruman to influence.

Ahar is only included to be used with Long They Journeyed. The attempt needed to play this faction is 9, but those with a home site in Chy, Heb Aaraan, or Orgothraath have +2, which will allow a low roll to influence this faction. Midhir making the attempt needs a roll of 6 (1+2+6).

## RING TESTING

The special rings will be used in the Power decks. Ring playing is a coy to trick the Necromancer that you are to play the One Ring. Saruman's ability to recycle Wizard's Test is ideal for ring testing. Aegnor can tap to test a gold ring item at Information sites, but there are few of those sites near Elanthia. Forgotten Scrolls can be used to make a Ruins play Information. However, there are not many gold ring sites near Elanthia.

There are four magic rings and three gold rings. MR of Words is good to control characters and the lesser ring allow you play a ring if you get a bad roll. MR of Stealth and Nature are good to for avoiding combat. MR Courage is there if you need to fight. Rumor of Rings will allow quick playing of a ring when you have a gold ring in play. You will just need to have Saruman recycle Wizard's Test. You can recycle the gold rings with the palantir. First play Words, Nature, Stealth. Courage will be played for the mission.

There are not many sites to play your gold rings –Dale of Long Silence, Poison Rock, Naerphys, and Charnesra. Kref Masar is to play the mission event.

Consider this diversion if Gandalf has yet to play Scroll of Isildur. Use Cram and Ered Hamal to move five regions from Elanthia to Tolfalas. This will indicate you are playing the One Ring. However, you need to tap all your characters to prevent playing the Scroll. Having tapped characters gives the impression you are unable to play the Scroll. Send the weak Hidden Folk to do this. The next turn move the company to Edhellond or back east if the Scroll is played by Gandalf. You may also want to move the Wizard Hand company to Poison Rock – a greater item site. You may have to keep the Hidden Folk Company near Edhellond so to have those characters at a haven at the end of the White Council.

## MISSIONS

Into the Smoking Cone is a vital mission to complete. It is discussed later. When I Know Anything is a simple light enchantment event played at an Information site. It will be used to aid corruption checks by Saruman or by the palantir bearer.

## SAGES

This skill is important. There are three non-wizard characters who are sages.

Marvels Told is a staple resource. It will be used mainly to remove hazards not played on a character. But it costs is a -2 corruption check.

Wizard Uncloaked will target those hazards. Its corruption check cost is a -2 modifier.

Wielded Twice is primarily the mechanism to untap the palantir. The event can also untap the Magic Ring of Nature. It has a zero modifier corruption that even Varadir can play.

Far-sight is included to have more “copies” of the Palantir in the deck. After the play of the palantir, use Far-Sight a gold ring item.

Gift of Comprehension will be used to have three Sages in the three core companies.

## TALES

This wizard will uses two of the three Tale events. Stories of the Eldar Days allows these events to be played on any race and lowers the events CP from two to one as long as the bearer stays in the wizard’s company. Tales of the Hunt allows a character to untap another. Gift of Comprehension will bring another Sage to play Marvels Told.

And Forth He Hastened is part of a tale so it is included here. This is a great event with a Wizard in play since it untaps a character in the Wizard’s company. Hall of Fire is a place to tell tales. It will be played on Elanthia and stay there. It will untap a character that stayed at the site for that turn – valuable with the palantir sequences explained later.

## GREAT CENTRAL PLAINS

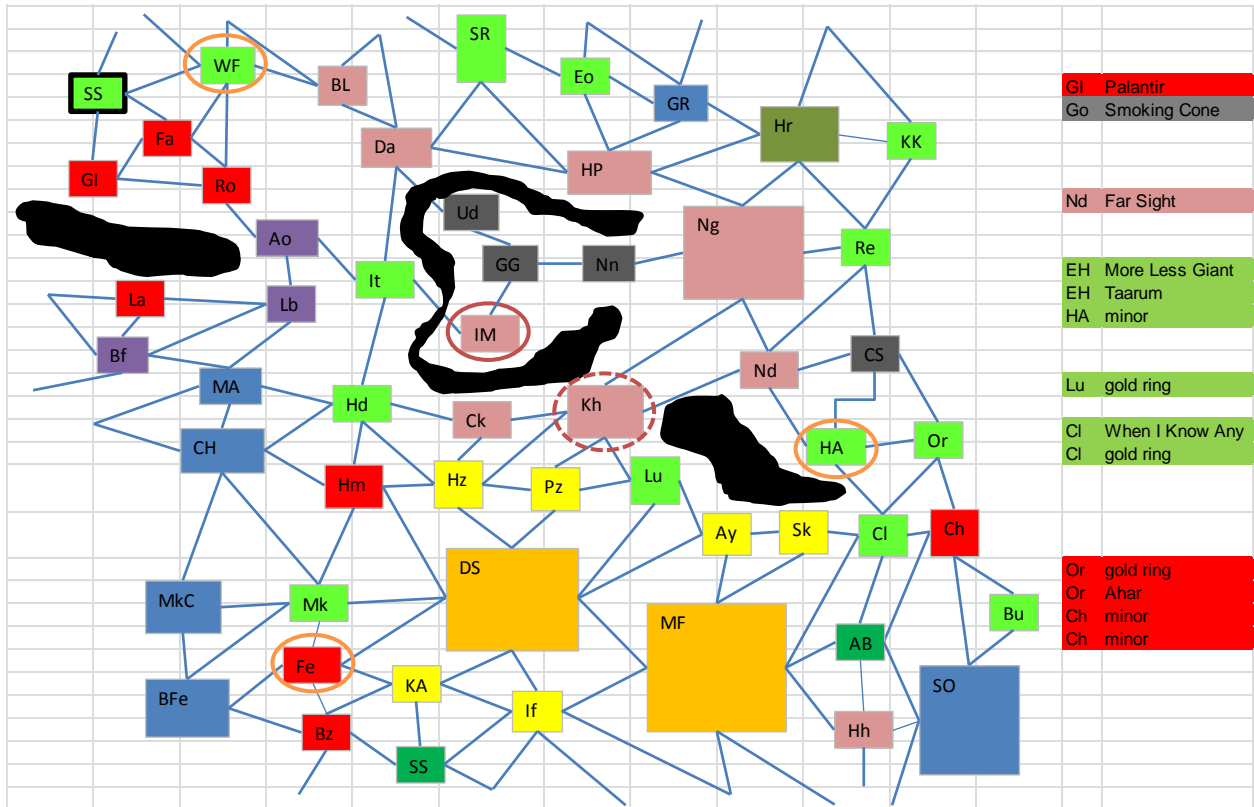
There are many region types in these plains. Shadow-lands to the north, Desert to the west, and a Dark Domain next door. Wildernesses and Shadow-lands will be the two frequent region types for you. There are not many Warriors in the deck to face strikes.

Trickery and Concealment are the Scout events to cancel attacks. Trickery affects several types and is not 100%, but Concealment costs tapping a Scout.

Ered Hamal will allow quick movement over the mountains. Its orc attack (2 strikes with 7 prowess) will only bother the Hidden Folk company. The Taarum Elves faction allows you to shuffle this resource into the playdeck once per turn. You should be able to visit any site one turn from Elanthia.

You can also benefit from the region types in your movement. Fair Travel in Dark-Domains will lower the hazard limit for every such region in your path. This resource is primarily for use in Mordor. You can also use it to include Chey Sart to reduce the hazard limit.

Stars needs Gates of Morning to change a DD into a SL. This can be useful if a Shadow-land is turned into a DD. Stars has a secondary use by Orthir to satisfy any and all requirements to move to a hidden site such as the nearby dwarf-hold. Movement can be important early in the game. This event will lower Undead AA by one prowess – not great but it helps.



## SITES

Many havens will be used by this avatar. He will start the game at Rivendell. He is not expected to move back to this haven. Edhellond will be used to heal if he has no MP cards to play early in the game. Either Lorien or Edhellond will be the pivot to move to Ered Hamal via Rhubar or Hau Nysrin. You may move to Rhubar later in the game just to draw cards and/or to play Wood-elf. Elanthia is the haven of choice for most of the game. Only Midhir has it has a home site.

A few Free-holds are in the area including one hold for three of the major races. Arentaurr will play the Taarum faction with a bonus. The dwarf-hold, Azagarbhun, will be used to discard Align Palantir or play the giant ally. You may be vulnerable with hobbits, but Orthir's ability to visit a hidden site upon the discarding of Stars should allow you to stay safely away from minions. Pelepelplû has a weak AA and allows minor items. Three characters have it as a home site.

There are many Border-holds nearly – 11 of them. Three have weak to no AA and allow minor items. Alkyad and Samarth have minor items. There are Information sites too. Isvat is where you will play When I Know Anything. Maresh is in a Desert region so its movement costs are too high. Thraath has the faction Ahar; the AA is weak as detainment with six prowess.

Ruins are scattered around the Ered Hamal with various AA types. Each gold ring item will be played at a Ruins. Dale of Long Silence and Poison Rock have two of your rings. You will play a third and the mission at Kref Masar. Naerphys is four regions from Elanthia and has gold rings. But its AA is bad at 5 strikes at 8 prowess and detainment. But you can play minor items nearby at Xyunai too. Nennurad has Information with a possibility of no AA. Thus, move Aegnor there to test gold rings.

A few Shadow-holds are found near the mountain of shadows. Mount Doom is a shadow-hold contained in your plains. Mount Arysis has two AA so avoid it. Sites in Chey Sart are possible for minor or Information, but you can travel to safer sites. Ulk Chey Sart is a volcano that allows Into the Smoking Cone inversion. Its automatic-attack is worse than Mount Doom. Use this site in Chey Sart if Mordor is too hazardous.

Darkholds are too dangerous for you. Chey Goumal has nothing unless to surprise Ren. You do not plan on visiting the Under-deeps; they hold nothing you cannot get on the surface. Also, you are vulnerable below when a minion company can be at the surface site waiting for you.

There are no issues with playing resources except for the gold ring items.

Sites in Eriador and Greater Gondor will help play items too. Isles of the Dead That Live is an isolated site to play gold ring instead of Ost-in-Edhil. Stone-Circle has Information instead of Amon Hen or Weathertop. Barad Tethren is a hidden site with gold rings. Lind-or-Burum also has Information in Fangorn. Visit these sites for relative isolation from minions and the potential for another avatar to CvCC to any of your visitors.

## AGENTS

Face Out of Sight is your anti-agent resource. First, it will return on-guard cards to the owner hands. This prevents the play of them on your weak companies. Second, it returns to hand any tapped or wounded agent. So this is great for agents far from his home sites and clogs the hand of the owner. It will also use the hazard limit to replay the agent.

## INTO THE SMOKING CONE

This is your quest. It is dangerous with little chance of succeeding. But it will help the heroes tremendously. You will have many support cards for movement to and from Mordor. Mordor should be rebuilt when you start this quest. You can be its first guests to the open house.

First, you need to play the event where gold rings are playable. You should have Cram. Next, play a ring special item. Then you need to get to Mt. Doom. When you have the Lost Knowledge resource in play this is what you need to do. Have Saruman, Orthir, Robin, and Brandir take the journey. You will not have to discard any hero due to this change in company composition.

### **Assumptions at the start of this quest:**

Rumor of Rings: Magic Ring of Courage

Hand: Into the Smoking Cone, FT DD.

In Play by Saruman's company: Forgotten Scrolls, Cram. Give items to Brandir and Orthir.

Warning. Orthir and Brandir will have 3 CP after the play of the magic ring.

T10: Elanthia-org & site	Tap <b>palantir</b> : shuffle <b>Fair Gold Ring</b> Tap Saruman to fetch <b>Wizard's Test</b> .
T11: Elanthia-org & site	<b>Tap palantir</b> to shuffle <b>FTDD</b> .
T11: Elanthia-end of turn	Tap Saruman to fetch <b>Wizard Uncloaked</b> .
EXHAUST DECK	
T12: Elanthia-org phase	<b>tap palantir</b> to shuffle <b>Stars?</b> Use Orthir's ability to move through Ered Hamal.
T12: Elanthia-move phase	Move to Kref Masar using region movement (HA-EH-Kh-Lu)
T12: Kref Masar-site	Tap Orthir to face the AA. Play mission event. Tap Brandir to <u>play gold ring. Wizard Test the gold ring. Tap mission event.</u>
T13: Kref Masar-org phase	<b>tap palantir</b> to shuffle <b>Stars?</b> Play FTDD to reduce the HL to two.
T13: Kref Masar-move phase	Move to Ostigurth. Most likely you will have to use Vanishment to cancel one creature attack. Tap the characters to face the second creature. Keep MR of Nature ready for CvCC. <u>Expect no one to be untapped after this phase.</u>
T14: Ostigurth-org phase	<b>tap palantir</b> to shuffle FTDD. Mount Doom will modify HL by +2 to 5. Expect CvCC. FTDD reduces HL by 2.
T14: Ostigurth-move phase	Move to Mount Doom. Hope to have drawn cancellers by now.
T14: Mt Doom-site phase	<u>Discard lost knowledge item and invert mission. Expect CvCC.</u>
T15: Mt Doom-org phase	<b>tap palantir</b> to shuffle <b>Wielded Twice</b> to untap MR Nature.
T15: Mt Doom-move phase	Discard Cram; move five regions to either Elanthia or Rhûbar.

For the Nurn site you may want to move to Barad-Wath so to discard Mordor in Arms and draw minions to you. If the return from Mount Doom is dangerous, then consider discarding Stars and tapping Orthir to move to Oraishapek's Mound in the Ered Lithui. Minions will not follow you there due to it being a hidden site. Keep in mind Saruman's use of Vanishment means a CC at -2. He can fail; hope to have First of the Order ready.

Others in your Division will be raiding into Mordor so to allow you to face weakened minions for CvCC. Théoden and Denethor will move to Nurniag Camp hoping to play Tower Raided and attract minions for CvCC. Then when you move to Nurn these minions will be wounded. If you

move to Nurniag Camp, then the other player does not draw cards if he moves to another site in Nurn. Consider taking a 4<sup>th</sup> character, a Ranger, to tap to play Ered Hamal to reduce the HL to 2. He will not come with the trio to Nurn. Untap characters not needed to invert the mission card.

Mount Doom requires two turns to be reached from Kref Masar, but Ulk Chey Sart is one turn away. Keep this in mind when at Ulk Chey Sart.

## GONDOR DIVISION

This division covers much land. Vidugavia, Atani-Lord, in Dorwinion is the closest to you. He is just a single starter movement move from Rhubar to Elanthia. You may encounter him in the Shadow-Lands north of the Ered Hamal. He will aid any of your heroes in those lands. Theoden may venture into Nurn from the north so to draw Dwar to him by Tower Raid Nurniag Camp or Barad-Wath. This Horse-Lord may instead travel to Brown Lands so to be more than four regions from Nurn. Denethor will send a son to Nurn ahead of you. Then he himself moves to Cirith Ungol when you move to Mount Doom. Saruman may be able to only be attacked once by two Black Players, but Uvatha and Ren's minions are near. You might have to draw a company of Ren's south by the Bay of Ormal before you move to Kref Masar. If all of the avatars go to the same site in Nurn, then the Ringwraiths will be there at Mount Doom. If Saruman instead visits Ostigurth, then the Ringwraiths will visit those Ruins and the minions will visit Barad-Wath.

The list bellows shows other players will avoid sites used by Saruman.

Heb Aaraan	B	Alkyad	Saruman
Ered Hamal	F	Arentaurr	saruman
Ered Hamal	F	Azagarbhum	saruman
Orgothraath	R	Dale of Long Silence	saruman
Heb Aaraan	h	Elanthia	saruman
Gap of Isen	R	Isengard	saruman, vidugavia
Clyan	B	Isvat	saruman
Lurmsakun	R	Kref Masar	saruman
Gorgoroth	S	Mount Doom	saruman
Nurad	R	Nennûrad	saruman
Chy	F	Pelepelpîû	saruman
Clyan	L	Poison Rock	saruman
Chy	B	Samarth	saruman
Orgothraath	B	Thraath	saruman

## BLACK PLAYERS

Ren will be near. Expect corruption attacks on you. He may have a minion company focused on CvCC. Uvatha has minions near too in the north. Expect to face CvCC if you are vulnerable. Dwar and Hoarmurath are too busy in the West to bother you on the borders of Nurn. But if you enter Nurn expect to be recruited into the slave fields of that land.

## FACTION WAR

You hope to engage in a skirmish with minions factions on the eastern confines of Mordor. Move your factions into the region Nuriag drawing factions to you out of Mordor or away from Gondor. Move Variags when you can and engage in battle. You just want to limit the number of

factions attacking Gondor.

### **MARSHALLING POINTS**

- C=8 There are 15 of this MP. Expect playing 2 of 3 2MP heroes and 4 of 9 of 1MP heroes. With so much DI support via rings and cards for the wizard this is easily possible. The White Hand company may have up to 11MP in play.
- I=12 All of your expected MP will be from special rings: 4 magic. Palantir of Orthanc may be played by someone else.
- F=1 Taarum is 1 MP.
- A=1 The giant is the only ally. If possible, play the ally after the quest to increase its chances for survival.
- M=9 Into the Smoking Cone is so important it is counted as a source of MP. White Wizard is an easy 2 MP. When I Know Anything is the other MP.
- K=1 With such a stealth resource strategy you do not want to depend in Kill MPs.

## The ONE RING

You are not playing the One Ring, but you want the Black Players think that you are by using two hobbits, a palantir, and Wizard's Test. If the Enemy has the One Ring in play by a player in your Division or the South Division, then move to intercept.

## 1ST DECK

The main objective of the first deck is to have the palantir at Elanthia and to have the mission resource in your hand. Several turns may be necessary to wait play the palantir. Secondary tasks are to build strong combat and influential companies for action in Chy. Ability to manipulate cards will aid in cycling. Movement will keep a steady flow of cards in your white hand.

The start of the game is to play the palantir. Saruman and the hobbits might be able to be played on each home site before playing of the palantir. Else A Chance Meeting must be used.

Move to Stone-Circle to play Far-Sight so to fetch the palantir. There are three copies of Far-Sight in the playdeck, which means you should have the "palantir" in your hand no later than Turn 3. Move to play minor items or to Edhellond. You can move to Stone-Circle to play Far-Sight. You can reach Elanthia via Rhubar or Hau Nysrin. Try to play your other characters too.

You can untap Saruman using Cram, Tales, or And Forth He Hastened to also use the palantir to fetch discarded characters. Instead of tapping to bring a resource directly into the playdeck use Smoke Rings. There does not seem much time to start the mission in the first deck. You just need two other strong characters, Forgotton Scrolls, and a gold ring item including the palantir squatting company in operation. The Eye will be upon you by moving from Eriador over to Ered Hamal with two hobbits and a powerful seeing-stone. Get those DI boosting ring special items in play so you can play characters without your Wizard present. Hope to play Magic Ring of Words before you send a character with 2 DI east. Give him Elf-stone and the magic ring for 7 unused DI so to control Orthir or Aegnor.

If you draw one or two heroes you might not want to stay in play, then move him east to the Horse Plains so to draw many cards.

You can use Smoke Rings to fetch a gold ring item so to have tested with Wizard's Test. The avatar card can untap the wizard so to tap to fetch the spell. You need to have another company moving and playing this gold ring item and to meet with Saruman at Elanthia.

## 2nd DECK

Start the quest soon, but first send the resources to the discard pile. Finish playing the special rings and stall the Ren's purpose with factions with FvFC after the quest.

## PLAYDECK MANAGEMENT

A low frequency of resource cards is from the expected recycling of Smoke Rings, Saruman's spells, and the Orthanc stone. Your wizard will be in one local for most of the game to tap. Handle corruption appropriately on him. A good mix of stealth/influence will not clog your hand. The hazards are plenty in wolves and events playable against the majority of players.

A large number of items are in the deck. Their speed of playing will depend on the survivability of the companies. If your companies get slaughter, then discard the items to play another day. You may use your factions in battle against Ren if that minion moves to attack Vidugavia or Pallando. Do not over extend yourself. Ren will be your main foe. Use your arcane knowledge of magical devices and political esteem to hinder any opposition.

## ACCESSING THE SIDEBOARD-29

3	Magic Ring of Courage	rumors	
3	Magic Ring of Nature	rumors	
3	Magic Ring of Words	rumors	
3	Magic Ring of Stealth	rumors	
1	Taarum		dp131
1	Into the Smoking Cone	Leaf3	
1	When I Know Anything	Leaf1	
2	White Wizard	tap11	
1	Ered Hamal		dp211
1	Align Palantir	Leaf2	
2	<u>FT in Dark-Domains</u>	tap13, Leaf3	
2	<u>Stars</u>	Leaf2	dp122
2	And Forth He Hastened		dp123, dp124
1	Elf-friend		dp121
1	Gift of Comprehension		dp125
1	Tales of the Hunt		dp134
1	Stories of the Eldar Days		dp135
1	Hall of Fire	Leaf1	
1	Longbottom Leaf	tap12	
1	Vanishment*		dp112
1	Wizard's Test*		dp113
1	Wizard's Laughter		dp114
1	Wizard Uncloaked*		dp115
1	Sacrifice of Form		dp111
1	Wizard's Pupil		dp133
1	First of the Order		dp132

Action	cards	tap
SB to PD	3	+3
SB to DP	15	+3
Leaf	6	---
Rumors	4	---
<u>Avatar Card</u>		-3
2 <sup>nd</sup> Deck	(1)	(+1)

## HAZARDS

The creature theme is Wolf with specific creatures such as Variags. Variags will be detainment against Uvatha and sometimes Ren. The hazard event main them is to increase playing the wolf allies and to boost the creatures.

## CREATURES

There are 14 creatures and eight creature events. 16 of the hazards have high probability of playing on any player. Creature prowess is good at eight and nine. Number of strikes range from two to five. Wolf creatures account for 15 of the 22. There are two men creatures. Two creatures of six copies can be keyed to Shadow-lands by type. This will annoy minions. Ren and Uvatha will be noticeably punished by your creatures.

Uiendarlaif are animals and wolves keyed to Great Central Plains and adjacent regions, which includes 18 regions. They receive +2 prowess against horse allies and animal allies.

Wolves are common creature found in Border-lands and Wilderness. But there 3 strikes with 8 prowess can be defeated by three warriors of 2 prowess rolling 7s. Enhance them.

War-wargs is a Long-event granting all Wolf attacks with no body 4 body or +1 body. This will keep a few wolf creatures with fur.

Wolf-Riders is a short-event modifying a wolf attack prowess and strikes by +1. For example, Wolves using these two events are: 4 strikes with 9 prowess at 4 body.

Dire Wolves are the meanest hounds at 4 strikes with 8 prowess. But this restricts them to Double Wilderness and Shadow-lands.

Wargs are stronger wolves with more playability extended to Shadow-lands. They are 2 strikes with 9 prowess. Try to enhance this creature.

Variag Horse-Raiders is the specific creature for southeast Mordor. It is a tough 5 strikes with 9 prowess man creature keyed to Nuriag, Nurad, Khand, and Chelkar and adjacent regions, which is an astonishing 15 regions. This creature will likely be detainment, but at such stats that is acceptable.

Merkampa will be seen around Poison Rock. His Home manifestation hinders influence attempts against Dragon, Drake, and Animal factions by -1. Not that much, but it does give an additional attack at Poison Rock to scare Ren. His Hunt manifestation covers five regions that you will travel: Chy, Clyan, Heb Aaraan, Orgothraath and/or Siakan. This is only for one turn, but it might catch Ren. Doors of Night expands the range into Arisis, Chey Sart, and Ered Harmal. Ren will not hide from these attacks.

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

- 
- FD:
  - 6 BL:                   warg      wolve
  - 6 W                     warg      wolve
  - 3 WW                                    dire
  - 6 SL                    warg      dire
  - 3 DD
  - CS

- 
- 5 Nuriag               Variags      *Uiendarlaif*
  - 5 Nurad               Variags      Uiendarlaif
  - 2 Khand               Variags
  - 2 Chelkar             Variags
  - 5 Relmether          Variags      Uiendarlaif
  - 5 Chey Sart           Variags      Uiendarlaif
  - 5 Heb Aaraan         Variags      Uiendarlaif
  - 5 Harrhun             Variags      Uiendarlaif
  - 5 Horse Plains       Variags      *Uiendarlaif*
  - 2 Nurn                 Variags
  - 5 Ered Hamal         Variags      Uiendarlaif
  - 2 Lurmsakun          Variags
  - 2 Harondor            Variags
  - 2 Haruzan             Variags
  - 2 Pezarsan            Variags
  - 3 Orgothraath         Uiendarlaif
  - 3 Taur Romen          Uiendarlaif
  - 3 Forrhun             Uiendarlaif
  - 3 Lotan                Uiendarlaif
  - 3 Kykurian Kyn        Uiendarlaif
  - 3 N. Rhovanion        *Uiendarlaif*
  - 3 Iron Hills/Withered Hearth   *Uiendarlaif*
  - 3 T. Oilhelka/Lhugdalf   *Uiendarlaif*
  - 3 Dyr                  *Uiendarlaif*
  - 3 Clyan/Chy            *Uiendarlaif*

### Hazard EVENTS-29

The hazard events are focused on troubling those with ring special items and those that move in the wilds where the wolves howl.

### Base cards-2

You have Twilight to protect from Doors of Night.

### Corruption/Check:-8

Ring's Betrayal will be brought into your PD at the first exhausting. You expect some rings to be played by Ren. Covetous Thoughts will hurt minions that carry many items. Something Else at Work will hurt those testing gold ring items. Burdensome Commands targets a minion under GI from a player with a mustering card in play. The mind is reduced by two, but his DI and prowess are reduced by one. This may cause a high-mind follower to be set to GI control. Healing is the cost to remove this event, which means a wounded target is needed. A wounded minion under GI is a prized minion.

### Main Theme: Wolf Enhance-11

This theme will allow you to hurt your opponents' minions. Wake of War will boost wolf creatures and Legacy of Carcaroth will get a discarded wolf to your hand. Rabies must have a minion wounded by a wolf strike. The victim makes CC; a failure results in him attacking a friend. Power Built By Waiting will increase an opponent's HL. You've Put Your Finger In It is another boosting to the hazard limit that targets a ring-bearer.

War-wargs will mostly be played as a long-event, which adds body of 4 or +1 to wolf attacks.

### Secondary Theme: Card-4

Aware of Their Ways will remove cards from Ren's deck. He is expected to be in the Power Decks. Which Might Be Lies will remove Information events from MP piles

### Support Cards-1

Rolled Down the Sea will let you see your opponent's hand.

### Cycle-3

An Unexpected Outpost will recycle the most useful hazard events.

## ***SARUMAN OF MANY COLOURS***

INTO THE SMOKING CONE - Permanent-event (R)

[MP: (6)]

Playable on a company with a sage during the site phase at a site where gold ring items are playable. Tap this card if the company plays a ring special item; this card never untaps. If this card is tapped, the company can discard (for no effect) a Lost Knowledge card it controls during its site phase at Mount Doom and invert this card on the playing surface (rotate it 180°). If inverted, you can store this card at a Haven-only if stored do you receive its marshalling points. If stored, all ring items give one less corruption point. Once inverted, no other copy of this card can be inverted.

This is guide to use the palantir to cycle resources. All corruption checks made by the characters are automatically successful if no other corruption sources are present.

Saruman	10/13/7/10	Sc/R/Sa/D 0	W	Form, White, Stories
Folco	3/0/0/9	Sc	2	H3 palantir, Align
Robin	3/0/1/9	Sc	+1	H4 Tales
Varadir	5/1/3/9	W/Sa/D	1	Du5 Gift, Anything (+3CC)

[card in hand to start sequence]

SEQ #1: This sequence allows cycling any two cards per turn plus a spell.

S F P V R Cycle a card during ORG and SITE phases and a spell

S F p V R	ORG	tap palantir to cycle a card [CC-4]	
S F p v R	ORG	tap Varadir to support Folco CC.	[CC-1]
		Folco makes CC modified by +3	[CC-0]
S F p V r	ORG	tap Robin to untap Varadir	[CC-0]
s F P V r	ORG	tap Saruman to play Wielded Twice to untap Pal	[CC-1]
S F P V r	SITE	Hall of Fire untaps Saruman	
S F p V r	ORG	tap palantir to cycle a card [CC-4]	
S F p v r	ORG	tap Varadir to support Folco CC.	[CC-1]
		Whitefoot makes CC modified by +3	[CC-0]
s F p v r	END	tap Saruman to cycle a spell	

---

SEQ #2: This option is to remove a hazard. Fetch Marvels Told with palantir. Saruman will tap to cycle a spell. Varadir is available for corruption support. If the spell is Wizard Uncloaked then play it that phase.

S F P V R Cycle a card during ORG and SITE phases

S F p V R	ORG	tap palantir to cycle Marvels Told [CC-4]	
S F p v R	ORG	tap Varadir to support Folco CC.	[CC-1]
		Folco makes CC modified by +3	[CC-0]
S F p V r	ORG	tap Robin to untap Varadir	[CC-0]
s F p V r	ORG	tap Saruman to play Marvels Told [CC-2]	
s f p V r	ORG	Folco taps to support Saruman's CC	
		Saruman makes a CC modified by -1	[CC-1]
S f p V r	SITE	Hall of Fire untaps Saruman	
s f p V r	END	tap Saruman to cycle a spell	

---

SEQ 1w: [Wielded Twice]; cycle two cards and one spell.

SEQ 2m: [none]; cycle Marvels told, play Marvels Told and cycle a spell.

A guide if you can sit relaxed with the palantir fully through the second deck.  
 {used previously years ago. Not used now.}

every two turns you get a hazard, a resource in two turns and spell in two turns

d = draw; p=play; h=recycle to hand; r=recycle to PD					#	W	F	
11	tap(5 spells from SB to DP)				h(spell)	70	3	3
12		d(First)			p(spell)	61	3	2
13	d+p(Wield)	p(First)	r(resource)	r(hazard)		53	2	2
14		r(First)			h(spell)	45	2	3
15	d+p(Wield)	d+p(First)	r(resource)	r(hazard)	p(spell)	37	1	2
16	r(Wield)			p(Marvels)	h(spell)	28	2	2
17	d+p(Wield)	d+p(First)	r(resource)	r(hazard)	p(spell)	21	1	1
18	d(Wield)	r(First)			h(spell)	14	0	2
19	p(Wield)	d+p(First)	r(resource)	r(hazard)	p(spell)	7	0	1
20		d+p(First)				0	0	0

4 spells/resources/hazards & 5 turns with Saruman +2 CP

This is the company composition and palantir sequence guide when on the mission. Saruman will be away for at least four turns, maybe five or six. Keep in mind those “Story” events no longer have the reduced CP since Saruman is out of the company. But there are more characters in the company to support CC. You may want to move Vygavril in her own company last so to draw cards. There is another Sc/D in the deck to replace him if she is killed. Move Saruman’s company first since the Palantir company has a size of four. It is vital that you cycle cards during the mission. Saruman needs to reduce the amount of hazards played on his company.

Moving to play Into the Smoking Cone:

using 13/20 GI

Saruman	10/13/7/10	Sc/R/Sa/D	0	W	Form, White, Stories
Orthir	7/1/7/9	W/Sc/R	3	Sv	MR Courage, Cram
Brandir	3/0/3/8	Sc/R	3	Du	MR Nature, scrolls
Robin	3/0/1/9	Sc	1	H3	MR Stealth, Tales

**#1 The Wizard’s Hand**    Elanthia    Rumor    Hall of Fire

Aegnor	6/7/4/8	Sa/D	3	No	MR Words, elfstone
Líndal	2/0/3/8	R	0	Sd2	
Varadir	5/1/3/9	W/Sa/D	2	Du5	Gift, Anything (+3CC)
Psousen	7/3/8/7	W/D	0	M6	Pupil, e.Friend
Folco	3/0/0/9	Sc	2	H3	palantir, Align

SEQ #3: This sequence allows cycling any card per turn.

V F P A L Cycle a card during ORG and SITE phases and a spell

V F p A L	ORG	tap palantir to cycle a card	[CC-2]
V F p A l	ORG	tap Lindal to support Folco CC.	
		Folco makes CC modified by +1	[CC-1]
V F p A L	SITE	Hall of Fire untaps Lindal	
If you have Marvels Told in hand, then let Aegnor play it with Folco to support.			
or			
If Wielded Twice is in hand, then continue the turn as follows:			
v F P a L	SITE	tap Aegnor to play Wielded Twice and untap pal	[CC -3]
		Varadir taps to support Aegnor CC by +3	[CC-0]
v F p a L	SITE	tap palantir to cycle a card	[CC-2]
v F p a l	SITE	tap Lindal to support Folco CC.	
		Folco makes CC modified by +1	[CC-1]

Do not use the second cycling to fetch a canceller if MR of Nature is tapped. Use Wielded Twice on Saruman to untap MR of Nature.

## Playing Summary:

36MP

C=8

I=16

F=1

A=0

M=11

K=0

## Lessons Learned:

1. Saruman moves somewhat fast through his deck...about 9 turns to exhaust.
2. Long Dark Reach is great to see what is on top of his own playdeck.
3. Playing and fetching of characters is not that important, but is slowed due to high mind heroes to play such as Midhir and Orthir.
4. Some characters may carry much corruption for a turn or two.
5. Playing of factions is a low priority for late in the second playdeck, if Ren is about to move his factions for war. Think about not playing factions other than Taarum and Variags.
6. Cancelling attacks is enhanced by using Wielded Twice on Magic Ring of Nature and recycling cancellers with the palantir.
7. Methods to untap Saruman is crucial to fetch spells.
8. Orthir's ability to visit any hidden site using Stars is great. He can move to some hidden sites to play gold rings, which is likely not be visited by minions.
9. Midhir can stay in play in the role of Gildor to Mount Doom if Gildor is not played. Midhir is better since he is a Scout and a Sage.
10. Need to play gold ring items near Isengard instead of near Ered Hamal
11. Low prowess and low count companies hinder staying untapped after a site's AA
12. Try to play Annelena with When I Know Anything at Lind-o-Burum.
13. Quest of Mount Doom is okay; just need to stay non-wounded so to be ready to tap to play Wielded Twice and Concealment.
14. As long as most of the special rings are played with the Quest, Saruman will have no trouble reaching 32 MP (4 MR + Quest = 18 MP).
15. Ered Hamal was not used; its tapping requirement is heavy on a small company. Orthir's ability was used instead.
16. Windlord not needed if Saruman already has played Sacrifice of Form near Isengard.
17. FGR is not as good to play magic rings; may need to include BGR.
18. Five characters never played.
19. Major MP delayed if a ring test fails without Lesser Ring to play

## Turn 1 @ Rivendell

U	Vishtâspa	6	1	4	9	Man	W		R			0	
U	Brandir	3	0	3	8	Dun		Sc	R			0	Eresselen
U	Midhir	7	1	4	9	Sv		Sc		Sa	D	0	
U	Ashmaar	4	0	5	8	Man	W					0	

## Hand-8, mp6, sp1, pd80

A Chance Meeting	Trickery	
Power Built By Waiting	Wood-elf	
Trickery	Face Out of Sight	
Face Out of Sight	0	
Long Dark Reach	0	

Res: Sun, Moon, Rumors of Danger (Animal)

Untap

ORG

Move to Isengard.

MOVE

Midhir, W-W-W-BL-rl, region.

HL4, Fankil keys Were-wolf to Triple Wilderness. Demon, Wolf. 1s12p5b.

Brandir taps to play Concealment.

Fankil Twilights Sun.

HL2, Durlach-x, Smaug-x, Throkmaw-x

HL2, Ren plays Lure of the Senses on Brandir.

Ren plays Were-worm keyed to Triple Wildererness, drake-x, 1s13p

Need to keep Eresselen in play. Midhir, Vishtaspa and Ashmaar tap to support.

Brandir tapped,  $3p-1t+3sup+8roll=13$ , tie.

Plays Face Out of Sight

SITE

END

## Turn 2 @ Isengard-U

T	Vishtâspa	6	1	4	9	Man	W		R			0		
T	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Lure of the Senses
T	Midhir	7	1	4	9	Sv		Sc		Sa	D	0		
T	Ashmaar	4	0	5	8	Man	W					1		

A Chance Meeting	Trickery	
And Forth He Hastened	Wood-elf	
Trickery	Aegnor	
Karaag the Gnome	Saruman	
0	0	
<b>Hand: 8</b>	<b>MP: 6</b>	<b>SP: 1 PD: 73</b>

Res: Moon, Rumors of Danger (Animal); Lure of Power

Untap

ORG

Saruman is played at Isengard. A Chance Meeting is played to allow Aegnor to be played at a Ruins-Isengard. Saruman taps to put 5 spells in discard pile. Brandir taps to remove Lure of the Senses, roll4=fail. Midhir+Aegnor+Brandir move to Lorien. Others move to Hermit's Hill.

MOVE

Saruman, BL-BL-W-rl, region.

HL3, Durlach plays Lure of Expedience on Saruman. Plays Great Secrets Buried There on Saruman placing forgotten scrolls with that hazard. And Forth He Hastened untaps Saruman.

Midhir, BL-BL-W-h, starter.

HL3, Durlach-x, Throkmaw moves Baduila fd to Hermit-hill. Turns him face-up to send company back to Isengard. Then plays Inner Cunning to get Baduila to hand. Plays him again face-down with no site card. [update a year later; okay hazard fetches from playdeck. I need to read these MECCG cards again. Now, I have a method to view all the relevant images of the cards in play.]

SITE

END

He taps to fetch Sacrifice of Form.

### Turn 3 @ Hermit's hill-U

T	Saruman	x	10	6	9	Wizard		Sc	R	Sa	D	2	Lure of Expedience
U	Vishtâspa	6	1	4	9	Man	W		R			0	
U	Ashmaar	4	0	5	8	Man	W					1	

### @ Isengard-U

T	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Lure of the Senses
U	Midhir	7	1	4	9	Sv		Sc		Sa	D	0		
U	Aegnor	6	2	4	8	No				Sa	D	0		

Twilight		First of the Order
Trickery		fair gold ring
Marvels Told		Sacrifice of Form
Smoke Rings		Trickery
0		0
<b>Hand: 8</b>	<b>MP: 8</b>	<b>SP: 1 PD: 56</b>

Res: Gates of Morning

Haz: Leucaruth at home, Spawn of Ungoliant, war-wargs

Untap

ORG

Magic Ring of Words is played on Rumor of Rings. Saruman no tap for Lure,  $10\text{roll}-3=7>5$ , pass. Brandir no tap for Lure,  $11\text{roll}-3=8>6$ , pass. First of the Order is played. Saruman taps to play Marvels Told discarding Great Secrets Buried There. Smoke Rings shuffles Forgotten Scrolls. Both move to Telpëmar.

MOVE-sftd

Saruman, W-W-W-rl, region.

First of the Order is played.

HL3, Smaug plays Greed. Fankil-x (Fever of Unrest+Itangast) in hand.

HL1, Throkmaw-x, Durlach-x

HL1, Ren keys Were-worm to Triple W.

Sacrifice of Form is played.  $\text{Bc.}+3\text{res}+6\text{roll}=9$ , killed creature.

Midhir, BL-W-W-W-rl, region. Gap, Ened, Dunland, Hollin

HL3, Smaug-x, Fankil-x, Throkmaw-x, Durlach-x

HL3, Ren-x

Smoke Rings shuffles Saruman.

SITE

Telpëmar, AA1-Men.2s7p, AA2.traps.1s10p

Trickery is played on AA1,  $9\text{roll}>5$ , pass.

Brandir tap to support.

Vishtaspa taps  $4\text{p}+1\text{sup}+2\text{roll}=7$ , bc. 9 = wounded. Will discard next turn anyway with GI limit.

Midhir taps to play fair gold ring. Greed has no CC that will fail. Ashmaar taps to play Forgotten

Scrolls. Ashmaar,  $5p-1t+5=9$ . Brandir  $cc-2+4$  roll=2, pass. Midhir  $cc-2+10$ roll=8, pass. Aegnor taps at a site with Information to test gold ring, 9roll=fail, no magic ring.

END

### Turn 4 @ Telpëmar-T

W	Vishtâspa	6	1	4	9	Man	W		R			0	
U	Ashmaar	4	0	5	8	Man	W					2	forgotten scrolls
T	Brandir	3	0	3	8	Dun		Sc	R			1	Eresselen
T	Midhir	7	1	4	9	Sv		Sc		Sa	D	0	
T	Aegnor	6	2	4	8	No				Sa	D	0	

Twilight		Robin Smallburrow	
Trickery		Ahar	
Psousèn the Valorous		Wolf-Riders	
fair gold ring		Far-Sight	
0		0	
Hand: 8	MP: 10	SP: 1	PD: 45

Res: Gates of Morning

Haz: Legacy of Carcaroth, Beacons of Gondor, Spawn of Ungoliant.

Untap

ORG

26 mind under GI, Discard Vishtaspa. Ashmaar+Brandir move to Isengard. Midhir+Aegnor move to Dimrill Dale.

MOVE-tdfs

Midhir, W-W-rl, region.

HL2, Thorkmaw keys Thunder's Companion to WW, giants, 3s9p.

Trickery is played by Midhir, 9roll>5, pass. Cancels attack!

Chance of Being Lost is played, 2 roll < 6+1, pass. Lucky!

Ashmaar, W-W-W-BL-rl. Hollin, Dunland, Ened, GapI

HL2, Thorkmaw keys Cave Worm to Gap of Isen, drake. 1s16p

Ashmaar taps, 5p+4roll=9, bc.8=wounded.

Giant is keyed to WW, gian. 1s13p

Brandir taps, 3p+7roll=10, bc.8=wounded.

SITE

Dimrill Dale entered, AA1-Orcs. 1s6p

Midhir taps, auto.

Aegnor taps to play Far-sight fetching Palantir of Orthanc.

END

## Turn 5 @ Isengard-U

W	Ashmaar	4	0	5	8	Man	W					2	forgotten scrolls
W	Brandir	3	0	3	8	Dun		Sc	R			1	Eresselen

## @ Dimrill Dale-T

T	Midhir	7	1	4	9	Sv		Sc		Sa	D	0
T	Aegnor	6	2	4	8	No				Sa	D	0

Marvels Told	Robin Smallburrow
Palantír of Orthanc(H)	Ahar
Psousèn the Valorous	Saruman
fair gold ring	Face Out of Sight
0	0
Hand: 8	MP: 8
SP: 1	PD: 36

haz: Legacy of Carcaroth, Doors of Night, Great Need or Purpose

Untap

ORG

Saruman played at Isengard. Those at Isengard stay. Midhir+ move to Isengard.

LONG Play Face Out of Sight. Discard Great Need or Purpose

MOVE-nwda

Saruman, rl.

HL3, Necromancer has Surion face-down and Elwen too. But no move.

No hazards.

Midhir, W-W-BL-BL-rl.

HL2, Necro-x, Wking-x, Dwarf-x

HL2, Ardagor keys Light-drake to rl, drake.2s8p. Midhir taps to face both strikes.

1-Midhir taps,  $4p-3x+10roll=11$ .

2-Midhir tapped,  $4p-3x-1t+8roll=8$ , tie.

SITE

Isengard entered. AA1-Wolves.3s7p

Saruman taps.  $7p+7roll=14$ .

Aegnor taps,  $4p+7roll=11$ .

Brandir wounded,  $3p-2w+8roll=9$ .

A Chance Meeting is played for Robin Smallburrow working in the garden.

Robin finds Palantir of Orthanc next to the mushrooms tapping the site.

END

Face Out of Sight in effect: All three Necromancer's agents in play face-down and untapped. No sites used by any.

## Turn 6 @ Isengard-T

W	Ashmaar	4	0	5	8	Man	W						2	forgotten scrolls
W	Brandir	3	0	3	8	Dun		Sc	R				1	Eresselen
T	Saruman	x	11	7	10	Wizard		Sc	R	Sa	D		0	Sacrifice of Form
T	Robin Smallburrow	3	0	1	9	hobbit		Sc					0	Palantir of Orthanc(H)
T	Midhir	7	1	4	9	Sv		Sc		Sa	D		0	
T	Aegnor	6	2	4	8	No				Sa	D		0	

Marvels Told	Merkampa Ahunt
Smoke Rings	0
Psousèn the Valorous	Uiendarlaif
fair gold ring	Wielded Twice
A More or Less Decent C	0
Hand: 8	MP: 8
SP: 1	PD: 27

Untap

ORG

Tap avatar to place 5 resources in discard pile. Smoke Rings shuffles The White Wizard. All move to Lorien.

MOVE-wadn

Saruman, BL-BL-W-h, starter.

HL6, Witchking moves face-down agent Elerina from Barak Shathur to Nan Morsereg.

HL4, Dwarf keys Land-drake to W, drake-x.1s8p.

Then plays Dragon's Terror discarding Call of the Sea and WHCTK targeting Robin and Aegnor.

Robin, 3mind. 3roll, fail.

Aegnor 6 mind. 6roll, fail.

Assign strike to Robin, Midhir and Aegnor tap to support.

Robin taps,  $1p+2.sup+8roll=11$ , killed creature.

SITE

END

Turn 7 @ Lorien-U

W	Ashmaar	4	0	5	8	Man	W						2	forgotten scrolls
W	Brandir	3	0	3	8	Dun		Sc	R				1	Eresselen
T	Saruman	x	11	7	10	Wizard		Sc	R	Sa	D		0	Sacrifice of Form
T	Robin Smallburrow	3	0	1	9	hobbit		Sc					0	Palantir of Orthanc(H)
T	Midhir	7	1	4	9	Sv		Sc		Sa	D		0	
T	Aegnor	6	2	4	8	No				Sa	D		0	

Marvels Told	fair gold ring	
0	A More or Less Decent Giant	
Psousèn the Valorous	Longbottom Leaf	
fair gold ring	0	
Elf-stone	Saruman	
Hand: 8	MP: 10	SP: 1 PD: 23

Haz: Doors of Night

Untap

ORG

Longbottom Leaf shuffles two resources. Tap avatar to place 5 resources in discard pile.

All move to Rhubar.

MOVE-dnaw

Saruman, W-B-W-W-B-W, h.

HL6, Dwarf keys Dwarven Travelers to BL. Dwarves.3s8p, detainment.

Robin no tap,  $1p-3x+10roll=8$ .

Midhir no tap,  $4p-3x+1roll=12$ .

Aegnor no tap,  $4p-3x+8roll=9$ .

HL4, Necromancer-x

HL4, Ardagor keys Trolls from the Mountains to WWW, trolls.12p5b

Robin taps to play Concealment to cancel attack.

Keys Wild Trolls to WW, trolls.2s10p

Midhir taps to face both strikes.

1-Midhir taps,  $4p-3x+4roll=5$ , wounded. Bc.3

2-Midhir tapped,  $4p-3x-2w+8roll=7$ , bc.5

SITE

END

Turn 8 @ Rhubar-U

T	Ashmaar	4	0	5	8	Man	W						2	forgotten scrolls
T	Brandir	3	0	3	8	Dun		Sc	R				1	Eresselen
T	Saruman	x	11	7	10	Wizard		Sc	R	Sa	D		0	Sacrifice of Form
T	Robin Smallburrow	3	0	1	9	hobbit		Sc					0	Palantir of Orthanc(H)
W	Midhir	7	1	4	9	Sv		Sc		Sa	D		0	
U	Aegnor	6	2	4	8	No				Sa	D		0	

Res: Sun

Untap

ORG

Midhir is discarded. Avatar taps to shuffle Longbottom Leaf. All move to Elanthia.

MOVE-awnd

Saruman, W-WW-S-S-W-h, starter.

HL5, Necromancer plays Nobody's Friend to fetch Ivic; then plays him as an agent.

Face-down agent Ullis moves to Cor Angaladh and taps.

HL1, Ren turns Vaal Gark face-down.

SITE

END

## Turn 9 @ Elanthia-U

U	Ashmaar	4	0	5	8	Man	W						2	forgotten scrolls
U	Brandir	3	0	3	8	Dun		Sc	R				1	Eresselen
T	Saruman	x	11	7	10	Wizard		Sc	R	Sa	D		0	Sacrifice of Form
U	Robin Smallburrow	3	0	1	9	hobbit		Sc					0	Palantir of Orthanc(H)
U	Aegnor	6	2	4	8	No				Sa	D		0	

0	fair gold ring
Longbottom Leaf	A More or Less Decent C
Psousèn the Valorous	0
fair gold ring	When I Know Anything
Elf-stone	Saruman
Hand: 8	MP: 8
SP: 1	PD: 19

Haz: Arda Angered, War-wargs, Doors of Night

UNTAP

ORG

Psousèn the Valorous is played at Elanthia. Saruman, Robin, and Psousen move to Azagarbhum tapping Saruman, Sage to reveal the site. Others move to Dale of Long Silence.

MOVE-AkCAdI

Aegnor, W-W-rl, starter.

HL3, Court plays Full of Froth and Rage. Something Has Slipped.

Saruman, W-W-fh, mountain.

HL3, Ren keys Border-watch to fh. Men.2s7p, detainment.

Untap with avatar card. Robin taps to face both strikes.

SITE

Dale of Long Silence entered. AA1-undead.2s9p

Ashmaar taps to face both strikes.

1-Ashmaar taps,  $5p-3x+3roll=1$ , wounded. Bc.5.

2-Ashmaar wounded,  $5p-3x-2w-2haz+5roll=3$ , bc.10=killed.

Brandir taps to play fair gold ring tapping the site. Aegnor taps to play Elf-stone.

Azagarbhum entered. AA1-dwarves.3s8p, detainment.

No one taps. Saruman and Psousen remain untapped.

Psousèn the Valorous taps to play More or Less a Descent Giant tapping the site.

End

Saruman taps to fetch a spell from discard pile.

TURN 10 @ Azagarbhum-T

U	Saruman	x	11	7	10	Wizard		Sc	R	Sa	D	0	Sacrifice of Form
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				0	Palantir of Orthanc(H)
T	Psousèn the Valorous	6	1	6	7	Man	W				D	0	
U	A More or Less Decent Giant	2	0	5	8	giant	W					a	

@ Dale of Long Silence-T

T	Aegnor	6	2	4	8	No				Sa	D	0	forgotten scrolls	Elf-stone
T	Brandir	3	0	3	8	Dun		Sc	R			1	Eresselen	fair gold ring
	Something Has Slipped													

Concealment	Folco Boffin	
Longbottom Leaf	Varadir	
Wizard's Test	Orthir	
fair gold ring	Stars	
0		0
Hand: 8	MP: 11	SP: 1 PD: 8

UNTAP

ORG

Saruman taps to shuffle Align Palantir.

MOVE-CIAdAk

Saruman, W-W-h, region.

HL3, Akhorahil moves agent to first site Kref Masar, then to Korondaj.

The White Wizard played on Saruman.

Longbottom Leaf shuffles two resources.

Aegnor, BL-W-h, region.

HL2, x

SITE

Elanthia entered.

Saruman plays Wizard's Test on Fair Gold Ring, 11/5 rolls.

Plays Magic Ring of Words.

Avatar card untap Saruman.

END

Saruman taps to fetch Wizard's test.

TURN 11

@ Elanthia-T

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard
U	Robin Smallburrow	3	0	1	9	hobbit		Sc				0	Palantir of Orthanc(H)	
U	Psousen the Valorous	6	1	6	7	Man	W				D	0		
U	A More or Less Decent Giant	2	0	5	8	giant	W				a			
U	Aegnor	6	2	4	8	No				Sa	D	0	forgotten scrolls	Elf-stone
U	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature
	Something Has Slipped													

Res: Gates of Morning

Haz: Beacons Alight, Lomaw/Leucaruth/Agburanar/Itangast at home

ORG

Magic Ring of Courage is placed on Rumor of Rings. Aegnor transfers Forgotten Scrolls to Saruman, Brandir taps to support, cc-1-1+1sup=auto. Brandir transfers Magic Ring of Words to Aegnor, Robin and Psousen tap to support, cc-1-2+2sup=auto. Varadir is played at Elanthia.

Robin transfers palantir to Varadir, cc-2+2.card=auto.

Saruman transfers Scrolls to Robin, cc auto.

Hall of Fire played on Elanthia. No movement.

Concealment	Folco Boffin		
0	0		
Wizard's Test	Orthir		
fair gold ring	Stars		
Hall of Fire	0		
Hand: 8	MP: 15	SP: 1	PD: 4

MOVE-AdAkIC

Saruman, h.

Align Palantir played on palantir.

HL6, Akhorahil moves agent Herion from Dunharow to Isengard.

HL4, Indur plays You've Put Your Finger In It on Aegnor.

HL2, x

Hall of Fire untaps Robin.

SITE

END

Saruman taps to fetch Vanishment.

1 card left in playdeck

## TURN 12

### @ Elanthia-T

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard		
T	Brandir	3	0	3	8	Dun		Sc	R			2	Eresselen			
U	Robin Smallburrow	3	0	1	9	hobbit		Sc				1+	forgotten scrolls			
T	Psousen the Valorous	6	1	6	7	Man	W				D	0				
U	A More or Less Decent Giant	2	0	5	8	giant	W				a					
U	Aegnor	6	7	4	8	No				Sa	D	3	Magic Ring of Words	Elf-stone	you've Put Your Finger In It	
U	Varadir	5	1	3	9	Dún	W				D	4	Palantír of Orthanc(H)	Align Palantír		
	Hall of Fire															

Concealment	0	
0	Vanishment	
Wizard's Test	Orthir	
fair gold ring	Stars	
Into the Smoking Cone	Fair Travels in Dark-domains	
Hand: 8	MP: 15	SP: 1 PD: 95

Res: Gates of Morning

Haz: Fearful Sun, War-wargs,

## UNTAP

### ORG

Orthir is played at Elanthia.

Saruman, Brandir, Robin, and Orthir move to Kref Masar. Others stay. Avatar taps to shuffle FT in Dark-Domains. Ren's Symbol of Malice is still on that site. Varadir taps palantir of Orthanc to shuffle Ahar, Aegnor support, cc-2-2+1sup+5roll=2, pass.

### MOVE-icAkAd

Saruman, W-W-W-rl, moves through Ered Hamal.

HL5, Indur plays Tidings of Bold Spies. Undead.1s9p

Giant taps, 5p+9roll=14.

HL3, x

Aegnor, h.

HL2, x

## SITE

Kref Masar entered. Symbol of Malice resolves forcing a cc-2 by everyone.

Saruman, +1 auto

Psousen, -2+7roll=5.

Brandir, Orthir taps to support, -1-2.haz+1sup+6roll=4, pass.

Robin +1 auto

AA1-undead.1s9p

Psousen taps, 6p+10roll=16.

Into the Smoking Cone played. Robin taps to play Fair Gold Ring tapping the site.

Saruman plays Wizard's Test to test ring, 6/10roll = Magic Ring of Nature, which taps Into the Smoking Cone.

END

[NOTE: I am aware of the site Ulk Chey Sart allows use of Into the Smoking Cone. I will avoid that use for now instead to use Mount Doom. Next time, I think Ulk Chey Sart should be use, but I think using Kref Maser is the smart option to tap Into the Smoking Cone so to confuse the Enemy to which Volcano that will be visited. If Ren the Ringwraith is at Minas Morgul, then use Ulk Chey Sart. If Ren is at Chey Goumal, the move to Mount Doom.]

TURN 13

@ Kref Masar-T

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Into the Smoking Co
U	Brandir	3	0	3	8	Dun		Sc	R			1	Eresselen		
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				1	forgotten scrolls	Magic Ring of Nature	
T	Orthir	7	1	5	9	Sv	W	Sc	R			0			
T	Psousèn the Valorous	6	1	6	7	Man	W				D	0			
T	A More or Less Decent Giant	2	0	5	8	giant	W					a			

@ Elanthia-U

T	Aegnor	6	7	4	8	No				Sa	D	3	Magic Ring of Words	Elf-stone	you've Put Your Finger In It
U	Varadir	5	1	3	9	Dún	W				D	4	Palantír of Orthanc(H)	Align Palantír	

Concealment	Líndal	
When I Know Anything	Vanishment	
First of the Order		0
fair gold ring	Stars	
Fair Travels in Dark-dom:		0
<b>Hand: 8</b>	<b>MP: 20</b>	<b>SP: 1</b>
		<b>PD: 87</b>

Res: Gates of Morning in play

Haz: Fearful Sun,

UNTAP

ORG

Magic Ring of Nature is transferred to Brandir, cc1 auto. Lindal played at Elanthia. Lindal, R, taps to remove hazard on Aegnor, 6roll <7+1=fail.

Aegnor stays. Saruman moves to Temple of Lokuthor

MOVE-afmk

Saruman, W-SL-SL-SL-rl, mountain. Temple of Lokuthor, Stars with Orthir.

Smoke Rings shuffles Stars from sideboard.

HL5, Felagrog places Cave-drake on Summons From Long Sleep, then keys Cave-drake to rl, drake.2s12p, attacker.

Brandir taps to cancel attack using magic ring.

HL3, x

Aegnor, h.

HL3, x

Hall of Fire untaps Lindal.

## SITE

Temple of Lokuthor entered. Undead.2s11p (x2=4s13p). Robin taps using Concealment to cancel attack. Orthir taps to play Fair Gold Ring tapping the site.

## END

Saruman taps to fetch Wizard's Test. That is played to test gold ring, 3/5rolls = play Magic Ring of Courage.

Varadir taps palantir of Orthanc to shuffle Stars, Aegnor and Lindal support, cc-2-2+2sup+3roll=1, pass.

TURN 14

[Great hand! Ulk Chey Sart is too dangerous. Lord Denethor is at Cirith Ungol. Tale Time]

@ Temple of Lokuthor-U

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Into the Smoking Cone
T	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature	
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				1+	forgotten scrolls		
T	Orthir	7	1	7	9	Sv	W	Sc	R			2	Magic Ring of Courage		
U	Psousen the Valorous	6	1	6	7	Man	W				D	0			
U	A More or Less Decent Giant	2	0	5	8	giant	W					a			

@ Elanthia-U

T	Aegnor	6	7	4	8	No				Sa	D	3	Magic Ring of Words	Elf-stone	you've Put Your Finger In It
U	Varadir	5	1	3	9	Dun	W				D	4	Palantir of Orthanc(H)	Align Palantir	
T	Lindal	2	0	3	8	Sd			R			0			
	Hall of Fire														

0	Fair Travels in Dark-dom:
When I Know Anything	Saruman
First of the Order	Vanishment
Saruman	Stories of the Eldar Days
Fair Travels in Dark-dom:	0
Hand: 8	MP: 23
SP: 1	PD: 81

Res: Gates of Morning in play, Echo of All Joy, Moon

Haz: Fearful Sun, Reaching Shadow, Press-gang, Agburanar/Itangast at Home,

UNTAP

ORG

Lindal, R, taps to remove haz on Aegnor, 7roll=7, fail.

First of the Order is played. Stories of the Eldar Days played on Saruman. Fair Travels in Dark-domains played. Saruman+ moves to Mount Doom. Others stay at Elanthia.

MOVE-fkma

Aegnor, h.

HL3, Ren plays Weariness of the Heart on Varadir, Aegnor supports, cc-2-2+1sup+5roll=2, pass.

Hall of Fire untaps Lindal.

Saruman, SL-SL-DD-DD-sh, region.

HL5-2+2, Felagrog plays Doors of Night. Plays Outpost.

HL4, Khamual has agent Anarin taps at Mount Doom to attack.

Movement: Hermit's Hill+Dunharrow+Druadan Forest+Osgiliath+Minas Morgul

Anarin face down. 4p+2.down

Saruman plays Vanishment, cc-2+1+2res=auto.

HL2, x

Saruman taps to play Marvels Told to remove Itangast at Home, cc+1+2-2=auto.

Avatar card unaps Saruman.

SITE

Mount Doom entered.

Forgotten Scrolls is discarded to invert Into the Smoking Cone.

CVCC

Dwar the Ringwraith in Black Mode enters Mount Doom.

Robin taps to play Concealment to cancel attack.

END Saruman taps to fetch Vanishment.

[Now four chances to cancel attacks: Concealment, Vanishment, MR Nature, Wielded twice to untap magic ring]

TURN 15

@ Mount Doom-U

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Into the S	Stories of the Eldar
T	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature		
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				2+				
T	Orthir	7	1	7	9	Sv	W	Sc	R			2	Magic Ring of Courage			
T	Psousen the Valorous	6	1	6	7	Man	W				D	0				
U	A More or Less Decent Giant	2	0	5	8	giant	W					a				

@ Elanthia-U

T	Aegnor	6	7	4	8	No				Sa	D	3	Magic Ring of Words	Elf-stone	you've Put	Your Finge
U	Varadir	5	1	3	9	Dún	W				D	3	Palantir of Orthanc(H)	Align Palantir		
U	Lindal	2	0	3	8	Sd			R			0				
Hall of Fire																

0	Fair Travels in Dark-dom:		
When I Know Anything	Saruman		
0	Vanishment		
Wielded Twice	Face Out of Sight		
Folco Boffin	You've Put Your Finger In		
Hand: 8	MP: 23	SP: 1	PD: 71

Res: Gates of Morning in play

Haz: Reaching Shadow, Press-gang, Soldiers of the Dark Lord, No memory of this Place  
Fearful Sun, Scatha/Andoanco/Agburanar at Home,

UNTAP

ORG

Aegnor+ stays. Saruman+ move to Variag Camp to avoid Uvatha's minions.  
Fair Travels in Dark-domains is played. Lindal taps to remove hazard, 3roll = fail.

LONG Face Out of Sight played.

MOVE-makf

Saruman, DD-DD-SL-SL-bh, region

HL5-2, Mouth plays New Moon to tap Orthir.

HL1, Ren plays Doomed to Die on Brandir, Saruman, Robin, and Psousen tap to support  
Brandir, -1-2.ring-2.haz+3.sup+9roll=7, pass.

Smoke Rings shuffles Elf-friend

Aegnor, h.

HL3, x

Hall of Fire untaps Lindal.

SITE

Elanthia is entered.

Palantir is tapped to shuffle Concealment, Lindal and Aegnor tap to support, cc auto.

END

Ring of Mortal Men given to Aegnor.

TURN 16

@ Variag Camp-U

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Into the Si	Stories of the Eldar I
U	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature		
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				2+				
T	Orthir	7	1	7	9	Sv	W	Sc	R			2	Magic Ring of Courage			

@ Elanthia-U

T	Aegnor	6	7	4	8	No				Sa	D	6	Magic Ring of Words	Elf-stone	you've Put	Lord of G	Ring for Mortal Men
T	Varadir	5	1	3	9	Dun	W				D	3	Palantir of Orthanc(H)	Align Palantir			
T	Lindal	2	0	3	8	Sd			R			0					
	Hall of Fire																

Tales of the Hunt	Twilight	
When I Know Anything	Saruman	
Long Dark Reach	Vanishment	
Wargs		0
Folco Boffin		0
<b>Hand: 8</b>	<b>MP: 24</b>	<b>SP: 1</b> <b>PD: 57</b>

Res: Gates of Morning, Face Out of Sight

Haz: Reaching Shadow, Press-gang, Fearful Sun, Scatha/Andoanco/Agburanar at Home, From the Pits of Angband

UNTAP

ORG

Lindal taps to remove hazard on Aegnor, 6ROLL<8, fail. Saruman taps to send cards to discard pile. Either stay at Elanthia or move to there.

LONG Face Out of Sight, From the Pits of Angband discard.

MOVE-fkam

Saruman, SL-SL-SL-W-h, starter

HL4, Felagrog has Summons from Long Sleep played with Bairanax attached.

HL2, Khamual moves agent Anarin from home site to Lorien.

Aegnor, h.

HL3, Azog plays Diminish and Depart on Aegnor.

HL1, Ren moves agent Eun to home sites.

Hall of Fire untaps Lindal.

Avatar card untaps Saruman.

Saruman taps to fetch Tales of the Hunt. Plays it on Robin.

SITE

Elanthia entered. Varadir uses palantir to shuffle Psousen. Aegnor and Lindal support, cc-1 auto.

END

Into the Smoking Cone stored finally

TURN 17

@ Elanthia-U

U	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Into the S	Stories of the Eldar Days
U	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature		
U	Robin Smallburrow	3	0	1	9	hobbit		Sc				1+	Tales of the Hunt			
U	Orthir	7	1	7	9	Sv	W	Sc	R			2	Magic Ring of Courage			
T	Aegnor	6	7	4	8	No				Sa	D	6	Magic Ring of Words	Elf-stone	you've Put	Lord of G Ring for Mortal Men
U	Varadir	5	1	3	9	Dun	W				D	3	Palantir of Orthanc(H)	Align Palantir		Diminish
T	Lindal	2	0	3	8	Sd			R			0				
	Hall of Fire															

0	Twilight		
Stars	Saruman		
A Chance Meeting	Vanishment		
Twilight	When I Know Anything		
Folco Boffin	0		
Hand: 8	MP: 24	SP: 1	PD: 48

Res: Safe From the Shadow, Moon,

Haz: Fearful Sun, Legacy of Carcaroth, Enemy at Hand, Plague of Wights, All Dead All Rotten, Mordor in Arms, Moon is Dead

UNTAP

ORG

Lindal (R) taps to remove haz, 2roll=fail. Varadir, Orthir, Robin tap to support Aegnor storing Ring For Mortal Men, cc: -1.ring-1.elf-2.rmm+3sup=auto.

Saruman+ move to Arentaurr. Others stay.

MOVE-rudh

Aegnor, h.

HL3+1, x

Hall of Fire untaps Lindal.

Saruman, W-W-fh, starter

HL4, x

Marvels Told played by Saruman to discard YPYFII, cc auto.

Avatar card untaps Saruman.

END

Saruman taps to fetch Wizard Unloaded.

Varadir taps palantir to shuffle Fair Gold Ring, Lindal and Aegnor tap to support, cc auto.

## TURN 18

### @ Arentaurr-U

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Stories of the Eldar Days
U	Brandir	3	0	3	8	Dun		Sc	R			2	Eresselen	Magic Ring of Nature	
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				1+	Tales of the Hunt		
T	Orthir	7	1	7	9	Sv	W	Sc	R			1	Magic Ring of Courage		
U	Folco Boffin	3	0	0	9	H		Sc				0			

### @ Elanthia-U

U	Aegnor		6	7	4	8	No				Sa	D	2	Magic Ring of Words	Elf-stone
T	Varadir		5	1	3	9	Dún	W				D	3	Palantir of Orthanc(H)	Align Palantir
U	Lindal		2	0	3	8	Sd			R			0		
	Hall of Fire														

0	Twilight	
A Chance Meeting	Wizard Uncloaked	
Folco Boffin	And Forth He Hastened	
Twilight	When I Know Anything	
0	0	
<b>Hand: 8</b>	<b>MP: 30</b>	<b>SP: 1 PD: 39</b>

Res: Safe From the Shadow, Moon,

Haz: Fearful Sun, Legacy of Carcaroth, Wake of War, War-wargs, Beacons of Gondor, Plague of Wights, All Dead All Rotten, Mordor in Arms, Moon is Dead

### UNTAP

#### ORG

A Chance Meeting plays Folco Boffin as a follower to Saruman.

Varadir transfers palantir to Lindal, Lindal and Aegnor support, cc auto.

Aegnor and Lindal stay. Orthir and Folco move to Elanthia. Varadir moves to Nennûrad.

Saruman, Brandir and Robin move there too.

### MOVE-udhr

Aegnor, h

HL2, Uvatha plays Awaken Defenders. Then Outpost ( Variag Horseman)

Hall of fire untaps Aegnor.

Orthir, W-W-h, starter

Face Out of Sight is played.

HL2, Uvatha plays Rebel-Talk on Orthir.

Uvatha turns Dasakun face down.

Saruman, W-SL-rl, region

HL3, Uvatha Twilights Fearful Sun, but fizzled by Saruman's Twilight.

Plays Seized by Terror on Brandir, 3mind+1roll=14.

Keys Variag Horse-Riders to Nurad, men.5s9p. Brandir taps to cancel.

Smoke Rings shuffles Wielded Twice.

Varadir, W-SL-rl, region

[Uvatha exhausts]

HL2, Uvatha plays So You've Come Back on Varadir.

Plays Doomed to Die as a permanent event.

SITE

Nennurad entered. AA1-none

Saruman taps to fetch Gift of Comprehension, plays it on Varadir.

Varadir taps to play When I Know Anything

END

Saruman taps to fetch Vanishment.

TURN 19

@ Elanthia-U

U	Aegnor	6	7	4	8	No					Sa	D	2	Hall of Fire	
T	Lindal	2	0	3	8	Sd					R		3	Magic Ring of Words	Elf-stone
														Palantir of Orthanc(H)	Align Palantir
U	Orthir	7	1	7	9	Sv	W	Sc	R				1	Magic Ring of Courage	Rebel-talk
U	Folco Boffin	3	0	0	9	H		Sc					0		

@ Nennurad-T

U	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Stories of the Eldar I
T	Brandir	3	0	3	8	Dun		Sc	R			2	Eresselen	Magic Ring of Nature	
U	Robin Smallburrow	3	0	1	9	hobbit		Sc				1+		Tales of the Hunt	
T	Varadir	5	1	3	9	Dun	W				D	2	When I Know Anything	Gift of Comprehension	So You've Come Ba

0	Twilight
0	Wizard Uncloaked
0	And Forth He Hastened
Vanishment	And Forth He Hastened
fair gold ring	Elf-friend
<b>Hand: 8</b>	<b>MP: 32</b>
<b>SP: 1</b>	<b>PD: 27</b>

Res: Safe From the Shadow, face Out of Sight,

Haz: Fearful Sun, Legacy of Carcaroth, Wake of War, Beacons of Gondor,

In Darkness Bind Them, Mordor in Arms, Moon is Dead, Doomed to Die, Awakened Defenders

UNTAP

ORG

Orthir taps to remove haz, 8roll=pass. Varadir taps to remove haz, fail.

Lindal and Boffin stay. Brandir moves to Poison rock. Aegnor and Orthir move there. Saruman, Robin, Varadir move to Elanthia.

MOVE-dhru

Folco, h

HL2, Ren plays Outpost.

Saruman, SL-SL-Sh, region. Saruman taps for hidden site.

HL3, Keys Morgai-flies to SL, animals.vermin.20s1p (WoW=21s2p)

Robin is tapped.

Plague is played on Varadir.

Wizard Uncloaked played by Saruman, cc auto.

Aegnor, W-BL-rl, starter

HL2, Dwarf plays Twilight on Fearful Sun, but it is counted by Saruman.

Hoarmurath keys Chill Douser to site, rl. Undead.3s8p (MiD=4s9p)

Aegnor, 4p-2s+7roll=9

Orthir, 5p+2ring-1t+10roll=16.

Brandir, SL-W-BL-rl, region

HL2, Uvatha plays So You've Come Back on Brandir.

Seized By Terror played on Brandir,  $3\text{mind}+9\text{roll}=12$ , tie.

SITE

Sturlurtsa entered. AA1-men.4s7p

Vanishment played, cc auto.

And Forth He Hastened untaps Saruman.

CvCC

Saruman v Aknazeh

Saruman,  $7\text{p}+7\text{roll}=14$

Aknaezeh,  $2\text{p}-1\text{t}+1\text{roll}=12$ , wounded. Bc.4

And Forth He Hastened untaps Saruman.

END

Saruman taps to fetch Vanishment.

TURN 20  
@ Elanthia-U

																		Hall of Fire			
U	Lindal		2	0	3	8	Sd								R			3	Palantir of Orthanc(H)	Align Palantir	
U	Folco Boffin		3	0	0	9	H							Sc				0			

@ Sturlurtsa-U

T	Saruman	x	13	7	10	Wizard				Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard			Stories of the Eldar I
T	Robin Smallburrow	3	0	1	9	hobbit				Sc				1+		Tales of the Hunt			
T	Varadir	5	1	3	9	Dun	W					Sa	D	1	When I Know Anything	Gift of Comprehension			

@ Poison Rock-U

T	Aegnor	6	7	4	8	No							Sa	D	2	Magic Ring of Words	Elf-stone			
T	Orthir	7	1	7	9	Sv	W			Sc	R			1	Magic Ring of Courage					
U	Brandir	3	0	3	8	Dun				Sc	R			2	Eresselen	Magic Ring of Nature			So You've Come Ba	

Vanishment		Trickery	
And Forth He Hastened		Wizard Uncloaked	
Psousèn the Valorous		0	
Concealment		0	
fair gold ring		Elf-friend	
<b>Hand: 8</b>	<b>MP: 32</b>	<b>SP: 1</b>	<b>PD: 11</b>

Res: Safe From the Shadow, Rammias Pelannor

Haz: Fearful Sun, Legacy of Carcaroth, Wake of War, Beacons of Gondor,

In Darkness Bind Them, Mordor in Arms, Moon is Dead, Doomed to Die, Plague of Wights, Great Need or Purpose

UNTAP

ORG

Psousèn the Valorous played at Elanthia. Elf-friend played on him.

Aegnor+ moves to Dale of Long Silence. Psousen stays. Saruman+ move to Dale of Long Silence.

MOVE-udhr

Psousen, h

HL3, Dwar moves agent Freca to Dunharrow and untaps.

HL1, x

Saruman, SL-SL-W-BL-rl, region

HL3, Uvatha plays Full of Froth and Rage.

Keys Variag Horse-Raiders to Khand. Men.5s9p

Robin plays Trickery, 6roll=pass.

Aegnor, W-BL-rl, region

HL3, Uvatha plays Rats, Aegnor is wounded.

HL1, x

SITE

Dale of Long Silence entered. AA1-undead.2s9p (MiD+PW=4s11p, 4s11p)

Orthir taps to use Concealment.

Saruman plays Vanishment, cc+1-2=auto.

Wizard Uncloaked played by Saruman, cc+1-2=auto.

Robin taps to play fair gold ring.

Brandir taps to play Forgotten Scrolls,

Trap attack: 1s9p

Brandir, 3s-1t+7roll=9, tie.

+

Elanthia entered. Lindal taps palantir to shuffle Marvels Told.

Psousen and Folco support, cc-3+2sup=auto.

END

Saruman taps to fetch Wizard's Test.

Plays that card to test gold ring, cc+1-1=auto. 7&3 roll = MR Stealth

And Forth He Hastened untaps Saruman.

Saruman taps to play Marvels Told to discard Doomed to Die, cc+1-2=auto.

TURN 21

@ Elanthia-U

T	Folco Boffin	3	0	0	9	H		Sc				0	
T	Psousèn the Valorous	6	3	6	7	Man	W			D		0	Elf-friend
U	Líndal	2	0	3	8	Sd			R			3	Palantír of Orthanc(H) Align Palat

@ Dale of Long Silence-T

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Sacrifice of Form	The White Wizard	Stories of the Eldar I
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				1+		Tales of the Hunt	Magic Ring of Stealt
T	Varadir	5	1	3	9	Dún	W			Sa	D	1	When I Know Anything	Gift of Comprehension	
T	Orthir	7	1	7	9	Sv	W	Sc	R			1	Magic Ring of Courage		
T	Brandir	3	0	3	8	Dun		Sc	R			2	Eresselen	Magic Ring of Nature	Forgotten Scrolls

Taarum Elves	0
Concealment	0
Smoke Rings	Far-Sight
First of the Order	Wizard's Pupil
0	0
<b>Hand: 8</b>	<b>MP: 34</b>
<b>SP: 1</b>	<b>PD: 91</b>

Res: Safe From the Shadow, Rammas Pelannor, Sun, Rumor of Danger

Haz: In Darkness Bind Them, Mordor in Arms, Moon is Dead, Plague of Wights, Great Need or Purpose

UNTAP

ORG

Brandir transfers Forgotten Scrolls to Robin, Saruman and Robin support, cc=auto.

Saruman+ move to Elanthia. Folco+ stay.

MOVE-rudh

Saruman, W-BL-h, starter.

HL5, Ren plays The Ring's Betrayal on Brandir, Orthir supports, cc-1.erness-2ring+1cone+1support-2haz+6roll=3, pass.

HL4, Nobody's Friend fetches Eun.

HL3, Ren plays agent Eun face-down.

Keys Ruffians to BL, men.4s7p

And Forth He Hastened untaps Robin. Robin taps to play Concealment.

Keys Brigands to BL, men.2s8p

Robin taps MR Stealth to cancel a strike on him, so to keep creature alive.

Varadir, 3p+8roll=11.

Folco, h

HL3, Near to Hear a Whisper played by Ren.

HL1, Uvatha plays So You've Come Back on Robin.

SITE

Elanthia entered. No AA.

Saruman plays Wizard Uncloaked.



## SITE

Elanthia entered. No AA

Lindal taps to make an INF attempt on Taarum Elves.

+2.mod(elf)+3roll=fail.

Robin taps to untp Psousen.

Psousen taps to unstore Ring for Mortal Men(H)

Folco taps Palantir to shuffle Wake of War, cc-1 auto.

Ulk Chey Sart entered. AA1-lave.each.6p, AA2, men.2s8p

Symbol of Malice, -1.ring-2haz+7roll=4, pass.

AA1

Orthir, 5p+2ring-1.haz=auto

AA2

Orthir, 5p+2ring-1t-1haz-1s+6roll=10

Combat with Ren the Ringwraith

T	Orthir	7	1	7	9	Sv	W	Sc	R			1	Magic Ring of Courage
---	--------	---	---	---	---	----	---	----	---	--	--	---	-----------------------

T	Aknazeh	4	1	2	8	Man				Sa	D	2	Magic Ring of Shadows
---	---------	---	---	---	---	-----	--	--	--	----	---	---	-----------------------

Orthir, 5p+2ring-1t-1haz+6roll=11

Aknazeh, 2p-1t+7roll=8, wounded. bc.8

END

Saruman taps to fetch Wizard Uncloaked. Plays it, cc auto.

TURN 23

@ Elanthia-U

U	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Hall of Fire					
U	Robin Smallburrow	3	0	1	9	hobbit		Sc				1	Sacrifice of Form	The White Wizard			Stories of the Eldar I	
U	Varadir	5	1	3	9	Dún	W			Sa	D	1	When I Know Anything	Tales of the Hunt			So You've Come Ba	
U	Folco Boffin	3	0	0	9	H		Sc				1	Palantir of Orthanc(H)	Gift of Comprehension				
T	Psousen the Valorous	9	9	7	10	Man	W				D	1	Elf-friend	Align Palantir				
T	Brandir	3	0	3	8	Dun		Sc	R			2	Eresselen	Wizard's Pupil			Ring for N Lord of Gifts	
T	Lindal	2	0	3	8	Sd			R			0		Magic Ring of Nature				

@ Ulk Chey Sart-U

T	Orthir	7	1	7	9	Sv		W	Sc	R		1	Magic Ring of Courage				
---	--------	---	---	---	---	----	--	---	----	---	--	---	-----------------------	--	--	--	--

Res: Rammas Pelannor,

Haz: In Darkness Bind, Full of Froth and Rage, Near to Hear a Whisper, All Dead All Rotten, The Enemy is at Hand

UNTAP

ORG

Saruman taps to place Wizard's test in dp.

Psousen+ move to Kref Masar. Orthir moves to Kref Masar. Saruamn+ stays.

MOVE-rhud

Psousen, W-SL-SL-W-rl, region

ADAR cc, Brandir cc, -2+5roll=3, pass.

HL3-1, Ren plays Outpost.

Orthir, DD-SL-SL-W-rl, region

HL2, Thrice Outnumbered played by ren.

HL1, Moves agent Eun as first site Pelargir then to Osgiliath.

Stars played on site AA.

Saurman, h

HL4, x

SITE

Kref Masar entered. AA1-undead.1s9p (stars 8p)

Psousen, 7p auto

Lindal taps to play Fair Gold ring. Tap site.

Elanthia entered.

Tales of the Hunt untaps Saruman.

END

Saruman taps to fetch Wizards' Test.

Varandir taps to play Marvels Told to discard Near to Hear Whisper, Folco and Robin support, cc auto.

TURN 24

[move two companies to same haven since Brandir is alone]

@ Elanthia-U

T	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1+	Hall of Fire				
T	Robin Smallburrow	3	0	1	9	hobbit		Sc				1	Sacrifice of Form	The White Wizard			Stories of the Eldar I
T	Varadir	5	1	3	9	Dún	W			Sa	D	1	When I Know Anything	Tales of the Hunt			So You've Come Ba
T	Folco Boffin	3	0	0	9	H		Sc				1	Palantir of Orthanc(H)	Gift of Comprehension			
												1	Align Palantir				

@ Kref Masar-U

T	Psousen the Valorous	9	9	6	10	Man	W				D	1	Elf-friend	Wizard's Pupil			Ring for Lord of Gifts
T	Lindal	2	0	3	8	Sd			R			0					
W	Orthir	7	1	7	9	Sv	W	Sc	R			1	Magic Ring of Courage				

@ Urud-an-khibil-U

U	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature			
---	---------	---	---	---	---	-----	--	----	---	--	--	---	-----------	----------------------	--	--	--

Wizard's Test	Stars	
0	Saruman	
Trickery	Trickery	
A More or Less Decent (	Stars	
A Chance Meeting		0
Hand: 8	MP: 36	SP: 1
		PD: 58

Res: Rammas Pelannor, Moon, Gates of Morning

Haz: In Darkness Bind, Mordor in Arms, All Dead All Rotten,

The Enemy is at Hand, Plague of Wights, Arda Angered

UNTAP

ORG

Folco taps palantir to shuffle Wizard Uncloaked, cc auto.

Saruman+ stays. Others move to Hau Nysrin.

MOVE-rudh

Psousen, W-TT-B-h, starter

HL3, ren plays Lure of Expedience on Psousen.

HL1, Uvatha keys Vultures to T, animal.2a8p, wounded.

Orthir, 5p+8roll=13

Orthir, 5p+6roll=11

Brandir, TT-B-h, starter

HL2, Ren plays Doomed to Die on Brandir, cc, -1-2-2+8roll=3, pass.

HL1, Ren keys Brigands to BL, men.2s8p.

Brandir plays Trickery to cancel, 4roll=fail.

Brandir plays Trickery to cancel, 6roll=pass.

Saruman, h

HL3, x

SITE  
END

@ Elanthia

U	Saruman	x	13	7	10	Wizard		Sc	R	Sa	D	1	Sacrifice of Form	The White Wizard	Stories of the Eldar Days
U	Robin Smallburrow	3	0	1	9	hobbit		Sc				1		Tales of the Hunt	So You've Come Back
U	Varadir	5	1	3	9	Dún	W			Sa	D	1	When I Know Anything	Gift of Comprehension	
U	Folco Boffin	3	0	0	9	H		Sc				1	Palantir of Orthanc(H)	Align Palantir	

@ Hau Nysrin

U	Psousen the Valorous	9	9	6	10	Man	W				D	3	Elf-friend	Wizard's Pupil	Ring for N. Lord of G. Lure of Expedience
U	Lindal	2	0	3	8	Sd			R			0			
W	Orthir	7	1	7	9	Sv	W	Sc	R			1	Magic Ring of Courage		
U	Brandir	3	0	3	8	Dun		Sc	R			3	Eresselen	Magic Ring of Nature	

Psousen taps to support Brandir, Lindal and Brandir support Psousen

Psousen, cc-3+2sup=auto

Brandir, cc-3+1sup+6roll=6, pass

			SARUMAI	REN
			<b>37</b>	<b>32</b>
C	8	Elanthia	11	11
I	12	Ered Hamal	14	9
F	1	vs. Ren	0	5
A	1	Gondor Division	0	2
M	9	Into the Cone	8	3
K	1	Wolves	4	2

37	Marshall Points				
1	Robin Smallburrow		4	Ring for Mortal Men(H)	
1	Brandir		6	Into the Smoking Cone	
1	Folco Boffin		1	When I Know Anything	
2	Varadir		1	Wizard's Pupil	
2	Aegnor		2	were-worm	
2	Orthir		1	Land-drake	
2	Psousèn the Valorous		1	Vultures	
3	Magic Ring of Nature				
3	Magic Ring of Courage				
3	Magic Ring of Stealth				
1	fair gold ring				

t01	Uiendarlaif	durlach			
t07	Longbottom Leaf				
t09	Ashmaar	site	dale of long silence		2 strikes
t10	Longbottom Leaf				
t21	Dire Wolves	ren			
t21	Wolves	ren			
t21	Aegnor	cvcc		ren	

1	Palantír of Orthanc(H)	0	sight.04,p05			
2	Fair gold ring	0	h03,p03,t03-f	h12,p12,	h22,p23	
3	Fair gold ring	0	h03,p09,t10	h19,p20		
4	Fair gold ring	0	h06,d11	h12,p12,t12		
5	forgotten scrolls	0	gsbt, smol	h08,d08	u22	
6	forgotten scrolls	0	h03,p u14	x	h22	
7	Elf-stone	0	h07,p09	x		
8	cram	0	h11,d11	h19,d19		
9	A More or Less Decent Giant	1	h05,p09	x	h22	
10	Ahar	0	h04,d05	h12,d12		
11	Trickery	1	s01,d02	h16,d16	h22,p24	
12	Trickery	1	h01,p03	h19,p20	h24,p24	
13	Trickery	1	h03,p04		h24	
14	Concealment	0	h01,p01	h14,p15	h21,p21,s	
15	Concealment	0	h07,p07	h19,p20		
16	Concealment	0	h09,p13			
17	Marvels Told	0	h03,p03	h14,p14	h23,p23	
18	Marvels Told	0	h05,d09	h17,p17		
19	Wielded Twice	0	h03,d03	h14,d16		
20	Wielded Twice	0	h05,d07	h18,d20		
21	Wielded Twice	0	h06,d07			
22	Far-Sight	0	h04,d04	h14,d14	h21,d23	
23	Far-Sight	0	h04,p04	h15,o16	h22	
24	Far-Sight	0	h05,d05	h20,d20		
25	Fair Travels in Dark-domains	0	h05,d05	h12,p14	h23,d23	
26	Stars	2	h09,o13	h16,d16	h23,p23	
27	Face Out of Sight	0	s01,p01	h13,d13,	h21,p22	
28	Face Out of Sight	0	h01,d02	h14,p15		
29	Face Out of Sight	0	h05,p05			
30	And Forth He Hastened	1	h02,p02	h20,p20	h24	
31	A Chance Meeting	0	s01,p02	h17,d17	h22,d24	
32	A Chance Meeting	0	h03,d03			
33	A Chance Meeting	0	h05,p05			
34	Smoke Rings	1	h03,p03	h13,p13	h21,p21	
35	Smoke Rings	1	h06,p06	h15,p15	h22,p22	
36	Smoke Rings	1	h07,p07	h18,p18	h24	
37	Longbottom Leaf	0	h03,d03		h24,d24	
38	Longbottom Leaf	0	h07,p07	x		
39	First of the Order	1	h03,p03	h13,p13	h21,d22	
40	First of the Order	1	h03,p03	h14,o16	h24	

1	Merkampa Ahunt	0	h05,d06		h14,d14		
2	Merkampa at Home	0	s01,p01		h19,d19		
3	Dire Wolves	0	h02,p02		ldr.13, out14,h20,p2		
4	Dire Wolves	0	h04,p05		h17,d17	h21,p22,s	
5	Dire Wolves	0	h09,p10		h18,p18		
6	Uiendarlaif	0	h01,k01				
7	Uiendarlaif	0	h02,p03		h12,d12		
8	Uiendarlaif	0	h05,d07		h19,d19		
9	Variag Horse-Raiders	0	h04,d04		h12,p13,out15,h18,		
10	Variag Horse-Raiders	0	h10,d10		h17,d17		
11	Wargs	0	s01,p01		h14,d14	h22,p22	
12	Wargs	0	h03,p03		h16,c17	h23,p24	
13	Wargs	0	h09,c10		ldr16		
14	War-wargs	0	h02,p03	out1	h15,p16	h22,p22	
15	War-wargs	0	h09,p09		h18,d18	h24,d24	
16	War-wargs	0	h11,p12		h18,p18		
17	Wolf-Riders	0	h04,d04		h17,d19		
18	Wolf-Riders	0	h04,d04		h20		
19	Wolf-Riders	0	h09,d09		h20		
20	Wolves	0	ldr02,p02		h13,p13	h21,k21	
21	Wolves	0	h05,p06		h15,p15		
22	Wolves	0	h10,d10		h17,d17		
23	Twilight	0	h02,p05		h15,p18	h21,p23	
24	Twilight	0	h06,p06		h17,p19	h23,p24	
25	Legacy of Carcaroth	0	h03,d03		h16,p17	h21,p21	
26	Legacy of Carcaroth	0	h08,d08		h18,p19		
27	Rabies	0	h01,d01		h16,o16	h23,d24	
28	Rabies	0	h02,p03		h19,d19		
29	Wake of War	0	s01,p01		h17,p18	h21,p21	
30	Wake of War	0	h02,p03		h19,p19	h22,p22	
31	Power Built By Waiting	0	h01,p02		x	x	
32	Power Built By Waiting	0	h03,p03		x	x	
33	Power Built By Waiting	0	h10,p10		h20,d20	h23,p23	
34	Long Dark Reach	0	s01,p01		h12,p13	h21,d22	
35	Long Dark Reach	0	h01,p02		h14,d14		
36	Long Dark Reach	0	h05,p05		h16,p17		
37	Aware of Their Ways	0	h02,p03		h13,p14		
38	An Unexpected Outpost	0	s01,p01		h13,p14	h21,p22	
39	An Unexpected Outpost	0	h03,p04		h14,p14	h24	
40	An Unexpected Outpost	0	h10,d10		h15,p15		

	<b>SIDEBOARD</b>	0					
1	Magic Ring of Courage	0	wh11				
2	Magic Ring of Nature	0	wh.01				
3	Magic Ring of Stealth	0					
4	Magic Ring of Words	0	wh.03				
5	Taarum Elves	0	dp07			h20,d22	
6	Into the Smoking Cone	0		h11			
7	When I Know Anything	0	lb07	h10,d10		h12,p18	
8	The White Wizard	0	sm.0	h10,p10			
9	Ered Hamal	0	dp17				h21,d21
10	Align Palantír	0		h11,p11			
11	Fair Travels in Dark-domains	0				g12	h22,d23
12	Fair Travels in Dark-domains	0				h13,p15	
13	Stars	2	sm13			h17,d17	h24
14	Stars	2	dp.06			h17,d17	h24
15	And Forth He Hastened	1	dp.06			h18,p19	h21,p21
16	And Forth He Hastened	1	dp.06			h19,p19	
17	Elf-friend	0	dp.06			h16,d16, sm15,h18	
18	Gift of Comprehension	0	dp.06				
19	Wizard's Pupil	0	dp07			h20,p22	
20	Tales of the Hunt	0				sed17	
21	Stories of the Eldar Days	0	dp07			h14,p14	
22	Longbottom Leaf	0		h09,p10		h20,d20	
23	Hall of Fire	0	lb07	h11,p11			
24	Sacrifice of Form	0	dp.02	wiz.02,p03			
25	Vanishment	0	dp.02	h11			
26	Wizard's Test	0	dp.02	h11,p11			
27	Wizard's Laughter	0	dp.02			h19,d19	
28	Wizard Uncloaked	0	dp.02			h18	h21,p21
29	First of the Order	1	dp07			h12,d16	
30	The Ring's Betrayal	0	ex1			h16,d16	
31	The Ring's Betrayal	0	ex1			h20,p21,so,h24,p24	
32	Something Else at Work	0	out.0	h05,c05		h15,p15	
33	Something Else at Work	0	out.0	h09,d09		h18,p19	
34	You've Put Your Finger In It	0	ex1			h15,p16	h22
35	You've Put Your Finger In It	0	ex1			h16,o16	h22
36	Aware of Their Ways	0	ex1			h13,p13	
37	Aware of Their Ways	0	ex1			h14,p14	
38	Which Might Be Lies	0	ex1			h13,d13	out14
39	Rolled Down to the Sea	0	ex1			h20	
40	Burdensome Commands	0	ex1			h16,d16	

1	Saruman	1	h01,p02	x		
2	Saruman	1	h04,p05	h13,u14	h21,u21	
3	Saruman	1	h07,u09	h14,d17	h24	
4	Saruman	1	h10,u10	h17,u17		
5	Orthir	0	h10,p12	x		
6	Wood-elf	0	h01,d02	h17,d17		
7	Psousèn the Valorous	0	h04,p09	h19,p20		
8	Varadir	0	h10,p11	x		
9	Aegnor	0	h02,p02	x	k21	
10	Kavatha	0	h09,d09		h23,d24	
11	Líndal	0	h07,d07			
12	Robin Smallburrow	0	h03,p05	x		
13	Folco Boffin	0	h10,d11	h14		
14	Karaag the Gnome	0	h02,d02		h23	
	Vishtâspa	0	start			
	Brandir	0	start			
	Midhir	0	start		h24	
	Ashmaar	0	start			
	Eresselen	0	start			
	Rumours of Rings	0	start			
	Long They Journey	0	start			

Number of times played

*outpost*	8	0	Which Might Be Lies
Twilight	0	4	You've Put Your Finger In It
War-wargs	5	0	Burdensome Commands
Wargs	6	2	Legacy of Carcaroth
Wolves	5	5	Power Built By Waiting
Dire Wolves	5	1	Rabies
Uiendarlaif	2	3	Something Else at Work
Wolf-Riders	2	3	Aware of Their Ways
Variag Horse-Raiders	1	4	Long Dark Reach
		0	Rolled Down to the Sea
		2	The Ring's Betrayal
		4	Wake of War
		0	Merkampa Ahunt
		1	Merkampa at Home

	SARUMAN		T1	T2	T3	T4	T5	T6	T7	T8	T9	T10	T11	T12
11	Fankil		Were-wolf									Lure of the S	Were-worm	
12	Durlach	x												
13	Smaug	x												
14	Throkmau	x												
21	Durlach		Lure of Expe	Great Secrets Buried There										
22	Throkmau		Inner Cunnir	agent move	agent play									
23	Smaug													
24	Fankil													
31	Smaug		greed									were-worm		
32	Fankil	x												
33	Throkmau	x												
34	Durlach	x												
41	Throkmau		Thunder's C	Chance of E	Cave worm	Giant								
42	Durlach													
43	Fankil													
44	Smaug													
51	Necro	x									x			
52	Witchking	x												
53	Dwarf	x												
54	ardagor		Light-drake											
61	Witchking		agent move											
62	ardagor	x												
63	Dwarf		land-drake	dragon's terror										
64	Necro													
71	Dwarf		Dwarven Travelers											
72	Necro													
73	ardagor		Trolls from tl	Wild Trolls										
74	Witchking													
81	ardagor	x												
82	Witchking	x												
83	Necro		Nobody's Fr	agent play										
84	Dwarf													
91	Akhorahil	x										Border-watch		
92	Court		Full of Froth	Something Has Slipped										
93	Adunaphel	x												
94	Indur	x												
101	Court	x									x			
102	Indur	x												
103	Adunaphel	x												
104	Akhorahil		agent move											
111	Adunaphel	x									x			
112	Akhorahil		agent move											
113	Indur		You've Put Your Finger											
114	Court	x												
121	Indur		Tidings of Bold Spies								x			
122	Court	x												
123	Akhorahil	x												
124	Adunaphel	x												

X = hazard player had room in hazard limit to play but played none.

Column = T10 is for main hazard player (i.e. Ren)



											MP	
	<a href="#">top</a>											
	1	Rivendell										
	2	saruman, aegnor	Isengard									
	3		Hermit's H	Isengard								
	4	d-Vishtaspa	Telpamar									
	5	Saruman, Robin	Dimrill Dal	Isengard								
	6		Isengard	Isengard								
	7		Lorien									
	8	d-Midhir	Rhubar									
	9	Psousèn the Valorous	Elanthia									
	10		Azagarbhu	Dale of Long Silence								
	11	Varadir	Elanthia									
98	12	Orthir	Elanthia									
	13		Kref Masa	Elanthia								
	14		Temple of	Elanthia								
	15		Mount Doc	Elanthia								
	16		Variag Ca	Elanthia								
	17		Elanthia	Elanthia								
	18	Folco Boffin	Arentaurr	Elanthia								
	19		Nennurad	Elanthia	Nennurad	Elanthia						
100	20	Psousèn the Valorous	Sturlurtsa	Poison Ro	Poison Ro	Elanthia						
	21											
	22											
	23											
	24											

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 12.

Blue font = initiated CvCC

First four columns=site during ORG phase

Next four columns=site during SITE phase

SARUMAN	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Necro	Long Dark	Something	0	0	0	wolves	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Witchking	Dire Wolf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ardaqor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Azog	wolves	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Khamual	Long Dark	0	0	0	0	Aware of	outpost	0	0	0	0	0	0	0	0	war-wargs	You've Pu	0	0	0	0
Mouth	0	0	0	0	0	outpost	Aware of	0	0	0	0	0	0	0	0	Something	outpost	Wolves	You've Pu	0	0
Felagrog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Fankil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Aware of	Uiendarla	Rabies	War-warg	0	0
Durlach	Wargs	Long Dark	Uiendarla	0	0	Dire Wolf	Long Darl	Wolves	Power Bui	0	0	0	0	0	0	0	0	0	0	0	0
Smaug	Merkamp	Wake of W	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	Power Bu	Wargs	0	0	0	0
Throkmau	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	War-wargs	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	0	0	0	0	0	Wargs	Power Bu	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adunaphel	0	0	0	0	0	Dire Wolf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Indur	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ren	Wargs	0	0	0	0	War-warg	0	0	0	0	0	0	0	0	0	Wake of V	0	0	0	0	0
Hoarmurath	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Legacy of	0	0	0	0	0
Dwar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	Mewlips	0	0	0	0	Too Much	Outpost	0	0	0	0	0	0	0	0	Something	0	0	0	0	0
REN	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5th hazard player	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
REN	The Ring's	Dire Wolf	Wolf-Ride	Wolf-Ride	Wolves	0	0	0	0	0	Legacy of	0	0	0	0	0	0	0	0	0	0
	outpost	Wake of W	You've Pu	You've Pu	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Power Bui	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Wargs	Outpost	Variag Hc	The Ring's	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hoarmurath	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwar	Wake of W	0	0	0	0	Wargs	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	0	0	0	0	0	Dire Wolf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

List above tan line are the first 20 turns.

Played 66 total hazards including 0 agent actions; twilights do not show above, so look at earlier chart to see play.

Played 18 hazards on his main hazard opponent (ren).

Played 18 hazards in last 4 turns

t20	t24	M	ag
48	18	18	0

## OVERVIEW

This player stored an inverted Into the Smoking Cone and played three magic rings. A side benefit was receiving a Ring for Mortal Men via Lord of Gifts. Draw rates were good. Would like to see more hazards played. Only two characters killed. Two CvCC were initiated and one defended. There were 26 moving companies. The game ended with 54 cards in the third playdeck. I think I can exhaust a third deck given moving more companies and using On-guard. I moved a company to Hau Nysrin on Turn 24 for better use during the Power Decks.

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## MAJOR NEWS

Saruman and the palantir were played on Turn 5 at Isengard. The quest for the mission lasted five turns and ended on Turn 16. I have considered switching palantiri with Lady Galadriel to allow Saruman to play a palantir at any greater item site.

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## STATS

Two characters were killed. Ashmaar faced two strikes at Dale of Long Silence. Aegnor was killed during CvCC with Ren's minions.

12 creatures faced in first 16 turns, then 8 in the last eight turns. 13 hazards were agent actions. Thus 46 hazards were events. 13 of the first 17 turns provided one or no effective hazards played against Saruman. For example, New Moon is effective, but not Doors of Night or Inner Cunning. This meant that it was common to have untapped characters to start the site phase. The eight turns gave 42 hazards from the 79 total.

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66 hazards were played by Saruman – 18 on Throkmaw, Dire Wolves, Uiendarlaif, and Wolves were killed x1.

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## DECK PLAY

First deck exhausted on Turn 12, but Turn 9 started with 22 in the playdeck. Second deck exhaust on Turn 20. Turn 19 started with 31. 10 non-Lordhaven sites were tapped.

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## RESOURCE PLAY

Ahar and Cram starting in the deck never played.

The palantir was Far-Sight on Turn 4 and played on Turn 5.

Palantir shuffles (Wizard Uncloaked, Wake of War, Marvels Told, Fair gold Ring, Faction, Stars, character, Concealment).

Fair gold rings were played on Turns 3,9,12,12,20,23 or 6/7.

Elf-stone played on Turn 9.

Giant ally played on Turn 9.

Trickery played 5/6 cancels Men x3, Giant x1, fails x1

Concealment played 6/6. The weakest attack affected was Ruffians at 4s7p.

Marvels Told played 4/5.

Wielded Twice played 0/5. Event not in deck x1.

Far-Sight played 1/7.

FTiDD played 2/5.

Stars played 1/5.  
Face Out of Sight played 4/6.  
And Forth He Hastened played 5/5.  
A Chance Meeting played 2/5.  
First of the Order played 3/6.  
Elf-friend played on Turn 20.  
Wizard's Pupil played on Turn 22.

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#### HAZARD PLAY

Original hazards in the playdeck were drawn 93x. 64 were played. That is a nice ratio.  
Merkampa Ahunt played 0/2.  
Merkampa at Home played 1/2.  
Dire Wolves played 6/7, one killed.  
Uiendarlaif played 2/5 one killed.  
Variag Horse-Raiders played zero/5.  
Wargs played 6/7.  
War-wargs played 6/7.  
Wolf-Riders player 0/4.  
Wolves played 3/5.  
Legacy of Carcaroth played 3/5.  
Rabies played 2/5.  
Wake of War played 6/6.  
Power Built By Waiting played 4/5.  
Long Dark Reach played 5/7.  
Aware of Their Ways removed.  
An Unexpected Outpost played 6/7.  
The Ring's Betrayal played 3/3.  
Something Else at Work played 3oo4.  
You've Put Your Finger In It played 2/2.

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#### TURN SUMMARY

Facing Northern Waste division. 11 hazards from that division; 3 from Ren.  
T01-Nothing to play but A Chance Meeting and Woodelf in hand. All move to Isengard. Were-wolf attacks; Concealment cancels. Were-worm played. Brandir ties with much help.  
T02-Saruman is played at Isengard. ACM plays Aegnor. Some move to Lorien; others to Hermit's Hill to play minor items. Baduila is at Hermit's Hill, revealed and discarded.  
T03-Fair Gold Ring in hand. All move to Telpemar. Were-worm attacks. Sacrifice of Form fails all strike, body check kills. Trickery cancels site AA. Ring is played with Forgotten Scrolls.  
T04-26 mind under 20 GI; Vishtaspa discarded. Some move to Isengard and others to Dimrill Dale. Ring and Far-sight in hand. Thunder's Companion attacks; Trickery cancels. Cave Worm attacks in Gap of Isengard. Ashmaar wounded. Brandir wounded by Giant.  
Far-Sight fetches the palantir. Only wounded at Isengard.  
NOTE: Things going well. Need to get that palantir played soon.

Facing Eriador Division. 9 hazards from that division; 0 more from Ren.

T05-Saruman played at Isengard. Either stay or move to that site. Light-drake is faced by Midhir. A Chance Meeting plays Robin Smallburrow after AA. Palantir played.

T06-All move to Lorien. Land-drake with Dragon's Terror; no one taps. Robin kills creature with help.

T07-All move to Rhubar. Dwarven Travelers taps none. Trolls from the Mountains smelled dwarf. Concealment cancels. Wild Trolls wounds Midhir.

T08-Midhir discarded. All move to Elanthia.

NOTE: Game is going good. The palantir is in play with the characters at Elanthia.

Facing Harad Division. 6 hazards from that division; 1 more from Ren.

T09-Psousen, gold ring x2, WIKA, Giant ally in hand. Psousen is played. Some move to Azagarbhum and others to Dale of Long Silence. Border-watch taps Robin. Ashmaar is killed facing two strikes from Dale of Long Silence AA. Gold ring and Elf-stone played there. Giant ally is played at the mountain site.

T10-Deck now with 8 cards. All move to Elanthia. Ring tested for MR Words.

T11-Varadir is played at Elanthia. Hall of Fire played. Align Palantir played. All stay.

T12-deck exhausted. Orthir played. In hand (Concealment, gold ring, ISConc, Vanishment, Stars, FTiDD). Some move to Kref Masar. Tidings of Bold Spies played; Giant ally taps. Symbol of Malice taps a few characters at the Ruins&Lairs. ItSC played. Play of gold ring and its test.

Facing Wilderland Division. 8 hazards from that division; 3 more from Ren.

T13- Saruman and others move to Temple of Lokuthor; others stay. Moving to this site gives cover at the hidden site. Cave-drake attacks, but cancelled with magic ring. Concealment cancels AA. A gold ring is played and later tested (Courage).

T14-Lord Denethor is at Cirith Ungol. In Hand (FotO, Saruman x2, FTiDD x2, Vanishment) FTiDD played and move to Mount Doom. Agent Anarin at that site attacks. Vanishment cancels. Mount Doom entered. Forgotten Scrolls is discarded to invert Into the Smoking Cone.

T15-Saruman now moves to Variag Camp to avoid Uvatha's minions since that Ringwraith has the site in the discard pile. FTiDD played. New Moon taps Orthir. Doomed to Die is played on Brandir for the corruption check of -5 real modification.

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from Necromancer's deck file of Aegnor receiving Ring for Mortal Men.

Rivermen of the Anduin Vales taps to look at 5 cards in pd: fetches Ring For Mortal Men.

Want to give the ring to the player for later corruption or stealing

Tarcil taps to make an INF with Lord of Gifts and Ring for Mortal Men(Hero) on Aegnor.

Tarcil, +1.di+3.ring+2.friend+8.offering-5.cross+7roll=16, fail.

Saruman, 8.gi+6.mind+11roll+25.

Varadir supports cc.

Aegnor makes a cc, +1.sup-1.palantir-2.align-3.ring+7roll=2, pass.

]

T16-All move to or stay at Elanthia. No creature hazards. Aegnor now has 6 CP. ItSC stored.

NOTE: 24 MP and 56 cards in deck. I would like to have half of that total for cards. Game is moving at a nice pace for Saruman.

Facing Gondor Division. 17 hazards from that division; 2 from Ren.

T17-RfMM is stored. May be not in the spirit of the card, but I'll try it in this game. Some move to Arentaurr for playing a character. No site phase.

T18-Saruman A Chance Meeting with Folco Arentaurr. Some stay, some move to Nennurad and others to Elanthia. Brandir is not Seized By Terror from Variag Horse-Raiders. Brandir taps magic ring to cancel. Influence Destruction, RT and SYCB, played. Varadir plays WIKA.

T19- Some stay at Elanthia. Others move to Poison Rock or to Elanthia.

Morgai-flies taps Robin. Chill Douser under a Moon is Dead attacks Aegnor and Orthir, tie was the worse roll. Brandir again tempted by Seized By Terror. Saruman enters Sturlurtsa.

Vanishment cancels. Saruman CvCC Aknazeh and wounds the minion.

T20-Psousen played at Elanthia. Elf-friend played on him. Aegnor and Orthir move to Dale of Long Silence. Saruman moves there. Uvatha plays Variag Horse-Raiders; Trickery cancels.

Aegnor wounded by Rats! Dale of Long Silence is entered – almost full of Undead with The Moon is Dead and Plague of Wights in play. Concealment and Vanishment cancel. Fair Gold Ring and Forgotten Scrolls played. Wizard's Test used to play MR Stealth.

Council Turns: 21 hazards from that division; 16 from Ren.

T21-All move to or stay at Elanthia. Ren plays The Ring's Betrayal, Nobody's Friend, Ruffians, Near to Hear a Whisper, Brigands. Ruffians canceled by Concealment. Brigands either cancelled by MR Stealth or tied with Varadir.

T22-Wizard's Pupil played on Psousen. Orthir moves alone to Ulk Chey Sart. 7 characters stay at Elanthia. Lindal fails to play Taarum Elves. Psousen unstores Ring for Mortal Men. Orthir enters the site and sees a Symbol of Malice. He CvCC Aknazeh. He wounds Aknazeh.

T23-Some stay at Elanthia. All others move to Kref Masar. Gold ring played there.

T24-Some move to Hau Nysrin. Others stay at Elanthia. Ren plays Lure of Expedience, Doomed to Die, Lure of Creation, Brigands. Brandir survives DtD. He plays Trickery to cancel Brigands.