

## DENETHOR-MEN

40avatar

<b>C</b>	6	Minas Tirith
<b>I</b>	9	Gondor
<b>F</b>	9	vs. Hoarmûrath
<b>A</b>	4	Gondor Division
<b>M</b>	3	White Tree
<b>K</b>	1	Stewards of Gondor

### RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 29 cards in sideboard

40 cards in H. deck, 11 cards in sideboard

14 characters in deck

12 starting cards

146 total cards

18 creatures

# RESOURCES(40/30)

2	1	1	<b>Palantir of Minas Tirith</b>
4	4	1	<b>Mithril-coat</b>
2	2	1	<b>Gulthalion</b>
		1	<b>gold belt of Iorien</b>
		1	sapling of the white tree
		1	athelas#
		1	cram
		*	dagger of westernesse
		*	healing herbs
		*	horn of arnor
2	1	1	<b>Men of Lamedon-M</b>
2	1	1	<b>Men of Lebennin-M</b>
1	1	1	<b>Men of Anórien-M</b>
2	2	1	<b>TG of Minas Tirith-D</b>
1	2	1	<b>Garrison of Cair Andros-D</b>
1	1	1	<b>Men of Lossarnach-D</b>
3	3	1	<b>Rangers of Ithilien-D</b>
1	1	1	When I Know Anything
1	1	1	Barrow-Blade
1	1	1	No Strangers At This Time
		3	War Preparations
2	0	1	<b>Tower of Ecthelion</b>
5	0	1	<b>The White Tree</b>

10/12

3		Muster	W
3		Many Foes He Fought	W
	1	Spies Feared	Sc/R
	3	<b>Town Guard</b>	
3		Marvels Told	ritual
3		Fair Travels in Free-Domains	moveo
2		Gates of Morning	envP
2		Echo of All Joy	envP
3		Moon	envL
2		Sun Unveiled	envS
2		Keeping the Good Faith	ally
	1	Rammas Pelennor	pe
	1	Window of the Sunset	pe
	1	<b>Concealed Entrance</b>	pe
	1	Steward of Gondor	pe
	2	No Enemy Dare Contest	le
1		I Know Much About You#	agent
1		Captains of the West#	comm
3		Smoke Rings	
1	2	Longbottom Leaf	
	1	The Choice of Doom	
1	1	<b>Beacon of Gondor*</b>	sp1*
	1	<b>Clad for War</b>	sp2+
	1	<b>Son of Ecthelion</b>	comm
	1	<b>Truesight of Numenor</b>	sp2*
*		<b>House of Mardil</b>	sp1*
	1	<b>Captain of the T. Guard</b>	sp1
*		<b>Captain of the R. Rangers</b>	sp1
*		<b>Tower of Guard</b>	sp1

30/18

No archers

**HAZARDS**(40/10)**18/3**

3	Steward's Guard	dúnadan	1*	5	8	x	WF,Ro,An,Le,BL,Da,I,H	
3	Gondorian Rangers	dúnadan	2*	all	9	6	D,I,H,MA,BL	
3	Sons of Kings	dúnadan	2*	3	10	x		
3	Errand-riders of Gondor	dúnadan	1*	2	9	5	FD,BL,W	
3	Ash-drake	drake	x	1	2	13	x	U,G,N
3	Sellswords Between Charters	men		1	2	11	x	bh, sh
3	Lawless Men	men		1	2	9	x	BL, W, SL

**22/7**

2	Twilight						
2	1 Despair of the Heart	P.corruption					
	2 Forgot His Orders						
3	Lost in Free-Domains	road					
2	Lost in Borderlands						
	2 Stench of Mordor	road					
3	Searching Eye						
3	Two or Three Tribes Present						
2	Beacons Alight						
2	Waiting Shadow						
	2 The Enemy is at Hand	faction					
3	An Unexpected Outpost						

SITES		FD-3	BL-2	W-5	SL-4	DD-1	CS-1	UD-0	T-0	J-0
Ao	Minas Tirith									faction-Guard, mAnorien
WF	Lorien									gold belt of Lorien
Le	Pelagir									faction-mLebennin
Le	Lossarnarch									faction-mLossarnarch
Be	Linhir									
Be	Dol Amroth									
Ro	Dunharrow									x
Ao	Druadan Forest									x
Ao	Cair Andros									faction-Garrison
It	Henneth Annun									faction-Rangers
La	Vale of Erech									faction-mLamedon
Al	Lond Galen									x
WF	Hermit's Hill									x
En	Isildur's Tomb									sapling
Ro	Amon Hen									x
La	Setmaenen									Anything , BarrowBlade
Ao	Osgiliath									visit
MA	Tolfalas									x
Ha	Haudth-in-Gwanur									undead.1w10
Ha	Cairn of the Colruh H									men, maia visit
Da	Thuringwathost									orcs,trolls Gulthalion
Da	Dead Marshes									undead Mithril Coat
IM	Shelob's Lair									spider
Nn	Urlurtsu Nurn									
Nn	Nurniag Camp									men War Preparation
Kh	Sturlurtsa									men.4d7 War Preparations
IM	Cirith Ungol									orc War Preparations
Ch	Lugarlur									men,orcs Tower Raided

# CHARACTERS-10

13-6-4-3-4

4	Denethor	7/3/4/7+	W/Sa/D	Lord	MT	+4DI.MT; +2DI.TowerG
1	Boromir	4/1/6/7+	W	Dúnadan	MT	1CP; +2DI.mAnorien
	Beregond	2/0/4/8+	W	Dúnadan	MT	1CP, -1DI.inf
	Ingold	2/0/3/8	W	Dúnadan	MT	1CP, -1DI.inf
	Forlong	1/0/3/7	W	Dúnadan	MT	1CP, -1DI.inf
1	Hirluin	3/1/2/9*	W/Sc	Dúnadan	LondG	black arrow
	Bergil	2/0/1/9*	W/Sc	Dúnadan	MT	
	Mablung	1/0/1/6+	W/Sc	Dúnadan	Lond Galen	+2DI.mAnfalas
2	Faramir	5/1/5/8*+	W/R	Dúnadan	Henneth	+2DI.Rangers
2	Angbor	5/2/5/7*	W/D	Dúnadan	Calembel	+1DI.Man,Dun
1	Dervorin	4/1/4/7*	W/D	Dúnadan	Calembel	+1DI.Dun
1	Hirgon	3/1/3/7+	Sc/D	Dúnadan	MT	+2DI.Man,Dun
1	Hurin	4/1/4/7+	W/Sa	Dúnadan	MT	+1DI.c+f: MT
	Damrod	2/0/2/7+	Sc/R	Dúnadan	V. Erech	+2DI.mLamedon
	Anborn	2/0/2/8+	Sc/R	Dúnadan	Pelagir	+2DI.mLebennin
1	Elite Wose	3/0/3/8	W/R	wose		
	Ioreth	1/0/0/7*+	Sa	Dúnadan	MT	healing-all
<i>starting company:</i> at Minas Tirith						
<Tower of Guard>						
2	Faramir	5/1/5/8	W/R	dagger	Captain of the Royal Rangers	
2	Angbor	5/2/5/7	W/D			
1	Hirluin	3/1/2/9	W/Sc			
1	Dervorin	4/1/4/7	W/D	horn of arnor		
	Bergil	2/0/1/9	W/Sc	healing herbs		
	Ioreth	1/0/0/7	Sa			
<hr/>						
10/20	GI	Hand-9		Mind-31		
#1 Stewards @ Minas Tirith						
	Denethor	7/7/4/7	W/Sa/D	1	Mardil	
	Hurin	4/1/4/7	W/Sa	1	Anything	
	Hirgon	3/2/3/7	W/D	2	horn, belt	[+4DI.factions]
	Ioreth	1/0/1/7	Sa	0		
#2 The Rangers						
	Faramir-L	5/5/8/8	W/R	2	dagger, Barrow, Captain, Trusted	[+2P.undead]
	Damrod	2/0/2/9	Sc/R	2	gulthalion	
	Beregond	2/0/4/8	W	1		
#3 The Guard						
	Boromir-L	4/3/6/10	W	2	coat, Captain	
	Anborn	2/0/2/8	Sc/R	0		
	Mablung	1/0/1/6	W/Sc	0		

## OVERVIEW

Denethor will be preparing for war. He knows the hammer will fall the hardest on him. The primary goal of this deck is to have all the factions in play. The secondary goal divert attention away from Saruman's quest. Then the secondary goal will transmute into an offensive push to hinder Hoarmuath's strategy and to kill his minions. Denethor will somewhat be mobile using his own command event. Then he will retire to use the palantir to play for the next turn.

## DENETHOR and MINAS TIRITH

He is a weak W/Sa/D that needs to stay home. He has great 7 DI for Minas Tirith characters. He will be squatting at home with a palantir and hold an extra card in your hand if not influencing factions or in combat at Osgiliath or a different battleground site. The palantir will let him plan for movement and to see what his opponent has coming. Movement is vital for his weak companies. He will tap every turn in the first deck. Always have a bodyguard with him.

Truesight of Numenor is useful to add +1 to CC to Denethor while bearing a palantir. His opponent will also discard face-up. Discard this event in the second-half of the second deck to reduce your SP. Denethor will have 2 CP with the stone and this stage event in play.

House of Mardil is an event full of pride. You will use this stage event early and late in the game to recycle I Know Much About You almost every turn. You do not need to recycle the other cards (Interrogation, Tidings of Death) except for the command event.

Son of Ecthelion is a command event used to CvCC a minion company at a battleground. Osgiliath and Beacon of Gondor provide such sites. You will probably not visit a Shadow-hold or Dark-hold with this avatar. The idea is to move to Henneth Annun to give the impression you are moving around Mordor and using this site as a junction point. The play of War Preparations earlier will provide this impression. Denethor is really planning to ambush a minion company at a battleground site. Move a small company to either Osgiliath or Henneth Annun. Hope a minion company visits. Tap House of Mardil to fetch Son of Ecthelion. Then next turn play Beacon of Gondor on that site and move Denethor to that site. If you do not use Son of Ecthelion during movement, then use it for CvCC. The next turn hope to play at least one hero character. Move Denethor back to Minas Tirith and may be another company from that site to CvCC a minion company in sight of the mountains of Mordor or to play War Preparations. Discard House of Mardil when you are ready to play Sapling of the White Tree.

Tower of Guard is the stage event to make Minas Tirith a protected Lord-haven. Agents without this site as a home cannot move to the site. There is no limit on the number of characters than can be brought into play in a given turn if Lord Denethor is there. The avatar can tap to fetch this stage event to hand.

Tower of Ecthelion is a unique event requiring Steward of Gondor in play. This event taps when a character uses Palantir of Minas Tirith the same turn to untap Minas Tirith. Then a character with a mind greater than four to untap this event. Such an ability will allow multiple attempts to play factions on the site. The palantir must be the first resource to tap Minas Tirith. This is why the item is in the deck while the two factions are in the sideboard.

## CHARACTERS

The Steward has many worthy Dúnadan (15) and one Wose to guard Gondor. You have 6 scouts, 4 rangers, 4 diplomats and 3 sages. You need to protect the sages; one is Ioreth. They are generally weak and should stay in Gondor. Expect to lose many warriors in combat. All the characters have the home site of Minas Tirith or in Gondor. There are no agents. Only five characters of the 17 have a mind greater than three. Many characters have +2 DI against dunadan factions or towards a specific faction. Only seven of the 17 characters have a body of 8 or 9.

Faramir and Boromir are in the deck. So is Steward of Gondor. If Lord Denethor is set alight then the next in line will get this resource providing +2 mind, +2 DI, +1 P/+1 B.

Boromir II	4/1/6/7 =	6/3/6/8	gains Ranger for W/R
------------	-----------	---------	----------------------

Faramir	5/1/5/8 =	7/3/6/8	gains Sage for W/R/Sa
---------	-----------	---------	-----------------------

Faramir is the best character with 5-mind with average 5 prowess and 8 body. His Ranger skill will lead a core company. A home site of Henneth Annun is nice for him to keep that site as a base against the Enemy. He has +2 DI against the Rangers of Ithilien.

Boromir II is a bit more stubborn with 4-mind, but a hearty 6 prowess and low 7 body. Dreams are distilled him giving him -1 to corruption checks. He has +2 DI against the Men of Anorien faction. He leads a core company, but needs armour.

Angbor is the other 5-mind character. He though has 2 DI and 7 body with a strong 5 prowess. He will start the game hoping to influence factions. He has +1 DI against Men and Dunadan due to his invitations for mighty feasts in Calembel.

Hurin the Tall is the other 4-mind Dunadan. He is a rare Sage, but a low 7 body makes him a target all the more. A 4 prowess is honorable. He has +1 DI against characters and factions playable at his home site of Minas Tirith. Keep him there as a bodyguard to the avatar.

Hirluin the Fair will be a sturdy Scout for the starting company with his robust 9 body. But a 2 prowess will test that stat. He has 3-mind that makes him expensive for a core company. He can control a 1-mind character with his 1 DI and use Black Arrow as if a Man.

Dervorin is a honorable Dunadan from Calembel. His 4-mind brings average stats of 1 DI, 4 prowess, and low 7 body. He is a Warrior and Diplomat. He will start the game so to influence factions with his special +1 direct influence against Dunadan.

Hirgon is the Errand-Rider who is also a Scout and Diplomat but with 7 prowess. He too has 3-mind, 1DI, and 3 prowess. He has the great special bonus of +2 DI against Man and Dunadan factions. If he is the only one in his company, then he has +2 to any of his influence attempts. Therefore, if he bears Horn of Arnor alone then he has +8 to most influence attempts against a Dunadan faction in Gondor. Try to keep him alive in a core company.

Elite Wose Hunter is a dual character with a home site of any Wose-hold. He is a great orc-fighter with six prowess against Orcs. He can tap to allow his company to move through a mountain range as if two non-Dark-Domain, non-Shadow-land regions were adjacent, but one region must contain a Wose-hold. He is included since a slot is available for his rare Ranger skill. Play him in the second deck if you need a Ranger.

Beregond is one of three Warrior-only characters. His 2-mind, 4 prowess, and nice 8 body make him a great companion fighting in Ithilien. He will be in a core company.

Ingold is identical to Beregond except for three prowess.

Bergil can be a nice Scout for 2-mind to face a tough strike with his puny 1 prowess and high

9 body. He starts the game to face a tough strike.

Damrod and Anborn are veteran Scout Rangers under the command of Faramir. Damrod is weaker with a 7 body instead of 8. Both have 2 prowess and 2 mind. Each has +2 DI against his home faction: Damrod from Vale of Erech & Anborn from Pelagir.

Forlong is one of three 1-mind Dunadan. He can be a useful Warrior of 3 prowess and 7 body found at a Beacon of Gondor. He will be played to keep Window to the Sunset in play until No Strangers At This Time is played on the site.

Mablung is another character under Faramir. He is though a Warrior and a Scout with 1 prowess and poor 6 body. He is in a core company, but his +2 DI against Men of Anfalas may be too far for him to travel.

Ioreth is a Lay Healer of Minas Tirith. She will be in Lord Denethor's care providing healing when he moves to a Battleground site. Though here 1 prowess and 7 body may have herself killed and return no more to the Houses of Healing.

## COMPANIES

The two highest mind heroes will start play: Faramir and Angbor. Both will be with Dervorin, Ioreth, Bergil and Hirluin at Minas Tirith with Tower of Guard. Only Faramir will be in the main companies. There are 12 expected characters to use the organization phase for playing or discarding. Tower of Guard can make this happen since there are five characters with a Minas Tirith as a home site to be played in the first deck. Only one Ranger is among the six. They will have a Dagger of Westrenesse, Horn of Arnor and Healing Herbs. This company will play as many resources as possible. Ioreth will stay at Minas Tirith to keep Tower of Guard in play. Faramir carries a Dagger of Westrenesse is a Captain of the Royal Rangers. Faramir will control Hirluin and take Bergil to play items. Angbor and Dervorin are Diplomats. These two will influence factions in Gondor. Tower of Guard starts too. It is acceptable if Angbor and Dervorin are killed in the early turns.

The Stewards will stay at Minas Tirith or influence factions. Denethor will control Hurin and Hircion with his 7 DI. Ioreth is there too. Denethor will use the palantir with House of Madril. Hurin and Ioreth are the only other sages. Hurin will have the event When I Know Anything to help with corruption checks. Do not go fighting with this company. Ioreth will have two healing herbs to use her special ability. She may travel with another company when they go on a mission. Hircion has Horn of Arnor and Gold Belt of Lorien to influence influences. This set-up and traveling alone grants him +8 against influence attempts against Man/Dunadan factions. His body is low so protect him. This company does not have a Ranger. You may have to exchange Hircion with Anborn to the Rangers to influence factions.

The Rangers will be playing items far from Minas Tirith and attacking vulnerable minions within one movement turn. Faramir is the Captain of the Rangers with a Barrow-Blade Dagger of Westrenesse. He is a Trusted Counsellor for 5 DI. He has Damrod and Beregon as followers. Damrod has the shield Gulthalion. This company will later be playing War Preparations. Faramir is the fighter with 8 prowess. There are two Rangers in this company.

The Guard will stay in Gondor to attack any minions who venture into Gondor. Boromir has the Mithril-Coat and is the Captain of the Guard. He will control Anborn and Mablung.

You are using 10/20 points of GI. The only true reserve are Elite Wose Hunger, Ingold – a 2-



mind Warrior and Forlong – a 1-mind Warrior. Captains of the West is an event that masks the mind of characters with a mind of two or 1. Play this on Boromir's company since this event does not reduce his direct influence. There are 5 such characters in this deck. Beacon of Gondor is a stage event allowing the play of any and all characters with a mind less than three to enter play. If Denethor is at the site, then any warrior can be played. There is a leader in each core company.

## ITEMS

Ten items make up the deck. A good mix of items from a palantir, greater, major and minor items are present. The greater item, Mithril-coat, is great for your 7-body heroes. Give it to Boromir II or whomever Warrior that will take many strikes. Gulthalion is a shield that provides +2 prowess to non-combat attacks. Its main benefit is the reducing the body and prowess by 2 of those that use a magic or spell event that turn – great for CvCC. It also grants +2 body.

The five minor items will be played after playing a faction except for the starting items. Athelas will be stored for Elessar's return. Horn of Arnor aids influence attempts on factions and Healing Herbs heal. Cram is included to move an extra region. Dagger of Westernesse by itself is not great. However, place it with Barrow-blade to take down Undead and Ringwraiths. Faramir will have 9 prowess against such strikes. With so many undead sites to visit this weapon duo is better than Glamdring.

Sapling of the White Tree will be stored to play the White Tree. The palantir will be played in the first deck so to use Tower of Ecthelion to untap Minas Tirith. Gold Belt of Lorien will give +1 DI so to either control characters or to influence factions.

## FACTIONS

Gondor is rich with factions. You need to play and keep seven in play. Tower of the Guard and Men of Anórien are easy to get at Minas Tirith. Men of Anfalas, Lamedon, and Lebennin are played in three different regions. Garrison of Cair Andros is near Dagorlad. Rangers of Ithilien will be tough to get. It is next door to Minas Morgul. There are four dúnadan and three man factions.

Men of Lamedon needs an attempt of 8 to play (Dúnadan +1).

Men of Lebennin needs an attempt of 8 to play (Dúnadan +1).

Men of Anórien needs an attempt of 8 to play (Dúnadan +1).

Rangers of Ithilien needs an attempt of 8 to play (Dúnadan +1).

Tower Guard of Minas Tirith needs an attempt of 8 to play (Dúnadan +1).

Men of Lossarnach needs an attempt of 8 to play (Dúnadan +1). This faction can tap to place any food item from your DP to your PD. The only food items you have are Cram and Healing Herbs. Focus on recycling Healing Herbs.

Garrison of Cair Andros needs an attempt of 8 to play (Dúnadan +1). This factions tap any time to cancel the play of Dark Tryst.

The only event to help influencing is Muster; many of your heroes will get +5 to the attempt. Hirgon will have +6 DI vs. the factions before the attempt without using Muster. This means that all the factions are successfully played on any unmodified attempt with one of the above manners. Expect many factions to be discarded by agents. Angbor and Dervorin should play a

few factions before discarding themselves.

War Preparations will be played in the second deck so to recycle discarded factions. The untapping of Minas Tirith may be necessary, which Tower of Ecthelion can tap to untap Minas Tirith. Hope that two factions can be played without Muster in the playdeck. Then two more will be played using Muster in the first playdeck. The second playdeck will play the other three factions. You might want to place a Muster in the sideboard for later placing in the playdeck late in the second deck for use in an emergency. It is acceptable to discard a faction during the second deck if confidence is low for its play since the faction can be fetched later with War Preparation and also to avoid discarding by agents. Smoke Rings can also fetch the factions.

## **ALLY**

Keeping the Good Faith is an event making a Free People creature attack with 1 strike into an ally. This event can also be discarded to cancel a detainment attack.

## **MISSIONS**

Three War Preparations are in the deck to fetch factions in your discard pile. Playing these events require visiting a Shadow-hold or Dark-hold in Mordor. These missions will be played in the second deck when you are either playing factions or these events. You have no use for Stolen Knowledge events. Barrow-Blade is included due to facing so many Undead AA.

Henneth Annun will be made into a staging site and refuge, but not all at once. First, the Rangers of Ithilien faction will be played at that site hopefully before the quest. Then play No Strangers At This Time to keep the site in play. This will give the site two automatic-attacks against minion companies: Dunedain-All with 7 prowess. Not enough to scare a large company of Orcs from Mordor. Window of the Sunset will be played making the site a hidden site. Either an opponent taps two wolf allies or two Scouts to reveal this site. A faction in play at the site or a company of yours there keeps the event in play. Add Concealed Entrance to the site to force tapping third Scout to reveal this site. It will be rare for a company to have three Scouts. That event will be discarded when any play deck is exhausted. Beacon of Gondor can be played at Henneth Annun to allow healing and playing of Warriors there for a sortie.

Play and store Sapling of the White Tree to set up for the big White Tree. The White Tree affects all other hero players and fallen-wizards with less than 12 SP.

## **GATES of MORNING**

There is a strong Gates of Morning Strategy in the deck. Moon is one of two long-events. Moon makes Free-domains more common. Fair-Travels in Free-Domains will lower your HL. Making Free-Domains is tied with one of your hazard events and making Border-Lands is great for your creatures. Sun Unveiled discards hazards on your heroes and untaps him too.

No Enemy Dares Contest is a long-event requiring Gates of Morning. Four regions become one unified region (Anorien, Belfalas, Lamedon, and Lebennin) and is a Free-Domain for all purposes. This does not help with movement except for a company on the eastern side of the river that must move great distances, but likely they will move to Minas Tirith. Hazard creatures with an asterisk keyed by name to any one of these regions may be played keyed to this unified region.

Echo of All Joy keeps a resource long event played on it until deck exhaustion or Doors of

Night enters play.

### **SUPPORT CARDS**

Marvels Told will remove hazard permanent events making Gondor even worst to visit. Remove hazards on the avatar to allow him to tap accessing the sideboard.

### **AGENTS**

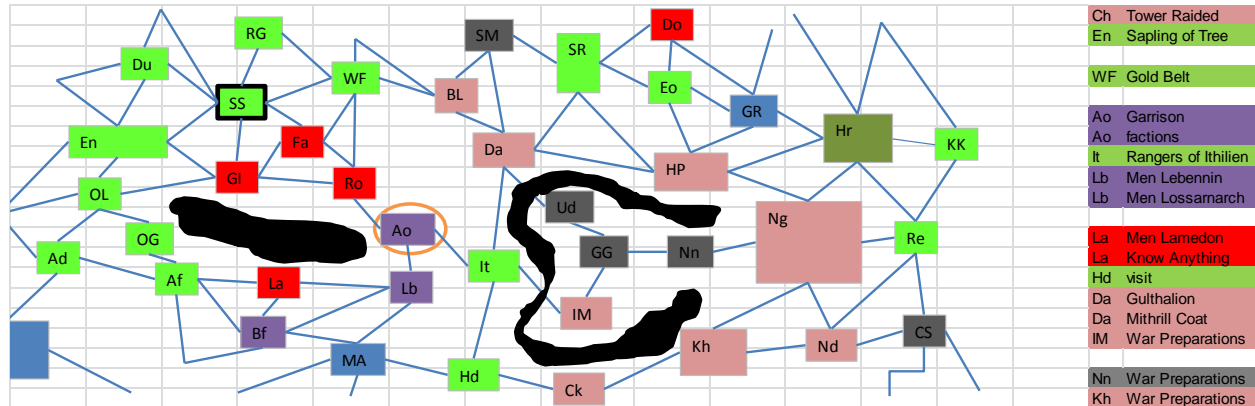
One anti-agent resource is needed in your deck. I Know Much About You will prevent agents from tapping when making an influence attempt. It will also tune down creatures like Slayer and Assassin. This event will be recycled using House of Mardil.

### **GREATER GONDOR**

Your companies are meant to fight, but many will not survive without help. Many Foes He Fought is for the tough warrior in each company (Boromir, Faramir, Angbor) to keep others untapped. Spies Feared is more of a defensive card. You will play it after traveling to a Ruins or Shadow-hold in Mordor. The additional AA and duplication of all AA should not leave any minions untapped for CvCC. That means you can assign strikes.

When moving to a site with a hero faction use Town Guard to cancel an attack keyed to the site. You can also tempt a minion company to attack you at that site. Town Guard will cancel the CvCC. Cair Andros and Henneth Annun are such sites when Saruman moves to Nurn. Cair Andros is a battleground. This means you can use Denethor's command event for CvCC there, but you have to wait until the site untaps to revisit. Keeping the Good Faith can be used to cancel a detainment attack if you feel no creature is forthcoming to turn into an ally.

Rammas Pelennor is the bearer to minions to Minas Tirith or using Anórien. Such companies face a Men 3s8p attack to start the move phase. Minas Tirith has modified AA for every faction in play at the site. Hero characters receive +2 prowess for any CvCC at the site. Its prerequisite is a faction by in play at Minas Tirith. Tower of Ecthelion will be tapped to untap the site for playing of the factions.



17 sites will be used. Six are shared with other players. Lorien, Minas Tirith, Pelargir, Vale of Erech will not cause AA issues. Osgiliath will not be tapped, unless you can near the end of the first deck to play Barrow-blade. Theoden will move there before his mission. You will play a resource at Nurniag Camp; Theoden may visit to help.

## SITES

All but four sites are within four regions of Anorien. Two sites are four regions away. Men seem to be the common AA type. This avatar has access to each type of site except for Under-Deeps and Dungeon. The only issues this avatar has with multiple resources at sites are playing the factions again after discarding by an agent. There are no safe-holds to play minor items. The ability of a faction to place Healing Herbs into the playdeck is huge. So use this ability often. That is use the food item whenever you can. Sometimes you may have nothing to play but Healing Herbs. If so, then move west to find a suitable site to play it.

Minas Tirith will be the only Lord-haven. Two factions are playable there. Lebennin has two Free-holds to play two factions. Lorien has the Gold Belt. Border-holds of Cair Andros and Vale of Erech each have a faction. You do expect to tap any other Free-hold and the only Border-hold is Henneth Annun.

Several Ruins have your resources. Travel to Setmanen to play When I Know Anything. The AA will only be a single strike weak, Traps attack. Go west four regions to Isildur's Tomb for Sapling of the White Tree. Keep Osgiliath untapped for CvCC. But play Barrow-blade there late in the first deck if you can. A minion may play the palantir there. Cairn of the Colruh Hazurbal will be visited by Theoden and yourself to reach Nurn.

Shadow-holds are found on the borders of Mordor. Dagorlad has two such sites: Dead Marshes to play Mithril Coat and Thuringwathost to play Gulthalion. This region will be dangerous. Sturlurtsa is another site in Mordor in the region Khand, which is five regions from Minas Tirith. You will play War Preparations there. Minas Morgul companies cannot reach it in four regions or by region movement.

The only Dark-hold you will likely visit is Lugalur in the Chelkar region to play War Preparations. Nurniag Camp is the second candidate for War Preparations. You will need to use a Border-hold as the staging site to reach Nurn in four regions. The third War Preparations site will be a surprise visit to Cirith Ungol.

## QUEST: RAID INTO MORDOR

Turn 11 uses Theoden and Eowyn as bait. One goal for Turn 12 has Theoden moving to Nurn is to face the Mordor in Arms attacks and to defeat them. If these attacks are faced, then Tower Raided will be played on the next turn by that avatar. The purpose of this joint quest is to bother minions while Saruman heads to Mount Doom. You might also be able to play War Preparations.

Any minion at Barad-Wath induces an orc attack (as read on that minion site card) on a hero company moving from Nurn to Gorgoroth. Get rid of those minions.

Theoden's primary goal is to attract minions to him in Nurn. If there is a minion at Barad-Wath, then he will move to that site and engage in CvCC. His secondary goal is to play Mount Slain on a Ringwraith to discard him. He will not enter Gorgoroth unless to CvCC.

Boromir's goal is to attack minions that will hinder Saruman. So combat at Barad-Wath or at Ostigurth. If none, then move to Nurniag Camp and play War Preparations. If Boromir cannot reach Imlad Morgul on the planned turn, then Denethor still moves there. You might want to play Mace of Anarion at Minas Morgul to really attract minions to you instead of Mount Doom. Bring Ioreth and Healing Herbs. A side benefit to this concentration of avatars is the consuming of time in the second deck for the Black Players. Once Saruman plays Into the Smoking Cone, the Gondor Division Black players will be fixed on him instead of their own designs. Preference is to not move to Osgiliath but to Henneth Annun to entice visits by minions. Then Denethor will play Beacons of Gondor on that site to make it a battleground.

The below first few turns assumes Denethor will only tap once per turn accessing the sideboard. Use the avatar card to untap Lord Denethor so he can tap to grab the three resources for the second deck. Hope to play the avatar no later than Turn 4.

Turn 4: SB: dp111-dp115.

Turn 5: SB: dp121-dp125. Play palantir.

Turn 6: SB: tap11-Tower of Ecthelion.

Turn 7: SB: tap12-Longbottom Leaf. Play Steward of Gondor.

Turn 8: SB: tap13-Longbottom Leaf. Play Tower of Ecthelion.

Turn 9: SB: tap14-War Preparations. Move Faramir to Henneth Annun.

Turn 10: SB: dp131-dp135. Exhaust Deck.

{Elfhelm moves six regions from Edoras to Temple of Kondri Odchi.}

Turn 11: SB: three resources to SB. Tap Mardil to fetch Son of Ecthelion.

{Imrahil to Umbar to play **Raid on Umbar**}

{Elf-helm stays at Temple of Kondri Odchi

Theoden + 3 Riders and Eowyn to Osgiliath}

Turn 12: Use palantir. Move Denethor and Boromir to battleground. Play Son of Ecthelion.

Faramir moves to the same site as his father. Ioreth stays at Minas Tirith.

{**Saruman to Kref Masar**}

{Elf-helm will move to Osgiliath from the east

Theoden moves to Nurniag Camp.

Eowyn stays at Osgiliath.

Theodred moves to Cairn of the Colruh Hazurbal.}

- Turn 13: Use palantir.  
 Move Denethor and Faramir back to Minas Tirith.  
 Move Boromir from Ithilien to Nurn. Discard Cram to move 5 regions.  
 Boromir plays **War Preparations** at Nurniag Camp.  
 { **Saruman to Nurn** }  
 { Theodred moves 5 regions from Cairn of the Colruh Hazurbal to Barad-Wath  
**Play Tower Raided.**  
 Elfhelm and Eowyn move from Osgiliath to Edoras.  
 Theoden moves to Joghul's Shrine to heal and draw cards. }
- Turn 14: Tap to grab Sapling. Mardil fetches Son of Echthelion. Discard House of Mardil.  
 Boromir moves to Mount Doom.  
 { **Saruman to Mount Doom** }.  
 { Imrahil stays at Umbar }  
 { Theoden returns same site as his son. Theodred stays. }
- Turn 15: Boromir moves to Cirith Ungol. Play Spies Feared.  
 Denethor and Faramir move to Cirith Ungol. Play Son of Echthelion for later CvCC.  
 { **Saruman moves to safety** }  
 { Imrahil moves to Dol Amroth }  
 { Theoden and Theodred move to Joghul's Shrine if Mount Doom has no minions }
- Turn 16: Denethor and his sons move from Cirith Ungol to Minas Tirith.  
 { Theoden and Theodred move to Imlad Morgul or to Edoras }
- Turn 17: Use palantir. Tap to fetch Tower of Guard.  
 Discard Sapling to play White Tree.  
 { Theoden and Theodred heal or move to Edoras }
- Turn 18: Use palantir. Fully heal at Minas Tirith. Move to play War Preparations.
- Turn 19: Use palantir. Move back to Minas Tirith. Store War Preparations during site phase using Safe From the Shadow. Fetch faction.
- Turn 20: Use palantir. Move to play faction.

Denethor wants to place drawn factions during this quest into the discard pile, unless he decides it is better to not visit Imlad Morgul, but to play the factions. If he discards factions, then consider if you might be able to draw Smoke Rings late in the deck so to fetch them. Instead of Faramir visiting Imlad Morgul, he can visit Chelkar to play War Preparations. There are many factors involved. One thing for certain are actions up to and including Turn 14 for Denethor's actions of movement and purpose.

## STAGE RESOURCES

Playing of stage resources will be active with this avatar due to recycling and fetching. Constant stage resources include Tower of Guard and the two avatar character cards for Faramir and Boromir. These will be 3SP.

House of Mardil is the avatar fetching stage resource. This 1 SP event will be discarded later so to play Sapling of the White Tree. Truesight of Numenor reduces the palantir bearer's CP by one. This will help the avatar immensely, but carries 2 SP. Thus it will be discarded later in the

second deck.

Son of Ethelion is a short-event command card. Beacon of Gondor will likely be permanent by playing on a site with No Strangers At This Time. All of these cards can bring 8 SP for a turn. Else usually 6 SP.

Near the end of the second deck Beacon of Gondor, House of Mardil, and Truesight of Numenor will be discarded. Clad for War will be played. This configuration yields 5 SP, which is a safe amount for an Atani-Lord.

## **FACTION WAR**

This avatar is not expecting to battle with his factions. However, it might happen. That is why Doom of Choice is in the sideboard to allow the factions to move to Minas Tirith. Rangers of Ithilien will stay in place if played in Harondor, so to stall the Mumakril for a turn.

## **GONDOR DIVISION**

This Division has two close avatars and two avatars further away such as to not intersect with Denethor. Theoden is next door. He will come to your aid. You will come to his aid anywhere in Greater Gondor. Vidugavia is too far east to interact with you. He should target Uvatha's minions during the quest into Mordor. Saruman is also in the east. He will come to Mount Doom. You need to support him in any case.

Imrahil is in another Division yet he may come to your hand in Harondor. You need to send Boromir to help him in Gondor too.

## **GREY PLAYERS**

Ardagor and the Dark Dwarf may be seen on the western lands of Gondor. The Mouth may attack you if you venture into Dagorlad.

## **BLACK PLAYERS**

There are everywhere. Mordor has been reoccupied. It is still in Ruins. Be sure minions will raid into Gondor for missions. Hoarmurath is your hazard opponent. He is expected to be a squatting avatar. So he will have minions influence factions or play resources away from Inner Mordor. That is when you attack. Expect backlash if you cross the Anduin. You need to guard Osgiliath from playing of the palantir. You too need to guard Tolfalas against the playing of Scroll of Isildur and a palantir at Osgiliath. Dwar is in Udun with his wolves. He has Rohan in his sights. Expect Dwar to cross the Anduin. CvCC Dwar if he enters south of the White Mountains or Ithilien. Uvatha and Ren are too far west to bother. Only bother them if they enter Harondor or Dagorlad.

## **MARSHALLING POINTS**

C=6 Your core companies have 8 MP. Expect many characters to die so expect no more than six MP from this type. There are 10 characters worth at least 1 MP.

I=9 You need to have the palantir in play. Clad of War will give you full MP to battle-gear items. You also need to have Mithril-Coat in play. Of the other two armor items and the shield you expect to have two in play for 4 MP. Dagger will be the third type.

F=9 There are seven factions. Four are the same race as your avatar for full MPs.



- A=1 The event creating an ally is what you expect for this MP.
- M=3 Barrow-Blade, When I Know Anything, and White Tree will give 1 MP. War Preparations should be discard to fetch factions. Tower Ecthelion might be discarded when the site is discarded. No Strangers at This Time is dependent on playing a faction at a Ruins in Harondor. This might not come to pass so it is not counted.
- K=4 Sometimes you need to kill creatures. High body stats and Many Foes He Fought will allow you to kill some creatures.

## **DECK MANAGEMENT**

Denethor's squatting is ideal in accessing the sideboard. With 30 resources the player needs sure methods to bring in resources. Longbottom Leaf is great - six resources and no tapping. Smoke Rings may be needed to grab resources from the sideboard if Smoke Rings is drawn late in the first deck and the avatar has been busy tapping to remove hazards.

Denethor will tap 3x to bring in 15 cards into the discard pile. These 15 resources include factions, missions, and events.

Longbottom Leaf will bring resources into the deck before the first exhaust. Late into the first deck tap him twice to place Longbottom Leaf from the sideboard into the small playdeck. Then use Longbottom Leaf to grab these four resources in order: Rebuild the Town, Fortress Reclaimed, Rangers of Ithilien, No Strangers At This Time). Tap Denethor a third time to grab Beacon of Gondor if it is not already in hand.

Denethor will be tapping 4x to bring events into play for the quest: War Preparations and Tower of Ecthelion, and two Longbottom Leaf near the end of the first deck. He does have to keep them in hand for a few turns. Son of Ecthelion will be sent to the discard pile so it can be recycled.

Four resources, Sapling, White Tree, Doom of Choice, and Clad of War will be brought into the second deck later into that deck.

A total of 7x Lord Denethor must tap to access the sideboard during the first deck. His avatar card will untap him thrice. Yet, there are many useful resources in the sideboard that can be played in the first deck. Consider tapping the avatar for more resources to send to the playdeck such as: When I Know Anything, Spies Feared, Beacon of Gondor, Captain of the Tower Guard, Truesight of Numenor. These are five resources that will reduce the tapping to send cards to the discard pile by one. Therefore, grabbing these five resources requires four more taps of Lord Denethor.

Upon exhaustion of the first deck exchange the following resources for hazards: I Know Much About You, Captains of the West, Son of Ecthelion. On Turn 11 Lord Denethor will tap to send these to the discard pile so Son of Mardil can fetch them.



### ACCESSING THE RESOURCES IN THE SIDEBORD-30

1	Tower Guard of Minas Tirith		dp123	
1	Gulthalion		dp124	
1	sapling of the white tree			tap21
2	Men of Anórien		dp125	
1	Rangers of Ithilien	Leaf		
1	No Strangers At This Time	Leaf		
1	Window of the Sunset	Leaf		
1	Concealed Entrance	Leaf		
1	When I Know Anything*		dp132	
3	War Preparations	tap14	dp121,dp122	
1	Tower of Ecthelion	tap11		
1	The White Tree			tap22
1	Spies Feared*		dp131	
2	No Enemy Dare Contest		dp112,dp113	
3	Town Guard		dp111,dp114,dp115	
1	Rammas Pelennor	Leaf		
1	Steward of Gondor	Leaf		
2	Longbottom Leaf	tap12,tap13		
1	Beacon of Gondor*		dp134	
1	Clad for War			tap23
1	Son of Ecthelion*			{keep}
1	Captain of the Tower Guard*		dp135	
1	Truesight of Numenor*		dp133	
1	Doom of Choice			Smoke2

SB to DP	4	+4
SB to PD	15	+3
2 <sup>nd</sup> deck	1	---
Longbottom	6	---
Avatar card	-	-3
2 <sup>nd</sup> deck	3	+3
Smoke	1	----

Denethor tapped: +4x

## **CREATURES-21**

There are 21 creatures. Only men, drake, and dúnadan are included. Three creatures are region specific and four are only played either in Free or Border areas except for Errand-Riders. The use of Moon will greatly enhance the playability of half your creatures.

Sons of Kings is great against minions. It is the only creature playable keyed to free-holds. Gondorian Rangers and Steward's Guard will hit Dagorlad and Ithilien minions. These three creatures should kill six minions through two decks of playing a total of 18 opportunities. Errand-riders of Gondor are not region specific with its low two strikes. But if the attack is not cancelled or defeated then any dúnadan creature can be played afterwards on the same company. If such a creature is region specific then the minion company must be moving in a territory with a region listed on the creature card.

Ruins, Dark-holds and Dark-Domains are not touched by your creatures. Sellswords Between Charters is a man creature with a tough 2 strike with 11 prowess attacked keyed to Border-holds and Shadow-holds. Lawless Men are weaker with 9 prowess but more common to find in Border-lands, Wilderness, and Shadow-lands. The man creatures will be killed if the opponents taps minions to face the strikes.

Ash-drake is the last creature. It chooses defending characters. It will be used to tap minions in Udun, Gorgoroth, and Nurn at two strikes with 13 prowess. Its range increases with Drought in play. Play this creature on a Ringwraith late in the second playdeck to tap the moving Ringwraith.

There are no creature enhancers in the hazard deck. The only playability hazard is Two or Three Tribes present. There are 6 men creatures, and 12 dúnadan creatures.

3	FH:		Sons	
6	BH:		Sons	Sellswords
-	RL:			
3	SH:			Sellswords
-	DH:			
-	UD:			

---

6	FD:	Errand	Sons	
9	BL:	Errand	Sons	Lawless
3	W	Errand		Lawless
-	SL			Lawless
-	DD			
-	CS			

---

3	Anórien-F		Steward
3	Lebennin-F		Steward
3	Wold & Foothill-W		Steward
3	Rohan-B		Steward
6	Ithilien-W	Rangers	Steward
6	Dagorlad-S	Rangers	Steward
3	Mouths-CS	Rangers	
6	Brown Lands-S	Rangers	Steward
6	Harondor-W	Rangers	Steward
3	Gorgoroth	Ash	
3	Nurn	Ash	
3	Udun	Ash	

## **HAZARD EVENTS-29**

The hazard events are fast to play. Only Lost in Free-Domains is very picky on its targets.

### Base cards-2

Twilight will keep your environments in play.

### Corruption/Check:-5

Despair of the Heart is your only true corruption card. With many creatures to play, someone will be wounded. Play this hazard on the high prowess minions. Forgot His Orders may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. These hazards are to tap.

### Main Theme: Roadblock - 9

The main theme is to tap minions by Roadblock. Stench of Mordor again is good for Mordor decks that have squatters. Lost in Free-Domains will stop a Gondor movement card. If Gates is in play, then Rohan will be affected too by a full Moon. Other regions to be affected by Moon are Rhudaur, Western and Heart of Mirkwood, and Ithilien. All of which are frequented by minions. Lost in Borderlands increases the hazard limit by one on a company for every Borderland in the path. There are only three Divisions with Borderlands, so this hazard will be useless for eight of the first 20 turns.

### Secondary Theme-10

This theme is making your creatures more of a threat. Searching Eye will shut down stealth events. Two or Three Tribes Present is in the sideboard. It will be better used when not facing your Region opponents during the second deck. Beacons Alight has two effects: adds a Men AA to Gondor sites; or to fetch a dúnadan creature every turn. When all else fails then use Waiting Shadow to tap a orc, troll, or a man minion.

### Support Cards-2

Enemy is at Hand is used to stall factions moving many regions at once. You want to move a faction to Ithilien as a blocker for a turn.

### Utility-3

Outpost is a staple. Bring in Three Tribes Present if you have a lot of creatures left in the play deck.

## Turn 01 @ Minas Tirith

U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0			
U	Bergil	2	0	1	9	Dúnadar	W	Sc				0	healing herbs		
U	Ioreth	1	0	0	7	Dúnadan				Sa		0			
U	Faramir	5	1	5	8	Dúnadar	W		R			0	Captain of the Royal Rangers	dagger of westernesse	
U	Dervorin	4	1	4	7	Dúnadar	W				D	0	horn of armor		
U	Angbor	5	2	5	7	Dúnadar	W				D	0			

## Hand-8, mp6, pd83, sp3

Garrison at Cair Andros	Lost in Border-lands
Many Foes He Fought	0
Men of Lossarnach	Beacon of Gondor
0	Damrod
Many Foes He Fought	Gondorian Rangers

Untap

ORG

Ioreth stays. Angbor+Hirluin move to Lossarnach. Others move to Cair Andros.

MOVE

Angbor, FD-FD-fh.

HL2, Thorkmaw plays Baduila face down.

Plays Moon.

Faramir, FD-bh.

HL3, Thorkmaw-x, Fankil plays Outpost

HL1, Durlach-x, Smaug plays Lure of Power

Ioreth, ph.

HL2 only Hoarmurath plays Mordor at Arms affecting these two players only.

SITE

Cair Andros, AA1-Men.3s8p, cancelled.

Dervorin taps to make INF against Garrison at Cair Andros,

$1.di+1.race+2.horn+12.roll=16$ , success

Lure of Power cc-4. Faramir and Bergil tap to support,  $-4-1.horn+2.sup+6.roll=3$

Lossarnach, AA-none

Hirluin taps to make INF against Men of Lossarnach,

$+1.di+1.mod+8.roll=10 > 7$ , success

END

## Turn 2 @ Lossarnach-T

U	Angbor	5	3	5	7	Dúnadar	W				D	0
T	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0

## @ Cair Andros-T

T	Faramir	5	3	7	8	Dúnadar	W		R			1	Captain of the Royal Ram	dagger of westerness
T	Dervorin	4	1	4	7	Dúnadar	W				D	1	horn of armor	
T	Bergil	2	0	1	9	Dúnadar	W	Sc				1	healing herbs	

## @ Minas Tirith-U

U	Ioreth	1	0	0	7	Dúnadan					Sa	0
---	--------	---	---	---	---	---------	--	--	--	--	----	---

Haz: Lure of Power

Untap

ORG

Gates of Morning played. Longbottom Leaf is played. Angbor moves to Minas Tirith. Faramir moves to Vale of Erech. Ioreth stays.

LONG Moon is discarded.

MOVE

Ioreth, ph.

HL2, Fankil-x, Smaug plays Nobody's Friend to fetch Gergeli. Plays Outpost.

Faramir, FD-FD-BL-bh, region.

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

Angbor, FD-FD-ph, region.

HL2, no hazards

SITE

Minas Tirith entered. Ioreth taps to play Marvels Told discarding Lure of Power, cc-2+7roll=5, pass. [not the same copy; two played by Smaug on Turn 01.]

Vale of Erech entered. Dervorin makes an INF attempt against Men of Lamedon, +1.di+2.horn+1.sm.dunedain+4roll=8>7, pass. Faramir taps to play Cram.

END

### Turn 3 @Minas Tirith

U	Angbor	5	3	5	7	Dúnadar	W				D	0
U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0
T	loreth	1	0	0	7	Dúnadan				Sa		0

### @ Vale of Erech-T

T	Faramir	5	3	7	8	Dúnadar	W		R		2	Captain of the Royal Rani dagger of cram
T	Dervorin	4	1	4	7	Dúnadar	W			D	1	horn of armor
U	Bergil	2	0	1	9	Dúnadar	W	Sc			1	healing herbs

The Sun Unveiled	Many Foes He Fought
Palantír of Minas Tirith(H	Lord Denethor
0	0
Muster	Damrod
Keeping the Good Faith	0
Hand: 8	MP: 10
SP: 3	PD: 64

Res: Gates of Morning

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

Untap

ORG

Play avatar at Minas Tirith. Tap avatar to place 5 resources in sideboard. Faramir+ move to Minas Tirith. Angbor moves to Pelargir.

MOVE-dtsf

Angbor, FD-FD-fh, region.

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

HL2, Hoarmurath plays Doors of Night, but Denethor counters with Twilight.

Faramir, BL-FD-FD-ph, region.

HL3, no hazards.

SITE

Minas Tirith is entered. Avatar card untap avatar. Avatar taps to play palantir of Minas Tirith.

END

## Turn 4 @ MT-T

U	Angbor	5	3	5	7	Dúnadar	W				D	0	
U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0	
U	Ioreth	1	0	0	7	Dúnadan				Sa		0	
T	Lord Denethor	7	3	4	7	Lord	W			Sa	D	2	Palantir of Minas Tirith(H)

## @ Pelargir-U

U	Faramir	5	3	7	8	Dúnadar	W		R			2	Captain of the Royal Rangers, dagger of Imladris
U	Dervorin	4	1	4	7	Dúnadar	W				D	1	horn of angor
U	Bergil	2	0	1	9	Dúnadar	W	Sc				1	healing herbs

The Sun Unveiled	Many Foes He Fought
0	Keeping the Good Faith
0	0
Muster	Lord Denethor
Marvels Told	0
Hand: 9	MP: 12
SP: 3	PD: 50

Res: Gates

Haz: Legacy of Carcaroth, Spawn of Ungoliant, Leucaruth at Home

Untap

ORG

Lord Denethor taps to use palantir, taps pMT to see top 5 cards of each play deck. Avatar copy untaps Lord Denethor; he taps to send 5 resources to discard pile. Ioreth taps to play Marvels Told discarding Spawn of Ungoliant, Angbor taps to support cc, auto. Faramir moves to Dunharrow. Others stay.

MOVE-sftd

Denethor, ph.

HL4, Smaug-x, Fankil-x,

HL4, Throkmau plays Outpost. Moves agent Fori to home site (no site cards).

Moves agent Lomelinde from Ceber Fanuin to Gladden Fields.

Faramir, FD-FD-BL-bh, region.

HL3, Smaug-x, Fankil-x

HL3, Moves agent Baduila from Amon Hen to Dunharrow.

Throkmau reveals baduila to send company back to site of origin ending phase.

SITE

END



## Turn 5 @ Minas Tirith-T

T	Angbor	5	3	5	7	Dúnadar	W				D	0				
U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0				
T	Ioreth	1	0	0	7	Dúnadan				Sa		0				
T	Lord Denethor	7	3	4	7	Lord	W			Sa	D	3	The House of Mardil		Palantir of Minas Tirith(H)	

## @ Pelargir-U

U	Faramir	5	3	7	8	Dúnadar	W		R			2	Captain of the Royal Rangers	dagger of Aragorn		
U	Dervorin	4	1	4	7	Dúnadar	W				D	1	horn of armor			
U	Bergil	2	0	1	9	Dúnadar	W	Sc				1	healing herbs			

The Sun Unveiled		Many Foes He Fought	
Echo of All Joy		Keeping the Good Faith	
Moon		Gates of Morning	
Muster		Waiting Shadow	
0		Barrow-Blade	
Hand: 9	MP: 12	SP: 3	PD: 40

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

Untap

ORG

Gates of Morning played, Ardagor played Twilight. Avatar taps to place 5 resources in discard pile. Faramir+ moves to Setumaenen. Others stay.

MOVE-anwd

Denethor, ph.

HL4, no hazards.

Faramir, FD-BL-rl, region.

HL3, no hazards.

SITE

Setumaenen entered. AA1-Traps.1s6p. Dervorin taps with Bergil for support = auto.

Faramir taps to play Barrow-blade on Dagger.

END

## Turn 6 @ Minas Tirith-T

U	Angbor	5	3	5	7	Dúnadar	W			D	0				
U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc			0				
T	Lord Denethor	7	7	4	7	Lord	W		Sa	D	3	The House of Mardil	Palantir of Minas Tirith(H)		
U	loreth	1	0	0	7	Dúnadan			Sa		0				

## @ Setamaenen-U

T	Faramir	5	3	8	8	Dúnadar	W		R		2	Captain of the Royal Ran	daggar of	cram	Barrow-Blade
T	Bergil	2	0	1	9	Dúnadar	W	Sc			1	healing herbs			
T	Dervorin	4	1	4	7	Dúnadar	W			D	1	horn of amor			

The Sun Unveiled	Many Foes He Fought
Echo of All Joy	Keeping the Good Faith
Mablung	0
Muster	Keeping the Good Faith
Lost in Free-Domains	0
Hand: 9	MP: 13
SP: 3	PD: 35

Res: Face Out of Sight

Haz: none

Untap

ORG

Avatar taps to place Longbottom Leaf in playdeck. Denethor+ stay at Minas Tirith. Others move to Pelargir.

MOVE-ndwa

Denethor, ph.

HL4, Necromancer plays Will Not Come Down on Elwen face-down with Nobody's Friend at Cair Andros targeting Garrison at Cair Andros.

Elwen,  $2.di+7roll=9$

Denethor,  $0.gi+6roll=6$

$3 < 7$ , fail.

+

HL2, Dwarf plays Outpost.

Faramir, BL-FD-fh, region.

HL3, Necromancer reveals Surion at Minas Tirith tapping for Pilfer Anything Unwatched Targeting Bergil.

$+5.haz+6roll=11 > 7=5+2mind$ , pass. Bergil taken to hand.

HL1, Dwarf-x, Witchking-x

HL1, Ardagor plays Outpost.

SITE

END

Face Out of Sight takes Surion and Elwen to hand at end of turn.

## Turn 7 @ Minas Tirith-T

U	Angbor	5	3	5	7	Dúnadar	W			D	0				
U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc			0				
T	Lord Denethor	7	7	4	7	Lord	W		Sa	D	3	The House of Mardil	Palantir of Minas Tirith(H)		
U	loreth	1	0	0	7	Dúnadan			Sa		0				

## @ Pelargir-U

U	Faramir	5	3	8	8	Dúnadar	W		R		3	Captain of the Royal Ram	dagger of	cram	Barrow-Blade
U	Dervorin	4	1	4	7	Dúnadar	W			D	2	horn of amor	healing herbs		

Bergil		Many Foes He Fought			
Echo of All Joy		Keeping the Good Faith			
Smoke Rings		Marvels Told			
Muster		Captains of the West			
0		Anborn			
Hand: 9	MP: 13	SP: 3	PD: 30		

Res: Sun

Untap

ORG

Anborn is played at Pelargir. Avatar taps to place 2 resources in discard pile. Smoke Rings shuffles gates of Morning. Faramir+ move to Minas Tirith. Others stay.

MOVE-wadn

Denethro, ph.

HL4, no hazards.

Faramir, FD-FD-h, region.

Smoke Rings shuffles Longbottom Leaf. Smoke Rings shuffles Tower of Ecthelion.

HL3, no hazards.

SITE

END

Captains of the West is played on Faramir.

## Turn 8 @ Minas Tirith-T

[illegible]

Bergil		Many Foes He Fought	
Hirgon		Keeping the Good Faith	
Gold Belt of Lórien		Marvels Told	
Fair Travels in Free-Dom		Sons of Kings	
0		0	
Hand: 9	MP: 13	SP: 3	PD: 26

Res: Sun

Haz: x

[Only gold belt in hand. Move to draw cards]

## Untap

ORG

Avatar taps to shuffle Steward of Gondor. Bergil and Hirgon are played at Minas Tirith.

Dervorin transfers Horn of Arnor to Hirluin, Hirluin supports, cc-1-1-1=auto. Faramir, Anborn, Bergil, and Dervorin move to Lorien. Angbor and Hirgon move to Pelargir. Fair Travels in Free-Domains played on Faramir's company.

## MOVE-dnaw

Denethor, ph.

HL2, no hazards

Faramir, FD-BL-W-fh, region.

HL4-1, Dwarf keys Durin's Folk on BL. Dwarves\*.5s6p

Faramir plays Many Foes He Fought. Sun in play.

1-no tap, 8p-3x+1res-0s+7roll=13.

2-no tap, 8p-3x+1res-1s+8roll=13.

3-no tap, 8p-3x+1res-2s+3roll=7.

4-no tap, 8p-3x+1res-3s+4roll=7.

5-no tap, 8p-3x+1res-4s+8roll=10. Untapped.

 $+$ 

HL1, Necromancer keys Ambusher to BL, men2s10. Attacker.

Faramir taps to support Anborn.

Anborn taps,  $2p+1s+1res+5roll=9$ , wounded. Bc.8

Bergil, 1p+1res+9roll=11.

Discard Captains of the West moving outside Greater Gondor.

Angbor, FD-FD-fh, region.

Longbottom Leaf shuffles two resources.

HL2, Dwarf plays Doors of Night, Sun is discarded with no Twilight from Vidugavia.

SITE

Lorien is entered. AA1-elves.3s10p cancelled. SP=3 <6.

Dervorin taps to play Gold Belt of Lorien tapping the site.

END

## Turn 9 @ Minas Tirith-T

T	Tower of Guard Lord Denethor	7	7	4	7	Lord W		Sa	D	3	The House of Mardil	Palantir of Minas Tirith(H)
U	Ioreth	1	0	0	7	Dúnadan		Sa		0		
T	Hirluin the Fair	3	1	2	9	Dúnadar W	Sc			0		

@ Lorient-T

T	Faramir	5	3	8	8	Dúnadar	W		R			3	Captain of the Royal Rangers	dagger of Glam	Barrow-Blade		
W	Anborn	2	0	2	8	Dúnadan		Sc	R			0					
T	Bergil	2	0	1	9	Dúnadar	W	Sc				0					
T	Dervorin	4	1	4	7	Dúnadar	W				D	2	healing herbs	Gold Belt of Lórien			

@ Pelargir-U

U	Angbor	5	3	5	7	Dúnadar	W				D	0	
U	Hirgon	3	1	3	7	Dúnadan	Sc				D	1	horn of armor

Tower of Ecthelion		athelas	
Gates of Morning		Men of Lebennin	
No Strangers At This Time		Marvels Told	
Rangers of Ithilien		0	
Lord Denethor		Fair Travels in Free-Dominion	
Hand: 9	MP: 13	SP: 3	PD: 13

Res: Gates of Morning

## Haz: War-wargs, Full of Froth and Rage

UNTAP

ORG

Denethor+ stays. Faramir+ move to Henneth Annun playing Fair Travels in Free-Domains.

Angbor+ stays.

# MOVE-iAkcAd

Angbor, fh.

HL2, Akhorahil plays Doors of Night, but Denethor counters with Gates of Morning.

Faramir, W-BL-FD-W-bh, region.

HL4-1 (FTFD), no haz.

## SITE

Minas Tirith entered. Steward of Gondor played on Lord Denethor. Tower of Ecthelion played on Minas Tirith. Ioreth taps to play Marvels Told targeting Full of Froth and Rage, Hirluin taps to support, cc -2+1.sup=auto.

Henneth Annun entered. No AA.

Dervorin taps to make an INF attempt on Rangers of Ithilien, +1.di+1.card+1.belt+1.mod+8roll=12>7, pass tapping the site. Bergil taps to play Athelas. No Strangers At This Time is played on the site.

Pelargir entered. No AA.

Hirgon taps to make an INF attempt on Men of Lebennin. +1.di+2.horn+2.card+1.mod+3roll=9>7, pass.

## END

Longbottom Leaf shuffles Window of the Sunset and Concealed Entrance. The House of Mardil fetches I Know Much About You.

## TURN 10 @ Minas Tirith-T

[illegible]

@ Henneth Annun-T

U	Faramir	5	3	8	8	Dúnadar	W		R			3	Captain of the Royal Rangers	dagger of Glam	Barrow-Blade
W	Anborn	2	0	2	8	Dúnadan		Sc	R			0			
T	Bergil	2	0	1	9	Dúnadar	W	Sc				1	athelas		
T	Dervorin	4	1	4	7	Dúnadan	W			D		2	healing herbs	Gold Belt of Lórien	

@ Pelargir-T

U	Angbor	5	2	5	7	Dúnadar	W				D	0	
T	Hirgon	3	1	3	7	Dúnadan		Sc			D	1	horn of anor

Res: Gates of Morning  
Haz: Lomaw/Leucaruth at Home

UNTAP  
ORG

Ingold is played at MT. Lord Denethor taps to use palantir, Ingold and Hirluin the Fair support, Cc -1-2+2sup=1, auto. Tower of Ecthelion untaps Minas Tirith. Dervorin transfers Gold Belt to Anborn, Bergil supports, cc-1-1+1sup=auto. Angbor moves to Minas Tirith. Faramir, Bergil and Dervorin stay. Anborn moves to MT. Others stay at MT.

MOVE-AkAdCI  
Anborn, W-FD-ph, region  
HL2, Akhorahil moves agent Herion from Isengard to Dunharrow.

Angbor, FD-FD-ph, region.  
No Enemy Dare Contest played.  
HL2, Akhorahil plays Call of the Desert on Hirgon.

Faramir, bh.  
HL3, x

Denethor, ph.  
HL3, x

SITE  
Henneth Annun entered.  
Window of the Sunset played. Concealed Entrance played.  
END  
The House of Mardil fetches I Know Much About You.  
Beacon of Gondor is played at Henneth Annun.



TURN 11  
Minas Tirith-U

## Minas Tirith-U

T	Tower of Guard Lord Denethor	9	9	5	8	Lord	W			Sa	D	3	Tower of Echelion The House of Mardil	Steward o	Palantir of Minas Tirith(H)
U	Ioreth	1	0	0	7	Dúnadan				Sa		0			
T	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0			
T	Ingold	2	0	3	8	Dúnadar	W					1			
U	Angbor	5	3	5	7	Dúnadar	W				D	0			
U	Hirgon	3	1	3	7	Dúnadan		Sc			D	2	horn of armor	Call of the	Desert
W	Anborn	2	0	2	8	Dúnadan		Sc	R			1	Gold Belt of Lórien		

@ Hennth Annun-T

U	Faramir	5	3	8	8	Dúnadar	W		R			3	Captain of the Royal Guard	dagger of	cram	Barrow-Blade
T	Berilif	2	0	1	9	Dúnadar	W	Sc				1	athelas			
U	Dervorin	4	1	4	7	Dúnadar	W			D		1	healing herbs			

Lord Denethor		Húrin the Tall	
Ash-drake		Many Foes He Fought	
I Know Much About You		Lost in Free-Domains	
Steward's Guard		Moon	
Boromir II		0	
Hand: 9	MP: 19	SP: 4	PD: 76

Res: Gates of Morning, No Enemy Dare Contest

Haz: Beacons Alight, Fearful Sun, Lomaw/Leucaruth at Home

UNTAP

ORG

Húrin the Tall played at Minas Tirith. All move or stay at Minas Tirith. Hoarmurath played Burned and Chopped Up this turn.

## MOVE-ciAdAk

Denethor, h.

## HL8, Court moves My Precious to home sites.

HL6, x

Faramir, W-FD-h, region.

### HL3, Court plays Something has Slipped.

## Minas Tirith entered. CvCC vs. Hoarmurath

[illegible]

House of Mardil is tapped to fetch Son of Ecthelion.

## TURN12

T	Tower of Guard Lord Denethor	9	9	5	8	Lord	W			Sa	D	3	Tower of Ecthelion The House of Mardil	Steward of	Palantir of Minas Tirith(H)		
U	Hirluin the Fair	3	1	2	9	Dúnadar	W	Sc				0					
T	Ingold	2	0	3	8	Dúnadar	W					1					
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0					
T	Angbor	5	3	5	7	Dúnadar	W				D	0					
U	Hirgon	3	1	3	7	Dúnadan		Sc			D	2	horn of armor	Call of the	Desert		
T	Anborn	2	0	2	8	Dúnadan		Sc	R			1	Gold Belt of Lórien				

T	Faramir	5	3	8	8	Dúnadar	W		R			3	Captain of the Royal Guard	dagger of	cram	Barrow-Blade
W	Bergil	2	0	1	9	Dúnadar	W	Sc				1	athelas			
U	Ioreth	1	0	0	7	Dúnadan				Sa		0				
T	Dervorin	4	1	4	7	Dúnadar	W				D	1	healing herbs			

Lord Denethor	War Preparations
0	Gates of Morning
I Know Much About You	0
Marvels Told	Moon
Boromir II	Son of Ecthelion
Hand: 9	MP: 21
SP: 4	PD: 67

Haz: Fearful Sun, Doors of Night, Full of Froth and Rage,

UNTAP

ORG

Boromir is played at Minas Tirith. Anborn transfers Gold Belt to Hirgon. Faramir, Hirluin, Dervorin, Anborn move to Henneth Annun. Denethor, Bergil, Ingold, Boromir move to Cair Andros. Others stay. Plays Gates of Morning. Avatar taps to shuffle Captain of Gondor.

MOVE-AdAkic

Faramir, FD-W-bh, region.

HL4, Adunaphel plays Doors of Night, but Lord Denethor Twilights.

HL2, x

Denethor, FD-W-rl, region.

HL4, Adunaphel plays Politics on Boromir.

Angbor, h.

HL4, x

Hurin taps to play Marvels Told to discard Politics, Hirgon supports, cc-2+1sup=auto.

SITE

END

Beacon of Gondor is played on Cair Andros.

## Combat from Hoarmurath the Ringwraith.

U	Gorbag	6	7	6	10	Uruk	W	Sc				1	Smart and Secret	Whip	By the Ringwraith's Word	No Better Use
U	Grishnakh	3	0	6	9	Uruk	W	Sc				2	The Gwaedhel-Sword			
U	Orc Shaman	4	1	3	8	uruk	W			Sa		0				
													Swarm of Bats			

T	Lord Denethor	11	10	5	8	Lord	W			Sa	D	3	The House of Mardil	Beacon of Gondor	Steward of Palantir of Minas Tirith(H)
U	Bergil	2	0	1	9	Dúnadar	W	Sc				1	athelas		
U	Ingold	2	0	3	8	Dúnadar	W					1			
U	Boromir II	4	1	6	7	Dúnadar	W					1	Politics		

Avatar card untaps Lord Denethor.

Boromir v Shaman

Ingold v Gorbag

Bergil v Grishnakh

Denethor taps to support Boromir.

Boromir taps,  $6p+1sup-1.swarm+8roll=14$ .

Shaman taps,  $3p+7roll=10$ , wounded. Bc.5, alive.

Ingold taps,  $3p-1.swarm+7roll=9$

Gorbag no tap,  $6p-3x+7roll=10$ . Gorbag taps to place Ingold with No Better Use.

Bergil taps,  $1p-1.swarm+3roll=3$ , wounded.

Grishnakh taps,  $4p+2wp+8roll=14$ . Endless Whispers placed on Bergil.

Lord Denethor

8	7	3	10	5
5	8	6	5	6

Hoarmurath the Ringwraith

7	7	8	6	10
5	4	9	4	3

+

## TURN 13

### @ Cair Andros-U

T	Lord Denethor	11	10	5	8	Lord	W		Sa	D	3	The House of Mardil	Beacon of Gondor				
W	Bergil	2	0	1	9	Dúnadar	W	Sc			1	athelas	Steward of Palantir of Minas Tirith(H)				
T	Boromir II	4	1	6	7	Dúnadar	W				1	Politics	Endless Whispers				

### @ Minas Tirith-U

U	Angbor	5	3	5	7	Dúnadar	W			D	0					Tower of	Tower of Echthelion
T	Hirgon	3	1	3	7	Dúnadan		Sc		D	3	horn of armor	Gold Belt c	Call of the	Desert		
T	Húrin the Tall	4	1	4	7	Dúnadar	W		Sa		0						
U	loreth	1	0	0	7	Dúnadan			Sa		0						

### @ Henneth Annun-U

U	Faramir	5	3	8	8	Dúnadar	W		R		3	Captain of the Royal Ran	dagger of	Barrow-Blk	cram		
U	Hiruiñ the Fair	3	1	2	9	Dúnadar	W	Sc			0			Beacon of No Strang	Window c	Concealed Entrance	
U	Dervorin	4	2	4	7	Dúnadar	W		D	1	healing herbs						
U	Anborn	2	0	2	8	Dúnadan		Sc	R		0						

0	War Preparations	
0	I Know Much About You	
0	Beregond	
0	Moon	
Muster		0
Hand: 9	MP: 21	SP: 5 PD: 63

Res: Gates of Morning, Sun

Haz: Fearful Sun, Arda Angered, Reaching Shadow

## UNTAP

### ORG

Hirgon taps to remove haz, 7roll >5, pass. Angbor taps to untap Tower of Echthelion.

Beregond is played at Henneth Annun. Faramir+ discards cram to move 5 regions, they move to Nurniag Camp. Lord Denethor+ move to Minas Tirith. Avatar taps to shuffle When I Know Anything.

### MOVE-kafm

Angbor, h.

HL4, Khamual moves agent Raisha from Temple of Kondri Odchi (adjacent to Easterling Camp) to Barad-wath.

HL2, Hoarmurath plays Twilight.

Faramir, W-SL-SL-SL-DD-sh, region.

Captains of the West played on Faramir.

HL5, Khamual plays Itangast at Home, An Unexpected Outpost, River.

Moon is played.

HL1, Mouth plays Tidings of Bold Spies.

Anborn taps to satisfy River.

Attack: Men.4s7p

Faramir no tap, 8p-3x+6roll=11.

Dervorin no tap, 4p-3x+2roll=3, wounded. Bc.9, killed. Healings Herbs to Hirluin.

Beregond taps to face 2 strikes.

1-Beregond, 4p-3x+7roll=8.

2-Beregond, 4p-3x-1t+11roll=11.

Denethor, FD-h, region.

HL3, x

SITE

Nurniag Camp entered. AA1-men.4s7p

Faramir and Hirluin tap to face 2 strikes.

1-Faramir, 8p-3x+6roll=11.

2-Faramir, 8p-3x-1t+6roll=10

1-Hirluin, 2p-3x+2roll=1, wounded. Bc.10, killed. Healing Herbs transferred to Anborn.

2-Hirluin, 2p-3x

Nimloth attacks face-down at site. I Know Much About You cancels this attack.

Anborn uses Healing Herbs to untap.

War Preparations is played by a tapping Anborn.

Minas Tirith entered.

Ioreth taps to play Marvels Told to discard Endless Whispers, Hirgon taps to support, cc auto.

END

Plays The Doom of Choice.

House of Mardil fetches I Know Much About You.

Nûrniag Camp

U	Uvatha the Ringwraith	x	5	7	9	RW	W	Sc	R			x	Variag-king of Khand	Bat-winger	Call to Arms	Heralded Lord	
T	Faramir		5	3	8	8	Dúnadar	W		R			2	Captain of the Royal Guard	daggers of	Barrow-Blades	Captains of the West
W	Beregond		2	0	4	8	Dúnadar	W					1				

Uvatha, u, 7p+11roll=18  
Beregond, w, 4p-2w+8roll=10, w, bc. +1(18-10=8)+9roll=10, killed.

Uvatha the Ringwraith

11	9	5	8	9
9	9	7	6	11

Lord Denethor

8	6	9	6	5
5	6	9	4	10

Avatar card untaps Uvatha.

## TURN 14

[King Theoden and Farmair have failed. Lord Denethor must be a decoy to help Saruman]

### @ Minas Tirith-U

T	Lord Denethor	11	10	5	8	Lord	W			Sa	D	3	The House of Mardil	Steward of	Palantir of	Minas Tirith(H)		
T	Bergil	2	0	1	9	Dúnadar	W	Sc				1	athelas					
U	Boromir II	4	1	6	7	Dúnadar	W					1	Politics					
T	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0				Tower of	Tower of	Ecthelion
T	Ioreth	1	0	0	7	Dúnadan				Sa		0						
T	Angbor	5	3	5	7	Dúnadar	W				D	0						
T	Hirgon	3	1	3	7	Dúnadan		Sc			D	2	horn of amor	Gold Belt of	Lórien			

### @ Nurniag Camp-U

T	Faramir	5	3	8	8	Dúnadar	W		R			2	Captain of the Royal Ran	dagger of	Barrow-Blk	Captains of the Wes
---	---------	---	---	---	---	---------	---	--	---	--	--	---	--------------------------	-----------	------------	---------------------

Lord Denethor		0	
Keeping the Good Faith		I Know Much About You	
Men of Lebennin		Keeping the Good Faith	
Echo of All Joy		Many Foes He Fought	
Men of Anórien		0	
Hand: 9	MP: 18	SP: 5	PD: 48

Res: Moon, Sun

Haz: Fearful Sun, Stench of Mordor, Reaching Shadow, Itangast/Leucaruth at Home

Hosts of Bats

## UNTAP

### ORG

Echo of All Joy is played on Moon. Lord Denethor transfers palantir to Angbor, Angbor and Hirgon taps to support, cc auto.

Faramir moves to Durthrang. Angbor and Hirgon stay. Others move to Cirith Ungol.

### MOVE-amfk

Angbor, h

HL2, x

Denethor, FD-W-SL-dh, region

HL5, Azog plays Press-gang and Soldiers of the Dark Lord.

HL2, Mouth plays Two or Three Tribes Present: Orcs

Keys Hobgoblins to dh, (SDL), orcs.2s10p (SDL+Sun=3s10p=3s9p)

Plays Gates of Morning.

Many Foes He Fought played on Bergil.

1-Bergil, u, 1p+2.res+9roll=12

2-Bergil, t, 1p+2res-1t-1s+9roll=10

3-Bergil, w, 1p+2res-1t-2s+4roll=4, bc.4+2s=6, alive.



Orc-Lieutenant keyed to dh, orcs.1s11p (SDL+Sun=2s10p)

Denethor, u,  $5p+2.res+7roll=14$ .

Hurin, u,  $4p+2res+10roll=16$ , killed creature.

Soldiers of the Dark Lord discarded.

keys Orc-Patrol to dh, orcs.3s6p (Sun=3s5p)

Boromir taps to face two strikes

1-Boromir, u,  $6p-3x+2res+6roll=11$

2-Boromir, t,  $6p-3x-1t+2.res+10roll=14$

Ioreth taps, u,  $0p+2.res+8roll=10$ , killed creature.

Faramir, DD-DD-DD-dh, region

HL2, Azog plays The Back Door.

SITE

END

The House of Mardil fetches Son of Ecthelion.

Avatar card untaps Lord Denethor.

## CvCC by Hoarmurath the Ringwraith

U	Lieutenant of Morgul	9	12	9	9	Htroll	W		R			3	The Ongrum	War-lord	Call to Arms	Whip	Gondoria	Sellsword
U	Ufthak	4	0	4	8	Uruk	W	Sc	R			0	Foul-smelling Paste					
U	Radbug	4	0	5	8	Uruk	W		R			0						

U	Lord Denethor	11	10	5	8	Lord	W			Sa	D	1	The House of Mardil	Steward of Gondor
W	Bergil	2	0	1	9	Dúnadar	W	Sc				0		
T	Boromir II	4	1	6	7	Dúnadar	W					1	Politics	
T	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0		
T	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas	

Lord Denethor plays Son of Ecthelion during strike assignment, he taps to untap Boromir, Hurin, and Ioreth.

Bergil v. Gothmog

Boromir v. Radbug

Hurin v Ufthak

Bergil                      1p-2w+11roll=10                      wounded, bc.2  
 Gothmog                      8p+1trophy+5roll=14

Boromir                      6p+5roll=11  
 Radbug                      5p+5roll=10                      wounded, bc.6

Hurin                      4p+11roll=15  
 Ufthak                      4p+10roll=14                      wounded, bc.4

Lord Denethor

11	5	11
10	6	4

Hoarmurath the Ringwraith

5	5	10
2	8	9

END

## TURN 15

### @ Cirith Ungol-U

U	Lord Denethor	11	10	5	8	Lord	W			Sa	D	1	The House of Mardil	Steward of Gondor
W	Bergil	2	0	1	9	Dúnadar	W	Sc				0		
U	Boromir II	4	1	6	7	Dúnadar	W					1	Politics	
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0		
U	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas	

### @ Durthrang-U

U	Faramir	5	3	8	8	Dúnadar	W		R			2	Captain of the Royal Guard	dagger of Barrow-Ble	Captains of the West
---	---------	---	---	---	---	---------	---	--	---	--	--	---	----------------------------	----------------------	----------------------

### @ Minas Tirith-U

T	Angbor	5	3	5	7	Dúnadar	W			D	1	Palantír of Minas Tirith(H)	Tower of Gondor	Tower of Ecthelion
T	Hirgon	3	1	3	7	Dúnadan		Sc		D	2	horn of amor	Gold Belt of Lórien	

Truesight of Numenor	Rammas Pelennor
Fair Travels in Free-Dom	0
Smoke Rings	0
Forlong	I Know Much About You
Men of Anórien	0
Hand: 9	MP: 20
SP: 5	PD: 38

Res: Gates of Morning, Face Out of Sight

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

## UNTAP

### ORG

Forlong played at Minas Tirith. Smoke Ring shuffle War Prep.

Angbor stays. Denethor+ move to Minas Tirith. Faramir moves to Shelob's Lair. Fair Travels in Free-Domains played on Denethor's company.

### MOVE-fkma

Denethor, SL-W-FD-h, region

HL5-1, Felagrog plays Outpost to shuffle Nameless Thing.

HL2, Hoarmurath keys Horse-lords to Anorien, men.each.10p6b, detainment.

Rolls made, only Ioreth taps.

Faramir, DD-DD-SL-sh, region

HL2, Felagrog plays From the Pits of Angband

Angbor, h

HL3, x

SITE

Minas Tirith entered. No aa.

Boromir taps to make and INF attempt on Men of Anórien playing Muster

+5.res+1.di+2.card+1.mod(dunadan)-1.scatha= auto

Rammas Pelennor played with faction at Minas Tirith. No Enemy Dare Contest played with Gates of Morning in play.

Hurin the Tall tap to play Marvels Told discarding Soldiers of the Dark Lord, Forlong supports, cc-2+1sup=auto.

END

From the Pits of Angband shuffles Ash-drake and Cave-drake.

## TURN 16

### @ Minas Tirith-T

U	Lord Denethor	11	10	5	8	Lord	W			Sa	D	1	The House of Mardil	Steward of Gondor
W	Bergil	2	0	1	9	Dúnadar	W	Sc				0		
T	Boromir II	4	1	6	7	Dúnadar	W					1	Politics	
T	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0		
T	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas	
U	Angbor	5	3	5	7	Dúnadar	W			D	1	Palantir of Minas Tirith(H)	Tower of C	Tower of Echellon
U	Hirgon	3	1	3	7	Dúnadan	Sc			D	2	horn of amor	Gold Belt of Lórien	
T	Forlong	1	0	3	7	Dúnadar	W				1			

### @ Shelob's Lair-U

U	Faramir	5	3	8	8	Dúnadar	W		R		2	Captain of the Royal Ran	daggers of Barrow-Bk	Captains of the Wes
---	---------	---	---	---	---	---------	---	--	---	--	---	--------------------------	----------------------	---------------------

Truesight of Numenor	Spies Feared
Echo of All Joy	Gondorian Rangers
Ash-drake	War Preparations
Smoke Rings	I Know Much About You
0	0
Hand: 9	MP: 22
SP: 4	PD: 27

Res: Gates of Morning, Rammas Pelennor, No Enemy Dare Contest

Haz: Fearful Sun, Reaching Shadow, Press-gang,

Agburanar/Andoanca/Scatha at Home

## UNTAP

### ORG

Angbor transfers palantir to avatar, cc-1=auto.

Truesight of Numenor played. Smoke Rings shuffles Mithril-coat from sideboard.

Palantir is tapped, cc-1=auto.

Faramir moves to Henneth Annun. Bergil, Forlong moves there too.

Others stay.

### MOVE-mafk

Denethor, h

HL6, The Roving Eye played by Khamual on avatar. Angbor and Ioreth support, cc-1-2+2support=auto.

Faramir, SL-W-bh, region

HL3, Mouth plays Redoubled Force.

Mouth plays Host of Bats and Bairanax at Home.

## SITE

## END

Smoke Rings shuffles Captain of the Guard.

## TURN 17

### @ Minas Tirith-T

U	Lord Denethor	9	10	5	8	Lord	W			Sa	D	1	Tower of Guard The House of Mardil	Tower of Ecthelion Steward of Palantir of	Truesight of Numenor				
T	Angbor	5	3	5	7	Dúnadar	W				D	1							
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0							
T	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas						
U	Hirgon	3	1	3	7	Dúnadan		Sc			D	2	horn of armor	Gold Belt of Lórien					
U	Boromir II	4	1	6	7	Dúnadar	W					1	Politics						

### @ Henneth Annun-T

U	Faramir	5	3	8	8	Dúnadar	W		R			2	Captain of the Royal Rani	dagger of Barrow-Bl	Captains of the West				
T	Bergil	2	0	1	9	Dúnadar	W	Sc				0							
U	Forlong	1	0	3	7	Dúnadar	W					1							

The Sun Unveiled	Spies Feared
Fair Travels in Free-Dom	Gondorian Rangers
Gulthalion	War Preparations
Damrod	I Know Much About You
The Sun Unveiled	0
Hand: 9	MP: 22
SP: 6	PD: 17

Res: Safe From the Shadow, Rammas Pelennor, No Enemy Dare Contest,

Rumors of Danger (Orc),

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

## UNTAP

### ORG

Damrod played at Minas Tirith. Avatar taps to shuffle Sapling of the White Tree.

Denethor taps to use palantir, cc auto.

Hirgon and Damrod move to Pelargir. Faramir+ move to Thuringwathost, tap Faramir.

Others stay at MT.

## MOVE-hrud

Faramir, W-SL-sh, region

HL3, Hoarmurath plays Hertiage Forsaken played on Faramir.

Keys Mewlips to a swamp. Undead.2s10p, (MiD=3s11p)

Faramir, 5p+1p+2.bb-1t+11roll=18

Bergil, 1p+8roll=9, wounded. Bc.8

Forlong, 3p+3roll=6, bc.3

+

Keys Ghosts to SL, undead.3s9p (MiD=4s10p). Extra strike to Forlong

Faramir, 5p+1p+2.bb-1t+5roll=12.

Bergil, 1p-2w11roll=10.

Forlong, 3p-2w-1s+7roll=7, bc.7+1w=8, killed.

Hirgon, FD-fh,region

Plays Moon.

HL2, Hoarmurath plays Burdensome Commands on Hirgon.  
Plays Plague of Wights.

Denethor, h  
HL5, Ren moves agent Eun from home starting at Pelargir.  
HL3, x  
Angbor taps to untap site

SITE  
END

## TURN 18

### @ Minas Tirith-T

U	Lord Denethor	9	10	5	8	Lord	W		Sa	D	1	Tower of Guard The House of Mardil	Tower of Echthelion Steward of Palantir of Truesight of Numen
T	Angbor	5	3	5	7	Dúnadar	W			D	1		
U	Húrin the Tall	4	1	4	7	Dúnadar	W		Sa		0		
U	Ioreth	1	0	0	7	Dúnadan			Sa		1	athelas	
U	Boromir II	4	1	6	7	Dúnadar	W				1	Politics	

### @ Thuringwathost-U

T	Faramir	5	3	8	8	Dúnadar	W		R		2	Captain of the Royal Rangers	dagger of Barrow-Bl	Captains Heritage Forsaken
W	Bergil	2	0	1	9	Dúnadar	W	Sc			0			

### @ Pelargir-U

U	Hirgon	1	1	2	7	Dúnadan	Sc		D	2	horn of armor	Gold Belt of Lórien	Burdensome Commands
U	Damrod	2	0	2	7	Dúnadan	Sc	R		0			

0		0	
The Mithril-coat(H)		Gondorian Rangers	
Twilight		War Preparations	
Gulthalion		I Know Much About You	
The Sun Unveiled		0	
Hand: 9	MP: 22	SP: 6	PD: 9

Res: Safe From the Shadow, Rammas Pelennor, Face Out of Sight

Haz: Beacons Alight, Legacy of Carcaroth, Fearful Sun, All Dead All Rotten, The Moon is Dead, Mordor in Arms, Awaken Defenders, Doomed to Die

## UNTAP

### ORG

Avatar taps to shuffle The White Tree. Denethor taps palantir for use.

Tower of Echthelion taps to untap site. Angbor taps to untap ToE.

Faramir+ move to MT. Hirgon+ move to MT. Denethor+ stay.

## MOVE-rudh

Denethor, h

HL5, Ren plays Lure of the Senses on Denethor. Plays Outpost.

Ren moves agent SSF to home sites.

HL1, Uvatha moves agent SSF from Umbar first to Cairn of CH, then to Lugalrur.

Faramir, SL-W-FD-bh, region

HL2, Dwar turns agent Freca down.

Faramir taps to remove hazard, +3roll+3taps=6, fail.

Hirgon, FD-FD-h, region

HL2, x



SITE

MT entered.

Boromir taps to make an INF attempt on Tower of Guard

+1.di+2.card+1.mod(race)+7roll=11>7, pass. Tap site.

END

Beacons Alight shuffles Sons of Kings.

## TURN 19

### @ Minas Tirith-T

T	Lord Denethor	9	10	5	8	Lord	W			Sa	D	3	Tower of Guard The House of Mardil	Tower of Ecthelion Steward of	Palantir of	Truesight of Numen	Lure of the
T	Angbor	5	3	5	7	Dúnadar	W				D	1					
U	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas				
T	Boromir II	4	1	6	7	Dúnadar	W					1	Politics				
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0					
U	Hirgon	1	1	2	7	Dúnadan		Sc			D	2	horn of armor	Gold Belt of Lórien	Burdensome Commands		
U	Damrod	2	0	2	7	Dúnadan		Sc	R			0					
T	Faramir	5	3	8	8	Dúnadar	W			R		2	Captain of the Royal Ran	dagger of	Barrow-Bl	Captains	Heritage Forsaken
W	Bergil	2	0	1	9	Dúnadar	W	Sc				0					

sapling of the white tree	0
Mablung	Gondorian Rangers
Twilight	War Preparations
The White Tree	Captain of the Tower Gu
Searching Eye	0
Hand: 9	MP: 24
SP: 6	PD: 83

Res: Safe From the Shadow, Rammas Pelennor, Face Out of Sight, Sun

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

The Moon is Dead, Mordor in Arms, Doomed to Die

### UNTAP

Denethor makes a cc, Damrod, Hirgon, Hurin, Faramir, cc auto.

Denethor taps to remove haz, 5roll=fail. House of Mardil discarded.

Faramir and Bergil move to Lond Galen.

Denethor, Ioreth, Hurin stay. Others move to Isildur's Tomb.

### ORG

Hirgon transfers gold belt to Angbor, Ioreth supports, cc auto.

### MOVE-udhr

Denethor, h

HL3, Uvatha plays Outpost.

So You've Come Back played on Hurin.

Faramir, FD-W-bh, region

HL2, Uvatha plays Doors of Night. Denethor plays Twilight.

Uvatha play Rebel-Talk on Bergil.

Angbor, FD-BL-BL-W-rl, region

HL4, Dwar Keys Neeker-breeker to rl, vermin/animal.each.7p (WoW=8p)

Angbor, 5m-3x+5roll=7, fail, tap Venomous Sting played on him.

Boromir, 4m-3x+9roll=10

Hirgon, 1m-1t+8roll=8

Damrod, 2m-1t+6roll=7, fail.

The Dark Plague takes two Disease cards to hand.

SITE

Isildur's Tomb entered. AA1-animals.1s11p, detainment (WoW=2s12p)  
Boromir, 6p-3x+7roll=10, taps.

END

@ Minas Tirith-T

T	Lord Denethor	9	10	5	8	Lord W	Sa	D	2	Tower of Guard	Tower of Ecthelion
T	loreth	1	0	0	7	Dúadan	Sa		1	athelas	Steward of Palantir of Truesight of Numen Lure of the Senses
T	Húrin the Tall	4	1	4	7	Dúadar W	Sa		0		So You've Come Back

*@* Isildur's Tomb-U

T	Angbor	5	4	4	6	Dúnadar	W				D	1	Gold Belt of Lórien	Venomous Sting						
T	Boromir II	4	1	6	7	Dúnadar	W				D	1	Politics							
T	Hirion	1	1	2	7	Dúnadan		Sc			D	1	horn of amor							Burdensome Commands
T	Damrod	2	0	2	7	Dúnadan		Sc	R			0								

@ Lond Galen-U

T	Faramir	5	3	8	8	Dúnadar	W	R		2	Captain of the Royal Rangers	dagger of Barrow-Blades	Captains' Heritage	Forsaken
T	Bergil	2	0	1	9	Dúnadar	W	Sc		0				Rebel-talk

sapling of the white tree		The White Tree	
Mablung		0	
Beacon of Gondor		Marvels Told	
War Preparations		Captain of the Tower Guard	
Searching Eye		0	
Hand: 9	MP: 24	SP: 6	PD: 75

Res: Safe From the Shadow, Rammas Pelennor,

## Haz: Beacons Alight, Legacy of Carcaroth, Fearful Sun

# The Moon is Dead, Mordor in Arms, Doomed to Die, Thrice Outnumbered, In Darkness Bind Them

UNTAP

Denethor makes a cc, Hurin supports, cc-2+1=auto.

ORG

Bergil rolls for Rebel-Talk, 5roll=fail.

Mablung played at Lond galen. Bergil taps to remove haz, fail.

Denether taps to remove haz, 7roll=pass.

Ioreth taps to play Marvels Told to discard SYCB, cc-1-2+4roll=1, pass.

Denethor+ stay. Faramir+ move to MT. Angbor+ stay.

## MOVE-rudh

Angbor, rl

## HL4, Ren plays Great Need or Purpose

Ren moves agent Eun to Dunharrow, untaps.

Ren plays To Get You Away by tapping Bill Ferny at Isildur's Tomb > damrod

Bill Ferny, 2p+2down+10roll=14

Damrod, 2p+7roll=9 = prisoner at Bree

Ren deck exhaust

Faramir, BL-FD-FD-FD-h, region  
HL3, ren plays Lure of the Senses on faramir.  
HL1, Hoarmurath plays Plague of Wights

Faramir taps to remove haz, +3tap+5roll=fail.

Denethor, h  
HL3, Hoarmurath plays Extravagant Tombs on Lord Denethor.

SITE  
Isildur's Tomb entered. AA1-animals.1s11p, detainment  
Hirgon, 2p-3x+9ROLL=8, taps.  
Boromir taps to play Sapling of the White Tree. Taps site

END

## TURN 21

### @ Minas Tirith-T

T	Lord Denethor	9	10	5	8	Lord	W			Sa	D	2	Tower of Guard	Tower of Ecthelion					
T	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas	Steward of Palantir of	Truesight of Numen	Extravagate Tombs			
T	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0							
T	Faramir	5	3	8	8	Dúnadar	W			R		2	Captain of the Royal Rank	dagger of	Barrow-Blk	Captains	Heritage	Forsaken	
T	Bergil	2	0	1	9	Dúnadar	W	Sc				0						Rebel-talk	
U	Mablung	1	0	1	6	Dúnadar	W	Sc				0							

### @ Isildur's Tomb-T

U	Angbor	5	4	4	6	Dúnadar	W			D	3	Gold Belt of Lórien	Venomous S	Lure of the	Senses				
T	Boromir II	4	1	6	7	Dúnadar	W			D	2	sapling of the white tree							
T	Hirgon	1	1	2	7	Dúnadan		Sc		D	1	horn of amor				Burdensome Commands			

0	The White Tree		
Keeping the Good Faith	Smoke Rings		
healing herbs	The Sun Unveiled		
War Preparations	Captain of the Tower Guard		
Searching Eye	I Know Much About You		
Hand: 9	MP: 24	SP: 8	PD: 67

Res: Gates of Morning, Rammas Pelennor,

Haz: The Moon is Dead, Near to Hear a Whisper, In Darkness Bind Them, Plague of Wights

## UNTAP

### ORG

Bergil rolls for Rebel-Talk, 11roll=pass.

Angbor no tap for Lure, 10roll-3x=7, pass.

Denethor+ stays. Angbor moves to Edoras (V Sting). Faramir+ moves to Cirith Ungol.

Smoke Rings shuffles Men of Lebennin from sb.

Denethor taps to use palantir, cc auto.

## MOVE-hrud

Denethor, h

HL3, Hoarmurath plays Plague of Wights

HL1, Uvatha moves SSF to home site.

Faramir, FD-W-SL-dh, region

HL3, Hoarmurath plays Twilight to discard Gates of Morning.

Keys Ghosts to SL, undead.3s9p (PoW=3s10p)

Faramir, 5p+3wp-3x+7roll=12

Bergil, 1p+6roll=7, wounded. Bc.11=killed.

Mablung, 1p+10roll=11

Keys Mewlips to SL, undead.2s10p (PoW=2s11p)

Faramir, 5p+3wp-3x+10roll=15

Mablung, 1p-1t+6roll=6, bc.7=killed.

[shakes head, Hoarmurath has Pale DM and Endless Whispers in hand; kills characters!]

Haunted Placed played on Cirith Ungol.

Angbor, W-BL-BL-fh, region  
HL3, Hoarmurath plays Foolish Words on Hirgon.  
Keys Horse-lands to Rohan  
Keeping the Good Faith cancels attack.

SITE  
END

TURN 22

@ Minas Tirith-T

T	Lord Denethor	9	10	5	8	Lord	W			Sa	D	0	Tower of Guard	Tower of Ecthelion				
U	Ioreth	1	0	0	7	Dúnadan				Sa		1	athelas	Steward of Palantir of	Truesight of Numen	Extravaga		
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0						

@ Edoras-T

U	Boromir II	4	1	6	7	Dúnadar	W					2	sapling of the white tree					
U	Hirgon	1	1	2	7	Dúnadan	Sc				D	2	Horn of Anor	Foolish W	Gold Belt	Burdensome Commands		

@ Cirith Ungol-U

U	Faramir	5	3	8	8	Dúnadar	W		R			2	Captain of the Royal Ran	dagger of	Barrow-Bl	Captains	Heritage	Forsaken
---	---------	---	---	---	---	---------	---	--	---	--	--	---	--------------------------	-----------	-----------	----------	----------	----------

Fair Travels in Free-Dom	The White Tree
0	I Know Much About You
healing herbs	Town Guard
War Preparations	Captain of the Tower Gu
0	0
Hand: 9	MP: 22
SP: 8	PD: 59

Res: Rammas Pelennor,

Haz: Near to Hear a Whisper, In Darkness Bind Them, Full of Froth and Rage, Plague of Wights

UNTAP

ORG

Denethor stays. Boromir+ move to MT. Faramir moves to Edoras.

MOVE-hudr

Denethor, h

HL3, Hoarmurath plays Doors of Night.

HL1, Uvatha has Woffung heal.

Faramir, SL-W-FD-BL-fh, region

HL2, Uvatha plays Seized by Terror, 5mind+5roll=10, back to Imlad Morgul.

Boromir, BL-FD-h, region

HL2, Dwar plays The Dark Plague to fetch two DCV.

SITE

MT entered. Hurin taps to play Marvels Told to discard To Get You Away, cc Ioreth support, auto. Damrod now freed at Bree.

END

Denethor plays Twilight to discard Doors of Night.



## TURN 23

[would like to combat minions. Dwar is there at Helm's deep and all wounded.]

### @ Minas Tirith-T

U	Lord Denethor	9	10	5	8	Lord	W			Sa	D	0	Tower of Guard	Tower of Ecthelion				
T	Ioreth	1	0	0	7	Dúadan				Sa		1	Steward of Gondor	Palantir of	Truesight of Numeno	Extravagate Tombs		
T	Húrin the Tall	4	1	4	7	Dúadar	W			Sa		0	athelas					
U	Boromir II	4	1	6	7	Dúadar	W					2	sapling of the white tree					
U	Hirgon	1	1	2	7	Dúadan		Sc			D	2	Horn of Anor	Foolish W	Gold Belt	Burdensome Commands		

### @ Cirith Ungol-U

W	Faramir	5	3	8	8	Dúadar	W		R			2	Captain of the Royal Ran	dagger of	Barrow-Blk	Captains	Heritage Forsaken	
---	---------	---	---	---	---	--------	---	--	---	--	--	---	--------------------------	-----------	------------	----------	-------------------	--

### @ Bree-U

U	Damrod	2	0	2	7	Dúadan	Sc	R				0
---	--------	---	---	---	---	--------	----	---	--	--	--	---

Sons of Kings		The White Tree	
Errand-riders of Gondor		I Know Much About You	
No Enemy Dare Contest		Lost in Free-Domains	
War Preparations		Captain of the Tower Guard	
Many Foes He Fought		0	
Hand: 9	MP: 22	SP: 8	PD: 48

Res: Rammas Pelennor,

Haz: All Dead All Rotten, In Darkness Bind Them, Full of Froth and Rage, The Enemy is at Hand, Thrice Outnumbered

## UNTAP

### ORG

Boromir stores Sapling of the White Tree, cc, Ioreth supports, cc auto. Plays White Tree.

Captain of the Tower Guard played on Boromir.

Hirgon taps to remove haz, 6roll, fail.

Denethor taps palantir.

Damrod moves to Helm's Deep. Faramir moves to MT. Boromir and Hirgon move to Linhir. others stay.

### MOVE-hdru

Faramir, SL-W-FD-h, region

HL2, Hoarmurath plays Doors of Night.

HL1, Plays Outpost.

Damrod, W-W-W-BL-bh, region

Plays Gates of Morning; Hoarmurath Twilights

HL2, Dwar plays agent Wolf.

Boromir, FD-FD-fh, region

HL2, Uvatha plays So You've Come Back on Boromir

[sucker visit to site; play creatures and Lost in FD on visiting company]

Denethor, h

HL3, x

SITE

END

ADUNAPHEL Combat with Denethor's company at the site.

U	Golodhros	7	8	5	9	Dun	W			Sa	D	0	Open to the Summons	Dark Embassy		
U	Angamaité	5	1	7	9	Dun	W				D	4	Magic Ring of Fury	Deadly Dart		
U	Dunadan Mariner	3	0	3	7	dún			R			0				

U	Boromir II	4	1	6	7	Dúnadar	W					0	Captain of the Tower Guard	So You've Come Back		
T	Hirgon	1	1	2	7	Dúnadan	Sc			D		2	Horn of Anor	Foolish Wt Gold Belt & Burdensome Commands		

Boromir v Golodhros, Mariner supports

Angamaite v Hirgon

+

Golodhros,  $5p+1sup+3roll=9$

Boromir,  $6p+3roll=9$

Hirgon,  $2p-1t+7roll=8$ , wounded. Bc.+1delta+11roll=12, killed.

Angamaite,  $5p+2ring+8roll=15$

ADUNAPHEL

1	2
3	8
5	11

DENETHOR

1	2
3	7
4	9

## TURN 24

[Move westward to same site as Aragorn II so to be ready for Power deck]

### @ Minas Tirith-U

U	Lord Denethor	9	10	5	8	Lord	W			Sa	D	0	Tower of Guard	Tower of Ecthelion				
T	loreth	1	0	0	7	Dúnadan				Sa		1	Steward of Gondor	Palantir of	Truesight of Numeno	Extravagate Tombs		
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0	athelas					
W	Faramir	5	3	8	8	Dúnadar	W			R		2	Captain of the Royal Ran	dagger of	Barrow-Bl	Captains	Heritage Forsaken	

### @ Linhir-U

T	Boromir II	4	1	6	7	Dúnadar	W					0	Captain of the Tower Gu	Gold Belt	So You've Come Back			
---	------------	---	---	---	---	---------	---	--	--	--	--	---	-------------------------	-----------	---------------------	--	--	--

### @ Helm's Deep-U

U	Damrod	2	0	2	7	Dúnadan	Sc	R			0
Keeping the Good Faith		Moon									
Sellswords Between Ch		I Know Much About You									
0		Lord Denethor									
Moon		Gulthalion									
Many Foes He Fought		0									
Hand: 9		MP: 27		SP: 8		PD: 36					

Res: Rammas Pelennor,

Haz: Doors of Night, All Dead All Rotten, In Darkness Bind Them, It Stinks, The Enemy is at Hand, Plague of Wights, Arda Angered

## UNTAP

## ORG

Denethor taps palantir.

Boromir moves to MT. Faramir moves to Helm's Deep. Others stay.

## MOVE-hrud

Damrod, bh

HL2, Hoarmurath plays Mordor In Arms.

Faramir, FD-BL-BL-bh, region

HL2, Uvatha plays Arouse Defenders on the site.

HL1, Uvatha keys Boars to BL, animals.2s7p

Faramir, 5p+2wp+1cap-2w-1s+6roll=11, killed creature.

Boromir, FD\_FD-h, region

HL2, Dwar plays Doors of Night; Denethor counters with gates.

Denethor, h

HL3, x

SITE  
END

@ MT

U	Lord Denethor	9	10	5	8	Lord	W			Sa	D	0	Steward of Gondor	Palantir of	Truesight of Numeno	Extravagate Tombs
U	loreth	1	0	0	7	Dúnadan				Sa		1	athelas			
U	Húrin the Tall	4	1	4	7	Dúnadar	W			Sa		0				
U	Boromir II	4	1	6	7	Dúnadar	W					1	Captain of the Tower Guard	Gold Belt of Lórien		

@ Helm’s Deep

T	Faramir	5	3	8	8	Dúnadar	W		R			2	Captain of the Royal Guard	dagger of	Barrow-Bl	Captains	Heritage	Forsaken
U	Damrod	2	0	2	7	Dúnadan		Sc	R			0						

Damrod supports Faramir  
Faramir, cc-2+1sup=auto

			DENETHC	HOARMURATH	
			<b>27</b>	30	
C	6	Minas Tirith	5	10	
I	9	Gondor	2	6	
F	9	vs. Hoarmûrath	10	6	
A	4	Gondor Division	0	0	
M	3	White Tree	7	3	
K	1	Stewards of Gondor	3	5	

27	Marshall Points				
2	Faramir			1	Men of Lossarnach
1	Hirgon			2	Men of Lamedon
1	Húrin the Tall			3	Rangers of Ithilien
1	Boromir II			2	Men of Anórien
1	Palantír of Minas Tirith(H)			2	Tower Guard of Minas Tirith
1	sapling of the white tree			1	Lagdûf
1	Barrow-Blade			1	Orc-Lieutenant
1	No Strangers At This Time			1	Orc-patrol
5	The White Tree				

	Dead Creatures	<a href="#">top</a>			
t02	Longbottom Leaf				
t07	Steward's Guard	witchking			
t08	Longbottom Leaf				
t09	Gondorian Rangers	hoarmurath	swarm of bats		
t09	Longbottom Leaf				
t10	Sellswords Between Cha	hoarmurath			
t12	Steward's Guard	adunaphel	unleash		
t12	Lawless Men	adunaphel	one char		
t13	Dervorin	mouth	tidings of bs		
t13	Hirluin the Fair	aa	nurniag camp	2 strikes	
t14	Sons of Kings	azog			
t14	Beregond	uvatha	cvcc		
t16	Steward's Guard	mouth	swarm of bats		
t17	Forlong				
t21	Bergil	hoarmurath	ghosts		
t21	Mablung	hoarmurath	mewlips		
t22	Angbor	cvcc	hoarmurath		
t23	Hirgon	cvcc	adunaphel		

1	Palantír of Minas Tirith(H)	0	h03,p03		x		
2	The Mithril-coat(H)	0	h06,d06		h18,d19		
3	Gold Belt of Lórien	0	h08,p08		x		
4	Athelas	0	h09,p10		x		
5	Cram	0	h02,p02	u13	x		
6	Men of Lamedon	0	h01,p02		x		
7	Men of Lebennin	0	h08,p09	da14			
8	Garrison at Cair Andros	0	h01,p01		x		
9	Men of Lossarnach	0	s01,p01		x		
10	Barrow-Blade	0	h05,p05		x		
11	Fair Travels in Free-Domains	0	h08,p08		h14,p15	h21,d23	
12	Fair Travels in Free-Domains	0	h09,p09		h17,d17	h23,d23	
13	Fair Travels in Free-Domains	0	h09,d10				
14	Many Foes He Fought	1	h01,p01		h11,d11	h22,p22	
15	Many Foes He Fought	1	h01,p08		h14,p14	h24	
16	Many Foes He Fought	1	h08,d09		h18,d18		
17	Marvels Told	0	h02,p02		h13,p13	h19,p20	
18	Marvels Told	0	h03,p04		h12,p12	h22,p22	
19	Marvels Told	0	h06,p09		h15,p15		
20	Muster	0	h02,d05		h10,d10	h19,d19	
21	Muster	0	h05,d05		h12,d13		
22	Muster	0	h05,d08		h15,p15		
23	Gates of Morning	0	h01,p01	smol h09,	h12,p12	h23,pc23,	
24	Gates of Morning	0	h04,p05		h14,p14	h24,p24	
25	Echo of All Joy	0	h04,d08		h13,p14		
26	Echo of All Joy	0	h08,d09		h16,d16		
27	Moon	1	h01,p01		h11,p13	h24,p24	
28	Moon	1	h04,d05		h17,p17	h24	
29	Moon	1	h10,d10				
30	The Sun Unveiled	0	h02,d03		h17,d17	h20,d21	
31	The Sun Unveiled	0	h02,d06		h17,d18	h23,d24	
32	Keeping the Good Faith	1	h03,d06		h13,d15	h20,p21	
33	Keeping the Good Faith	1	h05,d08		h14,d15	h24	
34	I Know Much About You	1	h09,p10		h14,p15	h20	
35	Captains of the West	0	h07,d07		h13,p13		
36	Smoke Rings	0	h07,p07		h15,p15	h21,p22	
37	Smoke Rings	0	h07,p07		h15,p16	h23,p23	
38	Smoke Rings	0	h07,p07		h16,p16		
39	Longbottom Leaf	0	h02,p02				
40	Beacon of Gondor	0	s01,d02		h10,p10	h20	

1	Ash-drake	0	h07,d08		h15,p16	h22,p22
2	Ash-drake	0	h09,d09		h16,p17	
3	Ash-drake	0	h10,d11	pits1	h17,p18	
4	Errand-riders of Gondor	0	s01,p beacon.04		h14,p14	h20,p20
5	Errand-riders of Gondor	0	h03,p04		h15,p16	h21,p22
6	Errand-riders of Gondor	0	h09,p10		h16,p17	h22,p24
7	Gondorian Rangers	0	h01,d02		h16,d19	
8	Gondorian Rangers	0	h03,d03		h19,p20	o21
9	Gondorian Rangers	0	h08,pk09			
10	Sellswords Between Charters	0	h04,p out05	h10,	h14,p14	h24,d24
11	Sellswords Between Charters	0	h09,p10			
12	Sellswords Between Charters	0	h09,k10			
13	Sons of Kings	0	h01,d02		h12,d12,	o21,h23,p
14	Sons of Kings	0	h08,p09		h13,k14	
15	Sons of Kings	0	h08,p10		h18,p18,	h23,p24
16	Steward's Guard	0	h03,d03		h15,k16	
17	Steward's Guard	0	h06,k07			
18	Steward's Guard	0	h09,k12			
19	Twilight	0	h02,p03		h18,p20	h22,p22
20	Twilight	0	h03,p03			
21	Despair of the Heart	1	h03,p04		h15,p16	h24
22	Despair of the Heart	1	h04,p04		h18,p18	
23	Lost in Free-Domains	0	h01,d02		h11,d11	h21,d21
24	Lost in Free-Domains	0	h03,p04		h11,d12	h22,d22
25	Lost in Free-Domains	0	h05,d06		h14,d14	h22
26	Lost in Border-lands	0	s01,d01		h15,d15	h21,d21
27	Lost in Border-lands	0	h03,d03		h16,p17	
28	Searching Eye	0	h04,d04		h17,p18	h24
29	Searching Eye	0	h04,d04		h18,d18	
30	Searching Eye	0	h04,d05		h18,p24	
31	Two or Three Tribes Present	0	h05,p05		h11,d11	h23,p24
32	Two or Three Tribes Present	0	h09,d09		h12,d12	
33	Two or Three Tribes Present	0	h10,d10		h20,p20	
34	Beacons Alight	0	s01,d01		h10,p11	h22,p23
35	Beacons Alight	0	h03,p04		h18,p18	
36	Waiting Shadow	0	h02,d02		h11,d11	h19,p20
37	Waiting Shadow	0	h05,p06		h13,p14	h21,p20
38	An Unexpected Outpost	0	s01,p01		h11,p11	h20,p21
39	An Unexpected Outpost	0	h02,p03		h15,p15	h21,p21
40	An Unexpected Outpost	0	h08,p09		h16,p17	h22,p23

	<b>SIDEBOARD</b>	0						
1	Gulthalion	1	dp04			h17,d18	h24	
2	sapling of the white tree	0	pd07			h19,p20	x	
3	Men of Anórien	0	dp04			h14,p15	x	
4	Tower Guard of Minas Tirith	0	pd07			h18,p20	x	
5	Rangers of Ithilien	0	lb08	h09,p09		x	x	
6	When I Know Anything	0	dp05			h18,d18		
7	No Strangers At This Time	0	lb08	h09,p09		x	x	
8	Window of the Sunset	0	lb09	h09,p10		x	x	
9	Concealed Entrance	0	lb09	h09,p10		x	x	
10	War Preparations	0	dp04			h12,p13, h20,d22		
11	War Preparations	0	dp04			h16,d19	h23,d24	
12	War Preparations	0	sm07					
13	Tower of Ecthelion	0	pd08	h09,p09		x	x	
14	The White Tree	0	pd18			h18,p23		
15	Spies Feared	0	dp05			h15,d18		
16	Town Guard	1	dp03			h10,d11	h22,d22	
17	Town Guard	1	dp03			h10,d11	h22	
18	Town Guard	1	dp03			h17,d17	h24	
19	Rammas Pelennor	0	lb.02	h04,d04		h14,p15		
20	Steward of Gondor	0	pd09			x	x	
21	No Enemy Dare Contest	0	dp03			h10,p10	h23,d23	
22	No Enemy Dare Contest	0	dp03			h15,p15	h23,d23	
23	Longbottom Leaf	0	pd06	h08,p08		x	x	
24	Longbottom Leaf	0	sm07,p09			x	x	
25	The Doom of Choice	0				h13,p13		
26	Beacon of Gondor	0	dp05			h12,p12	h20,d20	
27	Clad for War	0	ex2					
28	Son of Ecthelion	0	lb.02	h02,d02		ex1,dp11, f14, p15		
29	Truesight of Numenor	0	dp05			h14,p16	x	
30	Captain of the Tower Guard	0	dp05			h16,d16,sm16,h18,		
31	Lawless Men	0	out.0: h04,p05			h11,k12		
32	Lawless Men	0	ex1			h14,d14	h20,k21	
33	Lawless Men	0	ex1				h24,d24	
34	Despair of the Heart	1	ex1			h12,p12		
35	Forgot His Orders	0	out.0	h04,p04		h11,p12	h19,p20	
36	Forgot His Orders	0	ex1			h12,p13		
37	Stench of Mordor	0	ex1			h13,p14	h21,d21,o	
38	Stench of Mordor	0	ex2					
39	The Enemy is at Hand	0	out15			h17,p17	h23,p23	
40	The Enemy is at Hand	0	out11			h14,d14		



1	Lord Denethor	2	h02,p03	x	x	
2	Lord Denethor	2	h03,u03	h13,u13	h24	
3	Lord Denethor	2	h04,u04	h13,u14	h24	
4	Lord Denethor	2	h08,u13			
5	Boromir II	0	h05,d05	h11,p12		
6	Beregond	0	h02,d02	h12,p13	k14	
7	Forlong	0	h08,d08	h15,p15	k17	
8	Mablung	0	h05,d06	h19,p20	k21	
9	Hirgon	0	h08,p08	x	k23	
10	Húrin the Tall	0	s01,p01	h11,p11		
11	Damrod	0	s01,d03	h17		
12	Anborn	0	h06,p07	k14		
13	Elite Wose Hunter	0	h01,d01	h13,d13	h20,d20	
14	Ingold	0	h09,p10	c13,k14		

<b>Starting</b>	0					
Hirluin the Fair	0	start	k13			
Bergil	0	start			k21	
Ioreth	0	start				
Faramir	0	start				
Dervorin	0	start	k13			
Angbor	0	start	d10		k22	
dagger of westernesse	0	start				
healing herbs	0	start	h13		h21,d22	
Horn of Anor	0	start				
Captain of the Royal Rangers	0	start				
The House of Mardil	0	start				
Tower of Guard	0	start				

Number of times played

*outpost*	7	5	Despair of the Heart
Twilight	0	1	Stench of Mordor
Steward's Guard	4	3	Forgot His Orders
Gondorian Rangers	2	1	Lost in Free-Domains
Sons of Kings	10	0	Lost in Border-lands
Errand-riders of Gondor	9	3	Searching Eye
Ash-drake	3	3	Two or Three Tribes Present
Sellswords Between Cha	4	3	Beacons Alight
Lawless Men	3	4	Waiting Shadow
		2	The Enemy is at Hand

	DENETHOR	T1	T2	T3	T4	T5	T6	T7	T8	T9	T10
11	Throkmaw		agent play								
12	Fankil		Outpost								
13	Durlach	x									
14	Smaug		Lure of Power								
21	Fankil	x									
22	Smaug		Nobody's Fr Outpost								
23	Durlach										
24	Throkmaw										
31	Durlach	x									Doors of Nig
32	Throkmaw	x									
33	Smaug	x									
34	Fankil	x									
41	Smaug	x									
42	Fankil	x									
43	Throkmaw		Outpost	agent move	agent move	agent move					
44	Durlach										
51	ardagor	x								x	
52	Necro	x									
53	Witchking	x									
54	Dwarf	x									
61	Necro		Will Not Cor Pilfer Anything Unwatched								
62	Dwarf		Outpost								
63	Witchking										
64	ardagor										
71	Witchking	x								x	
72	ardagor	x									
73	Dwarf	x									
74	Necro	x									
81	Dwarf		Durin's Folk							x	
82	Necro		Ambusher								
83	ardagor	x									
84	Witchking	x									
91	Indur	x									
92	Akhorahil		Doors of Night								
93	Court										
94	Adunaphel										
101	Akhorahil		agent move							x	
102	Adunaphel	x									
103	Court	x									
104	Indur	x									
111	Court		Something I agent move							x	
112	Indur	x									
113	Adunaphel	x									
114	Akhorahil	x									
121	Adunaphel		Doors of Night Politics							x	
122	Akhorahil	x									
123	Indur	x									
124	Court	x									

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

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

131	Felagrog		Itangast at I River	outpost						Twilight	
132	Azog	x									
133	Khamual	x									
134	Mouth	x									
141	Azog		Press-gang	Soldiers of t	The Back Door					x	
142	Mouth		Two or Three	Orc-Lieuten	Orc-patrol	Hobgoblins					
143	Khamual	x									
144	Felagrog	x									
151	Khamual		Outpost	From the Pits of Angband							Horse-lords
152	Felagrog	x									
153	Mouth	x									
154	Azog	x									
161	Mouth		Redoubled F	Host of Bats	Bairanax at Home						
162	Azog	x									
163	Felagrog	x									
164	Khamual		The Roving Eye								
171	Hoarmurath		Heritage For	Ghosts	Mewlips	Burdensome Commands					
172	Ren										
173	Uvatha										
174	Dwar										
181	Ren		outpost	Lure of the S	agent move						
182	Uvatha		agent move								
183	Dwar										
184	Hoarmurath										
191	Uvatha		So You've C	outpost	Doors of Niç	Rebel-talk					
192	Dwar			Neekerbreel	Venomous	Sting					
193	Hoarmurath										
194	Ren										
201	Ren		Great Need	agent	To Get You	Lure of the Senses					
202	Uvatha	x									
203	Dwar	x									
204	Hoarmurath		Plague of W	Extravagate	Tombs						
211	Hoarmurath	twilight	Plague of W	Ghosts	Mewlips	Haunted Pla	Foolish Words				Horse-lords
212	Ren	x									
213	Uvatha		agent move								
214	Dwar										
221	Hoarmurath		Doors of Niç	agent heal							
222	Uvatha		Seized By	Terror							
223	Dwar		The Dark	Plague							
224	Ren										
231	Hoarmurath	twilight	Doors of Niç	outpost							
232	Dwar		agent play								
233	Ren		x								
234	Uvatha		So You've	Come Back							
241	Hoarmurath		Mordor In	Arms							
242	Ren										
243	Uvatha		Arouse Defe	Boars							
244	Dwar										
		1-4	5-8	9-12	13-16	17-20	21-24		creatures	hazards	agent
	FIRST	1	3	5	11	15	10		12	77	12
	division	9	5	6	16	20	18				
	main	1	0	0	1	0	1				

Turn summary

FIRST = first hazard player

Division = first four hazard players

Main=main hazard player in first 16 turns; far right side

	<a href="#">top</a>		avatar	faramir	boromir	inf	avatar	faramir	boromir	inf	MP	DP	avatar
	1	Húrin the Tall	MT	MT		MT	CA	Loss		MT	6	86	x
	2		CA	Loss		MT	Vale	MT		MT	8	78	x
	3	avatar	Vale	MT		MT	MT	Pelargir		MT	10	64	dp,p.item
	4		MT	Pelargir		MT	MT	Pelargir		MT	12	56	dp,u.pal
	5		MT	Pelargir		MT	MT	Setamaenen		MT	12	45	dp
	6		MT	Setamaenen			MT	Pelargir			13	36	pd
	7	Anborn	MT	Pelargir			MT	MT			13	33	dp
	8	Bergil, Hirgon	MT				MT	Lorien	Pelargir		13	29	pd
	9		MT	Lorien	Pelargir		MT	Henneth A	Pelargir		13	20	
	10	Ingold	MT	Henneth A	Pelargir		MT	Henneth A	MT		19	6	u.pal
	11	Húrin the Tall	MT	Henneth A	MT		MT				19	84	
	12	Boromir II	MT				Cair Andr	Henneth A	MT		21	73	pd
	13	Beregond	Cair Andr	Henneth A	MT		MT	Nurniag C	MT		21	63	pd
	14		MT	Nurniag C	MT		Cirith Ung	Durthrang	MT		19	52	stk, SoE
	15	Forlong	Cirith Ung	Durthrang	MT		MT	Shelob's I	MT		20	41	
	16		MT	Shelob's L	MT	MT	MT	Henneth A	MT	MT	22	31	
	17	Damrod	MT	Henneth A	MT	MT	MT	Thurgingv	MT	Pelargir	22	23	u.pal
	18		MT	Thurgingw	MT	Pelargir	MT	MT	MT	MT	22	14	u.pal
83	19		MT	MT	MT	MT	MT	Isildur's to	Lond Galen		24	4	t.haz
	20	Mablung	MT	Isildur's tor	Lond Galen		MT	Isildur's to	MT		24	79	t.haz
	21		MT	Isildur's tor	MT		MT	Edoras	Cirith Ungol		25	69	u.pal
	22		MT	Edoras	Cirith Ungol		MT	MT	Cirith Ungol		24	63	
	23		MT	MT	Cirith Ung Bree		MT	Linhir	MT	Helm's De	22	53	u.pal
	24		MT	Linhir	MT	Helm's De	MT	MT	Helm's De	Helm's De	27	36	u.pal
											27	28	

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

DENETHOR	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7
Necro	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Witchking	0	0	0	0	0	0	0	0	0	0	Steward's	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
Ardagor	Two or Thr	Lawless M	0	0	0	Waiting S	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Azog	0	0	0	0	0	Sons of K	Sellsword	Errand-ric	Waiting S	0	0	0	0	0	0	0	0	0	0	0
Khamual	0	0	0	0	0	Stench of	0	0	0	0	outpost	0	0	0	0	0	Despair o	Errand-ric	0	0
Mouth	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Steward's	0	0	0
Felagrog	Plague	A Lie In Yo	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	0	Forgot His	0	0	0
Durlach	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Errand-ric	0	0	0
Smaug	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Despair o	Lost in Fr	Errand-ric	Beacons
Throkmau	Errand-ric	Outpost	0	0	0	0	0	0	0	0	Outpost	0	0	0	0	0	0	0	0	0
Akhorahil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	Sons of Ki	0	0	0	0	0	0	0	0	0	Sons of K	Lawless M	Outpost	Beacons	0	0	Forgot His	0	0	0
Adunaphel	0	0	0	0	0	Sellsword	0	0	0	0	0	0	0	0	0	0	Steward's	Despair o	0	0
Indur	Two or Thr	Sons of Ki	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ren	Heedless I	0	0	0	0	Beacons	Despair o	Searching	0	0	0	0	0	0	0	0	Waiting S	Errand-ric	Forgot His	0
Hoarmurath	The Enem	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Gondorian	0	0	0
Dwar	0	0	0	0	0	Sons of K	Ash-drake	0	0	0	Sons of K	0	0	0	0	0	0	0	0	0
Uvatha	0	0	0	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				
5th hazard player	Sellswords	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
	Gondorian Sons of Ki	0	0	Sellsword	Errand-ric	Steward's	0	0	0	0	0	0	Sons of K	0	0	0				
	0	0	0	0	0	0	0	0	0	0	0	0	Ash-drake	0	0	0				
HOARMURATH	Outpost	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
	Searching	Errand-ric	Waiting S	Ash-drake	0	0	0	0	0	0	0	0	0	0	0	0				
	The Enem	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0				
	Two or Thr	Sons of Ki	Errand-ric	Sons of K	0	0	0	0	0	0	0	0	0	0	0	0				
Ren	0	0	0	0	0	0	0	0	0	0	Outpost	0	0	0	0	0	Searching	0	0	0
Dwar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	Lawless M	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

top	Sites in DP	
t01	Lossarnach	Men of Lossarnach
t01	Cair Andros	Garrison at Cair Andros
t02	Vale of Erech	Men of Lamedon
t03	Minas Tirith	Palantír of Minas Tirith(H)
t05	Setamaenen	Barrow-Blade
t08	Lorien	Gold Belt of Lórien
t09	Henneth Annun	Rangers of Ithilien
t09	Pelargir	Men of Lebennin
t13	Núrniag Camp	War Preparations
t15	Minas Tirith	Men of Anórien
t18	Minas Tirith	Tower Guard of Minas Tirith
	Isildur's Tomb	sapling of the white tree

## OVERVIEW

This player played The White Tree and five factions. Support was given for those visiting Mordor. Many characters were killed gaining 27 MPs. Two companies could move once Turn 9 was reached. My grade is acceptable for these results. The avatar was played on Turn 3. The palantir used 8x, but just twice until Turn 16. Three CvCC were initiated and two defended. There were about 36 moving companies. The avatar did not move until Turn 13 to Cair Andros. Turn 15 was moving the avatar to Cirith Ungol. Overall, I felt this player was ineffective once many characters were killed.

+

## MAJOR NEWS

Five factions were played and none entered battle or moved. Mordor was entered on Turn 13 and Turn 21. Faramir and Theoden King failed in Mordor to support Saruman. That resulted in Lord Denethor visiting Cirith Ungol. Faramir and Beregond were attacked by Uvatha the Ringwraith. Beregond was killed. Lord Denethor never faced a strike in CvCC. It was frustrating with many 7 body characters; I was worried that death was near to them when crossing the Anduin.

+

The avatar was in play for 22 turns: 8x accessed sideboard, 8x tap to use palantir, x1 play item, 2x tap to remove hazard, 2x for combat. 3 turns no tapping. 2 turns not at a Lordhaven.

+

## STATS

Nine characters were killed. Dervorin was killed by Tidings of Bold Spies from Nurniag Camp. Hirluin the Fair later died at that site facing two strikes from the AA. Beregond killed in CvCC. Forlong killed by Ghosts, already wounded. Bergil killed too by Ghosts. Mablung killed that same turn from Mewlips. Angbor and Hirgon killed in CvCC. Ingold was taken captive and found to be No Better Use at Mountains of Mirkwood.

6 creatures faced in first 16 turns, then 6 in the last eight turns. 12 hazards were agent actions. Thus 53 hazards were events. 3 of the first 11 turns provided one or no effective hazards played against Denethor. 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.

+

67 hazards were played by Denethor – 21 on Hoarmurath.

+

## DECK PLAY

First deck exhausted on Turn 10, but Turn 9 started with 20 in the playdeck. Second deck exhaust on Turn 19. 7 non-Lordhaven sites were tapped.

+

## RESOURCE PLAY

Beacon of Gondor, played on Turn 10.

Clad for War, never played.

Son of Ecthelion, played Turn 15

Truesight of Numenor, played Turn 16

The House of Mardil, start

Captain of the Tower Guard, played Turn 23  
Captain of the Royal Rangers, start  
Palantír of Minas Tirith(H), played on Turn 3.Used T04, 10, 16,17, 18, 21,23,24  
The Mithril-coat(H), never played.  
Gulthalion, never played.  
Gold Belt of Lórien, played on Turn 8.  
sapling of the white tree, played on Turn 10.  
athelas, played on Turn 10.  
Cram, played on Turn 2, used on Turn 13.  
dagger of westernessee, start  
healing herbs, start, used Turn 13.  
Horn of Anor, start  
Men of Lamedon, played on Turn 2.  
Men of Lebennin, played on Turn 9; agent discarded on Turn 14.  
Men of Anórien, played on Turn 15.  
Tower Guard of Minas Tirith, played on Turn 20.  
Garrison at Cair Andros, played on Turn 1.  
Men of Lossarnach, played on Turn 1.  
Rangers of Ithilien, played on Turn 9 after LBLeaf on Turn 9.  
When I Know Anything, never played.  
Barrow-Blade, played on Turn 5.  
No Strangers At This Time, played on Turn 9 after LBLeaf on Turn 8.  
Window of the Sunset, played on Turn 10 after LBLeaf on Turn 9.  
Concealed Entrance, played on Turn 10 after LBLeaf on Turn 9.  
War Preparations, played 1/5.  
Tower of Ecthelion, played on Turn 9  
The White Tree, played on Turn 23  
Spies Feared, never played  
Gates of Morning, played 8/8; smoked 2x.  
Echo of All Joy, played 1/4.  
Keeping the Good Faith, played 1/5.  
Rammass Pelennor, played on Turn 15  
Steward of Gondor, never played.  
Captains of the West, played on Turn 13.  
Moon, played 4/6.  
No Enemy Dare Contest, played 2/4.  
Muster, played 1/7.  
Many Foes He Fought, played 4/7.  
Town Guard, played 0/4.  
Marvels Told, played 8/8.  
Fair Travels in Free-Domains, played 3/7.  
The Sun Unveiled, played 0/6.  
I Know Much About You, played 3/6.

+

#### HAZARD PLAY

Original hazards in the playdeck were drawn 103x. 58 were played.

Steward's Guard, played 3/4; all 3 copies killed.

Gondorian Rangers, played 2/6, x1 killed.

Sons of Kings, played 6/8, x1 killed.

Errand-riders of Gondor, played 10/10.

Ash-drake, played 5/8.

Sellswords Between Charters, played 4/6, x1 killed.

Lawless Men, played 3/5, x2 killed.

Twilight, played 5/5.

Despair of the Heart, played 5/5.

Stench of Mordor, played 1/2.

Forgot His Orders, played 4/4.

Lost in Free-Domains, played 1/8.

Lost in Border-lands, played 1/5.

Searching Eye, played 2/6.

Two or Three Tribes Present, played 3/7.

Beacons Alight, played 4/5.

Waiting Shadow, played 4/6.

The Enemy is at Hand, played 2/3.

+

#### TURN SUMMARY

Facing Northern Waste division. 9 hazards from that division; 1 from Hoarmurath.

T01-Garrison at Cair Andros, Men of Lossarnach, Damrod in hand. Some move to Lossarnach and the rest to Cair Andros. Lure of Power played. Dervorin uses Horn of Anor to play GaCA faction, passes CC. Hirluin rolls 8 to play MoL.

T02-Dervorin plays Men of Lamedon.

T03-Palantir, Muster, Damrod in hand. Avatar played. Angbor moves to Pelargir to draw cards. Palantir played.

T04-Faramir moves to Dunharrow; others stay. Just agents moving for hazards.

+

Facing Eriador division. 5 hazards from that division; 0 from Hoarmurath.

T05-Faramir moves to Setamenen for Barrow-blade; others stay at haven. No hazards.

T06-Faramir moves to Pelargir to draw cards; others stay. Agent Elwen discards GaCA with Will Not Come Down. Agent Surion takes Bergil to hand using Pilfer Anything Unwatched. Face Out of Sight takes those two agents to hand.

T07-No main cards in hand. Faramir moves to Minas Tirith; others stay. No hazards.

T08-Gold Belt in hand. Some move to Pelargir to draw cards, Faramir moves to Lorien, others stay. Faramir plays MFHF on Durin's Folk, stays untapped. Ambusher wounds Anborn.

Gold Belt is played.

REVIEW: 13 MP gained. Few hazards faced.

+



Facing Harad division. 6 hazards from that division; 0 from Hoarmurath.

T09-RoI and MoLebennin factions in hand. NSATT in hand. Faramir moves to Henneth Annun and Angbor stays at Pelargir. No hazards but Doors of Night.

Both factions and NSATT played.

T10-Angbor moves to MT. Faramir stays. No significant hazards. Window OTS and Concealed Entrance played.

T11-Hurin the Tall played. All move to MT. Hoarmurath played Burned and Chopped Up.

What is sad that A Nice place to Hide is in the hand, but no one is wounded to use Foul Paste.

Going Ever Under Dark is discarded to cancel attack,  $+3\text{scouts}+7\text{roll} > 7$ , cancel attack.

T12-Boromir played. War Preparations in hand. Avatar and Boromir move to Cair Andros to combat Uruk-hai of Hoarmurath. Faramir moves to Henneth Annun. Politics played on Boromir. Beacon of Gondor played on Cair Andros. Ingold is No Better Use. Bergil is wounded and receives Endless Whispers via Gwaedhel-Sword.

+

Facing Wilderland division. 16 hazards from that division; 1 from Hoarmurath.

T13-Faramir moves to Nurniag Camp. Denethor and Boromir move to MT. Anborn crosses River. Tidings of Bold Spies kill Dervorin. Hirluin killed by AA. Agent Nimloth attacks, but IKMAY cancels. War Preparations is played after using Healing Herbs.

Uvatha the Ringwraith CvCC and kills a wounded Beregond.

NOTE: Theoden King and Faramir have failed to establish a longer stay in Mordor. Lord Denethor must be bait.

T14-MoLebennin, MoAnorien in hand. Faramir, alone, moves to Durthrang. Denethor and four others move to Cirith Ungol. Hobgoblins played; Bergil uses MFHF to become wounded. Orc-Lieutenant is killed by Hurin and Denethor. Orc-Patrol killed by Boromir and Ioreth. Yes, Ioreth roll 8 with Sun in play with GOM.

Gothmog, Ufthak, and Radbag CvCC at Cirith Ungol. Bergil, Radbug, and Ufthak are wounded. Son of Ecthelion assigned strikes.

T15-Denethor returns to MT. Faramir moves to Shelob's Lair. Horse-lords taps Ioreth. Boromir plays Men of Anorien. Rammas Pelennor and No Enemy Dare Contest played.

T16-War Preparations in hand. Faramir moves to Henneth Annun. Bergil and Forlong moves there too. No creatures.

[NOTE: So few hazards is poor for the game. Now, I think using more companies early allows drawing more cards, playing more on-guard, and allows the main hazard player to play creatures, thus thinning the deck sooner. I predict this approach will have each player draw 15 more cards during the first 10 turns and another 10 cards for the next 10 turns.]

22 MPs earned before the Warlord Phase.

+

Facing Gondor division. 20 hazards from that division; 15 from Hoarmurath.

T17-Damrod played. Gulthalion and War Prep in hand. Some move to Pelargir and Faramir moves to Thuringwathost. Mewlips attack Faramir with MiD. Bergil and Forlong wounded. Ghosts scare Forlong to death.

T18-All move to or stay at MT. Only agent movement. Tower of Guard played at MT.

T19-Sapling of the White Tree and War Prep. in hand. Faramir moves to Lond Galen. Angbor

moves to Isildur's Tomb. Influence Destruction hazards played by Uvatha. Neeker-breekers tap some with Angbor receiving a Venomous Sting.

T20-Faramir moves to MT. Angbor stays. Bill Ferny takes Damrod prisoner at Bree using To Get You Away. Boromir plays Sapling of the White Tree.

+

Facing Gondor division. 19 hazards from that division; 11 from Hoarmurath.

T21-Angbor moves to Edoras. Faramir moves to Cirith Ungol to play War Prep. Ghosts attack with PoW. Bergil is killed. Mewlips attack from the pools killing Mablung.

T22-Boromir moves to MT. Faramir moves to Edoras to aid Eowyn. Faramir is Seized By Terror in the Morgul Vale and sent back to Cirith Ungol. Damrod is freed when Marvels Told removes To Get You Away.

T23-Dwar has wounded minions at Helm's Deep. The White Tree played. Damrod moves to Helm's Deep. Faramir moves to MT. Boromir moves to Linhir. Adunaphel's minions CvCC at Linhir. Hirgon is slayed by Angamaite.

T24-Boromir moves to MT. Faramir moves to Edoras. Faramir kills Boars.