

THEODEN/GUARD

40avatar

C	5	Edoras	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 28 R. cards in sideboard 40 cards in H. deck, 12 H. cards in sideboard 40 cards in sideboard 14 characters in deck 11 starting cards 21 creatures 145 TOTAL CARDS
I	10	vs. Dwar	
F	7	Rohan	
A	3	Gondor Division	
M	1	Horses	
K	6	Ally/Holds	

Deck Outline

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Théoden, King of Rohan

White Council

Fellowship

History

OVERVIEW

Théoden, King of Rohan, will protect the lands between the Misty and White Mountains. He is charged with preventing minion activity to reach Enedhwaith from the west and to stop Mordor from the east.

RESOURCES (40/28)

Four columns with numbers. 1-row MP; 2-MP you expect be worth at Council.; 3- copies in playdeck; 4-copies in sideboard. Bold = unique name or MP to expect to be in play at Council.
% = can be recycled by another card other than Smoke Rings

2	2	1	Great Shield of Rohan	
2	2	1	Horse Mane's Helm	
2	2	1	Heruguin	
2	2	1	Guthwine	
2	1	1	Red Arrow	
1	1	1	horn of eorl	
2	2	1	Hauberk of Bright Mail	
*			miruvor	
*			healing herbs	
*			dagger of westernesse	
		2	mounted Lance	
		2	shield of iron-bound ash	
1	1	1	Wild Horses	
2	1	1	Mearas	
3	3	1	Riders of Rohan	
1	1	1	Men of Harrowdale	
1	1	1	Men of Westfold	
2	1	1	Treebeard	
1	1	1	Snowmane	sp1
		3	Noble Steed%	
		3	Mighty Steed	
1	1	1	Barrow-blade	
		2	Mount Slain	
		1	Dark Numbers	
		1	Tower Raided	
1	1	1	When I Know Anything	
				15/15

3			Block	W
3			Thorough Search***	Sc
	1		Power of Peruation	D
2			More Sense Than You	
2			Horses%	
	1		Charge%	
	1		Hope Renewed	
3			Marvels Told	ritual
1			Armory	pe
2	1		Withdrawn to Mordor	
	1		Caught and Found Guilty	agent
3			Smoke Rings	
3			Longbottom Leaf	
1			Safe From the Shadow	pe
	1		Lord of the Mark	pe
	1		Helm of Her Secrecy	pe
1			Golden Hall of Edoras	pe
	1		Reunion%	pe
	1		Clad for War	sp2+
	1		Skilled Was Their Knight	sp1*
	1		Spear Shall Be Shaken	sp1*
	1		The Rohirrim%	sp2*
1			Marshall of the Mark	sp2
*			Marshall of the Mark	sp2
*			Meduseld%	sp1
	1		Royal Stables	sp2*
				25/13

HAZARDS

(40/12)

21/0

3	Horse-lords	men
3	Ambusher	men
3	Silent Watcher	pukel
3	Pukel-men	pukel
3	Wose Ambush	pukel
3	Mewlips	undead
3	Ash-drake	drake

19/12

3 Wrath of the West

3 Lure of Expedience P.corruption

3 Pride Increased with Despair

2 Arda Angered L.pukel/Rock fall/Lava flow-enhance

3 Watchers at the Gate P.SH/DH- pukel AA

2 Bloodeye Ravish P.disease-ally

3 Too Much to Ask S.ally-nonU > wound

2 Stay Her Appetite S.ally-attack

1 Capricious Spirit S.ally-maia, demon, spawn

2 Trouble on All Borders P.faction -attack

3 An Unexpected Outpost

1 Neither so Ancient Nor so Potent

3 Muster Disperses

SITES	FD-1	BL-3	W-7	SL-2	DD-1	CS-0	UD-1	T-1	J-0
Ro	Edoras								faction-Riders+Mearas
Fa	Wellinghall								ally-Treebeard
SR	Gyogorasag Sanctuary		heal						
La	Vale of Erech								
La	Calembel								
OL	Wose Passage hold								ally-Mighty Steed
Ao	Druadan Forest								ally-Mighty Steed
Du	Dunnish Clan-hold								ally-Mighty Steed
Ro	Dunharrow								faction-mHarrowdale
GI	Helm's Deep		faction, m*	men					faction-mWestfold
HP	Joghul's Shrine		heal						y
GK	Temple of Kondri Odchi		heal						y
HZ	The Hospice of Lost Faith		heal						
WF	Hermit's Hill		mr, Mj\$	men					x
Ro	Amon Hen		Info, mr	undead					Anything, mis-BarrowBlade
Fa	Lind-or-Burum		Info, ally	plant					x
GI	Isengard		Info, mr, ring	animal					x
GI	Glittering Caves		mr, Mj						item-
En	Isildur's Tomb		mr, Mj\$	animal					x
En	Ruined Signal T		mr, Mj	spider					item-
OL	Geann-a-Lisch		Info, mr, Mj	men					item-
OG	Stone-circle		Info	Pu					x
Ad	Stones		mr, Mj, Gr	Pu,Pu					x
Ad	Tharagrondest		Info*, mr, Mj	wolf.3w8					item-
ud	Pukel-Deeps		m, M, ring	pukel.2w11					item-
Da	Dead Marshes		m, M, G	undead					x
Nn	Barad-Wath								
Nn	Nurniag Camp		Info, m, M	men.4w7					item-

CHARACTERS-10		15-4-3-2-3	
4 Théoden	7/3/5/7+	W/Sa/D	Lord Edoras L: +5DI.Rohan
1 Theodred	4/2/4/7*+	W/Sc	man Helm's Deep L; +2DI.c(Edoras,HD),f(RR,MW)
Eowyn	2/0/2/7+	W/Sc	man Edoras
Ceorl	2/0/3/7+	W/Sc	man Helm's Deep cancel attack with Horses.
1 Eomer	3/0/3/8*+	W/R	man Edoras +2DI.Riders
1 Grimbald	3/1/4/7+	W/R	man Helm's Deep +2DI.c+f(HD); +1P.orcs+wolf
Éothain	2/0/3/8+	W/R	man Dunharrow 1CP, -1DI.inf;
1 Elfhelm	4/2/4/7+	W/D	man Edoras mEast; +1P.men+orcs+wolf
1 Erkenbrand	4/2/5/6*	W	man Edoras +2DI.Riders
1 Dúnhere	3/1/4/7*	W	man Dunharrow +2DI.c(Dunharrow); +2DI.MH
Guthlaf	2/0/3/6+	W	man Edoras +2body with Théoden
Hama	2/0/4/8	W	man Edoras 1CP
Gamling	2/1/3/7*	W	man Edoras
Garulf	1/0/2/7+	W	man Dunharrow 1CP, -1DI.inf; +1P.horse(ally)
Widfara	1/0/2/6+	W	man Rohan 1CP, -1DI.inf;
1 Morwen	3/1/2/7*+	Sa/D	Dun Edoras +3DI.f(home)
1 Merry	4/1/1/9+	Sc	Hobbit Brandy Hall -2CP

starting company: at Edoras <Meduseld>

1 Theodred	4/2/4/7	W/Sc	Marshall of the Mark
1 Eomer	3/0/3/8	W/R	
1 Dúnhere	3/1/4/7	W	herbs
1 Morwen	3/1/2/7	Sa/D	dagger
Gamling	2/1/3/7	W	miruvor
1 Erkenbrand	4/2/5/6	W	

12/19 GI used			Mind: 31
Rohan at Edoras			Rohan-Gap of Isen
Théoden-L	7/8/7/8	W/Sa/D	2 herugrim
Hama	2/0/4/8	W	1
Guthlaf	2/0/3/8	W	0
Eomer	3/0/3/8	W/R	0
#1 East-fold at Edoras			minion hunt[Dagorlad-Plains]
Theodred-L	4/6/5/8	W/Sc	2 lance, ash, Marshall
Grimbold	3/1/4/9	W/R	1 hauberk
Garulf	1/0/3/7	W	1 lance +1P.horse(ally)
#2 West-fold at Edoras			Gap-Land-Enedhwaith-Dunland
Elfhelm	4/4/6/9	W/D	3 great shield, guthwine, Marshall
Éothain	2/0/3/9	W/R	2 mane
Ceorl	2/0/3/8	W/Sc	1 ash
#3 Trackers at Edoras			Nazgûl hunt
Merry	4/6/1/9	Sc	1 eorl, arrow
Eowyn	2/1/6/8	W/Sc	2 dagger, Barrow, Secrecy [+6RW/+6Naz]
Morwen	3/1/2/7	Sa/D	1 Anything, Treebeard
Widfara	1/0/2/6	W	1

OBJECTIVE

The King of Rohan has been given the task to guard Rohan and the Gap of Isen from Dwar and to begin the marshalling of the Rohirrim. He will need two Marshals of the Mark and women to do this. You need to gather armor to protect the weak men and to ride mighty steeds into the Battle Plain of Dagorlad destroying enemy camps.

THEODEN KING OF ROHAN

The King of the Rohirrim is the first Marshall of the Mark. His mind is 7. His low body at 7 is a problem. His sword, Herugrim, will give him +1 body and prowess of 7. It is a wolf and uruk slayer. No one else in his deck will have prowess greater than his 7. He has 8 DI against characters with a home site in Rohan. He has +2DI against any faction playable in Rohan. You might need to move a two-mind follower under another leader for +2 for his faction influence attempts. Two followers will usually be his bodyguards.

He has the normal ability to view the hand of a player if he has a company without an agent at a non-Haven site in Rohan during the ORG phase.

He will be moving and fighting. Yet, he is likely to stay in Rohan manipulating the sideboard before the quest. His high DI will allow him to control 4 or 5 men. When he stays at Edoras he will most likely control a 2-mind Man such as Gamling to later transfer to a Marshall since the Marshall may return with one less rider. The King is likely the one to influence the factions. Give him Great Shield of Rohan for +2 body when moving over the Great River.

His only specific stage resource is the ally Snowmane. If Théoden is killed, then make Elfhelm a Marshall of the Mark. Theodred will be king with Lord of the Mark.

Lord of the Mark grants Theoden, Theodred or Eomer +1 CP if in the company with a character having the same home site. He gains +2 mind and +2 DI against characters and factions playable at sites in Rohan, Gap of Isen and Anorien. He may automatically influence Riders of Rohan. Try to play this on the avatar if possible during the first deck.

Theodred	4/2/4/7	6/4/4/7
Eomer	3/0/3/8	5/2/3/8

CHARACTERS

All your heroes are men with home sites in Rohan, except for Merry, Morwen and Eowyn. Most of the body stats are low. You have only two Sages and three Diplomats of your 17 characters. There are four characters have a mind greater than three. Note that Théoden is not expected to have a Power deck and most of his characters are not expected to be in one either. This allows Théoden to risk his men in combat and incursions near Mordor. At one time up to 15 characters will be in play.

Theodred is one of four 4-mind characters. He is the Second Marshall of the Mark. Faction influencing is good for him. He will lead a core company as a Marshall of the Mark with 6 DI against characters with a home site of Edoras or Helm's Deep. He is a Scout and has +2 DI against Riders of Rohan and Men of Westfold. A four prowess is average, but it will be enhanced with Mounted Lance. A low 7 body will be enhanced with Shield of Iron-Bound Ash. While waiting at Edoras he can control more characters so a large erod can leave that same turn.

Erkenbrand is a strong Warrior from Edoras. Another 4-mind character will join Theodred in the starting company. Erkenbrand has +2 DI against the Riders of Rohan with a nice chance to influence that faction with his 2 DI. His strong 5 prowess can tie 12 prowess strikes, but a 6 body is dangerous for him. Discard Erkenbrand soon into the game to keep him alive.

Elfhelm is the Marshall of the Eastmark. His 4-mind can lead a core company using his 2 DI with Marshall of the Mark for a total of 4 DI. An average 4 prowess can easily be enhanced with a weapon, but that 7 body needs work. Give him Great Shield of Rohan for +2 body. He hates Men, Orcs, and Wolves. This does prove useful for him to raid across the Great River, but 4 DI is not enough to control three characters. He is from Edoras. His Diplomat skill keeps him out of the starting company.

Eomer is one of three Rangers. His 3-mind can have him as a follower to any Leader. His three prowess is adequate and 8 body is healthy. Son of Eomund is not in the deck, but it can be one of the Game Point cards. A +2 DI against the Riders of Rohan can be used if that faction must be played again. The sword Guthewine gives him +1 DI. He is from Edoras.

Eowyn is one of four Scouts. Her 2-mind is low along with two prowess and low 7 body. But her gift is +6 prowess and halving his body against Nazgul. Dernhelm and Helm of Her Secrecy are in the deck for her. She will wait at Edoras to attack a vulnerable Ringwraith.

Guthalf is a Warrior from Edoras and is the banner bearer of the King. He has a strong 3 prowess for his 2-mind. But a poor 6 body is dangerous. But his special ability is +2 body when I the company with Theoden. So put him there for 8 body as a guard for the avatar.

Gamling is similar to Guthlaf but has 1 DI and a low 7 body. He starts the game. He is found at Edoras.

Hama is a stout Warrior from Edoras with 4 prowess and a healthy 8 body for 2-mind. But he does come with -1 to his corruption checks. He can be used on quick mission.

Widfara is the other 1-mind Warrior. His 2 prowess and 6 body comes with -1 to his influence checks and corruption checks. So keep him with the non-Men like Morwen and Merry as a bodyguard. His home site is any site in Rohan makes him easy to play.

Éothain is one of three characters from Dunharrow. He is a valuable 2-mind Ranger and Warrior with a descent 3 prowess and 8 body. He will be used for his Ranger skill, but his -1 to his influence checks and corruption checks. Horse Mane's Helm is suited for him granting a 9 body and allowing him to use a Warrior card to stay untapped.

Dúnhere can be a good 3-mind Warrior of 4 prowess and 7 body. A 1 DI and +2 against the Men of Harrowdale faction and characters with the same Dunharrow home site can be used if needed. He starts the game as a fighter. Discard him when another strong Warrior is ready to be played.

Garulf is the third Warrior from Dunharrow. Is a rare 1-mind Man character in the deck so this is useful that he can be a follower to several characters. He has a descent 2 prowess for 7 prowess. But he is burdened by -1 to his corruption checks and influence attempts. He receives +1 prowess when controlling a horse ally so take him on forays with horses.

Grimbold is from Helm's Deep and is a rare Ranger. His 3-mind comes with a versatile aspect with 1 DI, four prowess and 7 body. He can be s strong follower to a Leader so give him armour. He hates Orcs and Wolves. He cannot be a Marshall of the Mark but does come with +2 DI against characters and Men of Westfold with the same home site. Keep him alive.

Ceorl is a typical 2-mind W-Scout with 3 prowess and 7 body. He is from Helm's Deep. A special ability of his is tapping to cancel an attack against his company during the movement phase if Horses was played on his moving company that turn. He will be in a core company. Ceorl can be in Theoden's company of moving close to Rohan for playing an item using this ability.

Morwen of Lossarnach is the other woman in the deck. She also has the home site of Edoras. She is a rare Sage in the deck. Her 1 DI can allow her to control Widfara. She has +3 DI against Theoden and factions normally playable at her home sites. This gives her +4 DI. A low 2 prowess and 7 body should keep her at Edoras throughout the game. She does have +5 prowess against Nazgul and halves his body.

Merry is the token Hobbit. He is likely will stay at Edoras telling tales and giving herb-lore to the yellow-haired people. His 4-mind is too high to be a follower. Give him Red Arrow to control up to 6 mind of characters. Horn of Eorl is the key for his use in the deck. A +2 to his corruption checks is nice too. He has to be played at his home site of Brandy Hall though, which is five regions from Rohan.

COMPANIES

The starting company has all the skills among the six characters of 19 total mind. Meduseld starts play making Edoras a Lord-haven. Morwen is your Sage. Keep her at Edoras to keep the site in play and for her safety. Theodred is there to be the Scout and a Marshall of the Mark with 6 DI against characters with Edoras as a home site. This allows him to control Gamling the Old, Eomer, or Morwen. Eomer is the Ranger. Erkenbrand, Gamling and Dunhere are the Warriors – all are expandable. Healing Herbs, Miruvor, and Dagger Westerness are the starting items. This company will be playing items until others characters appear. Move Erkenbrand and Gamling as a company. Theodred will control Eomer and Dunhere for another company.

You will have four companies using 12 of your 19 points of GI. You will keep one company at all times at Edoras to keep various resources in play. Each core company has a Leader or hobbit. Two leaders have unused DI for using a command event.

Théoden will control Guthlaf, and Eomer with 5 DI with a base at Edoras. This company will guard Rohan and Gap of Isen. Have Théoden wield Heruguin and be the Lord of the Mark. Eomer is your Ranger; he will carry disposable minor items. Guthlaf receives a nice +2 body in the same company as Théoden. This means Guthlaf is the bodyguard to the King. Théoden has three unused DI to influence factions or hold a follower (e.g. Morwen, Hama) temporary. Transfer Herugrim to Theodred when the son moves and the father will not for two turns.

Theodred will protect the East-fold from his base at Edoras. His goal is to hunt the minions of Dwar in the Horse Plains and Dagorlad. He will be a Marshall of the Mark controlling Grimbold, a W/R, and Garulf. Theodred will have an Ash Shield and a Mighty Lance giving him 5 prowess and 8 body. He can use his Scout skill to play Thorough Search. Garulf will have a Mighty Lance and Grimbold wears a Hauberk of Bright-mail. Theodred, a leader, has two unused DI for a command resource. This company is expected to run into minions of Adûnaphel in southeastern Gondor. Theodred with Herugrim will have 6/9 stats. Grimbold will have 4/9 stats.

Elfhelm is the Marshall of the Eastmark. He is to guard the Pûkel-lands, Dunland, and Enedhwaith. Each of these regions can be reached in one turn from Edoras. He will be stationed at Edoras controlling Éothain and Ceorl. Eomer will have Great Shield of Rohan and Guthwine for 6/9 stats. Éothain is the Ranger wearing Horse Mane's Helm for an extra body; Ceorl is the scout. Éothain is likely to use Block so to recycle the event. This means he will take the toughest strikes with his 9 body. Ceorl will have an Ash-shield. This group will likely be playing the items and horse allies in Gondor. This company has three items that can be tapped. There is a command event in the deck that can untap battle-gear items. One of the followers will be sent to general influence to play a command event for a turn.

The last company will be at Edoras. Merry is with two women. He carries Horn of Eorl to recycle events. He has Red Arrow to control 6 mind of heroes. He controls Eowyn, Morwen and Widfara. Eowyn is to hunt Ringwraiths. Eowyn will have Helm of Her Secrecy. She will have a Dagger of Westnesse and Barrow-blade. Eowyn's base prowess will be 6. Her prowess versus Ringwraiths is 12! The wide range of movement, coupled with Wild Horses, gives you a range of 6 regions. Morwen is a Sage to play resources and taps for When I Know Anything; she controls Treebeard. Widfara is ready to join another company on the move.

ITEMS

You have 14 items. 6 are major, 1 special, and 7 minor. 10 of the items are battle-gear. You will be in a lot of combat. You have 6 Ruins to play the major items (The Stones, Ruined Signal Tower, Isengard, Glittering Caves, Geann a-Lisch, Tharagrondost). The three shields, one helmet and one armor will help with your low body characters. Five weapons will help with prowess. Faction Men of Westfold can tap every turn to take a battle-gear item to hand playable at a site in Gap of Isen. These are major and minor items.

Mounted Lances are for men on a horse ally. This item can be discarded for a special ability. Give Hauberk of Bright-mail to a character with two skills. Great Shield taps to keep its bearer untap against a strike. Horse mane's Helm recycles a Warrior event used by the wearer. Two unique swords provide a bonus to a specific user so keep the weapons on those characters. Thorough Search is needed with so many major items to be played. Three copies of this resource can save may be three visits to dangerous Ruins.

Reunion is included to provide +2 to corruption checks for transferring items. With so many characters you should not have trouble with transferring items. Only Theoden, Elfhelm, Eothain, Eowyn, and Theodred have more than 1 CP.

Miruvor and Healing Herbs are your food items. Armory is included so to place an item with this permanent event so another company far away can play it normally. Horn of Eorl is only playable by Merry. He will play it in the second deck. It can recycle three good events: Charge, Reunion, and Rohirrim.

FACTIONS

You have five factions. Wild Horses can be played at Dunharrow and in the east at several sites. Riders of Rohan will be played in the first deck. Men of Harrowdale and Men of Westfold can be played at Border-holds and later so to play the characters at those sites. Maeras will also be played at Edoras.

Riders of Rohan is the key faction. It needs an attempt of 10 to play. Dúnadan (+1), and Hobbits (+1) are the standard modifications. If this faction is not played in the first deck, then play it during the councils so to limit is discarding via agents. Also, the Red Arrow and Lord of the Mark should be in play so the attempt will be automatic.

Men of Westfold need an attempt of 8 to play. There are no standard modifications. Theodred and Grimbald have +2 DI against this faction. Theodred will start the game so he will have +4 DI on the attempt. This faction taps to take a battle-gear item playable in Gap of Isen to your hand.

Men of Harrowdale also need an attempt of 8 to play. Dúnhere has +2 DI against this faction. He will start the game so he will have +4 DI on the attempt. This faction taps to fetch a horse ally playable at a site in Rohan.

Mearas need an attempt of 13 to play. Men with a home site in Rohan (+2), each Wild Horse

in play (+1), and Snowmane in the company (+3) are the standard modifications. One other hero player will play Wild Horses. Assume Théoden will play this faction with Snowmane in play. This will be man (+2), DI (+3), normal faction bonus (+2), Snowmane (+3) sum to 10. The faction can tap to tap any horse allies in an opponent's company moving through Rohan or at a site in Rohan. Hope that no such opponent visits Rohan; if so then let them pay the toll.

Wild Horses is an animal faction needing an attempt of 12 to play. Those with a home site the same as its home site receive +3, which includes non-haven sites in Rohan. Théoden King will have home site (+3), DI (+3), normal faction bonus (+2) to sum to 8. This faction allows one extra region movement if a company moves through a specific region. This should help when moving north of Mordor.

Power of Persuasion is meant to play factions at a tapped Edoras. A diplomat taps to at a Free-hold or Border-hold to make an influence attempt modified by -3 against a faction at a tapped site. First discard Meduseld to make Edoras a Free-hold again.

ALLIES

You have eight allies. Treebeard is a Sage that will stick around Edoras and play Marvels Told. Let Morwen play him. This means the ent will not be in CvCC unless it is in Rohan. Use the ent's 8/9 stats for good effect. He is limited to a few regions: Old Pukel-land, Enedhwaith, Gap of Isen, Rohan, Fangorn, Wold & Foothills, Brown Lands, Anduin Vales, and Redhorn Gate.

Mighty Steed are for the Riders attacking minion allies with allies. It has two prowess and low 7 body. It can tap to cancel a non-AA strike against itself. If all characters in the company controls a horse ally then the company can move six regions.

Noble Steeds will be used when traveling great distances to attack minions. It has the passive stats of 0/8. It can tap to cancel a non-AA strike against itself. If all characters in the company controls a horse ally then the company can move six regions. Give these allies to Eowyn and those in Théoden's company. Royal Stables is a stage resource that will allow you to store allies. A faction can tap to fetch these horse allies.

Snowmane is played by Théoden. The Lord will only go out with other Riders with horse allies. More Sense Than You can apply to Snowmane and its rider without either tapping. Leverage this to the max. All horse allies in Snowmane's company gain +1 prowess with Doors of Night in play. Body is 8 and prowess is 2 will help Snowman combat a weak orc.

MISSIONS

There are few missions. Most are written elsewhere. Morwen is to play When I Know Anything for use during the Power Decks. Her low body is a hindrance of her movement. Move her to play this resource late in the second deck after the Mordor Ride.

GATES OF MORNING

The only resource that deals with Gates of Morning is Hope Renewed. If that environment is in play during the site phase, then it is likely still to be in play for you to play Hope Renewed during the site phase. At least two characters of yours must be wounded. This event allows the playing from hand or joining to this company characters in the same territory. Use this event to surprise minions. The same turn move another company to a Ruins to play an item; do not tap the heroes so to have a better chance of wounding. Then in the other company's site phase play this event after strikes are assigned.

ROHIRRIM

You are allowed to form large companies with the event The Rohirrim. This will allow you to strike with many characters on a vulnerable minion company. Two copies of Marshall of the Mark will give you three man leaders. You have two of the command events. You are more concerned with corruption than with body and prowess attributes of your characters. Only one copy of Rohirrim is included in the sideboard. With this resource, it is possible to play all of your man characters while using only 12 GI.

Eowyn will try to play Helm of Her Secrecy. Try to play it even if you have to hold onto this card for a few turns. It will be worth it.

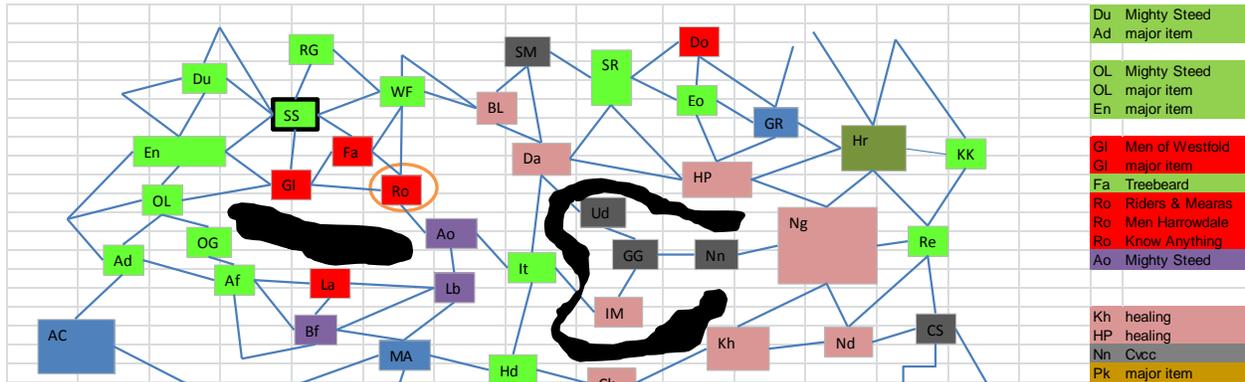
You have two command resources. Spear Shall Be Shaken allows the untapping of battle-gear items in the leader's company. Three of your battle-gear items can tap. Eomer's company will have these items. The discarding of this event will untap all of your riders during CvCC. Skilled Was Their Knighthood is useful for high prowess companies such as Théoden's company. Since a character may be assigned to a character without the -3 penalty.

WHITE MOUNTAINS AND ANDUIN

You are expected to be in many combats. Block will keep you warriors untap for the site phase. It will be recycled by the wearer of Horse mane's Helm. More Sense Than You will allow low body or vulnerable character or ally to avoid assignment of a strike if he taps.

Horses will decrease the hazard limit by two but will increase the prowess of the attack by two. Ceorl has the normal ability to tap during the MOVE phase to cancel an attack against his company if this event has played for his company. Charge is great for your horsed riders. It will be used mainly for CvCC. Miruvor will help with body checks. Hope Renewed is a great resource to surprise a minion company. This resource will be played when you visit Mordor; bring with that company wounded characters to make this card playable.

There are no Ranger-specific resources. Safe From the Shadow is played by this avatar. It will be used by others in the Division. This resource allows storing of resources during the site phase, which bypasses the tapping penalty of some resources.



This player has compact sites. But will move across the Anduin River to visit Nurn. Several players are near including Imrahil, Denethor, Galadriel, Thrain, Radagast, and Vidugavia. Six sites are shared with two requiring resources by both players and the site as an AA.

Stone-circle and The Stones are used by Gandalf. Isildur's Tomb is used by Denethor to play Sapling of the White Tree. Saruman will tap Isengard. Galadriel will tap Lind-o-Burum. Tharagrandost is shared with Imrahil if Thorough Search is not helping play multiple major items. Four will share Wellinghall. Should be called "Townhall." Movement to Horse Plains from Rohan is possible tapping Wild horses.

SITES

The Riders of the Riddermark will be vigilant in and around Rohan. Your only Lord-haven is Edoras. It will have Golden Hall of Edoras. That event allows any character with it as a home site to tap during the organization phase to shuffle Horses, Mighty Steed, Noble Steed or Wild Horses. The cost is making a corruption check. Wellinghall has the ally Treebeard. Gyogorasag Sanctuary is a site in Rhovanion that you might visit when raiding into Mordor. Visits to 16 sites are needed. Border-lands and Wilderness hold 11 sites. Seven sites are 1-2 regions from Edoras. Three more are three regions. Khand, Horse Plains, and Nurn required preparation. Pukel-Deeps are expected a visit.

Many Border-holds will be visited to play allies and factions. Seven of those type are around the White Mountains or in Dunland. Mighty Steed needs such a site. You will have to travel in Wilderness to Dunnish Clan-hold and Wose Passage hold. Druadan Forest is another site. Dunharrow and Helm's Deeps are sites to play man factions. Outer Mordor has healing sites in Horse Plains, Khand and Haruzan. Play Wild Horses at Joghul's Shrine.

Ruins are your main sites for items. There are eleven such sites around the White Mountains. When I Know Anything is found at Amon Hen. Barrow-blade will be played at a tapped Ruin. You have six major items to play. Four Ruins are obvious sites: Glittering Caves, Ruined Signal Tower, Geann-a-Lisch, and Tharagrandost. Thorough Search hopefully will allow the other two major items in the first play deck or multiple minor items such as both Mounted Lances. These lances would be discarded for use, and then fetched using Men of Westfold. Keep Isengard and The Stones untapped so to combat minions there. The Pukel-Deeps can play major items. Then when you visit Nurn you can play another major item, but hope Thorough Search has manifested its quality by then.

Nurniag Camp is the prime site to play Tower Raided to divide Dwar's minions during

Saruman's quest. You will send Riders to Nurn with horse allies so to move six regions from Anórien The company may move from Rohan to Southern Rhovanion first via Mirkwood in six regions for a safer path. You need to play Dark Numbers first. You can tap a character to play that event after facing the AA at the site. Barad-wath is another site you might visit.

AGENTS

Agents will be a major concern. Edoras is a site that is not completely safe. You need to be careful. Withdrawn to Mordor will either discard an agent or allow the agent to be taken to hand, which means you can move away from an agent. Caught and Found Guilty is a resource that is played after the agent acts, but the agent is taken prisoner if the agent fails. The agent's master might come and rescue him.

STAGE RESOURCES

There are many stage resources in this deck. Many will be discarded late into the game. Your two command resources are useful in combat. Rohirrim is a 2 SP resource that allow massive companies. Two Marshall of the Mark resource will make leaders and provide DI boost. Meduseld will transform Edoras into a Lord-haven. Royal Stables will make transferring allies a snap. Clad of War will be played late to give you MP to your battle-gear items, which will give an additional 4 item MP.

You will have high SPs during the game up to 11 SP at a time. Late into the second playdeck you will be discarding stage resources. Discard Royal Stables after three horse allies have died and you transfer the other horse allies to Théoden's company or by Turn 15. Rohirrim will not be played after Turn 16. Both command events will likely not be in play simultaneously. Play Clad for War during the Councils. Then you will have 8 SP. Marvels Told will be used to rid hazards targeting your SPs.

1	Clad for War	sp2+
1	Skilled Was Their Knight	sp1*
1	Spear Shall Be Shaken	sp1*
1	The Rohirrim	sp2*
1	Marshall of the Mark	sp2
*	Marshall of the Mark	sp2
*	Meduseld	sp1
1	Royal Stables	sp2*
	Snowmane	sp1

HEROES

Galadriel and Denethor are very near. The Elf-Queen will be in Fangorn. Minions will cross over the River to attack her. Send Théoden and Treebeard to help her. Denethor will be on your eastern borders - watch his characters in Mordor. You might raid near Mordor to attract attention in order to protect his characters. King Vidugavia will be seen too if you move north of Mordor.

DWAR, BLACK & GREY PLAYERS

The Third will be on the western confines of Mordor. He will be have covert and overt minions raid into Rohan. Their mission is to steal black horses. An overt company is dispatched to kill your characters. The minions might find themselves vulnerable at a site in Dagorlad or

more to the east. You can make a surprise attack to the Horse Plains. You can attack the Dark Dwarf, Hoarmûrath, and Khamûl if they get close to you.

FACTION WARS

Your three man factions will not battle until the Power decks. You have no resources to move the factions.

RAID INTO MORDOR

An option to use in the second playdeck is to take a round-trip around Mordor visiting healing sites while attacking unsuspecting minions. The idea is to attack weak minion companies then visit a healing site afterwards. Faction Wild Horses can grant +1 region in movement if none have a horse ally. This task can be conducted late in the first playdeck. Use Elfhelm's compay for bait. Eowyn will be a diversion in the west. Move both back to Edoras while Theoden and Theodred raid Nurn. Armory is included so if you play a minor item away from this traveling company, this traveling company can play the item easily – like herbs.

Denethor is expecting Theoden to move to Harondor on Turn 11.

- T10: Elfhelm moves six regions from Edoras to Temple of Kondri Odchi.
Dwar may send minions there drawing attention from Dol Guldur.
- T11: Elfhelm stays at Temple of Kondri Odchi.
{Theoden + 3 Riders and Eowyn move to Osgiliath}
- T12: Eowyn stays at Osgiliath.
{Theoden moves to Nurniag Camp in five regions}
Theodred moves four regions to Cairn of the Colruh Hazurbal from Edoras.
Elfhelm moves 4 regions from Temple of Kondri Odchi to Osgiliath.
- T13: 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.
- T14: Theoden returns same site as his son. Theodred stays.
- T15: {Theoden and Theodred move to Joghul's Shrine if Mount Doom has no minions and can only move four regions. }
- T16: If at Mount Doom, then move to Imlad Morgul. Elfhelm & Eowyn should visit to help.
- T17: Theoden and Theodred move to Edoras.

MARSHALLING POINTS

- C=5 There are eight 1-MP heroes and zero 2-MP heroes. Merry and Morwen will be alive at the end of the Councils. Then three other 1-MP should be alive.
- I=10 Clad of War will have the battle-gear items at full MPs. Five items will earn 2 MPs and another two 1-MP items set it all to 12. Expect to lose a 2MP item playing Tower Raided.
- F=7 Five factions will be played. Since no war will be engaged by you expect to have all in play at the White Council.
- A=3 Even with many allies the horse allies will unlikely survive. Snowmane and Treebeard will provide two MPs. Noble Steed has zero MPs. One Mighty Steed should be still alive.
- M=1 Barrow-blade will be this MP. Mount Slain will help.
- K=6 This is a lot of MP. Consider tapping just to kill creatures.

Roaming of the Riders: Vast movements to attack Nazgûl or Rescue heroes.

GUIDE TO MOVEMENT: *West-fold Company at Edoras using Noble Steed*

*Noble Steed: +2 region with no Coastal Sea regions to max. 6.

+Wild Horses: +1 Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor

#	Route 1	Route 2	Route 3
1	Rohan	Rohan	Rohan
2	Gap of Isen	Gap of Isen	Wold
3	Old Pûkel-Land	Enedhwaith	Anduin Vales
4	Old Pûkel-Gap	Cardolan/Dunland	WRealm/WM
5	Anfalas	Arthedain/Shire/Rhudaur	NR/HM
6	Lamedon	Númeriador/Forochel/Angmar	SR/Dorwinon/Forrhun

Route 1: Gondor for resource play or surprise minion attack

Route 2: Rescue Gandalf, Thorin, Balin or Elrond. Attack Witch-king.

Route 3: Rescue Radagast, Dain, Thrain, Thranduil, Alatar. Attack Khamûl.

GUIDE TO MOVEMENT: *West-fold Company at Edoras using Noble Steed*

*Noble Steed: +2 regions to max. 6

+Wild Horses: +1 Rohan, Southern Rhovanion, Khand, Dorwinion, Horse Plains, or Harondor

#	Route 1	Route 2	Route 3	Route 4
1	+Rohan	+Rohan	+Rohan	+Rohan
2	Anórien	Anórien	Anórien	Anórien
3	Ithilien	Ithilien	Ithilien	Ithilien
4	Dagorlad	Dagorlad	Harondor	Harondor
5	Horse Plains	Horse Plains	Chelkar	Hyarmenfalas
6	Nuriag	Harrhun	Khand	Mardruak

Route 1: Attack Dwar, Uvatha

Route 2: Rescue Vidugavia.

Route 3: Rescue Saruman. Attack Hoarmûrath or Ren

Route 4: Rescue Imrahil. Attack Adûnaphel

DECK MANIPULATION-28

1	Snowmane		tap12	
1	horn of eorl	leaf		
3	Noble Steed		dp23, dp24, dp25	
3	A Mighty Steed	leaf, leaf, leaf		
1	Wild Horses		dp31	
1	Men of Harrowdale		dp11	
1	Men of Westfold	leaf		
2	Mount Slain		dp21, dp22	
1	Tower Raided		tap14	
1	Dark Numbers		tap13	
1	Power of Persuasion			tap
1	Lord of the Mark			death
1	Hope renewed		dp32	
1	Caught and Found Guilty		dp12	
1	Withdrawn to Mordor		dp13	
1	Charge		dp14	dp
1	Reunion			dp
1	Helm Of Her Secrecy		tap11	
1	Clad for War			tap
1	Skilled Was Their Knight	smoke		
1	Spear Shall Be Shaken		dp15	
1	The Rohirrim	smoke		
1	Royal Stables	leaf		

action:	cards	tap
SB to DP	12	+3
SB to PD	4	+4
Leaf	6	---
Smoke	2	---
Lord card	-	-3
2 nd PD	(2)	(+2)
2 nd DP	(2)	(+1)

Théoden will have to tap 3x (2+4-3=3) during the first deck and 1x (3+1-3) in the second deck.

The King of Rohan has 28 resources to use which are in the sideboard. Many are very useful and need to be in play quickly. The methods to access the SB is to tap the avatar to bring resources into the PD or DP. Two Smoke Rings and Three Longbottom Leaves will bring in eight resources. Théoden must tap 6x. Three of his avatar character cards will untap him 3x.

A faction, and an item will be used to fetch resources. So place them into the discard pile. Power of Persuasion will be used to attempt to play a faction at a tapped site.

HAZARDS-52

The hazard theme is to punish minions near the White Mountains, to add AA to Shadow-holds, and to make minion allies a burden.

CREATURES-21

There are 21 creatures. You want to hit covert minions in and around Mordor. Your hazards will handle minions at the free and border-holds. Only Ambusher and Horse-lands are keyed to those safe lands. Ruins are not targeted directly by any creature. Shadow-lands are dangerous for covert minions facing Mewlips. Black holds has Pukel-men and Silent Watcher, which will hinder minions in and around Mordor. Ash-drake will ambush Mordorian companies. The White Mountains will be lethal for minions. Horse-lords, Pukel-men, and Wose Ambush are found there.

Horse-lords, Wose Ambush, and Ash-drake are specific to a small area. Ambusher and Mewlips target regions. Silent-Watcher and Pukel-men target black-holds.

- FH:
- BH:
- RL:
- 6 SH: Pukel-men Silent Watcher
- 6 DH: Pukel-men Silent Watcher
- UD:

- 3 FD: Ambusher
- 3 BL: Ambusher
- W
- 3 WW Mewlips
- 3 SL Mewlips
- DD
- CS

- 3 Wold and Foothills horse
- 6 Rohan pukel horse
- 6 Anórien pukel horse
- 6 Lamedon pukel wose
- 3 Anfalas pukel
- 6 Andrast pukel wose
- 6 Old Pûkel Gap pukel wose
- 3 Old Pûkel-land pukel
- 3 Dunland pukel
- 3 Enedhwaith pukel
- 6 Gap of Isen pukel horse
- 3 Gorgoroth ash-drake
- 3 Nurn ash-drake
- 3 Udun ash-drake

Hazard EVENTS-31

These hazards are fast to play.

Base cards-3

You have Wrath of the West. This will try to cancel useful minion resources that protect a company moving to a free or border-hold.

Corruption/Check:-6

You have Lure of Expedience. This will hamper companies gathering items and gold rings. Pride Increased with Despair hinders the victim that has allies and permanent-events. Each ally and permanent-event with a MP value reduces his CC by -1.

Main Theme-13

The main theme enhances certain attacks and targets allies. Arda Angered enhances Pukel-creatures. Watchers at the Gate creates a pukel AA at a black-hold. Bloodeye Ravish will hurt the horse allies of Uvatha. Too Much to Ask wounds a non-unique ally. Stay Her Appetite forces an ally to attack the controller. Capricious Spirit targets a maia, demon, or spawn ally that may discard the ally. All such allies are difficult to play.

Secondary Theme-4

Muster Disperses is to discard a faction. Neither So Ancient is to discard a store minion item one of the allies wants to play.

Support Cards-2

Trouble on All Borders is great for those Udûn and Nurn factions. Be careful about playing it on a Nurn faction, moving to Nuriag will cause the hazard to affect you.

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

Turn 01 @ Edoras

U	Théodred	4	2	4	7	Man	W	Sc				0	Marshall of the Mark
U	Éomer	3	0	3	8	Man	W		R			0	
U	Erkenbrand	4	2	5	6	Man	W					0	
U	Dúnhere	3	1	4	7	Man	W					0	Healing Herbs
U	Gamling the Old	2	1	3	7	Man	W					0	Miruvor
U	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	0	Dagger of westerness

Hand-8, mp5, sp3, pd84

Wose Ambush	Théoden King
Block	Safe From the Shadow
More Sense Than You	Silent Watcher
Horse-lords	0
0	Éothain

Wake of War, Arda Angered.

Untap

ORG

Play avatar. Play Safe From the Shadow. Avatar taps to put 5 cards in discard pile.

No resources to play, so move to a border-hold and a ruins. Transfer Dagger to Theodred.

Bad hazards in play.

Theodred, Eomer, Dunhere move to Ruined Signal Tower.

Erkenbrand and Gamling move to Druadan Forest. Theoden and Morwen stay.

MOVE

Theodred, BL-BL-W-rl.

HL3, Smaug plays Lesser Spiders keyed to Ruins. Spiders.4s7p+Wake of War >5s8p

More Sense Than You taps Eomer.

Extra strikes to Dunhere

Theodred plays Block, 4p+1wp+11roll=16

Dunhere taps, 4p-3e+7roll=8,tie.

+

HL1, Throkmaw-x, Fankil-x, Durlach plays Wargs keyed to BL.

Wolves.2s9p+WakeofWar > 3s10p

Theodred taps, 4p+1wp+9roll=14

Eomer tapped, 3p-1t+8roll=10.tie

Dunhere tapped, 4p+5roll=9, bc.6 = wounded

Erkenbrand, BL-FD-bh.

HL2, Play Armory. Only Dwar has hazards. Plays Stout Men of Gondor keyed to Anorien.

Men.6s7p, detainment. 4 strikes to Erkenbrand, 2s to Gamling.

Erkenbrand no tap, 5p-3x-3e+3roll=2, tapped

Gamling, no tap, 3p-3x-1e+4roll=3, tapped.

Dwar plays Wose Ambush keyed to Druadan Forest – a Wose-hold. Wose.each.7p

Miruvor is discarded for +2 body.
Erkenbrand tapped, $5p-1t+11\text{roll}=15$
Gamling tapped, $3p-1t+5\text{roll}=7$, tie.

Theoden, ph.
HL2, no hazards

SITE
END

Turn 2 @ Ruined Signal Tower-U

T	Théodred	4	6	5	7	Man	W	Sc					1	Marshall of the Mark	Dagger of westernness
T	Eómer	3	0	3	8	Man	W		R				0		
W	Dúnhere	3	1	4	7	Man	W						1	Healing Herbs	

@ Druadan Forest-U

T	Erkenbrand	4	2	5	6	Man	W						0	
T	Gamling the Old	2	1	3	7	Man	W						1	Miruvor

@ Edoras-U

U	Théoden King			7	3	5	7	Lord	W					Sa	D	0
U	Morwen of Lossarnach			3	1	2	7	Dun						Sa	D	0
	Meduseld															

Wose Ambush	Éothain	
shield of iron-bound ash	Treebeard	
Ceorl	Silent Watcher	
Merry	Marshall of the Mark	
0	0	
Hand: 8	MP: 5	SP: 3
		PD: 78

Haz: Full of Froth and Rage

Dwar has minions at Dunharrow.

Untap

ORG

Marshall of the Mark played on Erkenbrand. Theoden taps to place 5 resources in discard pile. Erkenbrand moves to Dunharrow. Théodred moves to Brandy Hall.

MOVE

Theoden, ph.

HL2, Throkmaw plays Fori the Beardless face down.

Theodred, W-W-W-fh, region.

HL3, Throkmaw plays Lomëлиндë face down.

HL1, Durlach-x, Fankil-x,

HL1, Smaug plays Giant Spiders keyed to Double Wilderness, spiders.2s10p (FFR=2s12p)

Theodred taps, $4p+1wp+5roll=10$, bc.12=killed. Dagger given to Dunhere.

Dunhere uses healing Herbs to be untapped, takes other strike, Eomer taps to support.

Dunhere taps, $4p+1.wp+1.supp+8roll=14$

Erkenbrand, FD-BL-bh, region.

HL2, no hazards.

SITE

Dunharrow is entered for CvCC vs. Dwar's minions.

U	Erkenbrand	4	4	5	6	Man	W					0	Marshall of the Mark
U	Gamling the Old	2	1	3	7	Man	W					1	Miruvor

	Open to the Summons												
T	Mirumor	8	4	4	8	Dun	W			Sa	D	2	Swarm of Bats
T	<i>Horseman in the Night</i>	4	2	3	7	man	W				D	1	Lure of the Senses
W	Haeldwyn	6	1	4	9	Man		Sc		Sa		0	Blazon of the eye
T	Ulkaur the Tongueless	5	0	6	9	Olog	W					0	

Erkendbrand vs. Haeldwyn

Gamling vs. Horseman

Erkendbrand taps, $5p+4roll=9$

Haeldwyn wounded, $4p-2w+6roll=8$, bc.7=wounded

Gamling taps, $3p+1roll=14$

Horseman tapped, $3p-1t+12roll=14$, tie.

Edoras

Morwen taps to play Marvels Told to discard Full of Froth and Rage, $cc-2+6roll=pass$

END

Turn 3 @ Brandy Hall –U

T	Éomer	3	0	3	8	Man	W		R			0	
T	Dúnhere	3	1	4	7	Man	W					1	Dagger of westerness

@ Dunharrow-U

T	Erkenbrand	4	4	5	6	Man	W					0	Marshall of the Mark
T	Gamling the Old	2	1	3	7	Man	W					0	

@ Edoras-U

T	Théoden King	7	3	5	7	Lord	W				Sa	D	0
T	Morwen of Lossarnach	3	1	2	7	Dun					Sa	D	0
	Meduseld												

Wrath of the West	Éothain	
shield of iron-bound ash	Treebeard	
Thorough Search	Longbottom Leaf	
Merry	Withdrawn to Mordor	
Longbottom Leaf	0	
Hand: 8	MP: 4	SP: 3 PD: 70

Res: gates of Morning

Haz: War-wargs, Leucarutha at Home

Untap

ORG

Two copies of Longbottom Leaf played. Played Éothain at Dunharrow. Avatar taps to place 5 cards in discard pile. Eomer stays. Erkenbrand moves to Edoras. Theoden stays. shield of iron-bound ash is placed with Armory.

MOVE-fsdt

Theoden, ph.

HL 2, Fankil-x, Smaug plays Spawn of Ungoliant.

Eomer, fh.

HL2, Fankil-x, Smaug-x, Durlach plays Outpost and Lure of Expedience on Dunhere.

Erkenbrand, BL-ph..

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

HL3, Dwar moves face-down agent Leamon to Helm's Deep from Isildur's Tomb.

SITE

Brandy Hall is entered. AA1-Hobbits.3s6p, detainment.

Extra strike to Eomer. Eomer tapped. Dunhere taps to play Ash Shield from Armory.

Dunhere makes a CC from Lure of Expedience; -4+8roll=4, pass.

Withdrawn to Mordor is played to discard Punakäsi (Akhorahil).

END

Turn 4 @ Brandy Hall-T

T	Éomer	3	0	3	8	Man	W		R		0							
T	Dúnhere	3	1	4	7	Man	W				4	Dagger of westernesse	Lure of Ex	shield of iron-bound ash				

@ Dunharrow-U

U	Erkenbrand			4	4	5	6	Man	W					0	Marshall of the Mark
U	Gamling the Old			2	1	3	7	Man	W					0	
U	Éothain			2	0	3	8	Man	W		R			1	

@ Edoras

T	Théoden King			7	3	5	7	Lord	W					Sa	D	0
U	Morwen of Lossarnach			3	1	2	7	Dun						Sa	D	0
	Meduseld															

@ Dunharrow-T [Dwar]

	Open to the Summons																	
T	Miruiamor	8	4	4	8	Dun	W			Sa	D	0	Swarm of Bats					
T	Horseman in the Night	4	2	3	7	man	W				D	1	Blazon of the eye	So You've Come Back				
W	Hældwyn	6	1	4	9	Man		Sc		Sa		0						
T	Ulkaur the Tongueless	5	0	6	9	Olog	W					0						

Thoughts of CvCC at Dunharrow were made. But the risk is too great: 1) Erkenbrand is needed as a leader with Theodred dead, 2) low prowess with low body, 3) minions are expendable such as Horseman and Ulkaur, 4) heroes are needed to move and draw cards. Get revenge later.

Res:

Haz: Legacy of Carcaroth, Leucaruth at Home

Untap

ORG

Farmor Maggot enlists Merry with Eomer & Dunhere as punishment for stealing mushrooms at Brandy Hall. They move to Ruined Signal Tower hoping to draw a major item. Dunhere taps to remove Lure, 10roll>5, pass. Erkenbrand+ move to Edoras giving support for Morwen to move to play Treebeard next turn. Theoden+ stay. Withdrawn to Mordor is played on Surion (only minion agent face-up); agent sent to Necromancer's hand.

MOVE-dtsf

Theoden, ph.

HL2, Durlach-x [Canadras Roused might get a visit from Alatar with Old Thrush, and Sacrifice of Form]

HL2, Throkmaw-x, Smaug-x, Fankil-x, Dwar-x

Eomer, FD-W-W-rl, region.

HL3, Durlach-x, Throkmaw-x, Smaug wants to send company back with Beorning Skin-changers, but Dunhere has 5 prowess with Dagger. Plays Greed on Ruined Signal Tower.

Keys Giant Spiders to WW, spiders.2s10p. What else at this site?

Eomer taps, 3p+10roll=13.

Merry taps, 1p+11roll, 12. Take that Bilbo!

Erkenbrand, BL-ph.

HL3, Durlach-x, Throkmaw-x, Smaug-x, Fankil-x, Dwar-x (Plague in hand)

SITE

Edoras entered. AA1-none. Theoden King taps to make and INF against Riders of Rohan.
+3.di+.2card+6roll>9, pass. Taps the site. Morwen taps to play Mounted Lance.

[This is a risk for the faction to be played so early, but it is another target for agents to discard. The site will be moved away near end of first deck so to refresh it upon first exhaust. Then the faction can be played on Turn 24 if later discarded.]

END

Turn 5 @ Ruined Signal Tower-U

T	Eómer	3	0	3	8	Man	W		R			0			
T	Dúnhere	3	1	5	8	Man	W					2	Dagger of westernesse	shield of iron-bound ash	
T	Merry	4	1	1	9	Hobbit		Sc				2+			

@ Edoras-T

U	Erkenbrand	4	4	5	6	Man	W					0	Marshall of the Mark
U	Gamling the Old	2	1	3	7	Man	W					0	
U	Éothain	2	0	3	8	Man	W		R			1	
T	Théoden King	7	3	5	7	Lord	W			Sa	D	0	
T	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1	mounted Lance
	Meduseld												

Háma		Treebeard	
Horn of eorl		Wrath of the West	
0		Ash-drake	
When I Know Anything		Gúthwinë	
0		0	
Hand: 8	MP: 9	SP: 3	PD: 55

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

Untap

ORG

Hama is played at Edoras. Eómer+ moves to Fangorn. Theoden, Morwen, Gamling, Hama move to Amon Hen. Others stay at Edoras. Morwen transfers Mounted Lance to Erkenbrand.

MOVE-danw

Erkenbrand, ph.

HL2, Dwarf-x, Ardagor-x, Necromancer-x, Wking-x

HL2, Dwarf plays agent Baugúr face-down. Moves face-down agent Leamon from Isildur's Tomb adjacent to Dunnish Clan-hold to Wose Passage-hold.

Theoden, BL-rl, region.

HL4, Dwarf keys Light-drake to Ruins, drake.2s8p

Hama no tap, $4p-3x+7roll=8$.

Gamling no tap, $3p-3x+4roll=4$, bc.3=wounded.

+

HL2, Ardagor-x, Necromancer-x

HL2, Wking keys Chill Douser to Ruins, undead3s8p.

Hama taps to face two strikes. Icy Touch played on Hama's first strike.

1-Hama taps, $4p-3x-1.haz+9roll=9$.

2-Hama tapped, $4p-3x-1t+6roll=6$, bc.7=wounded.

Theoden taps, $5p+11roll=16$

Morwen taps, $2p+8roll=10$.

Smoke Rings shuffles Skilled Was Their Knight

Eomer, BL-W-fh.

HL3, Dwarf-x,

HL3, Ardagor plays Siege on Wellinghall. Keys Wandering Eldar to BL, elves.each9p

Eomer no tap, $3p-3x+11$ roll=11.

Dunhere no tap, $4p+1wp-3x+12$ roll=14.

Merry no tap, $1p-3x+12$ roll=10. Oh my! Tongues of gold on these three.

SITE

Wellinghall entered. Siege. Orcs.3s7p. Dunhere tap to face two strikes.

1-Dunhere taps, $4p+1wp-3x+7$ roll=9.

2-Dunhere tapped, tapped Ash Shield, $4p+1.wp+1.sh-3x-1t+9$ roll=11.

Eomer taps, $3p+8$ roll=11.

Merry taps to play Treebeard tapping the site.

END

Turn 6 @ Amon Hen-U

T	Théoden King	7	8	5	7	Lord	W			Sa	D	0	
T	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1	
W	Háma	2	0	4	8	Man	W					3	Icy Touch
W	Gamling the Old	2	1	3	7	Man	W					0	

@ Wellinghall-T, Siege

T	Éomer	3	0	3	8	Man	W		R			0	
T	Dúnhere	3	1	5	8	Man	W					2	Dagger of westernesse shield of iron-bound as
T	Merry	4	1	1	9	Hobbit		Sc				2+	
	Treebeard	3	0	8	9	ent				Sa		a	

@ Edoras-T

	Meduseld												
U	Erkenbrand	4	4	5	6	Man	W					1	Marshall of the Mark mounted Lance
U	Éothain	2	0	3	8	Man	W		R			1	

Res: Sun

Untap

ORG

Elfhelm is played at Edoras. Theoden return to Edoras. Merry+ move to Edoras. Treebeard taps to play Marvels Told remove Siege. Horses is played on Theoden's company.

MOVE-awnd

Theoden, BL-ph.

HL4-2, no hazards.

Merry, W-BL-ph, region.

HL3, no hazards.

Elfhelm, ph.

HL3, no hazards.

SITE

Merry taps to play Horn of Eorl at a tapped Edoras.

END

Merry taps Horn of Eorl to fetch Reunion; that resource is played on Edoras.

Turn 7 @ Edoras-T

U	Theoden King	7	8	5	7	Lord	W			Sa	D	0		
U	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1		
W	Háma	2	0	4	8	Man	W					3	Icy Touch	
W	Gamling the Old	2	1	3	7	Man	W					0		
U	Éomer	3	0	3	8	Man	W		R			0		
U	Dúnhere	3	1	5	8	Man	W					2	Dagger of westernesse	shield of iron-bound as
T	Merry	4	1	1	9	Hobbit		Sc				2+	Horn of eorl	Reunion
T	Treebeard	3	0	8	9	ent				Sa		a		
	Meduseld													
U	Erkenbrand	4	4	5	6	Man	W					1	Marshall of the Mark	mounted Lance
U	Eothain	2	0	3	8	Man	W		R			1		
U	Elfhelm	4	2	4	7	Man	W				D	0		

0	Smoke Rings
mounted Lance	Barrow-blade
shield of iron-bound ash	Wrath of the West
When I Know Anything	Gúthwinë
Herugrim	Thorough Search
Hand: 9	MP: 12
SP: 3	PD: 35

Res: Sun

Untap

ORG

Smoke Rings shuffles Marshall of the Mark. mounted Lance and shield of iron-bound ash are placed under Armory. Erkenbrand, Eothain, Merry, and Elfhelm move to Ruined Signal Tower. Theoden, MORwen, Eomer, Hama, and Dunhere move to Amon Hen. Gamling the Old stays.

MOVE-ndwa

Gamilin, ph.

HL2, Necromancer plays agent Ullis face-down.

Theoden, BL-rl, region.

HL5, Necromancer keys Ambusher to BL. Men.2s10p, attacker. Morwen and Theoden.

Ransom played on strike to Morwen. Eomer and Dunhere tap to help Morwen.

Theoden taps, 5p+1.sun+8roll=14.

Morwen taps, 2p+1.sun+2sup+10roll=15. Killed creature.

HL2, Dwarf-x, Witchking-x, Ardagor plays Doors of Night.

Erkenbrand, BL-W-rl, region.

HL4, Dwar keys PUKel-men to the site (Ruins) in Enedhwaith. Pukelmen, 2s11p

Merry taps to help Elfhelm.

Eothain taps, 3p+6roll=9, wounded. Bc.7=wounded.

Elfhelm taps, 4p+1.sup+6roll=11, tie.

Wolf played as agent.

SITE

END

Turn 8 @ Amon Hen-U

T	Théoden King	7	8	5	7	Lord	W			Sa	D	0			
T	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1			
T	Eomer	3	0	3	8	Man	W		R			0			
T	Háma	2	0	4	8	Man	W					3	Icy Touch		
T	Dúnhere	3	1	5	8	Man	W					2	Dagger of westernesse	shield of iron-bound as	

@ Ruined Signal Tower-U

U	Erkenbrand	4	4	5	6	Man	W					1	Marshall of the Mark	mounted Lance	
W	Eothain	2	0	3	8	Man	W		R			1			
T	Elfhelm	4	2	4	7	Man	W				D	0			
T	Merry	4	1	1	9	Hobbit		Sc				2+	Horn of eorl		
U	Treebeard	3	0	8	9	ent				Sa		a			

Edoras-U

	Meduseld														Reunion
T	Gamling the Old	2	1	3	7	Man	W					0			

Royal Stables	0
Théoden King	Barrow-blade
Marvels Told	Horse Mane's Helm
When I Know Anything	0
Herugrim	Thorough Search
Hand: 9	MP: 13
SP: 3	PD: 28

Untap

ORG

Royal Stables is played. Dunhere transfers Dagger to Morwen, $cc-2+8roll=6$. Tranfers Ash Shield to Morwen, $cc-1=auto$. All stay.

MOVE-wadn

Theoden, rl.

HL5, Witchking moves agent Elerina back to previous site - Barak Shathur.

HL3, Dwarf keys Land-drake to Ruins, drake.1s8p.

Four men tap to support. Taps Ash Shield.

Morwen no tap, $2p+1wp+1sh-3x+4sup+5roll=10$, killed creature.

HL1, x

Avatar card untaps Theoden King.

Erkenbrand, rl.

HL4, no hazards.

Gamling, ph.

HL2, no hazards.

SITE

Amon Hen entered. AA1-undead.1s6p

Theoden taps, 5p=auto.

Morwen taps to play When I Know Anything tapping the site.

Ruined Signal Tower entered. Spiders.2s8p

Erkenbrand taps, 5p+8roll=13.

Elfhelm taps, 4p+3roll=7, wounded. Bc.3.

Merry taps to play Great Shield of Rohan.

Treebeard plays Marvels Told to discard Icy Touch.

END

Turn 9 @ Amon Hen-T

T	Theoden King	7	8	5	7	Lord	W			Sa	D	0				
T	Morwen of Lossarnach	3	1	3	8	Dun				Sa	D	3	Dagger of westernesse	shield of in	When I Know Anything	
T	Eomer	3	0	3	8	Man	W		R			0				
T	Háma	2	0	4	8	Man	W					1				
T	Dúnhere	3	1	4	7	Man	W					0				

@ Ruined Signal Tower-T

T	Erkenbrand	4	4	5	6	Man	W					1	Marshall of the Mark	mounted Lance		
W	Eothain	2	0	3	8	Man	W		R			1				
W	Elfhelm	4	2	4	7	Man	W				D	0				
T	Merry	4	1	1	9	Hobbit		Sc				1	Horn of eorl	Great-shield of Rohan		
T	Treebeard	3	0	8	9	ent				Sa		a				

@ Edoras-T

	Meduseld																Reunion
U	Gamling the Old	2	1	3	7	Man	W					0					

0	0		
Too Much to Ask	Barrow-blade		
More Sense Than You	Horse Mane's Helm		
0	Hauberk of Bright Mail		
Herugrim	Thorough Search		
Hand: 9	MP: 16	SP: 5	PD: 19

Res: Arda Angered, War-wargs

Untap

ORG

Merry transfers Great-Shield of Rohan to Erkenbrand, +2-1-2=auto. All move or stay at Edoras.

MOVE-AdIAkC

Theoden, BL-fh, region.

HL5, Adunaphel keys Steward's Guards to Rohan, dunedain*.5s8p, detainment.

Morwen taps to face two strikes. Eomer taps to face two strikes.

Dunhere no tap, $4p-3x+10roll=11$.

Plays OG.

+

HL3*, Indur plays Doors of Night.

+

HL1, Akhorahil moves fd agent Vaal Gark from Umbar to Haudh-in-Gwanûr.

Erkenbrand, W-BL-BL-fh, region.

HL4, Adunaphel plays Pride Increased with Despair on Erkenbrand.

HL2, Akhorahol plays Nobody's Friend to fetch Jaeru; plays him as agent.

Gamlin, fh.

HL2, Adunaphel plays OG.

HL2*,Dwar plays Never Seen Him on Leamon.

SITE

END Morwen transfers Dagger+Ash Shield to Dunhere,cc auto. Erkenbrand transfers Mounted Lance to Hama with Merry tapping to support, cc auto.

SITE

Tharagrondostentered. Wolves.3s8p

Treebeard helps Merry

Theoden tapped, $5p-1t+9roll=14$.

Eomer taps, $3p+8roll=11$.

Merry taps, $1p+1sup+6roll=tie$.

Avatar card untaps Theoden King.

Theoden taps to play Herugrim tapping the site.

Haudh-in-Gwanur entered. AA1-undead.1s10p (t1=2s11p)

Erkenbrand taps Great Shield.

Erkenbrand , $5p+6roll=11$, tie.

Hama taps $4p+9roll=13$.

Erkenbrand taps to play Hauberk of Bright-mail tapping the site.

END

TURN 11

[Tough turn. Elfhelm is discarded by Wormtongue and Dunhere + Gamling the Old died.]

@ Tharagrondest-T

T	Théoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim
T	Éomer	3	0	3	8	Man	W		R			0		
T	Merry	4	1	1	9	Hobbit		Sc				1	Horn of eorl	
T	Treebeard	3	0	8	9	ent				Sa		a		

@ Edoras-T

T	Éothain	2	0	3	8	Man	W		R			1		
	Meduseld													Reunion
U	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1	When I Know Anything	

@ Haudh-in-Gwanur-T

T	Erkenbrand	4	4	5	9	Man	W					3	Marshall of the Mark	Great-shie	Pride Incré	Hauber of Bright M
T	Háma	2	0	4	8	Man	W					2	mounted Lance			
	0												Red Arrow			
	Éowyn												0			
	Snowmane													Pride Increased with Des		
	0													Tower Raided		
	0													Helm of Her Secrecy		
	Hand: 9	MP: 16	SP: 7	PD: 2												

Haz: fearful Sun, Doors of Night, Beacons Alight, Leucaruth at Home

UNTAP

ORG

Marshall of the Mark played on Eomer. Theoden+ move to Edoras. Morwen+ stay. Erkenbrand+ move to Nuriag Camp (Iorag Camp) for Cvcc with a Ringwraith.

MOVE-AkAdCI

Erkenbrand, W-SL-SL-SL-bh, region.

Theoden deck exhausts on card draw.

HL2, dang. No hazards to play.

Theoden, W-W-BL-BL-fh,

HL3, Dwar keys Wose Ambush to Andrast. Wose*.each.7p. Theoden taps to face two strikes.

Merry supports second strike. Ash Shield tapped for first strike.

1-Theoden, $5p+2wp+1sh-3x+6roll=11$.

2-Theoden, $5p+2wp+1sup-3x-1t+12roll=16$.

Eomer taps, $3p+6roll=7$, killed creature.

Morwen, h.
HL2, x

SITE

Edoras entered. Avatar card untaps Theoden King. He taps to play Snowmane.

Nuriag Camp entered. AA1-men.3s8p, detainment. Erkenbrand taps shield to stay untap.

Extra strike to Hama.

Hama no tap, $4p-1s-3x+5roll=5$, tapped.

CvCC vs. Uvatha the Ringwraith.

U	Erkenbrand	4	4	5	9	Man	W					3	Marshall of the Mark	Great-shie	Pride Incr	Hauberk of Bright Mail
T	Hama	2	0	4	8	Man	W					2	mounted Lance			

U	Uvatha the Ringwraith	x	5	7	9	RW	W	Sc	R			x	Variag-king of Khand	Bat-winget	Call to Arm	Heralded Lord
---	-----------------------	---	---	---	---	----	---	----	---	--	--	---	----------------------	------------	-------------	---------------

Helm of Her Secrecy is played. Éowyn is then played. For stats 2/1/4/8.

But Uvatha plays Ruse to avoid the strike.

But the woman stays in play with the event.

END

Riders of Rohan discarded by Wormtongue+Twisted Tales

Tough decisions about needing Red Arrow, playing Tower Raided, and getting Theoden to Mordor. Galadriel will later move to Dead Marshes. Wild Horses too can be played now.

TURN 12

@ Edoras-T

U	Theoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim
U	Snowmane	2	0	2	8	horse						a		
U	Éomer	3	2	3	8	Man	W		R			0	Marshall of the Mark	
U	Éothain	2	0	3	8	Man	W		R			1		
U	Morwen of Lossamach	3	1	2	7	Dun				Sa	D	1	Meduseld	Reunion
U	Merry	4	1	1	9	Hobbit		Sc				1	When I Know Anything	
												1	Horn of eorl	

@ Nuriag Camp-U

U	Erkenbrand	4	4	5	9	Man	W					3	Marshall of the Mark	Great-shie	Pride Incre	Hauberk of Bright M
T	Háma	2	0	4	8	Man	W					2	mounted Lance			
U	Eowyn	2	1	4	8	Man	W	Sc				0	Helm of Her Secrecy			

Guthláf	Red Arrow
0	Block
Tower Raided	Silent Watcher
Dark Numbers	0
Noble Steed	Wild Horses
Hand: 9	MP: 13
SP: 8	PD: 86

Haz: fearful Sun, Doors of Night,

UNTAP

ORG

Guthláf is played at Edoras. Erkenbrand transfers Hauberk of Bright-mail to Eowyn. Eowyn taps to support, cc-2-1+1sup+5roll=3, pass. Theoden+ move to Southron Oasis. Erkenbrand moves to Urlurtsu Nurn. Merry and Morwen stay at Edoras.

MOVE-ciAdAk

Theoden, BL-FD-W-W-bh, region

Plays Withdrawn to Mordor to discard Wormtongue.

HL4, Court plays Full of Froth and Rage, then Outpost.

HL1, Akhorahil moves agent Jaeru from Korondaj to Amrun.

Merry, h.

HL2, Akhorahil moves agent Herion from Isengard to Ruined Signal Tower.

Moves agent Vaal Gark from Dead Marshes to Bandit Lair.

Erkenbrand, SL-DD-dh, region.

HL3, Dwarf plays Neeker-breakers to DD. Animals,vermin.each.7p (FFR=9p)

Erkenbrand no tap, 4m-3x+1roll=12.

Hama no tap, 2m-3x+7roll=6, tapped.

Eowyn tapped.

SITE

Southron Oasis entered. No AA.

Theoden taps to make an INF attempt on Wild Horses

+3di+5.card-5.followers+3.mod+6roll+12>11, pass taps the site.

Eothain taps to play Mounted Lance from Armory.

Eomer taps to play Noble Steed.

Guthlaf taps to play Noble Steed.

Urlurtsu Nurn entered. AA1-orcs.4s7p

Extra strikes to Eowyn. Erkenbrand taps Shield.

Erkenbrand, 5p+8roll=13.

Hama tapped, 4p-1t+6roll=9.

Eowyn tapped, 4p-1t-1s+7roll=9.

Erkenbrand taps to play Red Arrow tapping the site.

END

Forth Eorlingas!

TURN 13

@ Southron Oasis-T

T	Théoden King	7	8	6	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim
U	Snowmane	2	0	2	8	horse						a		
W	Noble Steed	1	0	0	8	horse						a		
T	Éothain	2	0	3	8	Man	W		R			2	Mounted Lance	
T	Guthláf	2	0	3	8	Man	W					0		
W	Noble Steed	1	0	0	8	horse						a		

@ Edoras-U

U	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1	Meduseld	Reunion
U	Merry	4	1	1	9	Hobbit		Sc				1	When I Know Anything	
												1	Horn of eorl	

@ Urlurtsu Nurn-T

T	Erkenbrand	4	4	5	9	Man	W					4	Marshall of the Mark	Great-shie	Pride Incr	Red Arro
W	Háma	2	0	4	8	Man	W					2	mounted Lance			
T	Éowyn	2	1	4	10	Man	W	Sc				1	Helm of Her Secrecy	Hauberk of Bright Mail		

Block		0
0	Marvels Told	
Tower Raided		0
Dark Numbers	Withdrawn to Mordor	
Golden Hall of Edoras	Horse-lords	
Hand: 9	MP: 16	SP: 8 PD: 71

Res: Sun

Haz: Fearful Sun, Arda Angered, Reaching Shadow, Itangast at home

UNTAP

ORG

Golden Hall of Edoras played on Edoras. Withdrawn to Mordor is played on face-up agent Nimloth, discarded.

Theoden moves to Barad-Wath, Erkenbrand moves to Barad-wath. Merry stays.

MOVE-mkaf

Erkenbrand, DD-dh, region.

HL3, Mouth plays Redoubled Force.

Plays Host of Bats.

Merry, h.

HL2, Morwen taps to play Marvels Told to discard Redoubled Force, Merry taps to support.

cc-2-1+1sup+1roll=9, pass.

Dwar has Wolf turn face-down.

Theoden, W-SL-SL-SL-DD-dh, region.

HL3, x

SITE

Barad-wath entered. AA1-orcs.each.8p

Théoden King no tap, taps shield, $5p+2w+1\text{shield}-3x+5\text{roll}=10$.

Snowmane taps, $2p+5\text{roll}=7$, wounded, bc.6 = alive.

Noble Steed, w, $0p-2w+3\text{roll}=1$, w, bc.8+1=9, killed.

Éothain no tap, $3p-3x+8\text{roll}=8$, tie.

Guthláf no tap, $3p-3x+7\text{roll}=7$, w, bc.6, alive.

Noble Steed, w, $0p-2w+5\text{roll}=3$, bc.5+1=6, alive.

Erkenbrand, taps shield to remain untap, $5p+11\text{roll}=16$.

Háma, w, $4p-2w+9\text{roll}=11$.

Éowyn plays Block, $4p+9\text{roll}=13$.

Eowyn taps to play Dark Numbers.

END

UVATHA

Cvcc with Theoden's company

U	Ulrac	8	8	8	8	Man	W	Sc			D	3	By the Ringwraith's Word	Ovatha's B	Lord of the	Iorags
T	Mighty Steed	2	0	2	7	horse						a				
T	Nevido Smôd	4	1	5	8	Man	W		R			1	mounted lance			
T	Mighty Steed	2	0	3	8	horse						a				
U	Tros Hesnef	2	0	5	7	Man	W					1				
W	Jehn Remak	2	0	3	7	Man			R			1	Sceptre of Spirits			

U	Theoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim		
W	Snowmane	2	0	2	8	horse						a				
U	Éothain	2	0	3	8	Man	W		R			2	Mounted Lance			
W	Guthláf	2	0	3	8	Man	W					0				
W	Noble Steed	1	0	0	8	horse						a				
U	Erkenbrand	4	4	5	9	Man	W					4	Marshall of the Mark	Great-shie	Pride Incre	Red Arrow
W	Háma	2	0	4	8	Man	W					2	mounted Lance			
T	Eowyn	2	1	4	10	Man	W	Sc				1	Helm of Her Secrecy	Hauberk of	Bright Mai	Dark Nur

- Ulrac v Erkenbrand
- Mighty Steed v Noble Steed
- Nevido Smôd v Eowyn Hama supports
- Mighty Steed v Snowmane Guthláf supports
- Tros Hesnef v Eothain
- Jehn Remak v Theoden

Jehn Remak, 1p+7roll=8, w, bc.6+1w=7.

Theoden King, 7p+4roll=11

Mighty Steed, 2p+4roll=6, tie.

Snowmane, 0p+1.door+1sup+4roll=6, tie.

Tros Hesnef, 5p+9roll=14,

Éothain, 3p+5roll=8, bc. +1+8roll=9, killed. Mounted Lance given to Eowyn.

Mighty Steed, 1p+7roll=8,

Noble Steed, -2w+1.door+5roll=4, w, bc.7+1w=8.

Ulrac, 8p+9roll=17,

Erkenbrand, 5p+11roll=16, w, bc. 6roll, alive

Nevido Smod, 4p+6roll=10,

Éowyn, 3p+1sup+2roll=6, w, bc.9roll=9, alive.

Uvatha the Ringwraith

7	4	9	7	9	6
2	6	8	7	6	9

Theoden King

4	4	5	5	11	2
6	2	11	4	9	8

TURN 14

@ Barad-Wath-U

T	Theoden King		7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim				
W		Snowmane	2	0	2	8	horse						a						
W		Guthláf	2	0	3	8	Man	W					0						
W			1	0	0	8	horse						a						
W		Noble Steed																	
W		Erkenbrand	4	4	5	9	Man	W					4	Marshall of the Mark	Great-shie	Pride Incre	Red Arrow		
W		Háma	2	0	4	8	Man	W					2	mounted Lance					
W		Eowyn	2	1	4	10	Man	W	Sc				2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nur	Mounted Lance		

@ Edoras-U

T	Morwen of Lossamach		3	1	2	7	Dun					Sa	D	1	Meduseld	Reunion	Golden Hall of Edora		
T	Merry		4	1	1	9	Hobbit		Sc					1	When I Know Anything				
														1	Horn of eorl				

Marvels Told	Widfara		
Horse-lords		0	
Tower Raided		0	
Caught and Found Guilty	Block		
Ceorl	Block		
Hand: 9	MP: 16	SP: 8	PD: 59

Res: Echo of All Joy (Moon), Gates of Morning

Haz: Stench of Mordor, Fearful Sun, Press-Gang, The Back Door, Reaching Shadow, Itangast at home

UNTAP

ORG

Theoden moves to Gyogorasag Sanctuary. Merry+ stays. Merry moves to Helm's Deeps
Widfara is played at Edoras.

MOVE-kfam

Theoden, DD-SL-SL-W-fh, region.

HL5, x

Merry, FD-FD-bh, region

HL2, x

Morwen, h

HL2, x

Morwen taps to play Marvels Told to discard The Back Door.
cc-2-1+sup by Widfara+10roll=9, pass.

SITE

END

TURN 15

@ Gyogorasag Sanctuary-U

U	Theoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim				
W	Snowmane	2	0	2	8	horse						a						
W	Guthlaf	2	0	3	8	Man	W					0						
W	Noble Steed	1	0	0	8	horse						a						
W	Erkenbrand	4	4	5	9	Man	W					4	Marshall of the Mark	Great-shie	Pride Incre	Red Arrow		
W	Hama	2	0	4	8	Man	W					2	mounted Lance					
W	Eowyn	2	1	4	10	Man	W	Sc				2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nur	Mounted Lance		

@ Edoras-U

													Meduseld	Reunion	Golden Hall of Edora			
T	Morwen of Lossamach	3	1	2	7	Dun				Sa	D	1	When I Know Anything					
T	Widfara	1	0	2	6	Man	W					1						

@ Helm's Deep-U

U	Merry	4	1	1	9	Hobbit			Sc			1	Horn of eorl					
	0																	
	Theoden King																	
	More Sense Than You																	
	Garulf					Block												
	Ceorl					Block												
	Hand: 9	MP: 16	SP: 8	PD: 51														

Res:

Haz: Fearful Sun, Press-Gang, Reaching Shadow, Agburanar/Leucaruth at home

UNTAP

ORG

Ceorl is played at Helm's Deep. Avatar taps to shuffle Men of Westfold. Theoden and Guthlaf move to Dunharrow using horses for +2 region movement. Erkenbrand, Hama, and Eowyn move to Edoras tapping Wild Horses to move an extra region. Merry moves to Edoras. Morwen stays. Avatar card untaps Theoden King. Avatar taps to place Rohirrim and Charge in the discard pile.

MOVE-amfk

Merry, BL-BL-h, region

HL2, Azog keys Orc-warriors to BL. Orcs.3s7p

More Sense Than You is played tapping Merry. Ceorl plays Block.

Ceorl, u, 3p-2s+8roll=9, killed creature.

Theoden, W-W-W-BL-W-BL-bh, region

HL2, Azog plays Soldiers of the Dark Lord.

Smoke Rings shuffles Maeras.

Erkenbrand, W-SL-W-FD-BL-h, region

HL3,

[Mouth has Orc Patrol, two Uruk-L, Orc-L, Fury of the Iron Crown]

Felagrog plays Ando-anca at Home.

HL1, x

Morwen, h
HL2, x

SITE

END

TURN 16

@ Dunharrow-U

T	Théoden King		7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim
T		Snowmane	2	0	2	8	horse						a		
T		Guthláf	2	0	3	8	Man	W					0		
T		Noble Steed	1	0	0	8	horse						a		

@ Edoras-T

T	Morwen of Lossamach		3	1	2	7	Dun				Sa	D	1	Meduseld	Reunion	Golden Hall of Edora	
T		Widfara			2	6	Man	W					1	When I Know Anything			
T	Merry		4	1	1	9	Hobbit	Sc					1	Horn of eorl			
U	Ceorl		2	0	3	7	Man	W	Sc				0				
T	Erkenbrand		4	4	5	9	Man	W					4	Marshall of the Mark	Great-shie	Pride Incr	Red Arrow
T	Háma		2	0	4	8	Man	W					2	mounted Lance			
T	Eowyn		2	1	4	10	Man	W	Sc				2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nuri	Mounted Lance

Block	Hope Renewed
Withdrawn to Mordor	Healing Herbs
0	Mount Slain
Garulf	Dagger of westernesse
0	0
Hand: 9	MP: 16
SP: 8	PD: 44

Res: Rumours of Danger(Orc),

Haz: Fearful Sun, Press-Gang, Reaching Shadow, Stormcrow, Doors of Night, Redoubled Force, Hosts of Bats, Agburanar/Scatha/ Bairanax, AndoAnca at home

UNTAP

ORG

Garulf played at Dunharrow. Erkenbrand transfers Red Arrow to Merry, Morwen taps to support (WIKa), cc-4+3=auto. This success of a special item discards Pride Increased with Despair.

Horn of Eorl is tapped to fetch and later play The Rohirrim.

Merry, Morwen, Widfara, and Eowyn stay. Others move to Isengard they come with mop and broom they come.

MOVE-kfma

Merry, h.

HL4, Khamual moves agent Raisha from home site Southron Oasis first to Tolfalas then to Pelargir.

HL2, x

Erkenbrand, BL-BL-rl, region

HL3, Khamual plays Dwarven Travelers keyed to Ruins, dwarves.3s8p, detainment

Only Hama is tapped.

Safe From the Shadow

Plays River on the site.

Theoden, BL-BL-rl, region

HL3, Dragon's Desolation keys to Isengard with Doors in play.

Bairanax is played from Summons From Long Sleep. Dragon.2s16p7b, attacker

Guthlaf, u, wounded, bc.8

Garulf , u, wounded, bc.7

Withdrawn to Mordor is played on Elwen, discarded.

SITE

END

TURN 17

[Dwar has minions at Helm's Deep, but did not tap the site. Let them sit for another turn]

@ Isengard-T

U	Theoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim
U	Snowmane	2	0	2	8	horse						a		
W	Guthláf	2	0	3	8	Man	W					0		
U	Noble Steed	1	0	0	8	horse						a		
W	Garulf	1	0	2	7	Man	W					1		
U	Erkenbrand	4	4	5	8	Man	W					2	Marshall of the Mark	Great-shield of Rohan
T	Háma	2	0	4	8	Man	W					2	mounted Lance	
U	Ceorl	2	0	3	7	Man	W	Sc				0		The Rohirrim

@ Edoras-T

U	Merry	4	6	1	9	Hobbit		Sc				1	Horn of eorl	Red Arrow
T	Morwen of Lossamach	3	1	2	7	Dun			Sa	D		1	When I Know Anything	Meduseld Reunion Golden Hall of Edoras
U	Widfara	1	0	2	6	Man	W					1		
U	Eowyn	2	1	4	10	Man	W	Sc				2	Helm of Her Secrecy	Hauberk of Bright Mai Dark Nurn Mounted Lance

Block		Elfhelm	
0		Pûkel-men	
Wrath of the West		Noble Steed	
Horse Mane's Helm		Dagger of westernesse	
0		0	
Hand: 9	MP: 16	SP: 8	PD: 34

Res: Safe From the Shadow, Ramas Pelannor, Rumours of Danger(Orc),

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

UNTAP

ORG

Elfhelm is played at Edoras. Theoden+ moves to Edoras. Erkenbrand+ stay.

Elfhelm and Eowyn move to Druadan Forest. Merry+ stay. Avatar taps to shuffle M. Harrowdale.

MOVE-dhru

Erkenbrand, rl.

HL3, Dwar moves agent Baugur to home site.

HL1, Ren moves agent Bill Ferny to home site.

Theoden, BL-BL-h, region

HL3, Dwar plays He is Lost to Us on Theoden King (8SP)

HL1, x

Elfhelm, BL-FD-bh, region

HL2, Dwar moves Freca from home site to Druadan Forest, untaps with Never Seen Him.

Plays Cunning Foes. Agent Attack.

Freca, 4p+2.down+3.haz+7roll=16

Elfhelm, 4p+6roll=10, wounded. Bc.12=killed.

Merry, h.

HL3, Ren moves agent SSF from Tharbad then to Ruined signal Tower.

SITE

Edoras entered. Guthlaf stores Noble Steed.

Morwen taps to play Marvels Told, Merry, Widfara support, cc auto. He is Lost to Us place in MP pile.

Eowyn enters Druadan Forest. No AA.

Agent attack.

Freca, $4p+10roll=14$,

Eowyn plays Block.

Eowyn, $4p+4roll=8$, bc. $8+1.delta$, alive.

Isengard entered. AA1-wolves.3s7p

Erkenbrand taps shield.

Erkenbrand, $5p+10roll=15$

Hama, $4p-3x+6roll=7$

Ceorl, $3p+7roll=10$

Agent attack. Baugur at home site. Selects Ceorl

Baugur, $4p+5.home+9roll=18$

Ceorl, $3p-1t+9roll=11$, bc. $5roll+1.delta=6$, alive.

Hama Taps to play Horse Mane's Helm. Site taps.

Erkenbrand taps to Dagger

END

Only one more Marshall of the Mark alive. (Erkenbrand)

TURN 18

@ Edoras-T

T	Théoden King			7	8	7	9	Lord	W				Sa	D	3	shield of iron-bound ash	Herugrim	
U		Snowmane		2	0	2	8	horse							a			
W	Guthláf			2	0	3	8	Man	W						0			
W	Garulf			1	0	2	7	Man	W						1			
T	Merry		4	6	1	9	Hobbit	Sc							1	Horn of eorl	Red Arrow	
T	Morwen of Lossarnach		3	1	2	7	Dun			Sa	D			1	When I Know Anything	Meduseid	Reunion	Golden Hall of Edoras
T	Widfara		1	0	2	6	Man	W						1				

@ Isengard-T

T	Erkenbrand		4	4	5	9	Man	W							3	Marshall of the Mark	Great-shield of Rohan	Horse Mane's Helm
T	Háma		2	0	5	8	Man	W							3	mounted Lance		Dagger of western
W	Ceorl		2	0	3	7	Man	W	Sc						0			The Rohirrim

@ Druadan Forest-U

W	Eowyn		2	1	4	10	Man	W	Sc						2	Helm of Her Secrecy	Hauberk of Bright Mai Dark Nun Mounted Lance	
	Grimbold of Westfold																	Horse-lords
			0															Horses
	Wrath of the West																	Théoden King
	Men of Harrowdale																	Noble Steed
			0															0
	Hand: 9		MP: 17		SP: 8		PD: 21											

Res: Safe From the Shadow, Ramas Pelannor, Moon, Face Out of Sight,

Haz: Fearful Sun, Legacy of Carcaroth, All Dead All Rotten, The Moon is Dead, Mordor in Arms, Wake of War, war-wargs, Beacons Alight, Awakend Defenders

UNTAP

ORG

Horses played on Erkenbrand's company.

Merry+ stays. Eowyn moves to Edoras. Erkenbrand+ move to Helm's Deep. Theoden+ move to Dunharrow.

MOVE-hrud

Merry, h

HL3, Ren plays Despair of the Heart on Merry.

Moves agent Bill Ferny from home site first to Barrow-downs then to Isildur's Tomb.

Moves agent Eun from Pelargir to Druadan Forest.

Erkenbrand, BL-bh, region

HL3-1, Uvatha plays Shut Yer Mouth on Erkenbrand.

Theoden, BL-bh, region

HL3, Hoarmurath plays Outpost.

Dwar keys Stout Men of Gondor to Rohan, men.6s7p, detainment

Three strikes to Theoden. Rolls made. Stays untap.

Eowyn, FD-BL-h, region
HL2, x

SITE

Dunharrow entered.

Theoden taps to make an INF attempt on Mearas

+3.di+2.card+2.mod(home), +1.mod(wild horse), +3.mod(snowmane)+6roll-17, pass. Taps site.

Take the chance to play item instead of CvCC. Horse-lands in hand.

Helm's deep entered. AA1-men.3s8p, detainment

Erkenbrand taps shield, 5p+7roll=12

Hama, 5p-3x+11roll=13

Erkenbrand taps to play Gúthwinë.

Hama taps to play Ash Shield from Armory.

END

TURN 19

@ Dunharrow-T

T	Theoden King			7	8	7	9	Lord	W				Sa	D	3	shield of iron-bound ash	Herugrim
T		Snowmane		2	0	2	8	horse							a		
W	Guthláf			2	0	3	8	Man	W						0		
W	Garulf			1	0	2	7	Man	W						1		

@ Helm's Deep-T

T	Erkenbrand		4	4	5	9	Man	W							5	Marshall of the Mark	Great-shield of Rohan	Horse Ma Shut Yer!	Gúthwiné
T	Háma		2	0	5	8	Man	W							4	mounted Lance	shield of iron-bound a	Dagger of westernesse	
W	Ceorl		2	0	3	7	Man	W	Sc						0				
																	The Rohirrim		

@ Edoras-T

U	Merry		4	6	1	9	Hobbit		Sc						3	Horn of eorl	Red Arrow	Despair of the Heart	
U	Morwen of Lossarnach		3	1	2	7	Dun				Sa	D			1	When I Know Anything	Meduseld	Reunion	Golden Hall of Edoras
U	Widfara		1	0	2	6	Man	W											
W	Eowyn		2	1	4	10	Man	W	Sc						2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nur	Mounted Lance

Grimbold of Westfold	Horse-lords	
0	Ash-drake	
0	Smoke Rings	
Men of Harrowdale	Smoke Rings	
Skilled Was Their Knight	Treebeard	
Hand: 9	MP: 19	SP: 8 PD: 7

Res: Safe From the Shadow, Ramas Pelannor, Moon, Face Out of Sight,

Haz: Fearful Sun, Legacy of Carcaroth, All Dead All Rotten, The Moon is Dead, Mordor in Arms, Wake of War, war-wargs, Beacons Alight, Awakend Defenders

UNTAP

ORG

Theoden taps to shuffle Fireworks. Smoke Rings shuffles Fireworks. Smoke Rings shuffles Riders of Rohan. Grimbold of Westfold played at Helm's Deep.

Erkenbrand taps to remove haz, fail. Merry no tap for haz, 10roll =pass.

Theoden+ move to Edoras. Erkenbrand+ move to Wellinghall. Merry+ stay.

MOVE-rudh

Merry, h

HL4, x

Theoden, BL-h, region

HL3, Ren plays Thrice Outnumbered.

HL1, x

Erkenbrand, BL-W-fh, region

HL4, Ren moves agent Eun to Wellinghall.

HL2, Dwar plays Plague on Grimbold.

SITE

Edoras entered. AA1-none

Theoden taps to play Fireworks to untap site. [untapped? How?]

$7\text{mind}+5\text{roll}=12, f \text{ ail.}$

Wellinghall entered. AA1-none

Agent attack.

Eun. Man. $4p+7\text{roll}=11$

Hama taps shield.

$4p+1\text{wp}+1\text{sh}+4\text{roll}=10, bc.7, \text{ wounded.}$

Grimbold taps to play Treebeard.

END

Horn of Eorl tapped to fetch Charge.

Plague rolls: Ceorl is wounded.

TURN 20

@ Edoras-T

T	Theoden King			7	8	7	9	Lord	W				Sa	D	3	shield of iron-bound ash	Herugrim	
U		Snowmane		2	0	2	8	horse							a			
W		Guthláf		2	0	3	8	Man	W						0			
T		Garulf		1	0	2	7	Man	W						1			
U	Merry			4	6	1	9	Hobbit	Sc						3	Horn of eorl	Red Arrow	
U	Morwen of Lossarnach			3	1	2	7	Dun				Sa	D	1	When I Know Anything	Meduseld	Reunion	Golden Hall of Edoras
U	Widfara			1	0	2	6	Man	W						1			
T	Eowyn			2	1	4	10	Man	W	Sc					2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nuri Mounted Lance

@ Wellinghall-T

T	Erkenbrand			4	4	5	9	Man	W						5	Marshall of the Mark	Great-shield of Rohan	Horse Ma Shut Yer I	Gúthwinë
W	Háma			2	0	5	8	Man	W						4	mounted Lance	shield of iron-bound a	Dagger of westernesse	
T	Ceorl			2	0	3	7	Man	W	Sc					0				
T	Grimbold of Westfold			3	1	4	7	Man	W						0		The Rohirrim	Plague	
U		Treebeard		3	0	8	9	ent				Sa			a				

Charge		Mighty Steed
Men of Westfold		0
Mount Slain		Riders of Rohan
Men of Harrowdale		Fireworks
Skilled Was Their Knight		0
Hand: 9	MP: 21	SP: 8 PD: 78

Res: Safe From the Shadow, Ramas Pelannor

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

UNTAP

ORG

Theoden taps to play Fireworks to untap Edoras, 7mind+7roll=14, >12, pass.

Eowyn unstores Noble Steed. Erkenbrand taps to remove haz, 5roll=fail.

Skilled Was Their Knighthood played on avatar.

All move or stay at Edoras, Eowyn and Garulf move to Wose Passage Hold.

MOVE-hrud

Theoden, h

HL5, Hoarmurath plays Extravagant Tombs on avatar.

HL5, Dwar plays He is Lost to Us.

Erkenbrand, W-BL-h, region

HL4, Hoarmurath keys Corpse-candle to W, undead.1s7p (Mid+PoW=3s9p)

Cc made: Grimbold taps to support Erkenbrand with Treebeard, all pass.

Ceorl, 3p-2w+6roll=7, wounded. Bc.+1w+7roll=8 ,killed.

Hama, 5p+1sh-2w+11roll=15

Grimbold, 4p-1t+6roll=9

Plays Outpost to shuffle Chill Douser.

+

HL1, Uvatha keys Terror of Halifirien to Rohan, animal.1s13p6b
Hama, $5p-2w+7roll=10$, wounded, bc.+1w+6roll

Eowyn, BL-BL-W-bh, region

HL2, Dwar moves agent Wolf from Ruined Signal Tower, adj to home site of DCH to WPH then untaps.

Wolf taps using Cunning Foes selects Garulf. Agent Attack.

Wolf, $+3p+2down+3haz+7roll=15$

Garulf, $2p+6roll=8$, wounded. $+1delta+8roll=9$, killed.

Withdrawn to Mordor discards Eun.

SITE

END

Plague rolls at Edoras:

Wounded Hama is killed. Grimbald wounded.

TURN 21

[Wk, Akhorahil and Dwar are in Black Rider mode at Bag End. Only Wk untap.]

@ Eдорas-U

T	Théoden King	7	8	7	9	Lord	W		Sa	D	3	shield of iron-bound ash	Herugrim	Fireworks	Skilled Was Their Knighthood	
U	Snowmane	2	0	2	8	horse					a		Extravagal	He is Lost to Us		
T	Guthláf	2	0	4	8	Man	W				1	Dagger of westernesse				
T	Erkenbrand	4	2	5	9	Man	W				5	Marshall of the Mark	Great-shield of Rohan	Horse Ma	Shut Yer I	Gúthwinë
W	Háma	2	0	5	8	Man	W				4					
T	Grimbold of Westfold	3	1	4	7	Man	W		R		1	mounted Lance		The Rohirrim		
T	Treebeard	3	0	8	9	ent			Sa		a					
U	Merry	4	6	1	9	Hobbit		Sc			3	Horn of eorl	Red Arrow			
U	Morwen of Lossarnach	3	1	2	7	Dun			Sa	D	1	When I Know Anything				
U	Widfara	1	0	2	7	Man	W				2	shield of iron-bound ash	Meduseid	Reunion	Golden Hall of Edoras	

@ Wose Passage-hold-U

T	Eowyn	2	1	4	10	Man	W	Sc			2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nun	Mounted Lance	
Charge		Mighty Steed														
Men of Westfold		Mewlips														
Mount Slain		Riders of Rohan														
Men of Harrowdale		Healing Herbs														
Mount Slain		0														
Hand: 9	MP: 22	SP: 9	PD: 70													

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

Haz: Fearful Sun, Near to Hear a Whisper, Mordor in Arms, In Darkness Bind Them, Plague of Wights, Full of Froth and rage

UNTAP

Theoden no untap, discard Fireworks.

ORG

Erkenbrand transfers Horseman's Helm to Grimbold, Morwen taps WIKa support, Reunion, cc auto. Widfara transfers Ash Shield to Grimbold, cc auto with Reunion Grimbold transfers Mounted Lance to Widfara, cc auto with Reunion.

Skilled Was Their Knighthood taken to hand.

Eowyn moves to Bag End. Theoden and Guthláf move to Dunharrow. Erkenbrand and Grimbold move to Wose Passage-hold. Merry+ stay.

MOVE-dhru

Eowyn, W-W-W-BL-bh, region

HL2, Dwar keys Stout Men of Gondor to Old Pukel-land. Men.6s7p, detainment

Eowyn, 4p-3x-5s+4roll=0, taps

Dwar keys Wose Ambush to Old Pukel-land, wose.3s7p

Eowyn, 4p-1t-2s+7roll=8.

Erkenbrand, BL-BL-W-bh, region

Plays Withdrawn to Mordor to discard Bill Ferny.

HL2, Dwar turns agent Wolf face-down at Wose Passage-hold.

Theoden, BL-bh, region

HL2, Ren plays Lure of the Senses on Theoden.

Plays Weariness of the Heart to force a cc on Theoden, Snowmane and Guthlaf support, cc-1-2-2+2sup+7roll=4, pass.

Avatar card untaps Theoden King.

Merry, h

HL3, SS Fellow of Ren moves from Bree to Bag End. Turns up.

HL1, Uvatha plays Outpost.

SITE

Edoras entered. No AA.

Merry taps to make an INF attempt on Riders of Rohan, auto with Red Arrow.

Widfara taps to play Healing Herbs.

+

Dunharrow entered. No AA.

Agent attack. Freca, face down. Theoden taps Ash Shield for +1 prowess.

Freca, 4p+2down+10roll=16

Theoden, 5p+1.sh+2wp+6roll=14, wounded. Bc.8

[Need that faction]

+

Wose Passage-hold entered. No AA.

Agent attack. Wolf, face down.

Erkenbrand taps shield

Wolf, 3p+2down+9roll=14

Erkenbrand, 5p+2wp+3roll=10, bc.9

Cvcc against Hoarmurath's minions.

U	Gorbag	6	7	6	10	Uruk	W	Sc			2	Smart and Secret	Whip	By the Ring, orc-liquor
U	Ufthak	4	0	4	9	Uruk	W	Sc	R		1	Foul-smelling Paste		
T	Snaga	4	0	5	10	Uruk	W				0	The Gwaedhel-Sword		
														Going Ever Under Dark

W	Erkenbrand	4	2	7	9	Man	W				5	Marshall of the Mark	Great-shield of Rohan	Shut Yer!	Gúthwiné
T	Grimbold of Westfold	3	1	4	9	Man	W		R		3	Horse Mane's Helm	shield of in The Rohirrim		
U	Treebeard	3	0	8	9	ent			Sa		a				

Ufthak taps to play A Nice Place to Hide to cancel.

Bag End entered. No AA.
 Agent attack. SSF,
 SSF, 2p-1t+3card+8roll=12
 Eowyn, 4p-1t+4roll=7, stores Dark Numbers.

Eowyn cvcc Lidless Eye at Bag End.

T	Eowyn	2	1	4	10	Man	W	Sc			2	Helm of Her Secrecy	Hauberk of Bright Mai	Dark Nur	Mounted Lance
U	Witch-king	x	3	9	12	RW	W			Sa	D	x	They Ride Together	Black Ride	
T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x			
T	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa		x			

WK vs Eowyn

Eowyn, 2p+2helm+6card-1t+11roll=20
 WK, 9p+10roll=19, wounded, bc.6, tie.

Mount Slain played to discard Ringwraith.
 Wking is “Your Ringwraith” and a new “Your Ringwraith can be selected during Lidless Eye next turn. Black Rider and They Ride Together stay in play since both cards are played on the company. MECCG rules say discard the whole company. Fate keeps followers in play.

END

TURN 22

[Play those factions]

@ Dunharrow-U

W	Théoden King	7	8	7	9	Lord	W		Sa	D	5	shield of iron-bound ash	Herugrim		Lure of the Senses
T	Snowmane	2	0	2	8	horse					a		Extravagal	He is Lost to Us	
T	Guthláf	2	0	4	8	Man	W				1	Dagger of westernesse			

@ Wose Passage-hold-U

W	Erkenbrand	4	2	7	9	Man	W				5	Marshall of the Mark	Great-shield of Rohan	Shut Yer!	Gúthwiné
T	Grimbold of Westfold	3	1	4	9	Man	W		R		3	Horse Mane's Helm	shield of in The Rohirrim		
U	Treebeard	3	0	8	9	ent				Sa	a				

@ Bag End-U

W	Eowyn	2	1	4	10	Man	W	Sc			2	Helm of Her Secrecy	Hauberk of Bright Mail	Mounted Lance
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@ Edoras-U

T	Merry	4	6	1	9	Hobbit		Sc			3	Horn of eorl	Red Arrow		
T	Morwen of Lossarnach	3	1	2	7	Dun			Sa	D	1	When I Know Anything			
U	Widfara	1	0	2	6	Man	W				2	mounted Lance	Meduseid	Reunion	Golden Hall of Edoras

Capricious Spirit	Mighty Steed
Men of Westfold	Horse-lords
Block	Riders of Rohan
Men of Harrowdale	Healing Herbs
0	0
Hand: 9	MP: 26
SP: 9	PD: 58

Res: Ramas Pelannor, Face Out of Sight

Haz: Near to Hear a Whisper, Rank Upon Rank, In Darkness Bind Them, Full of Froth and rage, All Dead All Rotten, Great Need or Purpose

UNTAP

ORG

Theoden remove haz, 7roll=fail. Erkenbrand remove haz, 5roll=fail.

Erkenbrand+ move to Helm's Deep. Theoden+ move to Edoras. Merry moves to Dunharrow.

Eowyn moves to Helm's Deep. Merry+ stay.

MOVE-druh

Erkenbrand, W-BL-bh, region

HL2, Dwar plays Doors of Night.

HL1, Dwar moves Freca to home site.

Theoden, BL-h, region

HL2, Dwar plays Bloodeye Ravish on Snowmane.

Eowyn, BL-W-W-BL-bh, region

HL2, Dwar keys Neekerbreakers to BL, animals/vermin.each.7p (FFR=9P)

Eowyn, 2mind-2w+7roll=7

Death Carrying Vermin played, DON in play and strike successful.
Bc. $+1w+10roll=11$, keep card in play.

Merry, h

HL3, Ren plays Lure of Expedience on Morwen.

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

SITE

Helm's Deep entered. AA1-men.3s8p, detainment, RUR=4s9p

Grimbold plays Block. Taps shield.

Grimbold, $4p+1sh-1s+7roll=11$

Erkenbrand, $5p+2wp-2w+5roll=10$.

Eowyn, $4p-2w+8roll=10$. Discard RUR.

Grimbold taps to make an iNF attempt on Men of Westfold

$+2.card+1di+5roll=8$, pass.

END

Face Out of Sight

TURN 23

@ Edoras-U

W	Theoden King	7	8	7	9	Lord	W		Sa	D	5	shield of iron-bound ash	Herugrim		Lure of the Senses
U		2	0	2	8	horse					a		Extravagat He is Lost to Us		
U	Snowmane	2	0	4	8	Man	W				1	Dagger of westemesse	Bloodeye Ravish		
U	Guthlaf	4	6	1	9	Hobbit		Sc			1	Horn of eorl	Red Arrow		So You've Come Ba
U	Merry	3	1	2	7	Dun			Sa	D	3	When I Know Anything	Lure of Expedience		
U	Morwen of Lossarnach	1	0	2	6	Man	W				3	mounted Lance	Meduseid	Healing He Reunion	Golden Hall of Edoras
U	Widfara														

@ Helm's Deep-T

W	Erkenbrand	4	2	7	9	Man	W				5	Marshall of the Mark	Great-shield of Rohan		Shut Yer I Gúthwiné
T	Grimbold of Westfold	3	1	4	9	Man	W		R		3	Horse Mane's Helm	shield of iron	The Rohirrim	
U		3	0	8	9	ent			Sa		a				
U	Treebeard	2	1	4	10	Man	W	Sc			2	Helm of Her Secrecy	Hauberk of Bright Mail		Mounted Death Ca
W	Eowyn														

0	Lure of Expedience
Caught and Found Guilty	Púkel-men
Block	Ash-drake
Men of Harrowdale	Clad for War
Barrow-blade	Pride Increased with Des
Hand: 9	MP: 27
SP: 9	PD: 43

Res: Ramas Pelannor, Face Out of Sight

Haz: Near to Hear a Whisper, Thrice Outnumbered, In Darkness Bind Them, Full of Froth and rage, All Dead All Rotten, Doors of Night

UNTAP

Theoden makes a cc, SNowmane, Morwen WIKA support, cc auto.

Morwen cc, Merry and Widfara support, cc auto.

Eowyn makes bc from DCV, bc.2roll+1w+3haz=6

ORG

Clad for War played.

Morwen no tap to remove haz, pass.

Erkenbrand and Eowyn move to Edoras. Grimbold moves to Dunharrow. Others stay.

MOVE-duhr

Grimbold, BL-BL-bh, region

HL2, Dwar plays Morgai-flies keyed to Gap of Isen (magic user there), animals.vermin.20s1p

Grimbold plays Block and taps Ash Shield

Grimbold, 4p+1sh-7s+9roll=7

Treebeard, 8p-3x-9s+8roll=4, pass.

HL1, Dwar plays Morgai-flies keyed to Gap of Isen (magic user there), animals.vermin.20s1p

Grimbold, 4p-3x-7s+7roll=1, tie

Treebeard, 8p-3x-9s+11roll=7

Erkenbrand, BL-BL-h, region

HL2, Dwar plays Cunning Foes on face down Freca at Edoras. Agent Attack.

Freca, $4p+5\text{home.down}+3\text{haz}+6\text{roll}=18$

Eowyn, $4p-2w+7\text{roll}=9$, wounded. Bc. $+1\text{delta}+1w+10\text{roll}=12$, killed.

Smoke Rings shuffles Hope Renewed.

Theoden, h

HL5, x

SITE

END

TURN 24

@ Edoras-U

T	Theoden King	7	8	7	9	Lord	W			Sa	D	5	shield of iron-bound ash	Herugrim		Lure of the Senses
T	Snowmane	2	0	2	8	horse						a		Extravagat He is Lost to Us		
U	Guthláf	2	0	4	8	Man	W					1	Dagger of westemesse	Bloodeye Ravish		
W	Erkenbrand	4	2	7	9	Man	W					4	Marshall of the Mark	Great-shield of Rohan		Shut Yer
T	Merry	4	6	1	9	Hobbit		Sc				1	Horn of eorl	Red Arrow		Gúthwiné
T	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1	When I Know Anything			So You've Come Ba
T	Widfara	1	0	2	6	Man	W					3	mounted Lance	Healing Herbs		

@ Dunharrow-U

U	Grimbold of Westfold	3	1	4	9	Man	W			R		2	Horse Mane's Helm	shield of iron	The Rohirrim	
U	Treebeard	3	0	8	9	ent				Sa		a				

0	Withdrawn to Mordor
Caught and Found Guilty	Pûkel-men
0	Bloodeye Ravish
Men of Harrowdale	Marvels Told
Barrow-blade	0
Hand: 9	MP: 27
SP: 9	PD: 37

Res: Ramas Pelannor, Face Out of Sight

Haz: In Darkness Bind Them, All Dead All Rotten, Doors of Night

UNTAP

Marvels Told played by Morwen to discard LureS, Morwen cc-3, Widfara and Merry support, cc auto. Widfara transfers Healing Herbs to Guthláf, cc-3+4roll=1, pass.

Erkenbrand moves to Dunharrow. Theoden moves to Ost-en-edhil. Others stay.

MOVE-dhru

Grimbold, bh

HL2, Dwar moves agent Freca to Dunharrow

HL1, Dwar Plays Plague on Grimbold.

Erkenbrand, BL-bh, region

HL2, Dwar plays It Stinks

HL1, Dwar plays agent Baugúr

Withdrawn to Mordor discards Freca.

Smoke Rings shuffles WTM.

Theoden, BL-W-W-W-rl,

HL2, Hoarmurath plays Plague of Wights

HL1, Hoarmurath keys Mewlips to WW, undead.2s10p (PoW+DoN=4s11p)

Theoden, 5p+2wp-3x-1s+9roll=13

Snowmane, 2p+1card+3roll=6, wounded. Bc4

Guthláf, 4p+8roll=12

Merry, h

HL3, Ren plays Doomed to Die on Widfara, cc-2-2+4roll=0, fail.

HL2, Ren moves agent Eun to Dunharrow

SITE

Dunharrow entered.

Agent attack. Eun.1s6p8b

Eun, 4p+2down+9roll=15

Treebeard, 8p+7roll=15

Grimbold taps to make INF attempt on Men of Harrowdale

+1DI+2ROLL=fail.

+

Combat with Hoarmurath

U	Gorbag	6	7	6	10	Uruk	W	Sc				2	Smart and Secret	Whip	By the Ringwraith's Word
W	Ufthak	4	0	4	9	Uruk	W	Sc	R			1			
W	Snaga	4	0	7	10	Uruk	W					0	The Gwaedhel-Sword		

T	Grimbold of Westfold	3	1	4	9	Man	W		R			2	Horse Mane's Helm	shield of in The Rohirrim		
T	Treebeard	3	0	8	9	ent			Sa			a				
T	Erkenbrand	4	2	7	9	Man	W					4	Marshall of the Mark	Great-shield of Rohan	Shut Yer!	Gúthwinë

Gorbag 6p+6roll=12, wounded. Bc.6

Grimbold, 4p+1sh-1t+10roll=14

Snaga, 5p+2wp-2w+6roll=11, wounded. Bc+1w+1delta+5roll=7

Treebeard, 8p-1t+11roll=18

Ufthak, 4p-2w+9roll=11, wounded. Bc.+1w+7roll

Erkenbrand, 5p+2wp-1t+7roll=13

HOARMURATH

1	2	3
6	6	9
4	12	8

THEODEN

1	2	3
10	11	7
6	5	7

Ost-in-Edhil entered.

AA1-wolves.3s5p

Rolls made: no wounded.

U	Théoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim		
W														Extravagal He is Lost to Us		
T	Guthláf	2	0	2	8	horse							a	Bloodeye Ravish		
T		2	0	4	8	Man	W						1	Dagger of westernesse		

T	Ardagor-avatar	9	10	8	10	Half troll	W		R	Sa		4	Terror of Cardolan	Call to Arm	Maker's M	Lore of th	Dwarven Ring of Th	Lure of Conquest
T	Túma	3	0	9	8	Troll	W	Sc				3	Anguirel					
T	Búrat	3	0	7	8	Troll	W		R			3	Iron Shield of Old	Broad-Headed Spear	Sack over the Head		Sam Gam	
T	Ognor	4	1	5	8	Hill Troll	W	Sc				1	Trifling Ring				Arthadan	Rangers
T	War-warg	1	0	3	6	wolf						a						

Healing Herbs untaps Guthláf.

Theoden, 5p+2wp+

Burat,taps Iron Shield to make ineffectual.

Snowmane, 2p+1card-2w+9roll=10, bc.+1w+1delta+3wp+8roll=13, killed.

Tuma, 5p+4wp-1t+7roll=15

Guthláf, 3p+1wp+11roll=15

Ognor, 4p-1t+8roll=11, bc.6roll

THEODEN

1	2	3
12	9	11
8	7	6

ARDAGOR

1	2	3
3	7	8
6	8	10

END

@ Ost-in-Edhil

T	Theoden King	7	8	7	9	Lord	W			Sa	D	3	shield of iron-bound ash	Herugrim		
T	Guthláf	2	0	4	8	Man	W					1	Dagger of westernesse	Extravagai	He is Lost to Us	

@ Dunharrow

T	Grimbold of Westfold	3	1	4	9	Man	W		R			2	Horse Mane's Helm	shield of iron	The Rohirrim		Plague
T	Treebeard	3	0	8	9	ent				Sa		a					
T	Erkenbrand	4	2	7	9	Man	W					4	Marshall of the Mark	Great-shield of Rohan		Shut Yer!	Gúthwiné

@ Edoras

T	Merry	4	6	1	9	Hobbit		Sc				1	Horn of eorl	Red Arrow		
T	Morwen of Lossarnach	3	1	2	7	Dun				Sa	D	1	When I Know Anything			

Theoden, cc-3+4roll=1

Grimbold, cc-2+9roll=7

Erkenbrand, cc-4+6roll=2

			THEODEN	DWAR
			29	14
C	5	Edoras	4	6
I	10	vs. Dwar	11	5
F	7	Rohan	5	0
A	3	Gondor Division	1	0
M	1	Horses	3	2
K	6	Ally/Holds	5	1

29	Marshall Points			
1	Erkenbrand		1	Mearas
1	Morwen of Lossarnach		3	Riders of Rohan
1	Grimbold of Westfold		1	Men of Westfold
1	Merry		1	When I Know Anything
	Loss against Nazgûl and his body is halved (round 4)		1	Dark Numbers
1	Horn of eorl		1	Mount Slain
2	Great-shield of Rohan		1	Giant Spiders
2	Herugrim		1	Ambusher
2	Red Arrow		1	Land-drake
2	Horse Mane's Helm		1	Orc-Warriors
2	Gúthwinë		0	He is Lost to Us
1	Treebeard		1	Grishnákh

Loss (to a maximum of 9), and -1 to target's body against Wolves and Uruk-hai. □ Théoden or Théodre

t02	Théodred	smaug	giant spiders	full of froth
t03	Longbottom Leaf			
t03	Longbottom Leaf			
t10	Dúnhere	dwar		pukel men
t10	Longbottom Leaf			
t10	Gamling the Old	indur		slayer
t13	Éomer	cvcc		dwar virsh
t13	Noble Steed	aa		barad-wath
t14	Éothain	cvcc		uvatha
t15	Ambusher	khamual		
t17	Elfhelm	dwar		cunning foes
t20	Ceorl	hoarm		candle
t20	Garulf	agent		wolf cunning fo
t21	Noble Steed			
t21	Háma	plague		
t23	Éowyn	agent		

t20	t24	M	ag
41	16	22	0

Hazards played; 41 in first 20 turns, 16 in last 4 turns; 22 against main hazard player.

1	Great-shield of Rohan	0	h08,p08		x	x	
2	Horse Mane's Helm	0	h07,d11		h17,p17	x	
3	Gúthwinë	0	h04,d07		h18,p18	x	
4	Herugrim	0	h07,p10		x	x	
5	Red Arrow	0	h10,p12		x	x	
6	Hauberk of Bright Mail	0	h08,p10		x	x	
7	mounted Lance	0	h03,p04		x	x	
8	mounted Lance	0	h07				
9	shield of iron-bound ash	0	h02, arm03			x	
10	shield of iron-bound ash	0					
11	Mearas	0	h06,d06	sm1	h18,p18		
12	Riders of Rohan	0	h04,p04		sm19,h1	h22,p22	
13	Treebeard	0	h01, c d10		h18		
14	Barrow-blade	1	h07,d10		h14,d14	h23	
15	When I Know Anything	0	h04,p08				
16	Block	0	h06,d06		h12,p13	h21	
17	Block	0	h10,p10		h13,p15	h22	
18	Block	0	h01,p01		h14,p17		
19	Anduin River	0	h02,d03				
20	Anduin River	0	h03,d04				
21	Anduin River	0	h07,d11				
22	Horses	0	h05,p06		h17,p18	h20,d20	
23	Horses	0	h10,d10		h20,p20		
24	More Sense Than You	0	h01,p01		h12,p13		
25	More Sense Than You	0	h08,d10		h14,p15		
26	Marvels Told	0	h02,p02		h13,p13	h24,p24	
27	Marvels Told	0	h05,p06		h13,p14		
28	Marvels Told	0	h07,P08		h17,p17		
29	Armory	0	h01,p02				
30	Withdrawn to Mordor	0	h02,p03		h12,p12	h20,p20,s	
31	Withdrawn to Mordor	0	h03,p04		h13,p13	h21,p21	
32	Smoke Rings	0	h05,p05		h15,p15	h23,p23	
33	Smoke Rings	0	h07,p07		h19,p19	h24,p24	
34	Smoke Rings	0	h10,p10		h19,p19		
35	Longbottom Leaf	0	h03,p03				
36	Longbottom Leaf	0	h03,p03				
37	Longbottom Leaf	0	h10,p10				
38	Safe From the Shadow	0	s01,p01		h16,p16	h23,p23	
39	Golden Hall of Edoras	0	h07,d07		h13,p13		
40	Marshall of the Mark	0	h01, c smol	h10,p11			

1	Ambusher	0	s01,p01		h12,p13		
2	Ambusher	0	h04,d05		h14,k15		
3	Ambusher	0	h05,p05				
4	Ash-drake	0	h04,d05		h17,p18	w21,h22,p	
5	Ash-drake	0	h06,d06		h18,p19	h23,p24	
6	Ash-drake	0	h09,d09		h19,p20		
7	Horse-lords	0	s01,p02		h13,p13	h22,pc23	
8	Horse-lords	0	h03,p04		h13,d15	H22,p23	
9	Horse-lords	0	h04,p05		h17,d19		
10	Mewlips	0	h07,d07		h13,p13	h21,p21	
11	Mewlips	0	h11,d11		h14,d15	h21,d21	
12	Mewlips	0	h11,d11		h17,p17		
13	Pûkel-men	1	h04,d04		h11,p12	h23	
14	Pûkel-men	1	h06,d06		h16,d17		
15	Pûkel-men	1	h07,d07		h20,p20		
16	Silent Watcher	0	s01,d03		h12,d12	h22,d22	
17	Silent Watcher	0	h04,d04		h15,d15	h22	
18	Silent Watcher	0	h09,d09		h18,d18		
19	Wose Ambush	1	s01,d02		h14,d14	h22,d22	
20	Wose Ambush	1	h03,d03		h15,d15		
21	Wose Ambush	1	h09,d09		h19,d19		
22	Arda Angered	0	h08,p09		h13,p14	h23,p24	
23	Arda Angered	0	h10,d09		h13,p13		
24	Lure of Expedience	0	h03,p04		h11,p12	h22,d22	
25	Lure of Expedience	0	h03,p04		h13,d14	h22,p23	
26	Lure of Expedience	0	h09,p10		h16,p17	h23,p24	
27	Pride Increased with Despair	0	h10,d10		h15,p15	h23,p24	
28	Pride Increased with Despair	0	h10,p11				
29	Pride Increased with Despair	0	h11,d11				
30	Trouble on All Borders	0	h05,d06		h15,d15		
31	Trouble on All Borders	0	h09,d09				
32	Watchers at the Gate	0	h04,d04		h16,p16		
33	Watchers at the Gate	0	h06,p06				
34	Watchers at the Gate	0	h08,p09				
35	Wrath of the West	1	h02,p04		h15,d16		
36	Wrath of the West	1	h03,d05		h16,d17		
37	Wrath of the West	1	h06,d07		h17,d18		
38	An Unexpected Outpost	0	h01, p02		h14,p14		
39	An Unexpected Outpost	0	h10,d10		h17,p18		
40	An Unexpected Outpost	0			h19,p21		

	SIDEBOARD	0						
1	Horn of eorl	0	lb03	h03,p06	x	x		
2	Wild Horses	0	dp03		h12,p12	h22,d22		
3	Snowmane	0	pd10	h10,p11	x	k24		
4	Noble Steed	0	dp02		h11,p12	k13		
5	Noble Steed	0	dp02		h12,p12	k21		
6	Noble Steed	0	dp02		h16,d18			
7	Mighty Steed	1	lb03	h05,d05	h13,d13			
8	Mighty Steed	1	lb03	h08,d08	h19,d23			
9	Mighty Steed	1	ex2					
10	Mount Slain	0	dp02		h15,d17	h20,p21		
11	Mount Slain	0	dp02		h19,d21			
12	Dark Numbers	0	lb10	h11,p13				
13	Tower Raided	0	lb10	h10,d14		h22,d22		
14	Lord of the Mark	0	ex2					
15	Power of Peruation	0	ex2					
16	Men of Harrowdale	0	dp01		h18			
17	Men of Westfold	0			h20			
18	Charge	0	dp01		h17,d17	h21,d21		
19	Hope Renewed	0	dp03		h15,d16	h20,d21		
20	Withdrawn to Mordor	0	dp01		h16,p16	h24,p24		
21	Caught and Found Guilty	1	dp01		h14,d14	h22		
22	Helm of Her Secrecy	0	sm10	h11				
23	Reunion	0	dp03	horn06				
24	Clad for War	0	ex2			h22,p23		
25	Skilled Was Their Knighthood	0	sm05	h09,d10	h19			
26	Spear Shall Be Shaken	0	dp01		h12,d12			
27	The Rohirrim	0	dp03		h18			
28	Royal Stables	0	lb03	h07,p08				
29	Bloodeye Ravish	1	ex2			h23		
30	Bloodeye Ravish	1	out18		h18,p19			
31	Too Much to Ask	0	out.0	h09,d10	h12,d12	h21,p22		
32	Too Much to Ask	0	ex1		h14,p14	h23,p23		
33	Too Much to Ask	0	ex1		h17,p18			
34	Stay Her Appetite	0	ex1		h14,p14	h20,d20		
35	Stay Her Appetite	0	ex1		h19,d20	h21,p22		
36	Capricious Spirit	0	ex1		h17,d18	h21,d22		
37	Neither so Ancient Nor so Potent	0	ex1		h17,d18			
38	Muster Disperses	0	out.0	h06,d07	h11,p11,	h24,p24		
39	Muster Disperses	0	ex1		h13,p13,	out14,h18		
40	Muster Disperses	0	ex1		h14,p15	h22		

1	Théoden King	0	s01,p01	x	x	
2	Théoden King	0	h08,u08	h15,u15	h21	
3	Théoden King	0	h10,u10	h18,d19		
4	Théoden King	0	h11,u11			
5	Éowyn	0	h10,p11		k23	
6	Ceorl	0	h01,d02	h13,p15		
7	Grimbold of Westfold	0	h02,d03	h17		
8	Éothain	0	h01,p03	k14		
9	Elfhelm	0	h06,p06	h17,k17		
10	Guthláf	0	h11,p12			
11	Háma	0	h03,p05		k21	
12	Garulf	0	s01,d01	h15,p16		
13	Wídfara	0	h07,d08	h13,p15		
14	Merry	0	h01,p04	x		
Starting		0				
	Théodred	0	start	k02		
	Éomer	0	start	k13		
	Erkenbrand	0	start			
	Dúnhere	0	start	k10		
	Gamling the Old	0	start	k10		
	Morwen of Lossarnach	0	start			
	Dagger of westernesse	0	start	d10	h15,p17	
	healing herbs	0	start	u02	h15,d17	h20,p22
	Miruvor	0	start	u01	h14,d14	
	Meduseld	0	start			
	Marshall of the Mark	0	start	d02		
		0				
		0				
GP	Fireworks	0	sm19	h19,f19	h24,d24	
GP	Fireworks	0	sm19	h19,p20		
outpost	6	1	Wrath of the West			
Twilight	0	8	Lure of Expedience			
Horse-lords	6	4	Pride Increased with Despair			
Ambusher	5	3	Watchers at the Gate			
Silent Watcher	1	1	Bloodeye Ravish			
Pûkel-men	2	0	Trouble on All Borders			
Wose Ambush	0	0	Neither so Ancient Nor so Pote			
Mewlips	3	5	Arda Angered			
Ash-drake	3	3	Too Much to Ask			
		2	Stay Her Appetite			
		0	Capricious Spirit			
		4	Muster Disperses			

	THEODEN		T1	T2	T3	T4	T5	T6	T7	T8	T9	T10
11	Smaug		Lesser Spiders									Stout Men o
12	Throkma	x										Wose Ambu
13	Fankil	x										
14	Durlach		Wargs									
21	Throkma		agent play	agent play							x	
22	Durlach	x										
23	Fankil	x										
24	Smaug		Giant Spiders									
31	Fankil	x										agetn move
32	Smaug		Spawn of Ungoliant									
33	Durlach		outpost	Lure of Expedience								
34	Throkma	x										
41	Durlach	x									x	
42	Throkma		Greed	Giant Spiders								
43	Smaug	x										
44	Fankil	x										
51	Dwarf	x										agent play
52	ardagor		Siege	Wandering Eldar								agent move
53	Necro	x										
54	Witchking		Icy Touch	Chill Douser								
61	ardagor	x										Pükel-men
62	Witchking	x										
63	Necro	x										
64	Dwarf	x										
71	Necro		agent play	Ambusher	Ranson							Pükel-men
72	Dwarf	x										agent play
73	Witchking	x										
74	ardagor		Doors of Night									
81	Witchking		agent move								x	
82	ardagor	x										
83	Dwarf		Land-drake									
84	Necro	x										
91	Adunaphel		Steward's G	Pride Increased with Despair								Never Seen
92	Indur		Doors of Night									
93	Akhorahil		Nobody's Fr	play agent								
94	Court	x										
101	Indur		Slayer									Pükel-men
102	Court		Rats!									
103	Akhorahil	x										
104	Adunaphel	x										
111	Akhorahil	x										Wose Ambu
112	Adunaphel	x										
113	Court	x										
114	Indur	x										
121	Court		outpost	Full of Froth and Rage								Neekerbrek
122	Indur	x										
123	Adunaphel	x										
124	Akhorahil		agent move	agent move	agent move							

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

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

131	Mouth		Host of Bats	Redoubled Force								agent down
132	Felagrog	x										
133	Azog	x										
134	Khamual	x										
141	Felagrog	x									x	
142	Khamual	x										
143	Azog	x										
144	Mouth	x										
151	Azog		Orc-Warrior	Soldiers of the Dark Lord								
152	Mouth	x										
153	Khamual		Ando-anca	at Home								
154	Felagrog											
161	Khamual		Dwarven Tra	River	agent move						x	
162	Felagrog		Dragon's De	Bairanax								
163	Mouth	x										
164	Azog	x										
171	Dwar		agent move	He is Lost to Us								
172	Hoarmurath	x										
173	Ren		agent move									
174	Uvatha											
181	Hoarmurath	x	outpost									
182	Ren		Despair of th	agent move	agent move							
183	Uvatha		Shut Yer Mouth									
184	Dwar		Stout Men of Gondor									
191	Ren		Thrice Outnumbered									
192	Uvatha	x										
193	Dwar	x										
194	Hoarmurath	x										
201	Hoarmurath		Extravagate	Corpse-Can	outpost							
202	Ren	x										
203	Uvatha		Terror of Halifirien									
204	Dwar		He is Lost t	agent move	Cunning Foes							
211	Dwar		Stout Men c	Wose Ambu	agent down							
212	Hoarmurath											
213	Ren		Lure of the §	agent move	Weariness of the Heart							
214	Uvatha											
221	Dwar		Doors of Niç	agent down	Bloodeye R;	Neekerbreel	Death Carrying Vermin					
222	Ren		Lure of Expedience									
223	Uvatha		So You've Come Back									
224	Hoarmurath											
231	Dwar		Morgai-flies	Morgai-flies	Cunning Foes							
232	Uvatha											
233	Hoarmurath											
234	Ren											
241	Dwar		agetn move	plague	It Stinks	agent play						
242	Hoarmurath		Mewlips	Plague of Wights								
243	Ren		Doomed to Die									
244	Uvatha											
			1-4	5-8	9-12	13-16	17-20	21-24	creatures	hazards	agent	
	FIRST		3	4	5	7	7	15	26	95	21	
	division		10	10	12	10	17	23				
	main		3	5	4	1	0	0				

Turn summary

FIRST = first hazard player

Division = first four hazard players

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

	top		avatar	theodred	elfhelm	home	avatar	theodred	elfhelm	home	MP	DP	avatar
	1	avatar	Edoras	Edoras	Edoras		Edoras	Ruin ST	DruadanF		6	86	dp
	2		Edoras	Ruin ST	DruadanF		Edoras	BrandyH	Dunharrow		5	78	dp
	3		Edoras	BrandyH	Dunharrow		Edoras	BrandyH	Edoras		4	70	dp
	4	merry	Edoras	BrandyH	Edoras		Edoras	Ruin ST	Edoras		4	68	p.fac
	5	Hama	Edoras	Ruin ST	Edoras		Amon Hen	Wellingha	Edoras		9	56	stk
	6	Elfhelm	Amon Hen	Wellinghall	Edoras		Edoras	Edoras	Edoras		10	51	
	7		Edoras	Edoras	Edoras		Amon Hen		Ruin ST	Edoras	12	38	stk
	8		Amon Hen		Ruin ST	Edoras	Amon Hen		Ruin ST	Edoras	13	30	sup,stk
	9		Amon Hen		Ruin ST	Edoras	Edoras		Edoras	Edoras	16	23	
	10		Edoras				Tharagron	Haudh-in-Gwanûr	Edoras		16	16	pd,stk,p.it
94	11	Eowyn+Helm	Tharagron	Haudh-in-Gwanûr	Edoras		Edoras	Nuriag Camp	Edoras		17	7	stk,p.item
	12	Guthláf	Edoras	Nuriag Camp	Edoras		Southron	Urlurtsu Nurn	Edoras		16	90	p.item
	13		Southron	Urlurtsu Nurn	Edoras		Barad-wa	Barad-wath	Edoras		17	77	stk,cvcc
	14		Barad-wa	Barad-wath	Edoras		Gyogorasag	Sanctu	Helm's De	Edoras	16	64	
	15	Ceorl	Gyogorasag	Sanctuar	Helm's De	Edoras	Dunharrow		Edoras	Edoras	16	54	pd,dp
	16	Garulf	Dunharrow		Edoras	Edoras	Isengard		Isengard	Edoras	16	46	
	17	Elfhelm	Isengard	Edoras	Isengard	Edoras	Edoras	Drudadar	Isengard	Edoras	16	38	pd
	18		Edoras	Drudadan	Isengard	Edoras	Dunharrow	Edoras	Helm's De	Edoras	17	25	stk,p.fac
	19	Grimbold of Westfold	Dunharrow	Edoras	Helm's De	Edoras	Edoras		Wellingha	Edoras	19	12	pd
	20		Edoras		Wellingha	Edoras	Edoras		Edoras	Edoras	21	3	t.res
	21		Edoras		Edoras	Edoras	Dunharrow	WPH	Bag End	Edoras	21	72	stk+W, fire
	22		Dunharrow	WPH	Bag End	Edoras	Edoras	HelmDee	HelmDee	Edoras	27	65	
	23		Edoras	HelmDeep	HelmDee	Edoras	Edoras	Edoras	Dunharrov	Edoras	27	50	
	24		Edoras	Edoras	Dunharrov	Edoras	Ost-en-ed	Dunharrov	Edoras	Edoras	27	37	stk
											26	34	

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 11.

Blue font = initiated CvCC

First four columns=site during ORG phase

Next four columns=site during SITE phase

Avatar: dp=tap to send sideboard cards to discard pile; pd=playdeck from sideboard; p. = tap to play (faction, ally, item).

Stk = face strike, +W = wounded, sup=tap to support character.

OVERVIEW

This player had partial success. The shining moment was Eowyn discarding during CvCC The Witch-king with Mount Slain. The body check was six. Invading Mordor was a failure. The death of Theodred on Turn 2 hurt. Many deaths weaken counterattack of minions in or near Rohan. Eowyn was killed by an agent. 29 MPs were earned along with two Man factions. There were several failed site phases to play major items due to tapped or wounded heroes. Four CvCC were initiated and two defended. There were about 47 moving companies. The avatar was busy moving 17x while facing 9 strikes.

+

MAJOR NEWS

Eowyn went on a hunt in the last four turns. She helped by discarding an untapped The Witchking, but she was killed by an agent on Turn 23. Two man factions were played. Three horse allies were killed. Ten characters were killed. Tower Raided was not played. All six major items were played by Turn 18. Usually, the item was kept in hand for three turns. Two game points were earned (Fireworks x2). This player was beaten with 26 creatures from 95 hazards, but 21 were agent actions. Two Men CvCC a lone Uvatha the Ringwraith in Nuriag with Eowyn and Helm of Her Secrecy in hand. Those two are played, but the Ringwraith taps to use Ruse.

+

The avatar was in play for 24 turns: 8 taps to accessed sideboard, x3 play item, 2x play factions, X1 support, 10 faced strikes, x1 for resource, x1 for Fireworks. The avatar moved 9x and wounded once.

+

STATS

Ten characters were killed. Theodred killed by FFR Giant Spiders. Dunhere stoned by Pukel-men. Gamling the Old targeted by Slayer. Virsh killed Eomer. Uvatha's minion killed Eothain. Eowyn, Garulf and Elfhelm loss by Cunning Foes agents. A wounded Ceorl banished by a PoW+MiD Corpse-candle. Hama succumbed by the Plague. Eowyn killed by agent at home site.

+

A pile of 27 creatures attacked with 96 total hazards with 21 as agent actions against Theoden King. Only five turns were easy, no creatures, for this player. Dwar player dumped 34 hazards alone on this player, which was the most against any main hazard player. 11 of the 34 were creatures. Breakdown: Elf/Man/Dunadan/Dwarf=5, Undead=3, Dragon/Drake=2, Wose=3, Pukel-men=3, Animals=5, orc/troll=1, slayer=1, wolf/spider=4. *Almost Feel You Like a Forest* was considered to cancel Animal/Spider/Plant or 8 of these creatures in place for Anduin River.

+

57 hazards were played by Theoden – 22 on Dwar. Horse-lords killed Orc-Tracker.

+

DECK PLAY

First deck exhausted on Turn 11, but Turn 9 started with 16 in the playdeck. Second deck exhaust on Turn 20. 12 non-Lordhaven sites were tapped. Wellinghall tapped twice to play Treebeard twice. Helm's Deep tapped twice for weapon and faction.

+

RESOURCE PLAY

Clad for War played on Turn 23 giving 5 item MPs.

Skilled Was Their Knighthood played just one turn with no use. Card removed for new deck.

Spear Shall Be Shaken, never played.

The Rohirrim, fetched once, never played.

Marshall of the Mark, one started the other played on Turn 11. Only one in play to end game.

Elfhelm killed on Turn 17. Eomer killed on Turn 13. Theodred killed on Turn 2.

Meduseld, stated play.

Royal Stables, played Turn 8. Some horses stored.

Great-shield of Rohan, played Turn 8. Helps face AA strikes 4x to later play items.

Helps characters x1 to stay untapped.

Herugrim, played Turn 10.

Hauberk of Bright Mail, played Turn 10.

Red Arrow, played Turn 12.

Horse Mane's Helm, Played Turn 17.

Gúthwinë, played Turn 18.

horn of eorl, played Turn 6 after LBL on Turn 3.

Miruvor, started. Used Turn 1 against Wose Ambush, no effect.

healing herbs, started, used Turn 2 to avoid Giant Spiders on Eomer, he would of tied the strike if the Dagger from Theodred would have been transferred to Eomer; played turn 22.

Dagger of westernesse, started, discarded Turn 10 by Rats!, played Turn 17. Does not help

Theodred against a 12 prowess strike; he is killed. Morwen used Dagger and Ash Shield to kill

Land-drake. [Thought about removing Dagger and Barrow-blade, but War-forges added.

mounted Lance, played Turn 4 and other copy on Turn 12.

shield of iron-bound ash, played Turn 18 from Armory. Does not help Dunhere from body check or 11 prowess strike.

Wild Horses played Turn 12. Used a few times to move 5 regions.

Mearas played Turn 18.

Riders of Rohan played Turns 4 and 21. Discarded by agent.

Men of Harrowdale, never played. Visited Dunharrow a few turns, but failed to play.

Men of Westfold, played Turn 22.

Treebeard, played Turn 6. Played two Marvels Told.

Snowmane, played on turn 11 after shuffled on Turn 10. Used MSTY. Faced 4 strikes, wound x2 and one killed from Tuma with Anguriel.

Noble Steed, two played on Turn 12. Both killed.

Mighty Steed, none played.

Barrow-blade, never played. May be just have another dagger.

Mount Slain, played 1/3.

Dark Numbers, played Turn 13, but had to store from SSF agent.

Tower Raided, in hand on Turn 10, but not played. No one left untapped.

When I Know Anything, played Turn 8.

Safe From the Shadow, played Turns 1,16,23.

Lord of the Mark, never played
Helm of Her Secrecy, smoke rings Turn 11, then played Turn 11.
Golden Hall of Edoras played Turn 13.
Reunion, fetched by Horn of Eorl on Turn 6.
Hope Renewed, never played.
Armory, played Turn 2.
Caught and Found Guilty, played 1/2.
Block, played 7/8.
Anduin River, played 0/9.
Power of Persuasion, played 0/2.
More Sense Than You, played 3/4
Horses, played 3/5.
Charge played 0/2.
Marvels Told, played 7/7.
Withdrawn to Mordor played 8/8.

+

HAZARD PLAY

Starting hazards in the playdeck were drawn 89x. 42 were played.
Starting Creatures were 20/49.
Horse-lords, played 6/8
Ambusher, played 4/5; x1 killed
Silent Watcher, played 0/7.
Pûkel-men, played 2/6.
Wose Ambush, played 0/7.
Mewlips, played 3/8.
Ash-drake, played 5/8.
Wrath of the West, played 1/5.
Lure of Expedience, played 7/9.
Pride Increased with Despair, played 3/5.
Watchers at the Gate, played 3/4.
Bloodeye Ravish played 1/1.
Trouble on All Borders, removed.
Neither so Ancient Nor so Potent, removed.
Arda Angered, played 4/5.
Too Much to Ask, played 4/6.
Stay Her Appetite, played 2/2.
Capricious Spirit, played 0/2.
An Unexpected Outpost
Muster Disperses , played 4/5.

+

+

+

+

TURN SUMMARY

Facing Northern Waste Division; they play 10 hazards. Dwar plays 3 hazards.

T01-Avatar is played. Eothain in hand. Companies move to Ruined Signal Tower or Druadan Forest to draw cards. Theoden and Morwen stay. Wake of War, Lesser Spiders, and More Sense Than You taps all in one company. Wolves attack wounding Dunhere. All in the other company are tapped from Stout Men of Gondor. Miruvor is used when faced by Wose Ambush.

[Disappointed turn.]

Dwar moved minions to Dunharrow.

T02-Ceorl, Merry, Treebeard, Eothain in hand. Theodred moves to Brandy Hall. Some move to Dunharrow. Theodred killed by Giant Spiders. CvCC at Dunharrow. Erkenbrand wounds Haeldwyn. Gamling and Horseman in the Night tie.

T03- Merry, Treebeard, Eothain in hand. Two copies of LBLEaf played. Eothain played at Dunharrow. Some move to Edoras. No creatures. Ash Shield played at Brandy Hall.

T04-Dwar has minions still at Dunharrow. Too risky to CvCC now. Merry is played. Men and the Hobbit move to Ruined Signal Tower. Others return to Edoras. Merry helps kill Giant Spiders. Dagger prevents Beorning Skin-changers send the company to site of origin. Riders of Rohan played.

9 MP now. Doing okay.

+

Facing Eriador Division; they play 10 hazards. Dwar plays 5 hazards.

T05-Hama played; now 9 characters in play. Eomer moves to Wellinghall to play ent ally. Others move to Amon Hen for a Light Enchantment. Light-drake taps Hama and wounds Gamling. Chill Douse wounds Hama with Icy Touch. Theoden and Morwen are tapped. Eomer, Dunhere, and Merry face Wandering Elves, but spin tales of wonder and no one is tapped. Siege is played at Wellinghall. Merry manages to play Treebeard.

T06-Elfhelm played at Edoras. All move to Edoras since only Theoden and Morwen are unwounded. No hazards played. Horn of Eorl played.

T07-Erkenbrand and three others move to RST. Theoden and four others move to Amon Hen. Two major items in hand. Ambusher strikes Theoden and Morwen. Creature killed with support to Morwen. Ransom was played. Erkenbrand face Pukel-men. Eothain wounded.

T08-Land-drake attacks Morwen. She does not tap with help four characters; kills creature.

Avatar card untaps Theoden King. Morwen plays WIKI. Elfhelm wounded by RST spider AA. Merry plays Great Shield of Rohan.

16 MP now. Doing okay, but just one major item in play; 19 cards in PD.

+

Facing Harad Division; they play 12 hazards. Dwar plays 4 hazards.

T09-Three major items and Barrow Blade in hand. All move to Edoras. Steward's Guard taps two characters.

T10-Ten characters in play. Some move to Tharagrandost, others to Haudh-in-Gwanur. Three stay. Dagger stolen by Rats! Pukel-men kill Dunhere even with Ash-Shield. Treebeard is discarded since Merry came along hoping to use Thorough Search. The other company faced Slayer killing Gamling the Old. Herugrim only played at Tharagrandost with avatar card untapping Theoden. Erkenbrand uses Great Shield of Rohan to play Hauberk of Bright-mail.

[Wormtongue discards Elfhelm].

T11-Theoden returns to Edoras. Erkenbrand, and Hama move to Nuriag Camp(Iorag Camp). Deck exhausts. No hazards when moving in three Shadow-lands. Wose Ambush attacks again , but is killed. Snowmane is played. Erkenbrand and Hama CvCC Uvatha the Ringwraith.

Helm of Her Secrecy is played. Éowyn is then played, but Ruse is used.

[Wormtongue Twists Tales to discard Riders of Rohan.]

+

[Tough decisions about needing Red Arrow, playing Tower Raided, and getting Theoden to Mordor. Galadriel will later move to Dead Marshes. Wild Horses too can be played now.]

T12-Guthlaf played at Edoras. Theoden moves with three others to Southern Oasis. Erkenbrand and Hama moves to Uurlutsu Nurn. Wormtongue is Withdrawn to Mordor. No creatures but Neeker-breekers on Erkenbrand. Hama and Eowyn is tapped by a FoFR creature. Theoden plays Wild Horses, Eothain plays Mounted Lance, Eomer & Guthlaf play Noble Steed. Erkenbrand plays Red Arrow at the Dark-hold.

16 MP still. Four major items now in play. Mordor invasion underway.

+

Facing Wilderland Division; they play 10 hazards. Dwar plays 1 hazards.

T13-in hand(Tower Raided, Dark Numbers). Theoden moves to Barad-wath. Erkenbrand moves there too. Redoubled Force played. Morwen discards it with Marvels Told. No creatures played.

Entering Barad-wath kills a Noble Steed, wounds Snowman, Guthlaf, Noble Steed. Eowyn plays Tower Raided. No play of Tower Raided with only Theoden, Eothain, Erkenbrand untapped.

6 characters and two allies.

+

Uvatha's minions CvCC at Barad-wath. Eothain killed, Noble Steed, Erkenbrand, Eowyn wounded.

+

T14-5 characters and two allies; only Theoden is not wounded. All move to Gyogorasag Sanctuary. No creatures faced.

T15-Ceorl played. Some move to Dunharrow. Others move to Edoras.

T16-Garulf played. Erkenbrand takes two others to Isengard to play Dagger. Theoden moves there too. Bairanax creates a Dragon's Desolation at Isengard. Guthlaf and Garulf wounded.

+

[Only a low 16 MPs. Clad of War will add 4.]

Facing Gondor Division; they play 17 hazards. Dwar plays 7 hazards of the 17.

[Dwar has minions at Helm's Deep, but did not tap the site. Let them sit for another turn]

T17-Six characters at Isengard. Elfhelm played. Theoden moves to Edoras. Rest stay at site.

Elfhelm and Eowyn move to Druadan Forest for ally. Major item in hand. Dwar moves agent Freca to Druadan Forest, untaps with Never Seen Him to use Cunning Foes. He kills Elfhelm.

Eowyn enters site; Freca attacks with Block played, but Eowyn wounded. Isengard entered.

Agent Baugur attacks and wounds Ceorl. Horse Mane's Helm and Dagger played.

+

T18-Grimbold, MoHarrowdale, Noble Steed in hand. Erkenbrand and two others move to Helm's Deep. Theoden, Garulf and Guthlaf move to Dunharrow. Stout Men of Gondor slows no

one. Theoden enters Dunharrow and plays Mearas. Minions at Helm's Deep, but instead plays Guthwine and Ash Shield via Armory.

T19-Grimbold played. Erkenbrand moves to Wellinghall for Treebeard. All move to Edoras. Agent Eun moves to Wellinghall. Grimbold has Plague. Eun wounds Hama; Grimbold plays the ent ally.

[Dwar really should have Demons of Aglarond in deck.]

T20-Eowyn now makes motion to travel into Eriador. Eowyn and Garulf move to Wose Passage Hold. Erkenbrand returns to Edoras. Corpse-Candle attack with MiD+PoW in play so 3s9p. Ceorl is killed. Terror of Halifirien wounds Hama. Agent Wolf reaches Wose Passage Hold, untaps with Great Need or Purpose. Wolf using Cunning Foes to kill Garulf. Plague reaches Edoras from Grimbold killing Hama.

T22-Eowyn moves through Triple Wilderness to reach Bag End. Stout Men of Gondor taps her, she need passes Wose Ambush. Merry auto influences Riders of Rohan with Red Arrow.

Theoden moved to Dunharrow. Freca attacks Theoden and wounds the avatar. Erkenbrand and Wolf move to Wose Passage Hold to CvCC minions. Wolf attacks and wounds Erkenbrand.

Ufthak finds A Nice Place to Hide. Eowyn enters Bag End. SS Fellow attacks forcing discarding of Dark Numbers. Tapped Eowyn rolls 11 for 20 strike. Witch-king rolls 10 for 19 strike, then rolls a 6. However, Mount Slain played discarding the Ringwraith.

T22-26 MP now. 8 characters in play. All three factions in hand. Play them and avoid CvCC. Eowyn moves to Helm's Deep and Erkenbrand too. Theoden moves to Edoras. Merry moves to Dunharrow-risky. Bloodeye Ravish played on Snowmane. Eowyn affected by Death Carrying Vermin via Neeker-breekers. Helm's Deep entered and Rank Upon Rank in played. No one fails! Grimbold plays faction!

T23-Erkenbrand and Eowyn move to Edoras to heal. Grimbold moves to Dunharrow with minions there. Two Morgai-flies attack; taps no one. Freca attacks at Edoras with Cunning Foes killing Eowyn.

T24-Erkenbrand moves to Dunharrow. Theoden moves to Ost-en-edhil to help Gandalf. Mewlips with DoN+PoW attack wounding Snowmane. Widfara discarded by Doomed to Die check.

Dunharrow entered for CvCC. Eun attacks tying Treebeard. Grimbold fails to influence Men of Harrowdale. But CvCC Hoarmurath's minions. Grimbold wounds Gorbag. Treebeard wounds Snaga. Erkenbrand wounds Ufthak. Ost-in-Edhil entered. Burat has Samwise as prisoner and uses Iron-Shield of Old to handle Theoden's strike, which would have been a 12 roll, 8 bc. Snowmane killed by Anguriel wielding Tuma. Guthlaf wounds Ognor.

END

Did not like just having two Man factions in play. Tower Raided was a bust. Yet, 29 MPs was positive. Ten agents attacked.