

## PALLANDO-FIRE

40avatar

<b>C</b>	8	Hau Nysrin	<u>RESOURCE DECK/HAZARD DECK</u>
<b>I</b>	7	Far Harad	40 cards in R. deck, 31 cards in sideboard
<b>F</b>	5	vs Akhôrahil	40 cards in H. deck, 09 cards in sideboard
<b>A</b>	1	Dwarves	13 characters in deck
<b>M</b>	4	Sand	7 starting cards
<b>K</b>	7	Harad Division	140 total cards
			18 creatures
			DC: 32res+24haz+13char=69

Pallando has the task to prevent any minion factions to pass through the Yellow Mountains near Far Harad. The wizard will gather the men of Greater Harad and the Dwarves of Bavor's Tribe to repel the advancement of the mumakil – war-beasts of Indûr the Ringwraith.

**RESOURCES (40/31)**

<b>3</b>	<b>1</b>	<b>Seeing-Stones of Ankatare</b>
<b>3</b>	<b>1</b>	<b>Crisfuin</b>
<b>3</b>	<b>1</b>	<b>Visor of Sirayn</b>
<b>3</b>	<b>1</b>	<b>Southern Hammer</b>
<b>1</b>	<b>1</b>	<b>Staff of Medra</b>
*		<b>desert amber</b>
	<b>1</b>	forgotten scrolls
*		horn of arnor
	<b>1</b>	jewel of Beleriand
	<b>1</b>	Dwarven Fire
	<b>2</b>	<b>Zurafy</b>
<b>1</b>	<b>1</b>	<b>Nar's Folk</b>
<b>2</b>	<b>1</b>	<b>Sirayni</b>
<b>2</b>	<b>1</b>	<b>Clan Masra</b>
<b>2</b>	<b>1</b>	<b>Mablad-Dwarves</b>
<b>3</b>	<b>1</b>	<b>Junast's Guard</b>
<b>3</b>	<b>1</b>	<b>Dwarves of Blackflame</b>
<b>1</b>	<b>1</b>	<b>Covshek-Pust</b>
<b>1</b>	<b>1</b>	When You Know More
<b>1</b>	<b>1</b>	When I Know Anything
<b>1</b>	<b>2</b>	No Strangers at This Time
<b>2</b>	<b>1</b>	<b>Bavor's Tribe United</b>

**11/11**

<b>3</b>		<b>Block</b>	<b>W</b>
<b>1</b>		<b>Walls Behind Walls</b>	<b>Sc</b>
<b>1</b>		<b>Tur Betark</b>	<b>R</b>
<b>3</b>		Persuasive Words	<b>D</b>
<b>3</b>		Muster	<b>W</b>
<b>1</b>		Far-sight	<b>Sa</b>
<b>3</b>		Marvels Told	<b>Sa-r</b>
<b>2</b>		<b>Fireworks</b>	<b>ritual</b>
<b>2</b>		We Must Away	<b>move</b>
<b>1</b>		Flight Unmarked	
<b>1</b>		Withdraw to Mordor	<b>agent</b>
<b>1</b>		Here is a Snake	<b>agent</b>
<b>2</b>		<b>Dwarf-friend</b>	<b>pe</b>
<b>1</b>		Await the Advent of Allies	<b>pe</b>
<b>2</b>		Houses of Healing	<b>pe</b>
<b>1</b>		<b>Engines of Defense</b>	<b>pe</b>
<b>1</b>		<b>Concealed Entrance</b>	<b>pe</b>
<b>1</b>		<b>His Beard Long &amp; Forked</b>	<b>pe</b>
<b>1</b>		<b>Clad in Mail-shirts</b>	<b>pe</b>
*		Make League and C. Council	<b>pe</b>
<b>3</b>		Smoke Rings	
<b>2</b>	<b>1</b>	Longbottom Leaf	
<b>1</b>		Long They Journeyed	<b>sp1</b>
<b>1</b>		Wizard's Cart	<b>pe</b>
<b>3</b>		Eyes of Mandos	
<b>1</b>		Sacrifice of Form	<b>spellx</b>
<b>1</b>		Kindling of the Spirit	<b>spell2</b>
<b>1</b>		Vanishment	<b>spell2</b>
<b>1</b>		Wizard's Voice	<b>spell3</b>
<b>1</b>		Wizard Uncloaked	<b>spell2</b>
<b>1</b>		The Choice of Doom	
<b>1</b>		<b>Endurance of Stone</b>	

**29/20**

**HAZARDS**(40/9)**18/0**

1	Ninevet	animal
3	Sand-drake	drake
1	Rain-drake	drake
1	Demons of Vatra	demon
3	Nehvaari	pukel
3	Sand-devil	undead
3	Lesinavi	undead
3	Slayer	slayer

**22/9**

2	Twilight	S-env
3	Call of the Desert	P-corr.desert
3	Lure of Magic	P-corr.magic
1	Something Else at Work	
2	You've Put Your Finger In It	
3	Foolish Words	P-char.attempts
2	Politics	P-char.GI
3	Quicksand	P-env.desert
3	Sandstorm	L-env.desert
1	Never Seen Him	agent
1	Nobody's Friend	agent
2	Will Not Come Down	agent
2	Good Sense Revolts	agent
3	An Unexpected Outpost	

SITES	FD-0	BL-4	W-8	SL-2	DD-0	CS-0	UD-1	T-4	J-0
<b>Fe</b>	Hau Nysrin		heal		start game				
<b>Ch</b>	Tartaust				men.4d7				
<b>Ki</b>	Tûl Harar				*Fh			<b>Sirayni</b>	
<b>Cu</b>	Barad Annun		Info, m, M		dunedain			Anything	
<b>YMe</b>	Narad-Dûm		m		dwarf.3d8			hidden (hoard), Nar's Folk	
<b>YM</b>	Mablad-Dûm				dwarf.xd9			hidden, Mablad-Dwarves	
<b>YMw</b>	Blackflame				dwarf.2d7			Dw. Blackflame	
<b>DS</b>	Sudu Call-o		Info, m		spider.1x6			Covshek-Pust	
<b>EP</b>	Tûl Póac		m		men.xd7			Zurafy	
<b>BM</b>	Tresti		m#		men.xd5			Junast's Guard	
<b>Is</b>	Tûl Isra		m		men.4d7			Clan Masra, Staff of Medra	
<b>KA</b>	Khibil Ephalak		m, M, G, ring		drake.3w12, sanddrake				
<b>Zj</b>	Oasis of Fult		Info, m, ring		undead.3w6			hoard-jewel	
<b>Tu</b>	Khorsaj		Info		men.xd6				
<b>Is</b>	Charnesra		m, M, ring		undead.2w8			minor	
<b>YMe</b>	Bar Falin-h		Info, m, M		orc.4w6			Know More	
<b>Ge</b>	<b>Gaven</b>		Info		animals.3w6			More	
<b>MF</b>	Fuiner's Well								
<b>Se</b>	Adun-Tarik		m, M, G		men.3w7, troll.2w8			Crisfuin	
<b>Se</b>	Bâtan-Urîd		m, M		orc.4w6, troll.2w7				
<b>Bo</b>	Fhul		m, M		orc.3w7			[movement]	
<b>Be</b>	Bur Esmer		m, M*		men.xd9			discard MP; fetch	
<b>Ch</b>	Ny Chennacatt		m, M, G		orcs.4w7, spawn.2w14				
R	Brass Deepes		m, M, ring		pukel.3w8, SH				
	Kala-Ogurk(0), Amberdeepes(8), Limestone Caverns(7)								
R	Limestone-Caverns		m, M		spider.3w8, SH				
	Quarries of Nosharud(0), Azagarbhun(5), Lavadeeps(5), Amberdeepes(6), Brassdeepes(7)								
R	Amber Deepes		m, M, ring		rock.x7, undead/pukel			<b>Visor of Sirayn</b>	
	Mirror of Fire(4), Deepes of Fuinur(5), Brassdeepes(8), Limestone Caverns(6)								
R	Deepes of Fuinur		m, M, G, ring		undead.5w9, undead/pukel				
	Fuinur's Well(0), Amberdeepes(5), Evefalin Cavernways(7), Undercourts(7)								
R	Quartz halls		m, M		rock.x6, drake.1w10				
	Blackflame(0), Evefalin Cavernways(7)								
S	Evefalin Cavernways		m, M, G, ring		orc.4w8, demon.2w14			<b>Southern Hammer</b>	
	Bar Falin(0), Fhul(4), Deepes of Fuinur(7), Quartz halls(7)								
S	Lave-Deepes		m, M#		lava.x7, RL				
	Ulk Chey Sart(0), Limestone-Caverns(5)								

<b>CHARACTERS-10</b>		11-1-5-4-4		
PALLANDO	10/10/6/9	W/R/Sa/D	Wizard	
2 Tabaya Kas	6/1/5/8+	W/R/D	Man	Tul Isra, Tul Harar +2DI.Isra, +2DI.clan
1 <i>Advisor</i>	3/1/2/6	W/Sa		+1P.orc; t.Long Beard
1 Peshtin	3/1/3/7+	W/Sa	Man	Tul Isra discard Glamour SE
1 <b>Dar</b>	4/0/4/7+	W/Sa	Sf	Nirad-Dum, TH +2DI.dw/DW; t.Cunning
2 <b>Dom</b>	5/1/4/8+	W/D	Sf	Mablad-dum, Baruzimabul, +1DI. Dw/sb
1 Dolin	3/1/3/8*+	W/D	Sf	Tartaust, Narad +1P.orcs
2 <b>Manari Akaji</b>	5/2/3/9*+	R/Sa	Man	Bh Sunlands
1 Jamir	4/1/3/9+	R/D	Man	Tûl Póac +2DI.f-desert
1 <b>Abur</b>	4/1/5/7	W	Man	Tresti +2DI.Junast, 1CP
Boron	2/0/3/7+	W/Sc	Sf	Md, Nd
<b>Khandash</b>	2/0/4/7*	W	Man	Amrun, Korondaj 1CP
2 <b>Sakalthor</b>	5/2/3/8a	Sa/D	Du	Hazaj Tollin, Korlea +2.f-Be,Fe,BM
2 <b>Glorin</b>	4/0/4/8a	W/R	Sf	Nirad-Dum, Bar Falin, Azagarbhun
<i>starting company:</i> Hau Nysrin; Make League and C. Council + Long They Journeyed				
PALLANDO	10/10/6/9	W/R/Sa/D		
1 Dolin	3/1/3/8	W/D		horn of arnor
2 <b>Manari Akaji</b>	5/2/3/9	R/Sa		
<b>Khandash</b>	2/0/4/7	W		desert amber
<hr/>				
GI: 13/20		Hand-9	Mind-32	
<b>#1 Beards</b>				[item-3, ally-2, factions-2, mis-1, CvCC-3,]
Pallando	10/11/7/9	W/R/Sa/D	2 W	crisfuin
<b>Dom</b>	5/1/8/9	W/D	3 D5	hammer, Beard, Chain
<b>Dar-L</b>	4/0/4/8	W/Sa	2 D4	jewel, Anything
Boron	2/0/3/7	W/Sc	1 D2	
<b>#2 Emissaries</b>				[item-2, factions-5, mis-1]
Tabaya Kas	6/3/6/9	W/R/D	2 M6	visor
Jamir	4/3/3/9	R/D	1 M4	medra, dFriend
Peshtin	3/1/3/7	W/Sa	1 M3	More
<b>#3</b>				
<b>Manari Akaji</b>	3/4/3/9	R/Sa	2 M5	seeingstones, dwarf, Await
Dolin	3/1/3/8	W/D	1 D3	horn
Narad-Dum	No Strangers	Houses of Healing		
Mablad-Dum		Houses of Healing	Engines, Concealed Entrance, Dw. Fire	
Blackflame	No Strangers			

## OVERVIEW

Pallando will be gathering factions and items for war against the two Ringwraith magicians – Akhorahil and Indûr. Men and dwarves will fight orcs, trolls, and evil men in the ranks of the Ringwraiths. Stiffbeard Dwarves will find a lost weapon to rid the Yellow Mountains of evil. Far Harad has a long history of war and recovery. Dwarves will stand as a mountain to block the men of the Utter South. Pallando must play factions north of the mountain range for FvFC by the end of the first deck to be able to stall the advancement of the war-elephants. Indûr's only access to Mordor is through the Yellow Mountains. He must be stopped.

## PALLANDO

This wizard has been charged to rally the peoples of the South against the foul men of Sauron. He has good skills all around. There are Warrior, Sage, and Diplomat resources. His Ranger skill lets him cross Rivers.

His home site of Grey Havens is problematic. It will take him two turns to reach Harad by boat. That is dangerous. Therefore, he will start the game. Long They Journeyed allows him to be played at any man-hold that has a unique faction in play by you. There are four such factions that allow him to be played during the second deck after his sacrifice so the site is refreshed.

A few spells are included. Wizard Uncloaked will remove all hazard permanent-events on your characters. This is a powerful effect in the effect of a Cram feast. Pallando might have to join another company just to play this spell for maximum effect. Wizard's Voice will be used to influence away dual characters or factions. The Sirani faction is an ideal choice. Else play it on the Dwarves of Blackflame. Vanishment will cancel an attack on the company. Kindling of the Spirit will signal the task for CvCC. It grants +2 prowess to heroes in his company against one attack. His staff can help fetch a spell. Three spells force a CC by -2, and one spell forces a CC by -3.

His staff will help in spell-casting. A +1 DI and +1 prowess are useful. A spell can be placed with the staff after making a corruption check by -2. Then this spell can be played as from hand with no need to make a corruption check. It is also offensive in another way by prevent magic to be played by a non-avatar character at the same site. A Sage will be in his company to aid in CC by using When I Know Anything.

Eyes of Mandos will counter the Eyes of the Well. Its use during the ORG phase allows the taking to hand a card of the first eight cards on the tap of the playdeck. This will allow efficient turns 3x in the second deck when you need to play factions fast so to battle Army of the Southern Dragon.

## CHARACTERS

You have men and stiffbeard dwarves in your deck. With so much importance with influencing there are four Diplomats and many Warriors as bodyguards. There are six dwarves and 8 men heroes – all from the Sunlands or Uttersouth. Only one Scout is found. The Stiffbeards populated the Yellow Mountains.

Tabaya Kas is Man of honor from Siryan. He has three skills, W-R-D, and a strong 5 prowess with 6-mind. He will lead a core company. He has +2 DI against characters and factions playable in Isra and adjacent regions. Also, he has +2 DI against Clan Masra. He has two home sites that

have automatic-attacks that allows him to cancel by tapping: Tûl Harar, Tûl Isra.

Manari Akaji is a dual character of great combination of 5-mind, two rare skill combination of Ranger/Sage. His 3 prowess is low, but 9 body will keep him alive. His home site is any Border-hold in the Sunlands. He starts the game to be used by this player. His secret is being the line of an ancient inventor of the Seeing-Stones of Ankatare. Once he plays this item, he will stay at a Free-hold using this item.

Jamir is a man of the sands. He is a Ranger that is extremely useful in the Sun-lands. His Diplomat skill, 1 DI, and +2 DI against factions playable in a Desert will be leveraged. His 4-mind is low enough to may be a follower. A three prowess is low, but a 9 body will help him survive those witty Sand-drakes. He can tap to cancel the Men AA at his home site Tûl Póac.

Abur is another 4-mind, but is only a Warrior from Tresti. He will stay as a reserve until he can be used in combat using his 5 prowess. A low 7 body may mean he will not live too long. He does have +2 DI against Junast's Guard. He does carry one corruption point as a dual character.

Pestin is a 3-mind W-Sage Man from the old town of Tul Isra making his bread selling wine. He will be useful to be a follower using his Sage skill. But a low 7 body is a threat. He has +1 DI against Clan Masra. His special ability is discarding for no effect a Glamour of Surpassing Excellence to force an opponent to reveal two hazards from his hand (or else his whole hand).

Khandash is another dual character that is only a Warrior. His home sites of Amrun and Korondaj are too far north to be used. But his 2-mind and 4 prowess will be leveraged as a bodyguard. His 7 body is low as Abur. He too carries one corruption point if not at or moving in the Sun-lands. He has +2 DI against the Haradrim faction. His special ability is to use two Southern Scimitars.

Dom, another dual character, is the highest dwarf in the deck. He will be a strong fighter with his 4 prowess and 8 body. But a 5-mind will require only the Wizard to control. He has +1 DI against Stiffbeard Dwarves and another +1 DI against Dwarves. Also he has +2 DI against Dwarf factions playable in the Sunlands or the Uttersouth. Home sites of Mablad-dum and Baruzimabul will make it easy for him to be played. His Diplomat can be useful when influencing the Dwarf factions. But his direct influence will be lowered after he plays Clad in Mail-Shirts. His leadership will come from His Beard Long and Forked.

Dar is another dual character. His 4-mind is average for a 4 prowess Sage. But a 7 body will need to be improved. He has +2 DI against Dwarves. His special ability will be used: tap to take one Dwarven Cunning from the discard pile to your hand. Nirad-Dum and Tul Harar are his home sites.

Dolin is a 3-mind Stiffbeard that will be a bodyguard with his 3 prowess and 8 body. He is a Diplomat that can be used in this deck. He has +1 prowess against Orcs. He can be a follower to either Dwarf-Friend or by Pallando. He has +1 DI against characters from Siryan.

Boron is a Stiffbeard from Mablad-Dum and Nirad-Dum. He will be a nice bodyguard of his 2-mind and 3 prowess also as a Scout.

King's Advisor is a rare dwarf Sage. He costs 3-mind and his 6 body is dismal. But he hates orcs and can tap to fetch His Beard Long and Forked from the discard pile. There are two copies in the deck. This dwarf can play When I Know Anything late in the game.

Sakalthor is a grey agent that will be used as an agent.

## COMPANIES

Your starting company has all the skills except Scout. The company will start at the haven Hau Nysrin using Make League and Common Council. This event requires at least three races of characters with home sites in the same territory. Dolin, a dwarf, is the Diplomat; he can be discarded early so to be used later. Manari Akaji, a man, is the Sage. Horn of Arnor is the other starting resource. Pallando, a wizard, will start to allow more permanent-events and wizard events to be placed in the playdeck. You may CvCC a magic-user in the early turns. The starting site is ideal for either playing resources in the Seven Lands or in Siryan. If you do not draw an important resource to play during the site phase, then move to Narad-Dum to let Manari Akaji keep that site in play for quick playing of resources at that site.

The Beards will be Pallando and dwarves. Pallando will control Dom, Dar, and Boron. The wizard will have Crisfuin. Dom wields Southern Hammer and become a leader from His Beard Long and Folk. Then he will have Clad in Mail-Shirts to give these dwarves +1 body. This company has high prowess. Pallando will have 6 DI for factions using Wizard's Voice. Dar is the Sage with When I Know Anything to tap for helping the wizard with his spell CC. Dar also has a Jewel of Beleriand for a chance to untap. Transfer this item to Pallando when he will be using Fireworks after influencing a faction or to manipulate the sideboard. This quartet will CvCC minion leaders and magic-users north of the Utter South and play the ally. They will move between Baruzimabul and Narad-Dum placing No Strangers at This Time on the sites. Items played by this company include the jewel, Crisfuin and the Southern Hammer. Corruption is a liability for this company.

The Emissaries are all men who will influence Sunland factions, play Forgotten Scrolls, and Staff of Medra. Tabaya Kas has a Horn of Arnor to have +3 for influence attempts until he has Visor of Sirayn. Then he will have 3 DI, six prowess, and 9 body. Jamir is another Diplomat. He has Staff of Medra and is a Dwarf-friend. He controls Peshtin. Peshtin is the Sage for the group. He will tap for When You Know More and for other sage events. This company will be able to satisfy Dwarf-hold hidden site requirements. Two Sun-land Rangers will negate the penalty of moving through two Deserts. Jamir will face the tough strike with his 9 body when Tabaya Kas needs to be untapped for the site phase.

Manari Akaji is in a third company with Await the Advent of Allies to reduce this GI control to 3 instead of this mind of five. He has the Seeing-Stones and is a Dwarf-friend with Dolin as a follower. Dolin will be there for protection. Dolin will hold Horn of Arnor until a character needs it. Both will stay at a dwarf-hold using a Houses of Healing so to be near the other two companies.

These three companies use 13 of your 20 points of GI. The extra dwarves are for Pallando's company to build a large company of dwarves for CvCC. Extra man characters include Khandash with 4-prowess, and Abur has 5-prowess. Seven of the 15 characters have a body less than 8.

Three of the eight final heroes start the game. The other five characters will likely be played at his home site since Hau Nysrin is far away.

## ITEMS

You have several items for combat and character assistance. Some items are found at hidden sites. There are ten items of various types and alignments.



There are four minor items. Horn of Arnor is a starting item providing +2 to faction influence attempts. Forgotten Scrolls is used to make a Ruins play Information and to play another item as a requirement. Desert Amber is a stone that allows a native to the Sunlands to tap to heal another in the same company. Another use is to attempt the removal of a corruption hazard. This item will be fetched by tapping a faction. Jewel of Beleriand, a hoard item, is present to untap someone once per turn.

Crisfuin is a greater item for use by the wizard. It has 2 CP with a boost to DI and prowess. It has +2 prowess against magic-users. The bearer can place a spell with this staff, but must make a CC at -2. Success means the spell can be played at any time without an accompanying CC. Only one spell in the deck has a CC with a penalty worse than -2. The staff can be tapped at any time to prevent a magic-user with a mind lower than 10 at the same site to use magic that turn.

Another staff, Staff of Medra, grants +2 DI against men with a home site in Isra or adjacent regions. But its beauty is automatic influencing of faction Clan Masra. The staff can be tapped to cancel Sand-storm on the bearer's company or to take that hazard to your hand from the discard pile. This will be used to trouble minions in Harad.

Visor of Sirayn is another Sunlands special item. It is 3 MP and 2 CP helmet. Its stat bonuses are +2 DI and +1 prowess for a Warrior. Anyone will get +1 body to a maximum of 10. Its special ability is tapping to cancel the effect of Mirage for bearer's company. Bearer also cannot be targeted by Disease while at or moving to a site in the Sun-lands. Its cost is only playable at any Under-deeps with a surface site in the Sun-lands. Choose Fuiner's Well, then Amber-Deeps as this path.

The Southern Hammer is an ancient weapon of the Bavor Dwarves. It requires playing at Evefalin Cavern-systems under Fhul and Bar Falin. Its bonus to prowess is huge at +4 to a maximum of 9. Tapping the two-handed weapon allows bearer to take a strike assigned to a dwarf. A dwarf bearer will have 3 CP. If MP are needed then store this item at a Sunland Dwarf-hold for 5 MP.

Seeing-Stones of Ankatare are a powerful item. It requires a hidden site in the Sunlands and discarding a Lost Knowledge resource, which will be Forgotten Scrolls. There are no movement restrictions with the stones. Let Manari Akaji use the stones. The item can be tapped to reveal five cards from the play deck. The opponent will see these five cards. Two of the revealed cards are then placed with a site located within five regions of Manari's current site. Let three or four of the revealed cards be hero characters or hazards so to keep hero resources out of sight of your opponent. Place one MP resource with a site in Akhorahil's discard pile, dwarf-hold, or far from an opponent that you can use We Must Away for five region movement. Tap the item during the organization phase so you can perform this action. The site must come from the location deck. If you select a faction, then also select Muster or Persuasive Words.

Far-Sight will fetch an important item. First get the Seeing-stones in play. Dwarven Fire will be played at a tapped Mablad-Dum. This item can be discarded when stored to create a Trap attack at another dwarf-hold. Use this item to harass a minion company visiting a dwarf-hold.

## **ALLIES**

Zurafy is the only ally. This ally's only purpose is to allow Pallando to play Wizard's Cart. Expect one to be killed. The second copy of the ally will be played in the second deck of the first

is killed. The body is low at 7.

## **MISSIONS**

There are two Light Enchantment missions. Two Information sites are required, which are few in Far Harad. When I Know Anything is to aid Pallando with spell-casting. When You Know More is to aid in faction influence attempts.

## **FACTIONS**

You will fight with your factions. Therefore, you have The Choice of Doom to move factions and Endurance of Stone to boost your three Dwarf factions. Several resources help in influencing these factions: Horn of Arnor, and When You Know More. Persuasive Words gives you two rolls and prevents hazards to reduce any bonuses you have. Muster grants a Warrior a bonus up to his prowess for the attempt. Pallando, Dom, and Tabaya Kas will be given the maximum +5. You have seven factions to play. Only one is not expected to enter battle.

Covshek-Pust is not needed for war. It will be played for its ability to fetch Desert Amber from the discard pile to your hand. Its other use is to treat a Double Desert region into a single Desert region. The playing of this faction should be the only reason to venture into stupidity or a site in Mirror of Fire so to play Visor of Sirayn. The attempt needs to be a 9 to play this faction.

There are three dwarf factions in the Yellow Mountains. You will play all three. Dwarves of Blackflame need an attempt of 10 by a non-dwarf or a 9 from a dwarf. Its ability will not be used. Dwarves of Mablad-Dum need an attempt of 9, but Stiffbeard Dwarves need an attempt of 7. Its ability will not be used. Nar's Folk need an attempt of 10, but a dwarf needs an attempt of 8. Its ability to shuffle one Tur Betark from the discard pile into the play deck will be used frequently. This faction gains +1MP for every dwarf-hold in play by you in the Sunlands or Uttersouth. Narad-dum will be in play already. Try to have No Strangers at This Time at Baruzimabul before battle to keep that site in play. All three of these dwarf factions in play allows the playing of Bavor's Tribe United, which grants each Stiffbeard dwarf +1 prowess and prevents the dwarf going to your hand due to hazard effects. Dom with Southern Hammer will be at 9 prowess.

Clan Masra is a man faction needing an attempt of 9 to play. The Staff of Medra can automatically influence this faction. This faction is only face-up if its rival Clan Bulgan is not in play or you have more MP than any minion opponent in the Harad Division.

Sirani is a prized dual faction. An attempt of 11 is needed. Those with a home site in Isra have a +2 to the attempt. Use all the muster you can to influence this faction away. Expect Akhorahil to play this faction and gain 4 MP from it.

Junast's Guard is a prized faction playable in Bozisha-Miraz. It can stall the minion factions playable in that region and those west of it. An attempt of 10 is needed. Its ability is to tap allowing Moon to affect a Desert as if that region were a Wilderness of Shadow-land.

The use of Horn of Arnor, When You Know More, 1DI, or Muster yields a minimum attempt of 7 to a Warrior or other character. Persuasive Words is a Diplomat event allowing two rolls for one influence attempt.

When Narad-Dum and Dwarves of Blackflame are played by Pallando two other resources

will be played. Fireworks will be played to untap the site. Then No Strangers At This Time will be played on the site. This allows visiting the site again to play the faction if discarded.

## **YELLOW MOUNTAINS & FAR HARAD**

Twenty of the 55 resource events are permanent-events. The Yellow Mountains divide the Uttersouth from Far Harad. It is here that you must make the stand against the Shadow in the South. You have several resources to move safely. Block is for your Warriors to remain untap after a strike. There should be at least two Warriors in each moving company. Walls Behind Walls is present to untap the hidden site Mablad-Dum after playing its faction. It can also untap Narad-Dum if in hand at that time. Concealed Entrance forces an opponent to tap a Scout to enter a hidden site. Play this event on Mablad-Dum.

Tur Betark will be fetched by Nar's Folk. It is required to visit Bar Falin, which leads to the under-deeps where the Southern Hammer rests. It can be used to reduce the hazard limit when visiting Chennacat, Dushera, Isra, Gan, and Sara Bask.

Flight Unmarked will be used to save a turn visiting the Under-deeps for the purpose of playing a special item. Timing is key at the end of the first deck to do this. This resource allows moving to Evefalin Cavernways from Narad-Dim or Amber-Deeps from Tul Harar in Kirmlesra.

Marvels Told is a ritual to remove hazard events other than those that Wizard Uncloaked can remove.

We Must Away allows one more region in movement and untaps all characters when the company has at least two dwarves, which will be Pallando's company.

## **SITES**

Various site types and region types are expected to be visited by your heroes. Hau Nysrin is the only haven you expect to visit. It is far away from the regions of your interest. Thus, make sites that allow healing. Most of the AA types of Far Harad are men, dunadan or dwarf.

Five free-holds are on the list to visit. Tûl Harar allows playing the faction Sirani if either Clan Bulgan or Army of the Southern Dragon is in play. This is the only site in Kirmlesra for you. On the other end of the Yellow Mountains is Barad Annûn that allows Information. May be play a Light Enchantment event there.

Three dwarf-holds dot your map. Blackflame has a faction. This site is not hidden. Play the faction, untap the site with Fireworks, then play No Strangers At This Time during the same site phase or later. You can visit the site since it is untapped. Do the same for Narad-Dum, which is a hidden site needing a dwarf or dwarf-friend to visit. Play the faction, untap with Fireworks. Later play No Strangers At This Time. Mablad-Dum is the third dwarf-hold. It is a hidden site that requires tapping a dwarf or avatar else contain a Stiffbeard. Manari Akaji will stay at this site. Play here Houses of Healing to make this a base for your companies. Engines of Defense is to discard Siege. Walls Behind Walls first will untap the site for the chance to play the faction again. Concealed Entrance forces an opponent to tap a Scout to enter the site. Also play Dwarven Fire at Mablad-Dum when the site is tapped. Store this technology item. With three dwarf-holds in play this item can be discarded to create a Trap AA at one of these sites. Therefore, minions moving to Narad-Dum with all of these resources on the site must contain a dwarf or discard a Stolen Knowledge, face a detainment dwarf AA of 3s8 after a normal dwarf AA of 3s8p. This is a large price. Mablad-Dum requires tapping a dwarf or avatar and tapping a Scout. Each minion faces a dwarf strike of 9 prowess. Dwarven Fire will likely be discarded to create the Trap AA here. Akhorahil in Fell Rider Mode will have 12 prowess, but needs to tap to reveal this site then

again tap to enter the site. This tapped winged Ringwraith then will have 11 prowess when facing the two AA, which will surely be defeated. Yet a tapped Ringwraith cannot choose defending characters.

Four Borderholds are on the map. Sudu Call, an oasis, is in a Desert region. This is Dune Sea a site that plays your Covshek-Pust. Tresit is in the Shadow-land that has the faction Junast's Guard. Tûl Isra will play a faction and the Staff of Medra. Try to play the item first and then faction in the second deck. Another Desert site is needed to play Zurafy. This oasis is the site Tul Poac with a men detainment AA. Do not play the second ally until the first is killed.

Some minor items and Information resources are found at Ruins. Play Jewel of Beleriand at Oasis of Fult in a Desert. It contains a hoard with weak Undead AA. Charnesra has another weak AA to play a minor item – Forgotten Scrolls, if not played after that of a faction. Bar Falin will play Information after playing Southern Hammer, but you need to discard Tur Betark to reveal the site. Move south of the Yellow Mountains to Gaven for another Information site.

Only three Shadow-holds have you on notice. Your only greater item is played at Adun-Tarik in Seznebab. It has two AA. The first is Men of 3 strikes with 7 prowess. The second AA are Trolls of 2 strikes with 8 prowess. The under-deeps site Evefalin Cavernways has the Southern Hammer behind two hard AA of orcs 4/8 and Demon 2/14. You might want to combine the two companies to visit this site. Fuiner's Well will be visited in the Mirror of Fire on the way to the Amber-Deeps to find Visor of Sirayn. That site is a Ruins with a 7 prowess Rock Fall AA as the first AA. Play Desert Amber from the discard pile or sideboard as the free minor item here.

All of this requires 16 sites for playing resources. Only one site is more than four regions from Yellow Mountains-Central Peaks with Mablad-Dum as the base. There is no need to visit more of the under-deeps, which requires several resources to support.

## **AGENTS**

There are two anti-agent resources. Withdraw to Mordor will handle faced-up agents. Here is a Snake can be used to either see upcoming hazards that can be played on you or to tap and reveal an agent.

## **HARAD DIVISION**

You are in the Harad Division. Imrahil, Guild of Elements and the Valdacli will not interact with you. It is acceptable to CvCC near to the Yellow Mountains that has just attacked heroes. Valdacli might send factions to Bosiri to aid in stopping the advancement of the enemy. The Guild might visit Tartaust to play one of its items.

## **RED DAWN**

Major war will occur in the south. Indur will move the indestructible Mumakaril north to Mordor. Pallando will block the path of this warhost at Bosiri. Six of Pallando's factions will battle in two wings. The West Wing will fight Akhorahil's factions coming from Borisha-Miraz to support Indur. The East Wing will fight Indur's factions in Bosiri, which are more than three regions from Borisha-Miraz.

The West Wing includes Dwarves of Blackflame and Junast's Guard. Their foes will likely be Visi, Bozishnarod, and Half-trolls. The goal of this wing is to prevent these three factions

entering battle at the pass. The East Wing includes Nar's Folk and Mablad Dwarves. Their foes will be the minions from the Uttersouth.

Covshek-Pust will be the battle in Bellakar if the Mumakaril reach that point. Sirani, and Clan Masra will likely not be in play when the battle in Bosiri begins. Chase the enemy anywhere. Other factions will slow the enemy for these two factions to surround the prey.

One resource will boost the faction war for you. Endurance of Stone allows a chance for an eliminated dwarf faction to not be so. A roll is made to decide the fate of the dwarf faction. With three dwarf factions in play this will be a plus. This resource may even add a third turn of battle in Bosiri.

### **MARSHALLING POINTS**

- C=8 There are 11 MP of characters in the deck. Up to 8 MP should be alive by the White Councils for this player.
- I=7 Three 3-MP items will be hard to play. Expect two to be in play with Staff of Mera.
- F=5 From the seven factions in play Covshek-Pust is not expected to engage in war. Plan on only Nar's Folk to remain in play at 4 MP with three dwarf-holds in play.
- A=1 Zurafy is the only faction. One should be in play for Pallando.
- M=4 Two light enchantments each give 1 MP. Two No Strangers at This Time each give 1 MP. With three dwarf-factions in play Bavor's Tribe United grant 2MP, but at least one of these factions will be killed in war.
- K=7 This a lot of Kill MP. Consider tapping during movement to gain Kill MP.

### **BLACK AND GREY PLAYERS**

Akhorahil is a wielder of great magic is a dire threat to the South. He must be stopped. The Ringwraith will corrupt the native peoples to fight for Sauron. Sorcerers and armies will be found in the sands of the Great Desert. Pallando must kill these magic-users and stop the factions from assisting the Uttersouth men to reach Gondor.

Adunaphel and Indur are two other Ringwraiths near to you. Adunaphel is only a threat when moving in Bellakar. Indur is only a threat when moving in the Uttersouth, which there is only one site to visit there (i.e. Gaven). Court of Ardor will stay in the Uttersouth.

### **1<sup>st</sup> PD**

The starting company will move to Mablad-Dum as soon as possible when no resources are in hand to play. Keep Manari Akaji at this dwarf-hold so he is ready to play the Seeing Stones when his company returns with Forgotten Scrolls. Untap the site with Walls Behind Walls. With the wizard starting play there will be no trouble having new characters controlled. Use Far-sight to fetch the Seeing Stones. The first card to bring to the playdeck from the sideboard is the Southern Hammer. Discard the item for later fetching with Smoke Rings if either Tur Betark or Nar's Folk are not drawn soon. Bring Wizard's Cart to the playdeck after playing a horse ally. Then begin the missions of playing a dwarf faction, then untapping the site using Fireworks. Try to keep an avatar in hand when the wizard plays Sacrifice of Form. You may want to move to such a site to use the spell against an AA. Then next turn there will be no issue with general influence. Only the Southern Hammer should be a main item yet to play. Clan Masra and Sirani should be the only factions yet to play. The war should start on Turn 14 in Bosiri.

## 2<sup>nd</sup> PD

The Emissaries should play the remaining factions and Desert Amber. This will be four turns to play two factions and two turns playing Desert Amber. Desert Amber will be used to remove hazards on the character. Move back to Mablad-Dum for healing for two turns. All of this requires eight turns. The first faction played should be at Bosiri for the first battle turn, which will be the turn playing the other faction. Next turn, move the newest played faction to Bosiri. The Beards will play the remaining major items (i.e. Southern Hammer in three turns) and CvCC for three turns, which will cause two turns healing for a total of eight turns. Once the Mûmakanril move north pass Bozisha-Miraz focus on CvCC of the magic-users The Emissaries will play Desert Amber on the dwarves in the Beards to allow faster healing.

Without challenging the Mûmakanril Sauron will have the luxury to start the war on Turn 25, which prevents the Ringbearer safe entry into Mordor. Additional help may arrive from the Seven Lands to challenge battle at Seznebab.

### Turn Movement of Mûmakanril Host

14-Mumakan-Tuktan-Geshaan

15-Bosiri-battle

17-Seznebab-battle

19-Suza Sumar-Bellazen-Felaya

21-Felaya-Mardruak-Hyarmenfalas

23-heal

15-Geshaan-Dushera-Bosiri-battle

16-Bosiri-Chennacatt-Seznebab

18-Seznebab-BozishaMiraz-Suza Sumar

20-Felaya-battle

22-Hyarmenfalas-Harondor-Ithilien

1	Southern Hammer	tap5		
1	jewel of Beleriand		dp111	
1	Dwarven Fire		dp133	
1	<b>Nar's Folk</b>		dp113	
1	<b>Dwarves of Blackflame</b>		dp114	
1	<b>Mablad-Dwarves</b>	Leaf2		
1	When I Know Anything	tap1		
1	When You Know More		dp112	
2	No Strangers at This Time	Leaf3	dp115	
1	<b>Bavor's Tribe United</b>			tap2
1	Walls Behind Walls			tap2
1	Tur Betark		dp135	
3	Muster		dp122,dp123,dp124	
1	Concealed Entrance	tap2		
2	Fireworks	Cart, Cart		
2	We Must Away		dp131, dp132	
1	Flight Unmarked	Leaf3		
1	Withdraw to Mordor		dp125	
1	His Beard Long & Forked	tap3		
1	Dwarven Chain-shirts		dp134	
1	Longbottom Leaf	Leaf2		
1	Wizards Cart	Leaf1		
1	Sacrifice of Form	tap4		
1	Kindling of the Spirit		dp121	
1	Doom of Choice	Leaf1		
1	Endurance of Stone			tap2

31 resources

action	cards	tap
SB to PD	5	+5
SB to DP	15	+3
Leaf	6	---
Cart	2	+1
Char card	--	-3
2 <sup>nd</sup> Deck	3	---



## **HAZARD**

This hazard strategy does require you to hold onto cards. But with your creatures with high prowess, you discard them to draw others. This should be a fun deck to play with using a lot of those worm hazards that are often go unseen in decks. You can sucker minions in attacking you while at a 'Forod' site if you have a worm creature in your hand.

## *CREATURES*

You have 18 creatures in the deck. Most of the creatures are specific to the south and to Deserts. Safe-holds, Ruins, and Shadow-holds will be unsafe for minions.

Slayer targets minions in the safe-lands. Three Borderlands will be visited by Akhorahil.

Two drakes will hunt. Sand-drake is an attacker creature to affect minions in and around the Great Desert including Bozisha-Miraz. Rain-drake is for non-Desert minions moving in Wildernesses.

Ninevet is similar to Sea Serpent but is an animal. It chooses victims. Terror of the Deep allows this creature to be keyed to the Under-deeps.

Demons of Vatra requires triple Deserts or two Deserts for Ruins or to a Shadow-hold and Desert with a single Desert. Nehaari is a pukel-creature found at Ruins or Shadowlands in the Sunlands or in a Desert. Failing a strike does not wound but removes the skills of the victim for the rest of the turn and taps him.

Two undead creatures are in the deck. Sand-devil will be found in more places when Sand-storm is in play. Staff of Medra will help you ignore this hazard. When that hazard is in play this creature can be played from the discard pile. Be careful for this creature has two strikes but a low prowess of 7. Targets must tap if his mind is less than the creature's prowess unless it is cancelled. Lesinavi are harder to find needing double Deserts or to a single Desert at a Ruins or Shadow-holds. It has three strikes.

## Creatures

1	FH:	Assassin		
1	BH:	Assassin		
-	RL:		(Rain-drake)	(Nehvaari)
-	SH:			(Nehvaari)
-	DH:			
-	UD:			

---

3	FD	Slayer		
3	BL	Slayer		
-	W			
-	WW			
1	WWW		Rain-drake	
-	SL			
3	T			Sand-devil
3	TT		Sand-drake	Lesinavi
1	TTT	Demons of Vatra		
-	D			
1	CS		Rain-drake	

---

3	Chelkar/Harondor	Sand-drake
3	Hyarmenfalas	Sand-drake
3	Khand/Lurmsakun	Sand-drake
3	Mardruak/BMiraz	Sand-drake

## Hazard EVENTS

There are not many hazards in the sideboard, just nine.

### Base cards-2

Twilight will help remove environments that hinder your heroes.

### Corruption-6

With so many creatures specific to the Sunlands these hazards are easier to play. Call of the Desert is corruption that is worse for those from the Sunlands. Lure of Magic will be for those magic-users in the Sunlands. It is corruption that induces a check whenever a character plays magic in the victim's company. Such a hazard will prevent the victim from using magic himself.

### Main Theme-6

The secondary theme is a Desert roadblock. Quicksand targets a character with a prowess less than 4 moving in the Sunlands. This hazard forces the tapping of minions to sum their prowess to a roll to equal 16 or more. This hazard can detain a minion if he has wounded companions, which may happen after CvCC. Sandstorm forces the return to the origin site with two Deserts in the site path unless there is a Sunlands Ranger. That feature will not be used much. However, if Drought is in play then all non-Haven sites with two Deserts are tapped. Mirage is a global hazard that forces a roll to decide if the site is replaced to an adjacent site. Your sites are far away from Hau Nysrin, so this hazard is not good for you.

### Secondary Theme-8

Something Else At Work hinders influence checks by the victim and gold ring tests. You've Put Your Finger In It targets a minion with a ring. The hazard limit for his company is increased by one for every ring item in the company. Foolish Words is a vicious hazard reducing influence attempts by 4. This hazard is modified if played by the grey agent. Politics will force the victim, a dunadan in the company of a minion with a higher mind, to no longer to control by GI. Play this hazard when many minions are at the same site to cause follower trouble.

### Tertiary Theme-6

There is one grey agent helping you dismantle minion factions near Bay of Tulwang. He will focus on discarding factions played in Bozisha-Dar. Sakalthor is a Sage/Diplomat Dunadan with home sites Hazaj Tollin and Korlea. This will not help him with influence checks. He has +2 to influence checks against factions playable in Bellazen, Felaya, and Bozisha-Miraz. Never Seen Him allows him to take two agent actions. He can be turned face-down after tapping. Nobody's Friend will fetch this agent from the playdeck. Will Not Come Down prevents the use of general influence to protect the opponent. This is an effected +7 to +10 bonus. A +4 to the roll will help. One attempt should happen on Half-Trolls that require a zero to influence. Then the grey agent will have a +2 on a roll that just needs to defeat the other roll. Good Sense Revolts should try to be paired with the other agent hazard for a +4 to the base +4.

### Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

### **BLADE OF MASRA**

[MP: 3, CP: 2] HERO SPECIAL ITEM

Unique. Playable at any Under-deeps with a surface in the Sunlands. Weapon. +2 to prowess to a maximum of 9 (+4 to prowess to a maximum of 12 and -2 to strike's body against a Undead or Demon strike). Warrior only: tap this item to give all warriors in his company +1 prowess until the end of the turn.

### **VISOR OF SIRAYN**

[MP: 3; CP: 2] HERO SPECIAL ITEM

Unique. Playable at any Under-deeps with a surface in the Sunlands. Helmet. Warrior only: +1 prowess; +1 body (to a maximum of 10); +2 direct influence. Warrior only: tap item to heal bearer from wounded to tap.

### **MASTER OF THE SANDS**

[MP: 1] HERO SPECIAL ITEM

Unique. Playable on a man warrior bearing Visor of Sirayn and Blade of Masra at a border-hold in Irsa, Kirmlesra, or Chennacatt where you have a unique man faction in play. Man makes a corruption check. +1 mind. +2 direct influence vs. factions playable in Irsa, Kirmlesra, or Chennacatt. +2 to all corruption checks. Becomes leader if not already. Discard this card if bearer does not bear Visor of Sirayn or Blade of Masra. Man can only be controlled by a Wizard or general influence.

### **SELEN HASKAS**

[MP: 2; Mind: 2; P/B: 4/8] HERO WARRIOR ALLY

Unique. maia. Playable at Rask. +2 prowess vs. minions and their controlled allies.

## Turn 1 @ Hau Nysrin

U	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
U	Manari Akaji	5	2	3	9	Man			R	Sa		0	
U	Dolin	3	1	3	8	Sf	W				D	0	horn of armor
U	Khandash	2	0	4	7	Man	W					1	Desert Amber

## Hand-9, mp3, sp0, pd80

Nehvaari		Ninevet	
Covshek-Pust		Marvels Told	
Persuasive Words		Dom	
0		Eyes of Mandos	
Sand-storm		0	

Haz: Stormcrow discards Make League and Common Council

Untap

ORG

All move to Sudu Call.

MOVE

Pallando, BL-TT-bh, starter.

HL4, Necromancer plays Sellswords Between Charter keyed to Border-hold. Men.2s11p

Dolin taps, 3p+11roll=14

Khandash taps, 4p+7roll=11, tie.

+

Plays Lawless Men keyed to Border-land, Men.2s9p

Pallando plays Block, 6p+3roll=9

Manari taps, 3p+3roll=6, bc=4, wounded.

HL1, Witchking plays The Moon is Dead.

SITE

END

## Turn 2 @ Sudu Cull-U

U	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
W	Manari Akaji	5	2	3	9	Man			R	Sa		0	
T	Dolin	3	1	3	8	Sf	W				D	1	horn of armor
T	Khandash	2	0	4	7	Man	W					1	Desert Amber

Dár		Ninevet	
Covshek-Pust		Marvels Told	
Persuasive Words		Boron	
Longbottom Leaf		Eyes of Mandos	
Sand-storm		0	
Hand: 8	MP: 3	SP: 0	PD: 74

Haz: All This Dwarvish Racket, Stormcrow, Leaving Middle-Earth

Untap

Org

Khandash taps to discard Desert Amber to heal Manari. Pallando taps to play marvels Told to discard Stormcrow. Cc-2+8roll=6, pass.

Longbottom Leaf shuffles Wizard's Cart and The Choice of Doom. No move.

MOVE

Pallando, bh.

HL4, witchking-x, Dwarf-x, Ardagor-x, Necromancer-x

HL4, Akhorahil plays Siege and Drought.

SITE

Siege. Orcs.3s7p

Manari tapped, 3p-1t+3roll=5, bc.8=wounded

Dolin no tap, 3p+1.card-3x+6roll=7, tie.

Khandash tapped, 4p-1t+4roll=7, tie.

Sudu Cull is entered. AA1-Animal-x.1s6p.

Dolin no tap, 3p-3x+6roll=6, tie.

Dolin taps to make an INF attempt against Covshek-Pust. Plays Persuasive Words.

+1.di+2.horn+6/3 roll = 9 >8, pass.

END



### Turn 3 @ Sudu Cull-T

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
W	Manari Akaji	5	2	3	9	Man			R	Sa		0	
T	Dolin	3	1	3	8	Sf	W				D	1	horn of armor
T	Khandash	2	0	4	7	Man	W					0	

Dár		Houses of Healing
Long They Journey		Peshtin
Krisfuin		Persuasive Words
siege		Eyes of Mandos
0		0
Hand: 9	MP: 4	SP: 0 PD: 69

Res: Sun

Haz: Sun Shone Fiercely, All This Dwarvish Racket, Plague of Wights

Untap

ORG

Long They Journey is played. All move to Hau Nysrin. Pallando taps to shuffle When I Know Anything.

Move-dnaw

Pallando, TT-BL-h. Tap Covshek-Pust to treat Dune Sea as single Desert.

HL4, Dwarf plays Doors of Night.

HL2, Necromancer plays Surion face down as agent. Plays The Enemy is Watching.

SITE

END

# Turn 4 @ Hau Nysrin-U

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
W	Manari Akaji	5	2	3	9	Man			R	Sa		0	
U	Dolin	3	1	3	8	Sf	W				D	1	horn of armor
U	Khandash	2	0	4	7	Man	W					0	

Dár		Houses of Healing
Sand-drake		Peshtin
Krisfuin		Persuasive Words
Sand-drake		Eyes of Mandos
The Doom of Choice	0	
Hand: 9	MP: 4	SP: 0 PD: 65

Haz: Doors of Night, Great Need or Purpose

Untap

ORG

Peshtin played at Hau Nysrin. Pallando taps to place 5 resources in discard pile.  
All move to Narad-Dum.

MOVE-awnd

Pallando, BL-T-T-T-BL-W-fh, starter.

Here is a Snake! Is played tapping and revealing Herion at Geann a-Lisch.

HL5, Ardagor plays Frightful Guardian.

Plays The Doom of Choice

HL3, Wking-x, Necromancer plays Súrion face-down.

HL1, Akhorahil-x

SITE

END

## Turn 5 @ Narad-dum-U

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
T	Manari Akaji	5	2	3	9	Man			R	Sa		0	
U	Dolin	3	1	3	8	Sf	W				D	1	horn of armor
U	Khandash	2	0	4	7	Man	W					0	
U	Peshtin	3	1	3	7	Man	W			Sa		0	

Marvels Told	Houses of Healing	
Sand-devil	Await the Advent of Allies	
Krisfuin	Persuasive Words	
Sand-drake	Staff of Medra	
0	0	
Hand: 9	MP: 5	SP: 0 PD: 58

Haz: Plague of Wights, All Dead All Rotten, The Moon is Dead, Near to Hear a Whisper

Untap

ORG

Dár playd at Narad-dum. Eyes of Mandos is played tapping Pallando, Staff of Medra to hand.

Dar taps to play Marvels Told to discard The Moon is Dead, cc-2+4roll=2, pass.

Too many undead hazards with Hoarmurath. Visit Mablad-Dum.

MOVE-rhdu

Pallando-W-BL-W, mountain.

HL6, Ren moves agent Vaal Gark face down from Osgiliath to Dunharrow.

Moves agent Eun face down from Wose-Passage Hold to Isengard.

Plays Thrice Outnumbered.

Keys Ruffians to W, men.4s7p.

Dolin taps, 3p+7roll=10.

Khandash taps, 4p+7roll=11.

Peshtin taps, 3p+6roll=9.

Manari taps, 3p+9roll=12, killed creature.

+

HL1, Hoarmurath keys Mewlips to WW, undead.2s10p(PlagueW=2s11p)

Peshtin tapped, 3p-1t+9roll=11.

Manari tapped, 3p-1t+8roll=10, bc.4=wounded.

SITE

Mablad-Dum entered. Cancelled with a Sunland dwarf.

Houses of Healing played. Await the Advent of Allies played on Manari Akaji.

END

## Turn 6 @ Mablad-Dum-U

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
T	Dolin	3	1	3	8	Sf	W				D	1	horn of armor
T	Khandash	2	0	4	7	Man	W					0	
T	Peshtin	3	1	3	7	Man	W			Sa		0	
T	Dár	4	0	4	7	Sf	W			Sa		0	
W	Manari Akaji	5	2	3	9	Man			R	Sa		0	Await the Advent of Allies
	Houses of Healing												

0		Block	
0		Quicksand	
Junast's Guard		Persuasive Words	
Abur		Staff of Medra	
0		Vanishment	
Hand: 9	MP: 4	SP: 0	PD: 48

Res: Ordered to Kill

Haz: Plague of Wights, All Dead All Rotten, Doors of Night, Near to Hear a Whisper, Full of Froth and Rage.

Haz: Sand-storm, Tidings of Doubt of Danger

Untap

ORG

Pallando and Dar move to Tresti. Khandash, Peshtin, Dolin move to Tul Isra. Manari stays.

LONG Plague of Wights discarded.

MOVE-hudr

Pallando, W-W-SL-bh, region.

HL2, Hoarmurath keys Ghouls keys to SL, undead.5s7p.

Pallando plays Vanishment to cancel, Dar taps to support, cc-2+1=auto.

Keys Ghosts to SL, undead.3s9p. Extra strike to Dar. Pallando plays Block.

Pallando taps, 6p+8roll=14.

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

Manari, fh.

Plays Dwarf-friend on Manari. Discards Await the Advent of Allies.

HL2, no hazards.

Peshtin, W-BL-BL-bh, region.

HL3, Hoarmurath-x, Uvatha plays Arouse Defenders on Tul Isra.

HL1, x

SITE

Tul Isra entered. Men.4s7p, detainment. (Arouse Defenders=4s9p, no cancelled)

Extra strike to Peshtin.

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

Peshtin no tap,  $3p-3x-1t+7roll=6$ , tapped.

Dolin no tap,  $3p-3x+7roll=7$ , tapped.

Khandash taps to play Staff of Medra tapping the site.

+

Pallando taps to make and INF on Junast's Guard.

+10di=auto. Site is tapped.

END

### Turn 7 @ Tresti-T

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	0	
T	Dár	4	0	4	7	Sf	W			Sa		0	horn of armor

### @ Tul Isra-T

T	Khandash	2	0	4	7	Man	W					1	Staff of Medra
W	Peshtin	3	1	3	7	Man	W			Sa		0	
T	Dolin	3	1	3	8	Sf	W				D	1	

### @ Mablad-Dum-U

T	Manari Akaji	5	2	3	9	Man			R	Sa		0		Dwarf-friend
	Houses of Healing													

When I Know Anything	0	
Seeing-stones of Ankata	Tabaya Kas	
Engines of Defense	Persuasive Words	
Abur	forgotten scrolls	
Zûrafa	0	
Hand: 9	MP: 8	SP: 0 PD: 36

Res: Ordered to Kill

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

Haz: Tidings of Doubt of Danger

Untap

ORG

Engines of Defense played on Mablad-Dum. Pallando taps to shuffle Tur Betark. Abur is played at Tresti. Pesthin+ move to Tûl Harar. Pallando+ move to Chamesra. Manari stays.

MOVE-druh

Manari, fh.

HL2, Dwar moves face-down agent Leamon from Stone-Circle to Lond Galen.

Peshtin, BL-W-fh, region.

HL3, Twilight is played on Doors of Night, but Dwar plays Outpost in response to cycle 2 hazards.

HL1, Ren moves face-down agent Vaal gark from Osgiliath to Pelargir.

Smoke Rings shuffles Await the Advent of Allies.

Pallando, SL-W-BL-BL-rl, region.

HL3, Dwar keys Morgai-flies to SL. Animal/vermin.20s1p, detainment (FFR=20s3p). May be make that hazard for non-vermin animals since detainment cannot be defeated? So 20s1p

10 strikes to Abur, 9 to Dar, 1 to Pallando.

Dar no tap,  $4p-3x-8s+5roll=-2$ , tapped.

Abur no tap,  $5p-3x-9s+8roll=1$ .

Neeker-breekers is keyed to rl. Vermin.1s7p, detainment. Mind.

Abur no tap,  $4m-3x+2roll=3$ , tapped.

All Dead All Rotten in effect, but all have  $< 2$  cp.

SITE

Chamersa entered. AA1-undead.2s8p.

Dar tapped,  $4p-1t+5roll=8$ , tie.

Abur tapped,  $5p-1t+2roll=6$ , wounded. Bc.6.

Avatar card untaps Pallando. He taps to play Forgotten Scrolls.

Faces traps. 1s8p.

Pallando tapped,  $6p-1t+6roll=11$ . Taps the site.

END

### Turn 8 @ Chamesra-T

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	1	forgotten scrolls
T	Dár	4	0	4	7	Sf	W			Sa		1	horn of amor
W	Abur	4	1	5	7	Man	W					1	

### @ Tul Harar-U

U	Khandash	2	0	4	7	Man	W					1	Staff of Medra
T	Peshtin	3	1	3	7	Man	W			Sa		0	
U	Dolin	3	1	3	8	Sf	W				D	1	

### @Mablad-Dum-U

U	Manari Akaji	5	2	3	9	Man			R	Sa		0	Engines of Defense	of Healing
												0		Dwarf-friend

When I Know Anything	Dwarf-friend	
Seeing-stones of Ankata	Tabaya Kas	
0	Persuasive Words	
Longbottom Leaf	Pallando	
Tûr Betark	Marvels Told	
Hand: 9	MP: 11	SP: 0 PD: 25

Res: Ordered to Kill

Haz: All Dead All Rotten, Near to Hear a Whisper, Full of Froth and Rage, In Darkness Bind Them, The Sun Shown Fiercely.

Haz: Tidings of Doubt of Danger

Untap

ORG

Tabaya Kas is played at Tul Harar, home site. Dar transfers Horn of Anor to Abur, cc-1=auto. Dar taps to play Marvels Told targeting Full of Froth and Rage, cc-2+5roll=3, pass. Avatar taps to place 5 resources in sideboard. Avatar card untaps Pallando, who taps to place 5 cards in discard pile. Manari stays at Mablad-Dum. Others move to Tûl Póac.

MOVE-uhrd

Pallando, BL-T-bh, region.

HL3, Uvatha plays Incite Defenders on the new site.

HL1, Dwar plays Outpost.

Tabaya, W-BL-T-bh, region.

HL4, Uvatha plays Shut Yer Mouth on Tabaya Kas.

HL2, Akhorahil keys Sloth Bear to Desert adjacent to a W. animal.bear.1s9p4b

Dolin taps to support.

Tabaya taps, 5p+1sup+6roll=12, bc.12=killed creature.

Moves agent Jûoma back to home sites.

Longbottom Leaf is played.



Manari, fh.  
HL2, no hazars.

#### SITE

Tul Poac entered. AA1-men.each.7p, detainment. (ID=copy)

AA1-men.each7p(detainment)

Dar no tap,  $4p-3x+8\text{roll}=9$ .

Khandash no tap,  $4p-3x+7\text{roll}=8$ .

Peshtin no tap,  $3p-3x+7\text{roll}=7$ .

AA1.copy-men.each7p(detainment)

Dar no tap,  $4p-3x+11\text{roll}=12$ .

Khandash no tap,  $4p-3x+11\text{roll}=12$ .

Peshtin no tap,  $3p-3x+6\text{roll}=6$ , tapped.

Tap Covshek-Pust to take Desert Amber to hand.

Dar taps to play Zurfa tapping the site. Khandash taps to play Desert Amber.

END

## Turn 9 @ Tul Poac-T

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	1	forgotten scrolls		
T	Dár	4	0	4	7	Sf	W			Sa		0			
U	Zúrafa	1	0	1	7	horse						a			
W	Abur	4	1	5	7	Man	W					2	horn of armor		
T	Khandash	2	0	4	7	Man	W					1	Desert Amber		
T	Dolin	3	1	3	8	Sf	W				D	1			
T	Tabaya Kas	6	3	5	8	Man	W		R		D	1	Staff of Medra	Shut Yer Mouth	
T	Peshtin	3	1	3	7	Man	W			Sa		0			

## @ Mablad-Dum-U

												0	Engines of Defense	of Healing
U	Manari Akaji	5	2	3	9	Man			R	Sa		0		Dwarf-friend

Res: Ordered to Kill, Star of High Hope

Haz: Infested Jungles, Full of Froth and Rage, Reaching Shadow, Stormcrow, Minions Stir, Bairanax at home

Haz: Tidings of Doubt and Danger

UNTAP

ORG

Tabaya Kas taps to remove hazard, 8roll>7, pass. Dolin moves to Mablad-Dum. Manari stays. Others move to The Great Oasis. Covshek-Pust is tapped to make Mirror of Fire a single Desert. Khandash transfers Desert Amber to Dar. Dar taps to discard Desert Amber to heal Abur.

MOVE-akmf

Pallando, Roll for move: +4.sites+7roll=11>10-1, pass.

T-T-T, region. (Tabaya Kas-R, Zurafa=+2region. 3 deserts = 1 region)

HL6, Khamaul moves agent Anarin from first site Hermit's Hill to Dunharrow.

HL4, x

Smoke Rings shuffles Sacrifice of Form.

Dolin, T-W-W-fh, region.

HL2, Azog exhausts deck.

Smoke Rings shuffles No Strangers At This Time.

SITE

Mablad-Dum entered. AA1-dwarves.each.9p, cancelled with Sunland Dwarf.

Dolin taps to make an INF attempt on Dwarves of Mablad-dûm playing Persuasive Words, +1.di+2.modification+7/11 rolls = 14>8, pass tapping the site.

Concealed Entrance played on the site.

The Great Oasis entered. AA1-elves.2s8p, detainment.

Pallando taps to face both strikes. Dar discards Forgotten Scrolls as Lost Knowledge.

Peshtin taps to play Seeing-stones of Ankatarë tapping the site.

END

## Turn 10@ The Great Oasis-T

U	Pallando	x	10	6	9	Wizard	W		R	Sa	D	1	forgotten scrolls
T	Dár	4	0	4	7	Sf	W			Sa		0	
U	Zûrafa	1	0	1	7	horse						a	
T	Abur	4	1	5	7	Man	W					2	horn of amor
U	Khandash	2	0	4	7	Man	W					1	
T	Tabaya Kas	6	3	5	8	Man	W		R		D	1	Staff of Medra
T	Peshtin	3	1	3	7	Man	W			Sa		0	Seeing-stones of Ankatarë

## @ Mablad-Dum-T

U	Manari Akaji	5	4	3	9	Man			R	Sa		0	Engines of Defense	Houses of Healing	Concealed Entrance
T	Dolin	3	1	3	8	Sf	W				D	0	Dwarf-friend		

When I Know Anything	Sacrifice of Form
Wizard Uncloaked	Eyes of Mandos
Sîrani	0
Visor of Siryan	Pallando
Nehvaari	Await the Advent of Allies
Hand: 9	MP: 15
SP: 0	PD: 3

UNTAP

ORG

Await the Advent of Allies played on Manari. Manari stays. Pallando transfers Forgotten Scrolls to Dar. ??? Abur transfers Horn of Anor to Tabaya Kas, Peshtin supports, cc-1-1+1sup=auot. Tabaya Kas and Peshtin stay. Others move to Amber-Deeps. Dolin moves to Narad-dum. Covshek-Pust is tapped to fetch Desert Amber.

MOVE-kfma

Pallando, rl, deeps.

HL4, Khamaul plays No Memory of This Place.

HL2, x

Dolin, W-BL-W-fh, mountain.

Pallando deck exhaust on draw

HL2, Khamaul plays Ent in Search of the Entwives to BL. Plant.1s14p

Dolin taps. Drops axe.

Tabaya Kas, fh.

HL2, x

Manari,fh.

HL2,x

SITE

Amber-Deeps entered. AA1-Rock Fall.each.7p, AA2-Undead/Pukel=none

Pallando no tap,  $6p-3x+7\text{roll}=10$ .

Dar taps,  $4p+6\text{roll}=10$ .

Zurafa taps,  $1p+9\text{roll}=10$ .

Abur no tap,  $5p-3x+\text{roll}=8$ .

Khandash taps,  $4p+9\text{roll}=13$ .

Pallando taps to play Visor of Siryan tapping the site.

Abur taps to play Desert Amber.

Narad-Dum entered. AA1-dwarves.3s8p, detainment.

No Strangers At This Time played.

END

[A lucky turn lacking creatures]

## TURN 11

### @ Amber-Deep-T

T	Pallando		x	10	6	9	Wizard	W		R	Sa	D	2	Visor of Siryan
T	Dár		4	0	4	7	Sf	W			Sa		1	forgotten scrolls
T		Zûrafa	1	0	1	7	horse						a	
T	Abur		4	1	5	7	Man	W					2	Desert Amber
T	Khandash		2	0	4	7	Man	W					1	

### @ Great Oasis-T

U	Tabaya Kas		6	5	5	8	Man	W		R		D	2	Staff of Medra	horn of armor
T	Peshtin		3	1	3	7	Man	W			Sa		3	Seeing-stones of Ankatarë	

### @ Narad-Dum-U

T	Dolin		3	1	3	8	Sf	W					D	0	No Strangers at This Time
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### @ Mablad-Dum-T

													0	Engines of Defense	Houses of Healing
U	Manari Akaji		5	4	3	9	Man			R	Sa		0	Dwarf-friend	Await the Advent of Al

When I Know Anything	Sacrifice of Form
Krisfuin	Wizard's Cart
Sîrani	Politics
Block	Pallando
Boron	0
Hand: 9	MP: 19
SP: 0	PD: 78

## UNTAP

### ORG

Boron played at Mablad-Dum. Pallando+ moves to Great Oasis. All others stay. Pallando taps to shuffle Flight Unmarked.

### MOVE-mafk

Pallando, fh, Underdeeps

HL4, Azog plays Outpost.

HL2, Felagrog plays Agburanar at Home.

Tabaya Kas, fh.

HL2, Khamual plays Itangast at Home

Dolin, fh.

HL2, Khamaul moves agent Anarin from Druadan Forest to Osgiliath.

Moves agent Nimloth from Strayhold to Easterling Camp.

Manari, fh.

HL2, x

END

## TURN 12

### @ The Great Oasis-T

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	2	Visor of Siryan		
U	Dár	4	0	4	7	Sf	W			Sa		1	forgotten scrolls		
U		Zûrafa	1	0	1	7	horse					a			
U	Abur	4	1	5	7	Man	W					2	Desert Amber		
U	Khandash	2	0	4	7	Man	W					1			
U	Tabaya Kas	6	5	5	8	Man	W		R		D	2	Staff of Medra	horn of armor	
T	Peshtin	3	1	3	7	Man	W			Sa		3	Seeing-stones of Ankatarê		

### @ Narad-Dum-U

T	Dolin	3	1	3	8	Sf	W				D	0	No Strangers at This Time		
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### @ Mabla-Dum-T

U	Manari Akaji	5	4	3	9	Man			R	Sa		0	Engines of Defense	Houses of Healing	
U	Boron	2	0	3	7	Sf	W	Sc				0	Dwarf-friend	Await the Advent of Allies	

When I Know Anything	Sacrifice of Form
Krisfuin	Wizard's Cart
Sîrani	0
Block	Pallando
0	Persuasive Words
Hand: 9	MP: 20
SP: 0	PD: 75

Res: Gates of Morning

Haz: Infested Jungles, Reaching Shadow, Agburanar at Home, The Way is Shut, Minions Stir

## UNTAP

### ORG

Avatar taps to shuffle His Beard Long and Forked. Tabaya Kas and Peshtin move to Tul Harar with Covshek-Pust tapping to change Mirror of Fire into a single Desert. Pallando and others move to Trestî. Dolin moves to Tul Hurar. Manari+ stays.

### MOVE-fkam

Pallando, T-T-SL-bh, starter (Zurafa)

HL4, Khamual plays Twilight.

HL4, Azog plays Soldiers of the Dark Lord

HL2, x

Dolin, W-BL-W-fh, region

HL2, Khamual keys Ent in Search of the Entwives to BL.

Dolin is tapped by this attack.

Tabaya, T-W-fh, region.

HL2, Azog keys Orc-Raiders to W, orcs.4s6p (SDL=5s6p). 4 strikes to Peshtin

Tabaya plays Block.

Tabaya, 5p+4roll=9.

Peshtin taps, 3p-3s+11roll=11, killed creature. Discard SDL.

Manari, fh,

HL2, x

SITE

Tul Harar is entered. No AA available.

FearFireFoes attack, 5s8p, 3 strikes to Tabaya Kas

Tabaya no tap, 5p-3x-2s+8roll=8, tie.

Others tapped.

Tabaya Kas taps to make an INF attempt on Sîrani playing Persuasive Words  
+6.di-3.follower+2.horn+2.mod(Isra)+6/3roll=13>10, pass.

END

## TURN 13

### @ Tresti-U

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	2	Visor of Siryan
U	Dár	4	0	4	7	Sf	W			Sa		0	
U		Zûrafa	1	0	1	7	horse					a	
U	Abur	4	1	5	7	Man	W					2	Desert Amber
U	Khandash	2	0	4	7	Man	W					1	

### @ Tul Harar-T

U	Tabaya Kas	6	6	5	8	Man	W		R		D	2	Staff of Medra	horn of arm
T	Peshtin	3	1	3	7	Man	W			Sa		3	Seeing-stones of Ankatarë	
T	Dolín	3	1	3	8	Sf	W				D	0		

### @ Mablad-Dum-T

												0	Engines of Defense	Houses of Healing
U	Manari Akaji	5	4	3	9	Man			R	Sa		0	Dwarf-friend	Await the Advent of Allies
U	Boron	2	0	3	7	Sf	W	Sc				0		

When I Know Anything	Sacrifice of Form
Krisfuin	Wizard's Cart
Endurance of Stone	Zûrafa
Nár's Folk	Pallando
Marvels Told	0
Hand: 9	MP: 23
SP: 0	PD: 62

Res: Hair of Uinen

Haz: Infested Jungles, Lure of Power, Fell Winter, Hurling Rocks

## UNTAP

### ORG

Endurance of Stone is played. Manari taps to play Marvels Told to discard Hurling Rocks, Boron taps to support, cc auto.

Manari stays. Pallando+ move to Barad Carannûn. Tabaya Kas and Pesthin move to Mablad-Dum.

### MOVE-fts

Tabaya Kas, W-BL-BL-W-fh, mountain.

HL2, Fankil plays From the Pits of Angband. Plays Outpost.

Pallando, SL-W-J-fh, region.

HL4, x

Manari, fh.

HL2, x



SITE

Barad Carannûn entered. AA1-dunedain.4s6p, detainment.

Pallando no tap,  $6p-3x+7\text{roll}=10$ .

Zurafa no tap,  $1p-3x+5\text{roll}=3$ , taps.

Abur no tap,  $5p-3x+4\text{roll}=6$ .

Khandash no tap,  $4p-3x+8\text{roll}=9$ .

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

END

## TURN 14

### @ Barad Carannun-T

U	Pallando	x	10	6	9	Wizard	W		R	Sa	D	2	Visor of Siryan
T	Dár	4	0	4	7	Sf	W			Sa		1	When I Know Anything
T		Zûrafa	1	0	1	7	horse					a	
U	Abur	4	1	5	7	Man	W					2	Desert Amber
U	Khandash	2	0	4	7	Man	W					1	

### @ Mablad-Dum-T

U	Tabaya Kas	6	6	5	8	Man	W		R		D	2	Staff of Medra	horn of armor
U	Peshtin	3	1	3	7	Man	W			Sa		3	Seeing-stones of Ankatarë	
T	Dolin	3	1	3	8	Sf	W				D	0		

T	Manari Akaji	5	4	3	9	Man			R	Sa		0	Engines of Defense	Houses of Healing
T	Boron	2	0	3	7	Sf	W	Sc				0	Dwarf-friend	Await the Advent of Allies

Persuasive Words		Sacrifice of Form	
Krisfuin		Wizard's Cart	
Good Sense Revolts		Zûrafa	
Nár's Folk		Pallando	
Dwarves of Blackflame		0	
Hand: 9	MP: 24	SP: 0	PD: 56

Res: Hair of Uinen, Star of High Hope

Haz: Fearful Sun, Infested Jungles, The Enemy is at Hand, Beacons Alight, Lure of Power, Arda Marred, From the Pits of Angband

## UNTAP

### ORG

Peshtin transfers the seeing stones to Manari, Dolin taps with Manari Akaji, cc-3+2sup=auto.

Pallando+ moves to Baruzimabûl. Tabaya Kas+ move to Narad-Dum.

### MOVE-tdsf

#### Faction Movement:

Sirani moves from Kirmlesra to Isra to Chennacatt.

Dwarves of Mablad-dûm move from Yellow Mountains ES to Chennacatt.

Junast's Guard moves to Chennacatt from Seznebab from Bozisha-Dar.

Pallando, J-BL-W-fh, mountain

HL4, Throkmaw plays Lure of Nature on Abur.

Plays Chance of Being Lost, 10roll-2.ranger=8>6, fail. New site. Elornan Swamp

Lure of Nature rolls. X2. Dar and Zurafa tap for 1, Pallando, Khandash for 2,

Cc:-2-2+2sup+5roll=3, cc-2-2+2sup+12roll=10.

Tabaya Kas, W-BL-W-fh, mountain.  
HL3, Throkmau plays River. Plays Hurling Rocks.

Manari Akaji, fh.  
HL2, x

SITE  
Narad-Dum entered. AA1-dwarves.3s8p, detainment  
Boron taps to cancel AA at home site.

Tabaya Kas taps to make an INF attempt on Nar's Folk, Persuasive Words  
 $+2.di+2.horn+1.mod(men)+7/6roll=12>9$ , pass taps site.  
Lure of Power, Pestin taps to support  
 $cc-2-4.haz+1.sup+7roll=2$ , pass.

END

## TURN 15

### @ Elornan Swamp-U

T	Pallando	x	10	6	9	Wizard	W		R	Sa	D	2	Visor of Siryan		
T	Dâr	4	0	4	7	Sf	W			Sa		1	When I Know Anything		
T	Zûrafa	1	0	1	7	horse						a			
U	Abur	4	1	5	7	Man	W					4	Desert Amber	Lure of Nature	
T	Khandash	2	0	4	7	Man	W					1			

### @ Narad-dum-T

T	Tabaya Kas	6	6	5	8	Man	W		R		D	2	Staff of Medra	horn of arm
T	Peshtin	3	1	3	7	Man	W			Sa		3		
T	Boron	2	0	3	7	Sf	W	Sc				0		

### @ Mablad-Dum-T

												0	Engines of Defense	Houses of Healing	
T	Manari Akaji	5	4	3	9	Man			R	Sa		2	Dwarf-friend	Await the / Seeing-stones of Ankatarë	
T	Dolin	3	1	3	8	Sf	W				D	0			

Dwarven Fire	Sacrifice of Form
Smoke Rings	Wizard's Cart
Muster	Zûrafa
Krisfuin	Pallando
Dwarves of Blackflame	0
Hand: 9	MP: 26
SP: 0	PD: 46

Res: Hair of Uinen, Endurance of Stone, Safe From the Shadow, Face Out of Sight

Haz: Fearful Sun, Infested Jungles, Spawn of Ungoliant

## UNTAP

### ORG

Abur taps to remove hazard, 7roll>4, pass. Avatar taps to shuffle Bavor Tribes United.

Pallando+ move to Baruzimabûl. Tabaya Kas+ move to Hau Nyrsrin. Manari+ stays.

Seeing-stones of Ankatarë is tapped to reveal 5 cards(Marvels Told is placed with Baruzimabûl.

### MOVE-sfdt

### FACTION MOVEMENT

Nar's Folk moves to Kirmlesra through Isra from YM-Eastern Spur

Sirani moves to Thorion in Usakan through Bosiri from Chennacatt.

Dwarves of Mablad-dûm moves to Thorion in Usakan through Bosiri from Chennacatt.

Junast's Guard moves to Thorion in Usakan through Bosiri from Chennacatt.

Manari, fh.

HL2, Thorkmaw moves agent Lomeline from Barak-shathur to Logath Camp.

Pallando, W-W-fh, reigon

HL4, Smaug keys Lesser Spiders to W, spiders.4s7p

Sacrifice of Form is played to kill the creature.

Plays Outpost.

HL1, x

Tabaya, W-BL-T-T-T-BL-starter

HL3, x

SITE

Mablad-Dum entered. AA1-dwarves.each.9p, detainment, canceled.

Dolin plays Dwarven Fire at the tapped site.

+

Baruzimabûl entered. Dwarves.2s7p, detainment.

Zurafa, u,  $1p-3x+11\text{roll}=9$ .

Khandash,  $4p-3x+8\text{roll}=9$ .

Dar taps to make an INF attempt on Dwarves of Blackflame using Muster  
 $+4p+1.\text{mod}(\text{dwarf})+1.(\text{sunland dwarf})+9\text{roll}=15$ , pass taps the site.

END

Dolin stores Dwarven Fire at the site using Safe From the Shadow.

+

Indur Combat with Pallando.

Zurafa v Oliphaunt

Khandash v Indur

Zurafa taps to cancel his strike.

Indur,  $9p-3.\text{mode}+4\text{roll}=10$ .

Khandash,  $4p+2\text{roll}=6$ . Bc.9, eliminated.

Avatar card untaps Indur.

CURRENT STATUS, before Pallando engages in battles for his Turn 15.  
Endurance of Stone is in play.

Pallando	Valdacli
u.Sîrani.10@8+Usakan	
u.Junast's Guard.9@6+Usakan	killed.Men of Mirëdor.10@7+killed15
u.Nár's Folk.7@6+Kirmlesra	w.Men of Sûlcoron.8@7+Usakan
	w.Clans of the Pel.6@5+Usakan
u.Dwarves of Mablad-dûm.9@7+Usakan	killed.Clans of the Pel.6@5+killed

Ren	Adunaphel
	u.Bozishnarod.8@6+Bellazen
u.Nûrniags(M).8@6+Kirmlesra	u.Black Numenoreans.10@8+Bellazen
	u.Umbarean Corsairs.10@8+Bellazen
Akhorahil	
	Indur
u.Half-Trolls.10@9+Curinshiban	t.Mûmakaniril (Mûmakani).15@10+Usakan
u.Vísi.8@7+Curinshiban	t.Orcs of the Yellow Mountains.7@5+Usakan

Pallando has the choice to send his factions in Seznebab to avoid the Mumakaniril for a turn, but that would be four strong factions. Then Turn 16 has Akhorahil's two factions, Ren's single faction, which can be beaten. Adunaphel's factions are two turns away. Turn 16 can then move Men of Ciryataire enter the fray and Turn 17 the Dwarves of Blackflame. However, Pallando has characters near Usakan to heal the factions on Turn 16.

## Faction battle in Kirmlesra

Pallando

DWARF	Nár's Folk	1(*)	7	6	Heavy Infantry	u
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Ren the Ringwraith

MAN	Nûrniags(M)	2	8	6	Light Calvary	u
-----	-------------	---	---	---	---------------	---

Dwarf faction is worth now 3 MP with three dwarf-holds in play in the Sunlands/Uttersouth.

u.Nár's Folk.9@6+Kirmlesra

u.Nûrniags(M).8@6+Kirmlesra

Nár's Folk v. Nûrniags

Nár's Folk, u,  $9p + 10roll = 19$

Nûrniags, u,  $8p + 9roll = 17$ , wounded. Bc.5, alive

Pallando

10
5

Ren

9
9

Faction battle at Thorion in Usakan a battleground site.

Pallando

u.Sirani.10@8+Usakan

u.Dwarves of Mablad-dûm.9@7+Usakan

u.Junast's Guard.9@6+Usakan

Indur

t.Mûmakaniril (Mûmakani).15@10+Usakan

t.Orcs of the Yellow Mountains.7@5+Usakan

Valdacli

w.Men of Sûlcoron.8@7+Usakan

w.Clans of the Pel.6@5+Usakan

MAN	Sirani	2(4)	10	8	Heavy Infantry	u
MAN	Junast's Guard	3	9	6	Heavy Infantry	u
DWARF	Dwarves of Mablad-dûm	2	9	7	Heavy Infantry	u
DUNADA	Men of Sûlcoron	1(*)	8	7	Heavy Infantry	w
MAN	Clans of the Pel	1*	6	5	Light Infantry	w
MAN	Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	t
ORC	Orcs of the Yellow Mountains	2	7	5	Light Infantry	t

Sirani (Junast's Guard taps) v Mumakaniril

Dwarves of Mablad-Dum v Orcs of YM

Sirani, u,  $10p+3sup+2roll=15$ , wounded, bc.  $+1+6roll=7$ , alive

Mumakaniril, t,  $15p-1t+1.calvary+9roll=24$

Dwarves, u,  $9p+9roll=18$

Orcs, t,  $7p-1t+10roll=16$ , wounded, bc.12, killed.

Pallando

2	9
8	12

Indur

9	10
6	6



Now at the battleground site, Indur can start a new battle, which he does against anyone at the site.

Faction battle at Thorion in Usakan a battleground site.

Pallando

w.Sîrani.10@8+Usakan

t.Dwarves of Mablad-dûm.9@7+Usakan

t.Junast's Guard.9@6+Usakan

Indur

t.Mûmakaniril (Mûmakani).15@10+Usakan

Valdacli

w.Men of Sûlcoron.8@7+Usakan

w.Clans of the Pel.6@5+Usakan

MAN	Sîrani	2(4)	10	8	Heavy Infantry	u
MAN	Junast's Guard	3	9	6	Heavy Infantry	u
DWARF	Dwarves of Mablad-dûm	2	9	7	Heavy Infantry	u
DUNADA	Men of Sûlcoron	1(*)	8	7	Heavy Infantry	w
MAN	Clans of the Pel	1*	6	5	Light Infantry	w
MAN	Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	t
ORC	Orcs of the Yellow Mount	2	7	5	Light Infantry	t

Mumakaniril v Men of Sûlcoron

Mumakaniril, t, 15p-1t+1.calvary+10roll=25

Men of Sûlcoron, w, 8p-2w+6roll=12, bc. +1w+2+6roll=9, killed.

Indur

10
6

Valdacli

6
10

Valdacli chooses not to battle.

## TURN 16

### @Baruzimabul-T

T	Dár		4	0	4	7	Sf	W			Sa		1	When I Know Anything
T		Zûrafa	1	0	1	7	horse						a	
T	Abur		4	1	5	7	Man	W					2	Desert Amber

### @ Hau Nysrin-U

U	Tabaya Kas		6	6	5	8	Man	W		R		D	2	Staff of Medra	horn of am
U	Peshtin		3	1	3	7	Man	W			Sa		3		
U	Boron		2	0	3	7	Sf	W	Sc				0		

### @ Mablad-Dum-T

U	Manari Akaji		5	4	3	9	Man			R	Sa		0	Engines of Defense	Houses of Healing
U	Dolin		3	1	3	8	Sf	W				D	0	Dwarf-friend	Await the Seeing-stones of Ankatarë

Clan Másra		Flight Unmarked
Block		Wizard's Voice
No Strangers at This Time	Zûrafa	
Krisfuin	Pallando	
Twilight		0
Hand: 9	MP: 33	SP: 0 PD: 35

Res: Hair of Uinen, Endurance of Stone, Safe From the Shadow, Sun

Haz: Fearful Sun, Full of Froth and Rage, Tidings of Doubt and Danger, Infested Jungles, Spawn of Ungoliant

## UNTAP

### ORG

Pallando played at Sudu Cull. He moves to Khibil Ephalak. Dar+ moves to Valagalen. Tabaya Kas+ move to Tul Isra. Manari Akaji+ stay.

Tap Covshek-Pust to change Dune Sea into a single Desert this turn.

Marvels Told was placed with Baruzimabûl by the Seeing-stones. Dar taps to play it

Zurafa taps to support cc, cc-1-2+1sup+5roll=3. Spawn of Ungoliant is discarded.

Tabaya transfers Horn of Anor to Peshtin, cc-1-1+6roll=4.

## MOVE-tdfs

### FACTION MOVEMENT

Nar's Folk moves to Tul Isra in Isra from Kirmlesra.

Sirani moves to Chennacatt through Bosiri from Thorion in Usakan.

Dwarves of Mablad-dûm moves to Chennacatt through Bosiri from Thorion in Usakan.

Dwarves of Blackflame moves to Curinshiban through Hyarn from YM-Western Spur.

Pallando, T-T-rl, region.

HL2, x

Tabaya Kas, B-TT-T-B-bh, starter  
HL3, x

Dar, W-B-F-J-h, starter  
HL2, Throkmau plays Lure of Nature on Abur. Then plays Shifting Paths, but countered by Twilight.  
Smoke Rings shuffles Southern Hammer.  
Abur makes 2 cc-4, 2, 10. Eliminated. Helps the GI though.

Manari, fh.  
HL2, x

SITE  
No Strangers at This Time played at Mablad-Dum. Await the Advent of Allies is discarded.  
Smoke Rings shuffles that card.

Khibil Ephalak entered. AA1-drake.3s12p  
Pallando plays Block.  
Pallando, u,  $7p+1wp-2s+9roll=15$ .  
He taps to play Krisfuin

Tûl Isra entered. AA1-men.4s7p, detainment  
Tabaya Kas, u,  $5p-1s-3s+1.sun+4roll=6$ , taps  
Pesthin, u,  $3p-3x+1sun+11roll=12$ .  
Boron, u,  $3p-3x+9roll=9$   
Pesthin taps to make an INF attempt against Clan of Masra  
 $+1di.+1.card+2.horn+4roll=8$ , fail.

END

## TURN 17

### @ Valagalen-U

T	Dár		4	0	4	7	Sf	W			Sa		1	When I Know Anything
T		Zúrafa	1	0	1	7	horse						a	

### @ Tul Isra-U

T	Tabaya Kas		6	6	5	8	Man	W		R		D	1	Staff of Medra
T	Peshtin		3	1	3	7	Man	W			Sa		1	horn of armor
U	Boron		2	0	3	7	Sf	W	Sc				0	

### @ Khibil Ephalak-T

T	Pallando	x	11	7	10	Wizard	W		R	Sa	D	4	Sacrifice of Form	Visor of Si Krisfuin
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### @ Mablad-Dum-T

U	Manari Akaji	5	4	3	9	Man		R	Sa		0	Engines of Defense	Houses of Healing	No Strangers at This Time
U	Dolin	3	1	3	8	Sf	W			D	2	Dwarf-friend		Seeing-stones of Ankatarë

Marvels Told	Eyes of Mandos
Twilight	Wizard's Voice
Dom	Zúrafa
Wizard's Cart	Flight Unmarked
forgotten scrolls	0
Hand: 9	MP: 31
SP: 0	PD: 23

Res: Hair of Uinen, Safe From the Shadow, Sun

Haz: Fearful Sun, Full of Froth and Rage, Tidings of Doubt and Danger, Infested Jungles, Dragon Arises, warden of the Night

## UNTAP

### ORG

Peshtin taps to play Marvels Told to remove UaOAA on Dwarves of Blackflame, Tabaya supports, cc-1-2res+1sup+6roll=4, pass. Pallando taps to play Eyes of Mandos to pick Houses of Healing. That event is played Narad-Dim. Manari Akaji stays. Others move to Hau Nysrin.

### MOVE-AkiAdc

Tabaya Kas, B-T-TT-TT-B-h, starter

HL3, Akhorahil plays Call of the Desert on Tabaya Kas.

Moves agent Jaeur to Tul Poac.

CC now for Deserts, all auto.

Dar, J-C-CC-C-B-h, starter

HL2, Indur keys Slayer to BL, Dar. Zurafa taps to cancel one attack.

Dar, 4p+7roll=11, tie.

Pallando, T-B-h, starter

HL2, Court plays Weariness of the Heart,  $cc-4+12roll=8$ .

Manari, fh.

HL2, Akhorahil plays Siege on Mablad-Dum.

Engines of Defense discarded to discard Siege.

Await the Advent of Allies played on Manari.

SITE

END

## TURN 18

### @ Hau Nysrin-U

T	Dár		4	0	4	7	Sf	W			Sa		1	When I Know Anything		
T		Zûrafa	1	0	1	7	horse						a			
U	Jamir		4	1	3	9	Man			R		D	0			
T	Pallando		x	11	7	10	Wizard	W		R	Sa	D	4	Sacrifice of Form	Visor of Si	Krisfuin

T	Tabaya Kas		6	6	5	8	Man	W		R		D	2	Staff of Medra	Call of the Desert	
T	Peshtin		3	1	3	7	Man	W			Sa		1	horn of armor		
U	Boron		2	0	3	7	Sf	W	Sc				0			

### @ Mablad-Dum-T

													0		Houses of Healing	No Strangers at This Time
U	Manari Akaji		5	4	3	9	Man			R	Sa		2	Dwarf-friend	Await the / Seeing-stones of Ankatarë	
U	Dolin		3	1	3	8	Sf	W				D	0			

Res: Hair of Uinen, Safe From the Shadow, BBB, Gates of Morning

Haz: Fearful Sun, Full of Froth and Rage, Tidings of Doubt and Danger, Infested Jungles, warden of the Night, Worn and Famished

## UNTAP

### ORG

Relin II played at Hau Nysrin. Tabaya Kas transfers Staff of Medra to Pestin, Zurafa supports, cc auto. Pallando transfers Visor to Tabaya, Dar, Boron, Relin II support = auto.

Pallando+ move to Mablad-Dum. Tabaya Kas taps to remove haz, 9roll=pass. Others stay.

Avatar taps to shuffle Longbottom Leaf.

## FACTION movement

Dwarves of Blackflame move to Sezabab from Curinshiban.

Nar's Folk move to Sezabab through Chennacatt from Isra.

## MOVE-iAdcAk

Tabaya, h

HL2, Adunaphel plays Echoes of Númenor's Fall.

Moves agent Pon-ora-Pon back to Lond Galen.

Manari-fh

HL2, x

Pallando, B-B-C-T-W-W-fh, starter

HL4, Indur keys Pirates to CS, men.3s9p

Avatar card untaps Pallando

Zurafa taps to cancel his strike.

Pallando, 9p+6roll=15

Boron, 3p-1t+6roll=8, bc.9=eliminated.

+

HL2, Adunaphel keys Sand-drake to Desert region.

Pallando plays Vanishment, cc-2+2roll=0. Corrupted.

[Okay, going to ignore that for now. I want to see how the game progress without a fallen-wizard]. I may start the Power Deck with Alatar and Pallando as fallen-wizards; may be Saruman too.

SITE

Battle.

DWARF	Nár's Folk	1(*)	7	6	Heavy Infantry	u
DWARF	Dwarves of Blackflame	2	9	7	Heavy Infantry	u

MAN	Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	u
MAN	Vísi	1(3)	8	7	Heavy Infantry	u
TROLL	Half-Trolls	1	10	9	Heavy Infantry	u
MAN	Bozishnarod	2(3)	8	6	Light Infantry	tap
DUNADAN	Black Numenoreans	2	10	8	Heavy Infantry	tap
MAN	Umbarean Corsairs	2	10	8	Heavy Infantry	tap

Half-trolls v Dwarves of Blackflame

Visi v Nar's Folk

Blackflame,  $9p+7\text{roll}=16$ , bc.6

Trolls,  $10p+8\text{roll}=18$

Nar,  $7p+9\text{roll}=16$ , bc.4

Visi,  $8p+10\text{roll}=18$

PALLANDO

1	2
7	9
9	8

AKHORAHL

1	2
8	10
6	4

END

Faction battle.

Visi attacks Nar's Folk

MAN	Vísi	1(3)	8	7	Heavy Infantry	u
DWARF	Nár's Folk	1(*)	7	6	Heavy Infantry	ww

Visi,  $8p+8\text{roll}=16$

Nar,  $7p-2w+5\text{roll}=10$ , fail, bc.  $8\text{roll}+1w=9$ , killed.



## TURN 19

### @ Mablad-Dum-U

T	Pallando	x	12	9	10	Wizard	W		R	Sa	D	2	Sacrifice of Form	Krisfuin
T	Dár	4	0	4	7	Sf	W			Sa		1	When I Know Anything	
T	Zûrafa	1	0	1	7	horse						a		
T	Relin II	6	2	5	8	Sf	W		R			0		
U	Manari Akaji	5	4	3	9	Man		R	Sa			0	Houses of Healing	No Strangers at This Time
U	Dolin	3	1	3	8	Sf	W				D	0	Dwarf-friend	Await the / Seeing-stones of Ankatarë

### @ Hau Nysrin-U

T	Tabaya Kas	6	6	6	9	Man	W		R		D	2	Visor of Siryan	
T	Peshtin	3	1	3	7	Man	W			Sa		1	horn of armor	Staff of Me
Will Not Come Down		We Must Away												
Longbottom Leaf		Wizard's Voice												
Block		Jamir												
Muster		Flight Unmarked												
0		Clad in Mail-shirts												
Hand: 9		MP: 25		SP: 0		PD: 4								

Res: Hair of Uinen, Safe From the Shadow, Ordered to Kill

Haz: Fearful Sun, Full of Froth and Rage, Infested Jungles, Drought, Mirage

## UNTAP

### ORG

Jamir played at Hau Nysrin. Longbottom Leaf shuffles Tûr Betark and Walls Behind Walls.

Flight Unmarked is played by tapping Relin. Pallando+ move to Evefalin Cavern-Systems  
Tabaya kas+ move to Mablad-Dum. Others stay.

### MOVE-AdcAki

Manari, fh

HL2, Indur plays Outpost.

Pallando, W-W sh, underdeeps + region, Evefalan CS(2)

Roll: auto

Adunaphel deck exhaust

HL3, Adunaphel plays Cult of the Eye on Southrons faction.

Tabaya Kas, B-B-C-T-W-W, fh

Mirage Roll. Visor is tapped to cancel Mirage effet.

HL3, Soriyan Raiders is keyed to Bay of Tulwang, men.3s8p

Tabaya Kas, 5p+1hm+8roll=14.

Peshtin, 3p+7roll=10.

Jamir, 3p+9roll=12.

HL2, Keys Seafaring Bellakarin to Bay of Tulwang, men.4s8p  
His Fury Has Betrayed Him to make Peshtin face all strikes  
Peshtin, 3p-1t-3s+7roll=6, wounded, bc.+3s+6roll=9, killed.

#### SITE

Evefalin Cavern-Systems entered. AA1-orcs.4s8p, AA2-demons.2s14p(Vaults=1s13p)  
Pallando, 9p-3x+8roll=14.  
Dár, 4p+8roll=12.  
Zûrafa, 1p+8roll=9  
Relin II, 5p+1card-1t+8roll=13

Pallando plays Block.  
Pallando, 9p+5roll=14.  
Pallando taps to play Southern Hammer. Taps site.

END

## TURN 20

### Evefalin Cavern-Systems-T

T	Pallando	x	12	9	10	Wizard	W		R	Sa	D	4	Sacrifice of Form	Southern F	Krisfuin
T	Dár	4	0	4	7	Sf	W			Sa		1	When I Know Anything		
T	Zûrafa	1	0	1	7	horse						a			
T	Relin II	6	2	5	8	Sf	W		R			0			

### @ Mablad-Dum-T

U	Manari Akaji	5	4	3	9	Man			R	Sa		0	Dwarf-friend	Houses of Healing	No Strangers at This Time
U	Dolín	3	1	3	8	Sf	W				D	0		Await the Advent of A	Seeing-stones of Ankatarë
U	Tabaya Kas	6	1	6	9	Man	W		R		D	4	Visor of Siryan	Staff of Me Horn of Amor	

0	0
Sand-devil	Wizard's Voice
His Beard Long and Fork	Lesinavi
Eyes of Mandos	0
Walls Behind Walls	Tûr Betark
Hand: 9	MP: 31
SP: 0	PD: 68

Res: Safe From the Shadow, Ordered to Kill

Haz: Fearful Sun, Infested Jungles, Sand-storm, The Enemy at Hand, Mirage, Awaken Denizens  
Doors of Night

## UNTAP

### ORG

Pallando transfers hammer to Relin, Dar taps, WIKa, to support, cc auto.

His Beard Long and Forked played on Relin II.

Eyes of Mandos played, tapped Pallando. Plays Twilight on Doors of Night, Adunaphel counters.

Plays Tur Betark to move to hidden site Bar Falin.

Tabaya Kas moves to Hau Nysrin. Manari Akaji stays.

### MOVE-iAdcAk

Manari Akaji, fh

HL2, Indur plays Awaken Denizens

Pallando, rl, underdeeps, Bar Falin(0)

Indur deck exhaust.

HL3, Adunaphel heals Pôn-ora-Pôn.

HL1, Court plays Outpost.

Tabaya Kas, W-W-T-C-B-B-h

HL2, Akhorahil plays Outpost

## SITE

Hau Nysrin entered. No AA

## CvCC with Akhorahil

U	Tabaya Kas	6	3	6	9	Man	W		R		D	4	Visor of Siryan	Staff of Me Horn of Arr
---	------------	---	---	---	---	-----	---	--	---	--	---	---	-----------------	-------------------------

T	The Angulion	9	6	5	9	Dúnadar W			Sa	D	4	By the Ringwraith's Word	Emerald o	I'll Be At Yc	Call of the Desert
T	Tartas Izain	6	2	5	8	Man	W	Sc	Sa		1+				
T	Sangahyando	6	6	3	9	Dúnadan			Sa	D	3	The Kuilëondo			

Tabaya Kas, 6p+6roll=12

Sangahyando, 3p-1t+7roll=9, wounded. bc.6

END

## TURN 21

[Does Pallando influence a faction at Bozisha-Dar, character at Ny Ch or CvCC at Ny CHenn?]

@ Bar falin-U

T	Pallando	x	12	9	10	Wizard	W		R	Sa	D	2	Sacrifice of Form		Krisfuin	
T	Dár	4	0	4	7	Sf	W			Sa		1	When I Know Anything			
U		Zûrafa	1	0	1	7	horse					a				
U	Relin II		6	2	9	8	Sf	W		R		3	Southern Hammer	His Beard Long and Forked		

@ Hau Nysrin-U

T	Tabaya Kas	6	3	6	9	Man	W		R		D	4	Visor of Siryan	Staff of Me Horn of Amor		
---	------------	---	---	---	---	-----	---	--	---	--	---	---	-----------------	--------------------------	--	--

@ Mablad-Dum-T

U	Manari Akaji	5	4	3	9	Man			R	Sa		0		Houses of Healing	No Strangers at This Time
U	Dolin	3	1	3	8	Sf	W				D	2	Dwarf-friend	Await the Advent of A	Seeing-stones of Ankatarë
												0			

Block	Here is a Snake!
Demons of Vatra	Persuasive Words
Pallando	Slayer
0	Wizard's Voice
Wizard Uncloaked	0
Hand: 9	MP: 30
SP: 0	PD: 57

Res: Ordered to Kill

Haz: Infested Jungles, Mirage, Doors of Night, Wardens of the Night

UNTAP

ORG

Here is a Snake played on Jaeru. Manari Akaji+ stays. Others move to Bozisha-Dar.

MOVE-AkiAdC

Manari, fh

HL2, Adunaphel plays Cult of the Eye on Southrons.

Adunaphel plays Cult of the Eye on Visi.

Pallando, W-BL-W-SL-sh, region

HL3, Akhorahil plays Inner Rot on Pallando.

Sloth-bear is keyed to a W adjacent to a Desert, bear.1s9pb4

Relin, 9p-3x+10roll=16, fail. Bc.6 killed creature.

Jaeru moves to Bozisha-Dar, plays Seek without Success.

Pallando plays Wizard Uncloaked, Relin, Dar and Zurafa support,  
cc-2-1-2res+3res+5roll=3, pass.

Tabaya Kas, BL-BL-CS-SL-sh, region

HL2, Plays Nobody's Friend to take Jaeru to hand. He is played.

SITEEND

Akhorahil engages Pallando

The Kuileodo taps to fetch A Malady Without Healing.

Angulion plays that event on

T	Tabaya Kas	6	3	6	9	Man	W	R	D	4	Visor of Siryan	Staff of Me Horn of Anor		
---	------------	---	---	---	---	-----	---	---	---	---	-----------------	--------------------------	--	--

Tabaya Kas, cc, -2.hm-1.wp-1.shadow+11roll=7, pass.

Tabaya Kas, bc, +1,tapped+6roll=7, pass.

## TURN 22

### @ Bar Falin-U

U	Pallando	x	12	9	10	Wizard	W		R	Sa	D	3	Sacrifice of Form		Krisfuin
T	Relin II	6	2	9	8	Sf	W		R			3	Southern Hammer	His Beard	Long and Forked
T	Dár	4	0	4	7	Sf	W			Sa		1	When I Know Anything		
T	Zûrafa	1	0	1	7	horse						a			

### @ Bozisha-Dar-U

T	Tabaya Kas	6	3	6	9	Man	W		R		D	3	Visor of Siryan	Staff of Medra	
---	------------	---	---	---	---	-----	---	--	---	--	---	---	-----------------	----------------	--

### @ Mablad-Dum-T

U	Manari Akaji	5	4	3	9	Man			R	Sa		0	Houses of Healing	No Strangers at This Time
U	Dolin	3	1	3	8	Sf	W				D	2	Dwarf-friend	Await the Advent of A/ Seeing-stones of Ankataré
												0		

Block		Sand-drake	
Eyes of Mandos		Persuasive Words	
Pallando		Pallando	
Sand-drake		Wizard's Voice	
0		0	
Hand: 9	MP: 31	SP: 0	PD: 47

Res: Ordered to Kill

Haz: Infested Jungles, Wardens of the Night, Mirage

## UNTAP

### ORG

Seeing-stones of Ankataré is tapped: (Jewel of Beleriand).

Pallando taps to play Eyes of Mandos (Twilight).

Pallando+ move to Hau Nysrin to get closer to minion factions for later influencing.

Tap Covshek-Pust to treat TT as one T.

Tabaya Kas moves to Oasis of Fult to play minor item; taps Visor to nullify Mirage. Others stay.

### MOVE-AkAdCI

Pallando, W-BL-T-TT-BL-h, region

Mirage roll: -2.desert+2.rangers+7roll=pass.

HL3, Akhorahil plays Inner Rot on Pallando.

HL2, Indur plays Doors of Night, Pallando Twilights, but Indur Twilights back.

HL1, Indur plays Outpost (Muster D x2)

Tabaya Kas, SL-T-rl, region

HL2, Akhorahil moves agent to that site and plays Seek Without Success.

Returns to site of origin, where next turn Indur's minions will attack.

Manari Akaji, fh

HL2, x

SITE

Mablad-Dum entered. AA!-cancelled.

Concealed Entrance played on site.

+

END

+

Akhorahil engages Pallando

The Kuilëondo tapped to fetch A Malady Without Healing.

Angulion plays it

Tabaya Kas, bc +1w+1sh+7roll=9; cc-3-1sh+10roll=6, pass.

Angulion plays Channels of Chey, all 3 tap = 21 mind

Tabaya Kas, bc+4sh+1w+6roll=11, eliminated.



## TURN 23

### @ Hau Nysrin-U

T	Pallando	x	12	9	10	Wizard	W		R	Sa	D	3	Sacrifice of Form		Krisfuin		Inner Rot
U	Relin II	6	2	9	8	Sf	W		R			3	Southern Hammer	His Beard	Long and Forked		
U	Dar	4	0	4	7	Sf	W			Sa		1	When I Know Anything				
U	Zûrafa	1	0	1	7	horse						a					

### @ Mablad-Dum-U

U	Manari Akaji	5	4	3	9	Man			R	Sa		0		Houses of Healing	No Strangers at This Time	Conceale
U	Dolin	3	1	3	8	Sf	W				D	2	Dwarf-friend	Await the Advent of A	Seeing-stones of Ankatarë	
												0				

Block		Sand-drake	
0		Persuasive Words	
Pallando		Pallando	
Muster		Wizard's Voice	
Will Not Come Down		Nehvaari	
Hand: 9	MP: 25	SP: 0	PD: 37

Res: Ordered to Kill

Haz: Infested Jungles, Wardens of the Night, Mirage, Doors of Night

## UNTAP

### ORG

Pallando taps to remove haz, fail

Pallando plays Wizard's Voice, Dar taps to support WIK A Zurafa taps,

cc-2-1haz-3sp+4+12roll=10

Manari stays. Pallando+ move Bur Esmer.

## MOVE-AkCIAd

Pallando, BL-BL-sh, starter

HL3, Akhorahil keys Abductor to BL, men.1s10p

Relin plays Block. Auto kill.

HL1, Court plays Worn and Famished

Manari, fh

HL2, x

## SITE

Bur Esmer entered. AA1-men.each.7p

Rolls made. No one taps.

Avatar card untaps Pallando.

Pallando taps to make an INF attempt on Umbarean Corsairs, uses Persuasive Words

Pallando, 12di+6.spell+9&3rolls=27

Adunaphel, +6.gi+8x+5alignment+8roll=27, fail.

END

Combat with Pallando from Indur

Pallando taps Krisfuin to prevent Burgligoth from using magic and playing Driven ABM.  
Avatar card untaps Pallando.

Burdilgoth,  $6p-2w+12\text{roll}=16$ , wounded. Bc. $10\text{roll}=\text{eliminated}$ .  
Pallando,  $7p+2wp+9\text{roll}=18$

Hargrog,  $6p+2y+10\text{roll}=18$   
Relin,  $5p+4wp+5\text{roll}=14$ , wounded. Bc. $7\text{roll}$

Oliphaut,  $9p+3\text{roll}=12$   
Dar,  $4p-1t+2\text{roll}=5$ , wounded. Bc. $+1\text{delta}+2\text{tap}+6\text{roll}=9$ , eliminated.

Savak,  $6p+1y+2wp+10\text{roll}=18$   
Zurafa,  $1p-1t+5\text{roll}=5$ ; discarded.

+

Akorahil

The Kuilëondo taps to fetch AMWH. Avatar card untaps Pallando.  
Angulion plays AMWH on Relin II. Pallando support.  
Relin,  $cc-3-1+1\text{sup}+4\text{roll}=1$   
Relin,  $bc.+1w+1\text{res}+10\text{roll}=12$ , killed

TURN 24

@ Bur Esmer-U

T	Pallando	x	12	9	10	Wizard	W		R	Sa	D	3	Sacrifice of Form	Krisfuin		Inner Rot
---	----------	---	----	---	----	--------	---	--	---	----	---	---	-------------------	----------	--	-----------

@ Mablad-Dum-U

U	Manari Akaji	5	4	3	9	Man			R	Sa		0	Houses of Healing	No Strangers at This Time	Conceale
U	Dolin	3	1	3	8	Sf	W				D	2	Dwarf-friend	Await the Advent of A	Seeing-stones of Ankatarē
												0			

Quicksand		Sand-storm	
We Must Away		Persuasive Words	
Muster		Marvels Told	
Muster		Lesinavi	
0		0	
Hand: 9	MP: 26	SP: 0	PD: 28

Res: Ordered to Kill, Gates of Morning, Clear Skies

Haz: Infested Jungles, Wardens of the Night, Mirage, Full of Froth and Rage

UNTAP

ORG

Manari taps to play Marvels Told to discard Inner rot, Dolin supports, cc-2-2+1sup+11roll=8, pass.

MOVE-AkIAdC

Pallando, sh

HL2, Akhorhail plays Twilights to discard Gates.

HL2, x

Manari, fh

HL2, Akhorahil plays siege.

SITE

Mablad-Dum. Siege. Orcs.3s7p

Manari, 3p-1t-1s+7roll=8

Dolin, 3p-1t+1card+6roll=9

Bur Esmer entered. AA1-men.each9p, detainment

Pallando, 7p+2wp-3x+9roll=15

Pallando taps to make an INF attempt on Black Numenoreans playing Muster and Persuasive Words

Pallando, 10di+1form+1staff+5res+10&4roll=27

Adunaphel, 8gi-5alignment+8roll+8mind=29.

END

@ Bur Esmer

T	Pallando	x	12	9	10	Wizard	W		R	Sa	D	3	Sacrifice of Form		Krisfuin
---	----------	---	----	---	----	--------	---	--	---	----	---	---	-------------------	--	----------

@ Mablad Dum

T	Manari Akaji	5	4	3	9	Man			R	Sa		0		Houses of Healing	No Strangers at This Time	Concealed Entrance
T	Dolin	3	1	3	8	Sf	W				D	2	Dwarf-friend	Await the Advent of Al	Seeing-stones of Ankataré	
												0				

Pallando, cc-3+9roll=6  
Manari, cc-2+9roll=7

				AKHORAH
			<b>21</b>	34
C	8	Hau Nysrin	3	12
I	7	Far Harad	6	12
F	5	vs Akhôrahil	1	3
A	1	Dwarves	0	0
M	4	Sand	2	0
K	7	Harad Division	9	7

21	Marshall Points	.		
1	Dolin		1	Ruffians
2	Manari Akaji		1	Sloth Bear
3	Seeing-stones of Ankatarë		1	orc-raiders
0	Dwarven Fire		1	Lesser Spiders
3	Krisfuin		1	Sorijan Raiders
1	Covshek-Pust		1	Sloth Bear
1	No Strangers at This Time		1	Abductor
1	No Strangers at This Time		2	Burdîlgoth

	<b>Dead Creatures</b>	<a href="#">top</a>			
t02	Longbottom Leaf				
t08	Longbottom Leaf				
t16	Khandash	cvcc	indur	indur	
t16	Junast's Guard	fvfc		usakan	
t17	Dwarves of Mablad-dûm	fvfc		chennacatt	
t17	Sîrani	fvfc		chennacatt	
t18	Boron	indur		pirates	
t19	Lesinavi	adunaphel			
t19	Dwarves of Blackflame	fvfc		seznabab	
t19	Nár's Folk	fvfc			
t19	Longbottom Leaf				
t19	Peshtin	adunaphel		his fury	
t20	Jamir	cvcc		channels of chey	
t23	Dár	cvcc	indur	oliphaunt	
t24	Relin II	magic	akhorahil	AMWH	

Hazards played; 55 in first 20 turns, 8 in last 4 turns; 16 against main hazard player.

t20	t24	M	ag
55	8	16	21

1	Seeing-stones of Ankatarë	0	h07,p09				
2	Krisfuin	0	h02,d06		h11,p16		
3	Visor of Siryan	0	h08,p10		x		
4	Staff of Medra	0	eyes05,p06				
5	forgotten scrolls	0	h06,p07		h17,d17	h20,d20	
6	Zûrafa	0	h06,p08		h12,d17		
7	Zûrafa	0	h08,d09				
8	Sîrani	0	h09,p12		x		
9	Clan Másra	0	h06,d06		h15,f16		
10	Junast's Guard	0	h06,p06		x		
11	Covshek-Pust	0	h01,p02		x		
12	Block	0	h01,p01		h16,p16	h21,p23	
13	Block	0	h06,p06		h19,p19		
14	Block	0	h10,p12				
15	Persuasive Words	1	h01,d09		h11,p12	h21,p23	
16	Persuasive Words	1	h08,d09		h13,p14	h23,p24	
17	Persuasive Words	1	h09,p09		h16,d17	h24	
18	Far-sight	0	h08,d08				
19	Marvels Told	1	s01,p02		h13,p13	h24,p24	
20	Marvels Told	1	h05,d05		ssa15, p	h24	
21	Marvels Told	1	h08,p08		h16,p17		
22	Here is a Snake!	0	h07,p07		h15,d15	h20,p21	
23	Dwarf-friend	0	h06,p06				
24	Dwarf-friend	0	h08,d08				
25	Await the Advent of Allies	0	h04,p04	h10, smol	h17,p17		
26	Houses of Healing	0	h03,p05				
27	Houses of Healing	0	h09,d09				
28	Engines of Defense	0	h07,p07				
29	Smoke Rings	0	h07,p07		h15,p15	h21,p21	
30	Smoke Rings	0	h09,p09		h16,p16		
31	Smoke Rings	0	h09,p09		h16,p16		
32	Longbottom Leaf	0	h02,p02				
33	Longbottom Leaf	0	h08,p08				
34	Long They Journey	0	h02,p03				
35	Eyes of Mandos	0	s01,p05		h16,d17	h20,p20	
36	Eyes of Mandos	0	h07,d07		h16,p17	h22,p22	
37	Eyes of Mandos	0	h09,d10		h19,d19		
38	Vanishment	0	h06,p06		h18,p18		
39	Wizard's Voice	0	h04,d04		h16	h22,p23	
40	Wizard Uncloaked	0	h09,d10			h21,p21	

1	Ninevet	0	s01,d03		h15,d15	h21,d21
2	Rain-drake	0	h01,p02		h19,p20,	h21,d21
3	Demons of Vatra	0	h09,d10		h12,d12	h20,d21
4	Lesinavi	1	h05,d06		h11,d11	h20,d21
5	Lesinavi	1	h07,d07		h11,d12	h24
6	Lesinavi	1	h09,d09		h19,k19	
7	Nehvaari	1	s01,d01		h13,d13	h19,d20
8	Nehvaari	1	h08,p08		h16,d16	h23,p24
9	Nehvaari	1	h10,d10			h24
10	Sand-devil	0	h04,d06		h13,d13	h20,p21
11	Sand-devil	0	h06,d06		h16,d16	h21,d22
12	Sand-devil	0	h10,d10		h18,p19	
13	Sand-drake	0	h02,d03		h12,d12	h21,p24
14	Sand-drake	0	h03,d04		h13,d13,	h21,d24
15	Sand-drake	0	h04,d06		h17,p18	
16	Slayer	0	h01,d01		h13,d13	h19,p22
17	Slayer	0	h02,p03		h15,d15	h21,p22
18	Slayer	0	h07,p08		h17,p18	
19	Twilight	0	h07,p08		h15,p16	h20,p20
20	Twilight	0	h08,p09		h17,p19	eye22,c22
21	Call of the Desert	0	s01,p01		h12,p13	h20,p20
22	Call of the Desert	0	h03,d03		h16,p17	
23	Call of the Desert	0	h07,d07			
24	Lure of Magic	0	h05,p06		h14,p15	h19,p20,o
25	Lure of Magic	0	h06,p07			h20,p21
26	Lure of Magic	0	h09,p10			h22,p22
27	Something Else at Work	0	h07,p07		h14,d14	h20,p20
28	Foolish Words	0	s01,p out.0	h10,	h12,p12	
29	Foolish Words	0	h01,p out.06		h15,p16	
30	Foolish Words	0	h07,p08		h20,p20	
31	Quicksand	1	s01,p01		h12,d12	h24
32	Quicksand	1	h06,d06		h18,p19	
33	Quicksand	1	h07,d07		h18,p19	
34	Sand-storm	0	h01,d02		h15,d15	h20,p20
35	Sand-storm	0	h02,d02		h16,d16	h24
36	Sand-storm	0	h05,p06		h16,d16	
37	Nobody's Friend	0	h07,d07		h13,d14	h22,d22
38	An Unexpected Outpost	0	h03,p04		h12,p13	h20,p21
39	An Unexpected Outpost	0	h06,p06		h13,d13	h22
40	An Unexpected Outpost	0	h06,p07		h15,p16	

	<b>SIDEBBOARD</b>	0						
1	Southern Hammer	0	sm16			h19,p19		
2	jewel of Beleriand	0	dp04			h13,d13		
3	Dwarven Fire	0	dp08			h14,p15		
4	Dwarves of Mablad-dûm	0	lb08	h09,p09				
5	Nár's Folk	0	dp04			h12,p14		
6	Dwarves of Blackflame	0	dp04			h13,p15		
7	When You Know More	0	dp04			h13,d13	h22,d23	
8	When I Know Anything	0	pd.03	h06,p13				
9	No Strangers at This Time	0	dp04			h10,p10		
10	No Strangers at This Time	0				h16,p16		
11	Bavor's Tribe United	0	pd15			h17,d17		
12	Walls Behind Walls	0	lb19			h19,d20		
13	Tûr Betark	0	pd07	h07,d09		h20,p20		
14	Muster	1	dp08			h14,p15	h22	
15	Muster	1	dp08			h17,d19	h24,p24	
16	Muster	1	dp08			h19,d19		
17	Fireworks	0						
18	Fireworks	0						
19	We Must Away	1	dp08	h11,d11		h18,d20	h24	
20	We Must Away	1	dp08					
21	Flight Unmarked	0	pd11			h15,p19		
22	Withdrawn to Mordor	0	dp08			h10,d11		
23	Concealed Entrance	0	lb08	h08,p09		h13,d13	h22,p22	
24	His Beard Long and Forked	0	pd12			h13,d13	h20,p20	
25	Clad in Mail-shirts	0	dp08			h19,d19	h20,d21	
26	Longbottom Leaf	0			pd18	h19,p19		
27	Wizard's Cart	1	lb.02			h10,d15,	h24	
28	Sacrifice of Form	0	smoke.09			h09,p15		
29	Kindling of the Spirit	0	dp08			h17,d17		
30	The Doom of Choice	0	lb.02	h04,p05				
31	Endurance of Stone	0	dp08			h13,p13	h22,d23	
32	You've Put Your Finger In It	0	out.0	h04,c	out07,h08,p10	h22,d22		
33	You've Put Your Finger In It	0	out.0	h05,c	out07			
34	Politics	0	ex1	h11,d11			h23,p24	
35	Politics	0	ex1			h12,d12	h24,p24	
36	Never Seen Him	0	ex1			h14,d14	h21,p21	
37	Will Not Come Down	0	ex1			h18,d18	h23	
38	Will Not Come Down	0	out16			h19		
39	Good Sense Revolts	1	out13			h14,d14	h24	
40	Good Sense Revolts	1	out22					



1	Pallando	0	h06,u07			h23,u24	
2	Pallando	0	h08,u08		h12,p16	h20,p20	
3	Pallando	0	h10,d12		h17,u18	h22,u23	
4	Tabaya Kas	0	h07,p08			k23	
5	Jamir	0	h06,d06		h17,p19	k20	
6	Glorin	0	h04,a04				
7	Peshtin	0	h03,p04		x		
8	Dár	0	h01,p05		x		
9	Relin II	0	s01,d02		h17,p19	k24	
10	Abur	0	h06,p07		e16		
11	Boron	0	h02,d02		h10,p11	k18	
12	Advisor	0	h08,d09				
13	Sakalthôr	0	h05,a05		x		
14		0					

	Pallando	0	start				
	Manari Akaji	0	start				
	Dolin	0	start				
	Khandash	0	start		k16		
	Horn of Anor	0	start				
	Desert Amber	0	start	u02		h20,d20	
		0					
	Make League and Common Cou	0	start	d01			

[illegible]

131	Fankil		From the Pi	Outpost							x	
132	Durlach	x										
133	Smaug	x										
134	Throkmaw	x										
141	Durlach		Chance of B	Lure of Natu River	Hurling Rocks							
142	Throkmaw											
143	Smaug											
144	Fankil											
151	Smaug		Lesser Spid	Outpost							x	
152	Fankil	x										
153	Throkmaw	x										
154	Durlach		agent move									
161	Throkmaw		Lure of natu	Shifting Paths							x	
162	Durlach	x										
163	Fankil	x										
164	Smaug	x										
171	Akhorahil		Call of the E	agent move	Siege							
172	Indur		Slayer									
173	Adunaphel	x										
174	Court		Weariness of the Heart									
181	Indur		Pirates									
182	Adunaphel		agent move	Echoes of N	Sand-drake							
183	Court											
184	Akhorahil											
191	Adunaphel		Cult of the E	Sorijan Raid	His Fury Ha	Seafaring Bellakarin						
192	Court											
193	Akhorahil											
194	Indur		outpost									
201	Indur		Awaken Denizens									
202	Adunaphel		agent heal									
203	Court		outpost									
204	Akhorahil											
211	Akhorahil		Inner Rot	Seek Witho	Sloth bear	Speak Frien	Nobody's Friend					agent move
212	Indur	x										
213	Adunaphel		Cult of the E	Cult of the Eye								
214	Court											
221	Akhorahil		Inner Rot	Seek without Success								
222	Adunaphel	x										
223	Court	x										
224	Indur		Doors of Niç	Outpost								
231	Akhorahil		Abductor									
232	Court		Worn and Famished									
233	Indur											
234	Adunaphel											
241	Akhorahil	Twilight	Siege									
242	Indur											
243	Adunaphel											
244	Court											
		1-4	5-8	9-12	13-16	17-20	21-24		creatures	hazards	agent	
	FIRST	3	12	2	10	9	9		20	81	13	
	division	7	16	12	11	17	14					
	main	2	1	0	0	0	1					

Turn summary

FIRST = first hazard player

Division = first four hazard players

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

X=given hazard limit but used none of it.

PALLANDO	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	3	4	5	6	7	
Necro	0	0	0	0	0	0	0	0	0	0	Slayer	0	0	0	0	0	outpost	0	0	0	0
Witchking	Foolish W	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ardagor	Foolish W	Call of the	0	0	0	0	0	0	0	0	0	0	0	0	0	0	agent play	0	0	0	0
Azog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Khamual	0	0	0	0	0	Foolish W	0	0	0	0	0	0	0	0	0	0	Foolish W	0	0	0	0
Mouth	You've Put	Foolish W	agent mo	agent mo	0	0	0	0	0	0	agent mo	agent mo	0	0	0	0	0	0	0	0	0
Felagrog	0	0	0	0	0	agent mo	agent mo	0	0	0	0	0	0	0	0	0	agent mo	0	0	0	0
Fankil	agent mo	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Tidings of	0	0	0	0
Durlach	0	0	0	0	0	agent mo	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Smaug	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Foolish W	0	0	0	0
Throkmau	Call of the	Outpost	0	0	0	0	0	0	0	0	Lure of M	0	0	0	0	0	0	0	0	0	0
Akhorahil	Call of the	0	0	0	0	Sand-dra	0	0	0	0	agent mo	0	0	0	0	0	agent mo	0	0	0	0
Court	0	0	0	0	0	0	0	0	0	0	Quicksan	Quicksan	0	0	0	0	Call of the	0	0	0	0
Adunaphel	0	0	0	0	0	Slayer	0	0	0	0	Sand-dev	Lesinavi	0	0	0	0	Lure of M	0	0	0	0
Indur	0	0	0	0	0	0	0	0	0	0	agent mo	0	0	0	0	0	Rain-drak Will Not C	Foolish W	Sand-stor	Slayer	0
Ren	agent play	0	0	0	0	agent mo	Lure of m	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hoarmurath	0	0	0	0	0	0	0	0	0	0	Outpost	0	0	0	0	0	0	0	0	0	0
Dwar	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Uvatha	0	0	0	0	0	0	0	0	0	0	Something	agent mo	0	0	0	0	Foolish W	agent mvc	agent mvc	0	0
AKHORAHL	Quicksand	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
5th hazard player	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
	0	0	0	0	You've Pu	Lure of M	0	0	0	0	0	0	agent mo	0	0	0					
	0	0	0	0	0	0	0	0	0	0	0	0	outpost	0	0	0					
AKHORAHL	Never See	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
	agent mo	agent dow	Lure of M	Slayer	Slayer	0	0	0	0	0	0	0	0	0	0	0					
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
	Nehvaari	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0					
Adunaphel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Indur	Lure of Ma	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Sand-dra	0	0	0	0
Court	agent dow	outpost	0	0	0	outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Bottom three rows are hazards played in last four turns not by main hazard player.

Cards below tan line are in last four turns.

top	characters play	avatar			avatar			MP	DP	AVATAR											
1		HN			Sudu Cull			3	85	stk	Manari wounded, no enter to play Coveshk										
2		Sudu Cull			Sudu Cull			3	74	p.res	Covshek-Pust										
3		Sudu Cull			HN			4	69	pd											
4	Peshtin	HN			Narad-dum			4	67	dp											
5	Dár	Narad-dum			Mablad-Dum			5	61	eye	Houses of Healing and Await the Advent Allies										
6		Mablad-Du Mablad-Dum			Mablad-D Tresti Túl Isra		Mablad-D	4	51	p.fac	Staff of Medra Junast's Guard										
7	Abur	Tresti Túl Isra			Mablad-D Chamesra Túl Harar		Mablad-D	8	39	pd, stk2,p	forgotten scrolls										
8	Tabaya Kas	Chamesra Túl Harar			Mablad-D Túl Póac Túl Póac		Mablad-D	9	30	dp,dp	Zúrafa										
9		Túl Póac			Mablad-D The Great Oasis		Mablad-D	13	20	stk2	Dwarves of Mablad-dùm									Seeing-stones of Ankatarë	
10		The Great The Great	Mablad-D		Mablad-D Amber-de The Great	Narad-du	Mablad-D	15	8	stk,p.item	Visor of Siryan									No Strangers at This Time	
11	Boron	Amber-de The Great	Narad-du		Mablad-D The Great The Great	Narad-du	Mablad-D	19	82	pd											
12		The Great The Great	Narad-du		Mablad-D Tresti Túl Harar		Mablad-D	20	77	pd	Sirani										
13		Tresti Túl Harar			Mablad-D Barad Ca Mablad-Dum		Mablad-D	23	69	stk	When I Know Anything										
14		Barad Ca Mablad-Dum			Mablad-D Elornian S Narad-Dum		Mablad-D	24	57	sup	Nár's Folk										
15		Elornian S Narad-Dum			Mablad-D Sudu Cull Baruzima HN		Mablad-D	26	50	sform	Dwarven Fire									Dwarves of Blackflame	
16		Sudu Cull Baruzima HN			Mablad-D Khibil Eph Valagaler Túl Isra		Mablad-D	32	39	stk, p.item	Krisfuin										
17		Khibil Eph Valagaler Túl Isra			Mablad-D HN HN HN		Mablad-D	35	27	p.eye											
79	18 Relin II	HN HN			Mablad-D Mablad-D HN		Mablad-D	31	14	stk											
	19 Jamir	Mablad-D HN			Mablad-D Evefalin C Mablad-Dum		Mablad-D	30	9	stk2,p.iter	Southern Hammer										
	20	Evefalin C Mablad-Dum			Mablad-D Bar Falin Hau Nysrin		Mablad-D	31	76	p.eye											
	21	Bar Falin Hau Nysrin			Mablad-D Bar Falin Bozisha-Dar		Mablad-D	30	60												
	22	Bar Falin Bozisha-Dar			Mablad-D HN		Mablad-D	31	50	p.eye											
	23	HN			Mablad-D Bur Esmer		Mablad-D	31	39	p.haz,p.fac,cvcc,sup											
	24	Bur Esmer			Mablad-D Bur Esmer		Mablad-D	26	35	p.fac											
								26	23												

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 10.

Blue font = initiated CvCC

First four columns=site during ORG phase

Next four columns=site during SITE phase

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

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

+

Next page contains turn summary with each company's hazard limit, character play/discard, site path, w=body checks, stk=strikes rolled, cc=corruption checks made, site moved to and resources played. Avatar in first listed company.

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
1		4	Hau Nysrin	bl-tt		1	4		R	Sudu Cull						
2		4	Sudu Cull			1	4	1	Siege	R	Sudu Cull	animal		Covshek-Pust	Persuasive Words	
3		4	Sudu Cull	tt-bl					h	Hau Nysrin						
4	Peshtin	5	Hau Nysrin	bl-t-t-t-bl-w					f	Narad-dum						
5	Dar	6	Narad-dum	w-bl-w		1	6	1	f	Mablad-Du dwarf		Houses of Healing, AAA				
6		2	Mablad-Dum	w-w-sl			2	1	bh	Tresti				Junast's Guard		
		3	Mablad-Dum	w-bl-bl			3		bh	Tul Isra	men	Staff of Medra				
		2	mablad-Dum		Dwarf-friend				f	mablad-Dum						
7	Abur	3	Tresti	sl-w-bl-bl		1	9	3	R	Chamesra undead		Forgotten Scrolls				
		3	Tul Isra	bl-w					f	Tul Hurar						
		2	mablad-Dum		Engines of Defense				f	mablad-Dum						
8	Tabaya Kas	3	Chamesra	bl-t			3	1	bh	Tul Poac	men	desert amber				
		4	Tul Hurar	w-bl-t			5	1	bh	Tul Poac						Zurfa
		2	mablad-Dum						f	mablad-Dum						
9		6	Tul Poac	t-t-t			1	1	f	The Great elves		Seeing-Stones				
		2	Tul Poac	t-w-w					f	mablad-Dum				Dwarves of Mablad-Dum	Persuasive Words	
		2	mablad-Dum						f	mablad-Dum				Concealed Entrance		
10		4	The Great oasis	deep			5	2	R	Amber-De rock		Visor of S Desert Amber				
		2	The Great oasis						f	The Great oasis						
		2	mablad-Dum	w-bl-w			2		f	Narad-Dur dwarves				No Strangers		
		2	mablad-Dum		AAA				f	mablad-Dum						
11		4	Amber-Deeps	deep					f	The Great oasis						
		2	The Great oasis						f	The Great oasis						
		2	Narad-Dum						f	Narad-Dum						
	Boron	2	mablad-Dum						f	mablad-Dum						
12		4	The Great oasis	t-t-sl					bh	Tresti						
		2	The Great oasis	t-w			5		f	Tul Harar				Sirani		
		2	Narad-Dum	w-bl-w			1		f	Tul Harar				Persuasive Words		
		2	mablad-Dum						f	mablad-Dum						

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site movec	AA	item	item	faction	mission	ally
13		4	Tresti	sl-w-j			4		f	Barad Carannun					When I Know Anythin	
		2	Tul Harar	w-bl-bl-w					f	mablad-Dum						
		2	mablad-Dum					1	f	mablad-Dum						
14		4	Barad Carannu	j-bl-w				2	R	Eloman Swamp						
		2	mablad-Dum	w-bl-w				1	f	Narad-dum					Nar's Folk	
															Persuasive Words	
		2	mablad-Dum					1	f	mablad-Dum						
15	killed-Khandash	2	Eloman Swamp	w-w		1	2		f	Baruzimab dwarf		Pallando	sacrifice		Dwarves of Blackflame	
		4	Narad-dum	w-bl-t-t-bl					h	Hau Nyrsrin					Muster	
		2	mablad-Dum					1	f	mablad-Dum		dwarven fire			No Strangers	
16		2	Sudu Cull	t-t			1		R	Khibil Eph: drake		Krisfuin				
	cc-Abur	2	Baruzimabul	w-bl-fd-j				3	h	Valagalen						
		3	Hau Nyrsrin	bl-tt-t-bl			3		f	Tul Isra men					Clan of Mara	
		2	mablad-Dum					1	f	mablad-Dum						
17		2	Khibil Ephalak	t-b				1	h	Hau Nyrsrin						
		2	Valagalen	j-c-cc-c-bl			1		h	Hau Nyrsrin						
		3	Tul Isra	bl-tt-tt-bl				6	h	Hau Nyrsrin						
		2	mablad-Dum						f	mablad-Dum						
18	Relin II, killed-Boron	4	Hau Nyrsrin	bl-bl-c-t-w-w		1	2	2	f	mablad-Dum						
		2	Hau Nyrsrin					1	h	Hau Nyrsrin						
		2	mablad-Dum						f	mablad-Dum						
19		3	mablad-Dum	w-w-dee Flight Unmarked			5		SH	Evefalin C: orc, demc Southern Hammer						
	Jamir, killed-Pestin	3	Hau Nyrsrin	bl-bl-c-t-w-w			4		f	mablad-Dum						
		2	mablad-Dum						f	mablad-Dum						
20		3	Evefalin CS					2	R	Bar Falin						
		2	mablad-Dum	w-w-t-c-bl-bl			1		h	Hau Nyrsrin						
		2	mablad-Dum						f	mablad-Dum						
21		3	Bar Falin	w-bl-w-sl			1	1	R	Bar Falin					Bozisha-Dar	
		2	Hau Nyrsrin	bl-bl-c-sl					SH	Bozisha-Dar						
		2	mablad-Dum						f	mablad-Dum						
22		3	Bar Falin	w-bl-tt-bl					h	Hau Nyrsrin						
		2	Bozisha-Dar	sl-t					R	Hau Nyrsrin					Oasis of Fult	
		2	mablad-Dum						f	mablad-Dum					Concealed Entrance	
23	cvcc-Dar	3	Hau Nyrsrin	bl-bl		3	8	2	SH	Bur Esmer men					Umbarean Corsairs=fail	
	AMWH-relin														Persuasive Words	6GI
		2	mablad-Dum						f	mablad-Dum						
24		2	Bur Esmer				1		SH	Bur Esmer men					Black Numenoreans	
															Persuasive Words	8.GI
															Muster	
		2	mablad-Dum				2	1	f	mablad-Dum						





## OVERVIEW

This player had partial success with keeping the Mumakaril south of Mordor. All but one, played faction was killed. The Seeing-stones of Ankatarë was played, but rarely used to note the game without its play. Almost all non-agent characters were eliminated. CvCC or other minion encounters were tough to handle. Relin II with Southern Hammer was killed by A Malady Without Healing. Tabaya Kas was killed by Channels of Chey losing Visor of Siryan and Staff of Medra. Pallando was corrupted using Vanishment, but I kept him in play. Later stages of the game saw tough decisions to either CvCC or influence away factions.

+

## MAJOR NEWS

Factions moved first on Turn 14. Five factions were eliminated by Turn 20. No factions were healed. Eight characters killed. This benefited the wizard by freeing direct influence. Pallando barely failed in the last two turns influencing two strong minion factions. Permanent-events were all played on sites protecting heroes from minions.

+

There were 9 body checks, killing 5 characters, from 85 strikes including detainment. The avatar was busy moving 22x while facing 1 strike from CvCC. Avatar did not tap for one turn. That is a lot of moving. The avatar was in play for 24 turns: 7 taps to accessed sideboard, x4 play item, x3 play factions, x2 support, 8x faced strikes, x1 cvcc, x1 for resource, x0.ally, x1 to remove hazard, and x4 to use Eyes of Mandos. Wizard Cart was not played.

+

## STATS

Khandash killed by Indur the Ringwraith on a 6v10 combat; rolls bc.9. Boron killed by 9 prowess Pirates on a bc.9 on Turn 18. The next turn has Seafaring Bellakarin and His Fury Has Betrayed Him kill Peshtin. A bc roll of 6 adds 3 to kill Peshtin. Pallando moves with others to Bozisha-Dar to influence away a faction. (WV and PW in hand). Seek without Success sends the wizard's company back, but Tabaya Kas arriving by another path is left alone. The man survives A Malady Without Healing. The man leaves, but again Seek without Success. Channels of Chey with 21 mind of magic-users kill Tabaya Kas. The heroes move to Bur Esmer again to influence away a faction. Indur's minions CvCC with Oliphaunt stooping Dar with bc.9. Angulion visits again with A Malady Without Healing killing Relin by 10 body check roll.

+

This player was beaten with 20 creatures from 81 hazards, but 13 were agent actions. Akhorahil played 16 hazards. Three Sieges and two Seek Without Success cards caused delays. 21 MPs were earned including 9 Kill MPs. Three CvCC were defended and two initiated. Another two encounters by magicians eliminated characters. There were 39 moving companies and 65 total companies, but 19 squatting companies were at Mablad-Dum. Almost half the companies moved in a Desert. The hazard limit averaged 3.0 for companies not squatting at Mablad-Dum.

+

63 hazards were played by Pallando, 21 were agents – 16 on Akhorahil. Four creatures were played on Akhorahil. Only three players did not face one hazard from Pallando.

+

## DECK PLAY

First deck exhausted on Turn 10. Second deck exhaust on Turn 19. 13 non-Lordhaven sites were tapped. Three were used twice without tapping. First deck shuffled 13 cards and drew a high 9.8 cards/turn. Second deck shuffled 11 cards and drew 12 cards/turn. Third deck ended with 22 in the deck, shuffled 3 cards and drew 9.8 cards/turn.

+

## RESOURCE PLAY

- 1 Krisfuin, played Turn 16; took awhile to play. Used once to limit magic-user allowing the killing of that magic-user.
- 1 Visor of Siryan, played Turn 10. Used twice to nullify Mirage.
- 1 Southern Hammer, played Turn 19. Used against 4 strikes; bearer wounded once.
- 1 Staff of Medra, played Turn 6.
- 1 desert amber. Used x3. And played x2. 3 corruption cards played.
- 1 Seeing-stones of Ankatarë, played Turn 9.
- 1 forgotten scrolls, played Turn 5. Used on Turn 9.
- 1 Horn of Anor, used x4 for influence checks. Needed x1, failed x1.
- 1 jewel of Beleriand, never played. Considered adding another Desert Amber.
- 1 Dwarven Fire, played Turn 15
- 2 Zûrafa, one played on Turn 8; discarded in CvCC from Flails of Horse-slayers.
- 1 Nár's Folk, played Turn 14. Killed Turn 19.
- 1 Sîrani, played Turn 12. Killed turn 17.
- 1 Clan Másra, failed Turn 16. Bearer of Staff of Medra was tapped.
- 1 Dwarves of Mablad-dûm, played Turn 15. Killed Turn 19.
- 1 Junast's Guard, played Turn 6. Killed Turn 16.
- 1 Dwarves of Blackflame, played Turn 15.
- 1 Covahek-Pust, played Turn 2.
- 1 When You Know More, never played.
- 1 When I Know Anything, played Turn 13. Used x2.
- 2 No Strangers at This Time, played Turn 10 & 16.
- 1 Bavor's Tribe United, never played; faction killed.
- 3 Block, used 7/7
- 1 Walls Behind Walls
- 1 Tûr Betark, played 1/2.
- 3 Persuasive Words, used 5/8.
- 3 Muster, played 2/4. Failed x1.
- 1 Far-sight, never used.
- 3 Marvels Told used 6/7. And x1 with Seeing-stones.
- 2 Fireworks, never played.
- 2 We Must Away, played 0/2. Removed.
- 1 Flight Unmarked, played 1/1
- 1 Withdrawn to Mordor, played 0/1.
- 1 Here is a Snake!, used 2/3.

2 Dwarf-friend, played x1. One copy removed for new deck.  
 1 Await the Advent of Allies, played x3. Marvels Told would discard.  
 2 Houses of Healing, played turn 5.  
 1 Engines of Defense played Turn 7  
 1 Concealed Entrance, played Turn 9 and 22.  
 1 His Beard Long and Forked, played Turned 20.  
 1 Clad in Mail-shirts, played 0/2.  
 1 Make League and Common Council, started  
 3 Smoke Rings, played 7/7.  
 3 Longbottom Leaf, all played during first deck.  
 1 Long They Journey, played 1/1.  
 1 Wizard's Cart, played 0/1  
 3 Eyes of Mandos, played 4/8. One copy removed  
 1 Sacrifice of Form, played turn 15.  
 1 Kindling of the Spirit, played 0/1. removed  
 1 Vanishment played 2/2.  
 1 Wizard's Voice, played 1/1.  
 1 Wizard Uncloaked, played 1/1.  
 1 The Doom of Choice, played Turn 5.  
 1 Endurance of Stone, played Turn 13. Helped x1.

+

HAZARDS, Creatures played 11/49.

Ninevet, p0/3

Rain-drake, p1/3

Demons of Vatra, p0/3

Lesinavi, p1/6. Killed x1

Nehvaari, p1/8.

Sand-devil, p1/8

Sand-drake, 2/8

Slayer, p5/8

Twilight, p6/6.

Call of the Desert, p3/6

Lure of Magic, p6/6.

Something Else at Work, p2/3

Foolish Words, p7/7. AUO x2.

Quicksand, p3/6.

Sand-storm, p2/7.

Nobody's Friend, p1/3.

An Unexpected Outpost, p6/7.

You've Put Your Finger In It, p1/4. AUO x2

Politics, p2/4

Never Seen Him, played 1/2

Will Not Come Down, played 0/2

Good Sense Revolts, p0/1.

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#### TURN SUMMARY

[The new deck has Pallando start at his home site, but the wizard does not start play)

Facing Eriador Division, they play 7 hazards (Akhorahil another 2).

T01-Company starts at Hau Nysrin and move to Sudu Cull to play a faction. Sellswords Between Charters taps Dolin and Khandash. Lawless Men wounds Manari after Pallando Blocks.

T02-Desert Amber heals Manari. No move. Siege wounds Manari. Dolin uses Persuasive Words to barely play Covshek-Pust.

T03-hand (Krisfuin, Dar, Peshtin). All move to the haven.

T04-Peshtin. All move to Narad-dum.

+

Facing Gondor Division, they play 16 hazards (Akhorahil another 1).

T05-hand(Krisfuin, Staff of Medra), Dar played. All move to Mablad-Dum. Ruffians are found on the mountain slopes. Creature is killed. A plague of Mewlips attack wounding Manari. Houses of Healing played on the site.

T06-Two move to Tresti, two more to Tul Isra. Manari stays. Ghouls are cancelled by Vanishment. Ghosts played and Pallando Blocks. Dwarf-friend played. Arouse Defenders played on Tul Isra. Khandash is able to play Staff of Medra. Pallando plays Junast's Guard.

T07-hand(Seeing stones, Abur, tabaya kas, Forgotten Scrolls, Zurafa). Engines of Defense played on Mablad-Dum. Abur is played at Tresti. Some move to Tul Harar and others to Chamesra.

Morgai-flies taps Dar. Abur is tapped by Neeker-Breakers. The Undead AA wounds Abur.

Pallando plays Forgotten Scrolls and handles the Traps attack.

T08-Tabaya Kas played at Tul Harar. All move to Tul Poac but Manari, which stays at the dwarf-hold for the game. Incite Defenders played. Sloth Bear awakens, but killed by Tabaya Kas. Only Peshtin is tapped by the site AA. Zurafa and Desert Amber played.

+

Facing Wilderland Division, they play 12 hazards (Akhorahil another 0).

T09-All move to The Great Oasis with +4 to the roll. No creatures on HL6.

Dolin plays Dwarves of Mablad-Dum, Concealed Entranced played.

Forgotten Scrolls discarded to play Seeing-stones.

T10-hand(Visor, WIKA). Dolin moves to Narad-Dum. Two stay at Great Oasis. Others move to Amber-Deeps. Dolin encounters searching Ents and is tapped. No Strangers At This Time played. Pallando plays Visor. Abur plays Desert Amber.

T11-Boron played at Mablad-Dum. Returns to Great Oasis. No creatures.

T12-Some move to Tul Hurar. Dolin moves there. Others move to Tresit. Searching ents tap Dolin again. Orc-Raiders are killed. Fear!Fire!Foes! on Tul Hurar tap all but Tabaya Kas. He plays Sirani.

+

Facing Northern Waste Division, they play 11 hazards (Akhorahil another 0).

T13-Some move to Barad Carannun on the say to play WIKA. Others to Mablad-Dum. Dar plays WIKA.

T14-hand(2 dwarf factions). Factions move. Pallando moves to Baruzimabul, but Chance of

Being Lost sends them to Elornan Swamp. Others play Nar's Folk.

T15-Pallando moves to Baruzimabul. He plays Sacrifice of Form to kill Lesser Spiders. Dolin plays Dwarven Fire. Dar uses Muster to play Dwarves of Blackflame. There Indur visits for CvCC killing at dawn Khandash.

T16-hand(Krisfuin, Clan Masra). Pallando is found at Sudu Cull. He moves to Khibil Ephalak. Dar moves to Valgalen. Tabaya Kas move to Tul Isra. Abur is eliminated by cc using Marvels Told taking Desert Amber with him. No Strangers at This Time played at Mablad-Dum. Pallando Blocks the drake AA to find Krisfuin. Clan of Masra are failed to play.

Junast's Guard are killed in battle.

Ends with 31 MP and 23 cards in deck.

+

Facing Harad Division, they play 8 hazards (Akhorahil another 9).

T17-hand(Zurafa, Wizard's Cart, Dom). Houses of healing played on Narad-dum. All move to Hau Nysrin. Slayer ties Dar.

T18-Relin II played (exchange for Dom with Dwarf avatar removed for Dom). Pallando moves to Mablad-Dum; others stay. Pirates kills Boron. Sand-drake attacks and pallando is corrupted using Vanishment.

T19-Jamir played at Hau Nysrin. Flight Unmarked sends Pallando and dwarves to Evefalin Cavern-Systems. Others move to Mablad-Dum. Sorijan Raiders and Seafaring Bellakarin attack killing Peshtin. Pallando plays the demon strike so to play Southern Hammer. All the moving factions of Pallando are buried in the land of Far Harad.

T20- Tur Betark played to reach hidden site Bar Falin. Tabaya Kas alone moves to Hau Nysrin. They CvCC Akhorahil's magicians wounding Sangahyando.

+

Facing Harad Division, they play 5 hazards (Akhorahil another 9).

T21-All move to Bozisha-Dar to influence away a faction (PW and WV in hand). Sloth Bear is killed by a hammer stroke. Agent Jaeru uses Seek Without Success to send them back. Tabaya Kas is left alone at the site. Angulion plays A Malady Without Healing on him.

T22-Pallando moves to Hau Nysrin. Tabaya Kas moves to Oasis of Fult. Again Seek Without Success sends Tabaya Kas back. He again survives A Malady Without Healing, but has no chance against Channels of Chey.

T23-Pallando, Dar, and Relin II move to Bur Esmer. Abductor is killed. Pallando ties influence attempt on Umbarean Corsairs. Indur's minions CvCC. Pallando taps Krisfuin preventing Burgligoth from using Driven As By a Madness causing Pallando to kill him. Oliphaunt steps on Dar making jelly. Akhorahil's minions visit. A Malady Without Healing kills Relin II.

T24-Pallando now alone with Inner Rot and 3 CP. He stays using Muster and Persuasive Words on Black Numenoreans and fails by 3.