

VALDACLI-ROADBLOCK

40avatar

C	8	Valagalad	<u>RESOURCE DECK/HAZARD DECK</u>
I	6	Seven Lands	40 cards in R. deck, 29 R. cards in sideboard
F	5	vs. Indûr	40 cards in H. deck, 11 H. cards in sideboard
A	1	Man Factions	40 cards in sideboard
M	6	Men creatures	9 characters in deck
K	6	Dominions	8 starting cards
			137 Total Cards
			23 creatures

Deck Outline

[Overview](#)

[Resources](#)

[Hazards & Sites](#)

[Characters & Companies](#)

[Summary](#)

[Pallando the Soul-Keeper](#)

[White Council](#)

[Fellowship](#)

[History](#)

OVERVIEW

The Wizard Pallando is known in the South as a seer and diviner. Yet his true power and mission is too grand for most of the Peoples of the Seven Lands. Pallando will be at the elf city Aingalad of with elves and men. They are to unite the peoples of the Seven Lands to dismantle Indûr's influence of the region. Pallando will wander to call the factions away from Sauron's Lieutenants. Pallando will not have any aid from his allies. Diplomatic relations are the wizard's weapon in his fight. The future can be glimpse by the blue wizard. Let's hope it is not shrouded in Shadow.

A trip to a dragon lair will bring treasures to light and cleave Pallando's path to victory. Indûr's designs are to bring the mighty mumakil faction to Mordor. You must stop this Shadow in the South at all costs.

RESOURCES(40/29)

3	Magic Ring of Words	
3	Magic Ring of Words	
2	Lesser Ring	
2	Hauberk of Bright-Mail	
2	Valiant Sword [h]	
2	necklace of silver and pearls [h]	
2	beautiful gold ring	
*	horn of arnor	
*	horn of arnor	
1	Beasts of the Wood	
1	Men of Sulcoron.Dun	
1	Monks of Mor Tarain.Man	
2	Men of Ciryatanire.Men	
1	Nandran.Man	
3	Men of Miredor.Dun	
1	Clans of Pel.Man	
1	Clans of Pel.Man	
1	Clans of Drel.Man	
3	Noble hound	
1	No Strangers at This Time	
1	Union of the Valdaclian	
3	Princedom of Miredor	sp2

9/17

2	Persuasive Words	D
2	Lordly Presence	D
2	Tempering Friendship	faction
3	Hour of Need	faction
1 2	Flatter a Foe	flatter
2	Dark Numbers	stolen
3	Marvels Told	Sa
3	Test of Lore	Sa
3	Grip Fang Wolf	ally
2 1	I Know Much About You	agent
3	Old Toby	
3	Smoke Rings	cycle
3	Longbottom Leaf	cycle
*	Rumors of Rings	ring
1	Await the Advent of Allies	pe
1	Houses of Healing	pe
3	Saw Further and Deeper	pe
*	The Council of the Seven	
1	Alliance of the Free Peoples	pe
1	Doom of Choice	red
1	Great Captain	red

31/12

HAZARDS(40/11)**23/0**

3	Giant	giant	1	1	13	x		WW
3	Thunder's Companion	giant	1	3	9	x		WW
2	Sons of Kings	dunadan	2*3	10	x		fh, bh	FD, BL
3	Brigands	men	1	2	8	x		BL, W
3	Ruffians	men	1	4	7	x	rl	BL, W
3	Abductor	men	1	1	10	x	bh	BL
3	Thief	men	1	1	15	x	bh	BL
3	Pick-pocket	men	x	1	3	7	x	fh, bh

17/11

2	Twilight	S-env.
3	Grasping and Ungracious	P-corr
3	No Longer Allowed to Pass	
3	Two or Three Tribes Present	
2	Beacons Alight	
3	Tidings of Bold Spies	
2	1 Fearful Sun	
3	Muster Disperses	
1	2 The Enemy is at Hand	
3	An Unexpected Outpost	

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

CHARACTERS-9 6-4-4-4-7

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

starting company: at Valagalen

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

2 Arthrazoc*	6/2/3/8	Sa/D	horn of arnor	Vald	+1DI.c+f-Pel
2 Araphor *	7/2/4/8	R/Sa	horn of arnor	Vald	+2DI.c+f-Miredor
1 Adrazar	3/1/3/6	Sc/D			
1 Derei	4/2/3/8	Sc			

Companies: 18/25 (20+5) GI HS-8 Mind-35

#1 West Wing

[FvFC>West of Yellow]

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

#2 East Wing

[FvFC>East of Yellow]

Seregul*	5/4/6/8	W/D	2	Du6 MR words, Princedom
Daroc*	4/1/6/8	W/R	2	M4 valiant
Adrazar	3/1/3/8	Sc/D	2	Du3 horn, hauberk +3.fac
Terilaen	3/2/2/8	Sc/Sa	0	E5 Await
Handmaid	2/0/1/7	Sa	0	E2

+ Adrazar [DI, lesser, horn, Temp, Dark, Need (3regions),necklace]= 2+0+2+4+3-5+3= +9

+ Imrazôr III [DI, lesser, horn, Temp, Dark, Need (3regions),necklace]= 1+0+2+4+3-5+3= +8

OBJECTIVE

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

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

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

VALDACLI

All seven of the lords are in the deck. Princedom of Miredor is in the deck 3x. It is a permanent-event that can be played, but has no effect until placed on a Valdacli Lord when he enters play. Phorakôn and Seregul are selected for this resource. It is wise to delay playing the character until this event is available. If the bearer controls another Valdaclian and each home site of the two have a faction in play, then either character can tap to cancel an attack against their company within the Seven Lands. The event is discarded if a minion faction enters of the affected sites.

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

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

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

Adrazar has been brought in from Dol Amroth to act as insurance if Prince Imrahil becomes eager to carve a realm for himself. Adrazar bring Scout and Diplomat skills to the starting company. He has +1 DI against factions that will be useful. But a 3 prowess and poor 6 body may seem him killed by Ambusher.

CHARACTERS AND COMPANIES

All the skills are well displayed among the men and dunadan. There are three sylvan elves. You will be centered on three companies. Six of your 15 heroes are mid-minders (4-6). The main moving companies do not have an unencumbered Sage, so a third squatting company will be in play. The main skill is Diplomat for influencing. Corruption will be a liability for your diplomats. All of the home sites are in the Seven Lands or adjacent regions. The heroes have bonuses in influencing their host factions. All seven Valdacli are in the pool of heroes.

The starting company has two Valdacli. Imrazôr III will take the D Adrazar and the Warrior Obral to influence factions (Beasts of the Wood & Nandran) in region Elorna and play major

items. Obral has a home site in Elorna, which allows control by Imrazôr III. Araphor will take and the Scout Ruindel to play factions in Miredor, Monks of Mor Tarain and gold ring items. None of these characters are in the main companies.

The West Wing company will be influencing factions west of the Yellow Mountains. Phorakôn has a Princedom wearing a Magic Ring of Words. This will give him 6 DI to control Arthrazoc. Imraliion is present to be the Ranger. Arthrazoc has a Horn of Arnor and Lesser Ring to influence factions. Let him play the hound ally. He has the special ability of reshuffling Persuasive Words after successful use.

The East Wing company will be influencing factions east of the Yellow Mountains and CvCC minions. Seregul has a Magic Ring of Words. He also has a Princedom. He controls the W/R Daroc whom wields a Valiant Sword. He has +2 prowess against animals and orcs. Adrazar will influence factions with Horn of Arnor. His low body will gain a boost wearing Hauberk of Bright-Mail. This company can only move three regions due to Daroc's leg. Daroc is considered a Diplomat when influencing characters or factions. Play Necklace of Silver and Pearls on Adrazar for extra assistance to influence factions. Seregul and Daroc have a prowess of six.

The squatter company is needed to have untapped Sages. Terilaen will have Await the Advent of Allies to reduce his mind to 3 for control purposes. He will control Elven Handmaid. These two silvan elves will stay to Tol Turgul.

These three companies use 18 GI. Saw Further and Deeper will grant +5 to GI. There are two extra characters. Sakulbar II is the only unused Valdaclian. Hembur Smeper is a low-mind R/D.

ITEMS

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

Three hoard items are in the deck. Valiant Sword will be used for its prowess and body improvements. Two Necklace of Silver and Pearls help with influence checks by providing +3. The mind increase from this hoard minor item will not be needed.

A Hauberk of Bright-mail increases body. Horn of Arnor will aid in faction gathering.

ALLIES

The only ally is Noble Hound. There are three copies of this ally. Noble Hounds has stats of 3 prowess and 6 body. Collar of Spikes will be placed on each Noble Hound with is Armor. Strikes against the ally have -1 body. The ally gains the Warrior skill if it faces a strike from a defeated creature. There are no Warrior events in this deck. Seregul has the special ability to grant +1 prowess and +1 body to Noble Hounds he controls. Given him two allies. The third is for Adrazar. The resource Grip, Fang, Wolf is playable on a Noble Hound when its controller faces a creature attack. A roll is made adding the prowess of the ally. If the sum is greater than the attack's prowess the creature is defeated else the ally is removed from the game. Only play this event on allies controlled by Seregul and on those creatures with a prowess of 8 or less.

FACTIONS

This player is faction-heavy. He is trying to play 9 factions to fight Indûr and Akhorahil. These two minions are paving the path for the fearsome Mumakil to travel to Mordor. Three of

the factions are not expected to engage in battle.

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

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

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

Nandran needs an attempt of 7 to play or a 9 if played by a dunadan. It has the ability to tap to cancel an attack keyed to Elorna or Hyarn or cancel and environment short-event played on a company moving through these regions. Beasts of the Wood played at Elorna Swamp allows the factions cancelling ability to affect Elorna, Hyarn, Yellow Mountains Western Spur, and Miredor. This animal faction needs an attempt of 12 to play. Monks of Mor Tarin is a creature and a faction. It will not be in battles. It can be played as a creature from the MP pile costing two on the hazard limit. An attempt of 13 is needed to play the faction, but +1 is granted for every defeated creature in your MP pile. As a creature only playable in the Seven Lands the attack is Men with 3 strikes, 10 prowess, and 5 body. +3 prowess is added against Ringwraiths, Spawn, Demon, and magic-users.

There are two dunadan factions. Men of Sulcoron require an attempt of 10, but dunadan gain a +1. It can be tapped to allow Sons of Kings to be played to any region to the Seven Lands or Beacons Alight affect free-holds and border-holds in the Seven Lands. Men of Ciryatanire is a dual faction that will be hotly fought. It requires an attempt of 12. Bonuses include +2 by dunadan and +2 if Army of the Southern Dragon is in play. Men of Miredor is a men and dunedan faction. The attempt needed is 12 with dunadan getting +2, but men -2.

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

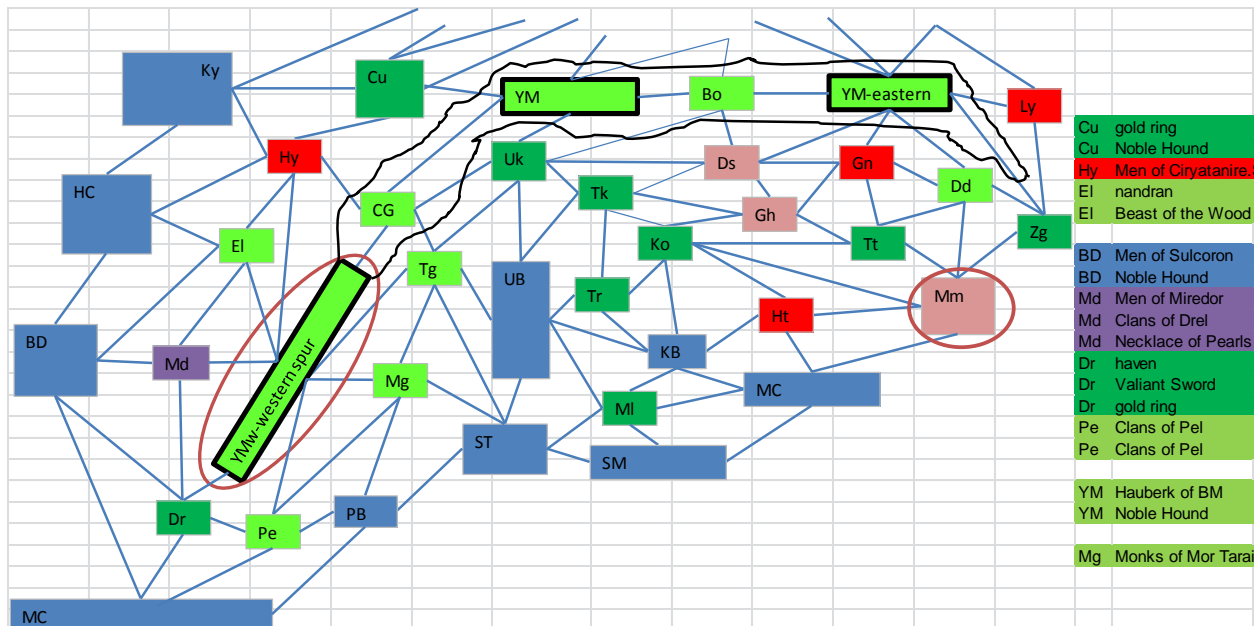
MISSIONS

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

DOMINIONS OF THE SEVEN

Your travels will be in the Seven Lands. Beasts of the Wood and Nandran provide cancelling support. Men of Sulcoron allows the use of Beacons Alight to dissuade CvCC. Flatter a Foe is a resource for flattery. Adrazar has a +3 and Arthrazoc has a +6 to the attempt. A success results in the hazard limit being decreased by two. For the two main companies this implies the hazard limit being set to zero after the creature attack. An attempt of 12 is needed for Men or Drakes and 13 for Trolls, Orcs, Elves, and Giants.

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



SITES

There are many sites for most of the types. There are no dark-holds or lairs in the Seven Lands. Blackflame is the only entry to the under-deeps, which you will not travel. The safe-holds are mostly men or dunadan-holds. Undead is the most common AA type. Valagalen is the only haven that you will use. All the sites you plan to visit, except two, have that site as the nearest haven. Some of the safe-holds have tough AA. Thus, someone with the home site needs to tap to

cancel the AA. There are several hidden sites. Sites were selected to be four regions from Valagalen. No shadow-holds or Dark-holds are expected to be visited for resources.

For the free-holds there are four that have factions to play. Men of Ciryatanire are at Lond Anarion north in Hyarn, which has a tough AA. Clans of Drel are at Alsarias. Men of Miredor is at Ostelor with two tough detainment strikes. Finally, Men of Sulcoron are at Tol Turgul in the Coastal Sea region Bay of Drel. This site will protect the two squatting elf sages. Houses of Healing and No Strangers At This Time will be played on the site. The cost for an overt company to entry the site is high. An overt company must tap a minion to reveal the site. The first attack is against each character with a prowess of 9, which is duplicated. By this time each minion should be tapped. The site's second AA is one strike at 14 prowess. If an overt company does visit, then you will then have the East Wing move to the site. The overt company may not return home.

Border-holds have four more factions and the ally to find. Monks of Mor Tarain are playable at any border-man-hold, which will be Barad Angwi. It has a tough 4s8p detainment AA. Nandran are found at Mispir. Pel has two factions to play. Clans of Pel will be played at Seregul's Keep and Arpel. Both sites have at least three strikes at 8 prowess for AA. Seregul's Keep is a hidden site. Three other border-holds allow the playing of Noble Hound – Ro-mollo, Hall of Alûva & Kadar An-Kharadun.

Ruins are common in and near the Seven Lands. Arhazun-Tarik has gold rings and a weak men AA. Beasts of the Wood will be played at the swamp Elornan Swamp that has a gas AA. Two hoard items are in the deck. Necklace will be played at Arig's Tomb with its weak undead AA. Hauberk of Bright-mail is played at Tomb-fields of Makaburini in the yellow Mountains. Arig's Tomb has hoard items for playing Necklace of Silver and Pearls. Valiant Sword will be played at Aeluin. Watch at Unullo is a hidden site with gold rings and a weak undead AA. A sage or diplomat needs to tap to reveal the site. Use the hidden site Cor Minyadhras to remove corruption chards.

Four shadow-holds are in the Seven Lands. Each has few strikes but much prowess. Three are hidden sites, which all allow major items. Hall of Malkora has nothing playable. Eregost has major items that requires tapping a Scout to visit. Kondu Manara has major and gold ring items. Tower of Hargrog is the darkhaven for minions. The hidden site requirement is discarding Stolen Knowledge. Dark Numbers is such an event. CvCC is not cancelled by the site card. A surprise attack can be earned if a wounded minion company is here.

No sites are shared with any white player.

AGENTS

I Know Much About You is your anti-agent resource. It cancels an agent attack, agent action, or an attack from a multi-attack creature. Surely, you will face Slayer creatures. Agents can disrupt faction gathering severely, which is why Hour of Need is in the deck. Others in your Division will need to play resources to remove the agents from the area.

STAGE RESOURCES

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

HEROS

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

BLACK AND GREY PLAYERS

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

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

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

RED DAWN

The main purpose of this player is to prevent the mumakril host from moving to Gondor. Several factions will be played to execute this plan. Two options are available for a roadblock: move east to Bosiri or move north to Seznebab. All the factions will move north unless there is time to move some factions to Bosiri. Clans of Pel are five regions or two turn movements to Bosiri. Move these factions to Bosiri almost in all cases. It will take them three turns to move to Seznebab. Men of Sulcoron, Men of Miredor, and Clans of Drel will move north. Likely they will engage in combat in region Curinshiban. This is why having the Men of Ciryatanire on your side is vital. Expect two factions from Bellakar, Etulians and Half-trolls, to be waiting in Curinshiban or even in Hyarn. That is four factions to your three factions. If that swing faction is not on your side then it means five versus three.

1ST DECK

- Play at least two special gold ring items
- Six of nine factions in play
- One or 2 Princedom of Miredor in play
- Terilaen in play at Tol Turgul

2nd DECK

- Move factions to war
- Influence the rest of the factions

MARSHALLING POINTS

- C=8 Seven 2-MP and four 1-MP heroes are a rich pool of MPs. Expect three 2-MP and two 1-MP to be in play at the White Council. The main companies have 9 MPs.
- I=6 Three ring special items and two battle-gear items are 12 MPs. Expect many deaths and discarded items. Any three of these six items will be worth 6 MP.
- F=5 Some factions will not battle. Beasts, Monks, and Nandran will provide 3 MPs. Two of any of the other five factions will provide at least two more MPs.
- A=1 Expect to have one Noble Hound in play at the end of the White Councils.
- M=6 Try to play two Princedom of Mirëdor on two Valdaclian that has another as a follower. Each copy grants 3 MP.
- K=6 This a lot of Kill MP. Try to kill all slayers you face since they will be replayed again the second deck.

DECK MANAGEMENT

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

Only one resource will be placed in the playdeck – Doom of Choice. This resource needs to be in play before the deck exhausts, but anytime though to give the factions time to move into position. One to three turns are needed to move. The discard pile will receive 18 resources from the tapping of 6x.

In total, Valdaclians will tap 7x in the first nine or so turns.

3	Magic Ring of Words	rumors
2	Magic Ring of Words	rumors
2	Lesser Ring	rumors
2	Valiant Sword	Leaf
2	necklace of silver and pearls	smoke, toby
2	Beautiful Gold Ring	toby, toby
1	Men of Sulcoron	Leaf
1	Clans of Pel	Leaf
1	Clans of Pel	Leaf
1	Clans of Drel	smoke
3	Noble hound	smoke, Leaf, Leaf
1	No Strangers at This Time	sw12
1	Union of the Valdaclian	sw11
3	Hour of Need	sw22,sw22,sw22
3	Grip Fang Wolf	sw21,sw21,sw21
1	I Know Much About You	sw12
2	Flatter a Foe	sw11, sw11
1	Alliance of the Free Peoples	sw12
1	Doom of Choice	sw11
1	Great Captain	sw12

Action	cards	tap
SB to PD	1	+1
SB to DP	18	+6
Longbottom	6	-
Rumors	3	-

HAZARD

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

CREATURES

You have 23 creatures in the deck and none in the sideboard. They are men, giants, and dunadan. Your creatures should wound minions with the high prowess or choosing defending characters. Covert companies will be hit hard.

Brigands has two strikes at 8 prowess. Weak, but a wounded character forces the company to discard an item. Ruffians have many strikes at four. If this creature is not cancelled, then a Pick-pocket played later receives +3 prowess. Pick-pocket is an attacker man creature. The one strike at 11 prowess is a mid-range attack. A wounded character must discard an item. Thief has a higher prowess at 15. It does not choose characters but its prowess is at 15. The character is not wounded, but the company discards an item. Abductor has one strike that will attempt to discard a minion that fails the strike.

Giants and Thunder's Companion will try to kill wounded minions with their high prowess. Sons of Kings will have its region playability expanded by the tapping of the faction Men of Sulcoron.

Sites/Regions Playability

5	FH:	Pickpocket				Sons of Kings
11	BH:	Pickpocket		Abductor	Thief	Sons of Kings
3	RL:		Ruffians			
-	SH:					
-	DH:					
-	UD:					

2	FD:					Sons of Kings
14	BL:	Brigands	Ruffians	Abductor	Thief	Sons of Kings
6	W	Brigands	Ruffians			
6	WW	Giants	Thunder			
-	SL					
-	DD					
-	CS					

Hazard EVENTS-28

Base cards-2

Two copies of Twilight will remove Doors of Night.

Corruption-3

Grasping and Ungracious is a weak corruption hazard playable on a non-diplomat and non-avatar. This hazard forces the target to keep his items to make him vulnerable for more corruption. Akorahil minions are expected to play special rings and those 4 CP gold ring items.

Main Theme-11

The main theme targets minion companies by either by adding attacks or slowing the movement of minions. *No Longer Allowed to Pass* targets a covert minion company moving to a safe-hold. A roll is made that can make the company overt until the company leaves a site. This can change detainment attacks into normal attacks. *Two or Three Tribes Present* allows multiple creatures of the same type played during the MOVE phase. There are 15 men creatures and six giant creatures. A faction played by you allows *Beacons Alight* affect sites in the Seven Lands. If a covert company becomes overt, then the new AA from this hazard will have to be faced. Even if the minions do not plan on entering the site *Tidings of Bold Spies* will copy the site's AA and play these attacks during the MOVE phase for devastating results. *Beacons Alight* allows fetching of a dunadan creature. For example, if a covert minion company is made overt moving to Mispir with *Beacons Alight* affecting the Seven Lands and *Tidings of Spies* is played all with a hazard limit of three, then the company faces two attacks: Men 4s7p and Men 3s8p that both attack normally.

Secondary Theme-9

The secondary them slows the faction war of Indur. *Muster Disperses* may discard a minion faction. *Fearful Sun* is an environment event that affects either hero factions or minion factions depending if GOM or DON is in play. An affected alignment's factions move one less regions. This can greatly slow the movement of the mumakril. *The Enemy at Hand* bars the movement of a faction through a region already occupied by another from the other alignment. This will slow factions just by one turn, but every bit helps. This is how the mumakril will be stopped in Bosiri.

Support Cards-0

none

Utility-3

An Unexpected Outpost will recycle the most useful hazard events.

COUNCIL OF THE SEVEN

[MP: 0; CP: 0] PERMENENT-EVENT

As a permanent-event, +1 GI for every Valdaclian character you have in play. Cannot be duplicated as a permanent-event for a player. Tap this card to turn it into its short-event. As a short-event, you may choose any Valdaclian characters from your discard pile and shuffle them into your play deck.

.

Turn 1 @ Valagalen

	The Council of Seven													
U	Arthrazoc	6	2	3	8	Dun				Sa	D	1	Horn of Arnor	
U	Araphor	7	2	4	8	Dun			R	Sa		1	Horn of Arnor	
U	Adrazar	3	1	3	6	Dun		Sc			D	0		
U	Derei	4	2	3	8	Man		Sc				0		

Abductor		Flatter a Foe	
Daroc		Twilight	
Longbottom Leaf		0	
0		Saw Further and Deeper	
Men of Mirëdor		I Know Much About You	
Hand: 8	MP: 6	SP: 0	PD: 79

Untap

ORG

Play Saw Further and Deeper. Play Longbottom Leaf. All move to Ostelor.

Araphor, J-FD-fd, starter.

HL4, Witchking plays Outpost.

HL2, Dwarf plays Land-drake keyed to Jungle. Selects Adrazar.

Adrazar taps to play Flatter a Foe. $+1.di+2.diplomat-1.ScathaHome+5roll=7$, fail.

Adrazar tapped, Derei taps to support, $3p-1t+1sup+6roll=9$, killed creature.

Dwar plays Fruitless Victory, $11roll > 1mp+5$. Shuffle creature.

SITE

Ostelor entered. AA1- Dunedain.2s9p, detainment.

Arthrazoc no tap, $3p-3x+4roll=4$, tapped.

Araphor no tap, $4p-3x+9roll=10$

Araphor taps to make an INF attempt vs. Men of Mirëdor.

$+2.di+2.card+2.horn+2.stmod-1.ScathaHome+8roll=15 > 11$, success.

END

Turn 2 @ Ostelor

	The Council of Seven												
T	Arthrazoc	6	2	3	8	Dun				Sa	D	1	Horn of Arnor
T	Araphor	7	2	4	8	Dun			R	Sa		1	Horn of Arnor
T	Adrazar	3	1	3	6	Dun		Sc			D	0	
T	Derei	4	2	3	8	Man		Sc				0	

I Know Much About You	0
Marvels Told	Twilight
Nandran	Test of Lore
Dark Numbers	Smoke Rings
0	0
Hand: 8	MP: 9
SP: 0	PD: 74

Haz: Stormcrow, Leaving ME, All This Dwarvish Racket, The Moon is Dead

Untap

ORG

Arthrazoc taps to play Marvels Told to discard Stormcrow, Derei taps to support, cc-2-1.item+7roll=4. Smoke Rings shuffles Necklace of Silver and Pearls. All move to Mispir.

MOVE

Arathrazic, FD-W-bh, region.

HL4, Dwarf plays Land-drake keyed to Wilderness, drake-x.1s8p

Adrazar taps, Araphor taps to support, 3p+1sup+7roll=11, killed.

Dwarf plays Fruitless Victory, 5roll < 1mp+5, failure.

HL2, Necro plays Elwen face-down with Nobody's Friend

SITE

END

Turn 3 @ Mispir-U

	The Council of Seven													
T	Arthrazoc	6	2	3	8	Dun				Sa	D	1	Horn of Arnor	
T	Araphor	7	2	4	8	Dun			R	Sa		1	Horn of Arnor	
T	Adrazar	3	1	3	6	Dun		Sc			D	0		
T	Derei	4	2	3	8	Man		Sc				0		

I Know Much About You	Pick-pocket	
0	0	
Nandran	Test of Lore	
Dark Numbers	Princedom of Mirëdor	
Valiant Sword	Lordly Presence	
Hand: 8	MP: 10	SP: 0 PD: 69

Haz: Stormcrow, The Moon is Dead, All This Dwarvish Racket, Leaving Middle-Earth

Untap
ORG
No move.

MOVE-awnd

Araphor, bh.

HL4, Ardagor-x, Witchking plays Inner Cunning to fetch. Elerina. Then plays Elernia face-down as agent.

HL1, Necromancer-x, Dwarf-x

HL1, Indur plays Muster Disperses on Men of Mirëdor, $5.gi+10roll>10$, pass.

SITE

Mispir, AA1-men.4s5p,detainment

Only Adrazar is tapped.

Derei taps to play Dark Numbers.

Arthrazoc taps playing Lordly Presence to make an INF attempt against Nandran.

$+2.di-2.mod(Dunedain+5.res+2.horn+8roll=15$

END

Through Council of the Seven, Araphor taps. $7mind-4.GI(ardagor)=3$ cards to discard pile.

Selects: Alliance of the Free People, Flatter a Foe, Clans of the Drêl

Turn 4 @ Mispir-T

Arthrazoc	6	2	3	8	Dun				Sa	D	1	Horn of Anor
Araphor	7	2	4	8	Dun			R	Sa		1	Horn of Anor
Adrazar	3	1	3	6	Dun		Sc			D	0	
Derei	4	2	3	8	Man		Sc				0	Dark Numbers

I Know Much About You	0	
Fearful Sun		Elven Handmaid
Giant		Test of Lore
Beasts of the Wood		Princedom of Mirëdor
0	0	
Hand: 8	MP: 12	SP: 0 PD: 65

Haz: Doors of Night

Untap

ORG

Araphor transfers Horn of Anor to Adrazar, cc auto. All move to Elornan Swamp

MOVE-ndwa

Araphor, W-rl.

HL4, Necromancer turns-up Surion at his home site of Pelargir tapping to play Your Welcome is Doubtful targeting Faramir.

+10. Diplomat agent+2.di

Denethor, 3.GI

Valdacli plays I Know Much About You to cancel.

Plays Great Need or Purpose.

+

HL1, Dwarf-x, Witchking plays Sleepless Malice. With Doors in play, keys Ghosts to a Ruins.

Undead.3s9p, cc.

Derei taps to face two strikes.

1-taps, 3p-3x+8roll=8, wounded, bc.6=lives, cc.-1 auto

2-tapped, 3p-3x-2w+11=9, tie.

Araphor taps, 4p+6roll=10.

SITE

Elornan Swamp entered, AA1-gas.each.5p

Arathrazoc no tap, 3p-3x+8roll=8.

Araphor tapped, 4p-1t+5roll=8.

Adrazar no tap, 3p-3x+12roll=12.

Derei wounded, 3p-2w+4roll=5, tie.

Adrazar taps to make an INF attempt against Beast of the Woods discarding Dark Numbers.

+1.di+1.card+2.horn+3.dark+8roll=15, pass.

END

Through Council of the Seven, Arthrazoc taps. 6mind-7.GI(necro)=1 card to discard pile.

Turn 5 @ Elorna Swamp-T

	The Council of Seven												
U	Arthrazoc	6	2	3	8	Dun				Sa	D	1	Horn of Arnor
T	Araphor	7	2	4	8	Dun			R	Sa		0	
T	Adrazar	3	1	3	6	Dun		Sc			D	1	Horn of Arnor
W	Derei	4	2	3	8	Man		Sc				0	

Men of Ciryatanirë	0
0	Elven Handmaid
Dark Numbers	Test of Lore
Houses of Healing	Princedom of Mirëdor
Men of Sûlcoron	Test of Lore
Hand: 8	MP: 13
SP: 0	PD: 58

Haz: Near to Hear a Whisper, All Dead all Rotten.

Untap

ORG

All move to Tol Turgul.

MOVE-hdur

Araphor, W-C-fh, region.

HL4, Hoarmurath plays The Moon is Dead and Plague of Wights.

HL1, Dwar plays Plague on Derei.

SITE

Tol Turgul entered. AA1-dunedain.2s8p, detainment.

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

Adrazar no tap, $3p-3x+2roll=2$, tapped.

Arthrazoc taps to make an INF attempt against Men of Sûlcoron playing Persuasive Words.

$2.di+2.horn+5/9rolls=13>9$, pass. Shuffle that resource using Arthrazoc's ability.

Houses of Healing played on site.

END

Plague takes effect: Araphor and Adrazar wounded.

Turn 6 @ Tol Turgul-T

	The Council of Seven											Houses of Healing	
T	Arthrazoc	6	2	3	8	Dun			Sa	D	1	Horn of Amor	
W	Araphor	7	2	4	8	Dun		R	Sa		0		
W	Adrazar	3	1	3	6	Dun	Sc			D	1	Horn of Amor	
W	Derei	4	2	3	8	Man	Sc				0		Plague

Men of Ciryatanirë		Pick-pocket	
Test of Lore		Saw Further and Deeper	
Dark Numbers		0	
Test of Lore		Old Toby	
0		Marvels Told	
Hand: 8	MP: 14	SP: 0	PD: 51

Res: Ordered to Kill

Haz: Sand-storm, Tidings of Doubt and Danger

Haz: Near to Hear a Whisper, All Dead all Rotten, Plague of Wights

Untap

Healing with Houses of Healing.

ORG

Arthrazoc transfers Horn to Anor to Araphor. Arthrazoc taps to play Marvels Told to discard Plague, cc-2+3roll=1, pass. All move to Valagalen.

MOVE-druh

Arthrazoc, C-J-h, starter.

HL4, Dwar plays Doors of Night. Freca played face-down as agent.

Dwar moves face-down agent Leamon from WosePassage-hold to Stone-Circle.

Dwar moves face-down agent Baugur at Isengard face-up.

SITE

END

Turn 7 @ valagalen-U

	The Council of Seven														
T	Arthrazoc	6	2	3	8	Dun					Sa	D	1	Horn of Amnor	
T	Araphor	7	2	4	8	Dun				R	Sa		0		
T	Adrazar	3	1	3	6	Dun			Sc			D	1	Horn of Amnor	
T	Derei	4	2	3	8	Man			Sc				0		

Test of Lore		0	
Test of Lore		0	
Test of Lore		No Longer Allowed to Pa	
0		Old Toby	
Persuasive Words		0	
Hand: 8	MP: 14	SP: 0	PD: 45

Res: Ordered to Kill

Haz: Tidings of Doubt and Danger

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

Untap

ORG

Magic Ring Words is placed on Rumors of Rings. Derei moves to Lond Anarion. Others move to Arhazun-tarik.

MOVE-uhrd

Arthrazoc, J-C-C-J-rl, region.

HL3, Uvatha-x Hoarmurath-x, Ren plays Nobody's Friend to fetch Bill Ferny . Plays him as agent.

Derei, J-FD-W-BL-fh, starter.

HL2, Indur keys Southern Slayer to J. Slayer.1s.11p5b.

Derei taps, 3p+5roll=8, wounded. Bc.11, killed.

SITE

Azrhazun-Tarik entered. AA1-Men.3s6p

Arthrazoc no tap, 3p-3x+10roll=10.

Araphor no tap, 4p-3x+3roll=4, wounded. Bc.8.

Adrazar no tap, 3p-3x+8roll=8.

Adrazar taps to play Old Toby to fetch a gold ring from sideboard (BGR)

Arthrazoc taps to play the gold ring. Test of Lore is played to test gold ring, 5roll-1= MR or LR

Magic Ring of Words is played.

END

Turn 8 @ Arhazûn-Tarîk-T

[illegible]

Test of Lore		Phorakôn	
Test of Lore		Twilight	
Old Toby		Ruffians	
I Know Much About You		Princedom of Mirëdor	
0		0	
Hand: 8	MP: 16	SP: 0	PD: 35

Res: Ordered to Kill.

Haz: Tidings of Doubt of Danger, The Sun Shone Fiercely, Near to Hear a Whisper, All Dead all Rotten, In Darkness Bind Them

Untap

ORG

Phorakôn is played at his home site, Tol Turgul. Princedom of Mirëdor is played on him.

All move to Valagalen.

MOVE-rdhu

Araphor, J-C-C-J-h, region.

HL3, Ren plays Doomed to Die on Arthrazoc, body <9. Adrazar taps to support.

-1-2-2+1sup+8roll=4, pass.

HL1, x

Phorakôn, C-J-h, starter.

HL2, Ren plays Great Need or Purpose.

SITE

END

The Council of Seven is used for Arthrazoc and Phorakon tapping.

Ren has 6 free GI, so one card per tapping.

[made error to put Dunadan Mariner in play at this time; did remove him]

Test of Lore		Terilaen	
Test of Lore		Await the Advent of Allies	
Old Toby		0	
Persuasive Words		Dunadan Mariner	
0		Marvels Told	
Hand: 8	MP: 18	SP: 0	PD: 29

Haz: Tidings of Doubt and danger, Full of Froth and Rage, Infested Jungles, Reaching Shadow,
Bairanax at Home

ORG

MOVE-kmfa

HL2, Khamual plays agent Swarthy Sneering Fellow.

The Doom of Choice is played. Smoke Rings shuffles Houses of Healing.

The Roving Eye is played on Phorakon, cc-2-2+9roll=5, pass.

HL2, x

END

Khamual has 10 free GI, so 2 cards for tapping.

Turn 10 @ Watch at Unullo-U

[illegible]

@ Valagalen-U

T	Terilaen	5	2	2	8	Sv		Sc		Sa		0	Valagalen
---	----------	---	---	---	---	----	--	----	--	----	--	---	-----------

Test of Lore	0
Test of Lore	Await the Advent of Allies
Old Toby	0
0	Dunadan Mariner
Longbottom Leaf	0

Res: ordered to Kill, Gates of Morning

Haz: Tidings of Doubt and danger, Fearful Sun, Full of Froth and Rage, Infested Jungles,
Reaching Shadow, Lomaw/Leucaruth at Home

UNTAP

ORG

Longbottom Leaf played. Magic Ring of Words placed on Rumor of Rings. Arthrazoc taps to play Old Toby to fetch beautiful gold ring.

Dunadan Mariner played at Lond Anarion. He moves to Watch at Unullo. Arthrazoc and Araphor move to Arpel. Others stay at Watch at Unullo.

MOVE-mafk

Phorakon, rl.

HL3, x

Arthrazoc, J-W-bh, region.

HL2, Khamual turns SS Fellow face-up at Arpel.

HL2, x

Mariner, J-C-C-J, region

HL2, x

Terilaen, h.

HL2, x

SITE

Watch of Unullo entered. AA1-undead.3s5p

Phorakon taps auto.

1-Mariner taps, $3p-3x+7\text{roll}=7$.

2-Mariner tapped, $3p-3x-1t+3roll=2$, wounded. Bc.7, alive.

Adrazar taps to play gold ring, but no sage in company. Taps the site.

END

TURN 11

@ Arpel-U

[illegible]

@ Watch at Unullo-T

T	Phorakôn	7	6	4	9	Dun	W			D	2	Princedom of Mirëdor	Magic Ring of Words
W	<i>Dunadan Mariner</i>	3	0	3	7	dún			R		0		
T	Adrazar	3	1	3	6	Dun		Sc		D	2	Horn of Armor	beautiful gold ring

@ Valagalen-U

T	Terilaen	5	2	2	8	Sv		Sc		Sa		0
Test of Lore		I Know Much About You										
Test of Lore		Noble hound										
Tempering Friendship		Await the Advent of Allies										
Smoke Rings		Clans of the Pel										
0		0										
Hand: 8	MP: 20	SP: 0	PD: 13									

Res: Gates of Morning

Haz: Infested Jungles, Reaching Shadow, Lomaw/Leucaruth/Itangast/Agburanar at Home

UNTAP

ORG

Smoke Rings shuffles Beautiful Gold Ring. All move or stay at Arpel.

MOVE-fkam

Arthrazoc, bh

HL2, Indur plays Unabated in Malice on the site's AA.

Phorakon, J-W-bh, region

HL3, Felagrog plays Grasping and Ungracious on Adrazar.

HL1, x

Terilaen, J-W-bh, region

HL2, x

FACTION MOVEMENT. The Doom of Choice in play.

Men of Mirëdor moves three regions, Elorna+Hyarn+Curinshiban

Men of Sûlcoron moves three regions, Elorna+Hyarn+Curinshiban

SITE

Arpel entered. AA1-men.4s8p, detainment. (x1=5s9p)

Phorakôn taps to face two strikes. Terilan taps to face two strikes.

Araphor no taps, $4p-3x+5\text{roll}=6$, tapped.

Arthrazoc taps to make an INF attempt on Clans of Pel using Tempering Friendship
 $+2.\text{di}+1.\text{card}+2.\text{horn}+4.\text{res}+6\text{roll}=15>8$, pass.

Adrazar taps to play Noble Hound.

END

Longbottom Leaf plays to shuffle two resources.

@ Arpel-T

Test of Lore	Hauberk of Bright Mail		
Test of Lore	0		
Tempering Friendship	Await the Advent of Allies		
Houses of Healing	0		
beautiful gold ring	necklace of silver and pearls		
Hand: 8 MP: 22	SP: 0	PD: 4	

Haz: Infested Jungles, Reaching Shadow, Agburanar at Home, Minions stir

ORG

Arthrazoc, Terilaen, Araphor move to Seregul's Keep.
Others move to Arig's Tomb.

Men of Sûlcoron, region, Miredor+Elorna+Hyarn

HL1, x

Grip! Fang! Wolf! Is played on Noble Hound, $3p+7\text{roll} > 4$, killed creature.

SITE

Arig's Tomb entered. AA1-undead.1s10p

Noble Hound taps, $3p+6\text{roll}=9$, wounded. Bc.9, killed.

Phorakôn taps to play Hauberk of bright-mail tapping the site.

Seregul's Keep entered. AA1-men.3s8p

Araphor taps to face two strikes.

Arthrazoc no tap, $3p-3x+10\text{roll}=10$

Terilaen tapped, $2p-1t+6\text{roll}=7$, wounded. Bc.8=alive.

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

Arthrazoc taps to make an INF attempt on Clans of the Pel playing Tempering Friendship
 $1.\text{card}+2.\text{mod}+2.\text{horn}+4.\text{res}+10\text{roll}=19>8$, pass.

END

TURN 13

@ Arig's Tomb-T

[illegible]

@ Seregul's Keep-U

T	Arthrazoc	6	5	3	8	Dun			Sa	D	3	Horn of Anor	Magic Ring of Words
W	Terlaen	5	2	2	8	Sv		Sc	Sa		0		
T	Araphor	7	2	4	8	Dun			R	Sa	0		

Await the Advent of Allie		Princedom of Mirëdor	
Test of Lore		necklace of silver and pe	
0		Great Captain	
Houses of Healing		Smoke Rings	
beautiful gold ring		0	
Hand: 8	MP: 29	SP: 0	PD: 67

Res: Hair of Uinen

Haz: Infested Jungles, Lure of Power, Leucaruth at Home, Fell Winter

UNTAP

ORG

Arthrazoc and Terilaen move to Tol Turgul. Araphor and Phorakon+ move to Watch of Unullo.

MOVE-tsdf

Faction movement.

Men of Mirëdor, region, Hyarn+Cleft of Goats+Usakan

Men of Sûlcoron, stay, Hyarn

Clans of Pel, Pel+Mag+Tumag

Clans of Pel, Pel+Drel+Miredor

Phorakon, FD-J-rl, region. Tap Phorakon to reveal site.

Smoke Rings shuffles Noble Hound.

HL3, Throkmau plays Hurling Rocks.

Moves agent Ôm-buri-Ôm from Beorn's House to Ovir Hollow.

Araphor, W-J-rl, region.

HL2, Throkmau keys Thunder's Companion to WW, giant.3s9p (HR=

Araphor taps, $4p-2s+10\text{roll}=12$, killed creature.

Arthrazoc, W-J-C-fh, region.

HL2, Indur plays tidings of Bold Spies

Dunedain.2s8p, detainment.

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

SITE

Tol Turgul entered.

Houses of Healing played on site. Await the Advent of Allies played on Terilaen.

Watch of Unullo entered. AA1-undead.3s5p

Mariner wounded, $3p-2w+7\text{roll}=8$.

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

Araphor tapped, $4p-1x+9\text{roll}=13$.

Adrazar taps to play beautiful gold ring tapping the site.

Araphor plays Test of Lore = auto Lesser Ring.

END

@ Watch at Unullo-T

@ Tol Turgul-T

Great Captain		Alliance of Free Peoples	
Princedom of Mirëdor		Valiant Sword	
0		Smoke Rings	
Princedom of Mirëdor		Two or Three Tribes Pres	
0		Lordly Presence	
Hand: 8	MP: 31	SP: 0	PD: 55

Haz: Infested Jungles, Fearful Sun, The Enemy at Hand, Beacons Alight, Hurling Rocks, From the Pits of Angband, Leucaruth at Home, Doors of Night, Arda Marred

ORG

Clans of Pel, region, Miredor+Elorna+Hyarn

HL3, x

Terilaen, h
HL2, x

SITE

END

The Council of Seven. Smaug 8.gi
Phorakôn and Araphor tap.

TURN 15

[forgot to show Hauberk on Adrazar]

@ Aeluin-U

[illegible]

@ Tol Turgul-U

[illegible]

[too lazy to put Araphor here]

Res: Hair of Uinen, Face Out of Sight, Alliance of the Free Peoples

Haz: Infested Jungles, Fearful Sun, Hurling Rocks, From the Pits of Angband, Leucaruth at Home

UNTAP

ORG

Araphor taps to play Marvels Told to discard Trouble on All Borders, cc-2+12roll=10, pass.

Araphor is discarded. Phorakon and Adrazar move to Lond Anarion. Arthrazoc and Mariner move to Valgalen. Terilaen stay.

MOVE-dtfs

Faction movement. All move to site Thôrior.

Men of Mirëdor, region, moves to Usakan from Bosiri.

Clans of Pel, region, moves to Usakan from Bosiri.

Men of Sûlcoron, moves to Usakan through Cleft of Goats from Hyarn.

Clans of Pel, region, moves to Usakan through Cleft of Goats from Hyarn.

Terilaen, fh.

HL2, Throkmaw moves agent Om-buri-Om from Ovir Hollow to Dale.

Phorakon, J-C-C-BL

Durlach keys Wargs to BL, wolves.2s9p

Nandran taps to cancel attack.

Arthrazoc, J-h.

HL2, x

SITE

Lond Anarion entered. AA1-dunedain.3s9p, detainment

Phorakon, u, 4p-3x+9roll=10.

Adrazar, u, 3p-3x-1s+12roll=11!

Phorakan taps to make an INF attempt on Men of Ciryatanírë playing Lordly Presence,

+3.ring+2.horn+5.res+2.mod(dunedain)+2.mod(Southern Dragon)+4roll = 18>11
 Adrazar taps to play Noble Hound.

FACTION BATTLES

USAKAN at Thôrion

u.Men of Mirëdor.10@7+Usakan

u.Men of Sûlcoron.8@7+Usakan

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

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

u.Mûmakaniril (Mûmakani).15@10+Usakan

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

Men of Mirëdor	3(5)	10	7	Heavy Infantry	u
Men of Sûlcoron	1(*)	8	7	Heavy Infantry	u
Clans of the Pel	1*	6	5	Light Infantry	u
Clans of the Pel	1*	6	5	Light Infantry	u
Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	u
Orcs of the Yellow Mountains	2	7	5	Light Infantry	u

Orcs v Men of Miredor.

Mumakaniril v. Men of Sulcoron

Both Clans of Pel tap to support Men of Sulcoron.

Orcs, u, 7p+12roll=19

Men of Mirëdor, 10p+5roll, bc.9, killed.

Mumakaniril, u, 15p+1.calvary+3roll=19

Men of Sulcoron, u, 8p+2sup+8roll=18, wounded, bc.6, alive.

Alliance of the Free Peoples discarded.

Valdacli

5	8
9	6

Indur

12	3
9	6

Battleground effect. Indûr now counterattacks.

All tapped.

Clans of Pel v Orcs of YM

Clans of Pel v Mumakaniril

Orcs, t, $7p-1t+12\text{roll}=18$

Clans of Pel, $6p-1t+6\text{roll}=11$, wounded, bc. $2\text{roll}+1.(18-11)=3$, alive.

Mumakaniril, t, $15p+1.\text{calvary}-1t+7\text{roll}=22$

Clans of Pel, t, $6p-1t+7\text{roll}=12$, bc. $8\text{roll}+2(22-12)=10$, killed.

Valdacli

6	10
4	4

Indur

12	7
2	8

[This battle has gone as expected. Valdacli had a chance to kill, but failed]

END

Faction battle at Thorion, battleground. [from Akorhahil's turn 16]

PALLANDO

MAN	Sîrani	2(4)	10	8	Heavy Infantry	ww
MAN	Junast's Guard	3	9	6	Heavy Infantry	tap
DWARF	Dwarves of Mablad-dûm	2	9	7	Heavy Infantry	tap

VALDACLI

MAN	Clans of the Pel	1*	6	5	Light Infantry	ww
-----	------------------	----	---	---	----------------	----

Akhorahil

TROLL	Half-Trolls	1	10	9	Heavy Infantry	u
-------	-------------	---	----	---	----------------	---

INDUR

MAN	Mûmakaniril (Mûmakani)	2(5)	15	10	Heavy Calvary	tap
-----	------------------------	------	----	----	---------------	-----

ww.Sîrani.10@8+Usakan

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

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

tap.Dwarves of Mablad-dûm.9@7+Usakan

u.Half-Trolls.10@9+Usakan

tap.Mûmakaniril (Mûmakani).15@10+Usakan

Battle #1. All hero factions not untapped.

Half-trolls assigns strike to Junast's Guard

Half-trolls, u, $10p+8roll=18$.

Junast's guard, t, $9p-1t+5roll=13$, bc. $+1+7roll=8$, killed.

Akhorahil

8
7

Pallando

5
5

Battleground status takes effect.

Indur attacks. Valdacli is the next white player.

Battle #2

ww.Sîrani.10@8+Usakan

ww.Clans of the Pel.6@5+Usakan
tap.Dwarves of Mablad-dûm.9@7+Usakan

tap.Half-Trolls.10@9+Usakan
tap.Mûmakaniril (Mûmakani).15@10+Usakan

Clans of Pel v. Mûmakaniril

Clans of Pel, w, $6p-2w+7\text{roll}=11$. Bc. $+1w+2x+7\text{roll}=10$, killed.
Mûmakaniril, t, $15p-1t+1.\text{calvery}+7\text{roll}=22$.

Battleground status takes effect.
Valdacli has no factions.

Battleground status takes effect.
Pallando does not attack.

END

[pallando's turn of battle]

Faction battle at Thorion in Usakan a battleground site.

Pallando

ww.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

Four factions killed or stomped into the ground.

@ Lond Anarion-T

T	The Council of Seven	7	6	4	9	Dun	W					D	3	Princedom of Mirëdor	Magic Ring	Hauberk of Bright Mail
W	Phorakôn	3	1	3	6	Dun		Sc				D	2	Horn of Amnor	Lesser Ring	
T	Adrazar	1	0	3	6	animal						a				

@ Valagalen-T

W	Arthrazoc	6	5	3	8	Dun				Sa	D	3	Horn of Amnor	Magic Ring of Words
W	Dunadan Mariner	3	0	3	7	dún			R			0		

@ Terilaen-U

U	Terilaen	5	2	2	8	Sv		Sc		Sa		0	Await the Advent of Allies
													Houses of Healing

0		Clans of the Drêl	
Test of Lore		Valiant Sword	
Hembur		necklace of silver and pe	
Union of the Valdaclian		I Know Much About You	
Daroc		0	
Hand: 8	MP: 28	SP: 0	PD: 38

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

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

UNTAP

ORG

Hembur played at home site Lond Anarion.

Phorakon+ move to Aeluin. Arthrazoc+ move to Ostelor. Terilaen stays.

MOVE-fsdt

Fac

Men of Ciryatanirë moves to Curinshiban from Hyarn.

[This will allow Pallando two dwarf factions to move here too this turn. Then Turn 17 all move to Tartaust for battle with Nar's Folk and Junast's Guard]

Arthrazoc, J-FD-fh, starter

HL2, Many Shapes of Power and Fear played by Fankil selecting Wind-Deepes
[add this hazard as a "spawn" global]

Phorakon-BL-C-C-J-rl, region,

HL4, Smaug keys King-spider to Ruins, spiders. ?8p (FFR=10p). even of course.

Rolls all even, 6,8,8,6

Smaug plays Darkness Made By Malice with SoU, MSPF, ETL, and NST in play.
Company does nothing during site phase. Cruel.

Terilaen, fh.
HL2, Durlach plays Arda Marred; Twilighted.

Taps to play Marvels Told to discard No Escape from My Magic by Adunaphel,
cc-2+5roll=3, pass.

SITE
END

TURN 17

@ Aeluin-U

[illegible]

@ Ostelor-T

T	Arthrazoc	6	5	3	8	Dun			Sa	D	3	Horn of Armor	Magic Ring of Words
T	Dunadan Mariner	3	0	3	7	dún			R		0		

@ Tol Turgul-U

[illegible]

0		Clans of the Drêl	
Tempering Friendship		Valiant Sword	
Test of Lore		necklace of silver and pe	
Union of the Valdaclian		0	
Daroc		0	
Hand: 8	MP: 28	SP: 0	PD: 28

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

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

UNTAP

ORG

Daroc played at home site (Ostelor). Phorkon+stay. Terilaen stays. Arthrazoc+ move to Alsarius.

LONG Wardens of the Night discarded.

MOVE-iAdcAk

Men of Ciryatanírë moves to Hyarn from Curinshiban.

Phorakon, rl

HL3, Indur plays Incite Denizens on the site.

Plays Southern Slayer and taps Black Dogs faction. Slayer.1s11p5b

Hembur, 3p+9roll=12, failed. Bc.7=killed creature!

Arthrazoc, FD-fh, region

HL3, Indur plays Unabated in Malice

Plays Wardens of the Night.

Moves agent Ulrith from home site to Aeluin.

Terilaen, fh.

HL2, Adunaphel moves agent Pôn-ora-Pôn from Lond Galen to Coastal Sea Tower.

SITE

Alsarius entered. AA1-men.each.6p, detainment (UiM=each.7p)

Flatter a Foe is played by Arthrazoc, $+1.di+2.D+5roll=8$, fail.

Arthrazoc, tapped

Daroc, $4p-3x+9roll=10$.

Dunadan Mariner, $3p-3x+3roll=3$, taps.

Daroc taps to make an INF attempt on Clans of Drel playing Tempering Friendship

$+1.di+4.res+7roll=12>8$, pass.

+

Tol Turgul entered. No Strangers at this Time played. Await the Advent of Allies discarded.

END

TURN 18

@ Aeluin-U

	The Council of Seven											
U	Phorakôn	7	6	4	9 Dun	W		D	3	Princedom of Mirëdor	Magic Rin	Hauberk of Bright Ma
W	Adrazar	3	1	3	6 Dun		Sc	D	2	Horn of Amor	Lesser Ring	
U	Noble hound	1	0	3	6 animal			a	a			
T	Hembur	3	1	3	8 Dun		R	D	0			

@ Alsarius-T

T	Arthrazoc	6	5	3	8	Dun				Sa	D	3	Horn of Armor	Magic Ring of Words
T	Daroc	4	1	4	7	Man	W		R			0		
T	Dunadan Mariner	3	0	3	7	dún			R			0		

@ Tol Turgul-U

[illegible]

Res: Hair of Uinen, Safe From the Shadow

Haz: Tidings of Doubt and Danger, Infested Jungles, Fearful Sun, Full of Froth and Rage,
Mirage, Wardens of the Night, Echoes of Numenor's Fall

UNTAP

ORG

Terilaen move to Valagalen. Phorakon+ stay. Arthrazoc+ move to Aeluin.

Men of Ciryatanírë moves to Seznebab through Curinshiban from Hyarn.

MOVE-AdCAkI

Arthrazoc, FD-J, region

HL3, x

Phorakon, rl

HL3, Adunaphel plays Doors of Night.

HL1, Indur plays Arouse Denizens on the site.

Terilean, fh

HL2, x

He taps to play Marvels Told to discard Wardens of the Night.

SITE

Aeluin entered. AA-drake.1s10p (Pits + AD = 1s12p)

Mariner, 3p+3roll=6, bc.9, killed.

Daroc taps to play Valiant Sword. Tap site.
Hembur taps to play Necklace of Silver and Pearls.

FACTION BATTLE

Half Troll taps to face strike with Men of Ciryatanířë.
Visi taps to support.

MAN	Men of Ciryatanířë	2(4)	10	8	Heavy Infantry	u
MAN	Visi	1(3)	8	7	Heavy Infantry	u
TROLL	Half-Trolls	1	10	9	Heavy Infantry	u

m.Ciryatanire, $10p+6roll=16$
Trolls, $10p+1sup+4roll=15$, wounded. Bc.8

Valdacli

6
8

Akhorahil

4
10

END

Two Valdacli tap using Council of the Seven to take one card from the sb and shuffles the card.
X2 Grip Fang Wolf.

FACTION BATTLE [from Adunaphel's file]

Adunaphel

MAN	Bozishnarod	2(3)	8	6	Light Infantry	u
DUNADA	Black Numenoreans	2	10	8	Heavy Infantry	u
MAN	Umbarean Corsairs	2	10	8	Heavy Infantry	u

Pallando

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

Valdacli

MAN	Men of Ciryataníre	2(4)	10	8	Heavy Infantry	tap
-----	--------------------	------	----	---	----------------	-----

Corsairs v mCiryatanire

Numenoreans v Blackflame

Bozishnarod v Nar

+

Corsairs, 10p+10roll=20

mCiryatanire, 10p-1t+9roll=18, wounded. Bc.12=killed

Numenoreans, 10p+9roll=19

Blackflame, 9p-2w+9roll=16, wounded. Bc.8+1w=9, killed

Bozishnarod, 7p+5roll=12, wounded, bc.7=killed.

Nar, 7p-2w+11roll=16

Adunaphel

10	9	5
12	8	8

Pallando & Valdacli

9	9	11
4	4	7

END

TURN 19
@ Aeluin-T

@ Aeluin-T

[illegible]

@ Valagalen-U

T	Terilaen	5	2	2	8	Sv		Sc		Sa		0
Grip! Fang! Wolf!		Persuasive Words										
Union of the Valdaclian		Old Toby										
Grip! Fang! Wolf!		Lordly Presence										
The Monks of Mor Tarair		Test of Lore										
0		0										
Hand: 8	MP: 32	SP: 0	PD: 3									

Res: Hair of Uinen, Safe From the Shadow

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

UNTAP

ORG

Terilaen discarded.

Hour of Need played. Arthrazoc taps to make an INF attempt on The Monks of Mor Tarain playing Lordly Presence and Persuasive Words. Selects Barad Angwi.

+2.di+3.ring+2.horn+5.res-5.regions+4.mod(creatures)+7&5roll=18>12, pass.

Phorakon move to Arhazûn-Tarîk. Arthrazoc move to Valagalen.

MOVE-cAkiAd

Deck exhausts.

Phorakon, J-C-C-J-rl, region

HL3, Plays Waiting Shadow using Infested Jungles to tap Phorakon.

Court keys Jungle Demon to JJ, demon.1s16p9b

Hember, 3p+6roll=9, woundec. Bc.+1.delta+4roll=5, alive.

Keys Majmun to J, animal/ape.9s4p (FFR=9s6p); Six strikes to Phorakon

Phorakôn, 4p-1t-5s+8roll=6, tie

Adrazar, 3p-2w+6roll=7, fail

Noble hound, 3p+3roll=6, tie

Hembur, $3p-2w+7\text{roll}=8$, fail

Phorakon, J-h, starter

HL2, Akhorahil plays Drought.

SITE

END

@ Arhazûn-Tarîk-T

@ Valagalen-U

Grip! Fang! Wolf!		Flatter a Foe	
0		Old Toby	
Grip! Fang! Wolf!		Smoke Rings	
Tempering Friendship		Test of Lore	
Marvels Told		0	
Hand: 8	MP: 31	SP: 0	PD: 62

Haz: Infested Jungles, Fearful Sun, Sand-storm, Enemy is at Hand, Mirage, Awakened Denizens

ORG

MOVE-AdcAki

HL3, Adunaphel plays Doors of Night

Grip! Fang! Wolf! Played on Noble Hound, $3p+1$ roll=14 $>8p$

Keys Corsairs of Umbar to Bay of TULwang, men.5s9p (RoU=5s7p)

Phorakon taps to play Flatter a Foe, $+3.di+3.ring+2.dip+5.roll=13>11$ cancels.

Arthrazoc, J-W-CS-rl, starter

HL2, Adunpahel plays Pride Increased with Despair on Phorakon.

Kin-Strife played on the company.

Three Sisters entered. AA1-drake.2s10p (Pits=1s9p)

Arthrazoc, 3p+4roll=7, wounded. B.c.7

Combat v Indur

W	Arthrazoc	6	5	3	8	Dun				Sa	D	3	Horn of Amnor	Magic Ring of Words
U	Daroc	4	1	6	8	Man	W		R			2	Valiant Sword	

U	Leärdionoth	6	4	4	8	Man	W			Sa		1	By the Ringwraith's Word	I'll Be at Yc	Magical Whip		
T	Djerul	4	1	1	9	man				Sa	D	2	Magic Ring of Delusion			Grasping and Ungra	
T	Ükan	2	0	2	9	Man		Sc	R			5	Black-mail Coat	The Least	That Ain't No Secret		
T	Bewac	3	1	3	7	Man		Sc			D	1+					

Leardionoth v Arthrazoc
 Daroc v Bewac
 +
 Leardionoth, 4p+5roll-9
 Arthrazoc, 3p-2w+5roll=6. Bc+1w+6roll=7

Bewac, 3p-1t+6roll=8, bc.=12, killed.
 Daroc, 4p+2wp+5roll=11

INDUR THE RINGWRAITH

1	2
5	6
6	8

VALDACLI

1	2
5	5
6	12

END

@ Hau Nysrin-U

@ Three Sisters-U

0	Marvels Told		
Dunadan Mariner	Tidings of Bold Spies		
Grip! Fang! Wolf!	Persuasive Words		
Lordly Presence	Imrazôr III		
Marvels Told	0		
Hand: 8	MP: 31	SP: 0	PD: 52

Haz: Infested Jungles, Mirage, Doors of Night

ORG

Adrazar transfers Horn of Anor to Phorakon, Hound supports, cc auto. Arthrazoc+ moves to Valagalen. Phorakon+ move to Bur Esmer.

Plays Wardens of the Night.

Daroc, 6p+10roll=16.

Phorakon, $4p-3x+7\text{roll}=8$, taps.

END

@ Bur Esmer-U

@ Valagalen-U

0	Marvels Told		
Noble hound	Marvels Told		
Flatter a Foe	Persuasive Words		
Lordly Presence	Tempering Friendship		
Smoke Rings	0		
Hand: 8	MP: 32	SP: 0	PD: 44

Haz: Infested Jungles, Mirage, Wardens of the Night

ORG

Arthrazoc stays. Phorakon+ move to Korlea.

HL3, Court plays Something Else At Work on Phorakon.

HL2, x

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

END

TURN 23

@ Korlea-U

T	The Council of Seven Phorakôn	7	6	4	9	Dun	W			D	7	Princedom of Mirëdor	Magic Ring of Words	Hauberk of	Horn of Anor	
U	Hembur	3	1	3	8	Dun			R	D	0		Ring-chain necklace of silver and		Something Else At V	
T	Adrazar	3	3	3	6	Dun		Sc		D	1	Lesser Ring				
T	Noble hound	1	0	3	6	animal					a					

@ Valagalen-U

T	Arthrazoc	6	5	3	8	Dun			Sa	D	3	Horn of Anor	Magic Ring of Words		Pride Increased with	
U	Daroc	4	1	6	8	Man	W		R		2	Valiant Sword			Kin-Strife	

0	Marvels Told		
Noble hound	Marvels Told		
Lordly Presence	Persuasive Words		
I Know Much About You	0		
Thunder's Companion	Flatter a Foe		
Hand: 8	MP: 32	SP: 0	PD: 38

Res: Ordered to Kill

Haz: Infested Jungles, Mirage, Wardens of the Night

UNTAP

ORG

Arthrazoc+ move to Hau Nysrin. Phorakon+ stay.

Arthrazoc taps to play Marvels Told to discard Kin-strife, Daroc supports, cc-2-1+1-2res+8roll=pass.

MOVE-iAkAdC

Arthrazoc, W-C-CC-C-B-h, starter

HL2, Indur keys Southern Slayer to J, slayer.1s11p5b (dead = 2s13p5b)

Arthrazoc, 3p-1t+8roll=10, wounded. Bc.5

Arthrazoc, 3p-2w+6roll=7, bc.+1delta+8roll=killed.

HL1, Indur keys Southern Slayer to J, slayer.1s11p5b (dead = 2s13p5b)

Daroc, 4p+2wp-1t+7roll=12, wounded. Bc.7

Daroc, 4p+2wp-2w+2roll=6, bc.+1delta+1w+5roll=7

Phorakon fh

HL3, Indur plays You've Put Your Finger In It on Phorakon.

HL4, Unabated in Malice played on site AA.

HL2, Adunaphel plays Echoes of Nûmenor's Fall

SITE

Korlea entered. AA1-dunedain.each7p, detainment (UiM=8p)

Rolls made: Adrazar taps.

Phorakon taps to make an INF attempt on Black Numenoreans

Lordly Presence and Persuasive Words played. necklace of silver and pearls used.

Phorakon, 3.di+3.ring+2.horn+3pearls-1.haz+5.lp-5.alignment+4&2rolls=14

Adunaphel, +6gi+8x+11roll=25

END

TURN 24

[get to a haven]

@ Korlea-U

U	The Council of Seven Phorakón	7	6	4	9	Dun	W				D	7	Princedom of Mirëdor	Magic Ring	Hauberk o	Horn of Anor		
T	Adrazar	3	3	3	6	Dun		Sc			D	1	Lesser Ring	Ring-chain	Something	Else At V	You've Put Your Fing	
U	Noble hound	1	0	3	6	animal						a						
U	Hembur	3	1	3	8	Dun			R		D	0						

@ Hau Nysrin-U

W	Daroc	4	1	6	8	Man	W		R		2	Valiant Sword	Magic Ring of Words	
0		I Know Much About You												
0		Marvels Told												
0		I Know Much About You												
0		Flatter a Foe												
0		0												
Hand: 8	MP: 30	SP: 0	PD: 29											

Res: Ordered to Kill

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

UNTAP

ORG

Phorakon remove haz, 12roll=pass.

Hembur taps to remove haz, 6roll=fail.

All move or stay at Hau Nysrin.

MOVE-iAdCAk

Daroc, h

HL2, Adunaphel turns down agent Pôn-ora-Pôn at Pelargir.

Phorakon, BL-BL-h, starter

HL3+2, Indur keys Slayer to BL, slayer.2a.1s.11p

I Know Much About You x2 played to cancel both attacks.

HL3, Akhorahil plays Quicksand on Adrazar.

SITE

END

@ Hau Nysrin

U	The Council of Seven				7	6	4	9	Dun	W				D	5	Princedom of Mirëdor	Magic Ring	Hauberk of	Horn of Anor
	Phorakôn																		
U	Adrazar				3	3	3	6	Dun		Sc			D	1	Lesser Ring		Something	Else At V
U	Noble hound				1	0	3	6	animal									Quicksand	You've Put Your Fing
T	Hembur				3	1	3	8	Dun				R	D	0				
T	Daroc				4	1	6	8	Man	W		R	R		2	Valiant Sword	Magic Ring of Words		

Adrazar and Hound helps Phorakon. Phorakon helps Daroc.

Phorakon, cc-2-1-1+2sup+10roll=8

Daroc, cc-4+1sup+4roll=1

				INDUR
			29	36
C	8	Valagalad	5	10
I	6	Seven Lands	12	8
F	5	vs. Indûr	4	9
A	1	Man Factions	1	2
M	6	Men creatures	1	2
K	6	Dominions	6	5

29	Marshall Points							
1	Daroc			1	The Monks of Mor Tarain			
1	Hembur			1	Nandran			
1	Adrazar			1	Beasts of the Wood			
2	Phorakôn			1	Clans of the Drêl			
3	Magic Ring of Words			1	Land-drake			
3	Magic Ring of Words			1	Orc-warband			
2	Hauberk of Bright Mail			1	Thunder's Companion			
2	Lesser Ring			2	Southern Slayer			
2	Valiant Sword			1	Pirates			
1	Noble hound			1	No Strangers at This Time			

	OUT OF PLAY PILE	top					
t01	Longbottom Leaf						
t02	Thunder's Companion	dwarf					
t02	Abductor	necro					
t03	Ruffians	ardagor					
t04	Pick-pocket	wking					
t05	Giant	hoarmurath					
t07	Derei						
t07	Old Toby	bgr					
t08	Sons of Kings	indur					
t08	Thunder's Companion	ren					
t10	Longbottom Leaf						
t10	Old Toby						
t11	Brigands	indur					
t11	Brigands	indur					
t11	Longbottom Leaf						
t12	Noble hound	AA	arig's tomb				
t15	Men of Mirëdor	battle	indur		orcs of YM		
t15	Clans of the Pel	battle	indur		mumakaniril		
t15	Men of Sûlcoron	battle	indur		mumakaniril		
t17	Giant	indur					
t18	Dunadan Mariner	AA	aeluin				
t19	Abductor	court					
t23	Arthrazoc						

1	Hauberk of Bright Mail	0	h11,p12				
2	Beasts of the Wood	0	h04,p04				
3	The Monks of Mor Tarain	0	h05,d06		h19,p19		
4	Men of Ciryataníre	0	h04,d06		h14,p15		
5	Nandran	0	h02,p03				
6	Men of Mirëdor	0	h01,p01		k15		
7	Princedom of Mirëdor	0	h02,d06		h12,d15	h22,d23	
8	Princedom of Mirëdor	0	h08,p08		x	x	
9	Princedom of Mirëdor	0	h10,d10		h14,d15		
10	Lordly Presence	0	h03,p03		h14,p15	h22,p22	
11	Lordly Presence	0	h09,d09		h18,p19	h23,p23	
12	Persuasive Words	0	h05,p03	h09,	h14,d14	h21,p23	
13	Persuasive Words	0	h07,d07		h18,p19		
14	Tempering Friendship	0	h11,d11		h16,p17	h21,p22	
15	Tempering Friendship	0	h11,p12				
16	Flatter a Foe	1	s01,p01		h13,d13		
17	Dark Numbers	1	h01,p03		h16,d16	h24	
18	Dark Numbers	1	h04,d05				
19	Marvels Told	1	h02,p02		h15,p15	h19,d21	
20	Marvels Told	1	h06,p06		h16,p16	h21,p23	
21	Marvels Told	1	h08,p10		h18,p18	h24	
22	Test of Lore	0	h01,p07		h15,d16	h20,d20	
23	Test of Lore	0	h04,p12		h17,d20		
24	Test of Lore	0	h07,p13				
25	I Know Much About You	0	h01,p04		h14,d15	h23,p24	
26	I Know Much About You	0	h07,d09		h16,d16	h24,p24	
27	Old Toby	0	h05,p07		h18,d21		
28	Old Toby	0	h07,p10				
29	Old Toby	0	h10,d10				
30	Smoke Rings	0	h01,p02		h13,p13	h20,d21	
31	Smoke Rings	0	h09,p10		h14,p14	h22,p22	
32	Smoke Rings	0	h11,p11		h19,p19	h23,p23	
33	Longbottom Leaf	0	s01,p01		x		
34	Longbottom Leaf	0	h10,p10		x		
35	Longbottom Leaf	0	h11,p11		x		
36	Await the Advent of Allies	0	h09,p13		h17,p17	h23,d23	
37	Houses of Healing	0	h04,p05		h12,p13		
38	Saw Further and Deeper	0	s01,p01		x	x	
39	Saw Further and Deeper	0	h05,d06		h14,d14	h23,d24	
40	Saw Further and Deeper	0	h11,d11		h19,d19		

1	Abductor	0	h01,k02			
2	Abductor	0	h06,d07		h18,p18	h22,p23
3	Abductor	0	h11,d11		h18,k19	
4	Brigands	0	h09,p10		h16,d16	
5	Brigands	0	h10,k11			
6	Brigands	0	h10,k11			
7	Giant	0	h04,d04		h17,k17	
8	Giant	0	h04,k04			
9	Giant	0	h08,p08			
10	Pick-pocket	0	h02,k04			
11	Pick-pocket	0	h06,c07		h13,d13	
12	Pick-pocket	0	s01,p01		h13,d14	
13	Ruffians	0	s01,p01		h16,p17	h22,p22
14	Ruffians	0	h03,k03			
15	Ruffians	0	h08,d08		h18,p18	h24,p24
16	Sons of Kings	0	h06,c out.07,h1		h18,p18	h24,p24
17	Sons of Kings	0	h07,k08			
18	Thief	0	h02,d03		h13,d13	
19	Thief	0	h05,d05		h16,d16	
20	Thief	0	h08,p09			
21	Thunder's Companion	0	h02,k02			
22	Thunder's Companion	0	h07,c07		h17,p17	h24,p24
23	Thunder's Companion	0	h07,k08			
24	Twilight	0	s01,p03		h16,p16	h24,p24
25	Twilight	0	h08,p09			
26	No Longer Allowed to Pass	0	h07,d07		h16,d16	
27	No Longer Allowed to Pass	0	h07,d08		h17,d18	
28	No Longer Allowed to Pass	0	h12,d12			
29	Tidings of Bold Spies	0	h04,c out.0 h07,		h12,p13,	h20,d21,o
30	Tidings of Bold Spies	0	h10,p10		h14,p14,	h21,p22
31	Tidings of Bold Spies	0	h12,p12		h15,d15	h21,p22
32	Two or Three Tribes Present	0	h06,d06		h13,d13	h23,p24
33	Two or Three Tribes Present	0	h08,d08		h14,d14	h24,d24
34	Two or Three Tribes Present	0	h10,p11		h15,d16	
35	Fearful Sun	1	h04,d04		h13,p14	
36	Fearful Sun	1	h09,p10		h19,d19	
37	The Enemy is at Hand	2	h11,p11		h18,p19	
38	An Unexpected Outpost	0	h01,p02		h13,p13	h22,p23
39	An Unexpected Outpost	0	h10,p10		h14,p14	
40	An Unexpected Outpost	0			h19,d20	

	SIDEBOARD	0						
1	Magic Ring of Words	0	wh10					
2	Magic Ring of Words	0	wh.07, t07					
3	Lesser Ring	0	wh.0 t13					
4	Valiant Sword	0	lb01,d04			h13,p18		
5	necklace of silver and pearls	0	sm02 h12,d13					
6	necklace of silver and pearls	0	sm14			h15,p18	u23	
7	beautiful gold ring	0	toby1 p10,t12			h12,p13		
8	beautiful gold ring	0	tobyC sm11					
9	Men of Sûlcoron	0	lb01, h05,p05					
10	Clans of the Pel	0	lb10 h10,p11			k15		
11	Clans of the Pel	0	cs09 h12,p12					
12	Clans of the Drêl	0	cs03			h15		
13	Noble hound	0	lb10 h10,p11			k12		
14	Noble hound	0	sm13			h14,p15	h22,d24	
15	Noble hound	0	cs14					
16	No Strangers at This Time	0	cs09 h10,d10			h17,p17		
17	Union of the Valdaclian	0	cs14			h15,d20		
18	Hour of Need	1				h19,p19	h24	
19	Hour of Need	1						
20	Hour of Need	1						
21	Flatter a Foe	1	cs03			h13,d13	h22,d23	
22	Flatter a Foe	1	cs04			h17,p20		
23	Grip! Fang! Wolf!	0	lb11 h12,k12					
24	Grip! Fang! Wolf!	0	pd18			h19,d20		
25	Grip! Fang! Wolf!	0	pd18			h19,d21		
26	I Know Much About You	0	cs08 h11,d11			h17,d16		
27	Alliance of Free Peoples	0	cs03			h13,p14		
28	The Doom of Choice	0	cs08 h09,p09					
29	Great Captain	0				h13,d15	h20,d20	
30	Grasping and Ungracious	0	out.02			h12,p12,out19,h19		
31	Grasping and Ungracious	0	out10 h11,p11			h16,p17	h20,p20	
32	Grasping and Ungracious	0	ex1			h17,p18		
33	Beacons Alight	0	out13			h14,p14		
34	Beacons Alight	0	ex2					
35	Fearful Sun	1	ex1			h18,d18	h24	
36	Muster Disperses	0	ex1			h13,d14	h23,p24	
37	Muster Disperses	0	ex1			h15,p16		
38	Muster Disperses	0	ex1			h18,d18		
39	The Enemy is at Hand	2	ex1			h13,o13	h24	
40	The Enemy is at Hand	2	ex1			h13,p14	h24	

	Arthrazoc	0	start				k23	
	Araphor	0	start				h24	
	Adrazar	0	start					
	Derei	0	start	k07				
	Horn of Anor	0	start					
	Horn of Anor	0	start					
	Rumours of Rings	0	start					
	The Council of Seven	0	start					
1	Daroc	0	s01,d01			h16		
2	Phorakôn	0	h07,p08					
3	Sakulbâr II	0	s01,d01					
4	Seregul	0	h01,d02			h17,d18		
5	Terilaen	0	h09,p09			d19	h20,d21	
6	Hembur	0	h10,d11			h15,p16		
7	Imrazôr III	0	h10,d10			h18,d19	h21,d21	
8	Dunadan Mariner	0	h08,p10			k18		
9	Dunadan Mariner	0	h12,d12				h20,d22	
10	Elven Handmaid	1	h04,d05				h24	
11		0						
12		0						
13		0						
14		0						

HAZARDS PLAYED BY PLAYER

t20	t24	M	ag	
44	6	14	0	

[illegible]

131	Durlach		Hurling Rock	agent move	Thunder's Companion							Tidings of B
132	Smaug	x										
133	Throkmau	x										
134	Fankil	x										
141	Smaug		Lesser Spiders							x		
142	Fankil	x										
143	Throkmau	x										
144	Durlach	x										
151	Throkmau		Wargs							x		
152	Durlach		agent move									
153	Fankil	x										
154	Smaug	x										
161	Fankil		Many Shapes of Power and Fear									
162	Smaug		King-spider	Darkness Made By Malice								
163	Durlach		Arda Marred									
164	Throkmau											
171	Indur		Incite Deniz	Southern Sl	Unabated in Wardens of	agent move						
172	Adunaphel		agent move									
173	Court											
174	Akhorahil											
181	Adunaphel		Doors of Niç	outpost								
182	Court	x										
183	Akhorahil	x										
184	Indur		Arouse Denizens									
191	Court		Jungle Dem	Waiting Sha	Majmun							
192	Akhorahil		Drought									
193	Indur											
194	Adunaphel											
201	Adunaphel		Seafaring Bi	Corsairs of I	Doors of Niç	Pride Increa	Kin-Strife					
202	Court											
203	Akhorahil											
204	Indur											
211	Indur		Ring-chaine	Wardens of	Pirates							
212	Adunaphel											
213	Court											
214	Akhorahil											
221	Indur	x										
222	Court		Something Else At Work									
223	Akhorahil											
224	Adunaphel											
231	Indur		Southern Sl	Southern Sl	You've Put	Unabated in Malice						
232	Akhorahil	x										
233	Adunaphel		Echoes of Númenor's Fall									
234	Court											
241	Indur		Slayer									
242	Adunaphel		agent down									
243	Court	x										
244	Akhorahil		Quicksand									
		1-4	5-8	9-12	13-16	17-20	21-24		creatures	hazards	agent	
	FIRST	5	7	7	6	15	8		18	72	10	
	division	12	10	7	10	18	12					
	main	0	1	1	1	0	0					

Turn summary

FIRST = first hazard player

Division = first four hazard players

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

X=given hazard limit but used none of it.

VALDACLI	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	Abductor	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Witchking	0	0	0	0	0	Abductor	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Dwarf	Ruffians	pick-pocke	0	0	0	Thunder's	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0
Ardagor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	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
Khamual	Thief	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Mouth	0	0	0	0	0	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Felagrog	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Fankil	0	0	0	0	0	The Enem	Fearful Su	0	0	0	0	0	0	0	0	0	0	0	0	0
Durlach	Tidings of	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Smaug	0	0	0	0	0	Tidings of Beacons	Outpost	0	0	0	0	0	0	0	0	0	0	0	0	0
Throkmau	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	Thunder's	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adunaphel	Majmun	0	0	0	0	Ruffians	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Indur	Grasping	Ruffians	Giant	0	0	Grasping	Tidings of	0	0	0	0	0	0	0	0	0	0	0	0	0
Ren	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hoarmurath	Giant	0	0	0	0	0	0	0	0	0	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
Uvatha	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
INDUR	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
5th hazard player	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	Tidings of Brigands	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
INDUR	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Ruffians	Tidings of	Tidings of	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Abductor	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Two or Thr	Sons of Ki	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Akhorahil	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Adunaphel	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Court	0	0	0	0	0	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									MP	DP								
	1	Valagalen				Ostelor				6	82	Men of Mirëdor							
	2	Ostelor				Mispir				9	74								
	3	Mispir				Mispir				10	69	Nandran							
	4	Mispir				Eloman Swamp				12	69	Beasts of the Wood							
	5	Eloman Swamp				Tol Turgul				13	61								
	6	Tol Turgul				Valagalen				14	54								
	7	Valagalen				Arhazûn-1	Lond Anarion			14	48	beautiful gold ring		test-words					
	8	Phorakôn	Arhazûn-1	Tol Turgul		Valagaler	Valagalen			16	39								
	9	Terilaen	Valagalen			Watch at Unullo		Valagaler		18	33								
	10	Dunadan Mariner	Watch at Unullo	Lond Ana	Valagaler	Watch at	Arpel		Valagaler	20	28	beautiful gold ring							
	11		Watch at	L	Arpel		Valagaler	Arpel	Arpel	Arpel	21	19	Clans of the Pel		Noble hound				
75	12		Arpel			Arig's Tor	to Seregul's Keep			22	10	Hauberk of Bright Mail		test-words		Clans of the Pel			
	13		Arig's Tor	to Seregul's Keep		Watch at	Tol Turgul			29	72	beautiful gold ring		test=lesser					
	14		Watch at	L	Tol Turgul		Aeluin	Alsarius	Aeluin	Tol Turgul	31	60							
	15	d-Araphor	Aeluin	Alsarius	Aeluin	Lond Ana	Valagalen		Tol Turgul	31	53	Men of Ciryatanirë		Noble hound					
	16	Hembur	Lond Ana	Valagalen		Tol Turgul	Aeluin	Ostelor		Tol Turgul	28	44							
	17	Daroc	Aeluin	Ostelor		Tol Turgul	Aeluin	Alsarius		Tol Turgul	28	33	Clans of the Drël		No Strangers at This Time				
	18		Aeluin	Alsarius		Tol Turgul	Aeluin	Aeluin		Valagaler	30	22	Valiant Sword		necklace of silver and pearls				
	19	d-Terilaen	Aeluin	Aeluin		Valagaler	Arhazûn-Tarik		Valagaler	33	8	The Monks of Mor Tarain							
69	20		Arhazûn-Tarik			Valagaler	Hau Nysrin	Three Sisters		30	62								
	21		Hau Nysrin	Three Sisters		Bur Esme	Valagalen			30	58								
	22		Bur Esmer	Valagalen		Korlea	Valagalen			31	48								
	23		Korlea	Valagalen		Korlea	Hau Nysrin			31	42								
	24		Korlea	Hau Nysrin		Hau Nysri	Hau Nysrin			29	35								
										29	21								

Highlight=cvcc. Red = tapped at start of ORG phase or end of SITE phase. Deck 1 exhausts during Turn 13.

Blue font = initiated CvCC OR INFLUENCE ATTEMPT

First four columns=site during ORG phase

Next four columns=site during SITE phase

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

Stk = face strike, +W = 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 moved	AA	item	item	faction	mission	ally
1		4	Valagalen	j-fd			3		f	Ostelor	dunedain			Men of Miredor		
2		4	Ostelor	fd-w	Marvels Told		1	1	b	Mispir						
3		4	Mispir				4		b	Mispir	men			Nandran	Dark Numbers	
4		4	Mispir	w			1	6	1	R	Elornan Sv gas			Beast of the Woods	Dark Numbers	
5		4	Elornan Swamp	w-c			2		f	Tol Turgul	dunedain			Men of Sulcoron	Persuasive Words	
6		4	Tol Turgul		Houses of Healing Marvels Told			1	h	Valagalen						
7	killed-Derei	3	Valagalen	j-c-c-j			1	3	R	Arhazun-ta men		BGR (Old Toby,test=MR words)				
		2	Valagalen	j-fd-w-bl			1	1	f	Lond Anarion						
8	Phorakôn	3	Arhazun-tarik	j-c-c-j				1	h	Valagalen						
		2	Tol Turgul	c-j	Princedom				h	Valagalen						
9	Terilaen	5	Valagalen					1	R	Watch of Unullo						
		2	Valagalen		Marvels Told			1	h	Valagalen						
10	Mariner	3	Watch of Unullo				1	2	R	Watch of Undead	BGR					
		2	Watch of Unullo	j-w					b	Arpel						
		2	Lond Anarion	j-c-c-j					R	Watch of Unullo						
		2	Valagalen						h	Valagalen						
11		3	Watch of Unullo	j-w				3	b	Arpel				Clans of Pel		Noble Hou
		2	Arpel						b	Arpel						
		2	Valagalen	j-w					b	Arpel						
12		3	Arpel	w-j-fd	test ring MR wo		1	2	1	R	Arig's Tom undead	Hauberk of Bright-mail				
		3	Arpel	w			1	3		b	Seregul's Men			Clans of Pel	Tempering Friendship	

[illegible]

avatar	character	HL	SiteOO	sitepath	ORG/LONG	bc	stk	cc	site type	site moved	AA	item	item	faction	mission	ally
13		2	Arig's Tomb	fd-j			3		R	Watch of U undead		BGR(test=lesser ring)				
		3	Seregul's Keep	w-j			1		R	Watch of Unullo						
		2	Seregul's Keep	w-j-c			1		f	Tol Turgul		Houses of Healing				
14		2	Watch of Unullo	j-fd				1	f	Alsarius						
		3	Watch of Unullo	j					R	Aeluin						
		2	Tol Turgul	c-j			1		R	Aeluin						
		2	Tol Turgul						f	Tol Turgul						
15	discard org-Araphor		Alsarius		Marvels Told											
		2	Aeluin	j-c-c-bl					f	Lond Anarion				Men of Ciryatanire		Noble Hou
		2	Aeluin	j			2		h	Valagalen				Lordly Presence		
		2	Tol Turgul						f	Tol Turgul						
16	Hembur	4	Lond Anarion	bl-c-c-j					R	Aeluin						
		2	Valagalen	j-fd					f	Ostelor						
		2	Tol Turgul					1	f	Marvels Told						
17		3	Aeluin				1		R	Aeluin						
	Daroc	3	Ostelor	fd			3		f	Flatter a Foe =fail	men			Clans of Drel		
		2	Tol Turgul						f	No Strangers at This Time				Tempering Friendship		
18		3	Aeluin				1		R	Aeluin	drake	Valiant S	Necklace of Silver and Pearls			
		3	Alsarius	fd-j					R	Aeluin						
		2	Tol Turgul						h	Valagalen						
19		3	Aeluin	j-c-c-j			1	4	R	Arhazun-tarik						
		2	Aeluin		Hour of Need				h	The Monks of Mor Tarain						
	discard org-Terilaen		Valagalen													
20		3	Arhazun-tarik	j-w-c-bl-bl			1		h	Flatter a Foe		Hau Nysrin				
		2	Valagalen	j-w-c			1	1	R	cvcc by Indur		Three Sisti	drake			
21		3	Hau Nysrin	bl-bl			2	1	s	Bur Esmer	men					
		2	Three Sisters	c-c-w-j			2		h	Valagalen						
22		3	Bur Esmer	bl			3		f	Korlea	dunedain			Umbarean Corsairs=fail		
		2	Valagalen						h	Valagalen						
23		3	Korlea				4		f	Korlea	dunedain			Black Numenoreans=fail		
	killed=Arthrazoc	2	Valagalen	w-c-c2-c	Marvels Told	3	4	1	h	Hau Nysrin						
24		3	Korlea	bl-bl					h	Hau Nysrin						
		2	Hau Nysrin						h	Hau Nysrin						

	top	Sites in DP						
t01		Ostelor	Men of Mirëdor					
t03		Mispir	Nandran		Dark Numbers			
t04		Elornan Swamp	Beasts of the Wood					
t07		Arhazûn-Tarîk	beautiful gold ring					
t05		Tol Turgul	Men of Sûlcoron					
t10		Watch at Unulló	beautiful gold ring					
t11		Arpel	Clans of the Pel		Noble hound			
t12		Arig's Tomb	Hauberk of Bright Mail					
t12		Seregul's Keep	Clans of the Pel					
t13		Watch at Unulló	beautiful gold ring					
t15		Lond Anarion	Men of Ciryatanirë		Noble hound			
t17		Alsarius	Clans of the Drêl					
t18		Aeluin	Valiant Sword		necklace of silver and pearls			

+

COUNT OF PLAYING OWN HAZARDS. Look at other list for using Twilight.

outpost	6		6	Grasping and Ungracious
Twilight	0		0	No Longer Allowed to Pass
Giant	3		1	Two or Three Tribes Present
Thunder's Companion	4		1	Beacons Alight
Sons of Kings	4		3	The Enemy is at Hand
Brigands	1		7	Tidings of Bold Spies
Ruffians	6		1	Fearful Sun
Abductor	4		2	Muster Disperses
Thief	1			
Pick-pocket	3			

+

Count of region types in movement: 87 total regions. t=desert

87	0	9	11	15	0	0	29
	ud	fd	bl	w	w2	w3	j

0	0	0	0	22	1
t	t2	sl	dd	c	c2

OVERVIEW

This player had partial success slowing the Mumakanril, but four factions were slaughtered during two turns in Usakan. Men of Ciryatanire and Men of Miredor were played. It was possible early to wound or maybe kill the beast faction. A 15 prowess for the Mumakanril may be high. I like the value 14. The deck had Pick-pocket and Thief creatures, which I deemed too powerful for a game wanting more use of agents. Therefore, I discarded the creature when drawn and drew another card.

It was boring to be this player due to low prowess characters with limited companies. It took 13 turns to play the three rings providing DI boost. Half the turns had any site phase. I might remove the cards associated with keeping characters at a non-haven site for More Alert Than Most. Faction battles went as expected. No healing of factions were performed.

+

MAJOR NEWS

Special rings were played mainly by using Old Toby to get a gold ring to the hand –very useful. It was nice attempting to influence away minion factions late in the game. This is why I like teams targeting other player. Prince Imrahil can CvCC minions with many followers so to lower the GI buffer. 11 of the 23 creatures were killed belonging to the player. Four characters were never played due to influence limits. I will go ahead and add a gold ring item and another Lesser Ring so to have Sakulbâr II with that ring to control Seregul. Now, 20 GI is used. The third company will likely be made during the Warlord Phase where the factions will already be eliminated. The use of Muster Disperses on “moved” companies or besieged companies needs to be addressed. Maybe allow Muster Disperses to tap a faction instead of discarding a faction. That is if the faction is at his home site, then use Muster Disperses as normal, else tap the faction on a successful roll. Three characters and one ally were eliminated. Derei and Arthrazoc were killed by Southern Slayer creatures. Dunadan Mariner was killed by the AA at Aeluin.

+

STATS

64 strikes were rolled for this player, which is I think is average. There were 11 body checks killing four. There were a little 11 corruption checks. There was no avatar to access the sidebar. The Council of the Seven was used by 10 characters. I would have like to use it more. Never was there more than one card accessed due to free general influence.

+

This player face 18 creatures from 72 hazards, but 10 were agent actions. Indûr played 17 hazards. Five slayer creatures were played. One CvCC was defended. There were 34 moving companies and 52 total companies. Average hazard limit was 2.67; that is average. About 87 regions were moved through. 20 regions were Free-Domains or Border-lands and another 23 Coastal Sea. This was a reason of facing few creatures.

+

50 hazards were played by Valdacli, 0 were agents – 14 on Indur. Seven creatures were played on Indur. Seven players did not face more than one hazard from Valdacli.

+

CONSIDERATION

I am considering relocating Indûr the Ringwraith to Eriador giving him the dark dwarves.

This then allows two Court of Ardor players using all the rich elf characters. Indûr is now using five unique characters: Hargrog, Sakalure, Leardionoth, Savak, Burdilgoth. Sakalure can go to Adûnaphel replacing Horseman of the Night. Then Surion can be used as an agent. Leardionoth can go to Smaug the Golden replacing the second Dragon's Disciple. The Mumakanril then can be played by Akhôrahil with no condition of Mumakil Traders.

+

DECK PLAY

First deck exhausted on Turn 12. Second deck exhaust on Turn 19. 13 non-Lordhaven sites were tapped. First deck shuffled 12 cards and drew a high 7.8 cards/turn. Second deck shuffled 9 cards and drew 11 cards/turn. Third deck ended with 21 in the deck, shuffled 3 cards and drew 10 cards/turn.

+

CHARACTER PLAY

Daroc, played at home site on Turn 17. He is useful playing factions. He killed minion Bewac using Valiant Sword. He was wounded late in the game. A needed character with his prowess.

Phorakôn, played at home site on Turn 8. Stayed in play for rest of the game. He used The Council of the Seven often. He faced a few strikes and played Flatter a Foe. Would like to give him a weapon, but has corruption from the rings. He lead a core company.

Sakulbâr II, never played.

Imrazôr III, never played.

Seregul, never played.

Terilaen, played on Turn 9, discarded on Turn 19. Played once Marvels Told. Will have less of a role in the next game.

Adrazar, started. Finished game. Surprised he lasted that long. Lucky, tough character. He faced 7 strikes and only Plague wounded him. He made two influence attempts (1 failed) and used Flatter a Foe.

Araphor, started. Useful. Faced 9 strikes, wounded x1. Made one influence attempt. Discarded on Turn 15 to play Hembur.

Derei, started. A weak character. He faced four strikes and was wounded 2x. Killed by Southern Slayer.

Hembur, played Turn 16 at home site. Killed Southern Slayer on his first turn. He faced four strikes and was wounded once. he was useful.

Arthrazoc, started and killed on Turn 23. He was a good, core character. He made 4 influence attempts, faced 9 strikes, and was wounded 3x.

Dunadan Mariner, never played

Dunadan Mariner, played on Turn 10. Faced 5 strikes, wounded twiced. Killed by AA strike.

Elven Handmaid, never played

Overall, good use of characters. Need more DI for another company to move.

+

RESOURCE PLAY

Magic Ring of Words, played two copies by Turn 13. Very useful to control characters.

Lesser Ring, played on Turn 14.

Hauberk of Bright Mail, played Turn 12.

Valiant Sword, played Turn 18. Held in hand for 5 turns due to weak characters facing AA.
 necklace of silver and pearls, played Turn 18. Used against minion faction. Not a factor.
 beautiful gold ring-easy play for magic rings.
 Horn of Anor, used for 9x. not a factor.
 Beasts of the Wood, played on Turn 4. I think it help avoid playing of some creatures.
 Men of Sûlcoron, played Turn 5. wounded twice by Mumakaniril and killed.
 The Monks of Mor Tarain, played on Turn 19 using Hour of Need.
 Men of Ciryatanîrë, played on Turn 15. Killed four turns later. Wounded Half-trolls. Killed by
 Umbarean Corsairs.
 Nandran, played on Turn 3. Canceled Wargs.
 Men of Mirëdor, killed by Orcs of YM on Turn 15.
 Clans of the Drêl, played on Turn 17. Avoided battle – too late to make a difference.
 Clans of the Pel, played on Turn 11. killed by Mumakaniril on Turn 15.
 Clans of the Pel, played on Turn 12. wounded by Orcs of YM, then killed by Mumankaniril
 Noble hound, never played
 Noble hound, played turn 11. Used GFW, then killed by AA.
 Noble hound, played Turn 15, Faced x1 striked, used FGW to kill Seafarign Bellakarin.
 No Strangers at This Time
 Union of the Valdaclian
 Princedom of Mirëdor
 Persuasive Words, p3/7. needed against Men of Sulcoron. Used x2 other and non-factor.
 Lordly Presence, p5/6. needed x1.
 Tempering Friendship, p3/4. needed x1.
 Hour of Need, p1/1.
 Flatter a Foe, p3/5. Success v men x1. fail v men x1, fail v drake x1.
 Dark Numbers, p1/3. used once.
 Marvels Told, p7/8
 Test of Lore, p3/6
 Grip! Fang! Wolf!, p2/2. success x2
 I Know Much About You, p3/5.
 Old Toby, p2/4
 Smoke Rings
 Longbottom Leaf
 Rumours of Rings
 Await the Advent of Allies
 Houses of Healing
 Saw Further and Deeper
 The Council of Seven
 Alliance of Free Peoples
 The Doom of Choice
 Great Captain
 +
 82 hazards drawn (those that started). 26 discarded from hand. This was moderately fast.

Giant, p3/4. all killed.
Thunder's Companion, p5/5. two killed.
Sons of Kings, p5/5
Brigands, p3/4. two killed.
Ruffians, p6/7
Abductor, p4/6
Thief, removed
Pick-pocket, removed
Twilight
Grasping and Ungracious, 6/6
No Longer Allowed to Pass, p0/5
Two or Three Tribes Present, p2/8
Beacons Alight, p1/1
The Enemy is at Hand, p4/4
Tidings of Bold Spies, p7/10
Fearful Sun, p2/4
Muster Disperses, p2/4
An Unexpected Outpost, p5/6
+

TURN SUMMARY

Facing Eriador Division; they play 12 hazards and Indur played 0.

T01-hand(Daroc, men of Miredor)

All move to Ostelor. Land-drake does not accept Flatter a Foe. Adrazar kills it. Araphor gets through the site's detainment attack to play the faction.

T02-hand(Nandran, Dark Numbers) All move to Mispir. Adrazar kills second Land-drake. All tapped.

T03-All stay. Derei plays Dark Numbers after facing site AA. Arthrazoc uses Lordly Presence to play Nandran.

T04-hand(Beasts W). All move to Elornan Swamp. Ghosts haunt and wound Derei. Adrazar uses Dark Numbers to play Beasts of the Wood. How do animals count?

+

Facing Gondor Division; they play 10 hazards and Indur played 1.

T05-hand(Men of Ciryatanire, Men of Sulcoron). All move to Tol Turgul. Arthrazoc uses Persuasive Words to play Men of Sulcoron. Houses of Healing played on site. Plague wounds Araphor and Adrazar.

T06-All move to Valagalen.

T07-hand(test of Lore x3, Old Toby). Derei moves to Lond Anarion. Others move to Arhazuntarik. Southern Slayer kills Derei. Araphor is wounded by site AA. Adrazar plays Old Toby. Arthrazoc plays gold ring; tests it for Magic Ring of Words.

T08-Phorakon played at home site. All move to Valagalen.

+

Facing Wilderland Division; they play 7 hazards and Indur played 1.

T09-Terilaen played at home site. He stays. Others move to Watch at Unullo. Two untap to start

site phase, so no enter.

T10-Arthrazoc taps to use Old Toby to fetch Beautiful Gold Ring. Mariner played at Lond Anarion. he moves to Watch of Unullo. Arthrazoc and Araphor move to Arpel. Others stay. Adrazar plays gold ring at the Ruins, but no Sage in the company to test.

T11-All move or stay at Arpel. Factions begin to move. Arthrazoc uses Tempering Friendship to play Clans of Pel. Adrazar plays Noble Hound.

T12-Test of Lore finds Magic Ring of Words. Arthrazoc, Araphor, Terilaen move to Seregul's Keep. Others move to Arig's Tomb. Deck exhausts. Orc-Warband attacks with Imprisoned and Mocked. Grip Fang Wolf kills the creature. Then the Noble Hound is killed by the site's AA. Then Phorakon plays Hauberk of Bright-mail. Terilaen is wounded at the border-hold. Arthrazoc uses Tempering Friendship to play Clans of Pel.

+

Facing Northern Waste Division; they play 10 hazards and Indur played 1.

T13-hand(gold ring, necklace) Arthrazoc and Terilaen move to Tol Turgul. Others move to Watch of Unullo. Arapho kills Thunder's Companion. Tidings of Bold Spies taps Arthrazoc. Adrazar plays the gold ring; it is tested for Lesser Ring.

T14-Araphor moves to Alsarius, Terilaen stays, others move to Aeluin. Lesser Spiders wound a lone Arthrazoc.

T15-Phorakon and Adrazar move to Lond Anarion. Others move to Valagalen. Nandran warn against Wargs. Phorakon uses Lordly Presence to play Men of Ciryatanire. Then Men of Miredor are killed by Orcs of the Yellow Mountains. Clans of Pel stooped by Mumakaniril along with the other copy. Men of Sulcoron also killed by Mumakaniril.

T16-Hembur played at home site. King-spiders played – nothing assigned. Then Darkness Made by malice canceling site phase.

+

Meaty 28 MP in play.

+

Facing Harad Division; they play 12 hazards and Indur played 6.

T17-Daroc played at home site. Arthrazoc and Mariner move to Alsarius. Others stay. Hembur kills Southern Slayer. Flatter a Foe fails on Alsarius site AA. Daroc uses Tempering Friendship to play Clans of Drel. No Strangers At This Time played at Tol Turgul.

T18-Terilaen moves to Valagalen. Arthrazoc moves to Aeluin. Phorakon stays. Mariner eaten by sites AA. Daroc plays Valiant Sword. Hember plays Necklace.

T19-Hour of Need played by Arthrazoc on Monks of Mor Tarin. Success. Phorakon moves to Arhazun-Tarik with one wounded. Others move to Valagalen. Jungle Demon wounds Hembur. Majmum taps two.

T20-Arthrazoc moves to Three Sisters. Phorakon moves to Hau Nysrin to heal factions. Seafaring Bellakarin killed by Grip Fang Wolf. Flatter a Foe cancels Corsairs of Umbar. Three Sisters AA wounds Arthrazoc. Indur's covert minions combats at Three Sisters. Bewac is killed.

+

Facing Harad Division; they play 4 hazards and Indur played 8.

T21-Arthrazoc moves to Valagalen. Others move to Bur Esmer. Pirates tap two. Bur Esmer is entered, but Phorakon is tapped.

T22-Phorakon moves to Korlea. Others stay in hope to influence a minion faction. Korlea is entered. Adrazar makes an influence attempt on Umbarean Corsairs using Lordly Presence and Tempering Friendship and fails by 10; rolls 2 v 6.

T23-Arthrazoc moves to Hau Nysrin. Phorakon stays. Southern Slayer wounds Arthrazoc, then kills him. Another copy wounds Daroc. Korlea entered. Phorakon moves attempt on Black Numenoreans using Lordly Presence, Persuasive Words, and Necklace failing by 11. rolled 4&2 v 11.

T24-Get to a haven with all rings. Slayer played but two IKMAY cancels creature.

+Council Checks

Phorakon has 5 cp.