

HOARMÛRATH/UNDEAD

40avatar

C	8	Minas Morgul
I	6	Mordor
F	8	vs. Denethor
A	1	Gondor Division
M	5	Orc/Troll Factions
K	4	Undead

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 25 cards in sideboard
40 cards in H. deck, 15 cards in sideboard
14 characters in deck
9 starting cards
143 total cards
18 creatures
DC: 18res + 13haz + 0char = 31

The Sixth has come down from his Ice Realm to rebuild the armies of Mordor. This Ringwraith has a main mission of influencing many orc factions. However, Mordor is in Ruins after an age of abandonment. Two trolls will prepare for their master's return. That will be a rush in the first deck to complete. Lieutenant of Morgul will lead this company of faction influencing.

The secondary mission is to gather fire wood for the furnaces of Mordor. Burned and Chopped Up is the resource to play bringing 10 minions to Minas Tirith. Such a mission is easy. The key is the item Ongrum. I made detailed strike-by-strike assessments of this mission.

The tertiary mission is for Gorbag and three other orc scouts to use many stealth/Scout events to conduct guerrilla warfare deep in Gondor. This will keep Denethor out of Mordor. Hoarmûrath Unleash is ideal for this deck.

Hoarmûrath will only be in Fell Rider mode with Creature of an Older World and Helm of Fear.

He will influence factions and attack hero companies too weak to counter.

I like this deck for its orc scout emphases. I also like to target heroes with surprise attacks. The sites are packed and few for you to tapped. No Better Use will fill the void. The Undead deck aids playing creatures among unusually locations.

What I do not like about the deck is a company being safe within Mordor.

RESOURCES(40/25)

2	Helm of Fear	
2	The Ongrum	
2	The Gwaedhel-Sword	
1	Blasting Fire	
1	Foul-Paste	
1	Orc-Liquor	
1	Orc-Draughts	
1	Shadow-Cloak	
1	Whip	
*	Whip	
1	Orcs of Udun – <u>CG</u>	
1	Orcs of the Ephel Duath – <u>CU</u>	
1	Orcs of Gorgoroth	
1	Ungol-Orcs – <u>CU</u>	
1	Morgul-orcs – MM	
2	Uruk-hai – <u>BD, CG, CU</u>	
1	Snaga-hai	
1	Slaves of Nurn	
1	Wraiths of Mordor	
1	Winged Terror	
1	Creature of an Older World	
5	Burned and Chopped Up	
3	No Better Use	pris
2	Mordor In Ruins	pe
2	Dark Spires Rising#	pe

10/16

3	A Nice Place to Hide	Sc
3	Sneakin'	Sc
3	Orc Stealth	Sc
2	Hide in Dark Places	Sc
2	The Undeeps of Anduin	R
3	Voices of Malice	Sa
1	Smart and Secret	L
2	Leg It Double Quick	move
1	Orders From Lugbúrz	pe
2	Swarm of Bats	pe
1	Going Ever Under Dark	pe
*	Foundations Remain#	pe
2	Hold Rebuilt and Repaired#	pe
2	Where's There a Whip	
3	Weigh All things to A Nicety	
1	Warlord	sp2
1	Call to Arms	sp1
1	Breeder's Stock	sp1
*	Ice-King of Urd	sp1
3	Hoarmûrath Unleashed	rw
1	By the Ringwraith's Word	pe
2	Morgul-Blade	rw

30/9

HAZARDS(40/15)

3	Horse-lords	men	2 x 10 6			
3	Ghouls	undead	1 5 7 x	sh, dh	SL, DD	
3	Ghosts	undeadcc1	1 3 9 x	sh, dh	SL, DD	
3	Mewlips	undead	1 2 10 x		WW,SL, swamp	
3	Greater Spectres	undead	1 2 7 x	dh	SL, DD	
3	Corpse-Candle	undeadcc	1 1 6 x	sh, dh	W, SL, DD	
1	King of the Dead	undead	2 1 14 5	Dun, Ened, Isen, OPG, OPL-R		
1	Nevarez	undead	2 1 11 7	OoS: Chy, Doors: adj		
					17/3	
2	Twilight	S.env				
1	Extravagant Tombs	P.avatar			x2	
1	Fear of Death	P.avatar			x1	
1	Doomed to Die	P.				
2	Foolish Words	P.influenceX				
3	Heritage Forsaken	P.			x111	
1	Burdensome Commands	P.			x1	
1	Plague of Wights	P.enhance-undead strike/prowess (DON)				
2	The Moon is Dead	P.enhance-undead strike/prowess, AA				
1	Like Shreds of Cloud	P.undead-immune weapons				
2	Pale Dream-Maker	P.darkE-undead				
3	Endless Whispers	P.darkE-undead				o111
3	Out of the Swamps	P.play-undead				
3	Sleepless Malice	L.play-undead				play
3	Exhalation of Decay	P.play-undead				o222
1	Turning Hope to Despair	S.roadblock				
2	Frightful Guardian	S.site-attack				
3	An Unexpected Outpost					23/12

SITES

IM	Minas Morgul	heal		Morgul Orcs
SR	<i>Dol Guldur</i>	heal		Creature of Older World
OG	<u>Geann a-Lisch</u>	heal		
<hr/>				
Ao	Minas Tirith	m, M, ring	dun.xc9, dun.4w10	Chopped Up
Le	Pelagir-p	m, M, ring	men.xc7, dun.3w10	x
Le	Lossarnach	m#	men.xc7, dun.2w9	food
Be	Linhir-p	m, M	men.xc7, dun.2w10	other minor items
Be	Dol Amroth-p	Info, m, M, ring	men.xc8, dun.3w10	x
<hr/>				
It	Henneth Annun	m, M	dunedain.3w11	(Info)
It	Cair Andros-p, bg	m*	men3c8	
<hr/>				
MA	Benish Armon-h	Info, m, M	men, demon	<i>hidden: tap a sage.</i>
It	Osgiliath	m	Bhold	
Hy	Vamag-h	m, M, G, ring	undead.3w10	Gwaedhel-sword
CH	<u>Tol Uialgaer</u>	m	men.3w9	minor
Nu	Ostigurth	m	orc.xo6	Slaves of Nurn
<hr/>				
IM	Shelob's Lair	m, M	orcs, spider	Ongrum
Go	Mount Doom	Info	orcs.1w6	Snaga-hai
Nu	Barad-wath		orcs.xo7	O. Ephel Duath
Nu	Nurniag Camp			Blasting Fire
<hr/>				
Ud	Cirith Gorgor	x	x	O. Udun
Ud	Durthang	x	orc, wlv.2o.8	x
Go	Barad-Dur	x	x	Helm of Fear O.Gorogorth
Go	Minas Durlith	x	troll.1b11	Uruk-hai
IM	Cirith Ungol	x	x	Ungol Orcs
Nu	Urlurtsu Nurn	x	x	Wraiths of Nurn

MINIONS-10

4	Hoarmûrath	10/3/8/9	Sc/R/Sa	RW	so	Udûn	+1DI.HL, +2P.FR
3	Lt. Morgul	9/2/8/9+	W/R	Htroll	L	Minas Morgul	d9; +3DI.O/T
2	Gûrthlug	6/1/5/8*	W/D	Htroll	L	Barad-wath, Mines	d8; +2DI.O/T
2	Gorbag	6/0/6/9*+	W/Sc	Uruk	L	Minas Morgul	d9; +3DI.Orcs
1	<i>O-Shaman</i>	4/0/3/7*	W/Sa	uruk	sp	orc-hold	
1	<i>O-Shaman</i>	4/0/3/7+	W/Sa	uruk	sp	orc-hold	
1	Snaga	4/0/5/9+	W	Uruk		Imlad Morgul	d9
1	Lagduf	3/0/5/8	W	Uruk		Imlad Morgul	d8
	Muzgash	2/0/4/8*	W	Uruk		Imlad Morgul	d8
	<i>O-Brawler</i>	1/0/3/8	W	orc		DH	d8; 1CP
1	Grishnákh	3/0/4/8+	W/Sc	Uruk		Imlad Morgul	d8
	<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc		DH	d7,8; 1CP
	<i>O-snuffler</i>	2/0/2/8*	W/Sc	orc		DH	d7,8; 1CP
	<i>O-snuffler</i>	2/0/2/8	W/Sc	orc		DH	d7,8; 1CP
1	Ufthak	4/0/4/8+	W/Sc/R	Uruk		Imlad Morgul	d8
1	Radbug	4/0/5/8	W/R	Uruk		Imlad Morgul	d8

starting company: at Minas Morgul

<Ice-King of Urd><Foundations Remained>

2	Gorbag	6/0/6/9	W/Sc	whip
2	Gûrthlug	6/1/5/8	W/D	
	Muzgash	2/0/4/8	W	
1	<i>O-Shaman</i>	4/0/3/7	W/Sa	
	<i>O-snuffler</i>	2/0/2/8	W/Sc	

Ringwraith company:

Fell Rider	Hoarmûrath	10-0-12-9	Sc/R/Sa	so
Black Rider	Hoarmûrath	10-3-08-9	Sc/R/Sa	so
Heralded Lord	Hoarmûrath	10-7-06-9	Sc/R/Sa	so

17/25 (20+5) GI

#1 Gondor <Going Ever Under Dark>

Gorbag-L	6/7/6/10	W/Sc	1	whip, Word, Smart
Grishnákh	3/0/4/9	W/Sc	0	
Ufthak	4/0/4/9	W/Sc/R	1	shadow-cloak
<i>O-snuffler</i>	2/0/2/9	W/Sc	1	

#2 Mordor <Orders From Lugburz>

Lt. Morgul-W	9/11/9/9	W/R	3	ongrum, whip, Warlord, Arms, yx2 [+3 orc faction]
<i>O-shaman</i>	4/0/3/7	W/Sa	-1	
Snaga	4/0/7/9	W	1	gwaedhel

OBJECTIVE

Hoarmûrath will stay in Mordor for the preparation of the invasion by gathering factions, information about the enemy, and items that are better to kept out of the free people's hands.

Mordor is a prime territory to play overt factions while moving in security. Gondor is ideal for raiding a surprised opponent. A Ringwraith in mode has much room to send his terrifying screech. Stealth is the primary strategy when venturing outside the walls of ash and shadow.

HOARMÛRATH OF DIR

Hoarmûrath the Ringwraith has a great synergy with missions and combat. He will use both abilities to dash hopes in Gondor. His GI is 20 with 3DI. The Ice-king is a good roaming and squatting Ringwraith. He has Scout and Ranger skills for moving and Sage for squatting. He will be moving and squatting throughout the game. His prowess is the lowest of the Ringwraiths at 8 and his body stat is low too at 9. Increasing his prowess and having canceller events will help him stay alive to scream another day.

His normal ability is to increase the hand size by one when at his home site or at a Darkhaven. Exploit this by holding an extra canceller for a future turn. He is a sorcerer, but that skill will not be used. His home site is Udûn.

The **Unleash** resource cancels any attack. This is good for the Dúnadan attacks his minions will face. It will be random turns that see him move. This is ok. He will play Voices of Malice if no one else can. Three copies of Voices of Malice are good for a squatting RW and the expected hazards that will stall the resource strategy as in influence hazards.

First, bring him into play at his home site so he can move to Minas Morgul drawing two cards. Tap him to bring resources into the playdeck. There you can play Creature of an Older World. This will put him in Fell Rider mode to have 12 prowess. There are no other resources to place him in mode.

While moving with the ally he is in **Fell Rider** mode with one of his two winged steeds that are creatures from another world. When not moving he will be at Minas Morgul giving you an extra card to hold and playing Voices of Malice. Consider moving him to and from Barad-dûr to draw cards. So play the ally on him and wait until an opportunity presents itself. His DI will be kept as three with the ally. He will influence Wraiths of Nurn, but discard the mode event.

When Mordor is ready play **Helm of Fear** at Barad-dûr; it can cancel an attack on the Ringwraith when he visits Gondor. Then while he waits to draw his Unleash card and for a good chance to attack CvCC, tap him to access the sideboard. You should try to move to Minas Tirith late in the first deck with two Unleash events in hand. The helmet can cancel on attack against him and then the ally can cancel a strike. This will allow the Ringwraith to be untapped for the sites AA. His 10 prowess will be useful then.

Hoarmûrath's actions need to be well coordinated with tapping and CvCC. If played properly, his strategy can lay Gondor in ruins and its sons dead. Ice-King of Urd will start the game to make the Ringwraith a Warlord and Leader. His weapon, Snowhammer, is little use without Bitter Cold in the deck. The weapon is not in the deck. At Minas Morgul, there will be just two factions in play in Imlad Morgul and two in Gorgoroth. When you know he will not be moving for CvCC then move him to Barad-Dûr. There he will have eight factions either in Gorgoroth or adjacent.

Wraiths of Nurn will untap the Ringwraith when moving or at a site of an opponent. This will let him tap to face the AA. There is a nice feature of this faction that grants a MP for those killed with **Morgul-Blade**. There are two copies of that event in the sideboard.

CHARACTERS

The Sixth has enlisted counterfeits to carry-out his orders. There are only two Sages and one Diplomat among the orcs, uruk-hai, trolls, and the half-troll. Two Rangers and six Scouts are among the 15 minions. A strategy of invading Gondor will require tough minions to survive and some to be killed instead. Six non-unique Orcs will serve the Ice-King lead by three leaders. Two Orcs are spirit-mages. All the minions have a home site in Mordor. The starting minions will be the source of reserves with Lagduf and a third Snuffler. You will want to have two main companies using 17 GI. Scouts are valuable so to have large companies in Gondor. One leader will be a Warlord and the other has By the Ringwraith's Word so keep them separate outside a Darkhaven.

Lieutenant of Minas Morgul is the master of Mordor. Gothmog is one of the four Troll-lords. He is a Ranger. He is not an olog, but a half-troll. He has 9 mind, 9 body, keeps an extra card in hand at his home site, high prowess, and 5 direct influence. Gothmog is solid with 8 prowess. His normal 2 DI is of no concern in this deck. This troll will become a Warlord so move him outside of Mordor to collect trophies once he is played.

Gûrthlug is another half-troll from Mordor. He has 6 mind for an average 5 prowess and 8 body with 3 DI against Orcs and Trolls. But he is a Diplomat, which is not needed in the deck. However, his ability allows him to fetch Snaga-hai and play such a faction at a Dark-hold. Another ability is to be considered a Sage for Foundations Remain and Dark Spires Rising. However, his Diplomat skill will be used instead. He will start the game to fetch that faction when the avatar sends it to the discard pile. Discard him soon into the game so Gothmog can be played.

Gorbag is a valuable Scout leader. A six mind is normal for his abilities. He has +3 DI against Orcs. A high prowess of 6 helps him fight if he cannot hide. This Uruk will be in a core company. A home site of Minas Morgul fails him to heal at other Imlad Morgul sites as like other Uruk-hai. He starts the game so to have Shaman to start too.

Orc-Shaman is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold can make his play easier. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to heal an Orc or Troll in the company. His role in the game is to use a magic ring to recycle magic cards. Keep him safe with Gothmog wandering Inner Mordor.

Three copies of Orc-Snuffler are included. This Orc has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He provides the Scout skill.

Six Imlad Morgul goblins have joined, been threatened, Gothmog. Their names are Radbug, Ufthak, Muzgash, Grishnákh, Lagduf, and Snaga. Mind ranges from 2-4, prowess 4-5, and one has a 9 body. Snaga, Lagduf, and Muzgash are the Warriors. Snaga has +1 prowess and +1 body to Lagduf with 1 mind higher. Lagduf is second to Snaga. Grishnákh is a 3 mind Scout of 4

proress. Ufthak has 1 more mind with also the Ranger skill. Radbug is the Ranger of 4 mind and 5/8 stats. He is in reserved.

COMPANIES

The starting company will begin at Minas Morgul. It will split into two smaller companies. Gorbag will control Snuffler and Muzgash with a Whip. Their priority is to play the as many table resources as possible until Mordor is rebuilt. Movement to Gondor is expected to play minor items. Gûrthlug will move around Mordor playing factions and drawing cards. Discard him when you draw Gothmog. It is ok for all the non-unique starting minions to be killed. Gorbag is not expected to be used in the Power Decks. Snuffler is the only Scout to play that skill's resources. Shaman is there to play Voices of Malice.

Whip and Ice-King of Urd will start the game. Foundations Remained is among the starting resources allowing the immediate playing Mordor in Ruins from the sideboard.

<i>starting company</i> : at Minas Morgul			
<Ice-King of Urd><Foundations Remained>			
2 Gorbag	6/0/6/9	W/Sc	whip
2 Gûrthlug	6/1/5/8	W/D	
Muzgash	2/0/4/8	W	
1 <i>O-Shaman</i>	4/0/3/7	W/Sa	
<i>O-snuffler</i>	2/0/2/8	W/Sc	

The Gondor Company is the stealth company. It has four Orc scouts for a hazard limit of two. Gorbag will carry a Whip and is commanding By The Ringwraith's Word. Smart and Secret is on him. He will control Grishnákh and Ufthak. Snuffler will be under GI. Ufthak is the key minion with Scout and Ranger skills. He will have a Shadow-cloak to stay untap moving in Shadowlands and Dark-Domains. This company will go to Pelargir to play resources and to draw the attention away from the Necromancer's ring-gatherers also in Gondor by capturing heroes. This company will use No Better Use to take prisoners and move to distant sites to play the minor items. You need to stay away from Lieutenant since this will discard By the Ringwraith's Word. Swarm of Bats and Going Ever Under Dark will be played on this company. The hazard limit will not decrease, but the event does allow the cancelling of CvCC. Once Gorbag has three trophies play Radbug with him with Snuffler as a follower. It is vital to have Gorbag with three trophies to start the Power Deck.

#1 Gondor	<Going Ever Under Dark>		
Gorbag-L	6/7/6/10	W/Sc	1 whip, Word, Smart
Grishnákh	3/0/4/9	W/Sc	0
Ufthak	4/0/4/9	W/Sc/R	1 shadow-cloak
<i>O-snuffler</i>	2/0/2/9	W/Sc	1

The Mordor Company is Lieutenant gathering the factions. There are eight factions to influence. Whip, Ongrum and Warlord (two trophies) allows the leader to have 8 mind of

followers and +6 to influence factions. Call to Arms is played on him. He will control Shaman and Snaga. Shaman is the sole Sage. Snaga is the bodyguard with Gwaedhel-Sword to speak Endless Whispers on a defeated enemy in combat. Orders From Lugburz and Swarm of Bats will be on this company. These three will stay in Mordor and only venture out to pummel a vulnerable hero company enjoying the Mordorian landscape. The protection of Mordor mainly rests on this company.

#2 Mordor	<Orders From Lugburz>			
Lt. Morgul-W	9/11/9/9	W/R	3	ongrum, whip, Warlord, Arms, yx2 [+3 orc faction]
<i>O-shaman</i>	4/0/3/7	W/Sa	-1	
Snaga	4/0/7/9	W	1	gwaedhel

There are four pure reserves. Shaman will replace his twin. Radbug can replace Ufthak. Lagdud is a strong 5-prowess unique warrior ready for battle. There is a third Snuffler.

During the second playdeck after playing the Sage resources discard Shaman for Lagdud and two more muttuns of orcs for CvCC in a Shadow-Land.

ITEMS

Hoarmûrath has few items; most are minor items. He has one technology item, six minor items, a major item, and two special items. He will start with Whip. Whip allows better control on the orcs. Shadow-cloak will help keep an Orc Scout untapped in Mordor.

Food items are important for this player. Faction Slaves of Nurn taps to shuffle a discarded food item. Orc-Draughts provide +1 prowess for a turn. This can help the Orcs to not become wounded or tap after a strike. Foul-Smelling Paste heals any minion. Expect to use this item while in Gondor. Orc-Liquor is needed to keep the Orcs inline after singing Where's Theres a Whip. This is important for the Orc Scouts in Gondor. These minor items can be played after playing a faction.

Blasting fire is to cancel AA at the Gondor sites when you use No Better Use. Expect to play this item twice or maybe more.

The Ongnum is a special item granting +3 DI against Orc factions in Mordor. Its prowess ability will be used when invading Minas Tirith. This will discard the item. Recycle the item and replay it.

Helm of Fear is another special item for your Ringwraith. This item will cancel attacks except for combat against heroes. The helmet modifies his body checks by -1 to keep him alive so in effect his body is 10.

The Gwaedhel-Sword is a weapon needed for the War. It has the typical 2 CP with +2 prowess. But is +4 prowess against Undead. A black player may tap to place Endless Whispers on a defeated enemy. Use this ability to slow important characters of Lord Denethor.

ALLIES

Creature of an Older World is your only ally. Two copies are present. The use of this ally will allow easy movement to play the undead faction and Helm of Fear. The ally is a Warrior with a good 5 prowess and decent 8 body. Home sites are limited to Dol Guldur, Barad-dûr, and Minas

Morgul. Tap the ally to either cancel a strike against controller or assign a strike from the Ringwraith regardless of his status in combat.

FACTIONS

Nine factions are what Mordor has to offer. Each faction has its own site to play. Don't worry about the factions giving negative modification to another faction; you have enough influence with Lieutenant have a good chance every attempt. There are no resource events to help with attempts. The troll leader will have +6 to all attempts against Orc factions. Only three of the nine factions need a check greater than 9. There will be 10 GI buffer. You might want to risk having one 4 mind follower placed under GI for an attempt.

Try to play the minor items while getting a faction. You must wait until Mordor is ready to play each faction except for Morgul-Orcs. Wraiths of Nurn can be played by the ringwraith, whom will have +7 to the attempt. Slaves of Nurn will be brought into the playdeck late in the first playdeck for proper timing. The slave faction will allow placing a discarded food item into the playdeck for multiple uses. Uruk-hai receives a +2 on the influence check if played at Minas Durlith.

Six factions are expected to play during the second deck. This means to play a faction every other turn until the expected end of the councils on Turn 24.

Ud	Orcs of Udun			
IM	Morgul-orcs	Ungol-orcs		
GO	Uruk-hai	Orcs of Gorgoroth	Snaga-hai	
Nu	Orcs of the Ephel Duath	Slaves of Nurn	Wraiths of Nurn	

8	1	Orcs of Udun	Cirith Gorgor	+2.oGorgoroth	-2.oRedEye
8	1	Ungol-Orcs	Cirith Ungol	+2.Urukhai	-2.MorgulO
8	1	Morgul-orcs	Minas Morgul	+2.oAngmar	-2.oUngol
9	2	Uruk-hai	Minas Durlith	x	-2.any orcs
9	1	Snaga-hai	Mount Doom	x	x
8	1	Orcs of the Ephel Duath	Barad-wath	+2.Snagahai	-2.oAngmar
8	1	Orcs of Gorgoroth	Barad-dur	+2.oUdun	-2.oMirkwood
8	2	Slaves of Nurn	Ostigurth	+4.overtL+whip	-2.mordor orcs
12	1	Wraiths of Nurn	Urlurtsu Nurn	+4.RW	

MISSIONS

Restoring Barad-dûr is a goal First, Foundations Remain will start the game for you. Mordor in Ruins will be brought into play from the sideboard on Turn 1. Hold Rebuilt and Repaired can then be put directly into the playdeck. Three minions with at least three different skills will tap at the site to invert the event. Unique minion resources will be then be playable in Mordor. Then play Dark Spires Rising with the cost of tapping again three characters with each a different skill at the site. Play a second Hold Rebuilt and Repaired to discard Mordor in Ruins and invert that event. This makes the site a dark-hold and gives 2 MP. These two events provide 4 MP, keeps you in Mordor, and is easy to include when using Hold Rebuilt and Repaired on Ostigurth.

The strategy is to move two companies to Minas Tirith late in the second deck when the White Tree is in bloom. Assume you have all untapped minions at the start of the site phase. Yes, unlikely moving into a Free-domain. Also assume you cannot cancel any attack from the event. You need to keep these two companies separate until the site phase. This will allow keeping By the Ringwraith's Word in play until then since Gorbag has a mind less than Lieutenant. However, when your next organization phase begins you should have enough DI available to keep all minions in play. If not, then Ufthak will be discarded when this large group organizes at Minas Morgul for the raid.

After facing the AA at Minas Tirith, there are the three attacks from the event. You need the event Where's There is a Whip to untap your orcs and Orc Stealth in hand. Smart and Secret will increase the body of all minions in this super group of 10 minions. There will be six orc scouts and four other minions for a company size of seven. Breeder's Stock will be used to fetch the three extra orcs in three turns. You need Foul Paste in the company. Hoarmûrath Unleashed sounds good to be used for this event. However, it is assumed not to be used for the event, but for cancelling a future CvCC at the site. Swarm of Bats will reduce each attack by one prowess, but that event will be discarded if a minion leaves the company. The event will be considered as +1 modifier to your minions' prowess in the example below.

Minas Tirith has the following normal AAs:

[Minas Tirith: Men — All at 9 prowess; Overt faces Dúnedain — 4 strikes with 10 prowess]
You will discard Blasting Fire to cancel all the AA at the site. Now you can face the defense of the inner gates.

[The company faces 3 attacks:

Men — 5 strikes with 9 prowess;

Men — 4 strikes with 10 prowess;

Dúnedain — 3 strikes with 12 prowess; afterwards tap a warrior in the company]

Event Attack 1 of 3: Men — 5 strikes with 9 prowess

Gorbag will tap. Morgul will not tap. Snaga will tap. Snuffler1 will tap with Snuffler2, Brawler and Ufthak supporting. Grishnákh will tap with Shaman and Snuffler3 in support

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+1+0+0=7	2	base+swarm
Grishnákh	4+1+2+0=7	2	base+swarm+support
Ufthak	4+0+0+0=4	x	base
Lt. Morgul	9+1+0-3=7	2	base+swarm-notap
Shaman	3+0+0+0=3	x	base
Snuffler1	2+1+3+0=6	3	base+swarm+support
Snuffler2	2+0+0+0=2	x	base
Snuffler3	2+0+0+0=2	x	base
Brawler	3+0+0+0=3	x	base
Snaga	5+1+0+0=6	3	base+swarm+support

Assume Gorbag, Grishnákh, Morgul, Snuffler, and Snaga are not wounded from the first attack. Everyone is tapped except Morgul. Now play Where's There is a Whip on Morgul to untap everyone. Assume Gorbag and Ufthak untap. Grishnákh is discarded with Swarm of Bats. Assume Shaman is wounded. Snuffler2 untaps, Snuffler3 is wounded, and Snuffler1 is discarded. Assume Brawler untaps (Big assumption here). Snaga will untap. Morgul will untap too; that is what the text says. Now for the attack. There are six untapped minions. Gorbag will tap. Morgul will tap. Snuffler2 will tap. Snaga will tap. Ufthak and Brawler stay untapped.

Event Attack 2 of 3: Men — 4 strikes with 10 prowess

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0+0=6	4	base
Grishnákh	4+0+0+0=4		base Discarded by Whip
Ufthak	4+0+0+0=4	u	base
Lt. Morgul	9+0+0+0=9	1	base
Shaman	3+0+0-2=1	w	base-wounded by Whip
Snuffler1	2+0+0+0=2		base Discarded by Whip
Snuffler2	2+0+0+0=2	8	base
Snuffler3	2+0+0-2=0	w	base-wounded by Whip
Brawler	3+0+0+0=3	u	base
Snaga	5+0+0+0=5	5	base

Let's assume Snaga fails his strike, but is only wounded. Gorbag and Morgul defeat their own strikes. Assume Snuffler2 is killed. Now for the attack. There are three untapped, two tapped, and two wounded minions. Two have been discarded and one killed. Morgul will tap. Ufthak will play Orc Stealth to cancel a strike on himself. Shaman will be given a strike and be killed. Brawler will be given a strike and be killed.

Event Attack 3 of 3: Dúnedain — 3 strikes with 12 prowess

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0-1=5	t	base-tapped
Grishnákh	4+0+0+0=4		base Discarded by Whip
Ufthak	4+0+0+0=4	cancel	base
Lt. Morgul	9+0+0+0=9	3	base
Shaman	3+0+0-2=1	w11	base-wounded by Whip
Snuffler1	2+0+0+0=2		base Discarded by Whip
Snuffler2	2+0+0+0=2		base Killed by Attack #2
Snuffler3	2+0+0-2=0	w	base-wounded by Whip
Brawler	3+0+0+0=3	9	base
Snaga	5+0+0-1=4	w	base-wounded

After the third attack, tap Ufthak to play Burned and Chopped Up.

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0-1=5	t	base-tapped
Grishnákh	4+0+0+0=4		base Discarded by Whip
Ufthak	4+0+0+0=4	play event	base
Lt. Morgul	9+0+0-1=8	t	base-tapped
Shaman	3+0+0-2=1		base Killed by Attack #3
Snuffler1	2+0+0+0=2		base Discarded by Whip
Snuffler2	2+0+0+0=2		base Killed by Attack #2
Snuffler3	2+0+0-2=0	w	base-wounded by Whip
Brawler	3+0+0+0=3	9	base Killed by Attack #3
Snaga	5+0+0-1=4	t	base-tapped

You will probably be attacked before your next turn. Here is what you will be after your turn.

Gorbag	tapped
Ufthak	tapped
Morgul	tapped
Snuffler3	wounded
Snaga	tapped

Grishnákh, and Snuffler1 are in the discard pile. You can make your Scout company whole again. Brawler, Shaman, and Snuffler2 are dead. There is another Shaman in your deck. You can make Morgul's company whole again.

A big assumption is that Brawler will untap with the whip. If not, then expect the last Snuffler to take a strike from the third attack and be either discarded or killed. All the resources mentioned to have in hand or play are essential to pull this off. Expect a hero company of Denethor to attack you. Théoden too will send an erod after you. Discarding Going Ever Under Dark with three Scouts needs a roll of 5+ to cancel CvCC.

A strategy may be for Dwar's minions move to Andrast to pull some of Theoden's heroes five regions from Anorien or into Rohan itself. Dwar and Hoarmûrath themselves can move into Greater Gondor to wound heroes before the heroes can seek revenge of Minas Tirith. If diversions are not made then your entire company may be obliterated bearing no news back to Mordor.

Keep in mind that you will be using 19 GI for this 10-minion troop. You may actually want up to four-kind of minions to no longer be in play during your next organization phase so you can keep Morgul in play before he is Called Home. That is why these examples want low-prowess minions to be killed or discarded.

A caveat is the staff borne by Morgul – The Ongrum. This item can be discarded to give Morgul a +3 prowess to strike. Then all tapped orcs untapped! Consider discarding this item when Morgul faces the last strike of the event's first strike. Swarm of Bats can be in play for the second and third strike. All minions are untapped for the second attack. Let's see how this works.

Gorbag will tap with Ufthak to support. Morgul will not tap with Shaman to support. Snaga will tap with Grishnákh and Snuffler1 to support. Brawler will tap.

Event Attack 2 of 3: Men — 4 strikes with 10 prowess.

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+1+1+0=8	2	base+swarm+support
Grishnákh	4+0+0+0=4	x	base
Ufthak	4+0+0+0=4	x	base
Lt. Morgul	9+1+1-3=8	2	base+swarm+support-notap
Shaman	3+0+0+0=3	x	base
Snuffler1	2+0+0+0=2	x	base
Snuffler2	2+0+0+0=2	u	base
Snuffler3	2+0+0+0=2	u	base
Brawler	3+1+0+0=4	6	base+swarm
Snaga	5+1+2+0=8	2	base+swarm+support

Gorbag, Snaga and Morgul will not be wounded. Assume Brawler fails his strike and his killed. Swarm of Bats is discarded. Snuffler2 will tap, Snuffler3 will tap and Snaga will tap to face the three strikes.

Event Attack 3 of 3: Dúnedain — 3 strikes with 12 prowess

name:	modifiers:	roll needed:	modifiers.
Gorbag	6+0+0+0=6	t	base
Grishnákh	4+0+0+0=4	t	base
Ufthak	4+0+0+0=4	t	base
Lt. Morgul	9+0+0+0=9	u	base
Shaman	3+0+0+0=3	t	base
Snuffler1	2+0+0+0=2	t	base
Snuffler2	2+0+0+0=2	10	base***wounded
Snuffler3	2+0+0+0=2	10	base***killed
Brawler	3+1+0+0=4		base-Killed by Attack #2
Snaga	5+0+0+0=5	7	base***wounded

Assume Snaga fails his strike, but survives the body check. Assume Snuffler3 is discarded by the body check and Snuffler3 is killed. Now tap Morgul to keep the event in play. This will leave you eight minions. Six are tapped and one is wounded. You can play **Where's Theres a Whip** to untap minions when CvCC starts or play it now. Your next organization will reorganize: Discard Shaman. Snuffler under GI, Snaga under Morgul, Ufthak under GI.

WARLORDS AND LEADERS

There will be two Warlords and leaders in your game. Hoarmûrath will become a Warlord and Leader from Ice-King of Urd. He will have the command event Breeder's Stock to fetch non-unique minions. Morgul will play Warlord after earning two trophies. He will have the command event Call of Arms to fetch factions. All of these events will be 5SP. Smart and Secret is a command event carried by Gorbag for +1 to body since his company might be seen and be attacked. You want this unique orc scouts to survive an attack.

Each leader in a company will have a Whip. The event Where's There's a Whip can untap tapped orcs if the orc passes a body check. You will probably expect a 1-to-2 ratio of discarded to untapping ratio. You do not want to move back to Mordor in a failure due to tapped minions - Gondor will be dangerous.

SHADOW OF MORDOR: Gondor and Mordor

This is the key for your moving company - Gondor company. It has four scouts and one ranger. From the organization phase to the site phase, attacks and strikes shall be no more on this company. **Sneakin'** will prevent creatures played on this company. **A Nice Place to Hide** will cancel attacks and **Orc Stealth** will cancel strikes - both good for AA. When at a site for some reason during a turn and you do not want visitors, **Hide in Dark Places** is the resource.

Swarm of Bats will lower prowess and body of attacks on your minions when they do have to fight.

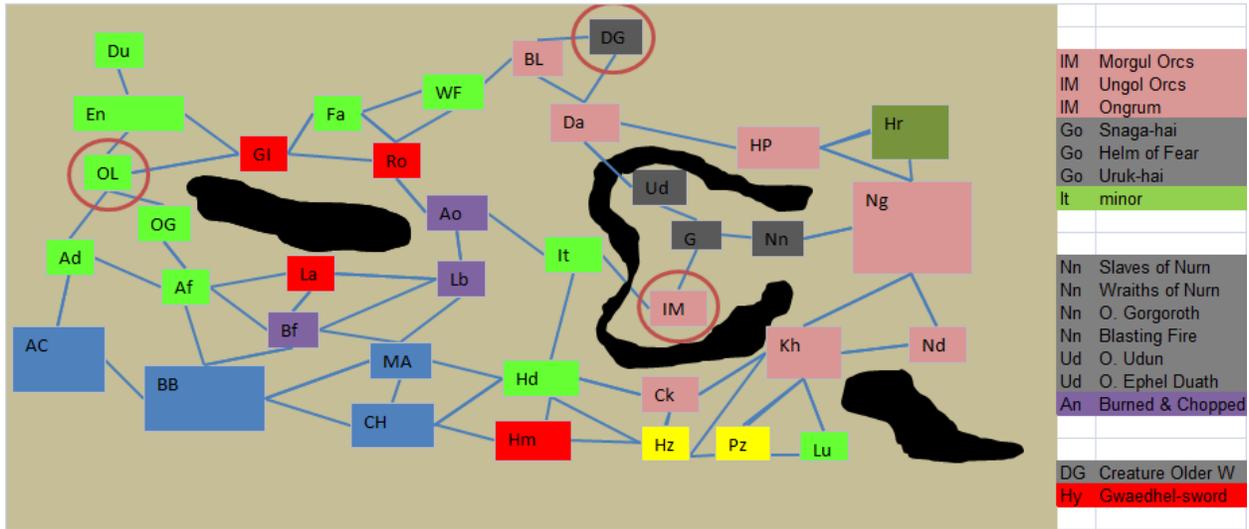
Going Ever Under Dark is great for the scouts. Now, lowering the HL by 1 to a minimum of two is useless with four orc scouts; the size is already two. Add a Snuffler and/or another orc and keep the HL at 2. Now you can play **No Better Use** and have a great chance on canceling the expected CvCC that seek to rescue the prisoners. You have a good chance to cancel CvCC with this event on a company of four scouts. This event can be used to move to Pelargir, but this will prevent playing Sneakin' with more than four orc scouts.

For long-distance moving play **The Undeeps of Anduin**. This event will allow you to move from Imlad Morgul to either Rohan or Lebennin (IM-Ithilien-Lebennin/Rohan). This will surprise any hero company. Try to move to a site in Lebennin to use No Better Use. A company Chelkar can use the same resource to reach Belfalas bypassing Coastal Seas. New adjacent sites include: Rohan+Dagorlad, Anorien+Dagorlad, Lebennin+Ithilien, Lebennin+Harondor.

Leg It Double Quick gives another movement to a company. The cost is tapping all characters in the company. Use this event to surprise a hero company with Gorbag's company in Gorgoroth. Of course, you can reach Geann a-Lisch from Imlad Morgul or Gorgoroth through Rohan or move through Harondor, but has Double Wilderness twice. This resource and The Undeeps of Anduin can reach Anfalas or Old Pukel-land from Nurn. Play Where's There is a Whip to later untap minions.

Going Ever Under Dark is an event to reduce the hazard limit on a company. The penalty is moving a maximum of three regions. This event can be used by either company. Morgul will not move many regions for playing factions. Gorbag may be stuck in Gondor and must cancel CvCC somehow. So if you need to move only three regions with Gorbag then add a low-mind orc to his company as fodder. Else keep this event with Morgul. Swarm of Bats will be played on each company. The lowering of prowess and body all attacks will be useful. This means though to

keep the companies separated at a darkhaven.



Imlad Morgul	D	Minas Morgul	necro, dwar, hoarmurath, adunaphel	.	
Imlad Morgul	D	Cirith Ungol	hoarmurath	.	
Imlad Morgul	R	Shelob's Lair	hoarmurath		Orcs
Gorgoroth	D	Barad-dur	dwar, hoarmurath	.	
Gorgoroth	D	Minas Durlith	dwar, hoarmurath		Troll
Gorgoroth	S	Mount Doom	dwar, hoarmurath		Orcs
Udûn	D	Cirith Gorgor	dwar, hoarmurath	.	
Nurn	S	Barad-wath	dwar, hoarmurath		Orcs
Nurn	R	Ostigurth	hoarmurath		Orcs
Nurn	D	Urlurtsu Nurn	hoarmurath	.	
Southern Mirkwood	D	Dol Guldur	khamal, dwar, hoarmurath, uvatha,bolg	.	
Ithilien	R	Osgiliath	hoarmurath		Opponent
Hyarmenfalas	R	Vamag	hoarmurath		Undead
Coast of Harad	R	Tol Uialgaer	hoarmurath		Men
Anórien	F	Minas Tirith	hoarmurath		Men
Lebennin	F	Lossarnach	hoarmurath		Men
Belfalas	F	Linhir	hoarmurath		Men

SITES

As you can see almost all the sites needing a visit are in Mordor. Dol Guldur and Minas Morgul are your havens. You do not expect to move much if at all east past Nurn in the realm of Ûvatha, south of Harondor with Adûnaphel, or north of Southern Mirkwood. Most Shadow-holds and Dark-holds have Orc AA and all reside within Inner Mordor. Free-holds and Border-holds have Men AA and usually multiple AAs. Expect to visit 17 sites for tapping including two Darkhavens. Mordor and Gondor are your territories of interest.

Dol Guldur will find your only ally. Be careful when moving through Shadow-lands to and from this Darkhaven. Minas Morgul has Morgul Orcs.

Minas Tirith will definitely be a site to visit to play Burned and Chopped Up. That site has two attacks: Men each with 9 prowess and Dunadan 4 strikes with 10 prowess. Think about selecting Burning Rick, Cot and Tree on Lossarnach to have that sites effect during the Warlord Phase. Lossarnach is in Lebennin among the meadows. Play food items there. Its attacks are: Men each with 7 prowess and Dunadan 2 strikes with 9 prowess. A company of four Orc Scouts can handle this site. Linhir is a port in Belfalas. Play minor items here after facing the two attacks: Men each with 7 prowess and Dunadan 2 strikes with 10 prowess

There are no Border-holds to visit. Let the weak maggots of Dwar or Adunaphel visit those sites. You may visit Henneth Annun with No Better Use.

There are not many Ruins in Mordor. Keep those sites in Gondor untapped such as Osgiliath and Amon Lhaw. Vamag along the coast is the only site to play Gwaedhel-Sword. This site is four region movement from Imlad Morgul and the only Undead site for tapping. Be careful not to add to the population from your own hazards. Its automatic-attack is harsh at 3 strikes with 10 prowess and cannot be cancelled. Ostigurth has Slaves of Nurn. That site has Vermin detainment automatic-attack of 7 prowess. Move four regions to reach Tol Uialgaer in Coast of Harad. Go there for minor items. You can somewhat be safe there hiding behind Men 3 strikes with 9 prowess. You do need to tap a character to visit. But this site is starter movement from Geann a-Lisch and four regions from any region in Gondor. You can also tap a Ranger to play from the discard pile or sideboard a character, but you must wound that character.

Shadow-holds are plenty in Mordor. Avoid Dead Marshes. Thuringwathost is a hidden site to avoid too. Play Ongrum at Shelob's Lair: eliminate a Brawler. Barad-wath has Orcs of Ephel Durath. Mount Doom has stationed a tribe of Snaga-hai. Move to Nurniag Camp to play Blasting Fire.

Dark-holds are in almost every region of inner Mordor. Expect to tap five of them. Go to Cirith Gorgor to play Orcs of Udûn. Gorgoroth has two sites. Helm of Fear will be played at Barad-dûr and Orcs of Gorgoroth. Uruk-hai will be played nearby at Minas Durlith. Its automatic-attack is one detainment Troll with 11 prowess. Ungol-Orcs are at Cirith Ungol. Urlurtsu Nurn will allow you to surely fetch a play a non-unique orc during the game if not tapped from play the faction Wraiths of Nurn.

AGENTS

You are not playing any agents. Be careful of Mordor agents being played on you.

GONDOR/MORDOR DIVISION

Your immediate area is compact with avatars. Others are scattered to the East. Dwar will be at Udûn and Dol Guldur. He may visit Minas Morgul. You will see him north of the White Mountains. Do not expect to see him outside of Mordor. His factions are not be discarded by your influence attempts. Tell this to your minions when you are on a business trip. Úvatha will be to the north-east of Mordor. He may enter into Khand, but not into the Heart of Mordor. Ren will be in Chey. You will not see any of his minions except in Nurn.

BLACK and GREY PLAYERS

Adûnaphel is the only other Black Player you may encounter. Her minions will raid into Gondor and Harondor. You are not in competition but are allies. He can move great distances so be careful.

WHITE PLAYERS

Denethor Atani-Lord is next door. He will surely have his sons focused on Mordor. You will be vulnerable outside Inner Mordor. You can attack one of his companies if they are in Mordor with Morgul's company. Théoden Atani-Lord is near too. He may attack you if you venture north of the Ash Mountains. Imrahil will attack you if you enter deep into Gondor. So move there when he moves south. Vidugavia and Saruman are too far east to bother you.

MARSHALLING POINTS

- C=8 The high DI of your minions will allow many to be in play. Expect to play 9MP of your possible 15MP in characters. Miruimor, Gaurhir, and Bulrakur are 7MP.
- I=6 There are four items worth MPs. You expect to use Blasting Fire. The other three items are each worth 2 MP.
- F=8 Seven factions will yield 8 MP. You need to play each faction. That is your goal.
- A=1 Creature of an Older World has a good body at eight. Expect him to live.
- M=5 Burned and Chopped Up seems like easy MP. Try to play this event until it is in your MP pile, but do not put it ahead of playing the factions.
- K=4 You want to cancel as many creatures as possible. No Better Use will try to give you four MP from the four hero character MP you expect to kill with this event.
- Game Points: Orc-Endurance, Orc-pouch, Orc-Liquor, Orc-Draughts, maybe Shagrat

WARLORD PHASE

Again, focus on playing those factions. Do not bother Dwar unless you can gain an advantage over his MP. You want to lead the second host from Mordor.

DECK ONE

The items need to be played quickly to support small companies until ByRW is played. Move at least one company every turn safely in Mordor just to draw cards to rebuild the tower of adamant. Select sites giving you 2/1 draw advantage. Movement outside Inner Mordor for this company will be only for playing a unique item.

The quantity of cards shuffled into the first deck will be mild (e.g. ~11). The avatar taps 4x to place 18 cards into the discard pile. Avatar taps another 4x to shuffle cards for himself or a Warlord, Call to Arms or a faction.

Weigh All Things shuffles Dark Spires Rising, when that event is required. Recycle cards from the discard pile that are needed by the RW (e.g. Helm of Fear, ally).

An Unexpected Outpost shuffles *Endless Whispers* x3.

First Exhaustion

Remove from the sideboard 5 hazards: *Heritage Forsaken* x3, *Burdensome Commands*, *Fear of Death*. Place these resources in the sideboard: 5 factions to be fetched using Call to Arms.

DECK TWO

Now no movement outside Inner Mordor is needed until the end with Burned & Chopped Up. Use Call to Arms to play faction after faction. Use the Scout company for raiding deep into Mordor diverting Lord Denethor's warriors away from Mordor.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar may tap to dump five factions.

Weigh All Things shuffles *Burned and Chopped Up*.

An Unexpected Outpost shuffles *Exhalation of Decay* x3.

Second Exhaustion

Remove from the sideboard 4 hazards: *Extravagant Tombs*, *Corpse-Candle* x2. Also remove a Game Point card.

Place these resources in the sideboard: 5 Ringwraith events.

DECK THREE

Finish playing the factions. That is the main goal. Then attack holding nothing back – raid into Lebennin if you have too. It is acceptable that all the minions fail to return over the Anduin River if the killed heroes characters were worth it.

SIDEBOARD MANIPULATION

Most of these resources can wait until the second deck to play. The first deck will shuffle the two warlord resource related events. ByRW is obvious. The fourth event is Slaves of Nurn to allow it to fetch Food items. Dark Spires Rising can be shuffled with Weigh All Things, but may be tap the avatar to save that event.

Six of the factions only need Mordor rebuilt. Place them in the discard pile during the first deck. Wait to do this late in the first deck. Use Call to Arms to fetch the factions.

The drake ally can be shuffled in the first deck if the first copy was discarded early. Morgul-Blade and/or Valley Has Ears can be shuffled too in the first deck.

1	Wraiths of Nurn		dp144
1	Orcs of Udun		dp112
1	Orcs of the Ephel Duath		dp113
1	Ungol-Orcs		dp114
1	Morgul-orcs		dp115
1	Uruk-hai		dp141
1	Orcs of Gorgoroth		dp143
1	Snaga-hai		dp111
1	Slaves of Nurn	tap13	
1	Creature of an Older World		dp121
1	Burned and Chopped Up		Weigh
3	No Better Use		dp131, dp132, dp133
1	Mordor In Ruins	Fondations	
1	Dark Spires Rising#	Weigh	
1	War-lord	tap12	
1	Call to Arms	tap14	
1	Breeder's Stock		dp122
3	Hoarmûrath Unleashed		dp123, dp124, dp125
1	By the Ringwraith's Word	tap11	
2	Morgul-Blade		dp134, dp135
<u>25 resources</u>			

SB to DP	18	+4
SB to PD	4	+4
Weigh	1	---
Other	1	
<u>RW card untapping</u>	-	-3
2 nd deck	1	+1

This avatar will have to tap 5x in the first deck.

HAZARD

You are playing a hazard deck to play undead creatures and to cause characters to tap by playing permanent-events requiring removal. Various hazards are in the deck. No one type of hazard event has more than seven cards representing the type.

The hazards are slow to play. Only 14 of the 35 are fast cards. Seven events help play the Undead hazards.

hazard	Deck	Total	Type	Type	
Plague of Wights	1	3	L	attack	
Like Shreds of Cloud	1	2	P	attack	
The Moon Is Dead	2	3	P	attack	
Out of the Swamps	3	3	L	attack	
Frightful Guardian	2	2	S	auto	
Fear of Death	1	2	SP1	corruption	
Pale Dream-maker	2	3	P	corruption	
Endless Whispers	3	3	P	dark enchantment	
Twilight	2	20	S	environment	
Extravagate Tombs	1	2	SP2	fallen	
An Unexpected Outpost	3	60	S	hand	
Foolish Words	2	3	P	influence	
Doomed to Die	1	3	P	mortal	
Sleepless Malice	3	3	L	play	
Exhalation of Decay	3	3	S	play	
Heritage Forsaken	3	3	P	roadblock	
Turning Hope to Despair	1	3	S	tap	
Burdensome Commands	1	3	P	tap	

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	3	Horse-lords
BH	0	JJ	0	3	Corpse-candle
RL	0	T	0	3	Ghosts
SH	9	TT	0	3	Ghouls
DH	12	TTT	0	3	Greater Specters
UD	0	SL	15	3	Mewlips
FD	0	SL2	0	1	King of the Dead
BL	0	DD	12	1	Nevazar
W	3	CS	0		
W2	3	CS2	0		
W3	0	X	0		

CREATURES

There are 20 creatures. All but three are undead. Some hazard events extend their playability. Horse-lords affect Anórien, so you can target those moving to Minas Tirith. Three undead creatures force a CC if wounding. These are Ghouls, Ghosts, and Corpse-Candle. With so many undead, CvCC heroes at Border-holds so to drive them towards Ruins.

Horse-lords is the only non-Undead creature. It will tap heroes over the Great River. Three Divisions can be targeted due to this creature keyable to Gap of Isen, Rohan, Anórien, and Wold & Foothills. Non-haven sites too will see this creature. The Horse-lords have a nice 10 prowess with a 6 body targeting all in the company. The creature cannot be played on a company with a character from Edoras. Lord Denethor will be affected with his Lordhaven in Anorien.

Ghouls is the power creature of five strikes with 7 prowess playable at black-holds and to black-lands – enhance it with Plague of Wights for 10 strikes with 8 prowess. Add strikes to this creature to ensure its survival.

Ghosts are a strong creature of 3 strikes with 9 prowess. Mewlips has a nice 10 prowess and playable to swamps, Double Wilderness and Shadow-lands. Those wounded by this creature must discard one non-ring item. Its 10 prowess is strong.

Greater Spectres targets under-deeps undead sites and plays a corruption hazard from the discard pile on one that faces a strike. Use Pale Dream Maker as the corruption event since that event needs a character wounded by Undead that same turn.

Corpse-Candle is a weak one strike with six prowess. However, unless cancelled all in the company must make a CC. Bring this creature into the second or third playdeck to play against Saruman or Denethor.

Likely Corpse Candle will stay in the sideboard until the second exhaustion exchange to wait until characters are loaded with items.

King of the Dead is from the White Mountains dealing one strike. A 14 prowess will tap someone. A 5 body is low and can get him killed. His range is OPL, OPG, Enedhwaith, Dunland, and Gap of Isen. He can also be keyed to Ruins in those regions. Dunharrow and Vale of Erech are also his sites. A wounded character is forced to make a -1 CC. Think about moving to an affected site to attack a visit.

Nevazar is from Chy. A single strike of 11 prowess will tap the target. A 7 body is worrisome. He is normally keyed to Nevazar's Tomb. Out of the Swamps gets him keyed to Chy. Doors of Night will expand his range to non-Free-hold sites in Chy and adjacent regions.

Creatures

- FH:
- BH:
3 RL: Candle
9 SH: Candle Ghosts Ghouls
12 DH: spectres Candle Ghosts Ghouls
- UD:

- FD:
- BL:
3 W Candle
3 WW Mewlips
15 SL spectres Mewlips Candle Ghosts Ghouls
- SLSL
12 DD spectres Candle Ghosts Ghouls
- CS

HAZARD EVENTS-34

The hazards provide opportunities to play a surprise undead deck. Not many hazards will hinder those in safe regions or at safe holds. But those moving near Mordor or to undead AA will face death. The strategy is to force corruption checks directly from hazards or from the strikes from undead creatures. You want to wound. With so many long and permanent events you may be able to hold onto the dark enchantment hazards. No event type dominates this deck.

Base cards-2

You have 2 copies of Twilight. These and Choking Shadows are the only Environments in the hazard deck. Plague of Wights uses DON.

Corruption/Check-9

Extravagant Tombs is a stage hazard for atani-lords. The target will have +2SP and unable to play elf characters and any he has in play have +1 mind. He must use minion versions of Elf-holds.

Another stage hazard for atani-lords, Fear of Death, has +1SP and +2SP for a dúnadan-lord. He makes a CC if an elf is at the same site. Those with an elf agent may move to that site to force the check. This waits in the sideboard until the Warlord Phase.

Foolish Words burdens the character with -4 to his influence, riddling, and flattery rolls. A roll greater than 7 is needed for removal.

Heritage Forsaken decreases a Dunedin character's MP by two. This hazard may drive the victim into the sea.

Burdensome Commands requires the victim's player to have a mustering event in play. The victim has his stats reduced. Its removal mechanism is simple as receiving a healing effect, which means playing the hazard on a character engaging in combat.

Doomed to Die will be used as a short-event targeting a Dúnadan or Man with a body less than nine. Target must make a CC modified by -2. Try to play this on a healed character.

Main Theme: Dark Enchantment-9

Your main hazard theme is to wound characters with Undead allowing dark enchantments.

Undead have too few strikes or a low prowess. There is a new limit in Fate limiting each non-unique hazard event to three copies with few exceptions. This player will keep two copies of The Moon is Dead will make it more lethal to enter sites if the creatures are not playable. The Witch-King will have two copies of Plague of Wights. Sites with undead attacks are about event between the two Darkhavens (i.e. Carn Dum, Minas Morgul).

Plague of Wights doubles the strikes with Doors of Night in play and +1 to prowess in any case. Be careful of visiting sites with Undead.

The Moon is Dead grants +1 to strike and prowess. It also duplicates undead AA! Time your playing of creatures to keep this event in play.

Two dark enchantments are included to hinder heroes. Pale Dream-maker is corruption played on a wounded hero from that of an undead strike. It is vicious by adding 2 CP, reducing the victim's DI to zero and forces a CC every time a card is discarded by the controller! Another Sage is needed to discard this hazard. Play it on a leader. Endless Whispers also needs a wounded

hero. The victim cannot untap. A Sage too needs to tap to attempt removal.

Support Cards: Play/Attacks-10

Undead are a local specialty. They need help with advertising and casting. Heroes just do not walk into Mordor. So bring it to them.

Out of the Swamps is a permanent-event giving any non-unique Undead hazard creature keyable to a swamp. If it can be keyable to a Swamp (Mewlips) or Doors is in play, then these creatures may be keyed to the swamp's region. The event is discarded at the end of the move phase if such a creature is played using the hazard. There are 11 Swamps including: Old Forest, Cardolan, Rohan, Northern Rhovanion, Anduin Vales, and Dead Marshes.

Sleepless Malice is a long-event allowing one Undead hazard creature not count against each company. Doors of Night allows any undead keyed to Ruins and Lairs, which six of the 18 already are keyed to Ruins.

Exhalation of Decay is a short-event raising the dead from the discard pile. If the creature can attack, then it does with one fewer prowess. This hazard was included specifically to play the unique creatures. Use Outpost to first have this event shuffled.

Like Shreds of Cloud is a permanent-event make some Undead creatures (Corpse-Candle, Sand Devil, Ta-Fa-Lish, Chill Douser, Wisp of Pale Sheen) immune to weapons without an attached resource event. This will help your modifier creature (CD) and weak creature (WPS) from becoming more dead.

Turning Hope to Despair is played on a company facing a non-detainment Undead, Nazgul, or Maia attack. Hazard has no cost to the hazard limit. If the attack is not defeated, than each character makes a roll adding his mind. A result less than 11 has the character split into his own company with a separate movement/hazard phase with a hazard limit of one.

Frightful Guardian revives the site's AA after an item is played. Pair this with the enhanced AA from the other hazards to cause death. The event will tap more minions softening them for combat.

Utility-3 Outpost is a staple. Shuffle sidebar hazards for the first six cycles.