

LIDLESS EYE/NAZGUL

40warlord

C	9	Barad-dûr
I	23	Mordor
F	3	vs. Gandalf
A	0	Eriador Division
M	4	Ringwraiths
K	1	The Nine

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 28 cards in sideboard
40 cards in H. deck, 12 cards in sideboard
7 characters in deck
29 starting cards
5.0 creatures
127 total cards
DC: +1.char + 18.res +

Secrecy will no more cover the designs of the Lidless Eye. News has been confirmed that the Master Ring has been found. Haste and power will replace stealth and subtlety. The Ringwraiths have been called to Minas Morgul for a mission to either regain the Master Ring or turn the theft into a helpless wight. Other minions will stay in Mordor with the Palantír of Minas Ithil, seek for other news of the Master Ring or commit errands to the East.

The Witch-king will move to Carn Dum along the wagon trails joining other Ringwraiths. The Second will have Black Horses and a few followers and move over Anduin at Osgiliath towards the Gap of Isen. This route will corner any ringbearer in Eriador to move over the Misty Mountains.

Soon the One Ring will be return to his Master. Middle-Earth will be the domain of the true Lord of Middle-Earth. No one is alive in this age to withstand the Nine.

There are two options for allowing the resource and hazard deck to be constructed as given here. The first option presents no restrictions. The second option requires the accumulation of points. The number of resources that may be added to the Necromancer deck to become the Lidless Eye deck is equal to or fewer than the Game Points earned by the Black Players (13 players) in the first 16 turns. The practice game yielded 37 such points. Cards starting the 17th deck including those received and starting from other Black Players do not count for game point card slots. The resource deck given here requires 43 Game Points. Thus, some cards will be replaced most likely Steeds, a Nursed with Fell Meats, and a Black Horse.

The number of hazards that can be included is equal to or fewer than double the MPs earned by the Necromancer player. The practice game yielded 30 MPs for the player or 60 cards. The hazard deck given here requires 24 MPs for the 47 new hazards. There will be no restriction on characters, except of course general influence. Characters taken from other Black Players will show no change (i.e. site, status, hazards) when starting Turn 17 except for resource permanent-events not carrying-over (e.g. Axe Master, Piercing All Shadows), which Lidless Eye cares not.

RESOURCES(40-16/12)

1	<i>The One Ring</i>
-3	Palantír of Minas Ithil
3	Scroll of Isildur
-4	Dwarven Ring of Barin
-3	Reviled Ring
-2	Magic Ring of Lies
-2	Trifling Ring
-2	Minor Ring
-1	Thrall-Ring
1	Bright Gold Ring
-1	Rivermen of the Anduin Vales
-1	<i>Wraiths of Nurn</i>
1**	Nursed with Fell Meats
-1	<i>The Great Willow</i>
-1	<i>The Queer Forest</i>
2 4	<i>Black Horse</i>
-5	Padding Feet
6-4-12	
+4+4=8	game points

playdeck(6)-sideboard(4)-starting play(12)
 Game point cards *italicize*

3	Voices of Malice	Sa
1 1	All Thought Bent Upon it	Sa
-1	Awaiting the Call	pe
-1	Elf-friend	pe
-1	Hold Rebuilt and Repaired	pe
1	<i>The Black Gate Closes</i>	pe
-1	Whispers of Rings	
3	Weigh All Things to a Nicety	
1	<i>Rumor of the One</i>	
1	<i>The Black Council</i>	
1	<i>Back to the Fray</i>	
3	<i>Forced March</i>	
3	<i>Steeds</i>	
3	<i>The Ring Leaves Its Mark</i>	
3	<i>Black Rider</i>	mode
*	<i>The Ulairi Arose</i>	pe
1	<i>They Ride Together</i>	pe
2	<i>Ring-drawn</i>	pe
1	<i>Hounds of Sauron</i>	so
1	<i>Veils of Shadow</i>	so
2	<i>Khamual Unleashed</i>	U
1	<i>Indûr Unleashed</i>	U
1	<i>Akhôrahil Unleashed</i>	U
1	<i>Weapons of Morgul</i>	pe
1	<i>Made Ready His Coming</i>	pe
2	<i>Horror Spreads Before</i>	pe
2	<i>Blades of Sorcery</i>	pe
3	<i>Morgul-Blade</i>	pe
* * *	Lidless Eye	

34-8-4**+28+7=35** game points

Fiery Blade

HAZARDS(40/12)

			9/1
9	Nazgûl	Nazgûl	
1	Mouth of Sauron+++	men	
			31/11
1	News of Doom		
1	Twilight	S.env	
3	Lost in Wilderness	S.hl	
2	Morgul Night	L.env	x2 Choking Shadows
2	Awaken's Earth Fire**	S.env	
1	Choking Shadows	S.env	
1	Slipped Out Quietly	P.agent	creature
3	Morgul-horse	S.nazgul-keyed nazgul to SL or returned tapped	
3	Fell Beast	S.nazgul-keyed nazgul to SL or +1S, -1P, attacker	
1	On Their Master's Errand	P.nazgul-key to region with a dark-hold	
1	Black Riders	P.nazgul-[DON] detainment(BL, W, SL)	
3	In Great Wrath***	S.nazgul-fetch nazgul from discard pile	
1	Out of the Black Sky---	P.nazgul-[DON]	
1	Withstand the Nine	P.nazgul-play any nazgul when company faced Nz	
1	Wraith-lord+++	S.nazgul-double DD nazgul HL=0	
3	Words of Power and Terror	S.nazgul-prowess from creatures	
2	Long Wailing Cry+++	S.nazgul-tap equal to Nazgul as perm events	
1	Lord of the Nazgûl	P.nazgul-discard Unleash to nullify cancel	
3	Black Breath---	P.corr	
3	Morgul-knife	P.corr	
1	The Pale Sword---	P.corr	
1	The Nazgûl are Abroad	P.recycle-nazgul-OR, ring {DON} recycle	
3	An Unexpected Outpost		

+ o1=4

- x1=5

* o2=3

Scimitars of Steel

Helms of Iron

~~1 Failed Devices~~ P.nazgul-OR or DR allows RW region move

Lord of the Nazgul

The Black Captain

Hunt for the Ring

P.nazgul- 0 against HL for every ring in company

SITES

IM	Minas Morgul	heal	
SR	Dol Guldur	heal	
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Eo	Nurunkhizdín	m, M, ring	dwarf.4w10
SM	Ceber Fanuin	Info, m, ring	elf.3w10
OF	Tom's House	m, M, ring	maia.2w15
Sh	Bag End	m, M, G, ring	hob.5w5, dun.3w11
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Fo	Lossoth Camp	ring	men.d.6
Ev	Leiri	ring	men
Ar	Bree	Info	men
Af	Lond Galen	ring	men
La	Vale of Erech	ring	men.d.7
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Ar	Annuminas	Info, m, M	undead.4w7
Ar	Weathertop	Info	wolf.2w6
Ar	White Towers	Info	wolf.2w6
Ca	Lond Daer	m, M, G, ring	undead.3w8
Ca	Bar-en-Ibun	m, ring	dwarves hidden, gold ring
Ho	Ost-in-Edhil	m, ring	wolf.3w5
Ho	Telpëmar	Info, m, ring*	men.2w7
GI	Isengard	ring	wolf
La	Setmaenen	Info, m, ring	men, pukel
AV	Gladden Fields	ring	undead
WM	Caras Amarth	m, M, ring	traps.2.11
HM	Cor Angaladh-h	m, M, ring	undead.2.8
BL	Bandit Lair	ring	men.3w6
Da	Amon Lhaw	Info	*Bh, Rohan All Thought Bent Upon It
SR	Tol Buruth-h	m, M, ring	men.4w8
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HP	Goblin-Gate	m, M, ring	orc.3w6
RG	Moria	m, M, G, ring	orc

MINIONS

3	Celedhring	8/2/3/8*	Sc/Sa	Elf	Barad-dûr			
2	Tarcil	6/2/4/8*	W/R/D	Dun	Minas Morgul			
	Dunlending Spy	1/0/2/8*	Sc	Man	Bree			
1	Dorelas	3/1/2/7*	W/Sa	Man	Lond Galen			
1	Nain	3/1/3/7	W/Sa	Df	Dol Guldur			
1	Zurtak	4/0/4/8*	W	orc	Barad-waith, Urlurtsa Nurn	d8	+2DI.orcs	
	<i>O-brawler</i>	1/0/3/8*	W	orc	DH	1CP; d7,8		
	<i>O-veteran</i>	2/0/4/8*	W	orc	DH	1CP, d8		
	Agents x7							

Ringwraith companies:

Witch-King*	3/9/12	W/Sa/D	P	H	12	
Indûr	5/9/10	W/D	P	C	8	
Akhôrahil	3/8/9	Sa	P	C	H	11
Ûvatha	5/9/9	W/Sc/R	P		10	
Khamûl*	4/9/9	W/R/D		C	12	
Hoarmûath	3/8/9	Sc/R/Sa		C	12	
Dwar	5/9/10	W/Sc/Sa		C	10	
Ren	4/8/10	Sa/D		C	H	12
Adûnaphel	4/8/10	W/Sc/D	P		8	

starting company: at Minas Morgul

5 GI for Wking, 7GI for Khamual and 9GI for all others

[3-1-1-2-2]

[3-3-2-3-3]

Minion companies:

5+7+10=22/32 (20+7+5) GI

#3 @ Barad-Dûr

Dorelas	1/1/2/7	W/Sa	M3	0	Awaiting
Tarcil	6/10/4/8	W/R/D	N6	3	MR Lies, trifling, Friend
Celedhring	6/2/6/8	Sc/Sa	E8	0	ReviledR
D. Spy	1/0/2/8	Sc	M1	3	Scroll
Nain	3/1/3/7	W/Sa	Df3	0	a.GreatWillow
Zurtak	3/4/5/9	W	O5	3	thrallring, minorR
<i>Veteran</i>	2/0/4/8	W	o2	1	
<i>Brawler</i>	1/0/3/8	W	o1	1	

CHARACTERS and COMPANIES

There will be five companies using 22 of the 32 GI. Two companies are Ringwraiths. Two more will be covert companies; another is overt. There are seven agents used as agents. All the non-Ringwraith characters that were in play from the Avatar Deck will stay in play.

The overt company's only goal is to move drawing cards. Zurtak controls Veteran and Brawler so to face creatures with multiple strikes. Sturlurtsa and Chey Goumal are two sites allowing drawing two cards. Most likely stay between the two darkhavens. Keep this company in Shadow-lands and Dark-Domains in Mordor, Khand, and Nurad for safety. Do not do anything else with this company unless to play a minor item to later transfer. The unique Orc has Thralling to lower his mind and Minor Ring for +2 DI. Zurtak can have Dorelas as a follower when visiting Barad-dur.

Two covert companies will be in Mordor. One company will stay at Barad-dûr. Dorelas is Awaiting the Call, so the man is using 1 GI. He is there to play Voices of Malice.

Tarcil has two ring items, Magic Ring of Lies & Trifling Ring, for 8 DI. His Ranger skill is vital to have a useful SITE phase. He controls Celedhring with Reviled Ring. Dunlending Spy has the Scroll of Isildur. These three will move to Old Forest. They will join Nain controlling an ally. This situation will allow the company to combat heroes at Tom's House facing 9 prowess attacks (Grond, Great Willow, Queer Forest). Play Bright Gold Ring at that Free-hold. Use Bree to play the first All Thought Upon It to fetch The One Ring. Tarcil and Celedhring will move there, and Nain will cost 3 GI, but those two turns are worth the chance. Then use The Willow Dingle for the second copy. Now, that Ruins will be unavailable for you to visit if Hobbits use that site. Also, if your other company is at that site or Tom's House, then your Ringwraiths cannot move there. But Rogrog and Ardagor can move to Tom's House, which will have Grond making the site's attacks have 12 prowess. You will face 9 prowess attacks for combat. Those two trolls can also move to The Willow Dingle to face two strikes with 13 prowess.

The Dwarven Ring will be stored. The Lidless Eye grants +1 to hand size. The horse allies are in the sideboard, yet they will be fetched using Sauron's Coterie. Forced Marched is also in the sideboard so it will be available near the end of the deck. Therefore, you can use wise card management by discarding any card from hand during the ORG phase to view up to five random cards at once from your first hazard player's hand. Foundations Remain and Dark Spires Rising start the deck permitting full use of Mordor.

Dark Tryst will draw more cards since this phase is turn-restrictive. Recycle vital resources that had to be discarded early with Weigh All Things to a Nicety.

You will be having 9 mind of starting characters
(Zurtak-3, Tarcil-6).

The nine Ringwraiths, eight characters, and seven agents sum to 24. There is still debate to handle the minion agents from the Avatar Deck. One option is to remove them from play since the Lidless Eye deck does not make room for them or to move that hazard deck to another player. Another option is to subtract 8 from 16 for eight slots for the agents to stay in play if already in play. These eight can either be counted from those still in play or those to put in the playdeck. If many agents are retained then this will allow full use of the hazard limit to play Nazgûl creatures. This is still open to discussion.

RINGWRAITHS

You will have two Ringwraith companies. None will start play to have a chance to play any creature manifestation of Nazgûl. All will be in the playdeck even if the character was in play at the end of Turn 16. Witch-king will build a company of three or four followers using the mode cards. The other is Khamûl and the rest of the Nine whom have horse allies. Having these two as your 'main' RW requires 12 GI.

No Ringwraith item or Warlord card is prohibited for this deck. You want to build a company of 5 Ringwraiths without the Witch-king so you can discard the Ringwraiths in WKs company and have a chance to play their Nazgûl manifestations. If many allies are killed, then play more Ringwraiths with the Witch-king.

The large number of Ringwraiths will allow those with the blade events to not face a strike, so the event can be used in CvCC. Fiery Blade and Morgul-Blade can be played on anyone. Blades of Sorcery allows the playing from hand of Morgul-Knife or Pale Sword on a character wounded by a Ringwraith. If the resource event of one of these weapons was involved in the combat, then the hazard event can be fetched from the discard pile. Weapons of Morgul is a permanent-event allowing the fetching of one copy (from playdeck or discard pile): Helm of Fear, Morgul-Blade, Fiery Blade, or a Ringwraith item if you discard a magic event.

Made Ready His Coming allow a Ringwraith follower at a Darkhaven to tap using his special ability. Such a tapping Ringwraith requires 3 DI to control. Both the Witch-king and Khamûl have enough direct influence to do this. **Akhôrahil** can tap during the ORG phase to shuffle a magic event used by him. **Dwar** can tap to give +1 prowess and body to all in one company for that turn. **Hoarmûrath** can tap to give +1 to hand size only for the MOVE phase. **Indûr** can tap during his END phase at a Darkhaven to take a magic event from the discard pile to hand. **Ren** can tap at a Darkhaven to provide +2 to CC for all minions in a company. This can be one of the covert companies. **Ûvatha** can tap during the ORG phase to move one resource from your discard pile to your playdeck.

Wraiths of Nurn is a faction with a special ability. Tap this faction to untap "your" Ringwraith if he is at or moving to a site where an opponent's company is present. This faction can only untap Ringwraiths not played as followers.

If a Ringwraith is played under General Influence even with followers and the Ringwraith is discarded, then the followers are not discarded unless the effect of the discarding or elimination specifically mentions discarding followers. If still in play, then the highest ranked Ringwraith in the company during the next ORG phase becomes the "main RW."

UNLEASH

Some Unleash events are included. Fate has a rule that only a "main RW" can use the Unleash event. If enough general influence is available, then companies can be arranged to have any Ringwraith be the "main RW." Thus, those Unleash events used during the Organization phase are highly valuable.

The Witch-king is given +5 DI. That helps to have more followers, but he can already have five followers using his 3 DI. Dwar will allow region movement, but there are other means to do that. Hoarmurath cancels any attack. There are no creatures and only one site that worry these riders. Ren forces a corruption check. This can tap characters before CvCC, but do not expect

any but the Ringbearer to be threatened. You want to the One Ring to stay in play for later stealing. Úvatha allows moving again. Forced March is in the deck for that. Adunaphel is for a lone Ringwraith.

Khamual, Indur, and Akhorahil Unleash are included. Khamual reduces the prowess of any attack by -3 prowess. This helps to stay unwounded or maybe untapped. Or you choose defending characters for CvCC. Indur cancels any attack against his own company. Or prevents his company's CVCC initiation to be cancelled. Akhōrahil grabs any magic card.

Khamual is likely to lead many Ringwraiths anyway. Indur has 5 DI so he can have followers using They Ride Together. Then Indur can tap during the END phase to grab a magic card. The same can be said of Akhōrahil with this 3 DI with Úvatha being the fourth follower.

Horror Spreads Before Them is playable on a Ringwraith. Being in mode allows the target to use the event. Either target can shuffle from the discard pile or sideboard with his name (e.g. Unleash) or discard the event to use such a resource even if target is a follower. Two copies are in the playdeck. Put one on Khamual and try the other on Akhōrahil.

There are two methods to recover discarded Ringwraiths. First, **Back to the Fray** will shuffle all characters into the playdeck. You can form one last company at the end to get the One Ring. You will also have **Hold Rebuilt and Repaired** on Ostigurth. You can discard **The Black Council** during the site phase to take grab any number of Ringwraith characters from your discard.

MOVEMENT

Mode resources and other moving support events are required to find the Ringbearer in a few turns and again to move the next turn. **Black Rider** is the mode of choice to cloak the Ulairi in the safety as a covert company. The **Ring Leaves Its Mark** grabs mode events specifically Black Rider used by the Witch-king. **Sauron's Coterie** will start the deck thrice as minor items. Once per turn a Ringwraith may tap to take one Black Horse from the sideboard or discard pile to place "off to the side" with the event or to give one Black Horse in his company +2 body that turn. The body modifier should be consider to be used every turn for eligible allies of this kind. This event is essential to start moving a few Ringwraiths into Eriador. There are six Black Horses in the deck. Expect most to be killed. Attack with the allies in combat. Fell Ride mode is prohibited for the Warlord Deck.

They Ride Together is for the Ringwraith company with allies. Play the event at a Darkhaven. Now, you can play any Ringwraiths into play as you have in hand and have direct influence to control. Each Ringwraith follower needs 1 DI for control. **The Ulairi Arose** is a permanent-event to help play They Ride Together. This card starts the game. Tap the event when a Ringwraith is in mode to either grab a Ringwraith or They Ride Together. Playing the event allows the company to move with region movement. Now, region movement is not that important from Carn Dum. But it is if at Dol Guldur, to reach Rhudaur, or at Geann a-Lisch.

Forced March will allow moving to a non-haven site to another non-haven site in the same turn via moving to a Darkhaven. **Steeds** will lower the HL by two; the extra prowess is insignificant to a Ringwraith.

Ring-Drawn allows a Ringwraith bearer to tap for region movement to a site with a ringbearer or a site with gold rings. This is likely to be played on the Witch-king and two in

Khamûl's company. Eriador will not be safe. Dwar has two companies with a ring item. One company may move into Rohan or Gap of Isen to mark the site of a ringbearer. One may move to Western Gondor if a hero ringbearer seeks refuge in the wild there.

— **Govern the Storms** is a sorcery event to get your Ringwraiths moving even with roadblock hazards in play. In addition, this event cancels tapping the new or current site preventing heroes from using that site later for safety. **Bitter Cold** lowers the prowess and body of all attacks by one against the sorcerer's company for the rest of the turn. This will help in killing characters in combat, especially if used on the Witch-king's company if he wields The Fiery Blade. Both companies have sorcery users.

MAGIC

Some magic cards will aid in keeping Ringwraiths untapped. Blades of Sorcery can use a magic event to grab other resources. You want to have offensive cards. **Hounds of Sauron**, shadow-magic, can reduce any non-automatic attack to a single strike. Or attack a hero company with a wolf attack. **Veils of Shadow**, sorcery, reduces an automatic-attack to one strike. You can visit Tom's House to face one strike with 12 prowess (Grond) or any site in The Shire.

Rumour of the One is a permanent-event. This event modifies all ring items +1 corruption points and marshaling points. Deck exhaustion discards this event. You want this resource to hurt your opponent by forcing character tap for support. You have six ring items. Store the ring items if the corruption is too much. Think about shuffling this card just before exhaustion so the event can be in play to end the Warlord Phase. Therefore, those in the One Ring's company will try to stay untap until the council checks.

WITCH-KING

The Witch-king will be using Ûvatha, Indûr, and Akhôrahil. All three magic abilities are in this company. Only one is a Ranger; two are Sages. Use this company to attack the Ringbearer. The reason is that even two Ringwraiths can cause damage. Discard the character manifestations of Indûr and Akhôrahil if drawn before Turn 18. Let Khamûl have the other Ringwraiths as followers and attack in Eriador. Use the Witch-king to play Voices of Malice. The Ring Leaves Its Mark is in the play deck to recycle the mode cards. Moving back to Carn Dûm and again to a non-haven site is two turns. Indûr is included to be the “main RW” and use his Unleash.

The discarding effect of the mode cards mean not having many Ringwraith moving with the Witch-king and the chance to play the creature manifestations.

Witch-king will start from Minas Morgul. The first turn he stays at the site maybe playing Voices of Malice. Then move the company to Dol Guldur. That allows you to use Forced March to reach a site in Eriador or play They Ride Together to reach Rhudaur.

Witch-king can normally have two followers costing no influence. Ûvatha will be a third follower costing no influence. This means that three more can be followers using the normal 3 DI of Witch-king. If any more are played with this Ringwraith, then select

The below turn management allows the company of at least three Ringwraith’s to combat heroes for three turns needing only two Forced Marches.

KHAMÛL

Khamûl will start from Dol Guldur. His company will always be in mode using allies. The Second will lead Ren, Adûnaphel, Hoarmûath, and Dwar. This company has two Rangers and three Sages. You want at least another follower with the Second when attacking.

It will not matter which other Ringwraith has followers since the horse allies do not require direct influence to control. However, if it is needed you have Ringwraiths with 4 DI (Khamûl, Ren, Adûnaphel) or 5 DI (Dwar).

On the first turn tap Khamûl to use Sauron’s Coterie to place a Black Horse with the event. Keep him at that site until you play two followers with him, which will later play each a horse ally from the event. This delay allows the time to play Nazgûl creatures. When not tapping Sauron’s Coterie to play an ally tap that event to provide +2 body to a horse ally.

Use this company to attack Aragorn II and Elrond if they cannot attack the Ringbearer. Let Witch-king attack first and wait at Carn Dûm, and then the next turn you attack.

Move from Dol Guldur to Edoras, which has gold rings. Then move to Bar-en-Ibun else to Isengard if only three regions are allowed. Now, you can strike at heroes in Eriador. Move to another site with gold ring items or use a resource event to move using region movement to a site with heroes if healing is not needed turn-to-turn in Eriador. You will lose allies while not at a Darkhaven, but the manifestation of the discarded Ringwraith will then be available for use.

Adûnaphel creature has a great effect tapping anyone. Be hesitate to play her character for multiple turns

SUPPORT CARDS

You want to use Voices of Malice to remove hazards bothering your Ringwraiths. All Thought Bent Upon It is for playing at Mt. Doom by Celedhring and gang to get the One Ring to

your hand. Use the palantir to recycle this resource. The resources will be fast to play, the hold-up will be drawing RW and not have the allies in hand. If you have to, then discard the RW and recycle them with Back to the Fray so you can play their hazard manifestations.

CONSIDERATIONS

The Unleash

CREATURES

The only creatures are the Nazgûl. Play them as permanent-events if you can use it to good affect (i.e. have a way to use the event that turn).

Witch-King*

Adûnaphel tap any character

Akhôrahil -1 body to any character for that turn

Ûvatha fetch a hazard creature from discard pile to hand

Khamûl*

Hoarmûrath +1 strike to any attack

Dwar +1 prowess to all Wolf, Spider, and Animals attacks for that turn

Indûr force any wounded character to discard an item

Ren each character in play makes a corruption check

Mouth of Sauron Bring any hazard from your discard pile back into your hand

These events are meant to play quickly. You can use the Nazgûl either as creatures or as an event; it does not matter. A rule is placed on this hazard deck. The only hazard permanent-events that can have multiple copies are only Black Breath and Morgul-knife.

ENVIRONMENTS

There are 6 environments that will increase playing the creatures. Twilight is vital. Awake the Earth's Fire and Choking Shadows can make a Wilderness into a Dark-Domain. Choking Shadows can change a Ruins into a Shadow-hold. Then a Nazgul event changes that into a Dark-hold allowing On Their Master's Errand to be used. Cardolan already has a normal Shadow-hold.

Morgul Night is the key hazard. This Long-event is good for one turn, which there are two copies. Turn every Shadow-land into a Dark-Domain and every Wilderness into a Shadow-land. Then use Awaken the Earth's Fire to have two Dark-Domains for Wrath-lord and rain down screeching terror.

NAZGUL PLAYABILITY

Three permanent-events, played by others, will increase playability of the Nazgûl.

Angmar Arises-SL-Forochele, Arthedain, Rhudaur, Angmar, Gundabad

Reaching Shadow-SL-Anduin Vales, Woodland Realm, Northern & Southern Rhovanion, Grey Mt. Narrows, Western Mirkwood, Heart of Mirkwood, Southern Mirkwood, Brown Lands, Dagorlad

In Darkness Bind Them-SL-Dagorlad, Ithilien, Harondor, Horse Plains, Khand, Imlad Morgul, Nurn, Gorgoroth, Udun.

Other events are needed to play the creatures to allow keying to Shadow-holds or other regions or sites.

Morgul-Horse fetches a creature from the discard pile and places the creature to hand. Else a Nazgûl can be keyed to a Shadow-land. Use the fetching ability if you do not have a creature already in hand. **Fell Beast** either modifiers a Nazgûl attack by +1 strike, -1 prowess and allows

attacker to choosing defending characters, or allows Nazgûl to be keyed to a Shadow-land for that turn.

On Their Master's Errand allows keying to a region with a Dark-hold. This is a nice hazard if you can change site types. Regions with Shadow-holds, which can be changed with Awaken the Earth's Fire include: High Pass, Redhorn Gate, Cardolan, Lindon. Deeper Shadow was considered, but it is a short-event. The Dark-Dwarf has Hold Rebuilt and Repaired. He may play that at a site to allow it to be used. Arthedain is a natural choice; but you rather not push a Ringbearer into the sea moving away from Grey Havens. You want him to enter Arthedain. Therefore, the Dark Dwarves may play this at The Stones.

Black Riders is a permanent-event requiring Doors of Night. If played, then Nazgûl may be played against hero companies keyed to Border-land, Wilderness and Shadow-land, and non-haven, non-Freehold sites in these regions. Nazgûl attacking in this manner are detainment. This is enough to tap characters and force the company to stay or move the next turn. However, these attacks are not detainment if a character in the company bears a ring special item.

In Great Wrath reaches into your discard pile for a Nazgûl. This allows you to discard a creature with its character manifestation in play or to use the event ability. This hazard is in the sideboard; shuffle it with An Unexpected Outpost.

Out of the Black Sky gets an event into play as a creature. A Nazgûl played as an event, but has the ability to be played can attack with this hazard. Also, the creature chooses defending characters. This permanent-event requires Doors of Night.

Withstand the Nine is a permanent-event allowing any Nazgûl to be played against a company that has faced such a creature that MOVE phase. This hazard is discarded at the end of the phase when such a creature is played. Also, Words of Power and Terror played on a company facing a Nazgûl attack taps one non-avatar, non-Elf character.

The Nazgûl Are Abroad recycles the Nine and allows you to target more sites with them. Nazgûl can be keyed to non-Free-hold, non-haven sites the bearer of the One Ring is present. Also, any ring bearer in a Shadow-land or Shadow-hold can be targeted too.

Words of Power and Terror is a short-event lower the prowess of all characters in a company that has faced a Nazgul attack. Many possibilities are present to get that attack through, but the modification is weak.

Long Wailing Cry is a short-event tapping any character facing a Nazgul attack with a mind value less than the number of Nazgul played as permanent-events. Expect at most the number of these permanent-events to be four. This will tap the non-unique Elves, Ranger of Arnor, and those dwarves with bright colored hats. Tapping will prevent the low-mind, low-prowess characters taking the strike allowing better use of Black Breath or Morgul-Knife.

Lord of the Nazgul is a permanent-event. You discard an Unleashed resource to cancel an attempt to cancel an attempt to itself cancel an attack or strike from a Nazgul or Ringwraith. There are four such resources event in the deck. This hazard will then push through secondary hazards like the corruption cards.

Slipped Out Quietly is a permanent-event for an agent. Now, that agent can tap to make Nazgul hazard creatures playable this turn at his current Border-hold or Ruins & Lairs. Then the agent is return to his home site. A wounded agent or turned face-down discards this card. Try to play the hazard on a non-Eriador agent with a good prowess such as Golodhros. Move this agent

to Enedhwaith since that region is four regions from three hero havens. But consider moving him to Tom's House hoping New Moon by Witch-king is played.

NAZGUL ENHANCERS

Wraith-Lord is a power card. This hazard allows double Dark-Domains, but the possibilities are pitiless. Each Nazgûl that attacks receives +2 prowess and lowers the body of any character wounded by one for the turn AND each Nazgûl played does not count against the hazard limit. This hazard will not be played against a Ringbearer in Eriador or Wilderland. This hazard will be played against those sneaking into Mordor.

Black Breath is an affect played on a character wounded after facing a Nazgûl attack. This is a corruption hazard giving 3 CP. Remember this can be played even after a detainment attack since the character can already be wounded. The target makes a body check during his ORG phases. Removing this card requires a healing affect. Tapping of Sages in his company helps with this removal.

Morgul-Knife is another hazard played after a Nazgûl attack. The attack is modified by +2 prowess. If a character is wounded by this attack, then the wounded character receives this corruption hazard of 4 CP. Target cannot heal or untap with this hazard. While at a Haven a roll is made and if the result is greater than 4, then the hazard is discarded. Blades of Sorcery allows the playing of this hazard if a character is wounded by Morgul-Blade in combat.

HAZARDS used BY THOSE IN ERIADOR DIVISION

Dwarf	Doors of Night, Twilight
Witch-King	New Moon (Nazgul are Abroad), Angmar Arises, Reaching Shadow, In Darkness Bind Them
Ardagor	Doors of Night, Twilight, No Way Forward, Short Legs are Slow

~~— Long Dark Reach has a great chance in getting you a Nazgûl to hit a company. This hazard needs a moving company with at least one Wilderness in the site path. Seven possible Nazgûl creatures in a pile of 87 cards mean one in a 14 chance to draw such a hazard. If the creature could not attack, then its prowess is modified by 4. A prowess of 11 or 12 will still tap a character. A side benefit is that the remaining cards are placed on top of your deck.~~

SAURON - Permanent-event (U)

Manifestation of The Lidless Eye. Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +10 to your general influence. Discards and prevents the subsequent play of Bade to Rule. During your organization phase, you may bring a resource or character from your sideboard into your play deck and shuffle and there is no limit to the number of characters you may bring into play. Cannot be duplicated.

THE LIDLESS EYE - Permanent-event (R)

Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +7 to your general influence. You may keep one more card than normal in your hand. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your play deck and shuffle or choose and discard a card from your hand to look at up to 5 random cards at once from your opponent's hand. Cannot be duplicated

Necromancer + Eye + Sauron

HAZARDS: 32 + 38 + 17 = 87

CREATURES: 20 + 9 + 7 = 36

3	Pirates	men	1	3	7	x	rl	W	
3	Goblin-Faces	men/orcs	1	3	7	x	bh	BL, SL	
3	Brigands	men	1	2	8	x		BL, W	
3	Ruffians	men	1	4	7	x	rl	BL, W	
3	Dunlending Raiders	men	1	5	8	x	Rh, Ca, Ho, Du, En		
3	Angmarim Tribesmen	men	1	4	9	x	An,Gu,MM (E,A,F,R)		
1	Mouth of Sauron	man	3	1	13	8	dh	DD	
1	Camthalion	elf	2	1	12	8	dh	DD	
1	Twilight	S.env							
1	1 In the Grip of Ambition	P.corr-avatar							o1
1	Stormcrow	P.InfluenceX-wizard							
1	Bane of the Ithel-Stone	P.corr-palantir							
2	Nobody's Friend	S.agent-fetch							
1	Inner Cunning	S.agent-fetch							
3	Never Seen Him	P.agent							o1
2	Pilfer Anything Unwatched	S.agent							ex1
2	Good Sense Revolts	S.agent							o2
2	Twisted Tales	S.agent							ex1
2	Will Not Come Down	S.agent							
2	Your Welcome is Doubtful	S.agent-D							
1	1 Some Devilry at Work	S.agent							o2
1	Evil Entered Secretly	P.agent							
2	Rank Upon Rank	P.strikes-men/giants							
1	Power Built By Waiting	P.							
2	Cursed Journey	P/S.roadblock							
1	Many Sorrows Befall	S							
1	1 News of Doom	S							o2
3	An Unexpected Outpost	S.cycle-hazard							
9	Nazgûl	Nazgûl							
1	Mouth of Sauron	men							
1	News of Doom								
1	Twilight	S.env							
3	Lost in Wilderness	S.hl							
2	Morgul Night	L.env					x2 Choking Shadows		
2	Awaken's Earth Fire**	S.env							
1	Choking Shadows	S.env							
1	Slipped Out Quietly	P.agent					creature		
3	Morgul-horse	S.nazgul-keyed nazgul to SL or returned tapped							
3	Fell Beast	S.nazgul-keyed nazgul to SL or +1S, -1P, attacker							
1	On Their Master's Errand	P.nazgul-key to region with a dark-hold							

1	Black Riders	P.nazgul-[DON] detainment(BL, W, SL)
3	In Great Wrath***	S.nazgul-fetch nazgul from discard pile
1	Out of the Black Sky---	P.nazgul-[DON]
1	Withstand the Nine	P.nazgul-play any nazgul when company faced Nz
1	Wraith-lord+++	S.nazgul-double DD nazgul HL=0
3	Words of Power and Terror	S.nazgul-prowess from creatures
2	Long Wailing Cry+++	S.nazgul-tap equal to Nazgul as perm events
1	Lord of the Nazgûl	P.nazgul-discard Unleash to nullify cancel
3	Black Breath---	P.corr
3	Morgul-knife	P.corr
1	The Pale Sword---	P.corr
1	The Nazgûl are Abroad	P.recycle-nazgul-OR, ring {DON} recycle
3	An Unexpected Outpost	

3	Goblin-Faces	orc
3	Crebain	animal
1	Grima Wormtongue	
9	Nazgul	nazgul
2	Twilight	S.env
1	The Precious	ring
1	The Ring Has Moved On	ring
2	Morgul Night	Lenv
2	Clouds	L.env-creature +2P [DON]
2	Eye of Sauron	L.AA-+1P; [DON] +3P
1	The Will of Sauron	P.table-[DON] long events
1	The Enemy is Watching	P.
3	Helms of Iron	P.
3	Scimitars of Steel	P.
1	In the Heart of his Realm	P.
1	Dark Designs of Mordor	P.
1	Short Legs Are Slow	P.
3	An Unexpected Outpost	

Minion companies:

5+7+13=25/32 (20+7+5) GI

#3 @ Barad-dûr

Tarcil	6/10/4/8	W/R/D	N6	3	MR Lies, trifling, Friend
Carambor	6/0/5/8	W/Sc/R	E6	3	Scroll
D. Spy	1/0/2/8	Sc	M1	0	
Dorelas	3/1/2/7	W/Sa	M3	0	

Gorfaur	7/7/10/9	W/Sa	O9	3	ReviledR, minorR
Zurtak	3/3/5/9	W	O5	2	thrallring
<i>Brawler</i>	1/0/3/8	W	o1	1	
<i>Tracker</i>	3/0/3/8	W/R	o3	1	

Tarcil	6/10/4/8	W/R/D	N6	3	MR Lies, trifling, Friend
Carambor	6/0/5/8	W/Sc/R	E6	3	Scroll
D. Spy	1/0/2/8	Sc	M1	0	
Dorelas	3/1/2/7	W/Sa	M3	0	

The Mouth	7/6/9/8	W/D	M9	3	ReviledR, minorR
Zurtak	3/2/5/9	W	O5	2	thrallring
<i>Tracker</i>	3/0/3/8	W/R	o3	1	

Hendolen left in play so to store/transfer items. Zurtak therefore sent to playdeck.

Agents Deallus, Wormtongue, Súrion, Elwen, Ted Sandyman inplaydeck.

Ivic and Nuluzir in play as agents.

Turn 17

@ Elanthia-U

T	Tarcil	6	7	4	8	dunadan	W		R		D	2	Elf-friend	Trifling Rin	Covetous Thoughts
T	Dunlending Spy	1	0	2	8	Man		Sc				0			

@ Barad-dur-U

U	Calendal	3	3	4	8	elf		Sc		Sa		5	Palantír of Minas Ithil	Eyes of the Awaiting the Call
T	Valnaur	3	0	5	7	Kelno	W			Sa		2	Thrall-ring	

@ Minas Morgul-U

U	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Black Horse	Helm of Fë Foolish Wc
U	Witch-king	x	3	9	12	RW	W			Sa	D	x		
U	Orc brawler	1	0	3	8	orc	W					1		
U	Orc veteran	2	0	4	8	orc	W					1		

@ Dol Guldur-U

T	Hendolen	6	7	3	7	Elf			Sa	D	3	Magic Ring of Lies	Minor Ring
T	Celedhring	6	4	8	9	elf		Sc	Sa		2		The Revile Dwarven Ring of Barin's Tribe(t

An Unexpected Outpost	Ring-drawn	
The Nazgûl are Abroad	Nursed with Fell Meats	
Long Wailing Cry	Deallus	
Dark Tryst	Words of Power and Terr	
0	0	
Hand: 8	MP: 23	SP: 0 PD: 85

Res: Gates of Morning, Ordered to Kill

Haz: Tidings of Doubt and Danger, No Way Forward, Echoes of Numenors Fall

UNTAP

Calendal makes a CC with Valnaur tapping to support, cc-5+1+6roll=2, pass.

Palantír of Minas Ithil copies Palantír of Osgiliath(H) to discard Full of Froth and Rage.

ORG

Tarcil no tap to remove hazard, -3+5roll=fail. Taps, 9roll=pass. Dark Tryst played.

Ring-drawn played on Khamual RW. Made Ready His Coming played.

Witchking RW taps to play Voices of Malice > Tidings of Doubt and Danger.

Nursed with Fell Meats played. Khamual RW taps to place a Black Horse from sideboard onto a Nursed with Fell Meats. Celedhring stores Dwarven Ring at Dol Guldur. Hendolen stores Minor Ring to Dol Guldur. Hendolen stores MR Lies at Dol Guldur. Hendolen discarded. Tarcil+ move to Chey Goumal. Celedhring moves to Minas Morgul. Discards Khamual the Easterling to view random cards.

MOVE-gbce

Calendal, dh.

HL2, Balin plays Fealty Under Trial on Valnur to mess with general influence.

Thrall-ring stored. $2cp+7roll=9$, fail.

Tarcil, W-DD-h, starter

HL2, Gandalf plays Chill Them With Fear.

Plays Revealed to All Watchers. Lidless Eye just saw 5 of them anyway.

Celedhring, DD-SL-DD-DD-SL-h, starter

Taps to play Voices of Malice to discard Chill Them with Fear, $cc-2-2+7roll=3$, pass.

HL2, x

Witchking, h

HL4, x

Plays They Ride Together.

SITE

END

Calendal duplicates Palantir of Orthanc to recycle Voices of Malice.

=====

T17 v ELROND

Erestor, W-bh, region

HL2, Necro plays agent Deallus and The Nazgul are Abroad.

Elrond, W-W-bh, region.

HL3, Wking plays Sleepless Malice.

HL1, Necro moves agent Ivic from Pelargir to Lond Galen from Vale of Erech.

Elrond taps to play Marvels Told to discard tNaA, Glorifindel supports, cc-2+1 sup=auto

T17 v BALIN

Balin, W-W-W-bh, region

HL6, Witchking moves agent Elerina to home site Carn Dum.

HL4, Eye plays Outpost.

Plays Morgul-horse.

T17 v GANDALF

Arathorn, h

HL2, Necro plays Nazgul Are Abroad.

Moves agent Nuluzir to Dusalan.

Gandalf, W-C-C-rl, starter

HL2, Dwarf plays Lost at Sea.

Halbarad, W-W-T-TT-T-B-h, starter

HL2, Necro plays Elwen as agent. Then Outpost.

T17 v CIRDAN

X

TURN 18

[Scroll of Isildur in hand; Gandalf at Tolfalas now]

@ Chey Goumal-U

T	Tarcil	6	7	4	8	dunadan	W		R		D	1	Elf-friend	Trifling Ring
U	Dunlending Spy	1	0	2	8	Man		Sc				0		

@ Minas Morgul-U

T	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Black Horse	Helm of Fellos	Foolish W	Ring-draw
T	Witch-king	x	3	9	12	RW	W			Sa	D	x			They Ride Together	
U	Orc brawler	1	0	3	8	orc	W					1				
U	Orc veteran	2	0	4	8	orc	W					1				
T	Celedhring	6	2	6	8	elf		Sc		Sa		2	The Reviled Ring			

@ Barad-dur-U

U	Calendal	3	3	4	8	elf		Sc		Sa		5	Palantir of Minas Ithil	Eyes of the	Awaiting the Call
T	Valnaur	4	0	5	7	Kelno	W			Sa		0			

Res: Ordered to Kill, Made Ready His Coming

Haz: No Way Forward, Echoes of Numenors Fall, Sleepless Malice

UNTAP

Calendal makes a CC with Valnaur tapping to support, cc-5+1+6roll=2, pass.

ORG

Weapons of Morgul is played. Morgul-blade played on Witchking. Black Rider played on Withcking's company. Akhôrâhil the Ringwraith played as follower to Withcking.

Khamual RW taps to place a Black Horse from sideboard onto a Nursed with Fell Meats.

Discards TRLIM to view random cards. Places Bright Gold Ring from sb onto Whispers.

Tarcil+ move to Minas Morgul. Calendal+ stay. Khamaul stays. Wk+ move Dol guldur. Orcs stay.

MOVE-ecbg

Celedhring, h

HL4, Cirdan Twilights No Way Forward.

Wking, SL-DD-DD-SL-DD-h, starter

HL2, x

Weigh shuffles Veils of Shadow.

Tarcil, D-S-S-D-D-S-h, starter

HL2, x

Calendal, dh

HL2, x

Uses Palantir to duplicate Orthanc to shuffle Nazgul are Abroad.

SITE

END

[Why not Vamag to play Scroll? Eowyn and pallando are near. Theoden can visit too. Too risky]

=====

T18 v BALIN

Balin, W-W-rl, region

[Should the Dwarf minion player play hazards to hinder Balin against common enemies?]

HL6, Dwarf keys Arthadan Rangers to Rhudaur, dunadan.each.10p.6b, detainment.

Rolls made; All tap but Balin.

HL4, Necro plays Black Riders [error: no Doors of Night in play]

Moves agent Elwen from home site, Minas Tirith, first to Barad Tathren, then to Isengard.

Moves agent Ivic from Lond Galen to The Stones

Moves agent Nuluzir from Dusalan to Tol Uiagaer.

T18 v CIRDAN

X

T18 v GANDALF

MOVE-adwn

Gandalf, rl

HL2, NEcro plays Choking Shadows on AA.

Slipped Out Quietly played on Elerina.

Halbarad, B-C-C-C-C-W-h, starter

HL2, x

Arathorn, W-FD-C-rl, region

HL2, x

T18 v ELROND

X

TURN 19

@ Minas Morgul-U

T	Tarcil	6	7	4	8	dunadan	W		R		D	1	Elf-friend	Trifling Rin
U	Dunlending Spy	1	0	2	8	Man		Sc				0		
T	Celedhring	6	2	6	8	elf		Sc		Sa		2	The Reviled Ring	
U	Orc brawler	1	0	3	8	orc	W					1		
U	Orc veteran	2	0	4	8	orc	W					1		
T	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Black Horse	Helm of Fe Foolish W Ring-draw

@ Dol Guldur-U

U	Witch-king	x	3	9	12	RW	W		Sa	D	x	Morgul-Blade	Black Rider	They Ride Together
U	Akhôrahil the Ringwraith	x	3	8	9	RW			Sa		x			

@ Barad-dur-U

U	Calendal	3	3	4	8	elf		Sc		Sa	5	Palantir of Minas Ithil	Eyes of the Awaiting the Call
T	Valnaur	4	0	5	7	Kelno	W			Sa	0		

Dwar the Ringwraith	Ring-drawn		
Indûr the Ringwraith	Indûr Dawndeath		
0	Ren the Unclean		
The Ring Leaves Its Mark	Úvatha the Horseman		
Morgul-horse	Awaken the Earth's Fire		
Hand: 8	MP: 23	SP: 0	PD: 51

Res: Ordered to Kill, Made Ready His Coming

Haz: Black Riders, Echoes of Numenors Fall, All that Dwarvish Racket, Plague of Wights

UNTAP

Calendal makes a CC with Valnaur tapping to support, cc-5+1+9roll=5, pass.

ORG

Ring-drawn played with WK. Dwar the RW played at Dol Guldur as follower.

Wk+ move to Carn Dum. Tarcil+ move to Dol Guldur. Others stay.

LEye discards Indur the RW to see random cards. Khamual taps to remove hazard, 9roll=pass.

Dwar the RW taps using Made Ready His Coming to use his ability providing bonus to this company; his 3 points of influence for control is nullified as a follower to the Witch-king, right?

Akhorahil the RW taps to use his ability of shuffling for the turn, right?

MOVE-cbge

Calendal, dh

HL2, Balin moves agent Aryen from home site first to Woodmen-Town, then to Gladden Fields.

Wk, DD-BL-DD-SL-h, starter

HL3, Cirdan plays Cruel Claw Perceived on Lidless Eye.

HL1, Gandalf plays Chill Them with Fear. Plays Twilight to discard Echoes of N. Fall.

Tarcil, SL-DD-DD-SL-DD-h, region

HL3, x

[LEye player's hand is clogged now with 10 cards: 4 nazgul, 1 RW, Choking S, Black Breath, Morgul horse, Fell Rider, Ring Leaves its Mark.]

Plays The Ring Leaves its Mark to shuffle Black Rider.

Khamual, h

HL3, x

SITE

Tarcil unstores MR of Lies at Dol Guldur, taps site.

Celedhring unstores Dwarven Ring.

Palantir of Minas Ithil is tapped to mirror P. Annuminas to fetch Voices of Malice. Wking taps t play that card to discard Chill Them with Fear.

END

Hand

Adünaphel		Black Breath	
Ren the Ringwraith		Indûr Dawnddeath	
Fell Beast		Ren the Unclean	
Choking Shadows		Ûvatha the Horseman	
Morgul-horse		0	
Hand: 8	MP: 23	SP: 0	PD: 45

Wking has two Doors of Night in his play deck.

=====

T19 v ELROND

X

T19 v CIRDAN

MOVE-nadw

Cirdor, h

HL3, Necromancer plays Adunaphel. Then tap and discard to tap Annalena.

Cirdan, C-C-h, region

HL3, The Nazgûl are Abroad is played. Cirdan plays Twilight.

HL1, Dwarf keys Sea Serpent to CC, drake.2s14p6b (pits=1s13p5b)

Tharudan, 4p+1wp-1t+3roll=7, wounded. Bc.10=killed.

Annalena, fh

HL2, Wking turns Firiël face-down.

T19 v BALIN

Advisor, h

HL2, Necromancer moves agent Nuluzir to Coastal Signal Tower.

Moves agent Elwen from Isengard to Ruined Signal Tower

T19 v GANDALF

Gilraen, h

Dwarf deck exhaust.

HL2, Necro plays Indûr Dawndearth

Gandalf, C-C-W-h, starter

HL3, Dwarf keys Ninevet to CS. Animal.1s13p5b, attacker

Gollum, Pippin support

Sam, 1p+2wp-2w+2sup+8roll=11, wounded, bc.+1w+8roll=9, alive

HL1, Necro taps Indur Dawndearth to force Sam to discard item (Cloak).

TURN 20

@ Dol Guldur-T

T	Tarcil	6	10	4	8	dunadan	W		R		D	3	Elf-friend	Trifling Rin	Magic Ring of Lies
U	Dunlending Spy	1	0	2	8	Man		Sc				0			
T	Celedhring	6	4	8	9	elf		Sc		Sa		3	The Reviled Ring	Dwarven Ring of Barin's Tribe(M	

@ Carn Dum-U

T	Witch-king	x	3	9	12	RW		W		Sa	D	x	Morgul-Blade	Black Ride	They Ride Together	Ring-draw
T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x				
T	Dwar the Ringwraith	x	5	9	10	RW		W	Sc	Sa		x				

@ Minas Morgul-U

T	Khamûl the Ringwraith	x	4	9	9	RW		W		R		D	x	Black Horse	Helm of Fear	Ring-draw
U	Orc brawler	1	0	3	8	orc		W					1			
U	Orc veteran	2	0	4	8	orc		W					1			

@ barad-dur-U

U	Calendal	3	3	4	8	elf			Sc		Sa		5	Palantir of Minas Ithil	Awaiting the Call
T	Valnaur	4	0	5	7	Kelno		W			Sa		0		

Hounds of Sauron	Black Breath		
Ren the Ringwraith	0		
Fell Beast	Ren the Unclean		
Choking Shadows	Ûvatha the Horseman		
Morgul-horse	0		
Hand: 8	MP: 23	SP: 0	PD: 42

Res: Made Ready His Coming, Weapons of Morgul, Tokens to Show

Haz: Black Riders, The Nazgul are Abroad, The Reach of Ulmo, Doors of Night, News of the Shire, Threat of Many Feet, Sleepless Malice

UNTAP

Calendal makes a CC with Valnaur tapping to support, cc-5+1+5roll=1, pass.

ORG

Lidless Eye discards Ren the Ringwraith to view 5 cards

Wking+ move to Bernastath. Khamual moves to Dol Guldur. Tarcil+ move to Giant's Isle {sees Cruel Caradhras in Elrond's halfelven hand}. Khamual taps to give +2 body to Black Horse.

MOVE-ecbg

Calendal, h

HL2, x

Tarcil, DD-BL-W-rl, region

HL3, Elrond plays Enchanted Stream, tarcil taps to cancel.

Witchking, SL-W-W-rl, starter

HL3, Elrond plays Enchanted Stream

HL1, x

Khamual, DD-SL-DD-DD-SL-h, starter
HL3, x

SITE

Bernastath entered. AA1-men.4s6p
Auto defeat by 3 RW

Cvcc Vs Elrond

U	Witch-king	x	3	9	12	RW	W			Sa	D	x	Morgul-Blade	Black Ride	They Ride Together	Ring-drawn
U	Akhorahil the Ringwraith	x	3	8	9	RW				Sa		x				
U	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa		x				Enchanted Stream

W	Elrond Half-elven		10	8	6	9	Noldo	W			Sa	D	0			Foolish Words
W	Glorfindel II		8	3	8	9	Noldo	W			Sa		1	Captain of the House		jewel of beheriand
U	Elladan		4	0	8	9	Noldo	W		R			3	Orcrist		adamant helmet
T	Elrohir		4	0	8	8	Noldo	W		R			2	Aeglin		

Elrond plays Vilya, Elladan supports, Elrond-3+1sup+5roll=3, pass.

Power Against the Shadow played.

Elrond, $7p-2w+4ring+3.res=12$

Glorfindel, $8p-2w+3res=9$

Elladan, $5p+3wp+3.res-1t=10$

Elrohir, $5p+3wp+3res-1t=10$

Wking v glorfindel

Dwar v Elladan

Akhorahil v Elrohir

+

Wking, $12p+1wp+7roll=20$

Glorfindel, $9p+5roll=14$, wounded, $bc+1w+1delta+1.blade+4roll=7$, alive

Dwar, $8p+7roll=15$

Elladan, $10p+4roll=14$, wounded, bc.4, alive

Akhorahil, $9p+8roll=17$

Elrohir, $10p+2roll=12$, wounded. $Bc.+1.delta+4=5$, alive.

Lidless Eye

7	7	8
4	4	4

Elrond

5	4	2
9	9	10

END

The Nazgul are Abroad takes Indur Dawn Death to hand.

=====

T20 v CIRDAN

Cirdor, C-W-W-rl, region

HL2, Eye moves agent Nuluzir from Coastal Sea Tower to Isle of the Ulond then to Isles of the Dead that live.

Turns agent Elwen up, moves her from Ruined Signal Tower to Lond Daer, turns down.

Annalena, fh

HL2, Eye plays agent Wormtongue.

T20 v GANDALF

X

T20 v BALIN

X

T20 v ELROND

Elrond, W-W-W-W-h, region

HL4, Eye plays Choking Shadows to make Arthedain a SL. Plays Morgul-horse.

Keys Indur Dawndearth to Arthedain. 1s15p10b (LW=1s12p10b).

Elrond, 7p-2w+8roll=13, fail. Bc.10=tie. That was close both ways!

Black Breath played on Elladan.

TURN 21

[Eowyn is tapped at Wose Passage-hold with a horse ally]

@ Giant's Isle-U

T	Tarcil	6	10	4	8	dunadan	W		R		D	3	Elf-friend	Trifling Rin	Magic Ring of Lies
U	Dunlending Spy	1	0	2	8	Man		Sc				0			
U	Celedhring	6	4	8	9	elf		Sc		Sa		3	The Reviled Ring	Dwarven Ring of Barin's Tribe(M	

@ Bernastath-U

T	Witch-king	x	3	9	12	RW	W			Sa	D	x		Black Ride	They Ride Together	Ring-drawn
T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x				
T	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa		x			Enchanted Stream	

@ Dol Guldur-U

T	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Black Horse	Helm of Fear	Ring-drawn
U	Orc brawler	1	0	3	8	orc	W					1			
U	Orc veteran	2	0	4	8	orc	W					1			

@ Barad-dur-U

U	Calendal	3	3	4	8	elf		Sc		Sa		5	Palantir of Minas Ithil	Awaiting the Call
T	Valnaur	4	0	5	7	Kelno	W			Sa		0		

Hounds of Sauron The Ring Leaves Its Mark

0 The Nazgûl are Abroad

Fell Beast Hoarmûrath of Dír

An Unexpected Outpost Úvatha the Horseman

Voices of Malice Weigh All Things to a Nic

Hand: 9 MP: 23 SP: 0 PD: 32

Res: Made Ready His Coming, Weapons of Morgul, Tidings of Death

Haz: Black Riders, The Nazgul are Abroad, The Reach of Ulmo, Doors of Night, The Moon is Dead, angmar Arises, News of the Shire, Great Need or Purpose, Awaken Defenders

UNTAP

Calendal makes a CC with Valnaur tapping to support, cc-5+1+5roll=1, pass.

ORG

Tarcil+ move to The Riddle Caves [for safety].

Witchking+ move to Bag End by discarding Ring-drawn.

Calendal taps to use palantir, duplicate Osgilaith to discard Enchanted Stream.

Calendal stays. Khamual taps to give Black Horse +2 body.

ORcs stay. Lidless Eye shuffles Back to the Fray.

MOVE-gecb

Wking, W-W-W-BL-bh, region

HL3, Gandalf plays Chill Them with Fear

HL1, Elrond keys Wandering Eldar to WW, elves.each.9p (CTWF=each.10p)

Witch-king, 9p+6roll=15

Akhôrahil the Ringwraith, 8p+8roll=16

Dwar the Ringwraith, 9p+3roll=12, killed creature.

Weigh All Things shuffles Voices of Malice.

Tarcil, W-W-W-W-rl, region

Celedhring taps to play Voices of Malice to discard Awakened Defenders, Tarcil and Spy support, cc-2ring+2card-3ring-2res+2sup+7roll=4.

HL3, Gandalf plays The Burden of Time on Celedhring.

HL2, Gandalf keys Wandering Eldar to WW, elves.each.9p (CTWF=each.10p)

Tarcil, 4p-1t+9roll=12

Dunlending Spy, 2p-1t+8roll=9, wounded. Bc.8

Celedhring, 3p+5rings-1t+8roll=15

Khamual, DD-BL-DD-SL-h, starter

HL2, Cirdan plays Arouse Defenders on Bag End.

Fear Fire Foes played on Bag End.

Calendal, dh

HL2, Balin turns agent Sprautabern down.

Orcs, h

HL2 x

SITE

Bag End entered. AA1-hobbits.5s5p, AA2-dunedain.3s11p

(CTWF+Arouse D+FFF)= hobbits. 6s6p, dunedain.4s14p, none.5s8p

Veils of Shadow is played by Wking.

AA1-hobbits.1s6p. = dead on arrival.

AA2-dunedain.1s14p, Hounds of Sauron = 1s14p

Akhôrahil the Ringwraith, 8p-1t+7roll=14.

AA3-non.1s8p, detainment. = dead on arrival.

The Ring Leaves Its Mark played, 12roll= untaps Wking.

Cvcc vs Gandalf.

U	Witch-king	x	3	9	12	RW	W			Sa	D	x			Black Ride	They Ride	Together
T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x					
T	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa		x					

U	Gandalf	x	17	7	10	WIZARD	W	Sc		Sa	D	0	Sacrifice of Form	Hobbit-lore	Hobbit-lore		
T	Sam Gamgee	4	0	3	9	Hobbit		Sc	R			2	Sting		Scroll of Isildur(H)		
U	Pippin	4	4	4	10	hobbt		Sc				2	Bilbo's Magic Ring				
U	Goldberry	2	x	x	x	maia						a					
T	Gollum	4	0	2	9	Hobbit		Sc				a	Memories of Ages Past				
T	Gilraen	3	1	2	8	dunadan		Sc		Sa		1	Elf-friend	Elf-stone			
T	Lindon the Oronin	2	0	3	9	maia	W					a					

Gilraen plays Escape to cancel attack.

END

The Nazgul Are Abroad takes Uvatha the Horseman to hand.

=====

T21 v ELROND

Elrond, h

HL6, Wking turns Firiell up and moves her from Bag End to The White Towers.

Wking moves Elerina to Bag End via Eldanar using Never Seen Him.

HL3, Lidless Eye plays Hunt for the Ring.

HL2, Plays outpost (Outpost, Failed Devices)

HL1, Plays News of Doom, lots of rolls.

T21 v CIRDAN

Cirdor, W-W-rl, region

HL2, Eye starts Wormtongue from Helm's Deep to Ruined Signal Tower.

**

Cvcc from Eowyn, shown on next page

**

T21 v GANDALF

Gandalf, BL-fh, region

HL3, Ardagor plays Siege on the site.

Plays Threat of Many Feet.

HL1, x

Aragorn, C-W-BL-fh, region

Smoke Rings shuffles Narya.

HL2, x

Gilraen, BL-W-W-h, starter

HL2, x

T21 v BALIN

X

Eowyn 5p10b moves to Wose Passage-hold with Noble Steed. Ardagor's sent trolls there for combat. Noble Steed was wounded. Afterwards, Hoarmurath sent Uruk-hai to that site hoping to use No Better Use. But instead Grishnakh is killed and Eowyn unwounded.

Eowyn cvcc Lidless Eye at Bag End.

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

WK vs Eowyn

Eowyn, $2p+2\text{helm}+6\text{card}-1t+1\text{roll}=20$

WK, $9p+10\text{roll}=19$, wounded, bc.6, tie.

Mount Slain played to discard Ringwraith.

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

TURN 22

@ Riddle Caves-U

T	Tarcil	6	10	4	8	dunadan	W		R		D	3	Elf-friend	Trifling Ring	Magic Ring of Lies		
W	Dunlending Spy	1	0	2	8	Man		Sc				0					
T	Celedhring	6	4	8	9	elf		Sc		Sa		5	The Reviled Ring	Dwarven Ring of Barin's Tribe	The Burden of Time		

@ Bag End-T

T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x					
T	Dwar the Ringwraith	x	5	9	10	RW		W	Sc		Sa	x					
														They Ride Together	Black Ride		

@ Carn Dum-U

	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Black Horse	Helm of Fear	Ring-draw		
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@ Dol Guldur-U

U	Orc brawler				1	0	3	8	orc	W							1
U	Orc veteran				2	0	4	8	orc	W							1

@ Barad-dur

U	Calendal		3	3	4	8	elf		Sc		Sa	5	Palantir of Minas Ithil	Awaiting the Call		
T	Valnaur		4	0	5	7	Kelno	W			Sa	0				

Voices of Malice	Úvatha the Horseman
Dark Tryst	0
Fell Beast	Hoarmûrath of Dír
Ren the Unclean	Forced March
Back to the Fray	Black Breath
Hand: 9	MP: 24
SP: 0	PD: 23

Res: Made Ready His Coming, Weapons of Morgul, Tidings of Death

Haz: Black Riders, The Nazgul are Abroad, Hunt for the Ring, The Reach of Ulmo, Doors of Night, The Moon is Dead, Angmar Arises, News of the Shire, Threat of many Feet

UNTAP

Calendal makes a CC with Valnaur tapping to support, cc-5+1+4roll=0, taps.

Akhorhail taps to play Voices of Malice to discard The Burden of Time.

ORG

Calendal stores palantir, cc-5roll+5roll=0

Back to the Fray played (all in Division or just Gandalf and Lidless Eye? Just the two.)

Dark Tryst played. Blades of Sorcery played on Khamual RW.

Hoarmûrath the Ringwraith played at Carn Dum as Follower to Khamual.

Khamual taps to place Black Horse from sb onto NwFMeats.

Orcs move to Minas Morgul. Tarcil+ move to Bag End. Spy moves to Carn Dum.

Dwar & Akhorahil move to Carn Dum. Khamual & Hoarmurath stay.

Lidless Eye shuffles Hounds of Sauron.

Palantir of MI stored ability: sees Gandalf's hand: selects Frodo. Shuffles Secret Precious and Old Friendship.

Too much general influence=29, discard Calendal. Then Valnaur. Going to discard anyway.

6-Tarcil, 10-Dwar, 7-Khamual, 3-orcs=26. I guess Hoarmurath stays due to special ability.

MOVE-gcbe

Dwar, BL-W-SL-dh, starter

HL2, Balin taps agent Sprautabern to move him to Weathertop.

Forced March is played moving to Dol Guldur.

Dwar, SL-DD-BL-DD-h, starter

HL2, x

Tarcil, W-W-BL-bh, region

HL3, Cirdan plays Awaken Defenders, then plays Tidings of Bold Spies.

AA1-hobbits.5s5p (AwD=10s5p)

Tarcil, $4p-8s+5roll=1$, wounded. Bc.7

Celedhring, $3p+5ring-3x=auto$

AA2-dunedain.3s11p (AwD=6s11p)

Tarcil, $4p-2w-2s+9roll=9$, wounded. Bc.+1w+6roll=7

Celedhring, $3p+5ring-2s+9roll=14$

Khamual, h

HL2, x

Spy, W-W-W-SL-h, starter

HL2, x

Orcs, DD-SL-DD-DD-SL-h, region

HL2, x

SITE

Carn Dum entered. Hoarmurath taps to play Black Horse.

END

The Nazgul are Abroad takes Adunaphel to hand.

=====

T22 v ELROND

x

T22 v GANDALF

Gandalf, BL-W-fh, region

HL3, Lidless Eye using Black Riders to key Uvatha the Horseman to BL, Nazgul.1s15p9b

Praise to Elbereth played. Pippin taps to cancel attack. +1 prowess

Hunt for the Rings has that as a free attack per HL.

HL3, Lidless Eye using Black Riders to key Ren the Unclean to BL, Nazgul.1s15p10b.

Strike to Sam Gamgee. Fatty taps to cancel the strike.

HL2, Lidless Eye using Black Riders to key Adunaphel to BL, Nazgul.1s15p10b.

Sam, 1p+2wp+1res+1lroll=16. Yes, fail, bc.3roll . Downer. Go back to the discard pile!

Black Breath next to be played.

HL1, Lidless Eye moves Wormtongue to Barrow-downs.

Aragorn, BL-fh, region

HL2, Dark Dwarf plays Echoes Of Nûmenor's Fall.

[hopes to fetch creature so to play on Cirdan when he moves from Coastal Sea Lindon to heal a faction]

Gilran, h, flying.

HL2, Ardagor plays Short Legs Are Slow.

- CVCC by Gandalf shown on next page

T22 v CIRDAN

- CVCC by Cirdan shown two pages later

T22 v BALIN

Balin, SL-W-W-h, region

HL2+1, Ardagor plays Outpost.

HL1, Lidless Eye plays In Great Wrath to play Adunaphel, 1s17p9b

Miner, 3p+3wp-2w+1.origin+9roll=14, wounded. bc+1w+5roll=6

Combat started by Gandalf

U	Aragorn II	9	7	11	9	Dúnadar	W	Sc	R			3	Narsil	Anduril	First Among Equals
U	Arathorn II	7	2	5	9	dunadan	W		R		D	2		Star-glass	

Lidless Eye

W	Tarcil	6	10	4	8	dunadan	W		R		D	3	Elf-friend	Trifling Ring	Magic Ring of Lies
T	Celedhring	6	4	8	9	elf		Sc		Sa		3	The Reviled Ring	Dwarven Ring of Barin's Tribe(M)	

Aragorn v Tarcil

Arathorn v Celedhring

+

Aragorn, $6p+5wp+9roll=20$

Tarcil, $4p-2w+4roll=6$, wounded. $+1w+2delta+1roll=14$, **killed**.

Magic Ring of Lies to Celedhring.

Arathorn, $5p+6roll=11$, fail, bc. $+1delta+5roll=6$

Celedhring, $3p+3.rev+2.dw-1t+9roll=16$

Gandalf

1	2
9	6
11	12

Lidless Eye

1	2
4	9
7	5

END

The nazgul are Abroad fetches Uvatha the Horseman.

Cvcc at Bag End started by Cirdan

T	Cirdor	2	5	10	9	Sinda	W			D	3	Gaerennon	Anglachel	Kinsman	à	Dreams of Beleriand
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Lidless Eye

T	Celedhring	6	4	8	9	elf	Sc	Sa	5	The Reviled Ring	Dwarven Ring of Bari	Magic Ring of Lies
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Cirdor v Celedhring

The Evenstar by Dweller

+

Cirdor, $5p+5wp-1t+1res+4roll=14$

Celedhring, $3p+3ring+2ring-1t+7roll=14$

Cirdan

1
4
3

Lidless Eye

1
7
10

TURN 23

A change for the future is to include Great Willow ally and Queer Forest faction so to help Ringwraiths enter Tom's House and give Tarcil something to do.

Gandalf and hobbits are at Tom's House. Aragorn II is at Bag End. Elrond is at Litash. Let Rogrog handle him. Cirdor is at Bag End. Eowyn is at Helm's Deep. Too dangerous so move to a Darkhaven.

@ Bag End-U

T	Celedhring	6	4	8	9	elf	Sc	Sa	5	The Reviled Ring	Dwarven Ring of Bari	Maqic Ring of Lies
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@ Dol Guldur-T

T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa	x		
U	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa	x		
												They Ride Together	Black Rider

@ Carn Dum-T

T	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Black Horse	Helm of Fear	Ring-drav	Blades of Sorcery
T	Hoarmûrath the Ringwraith	x	3	8	9	RW		Sc	R	Sa		x	Black Horse			
W	Dunlending Spy	1	0	2	8	Man		Sc				0				

@ Minas Morgul-U

U	Orc brawler		1	0	3	8	orc	W					1
U	Orc veteran		2	0	4	8	orc	W					1

Indûr the Ringwraith	Ûvatha the Horseman
Zurtak	Choking Shadows
Failed Devices	Hounds of Sauron
Witch-king	Morgul-horse
Fell Beast	Black Breath
Hand: 9	MP: 19
SP: 0	PD: 13

Res: Made Ready His Coming, Weapons of Morgul, Star of High Hope

Haz: Black Riders, The Nazgul are Abroad, Hunt for the Ring, The Reach of Ulmo, Doors of Night, The Moon is Dead, Angmar Arises, News of the Shire, Awaken Defenders, Echoes of Numenor's Fall, Terror From the Deeps, Short Legs are Slow, All That Dwarvish Racket, Storms of Osse, Plague of Wights, Sleepless Malice

UNTAP

ORG

Lidless Eye shuffles The Black Council. Stored Palantir of Minas Ithil reveals Gandalf's hand:

Calls Chill Them with Fear; shuffles Outpost and Call of the Sea instead.

Witch-king is played at Dol Guldur. Indur the Ringwraith is played as a WK's follower.

Use Weapons of Morgul, tap, and discard Hounds of Sauron to fetch

Celedhring moves to Carn Dum. Spy stays. Orcs move to Minas Morgul. Witch-king+ moves to Carn Dum. Khamual+ moves to The White Towers.

MOVE-gbec

Celedhring, BL-W-SL-h, starter

HL2, Chill Them with Fear

Wking, DD-BL-DD-SL-h, starter

HL4, Balin keys Ghouls to DD, undead.5s7p (DON+POW=10s8p)

Witch-king, 9p-3x+1.blade-6s+7roll=8

Akhôrahil the Ringwraith, 8p-3x+7roll=12

Dwar the Ringwraith, 9p-3x+4roll=10

Indur the Ringwraith, 9p-3x+8roll=14

HL2, Moves agent Sproutabern to Bag End.

Khamual, SL-W-fh, starter

HL2, x

Orcs, SL-DD-DD-SL-DD-h, starter

HL2, x

SITE

The White Towers entered. AA1-elves.3s9p (CTWF+AwD=7s10p)

Helm of Fear taps to cancel attack.

Combat with Cirdan the Shipwright

U	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x	Helm of Fear	Ring-drawn	Blades of Morgul-Blade
U	Black Horse	2	0	4	6	horse						a			
U	Hoarmûrath the Ringwraith	x	3	8	9	RW		Sc	R	Sa		x			Morgul-Blade
U	Black Horse	2	0	4	6	horse						a			

T	Annalena	3	0	3	8	Silvan		Sc		Sa		1	Palantir of Elostirion(H)	Reconstructed Towers	Houses of Healing
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Cirdan plays Vanish in Sunlight! For -2 prowess against one RW strike.

Khamual v Annalena

Hoarmurath, 8p+1blade-2.vanish+6roll=13

Annalena, 3p-1t+1star+7roll=10, bc.7roll+1blade=8

END

Plays Dark Tryst

The Nazgul are Abroad takes adunaphel to hand.

[6 RWs at Carn Dum in black rider mode. These can move to another territory if needed if there are no targets in Eriador. Khamual has Ring-drawn and Wking can draw Forced March. Now 4 cards in discard pile.]

=====

T23 v BALIN

Gloin, h

HL2, Lidless Eye plays Withstand the Nine. Plays Ted Sandyman face down.

T23 v GANDALF

Gilraen, h

HL2, x

Gandalf, W-W-W-rl, region

HL3, Eye keys Ûvatha the Horseman to the site (DoN+Black Riders). Nazgul.1s15p9b

Fatty taps to cancel strike on Pippin.

HL2, Eye keys Adûnaphel to the site (DoN+Black Riders). Nazgul.1s15p10b

+HL1, Eye plays Fell Beast on attack; nazgul.2s13p10b, attacker

More Alert Than Most reduces to one strike.

Gandalf plays Narya. Then plays Old Friendship, cc auto

Frodo target.

Fatty taps to cancel strike on Frodo

Aragorn, BL-W-fh, region

Eye Deck exhaust

HL2, Eye plays Choking Shadows to give +2p on site AA of Ost-en-edhil.

HL1, Eye moves agent Elwen from Lond Daer to The White Towers

T23 v ELROND

x

T23 v CIRDAN

Arinimir, h

HL2, Eye plays Twilight to discard Gates.

HL1, Eye moves agent Ivic to Isle of the Ulond

Zurtak, SL-DD-DD-SL-DD-rl, starter
 HL3, x

Wking, h
 HL4, Gandalf plays Naugrim.
 HL3, Gandalf plays Outpost

SITE
 Dol Guldur entered.

Combat with Thranduil

U	Celedhring	6	4	8	9	elf		Sc		Sa	5	The Reviled Ring	Dwarven Ring of Baril	Magic Ring of Lies		
T	Dunlending Spy	1	0	2	8	Man		Sc			0					
U	Zurtak	4	1	5	9	orc	W				0					
U	Orc brawler	1	0	3	8	orc	W				1					
U	Orc veteran	2	0	4	8	orc	W				1					
W	Thranduil of Mirkwood	9	8	9	9	Sinda	W		R	Sa	3	Bow of Yew	He is Lost	Valiant Sword		
W	Quickbeam	3	0	6	9	ent					a					
T	Legolas of Greenwood	2	0	6	8	Sinda	W	Sc	R		5	Great Bow of Yew	Prince of Mirkwood	Ungolcrist	Horn of Air	
W	Wood-elf	3	0	3	8	silvan	W		R		1		Bow of Yew			

Celedhring, $3p+3ring+2ring+7roll=15$

Thranduil, $7p+2wp-2w+8roll=15$

Zurtak, $5p+7roll=12$

Quickbeam, $6p-2w+5roll=9$, wounded. $Bc.+1w+6roll=7$

Brawler, $3p+7roll=10$

Woodelf, $3p-2w+5roll=6$, wounded. $Bc.1w+6roll$

Veteran, $4p+6roll=10$

Greenwood, $4p+2wp-1t+5roll=10$

EYE

1	2	3	4
7	7	7	6
11	6	6	8

THRANDUIL

1	2	3	4
8	5	5	5
7	7	7	6

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T24 v ELROND

Elrond, SL-W-h, region

HL3, Eye moves agent Wormtongue to Ost-in-edhil

HL1. Ardagor plays No Way Forward

T24 v BALIN

Balin, underdeeps, rl, Vaults(9)

Roll: +2stone+1stone+1miner+10roll=14

HL5+2, Ardagor plays Doors of Night

Crown of Flowers played by Balin

HL5, Dwarf keys Light-drake to rl, drake.2s8p (Pits=1s7p)

HL4, Dragon Terror played; discards 2 cards; Miner, Pathfinder

Miner taps.

Balin, 6p+6roll=12.

HL0,

Into Dark Tunnels played.

Balin, underdeeps, dh, Iron(7)

Roll: +2stone+1stone+1miner+9roll=13

Smoke Rings shuffles Cloudless Day

HL5+2, Ardagor plays Outpost

HL5, Eye plays Awaken the Earth's Fire on the site

HL4, Adûnaphel played as event

HL3, Out of the Black Sky played. Nazgul.1s15p10b

Advisor, Bombur taps to support, Avatar card untaps.

Balin, 5p+1stone+2sup+9roll=17, fail. Bc.8

T24 v CIRDAN

Cirdan, CS-CS-CS-rl, region

HL2, Dwarf plays Lost at Sea.

HL1, Dwarf plays Call of the Sea on Shipwright, +9.gi-3cs+7roll=13, pass.

Shipwright taps to play Marvels Told to discard Angmar aRises.

Cirdor, bh

HL2, Dwarf taps Dror at Blue MDH Will Not Come Down on Gloin.

Dror, +2.di+2.card+2.home+2.samehome+5roll=13

Balin, 4roll, fail. Gloin to hand.

HL1, Dwarf plays Echoes Of Númenor's Fall

Arinimir, h

HL2, Eye plays Twilight to discard Gates.

HL1, Eye moves agent Ivic to Isle of the Ulond

T24 v GANDALF

Gandalf, W-W-h, starter

HL2, Black Riders allows In Great Wrath to play Adunaphel from dp.

Adunaphel.1s15p10p.

Fatty taps to cancel strike on Frodo.

Aragorn, W-W-W-BL-bh, region

HL2, [has Dwar and Indur in hand]

HL2, Ardagor plays Searching Eye.

HL1, Ardagor keys Trolls from the Mountains to WWW, trolls.3s12p5b

Aragorn, $6p+5wp+8roll=19$, fail, bc5

Arathorn, $5p-2w-1s+6roll=8$, wounded. Bc.+1w+3roll=4

Gilraen, h

HL2, x

Carn Dum entered.

Combat with Elrond

U	Witch-king	x	3	9	12	RW	W			Sa	D	x			They Ride Together	Black Rider
U	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x				
U	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa		x				
U	Indûr the Ringwraith	x	5	9	10	RW	W				D	x				

W	Erestor		5	6	5	7	noldo				Sa	D	2	Trusted Counsellor		star-glass
W	Mallorn-Dweller		3	0	2	9	nando	W	Sc				0			
W	Elrond Half-elven		10	8	7	9	Noldo	W			Sa	D	0		Foolish Words	
W	Elladan		4	0	8	9	Noldo	W			R		3	Orcrist	adamant helmet	
T	Elrohir		4	0	8	8	Noldo	W			R		2	Aeglin		
W	Glorfindel II		8	3	8	9	Noldo	W			Sa		1	Captain of the House	jewel of beleriand	

Witch-king, $9p+12roll=21$

Elrond, $7p-2w+11roll=16$, wounded. $Bc.+1w+1delta+3roll=5$

Akhôrahil, $8p+6roll=14$

Dweller, $2p-2w+12roll=12$, wounded. $Bc.+1w+11roll=12$, KILLED

Dwar, $9p+9roll=18$

Erestor, $5p-2w+5roll=8$, wounded. $Bc+1w+2delta+7roll=10$, KILLED

Indûr, $9p+11roll=20$

Elrohir, $5p+3wp-1t+6roll=13$, wounded. $Bc.+1delta+1w+5roll=7$

EYE

1	2	3	4
12	6	9	11
3	11	7	6

ELROND

1	2	3	4
11	12	5	6
11	8	6	5

END

T	Celedhring		6	4	8	9	elf		Sc		Sa		5	The Reviled Ring	Dwarven Ring of Bari	Magic Ring of Lies
T	Dunlending Spy		1	0	2	8	Man		Sc				0			
T	Zurtak		4	1	5	9	orc	W					0			
T	Orc brawler		1	0	3	8	orc	W					1			
T	Orc veteran		2	0	4	8	orc	W					1			

Celedhring, $cc-5+6roll=1$