

RESULTS

Expectations were met and some not met. 83 battles resulted in 34 kills (20 hero, 14 minion) and 11 ties. So almost half resulted in eliminatin, which is acceptable with me.

14.6 Eriador
12.4 Vales
18.6 Gondor
27.12 Sands
12.6 Pass

59 factions were in battles. Count of battles for each faction and those it killed are below. three 9 FN and four 10 FN were killed during its first battle. No faction with a 6 FN or fewer fought in more then two battles. Half of factions killed fought in one or two battles. 2x Recruits and 2x Clans of Pel. Almost half the factions in four or more battles were killed. 20 kills were done by 10+ FN factions (15 count)

8.2	HI-Sîrani.10\$8	3	LI-Men of Anfalas.7\$5.
7.1	HI-Half-Trolls.10\$9	2.1	HC-Easterlings(M).10\$8
6.4	HI-Blue Mountain Dwarves.11\$8	2	HC-Riders of Rohan.11\$8.
6.3	HC-Mûmakaniril.15\$10	2	HI-Junast's Guard.9\$6
6	LI-Bellakaze.7\$5	2.1	LC-Gusar.7\$5
5.3	HI-Vîsi.8\$7	2	LC-Misty Mountain Wargs.7\$4
5.2	LC-Nûrniags(M).8\$6	2	LI-Bozishnarod.8\$6
5.2	HI-Orcs of Gundabad.10\$7	2	LI-Corsairs of Rhûn.7\$5
5.1	LI-Men of Lamedon.7\$5.	2	LI-Hillmen(H).6\$5
5.1	HC-Wain-easterlings(M).9\$7	1	HC-Easterlings(H).10\$8
4.3	HI-Black Numenoreans.12\$8	1.1	LI-Men of Lake-town.7@5
4.1	HC-Knights of Dol Amroth.12\$9	1.1	LI-Men of Dorwinion.7\$4
4.1	HI-Men of Sûlcoron.8\$7	1	HC-Wargs of the Forochel.8\$5
4.1	LC-White Mountain Wolves.7\$4	1	HI-Dwarves of Blackflame.9\$7
4	HI-Men of Lossarnach.7\$6	1	HI-Etulians.6\$5
4	HI-Beornings(H).9\$7	1	HI-Men of Ciryatanîrë.10\$8
4	LI-Clans of the Pel.6\$5	1	HI-Variags of Khand(H).9\$7
4	HI-Goblins of Goblin-Gate.8\$6	1	HI-Wood-elves.10\$7
4	LI-Woodmen(H).7\$4	1	LC-Asdriags(M).8\$6
3.2	HI-Umbarean Corsairs.12\$8	1	LI-Orcs of the YM.7\$5
3.1	HI-Elves of Lindon.9\$7	1	LI-Clans of the Drel.6\$5
3.1	LI-Garrison at Cair Andros.6\$5	1	LI-M Northern Rhovanion.7\$5
3.1	HI-Men of Mirëdor.10\$7	1	LI-Petty-Dwarves.7\$4
3	HI-Hill Trolls.9\$7	1	LI-Rangers of the North.8\$5
3	LI-Grey Mountain Goblins.9\$6	1	LI-Southrons.10\$7
3	HI-Nâr's Folk.7\$6	1	LI-Lossoth.7\$5
3	HI-Dwarves of Mablad-dûm.9\$7	1	LI-Royal Navy.8@5
3	LI-A Few Recruits.4\$3	1	LI-Men of Lebennin.7+1\$5
3	LI-Aukuag.7\$6.	1	LI-Tedjin.4\$3
3	LI-Balchoth.9\$7		

Some Faction numbers and body stats will be changed. I think the body are about right. I do not expect healing with characters dedicated to other goals. The Power Decks are expected to last no more than 16 turns. Minion factions south of Mordor were in 11 turns of battles, which is what I expect for the Power Decks starting on Turn 2 or 3.

Some rules were modified or added.

Below is the list of killed factions by alignment and turn. Two heroes and 1 minion had 10 FN.

xh13. Men of Lebennin. 7@5+killed
xh14. Garrison at Cair Andros. 6@5+killed
xh14. Men of Anfalas. 7@5+killed
xh14. Men of Lossarnach. 7@6+killed
xh16. Junast's Guard. 9@6+killed
xh17. Men of Ciryatanírë. 10@8+killed
xh18. Beornings(H). 9@7+killed
xh18. Clans of the Pel. 6@5+killed
xh18. Dwarves of Blackflame. 9@7+killed
xh18. Dwarves of Mablád-dûm. 9@7+killed
xh18. Men of Sûlcoron. 8@7+killed
xh18. Tedjin. 4@3+killed
xh19. Clans of the Pel. 6@5+killed
xh19. Hillmen(H). 6@5+killed
xh19. Men of Northern Rhovanion. 7@5+killed
xh20. Clans of the Drêl. 6@5+killed
xh20. Elves of Lindon. 9@7+killed
xh21. Men of Mirëdor. 10@7+killed
xh22. Nár's Folk. 7@6+killed
xh23. Etulians. 6@4+killed
xm11. A Few Recruits. 4@3+killed
xm12. A Few Recruits. 4@3+killed
xm13. Bozishnarod. 8@6+killed
xm13. Corsairs of Rhûn. 7@5+killed
xm16. Misty Mountain Wargs. 7@4+killed
xm16. Orcs of the Yellow Mountains. 7@5+killed
xm18. Half-Trolls. 10@9+killed
xm19. Aukuag. 7@6+killed
xm19. Goblins of Goblin-Gate. 8@6+killed
xm19. Orcs of Gundabad. 10@7+killed
xm21. White Mountain Wolves. 7@4+killed
xm22. Gusar. 7@5+killed
xm23. Bellakaze. 7@5+killed
xm23. Wargs of the Forochel. 8@5+killed

The rule of allowing Ranger, Awakened Plant, and Animal factions to tap enemy factions is a nice feature. However, allowing the quantity of tapping factions to equal the MP of the faction that causes tapping is overwhelming. One faction now can tap to tap one other faction. This change is due to the strategy in Eriador slowing to the point of hesitation; the 3 MP is good on its own. May extend this to Undead factions

Also, a player's factions cannot target a specific player's factions if other enemy factions are available for defense. That is three minions and three heroes are at the same battleground site. A minion has one untapped faction attacking. He wants to attack Denethor's factions, but Imrahil has one weak, untapped faction. That untapped hero faction can choose to battle with the minion untapped faction. Thus, it may be wise for a player to forgo battling just to untap a faction for later protecting wounded factions of a friend.

Characters may heal a faction at the same site or in the same region as character's site. No tapping is done by the character. Tapped and wounded characters can make these healing influence attempts; once per turn for each character. Several characters can attempt to heal the same faction during the same phase. This rule will encourage characters joining in CvCC with factions. Faction healing is done during the organization phase to simulate King Theoden's healing of the Rohirrim before the Battle of the Pelannor Fields. Healing during the site phase will encourage lazy CvCC since characters are alive at that time and may not survive that site phase to later heal a faction. {May be add mind of influencer instead of DI To heal? I want the healing to be quick and maybe allow far movement of factions. If so, then maybe tap the influencer and only one may tap per turn to heal a faction?}

I was thinking of allowing factions played at port sites port movement. This will allow flanking armies such as battling factions pulled-back a region to heal. Example, Minion factions are in Anfalas. Heroes in Lamedon and Belfalas and a wounded hero in Lebennin. Umbarean Corsairs can move from Anfalas to Lebennin. But movement must be from a port site like Lond Galen. But should movement from a region to another be allowed? Anfalas-Lond Galen-sea-sea-Pelargir-Lebennin is like six "regions." Normal faction movement has up to five moves: site-region-region-region-site. Let's allow port factions to move five. Thus the example above means the faction must first move to a port before moving into Lebennin. This will though tip-off the opponent, but I feel that is a worthy cost for port movement. Can factions move to sites in Coastal Sea regions? Only to port sites.

HOW TO READ THIS DOCUMENT

The next few pages give the Faction War rules and notes. Then the order of playing factions and playing of ME Red Nightfall resources. All resources were played after Turn 8. All Doom of Choice and Swift Onset cards were played at the end of Turn 10. These resources will start in the playdecks. It is true that a player getting his faction movement card out first can have a large advantage.

Then I list each “realm” faction activities (e.g. Northern Waste, Gondor). There are five main entries under each realm: 1) playing a faction (name, FN, site), 2) moving of factions, 3) playing of MERN resources, 4) battles, 5) my comments to inform you of my thinking process.

For multi-turn battles, I moved their battle stats to a new page – after all the realms. This made the document easier to read.

[Northern Waste](#)

[Eriador](#)

[Anduin](#)

[Rhovanion](#)

[Dagorlad](#)

[Gondor](#)

[Rhun](#)

[Bosiri](#)

[Seven Lands](#)

[Battle of the Sands](#)

[First Wain-Rider War](#)

IMPORTANT

To help find the battles, search for the unique text (e.g. s18-ad) to go to that battle.

The goal of these rules is to persuade faction battles. Characters moving with the faction are expected to initiate CvCC the same turn or the next turn of the initial faction movement. Risk to these characters are reduced to encourage characters moving with the faction. The rules are numbered to facilitate understanding.

Moving with a faction

Factions can move, using proper rules and cards (i.e. mustering). Characters can control a faction for benefits including:

1. Moving at start of the player's movement/hazard phase
2. Characters controlling a faction and his followers move with the faction
3. Characters moving with faction are either at or moving to a site
4. Creature attacks must be the same type of opposing faction in same regions or at same site no matter what the creature is keyable (except for Coastal Sea only creatures).
5. Hazards creating an attack (e.g. Cruel Caradhas) have no effect on faction or characters. [idea: may allow any attack to be detainment]
Hazards can still be played such as Doors of Night and Lure of Nature.
6. Factions cannot help with combat.
7. Faction cannot use its ability after it has moved from its site of playing (i.e. Beasts of the wood). But can use its ability if it returns to the same site.
8. When moving with a faction, resources cannot be played as normal needing an untap or tap site during the site phase. Combat and Battle are the focused areas now.
9. Automatic-attacks have no effect on the characters moving with a faction. (e.g. Tidings of Bold Spies has no effect, At Home)
10. Characters can move in unison with a faction to the same site/region, but have separate movement/hazard phases that are normal.

The characters are limited to actions such as playing resources tapping the site during the site phase. Therefore, safety is added when moving with a faction.

Clarification: [1,2,3]

Example:

[1,2] Indur the Ringwraith on an Oliphaunt with Swift Onset in play moves with Hathorians from site Tanith in region Hathor to region Koronande at the start of the movement/hazard phase.

The faction can also be in the region Hathor when the controller moves.

[3] Faction stays in region Koronande (could move to Korlan) and Indur the Ringwraith moves to Korlan for CvCC. Faction can either not battle or battle with a faction in the region.

Clarification: [4,5]

Example:

[4] Hazard player has faction Kirani at site Korlan (or in region Koronande). Indur the Ringwraith's movement is through Border-land and a Jungle. Hazard limit of 2.

Slayer cannot be played (slayer creature) and Ambusher cannot be keyed to Hathor (border-land), but can be keyed to Koronande (Jungle).

[5] Trouble on All Borders is on Kirani. Its attack has no effect on Indur the Ringwraith's cards.

Clarification: [6]

Example:

[6] Ambusher is keyed to Koronande, a jungle. Hathorians cannot aide the Ringwraith or ally.

Clarification: [8,9]

Example:

[8] Indur the Ringwraith has moved to Korlan this turn with Hathorians. His site phase can only be either CvCC, CvCC & FvFC, or FvFC. Hathorians enter battle with Kirani in region Koronande. Indur the Ringwraith enters Korlan and no automatic-attacks are faced before the combat. Korlan allows major item play, but cannot be played without stealing the item first. But any item can be stolen as normal.

Clarification: [10]

Example:

[10] Indur the Ringwraith moves from Tanith to Korlan after Hathorians move to Korlan. The character has a normal phase including creatures and those not keyed due to opponents faction, faces automatic-attacks, taps to play an item, then CvCC.

Characters controlling factions: 10/30/2016

{might removed this entirely, 100s}

101. Wizard, Ringwraith, Balrog, Dragon, Lord, warlord, leader
102. possessing a bonus to influence the faction by name or type (given on character card).
103. resource allows it
104. Only Aragorn II/Elessar can control Army of the Dead
105. Dragon factions if moved to a site must have a character listed for [101] at that site.
106. A non-avatar character can control a number of factions equal to its mind stat
107. A character with a race having a negative standard modifier cannot control such factions.

Clarification: [102]

Example:

[103] Dain can control Men of Dale since the character has +1 DI against Man factions.

Clarification: [105]

Example:

[105] Scatha Roused cares not for Beorn's House unless Hurog is at that site manipulating (bribing) the dragon into an attack for its own gain.

Faction Movement

201. Factions can normally move three regions, tapping after movement if moved 3+ regions.
202. Flying factions can move four regions
203. Factions with a home region not a Mountain Region cannot use mountain movement.
204. Any faction can move out of a Desert region into a non-Desert region
205. Only factions played in a Desert region can move into a Desert region by choice
206. A non-animal faction playing at a site in a Coastal Sea can move with region movement from or to its home region, with a resource allowing region movement in play, using an adjacent non-Coastal Sea Region.
207. Factions with a home region not a Coastal Sea cannot use Sea movement.
208. Faction cannot enter a site **from another region** if an enemy faction is in the same region unless the site is a battleground.
209. **No more than 5 factions per alignment at a site or region.**
210. A faction cannot move from a site to another region if an enemy faction is in the site of site of origin's region.
211. **A faction cannot move through a region with an enemy faction in that region.**
212. If a player influences away a faction not at one of its playability sites and lacks any mechanism in his deck to move that faction, then the faction remains at the same site or region until all enemy factions are no longer in the same region. When that happens, place the faction in the MP pile.
213. Factions played at a port site can use port movement up to five moves of this chain: region, port site, coastal sea, coastal sea, port site, region. Tapping if using more than three regions. Movement to non-port sites in Coastal Sea regions is prohibited.

Clarification: [206]

Example:

[206] Men of Sûlcoron can move from its home region Bay of Drel to either Elorna, Miredor, or Drel and back.

Clarification: [208,209]

This provides some protection against assaults at sites, adds to strategy and battleground sites.

Example:

[208] Felagrog sends six orc factions from the Misty Mountains towards Minas Tirith. Riders of Rohan is in the region Anorien.

Felagrog's factions cannot enter Druadan Forest or Minas Tirith. Two factions are sent to Anorien. The other three are sent to Osgiliath.

Ren the Ringwraith sends five Orc factions to Osgiliath and three move to Anorien.

Lord Denethor has seven factions at Osgiliath, and five at Minas Tirith.

Clarification: [212]

A player can influence away a faction, but then does not want the faction vulnerable outside its playability sites. What to do? The faction will be dispersed or sent to its playability site (e.g. placed in the MP pile). However, the faction may be engaged in battle, so why not keep the faction battling? When battle is no longer a threat (i.e. enemy factions move out of the region). Then again faction is dispersed, but kept in play in the MP pile. I want to avoid miracle movement or cheese play if the player has faction movement card in hand (e.g. Doom of Choice) [I will

influence away Southrons in Cardolan, send the faction home, then play Swift Onset] No keep Southrons there in Cardolan until Swift Onset is played. I considered allowing faction movement but only to a home site. That may send the faction into worse trouble.

Faction Battles

301. Battles between factions will mirror that of CvCC (FW vs. hero, 12 SP or more, Prone to Violence)
302. Dragon factions can use their normal attack ability to choose defenders overriding cards or wounded/tap status
303. Factions can tap or stay untap as characters (-3 FN modifier)
304. -1 FN for a tapped faction
305. -2 FN and -1 body for a wounded faction
306. One faction attacks another. +1 FN for each excess faction that taps.
307. Body checks are modified by adding each increment of 5 between results.
308. At the end of a battle, any untapped faction available for battle can assign its strike. Untapped defenders assign first as usual.
309. A character can successfully influence one of his wounded factions to heal it to be tap. Character need not tap nor be untapped to make this healing influence attempt. No effects such as a site or Ioreth are applied to faction healing. These attempts occur during the Organization phase.
310. Character adds modifications specific to faction influence (e.g. Horn of Arnor, Tempering Friendship), Standard Modifications, hazards, and his mind only for faction healing influence.
311. Calvary factions have +1 prowess versus Infantry factions
312. Heavy factions have +1 body versus Infantry factions
313. +1.FN defending in home region
314. +1.FN in region with a haven used by controller

Clarification: [306]

Example:

[307] Hero Easterlings final FN is 19. Orcs of Udun rolls to have 13 FN.
Body check to the orcs is +1 (19-13=5, 6/5=1]

Clarification: [309]

This rule speeds the destruction of factions to declare a winner.

Example:

[308] Bozishnarod.8@6, Vísi.8@7 and Half-Trolls.10@9 move to Bosiri. There is already the hero factions Sirani.10@8, and Dwarves of Mablad-dûm.9@7.

Clarification: [310]

Example: Frodo has Foolish Words, Horn of Arnor playing Tempering Friendship with Times Are Evil in play on a wounded Ents of Fangorn

[+4.mind-4.foolish+2.horn+4.tempering-3times+4.sm=+7 attempt]

Battleground

401. Battleground sites have no limits on faction quantity moving to such a site.
402. No company composition limits unless companies join at start of site phase (e.g. multiple leaders, elves with orcs, Ringwraiths at same site but in different companies)
403. Full round of battles when a player engages his turn [Not used in this example]

Clarification: [401]

Example:

[401] Lord Denethor uses his stage event to make Sackville a battleground site (Battle of the Spoons). Hosts of orcs and men are at that site. The event is discarded, but the nine orc factions and 11 man factions do not need to move away when the status changes.

Clarification: [405]

If you want a winner, then keep fighting

Example:

[403] Lord Denethor has factions at Osgiliath. Ren the Ringwraith sends orc factions to that site for battle. Ren is the “attacker.” Instead of ending the site phase for battles, Lord Denethor has the option to be the “attacker.”

Before Ren has his turn again, Felagrog enters the fray at Osgiliath. Felagrog is the “attacker.” Ren is given the choice to be the “attacker” next. Either way, Lord Denethor is given the chance to be the “attacker.” This site phase can have three battles.

Now, when Lord Denethor has his turn he can enter battle or not at Osgiliath. If not, then no more battles at the site that turn. But if yes, then it goes Denethor, then Felagrog, then Ren for that site phase.

Turn order of playing factions and resource events

1	Balin	Eriador	Rangers of the North
1	Denethor	Gondor	Garrison at Cair Andros
1	Denethor	Gondor	Men of Lossarnach
1	Elves	Northern Waste	Lossidil
2	Azog	Anduin	Orcs of Dol Guldur
2	Uvatha	Rhun	Wain-easterlings
2	PALLANDO	Bosiri	Covshek-pust
2	Denethor	Gondor	Men of Lamedon
2	Guild		Elves of Talirân
3	Aradagor	Eriador	Hill Trolls
3	Indur	Far Harad	The Black Dogs
3	Dain	Northern Waste	Iron Hill Dwarves
3	Thranduil	Rhovanion	Great Falcons of Mirkwood
3	Valdacli	Seven Lands	Nandran
4	Durlach	Northern Waste	Gondring Roused
4	Uvatha	Rhun	Corsairs of Rhûn
4	Theoden	Dagorlad	Riders of Rohan
4	Balin	Eriador	Elves of Lindon
5	Azog	Anduin	Army of Bats
5	Azog	Anduin	Goblins of Goblin-gate
5	Uvatha	Anduin	Nuriags
5	Thorkmaw	Northern Waste	A Few Recruits
5	Scatha	Rhovanion	Orcs of Mirkwood
5	Thranduil		Wild Hounds
5	Valdacli	Seven Lands	Men of Sûlcoron
5	Imrahil	Southern Gondo	Men of Anfalas
6	Indur	Far Harad	Orcs of the Yellow Mountains
6	NECROMANCER		Rivermen of the Anduin Vales
6	Balin	Eriador	Blue Mountain Dwarves
6	PALLANDO	Far Harad	Junast's Guard
8	Uvatha	Anduin	Balchoth
8	Aradagor	Eriador	A Few Recruits
8	Thorkmaw	Northern Waste	A Few Recruits
8	RADAGAST	Anduin	Eagle-watch
8	RADAGAST	Anduin	Woodmen
8	Elves	Northern Waste	Lossoth
9	Akhorahil	Bosiri	Aukuag
9	Indur	Seven Lands	Mûmakil Traders
9	Adunaphel	Southern Gondo	Bozishnarod
9	PALLANDO	Far Harad	Dwarves of Mablad-dûm
9	Denethor	Gondor	Men of Lebennin
9	Denethor	Gondor	Rangers of Ithilien

9	Sauron	The Black Gate Close
10	Adunaphel	Filled with Fury
10	Elrond	Last Stand of Battle
10	Imrahil	Númenór's Legacy
11	Throkmaw	Coat of Fine Diamond
11	Throkmaw	Feast on Flesh
11	Uvatha	Fell Captain
11	Indur	The Whips of Their M
11	Thranduil	Ancient Foes
11	Dain	Dwarven Warhosts
11	Elrond	Herald of Gilgalad
11	Pallando	Endurance of Stone
12	Azog	Banners of the Lord
12	Elrond	Every Arrow Loosed
13	Dwarf	They Bring Fire
13	Azog	Patrol the Area
14	Akhôrahil	The Whips of Their M
14	Balin	Axes of the Dwarves
15	Azog	Fell Captain
15	Adunaphel	Filled with Fury
15	Denethor	Argonaths
16	Ardagor	Filled with Fury
17	Imrahil	Númenór's Legacy
17	Balin	Endurance of Stone

10 Wking	Eriador	Orcs of Angmar	
10 Uvatha	Rhun	Easterlings	
10 Uvatha	Rhun	Nûrniags	
10 Galadriel	Anduin	Elves of Lothlórien	
10 Elrond	Eriador	Elves of the House	
10 GANDALF	Eriador	Hobbits	
11 Aradagor	Eriador	A Few Recruits	
11 Indur	Seven Lands	Mûmakil Traders	
11 Adunaphel	Southern Gondor	Black Numenoreans	
11 Valdacli	Bosiri	Clans of the Pel	
11 Elves	Northern Waste	Aerfaroth	
11 Thranduil	Rhovanion	Wood-elves	
11 Guild		Avari	
12 Dwain	Eriador	White Mountain Wolves	
12 Hoarmurath	Gondor	Orcs of Udûn	
12 Smaug	Northern Waste	Enslaved Dwarves	
12 Theoden		Wild Horses	
12 PALLANDO	Bosiri	Sîrani	
12 Valdacli	Bosiri	Clans of the Pel	

13	Akhorahil	Bosiri	Half-trolls		
13	Dwar	Dagorlad	Black Trolls		
13	Dwain	Eriador	Misty Mountain Wargs		
13	Hoarmurath	Gondor	Orcs of the Ephel Dûath		
13	Scatha	Rhovanion	Lesser Brood		
13	Uvatha	Rhun	Asdriags		
13	Adunaphel	Southern Gondor	Umbarean Corsairs		
13	RADAGAST	Anduin	Ents of Fangorn		
14	Wking	Eriador	Warrior-Priests of Angmar		
14	Indur	Far Harad	Mûmakaniril (Mûmakani)		
14	Hoarmurath	Gondor	Wraiths of Nurn		
14	Thorkmaw	Northern Waste	Canadras Roused		
14	Ren	Rhun	Chey		
14	RADAGAST	Anduin	Beornings		
14	PALLANDO	Bosiri	Nár's Folk		
14	Imrahil	Far Harad	Bellakaze		
14	Elves	Northern Waste	Helechoth		
14	Thranduil	Rhovanion	Men of Lake-town		
14	Vidugavia	Rhun	Easterlings		
14	Imrahil	Southern Gondor	Royal Navy		
15	Azog	Anduin	Orcs of Gundabad		
15	PALLANDO	Bosiri	Dwarves of Blackflame		
15	Theoden	Dagorlad	Men of Harrowdale		
15	Denethor	Gondor	Men of Anórien		
15	Vidugavia	Rhun	Men of Northern Rhovanion		
15	Valdacli	Seven Lands	Men of Ciryatanirë		
15	Valdacli	Seven Lands	Men of Mirëdor		
16	Azog	Anduin	Grey Mountain Goblins		
16	Dwar	Dagorlad	Scara-hai		
16	Durlach	Northern Waste	Ice-drakes of the Ered Úmarth		
16	Lomaw	Northern Waste	Sled-horde		
16	Lomaw	Northern Waste	Wargs of the Tundra		
16	Adunaphel	Southern Gondor	Bellakaze		
16	Adunaphel	Southern Gondor	Southrons		
16	Balin	Eriador	Dunlendings		
16	PALLANDO	Far Harad	Tedjin		
16	Cirdan		Elves of Edhellond		

17	Khamual	Anduin	Grimbúrz		
17	Hoarmurath	Gondor	Ungol-orcs		
17	Smaug	Northern Waste	Daelomin Roused		
17	Lomaw	Northern Waste	Wind-horde		
17	RADAGAST	Anduin	Hives		
17	RADAGAST	Anduin	The Great Eagles		
17	Balin	Eriador	Hillmen		
17	Vidugavia	Rhun	Men of Dorwinion		
17	Valdacli	Seven Lands	Clans of the Drêl		
17	Imrahil	Southern Gondor	Knights of Dol Amroth		
18	Durlach	Northern Waste	Orcs of the Bleak Mountains		
18	Thorkmaw	Northern Waste	Ice-orcs		
18	Thorkmaw	Northern Waste	Khuzadrepa Roused		
18	Smaug	Northern Waste	Ando-anca Roused		
18	Ren	Rhun	Orcs of the Ered Harmal		
18	Indur	Seven Lands	The Monks of Ereg Eiren		
18	Galadriel	Anduin	Bears of the Carrock		
18	Theoden	Dagorlad	Mearas		
18	Thorin	Rhovanion	Returned Exiles		
18	Thranduil	Rhovanion	Elves of Taur Romen		
19	Akhorahil	Bosiri	Gusar		
19	Akhorahil	Bosiri	Visi		
19	Dwar	Dagorlad	Orcs of the Ash Mountains		
19	Dwar	Dagorlad	Orcs of the Red Eye		
19	Aradagor	Eriador	Cave Trolls		
19	Wking	Eriador	Dunlendings		
19	Hoarmurath	Gondor	Uruk-hai		
19	Thorkmaw	Northern Waste	Orcs of the Claw		
19	Felagrog		Orcs of the Uldona Spine		
19	Khamual	Anduin	Crebain from Dunland		
19	ALATAR	Northern Waste	Berninga		
19	Dain	Northern Waste	Ironfists		
19	Thranduil		A Panoply of Wings		
19	Valdacli	Seven Lands	The Monks of Mor Tarain		
20	Azog	Anduin	Bairanax Roused		
20	Dwain	Eriador	Petty-dwarves		
20	Felagrog		Ogurk-bâsh		
20	Vidugavia		Ravens of Northern Rhovanion		
20	Imrahil	Southern Gondor	Southrons		

21	Azog	Anduin	Corlagon Roused	
21	Akhorahil	Bosiri	Men of Ciryatanirë	
21	Akhorahil	Bosiri	Sirani	
21	Dwain	Eriador	Wargs of the Forochel	
21	Wking	Eriador	Angmarim	
21	Hoarmurath	Gondor	Morgul-orcs	
21	Hoarmurath	Gondor	Orcs of Gorgoroth	
21	Hoarmurath	Gondor	Slaves of Nurn	
21	Hoarmurath	Gondor	Snaga-hai	
21	Lomaw	Northern Waste	Orcs of the Barl Syrnac	
21	Lomaw	Northern Waste	Angurth Roused	
21	Lomaw	Northern Waste	Gostir Roused	
21	Scatha	Rhovanion	Snow Trolls	
21	Scatha	Rhovanion	Spiders of Mirkwood	
21	Scatha	Rhovanion	Agburanar Roused	
21	Scatha	Rhovanion	Leucaruth Roused	
21	Ren	Rhun	Múranians	
21	Indur	Seven Lands	Magri	
21	Felagrog		A Few Recruits	
21	Theoden	Dagorlad	Men of Westfold	
21	Balin	Eriador	Petty-dwarves	
21	Imrahil	Far Harad	Etulians	
21	Denethor	Gondor	Tower Guard of Minas Tirith	
21	Thorin	Rhovanion	Umli Traders	
21	Thranduil	Rhovanion	Raft-Elves	
21	SARUMAN	Rhun	Ahar	
21	SARUMAN	Rhun	City Guard of Tenolkachyn	
21	Vidugavia	Rhun	Variags of Khand	
22	Aradagor	Eriador	Stone Trolls	
22	Dwain	Eriador	The Queer Forest	
22	Lomaw	Northern Waste	Northern Wyrms	
22	Adunaphel	Southern Gondor	Haradrim	
22	Felagrog		Naga-Úlurk	
22	Felagrog		Orcs of Moria	
22	Elves	Northern Waste	Elves of Evermist	
22	Vidugavia	Rhun	Men of Dale	
23	Wking	Eriador	Hillmen	
23	Indur	Seven Lands	Hathorians	
23	Vidugavia	Rhun	Wain-easterlings	
23	Thrain		Folk of Durin	
24	Ren	Rhun	Chyans	
X	Khamual	Anduin	Beasts of the Wood	
X	Court		Wild Hounds	
X	Guild		Ulmodili	

NORTHERN WASTE

Turn played – avatar – MP.FN.body-name –movement

g. = garrisoned at site

01 Evermist 3-09.6 Lossidil g.Helloth
03 Dain 4-13.9 Iron Hill Dwarves g.Iron Hill DH
04 Durlach 4-10.6 Gondring Roused g.Gondring's Lair

[IH Dwarves likely will not battle. Lossidil in position to dispatch a weak minion faction.]

04 Throkmaw 1-04.3 A Few recruits g.Urdic Camp
08 Throkmaw 1-04.3 A Few recruits g.Celeb-Ost
08 Evermist 2-07.5 Lossoth g.Lossoth Camp

10.[Doom of Choice | Swift Onset in play for all players with card in deck.

Dain, Throkmaw]

11. Throkmaw plays Coat of Fine Diamonds.

11 Throkmaw plays Feast on Flesh

11 Evermist 1-04.3 Aerfaroth g. Pieni Satama

11 Dain plays Dwarven Warhosts.

12 Smaug 1-03.2 Enslaved Dwarves g.Lonely Mountains

[Neither Dain nor Throkmaw want to move factions]

[Evermist is tempted to include Doom of Choice, but needs those factions alive]

14 Durlach Canadras Roused g.Canadras

[Durlach now has two Dragon factions. There are no mechanism to move them. I think it is too Powerful to move dragon factions for battles.]

14 Evermist Helechoth g. Hyvät Kalat
16 Durlach Ice-drakes of the Ered Úmarth g. Pendrath na-Udûn
16 Lomaw Sled-horde g.Urdic Camp
16 Lomaw Wargs of the Tundra g.Númenórean Tomb
17 Smaug Daelomin Roused g.Dancing Spire
17 Lomaw Wind-horde g
14 Durlach O.Bleak Mountains g.Canadras
18 Throkmaw Ice-orcs g.Kala Dulakurth
18 Throkmaw Khuzadrepa Roused g.Thundercleft
18 Smaug Ando-anca Roused g.Norr-um
18 Thorin Returned Exiles g.Norr-um
18 Throkmaw Orcs of the Claw g.Shab Arch
18 Alatar Berninga g.Ligr Wodaize Berne
18 Dain Ironfists g. Nurunkhizdín
21 Lomaw O of the Barl Syrnac g. Lothragh Camp
21 Lomaw Angurth Roused g. Long Peak
21 Lomaw Gostir Roused g.Gondring's Lair
21 Thorin Umli Traders g. Vasaran Ahjo
22 Lomaw Northern Wyrms g.Collarmount
22 Evermist Elves of Evermist g.Evermist

24 [These avatars need their faction MPs, thus no battles during the Avatar Deck.]

Evermist can keep his factions safe; can battle during the Power Decks if a Dragon-lord is too much for the three dwarf factions (FoD,RE,IHD). Thus, do not expect battles in this territory during the Avatar Decks.

ERIADOR

Turn played – avatar – FN.body-name –movement

g. = garrisoned at site

- 01 Balin 3-08.5 R.North g.Bree
03 Ardagor 2-09.7 Hill Trolls g.Ettenmoors
04 Balin 2-09.7 e.Lindon g.Grey Havens
[Rangers will not battle. Elves of Lindon may move by sea to battle. Trolls may move to kill.]
06 Balin 3-11.8 Blue MD g.Blue Mountain DH
[Balin would battle Hill Trolls if his Doom of Choice was in play]
08 Ardagor 1-04.3 A Few recruits g.Barrow-downs
10.[Doom of Choice | Swift Onset in play for all players with card in deck.
Balin, Dwarf, Ardagor]
10 Wking 2-09.7 o.Angmar g.Mount Gram
10 Gandalf 1-04.3 Hobbits g.Michel Delving
10 Elrond 1-08.8 e.House g.Rivendell
10 Elrond plays Last Stand of Battle on Elves of the House; faction is now 11.8
11 Ardagor is too weak to attack, but has AFR in hand. Thinks about battling Lossoth.
Minions need to draw factions away from home regions. Ardagor targets Lossoth.
11 Ardagor moves Hill Trolls from Ettenmoors to Rhudaur into Angmar.
11 Ardagor moves A Few recruits from Barrow-downs to Cardolan through Rhudaur into
Angmar.
11 Ardagor 1-04.3 A Few recruits g.Tharbad
11 Elrond plays Herald of Gilgalad
[Balin sees new Orc faction in Cardolan vulnerable.]
11 Balin moves eLindon to Lindon through Arthedain to Cardolan at Tharbad, taps
11 Balin Rangers to Arthedain to Cardolan at Tharbad.
- Rangers tap to support
BBE t.HI-Elves of Lindon.9@7 v u.LI-A Few Recruits.4@3
9.fn-1t+1sup+ 4roll=13 4.fn+6roll=10, wounded
Bc.6,killed
- 12 Dwarf White Mountain Wolves g.Stone-Circle
12 Ardagor moves Hill Trolls & A Few Recruits from Angmar into Forochel at Lossoth
Camp.
- Trolls support.
BBE u.LI-A Few Recruits.4@3 v u.LI-Lossoth.7@5
4.fn+1sup+6roll=10 .tie. 7.fn+3roll=10
- 12 Elrond plays Every Arrow Loosed.
Elves of the House; faction is now 13.8 attacking in Rhudaur & 14.8 defending
Defending in home region and region with haven: 15 FN.8 body.

- 12 Balin moves eLindon to Cardolan through Arthedain into Forochel at Lossoth Camp, taps.
 12 Balin moves Rangers to Cardolan into Arthedain at Bree.
 12 Balin moves Blue M Dwarves from Numeriadon into Forochel at Lossoth Camp.
 [It appears to be wiser to dispatch the weaker factions. Too much risk if BMD wounded by Trolls.]

BBe u.HI-Blue Mountain Dwarves.11@8 v t.LI-A Few Recruits.4@3
 11.fn+7roll=18 4.fn-1t+8roll=12
 Bc.6+1.delta,killed.

- 13 Dwarf draws *They Bring Fire*. [used in Turn 21 to wound BMD]
 13 Dwarf moves WM Wolves from Old Pukel-Gap through Old Pukel-Land into Enedhwaith.
 13 Ardagor moves Hill Trolls from Forochel through Arthedain into Cardolan.
 [Eriador is now dangerous to minions.]
 13 Balin taps Rangers of the North to tap Hill Trolls.
 13 Dwarf 3-07.4 MM Wolves g.Ettenmoors
 13 Balin moves Blue M Dwarves and Elves of Lindon from Forochel into Arthedain.
 14 Ardagor moves Hill Trolls from Cardolan into Enedhwaith.
 14 Wking WP of Angmar g.Litash
 14 Balin plays Axes of the Dwarves
 15 Balin moves Blue M Dwarves and Elves of Lindon from Arthedain into Rhudaur at Ettenmoors.

Elves of Lindon supports.

BBe u.HI-Blue Mountain Dwarves.11@8 v u.LC-Misty Mountain Wargs.7@4
 11.fn+1sup+3roll=15 .tie. 7.fn+1.calvary+7roll=15

[MM Wargs will stay holding hero factions there while hoping Stone Trolls are played soon]

- 16 Dwarf moves MM Wolves from site to Rhudaur.
 16 Ardagor draws Filled with Fury; wants it for Cave-trolls.
 [Should Hill Trolls & WM Wolves visit Gondor to busy Royal Navy? No.]
 16 Balin 2-06.4 Dunlendings g.Dunnish Clan-hold
 16 Cirdan 1-05.4 Elves of Edhellond g.Edhellond
 16 Balin moves Blue M Dwarves and Elves of Lindon from site to Rhudaur.

Elves of Lindon supports.

BBe u.HI-Blue Mountain Dwarves.11@8 v u.LC-Misty Mountain Wargs.7@4
 11.fn+1sup+5roll=17 7.fn+1.calvary+6roll=14, wounded
 Bc.11,killed.

- 17 Ardagor moves Hill Trolls from Enedhwaith through Old Pukel-Land into Andrast.
 17 Dwarf moves WM Wolves from Enedhwaith through Old Pukel-Land into Andrast.
 [Need to draw possible help from Gondor into Anduin Vales]
 17 Balin plays Endurance of Stone
 17 Balin moves Blue M Dwarves and Elves of Lindon from Rhudaur into Cardolan.
 17 Balin Hillmen g.Cameth Brin

- 18 Balin moves Blue M Dwarves and Elves of Lindon from Cardolan into Enedhwaith.
 18 Balin moves Hillmen from Rhudaur through Cardolan into Enedhwaith, taps.
 19 [I had Wking influence Dunlendings now. I gave this faction to the avatar when Sled-hord was given to another player. I will now remove the influence of Dunlendings from Wking for the avatar deck.]
 19 Ardagor Cave-trolls g.Under-caves
 19 Ardagor plays *Filled with Fury* on Cave-trolls.
 19 Balin moves Dunlendings from Dunland through Enedhwaith into Old Pukel-land, taps.
 19 Balin moves Blue M Dwarves, Hillmen, and Elves of Lindon from Enedhwaith through Old Pukel-land into Andrast. Battle in Andrast, below.

BBe t.LI-Hillmen(H).6@5 v u.HI-Hill Trolls.9@7
 6.fn-1t+6roll=11,wounded 9.fn+9roll=18
 Bc.10roll+1delta=11

BBe t.HI-Elves of Lindon.9@7 v u.LC-White Mountain Wolves.7@4
 9.fn-1t+4roll= 12,wounded 7.fn+1.calvary+8roll+16
 Bc.5roll+1delta=6

- 20 Dwarf Petty-Dwarves g.Dead Man's Dike (HRR)
 20 Balin moves Dunlendings from Old Pukel-land into Andrast. Battle.

Dunlendings support

BBe u.HI-Blue Mountain Dwarves.11@8 v u.HI-Hill Trolls.9@7
 11.fn+1sup+4roll=16,wounded 9.fn+10roll=19
 Bc.6roll

BBe u.HI-Elves of Lindon.9@7 v u.LC-White Mountain Wolves.7@4
 9.fn+6roll=15 7.fn+1.calvary+8roll=16
 Bc.9roll,killed

- 21 Dwarf moves Petty-Dwarves from Arthedain through Cardolan into Enedhwaith, taps.
 21 Dwarf Wargs of the Forochel g.Lossadan Cairn
 21 Dwarf has WM Wolves battle in Andrast. They Bring Fire wounds Blue M Dwarves.

BBe u.LC-White Mountain Wolves.7@4 v w.HI-Blue Mountain Dwarves.11@8
 7.fn+1.calvary +4roll=12,wounded 11.fn-2w+7roll=16
 Bc.10roll,killed

- 21 Wking Angmarim g.Carn Dum
 21 Ardagor moves Hill Trolls from Andrast through Old Pukel-land into Enedhwaith,taps.
 21 Balin influenced Petty-Dwarves, but that faction is in play by Dwarf. Likely, would attempt to heal BMD instead of getting a new faction. BMD heals.
 21 Dwarf moves Petty-Dwarves from Enedhwaith into Cardolan.
 21 Dwarf moves Wargs of the Forochel from Forochel through Arthedain into Cardolan, taps.
 21 Dwarf Queer Forest g.Willow Dingle

22 Ardagor 2-09.7 Stone Trolls g.Ettenmoors

22 Ardagor moves Hill Trolls from Enedhwaith into Cardolan.

22 Balin has Gloin at the The Worthy Hills.

23 Witchking played Hillmen this turn, but that faction has been eliminated.

23 Ardagor moves Stone Trolls from site through Rhudaur into Angmar.

23 [Balin needs to remove MPs for Sauron's Power deck; battle.

23 Balin moves Blue M Dwarves, and Elves of Lindon from Enedhwaith into Cardolan.

23 Balin moves Rangers of the North from Arthedain into Cardolan.

BBe u.HI-Blue Mountain Dwarves.11@8 v t.HC-Wargs of the Forochel.8@5
11.fn+7roll=18 8.fn+1.calvary+6roll=15,wounded
Bc.9roll,killed

BBe u.LI-Hillmen(H).6@5 v u.HI-Hill Trolls.9@7
6.fn+11roll=17 9.fn+6roll=15,wounded
Bc.7roll

BBe u.LI-Rangers of the North.8@5 v u.LI-Petty-Dwarves.7@4
6.fn+9roll=15 7.fn+1.region+4roll=12,wounded
Bc.4roll

24 Ardagor heals Hill Trolls. Avatar wants to battle, but Endurance of Stone is in play. Go hide in Angmar until the Power Decks. Then if that MERN is played during the Power Decks, then just get Petty-Dwarves killed.

24 Aradagor moves Hill Trolls from Cardolan through Arthedain into Angmar.

24 Dwarf heals Petty-Dwarves.

24 Dwarf moves Petty-Dwarves from Cardolan through Arthedain into Angmar.

24 Witchking influenced Dunlendings in the practice game, but an eliminated Hillmen would have failed the attempt (+2). And would not Balin have a character in Cardolan to stop such a thing?

24 I like that Witch-king does not battle; he needs to influence away factions, but not fight with them.

[[What happens if you influence away a faction, but lack any movement abilities like Swift Onset?]] See new rule 212.

COMMENTARY

Minions lost 5 factions, heroes two. The Rhudaur minion factions need to be played early. This fuss had me think of switching Orcs of Angmar with Stone Trolls. However, thinking now I believe Elves of the House could not move without Doom of Choice since moving to Rhudaur is region movement. Elves of the House with those MERN resources are lethal.

The Heroes have one elf, dunadan, and dwarf factions to battle two wolf and two orc factions at a minimum. Two trolls and one wolf are stuck in Rhudaur with Elves of the House there with region movement ability. Hillmen, Dunlendings, and Petty-Dwarves are duplicated. This means that there might not be much battling in this territory during the Power Decks. I was tempted to exchange Umli Traders with Rangers of the North. But the Umit faction is along the path of Lord Thorin and the practice game would have failed the influence attempt against the Rangers. Elrond's new deck has Herald of Gilgalad, which had me think to also give him Elves of Lindon in exchange for the second copy of Glory of Arnor Restored. Then Balin will include Woses of Old Pukel-land.

There were 14 battles. Blue MD were in six and killing four. Elves of Lindon were in three killing one. Rangers of the North easily killed A Few Recruits; now Ardagor has to be careful when he plays factions.

WM Wolves were in four and killing one. Hill Trolls were in three. A Few Recruits tried to kill Lossoth but tied. Then the BMD came to kill those orcs. Thought about decreasing FN of Elves of Lindon & BMD by one, but two troll and two warg factions nearby warrant the current hero FNs. MM Wargs may need a higher body. Rangers may be 7/6 not 8/5. I lowered FN for both Trolls by one. I lowered Umli Traders from 5 to 4.

ANDUIN

Turn played – avatar – MP.FN.body-name –movement
g. = garrisoned at site

02 Bolg 1-08.5 oDolGuldur g.Dol Guldur

[Orcs will only battle if it can do so, win, and return.]

05 Bolg 1-02.1 army of Bats g.Litash

05 Bolg 2-08.6 Goblins GG g.Goblin-Gate

06 Necromancer Rivermen AV g.Mathlaburg

08 Radagast 2-07.4 Woodmen g.Woodmen-Town

08 Radagast 2-08.6 Eagle-watch g.Daeron's Pool

10.[Doom of Choice | Swift Onset in play for all players with card in deck.

Radagast, Azog]

10 Galadriel 1-09.8 e.Lothlorien g.Lorien

11 Bolg moves oDol Guldur to Southern Mirkwood to protect Uvatha's factions' flank.

12 Bolg plays Banners of the Lord.

13 Bolg plays Patrol the Area

[Bolg thinking about GGG and Army of Bats battling Woodmen, but Thranduil's animal
Factions may tap minion factions.]

13 Radagast 2-13.10 Ents of Fangorn g.Wellinghall

14 Radagast 2-09.7 Beornings g.Beorn's House

[Radagast now ready to cause trouble; will attack GGG next turn.]

15 Bolg draws Fell Captain

15 Bolg moves GGG from High Pass through Anduin Vales into Gundabad, taps.

15 Bolg moves Army of Bats from Angmar into Gundabad.

15 Bolg 3-10.7 Orcs of Gundabad g.Mount Gundabad

[Bolg ready to attack in Anduin Vales]

15 Radagast moves Woodmen from Western Mirkwood into Anduin Vales at Beorn's House.

15 Radagast moves Eagle-watch from MM-Northern Spur through Rhudaur into Hollin.

16 Bolg 3-09.6 Grey Mountain Goblins g.Deep Cleft

16 Bolg moves OGundabad from site to Gundabad.

[Bolg is ready to invade Anduin Vales]

16 Radagast moves Beornings, Woodmen from site to Anduin Vales.

16 Radagast moves Eagle-watch from Hollin through Dunland into Enedhwaith to Isildur's
Tomb, taps.

17 Bolg moves oGundabad, GGG, Army of Bats from Gundabad into Anduin Vales.
Army of Bats taps to tap Beornings.

17 Bolg moves GMG from Dragon Gap into Anduin Vales.

See Battle of the Vale. V17-bg

17 Khamual Grimbúrz g.Strayhold

17 Radagast Hives g.Gladden Fields

17 Radagast The Great Eagles g.Eagle's Eyre

17 Radagast battles in Anduin Vales. See Battle of the Vale. V17-rg

18 Bolg has Army of Bats tap Beornings, but The Great Eagles tap to nix that.

18 Bolg battles in Anduin Vales.

See Battle of the Vale. V18-bg Orcs of Gundabad killed.

- 18 Radagast battles in Anduin Vales. See Battle of the Vale. V18-rg
Beornings killed.
- 18 Galadriel Bears of the Carrock g.The Carrock
- 19 Felagrog oUldona Spine g.Gaurblog Lug
- 19 Khamual Crebain from Dunland g.Dunnish Clan-hold
- 19 Bolg heals two of his wounded factions (GGG, GMG). No battles for him now.
- 19 The Great Eagles tap Orcs of Gundabad; Army of Bats tap to nullify that.
- 19 Woodmen move from Anduin Vales into Wold & Foothills.
- 20 Bolg moves GGG, Army of Bats from Anduin Vales into Southern Mirkwood.
- 20 Felagrog moves oUldona Spine from Eorstan through Horse Plains into Ered Lithui,taps.
- 20 The Great Eagles tap Army of Bats.
- 20 Radagast heals Woodmen.
- 21 Bolg Bairanax Roused g.Ovir Hollow
- 21 Felagrog Ogurk-bâsh g. Kala-Ogurk
- 21 Felagrog A Few Recruits g. Nennûrad
- 21 Felagrog can move on the surface with no nearby avatar capable of moving factions.
- 21 Bolg Corlagon Roused g. Cirith Helalokai
- 22 Bolg heals GMG
- 22 Felagrog moves Ogurk-bâsh from Ered Hamal through Chy into Clyan, taps.
- 22 Felagrog Naga-Ûlurk g.Quarries of Nosharud
- 22 Felagrog Orcs of Moria g.Moria
- 23 Felagrog moves Ogurk-bâsh from Clyan through Heb Aaraan into Nurad, taps.
- 23 Felagrog moves Naga-Ûlurk from Ered Hamal into Nurad
- 23 Felagrog moves A Few Recruits into Nurad.
- 23 Thrain Folk of Durin g.Moria
- 24 Bolg will hide in Southern Mirkwood until the Power decks.
- 24 Khamual will keep Grimburz out of trouble.
- 24 Scatha needs MPs, so no battles now.
- 24 Felagrog
- 24 Radagast has Woodmen hiding in Wold & Foothills.
- 24 Galadriel has two factions.
- 24 Thranduil is waiting in Woodland Realm for Scatha.
[Now, Black Players may hinder Scatha's opponents to get Scatha a Power deck,
Since Scatha's factions will bother Thranduil]
- 24 Folk of Durin will not fight outside Redhorn Gate. Will likely battle in Eriador
for the Power Deck.

COMMENTARY

Felagrog can get his factions to Redhorn Gate in three turns from Ered Lithui. Might play A Few Recruits at that site in Ered Ormal so to move to mountains regions. This practice war had no factions in Rhun to slow these Orc factions moving towards Mordor.

Not many factions are in Wilderland to be around for much battling during the Power decks. Thranduil was cautious so to be ready for Scatha. Scatha will likely not battle. Then should Thranduil preempt battle with Scatha to push that avatar out of a Power deck slot? This issue was a major factor to have The Mouth as an avatar.

Radagast has Beornings and Woodmen. Bolg should dispatch them. There could then be some battling for the Power decks, but help should be gotten from Mordor and Rhun. Having Great Eagles for Radagast and the bear faction for Galadriel is a weak link for hereos.

Thrain will have Folk of Durin, which should be ready to fight for Lorien or Rivendell. Iron Hill Dwarves and Returned Exiles will battle the Grey Player factions in the Northern Waste.

Thought about those ambush factions (e.g. ranger, animal, undead, plant) and boosting FN and body to high values. Army of Bats 7 body and 9 prowess, but those stats are only use for “ambush battles”. Think of it as Dragon a Hunt attacks of one strike against a faction in that region. Thus, Rangers of the North just do not tap to automatic tap another, but during movement Rangers have a detainment attack of one strike against said faction? But if Rangers need to make a body check, then they can be killed else stay wounded. Because I do not want these ambush factions battling unless with each other. A same alignment ambush faction will instead face the ambush attack treating like a regular battle, but during the movement phase.

12 battles happened with this group with 2 killed on both alignments. Bolg did not battle until three Orc factions were available. Thranduil and Vidugavia sent factions to help causing Bolg to only initiate battles twice.

Gundabad battled Beornings; they tied. Radagast retaliated that turn. No healing was performed on the next turn. Bolg was busy getting Hurog into play else GMG would have been healed. There was another tie; that is two ties in six battles. Beornings were killed on the second turn of battles by Gundabad. Woodmen were lucky by rolling 2 on a body check. Radagast moves Woodmen to Wold & Foothills, but Vidugavia moves in Men of NR and Dorwinion wounding GGG. Men of NR were killed by Gundabad. Thranduil sent in Wood-elves and Men of Lake-town killing Gundabad. Bolg then sends Bats and GMG to Southern Mirkwood.

The minions failed by having a non-positive trade, but Beornings were killed. Yet, Orcs of Gundabad too were killed. Failing to play Snaga-hai I think could have helped Bolg greatly tapping a hero faction so to have Bolg select targets.

RHOVANION

Turn played – avatar – FN.body-name –movement
g. = garrisoned at site

- 03 Thranduil 2-05.3 Great Falcons g. Mountains of Mirkwood
[Falcons only good now to tap factions]
05 Scatha 2-07.5 oMirkwood g.Sarn Goriwing
05 Thranduil 1-03.2 Wild Hounds g.Caraas Amarth
10.[Doom of Choice | Swift Onset in play for all players with card in deck.]
Thranduil,
11 Thranduil 3-10.7 Wood-elves g.Thranduil's Halls
11 Thranduil moves Wild Hounds from site in Western Mirkwood to Southern Mirkwood.
11 Thranduil plays Ancient Foes.
13 Scatha 1-05.4 Lesser Brood g.Mountains of Mirkwood
14 Thranduil 2-07.5 mLaketown g.Lake-town
18 Thranduil moves mLaketown from Northern Rhovanion into Woodland Realm.
18 Thranduil moves Woodelves into Woodland Realm.
18 Thranduil Elves of TR g.Rhubar.
19 Thranduil moves mLaketown, Wood-elves from Woodland Realm into Anduin Vales.
See Battle of the Vale. V19-tl
18 Thranduil A Panoply of Wings g.Refuge in WR
20 Thranduil moves mLaketown, Wood-elves from Anduin Vales into Woodland Realm.
20 Thranduil moves Elves of TR from Taur Romen into Dorwinion.
21 Scatha Agburanar Roused g.Caves of Ulund
21 Scatha Leucaruth Roused g.Irerock
21 Thranduil moves Elves of TR from Dorwinion through Northern R into WR, taps.
21 Thranduil Raft Elves g.Celebannon
22 Scatha Snow-trolls g.Deep Cleft
22 Scatha Spiders of Mirkwood g.Mountains of Mirkwood
23 [Scatha wants to battle, but needs the faction MPs]

COMMENTARY

Thranduil was tempted to battle at Sarn Goriwing, but it was too much a risk. Scatha won a Power deck slot by two. Scatha played Spiders of Mirkwood late. If that spider faction was played much earlier, then may have battled. A spider, orc, and troll faction could face two elf faction and one hero man faction.

I lowered by one the FN of Men of Lake-town; not good to be equal to Gondor factions. I think now to not have Thranduil move factions. He should know that Scatha will not risk losing MPs in battles. Thus, I removed Ancient Foes for Forewarned is Forearmed from Radagast and Doom of Choice for Herald of Gilgalad. Radagast added Woses of the Druadan Forest and Wose Hunter Tattoo.

RHUN

Easterlings>8	Balchoth+2, Wain-Easterlings-2	Men of Dorwinion-2
Corsairs of Rhun>9	Easterlings+2	Men of Dorwinion-2
Balchoth>8	Easterlings+2, site+2	Men of Dorwinion-2
Wain-Easterlings>9	Easterlings+2, site+2	Nuriâgs-2
Nuriâgs>9	Haradrim+2	Southrons-2
Asdriags>10	Nurniags+2, Variags+2	Balchoth-2
Variags>9	Nurniâgs+2	Haradrim-2
Nurniâgs>9	Nuriags+2, Variags+2	Balchoth-2

Turn played – avatar – FN.body-name –movement

g. = garrisoned at site

02 Uvatha 2-09.7 Wain-Easterlings g.Wain-Easterling Camp

04 Uvatha 2-07.5 Corsairs of Rhun g.Raider-hold

[These two are ready to battle any single, nearby hero faction.]

05 Uvatha 2-08.6 Nuriags g. Medloshad

08 Uvatha 2-09.7 Balchoth g.Balchoth Camp

10.[Doom of Choice | Swift Onset in play for all players with card in deck.

Vidugavia]

10 Uvatha 2-10.8 Easterlings g.Easterling Camp

10 Uvatha 2-8.6 Nurniags g.Nurniag Camp

[Uvatha is tempted to move his six Man factions into Gondor for epic battle.]

[It will take Uvatha three turns to move into Anorien, but likely all tapped, but the seven hero factions there only two have a FN greater than 7. Why Not? First Wain-rider Invasion.]

11 Uvatha plays Fell Captain on a leader.

11 Uvatha moves Wain-Easterlings from site in Harrhun through Nuriag into Khand, taps.

11 Uvatha moves Easterlings from site in Horse Plains to Horse Plains.

11 Uvatha moves Corsairs of Rhun from site in Horse Plains to Horse Plains.

11 Uvatha moves Nuriags from site in Nurad through Nuriag into Horse Plains, taps.

11 Uvatha moves Balchoth from site in Kykurian Kyn through Nuriag to Horse Plains, taps.

11 Uvatha moves Nurniags from site in Nurn through Nuriag to Khand, taps.

[THOUGHT. Should factions with “hate” factions, negative modification be in the same region or site except if lead by a leader or at a battle ground site or in a region with enemy factions?

Helps the heroes if rule is used. I will use it. Instead of 3 factions moving through Dagorlad and 3 more through Harondor, now it is 4/2.]

12 Uvatha moves Wain-Easterlings, Nurniags from Khand into Harondor.

12 Uvatha moves Easterlings, Corsairs of Rhun from Horse Plains into Dagorlad.

12 Uvatha moves Nuriags, Balchoth from Horse Plains into Dagorlad.

12 Uvatha discard Nuriags Muster Disperses

13 Uvatha moves Wain-Easterlings, Nurniags from Harondor into Ithilien to Osgiliath(gb)

13 Uvatha moves Easterlings, Corsairs of Rhun from Dagorlad into Ithilien to Osgiliath(gb)

13 Uvatha moves Balchoth from Dagorlad into Ithilien to Osgiliath(gb)

- 13 Rangers of Ithilien tap now, must tap for “all” and not partially for “saving later in the turn” 1 minion factions, Easterlings
- 13 Uvatha 2-08.6 Asdriags g.Nuriag Camp
- 13 Wain-Easterlings, Nurniags, Easterlings, Corsairs of Rhun, Balchoth enter the **First Wain-Rider War** at Osgiliath(bg)
> Corsairs of Rhun killed.
- 14 Ren 2-08.6 Chey g. Ulk Jey Ama
- 14 Wain-Easterlings, Nurniags, Easterlings, Balchoth continue the **First Wain-Rider War** at Osgiliath(bg). None killed.
- 15 Uvatha moves Wain-Easterlings, Nurniags, Easterlings, Balchoth from Ithilien through Harondor into Chelkar.
- 15 Uvatha moves Asdriags from Nuriag through Khand into Chelkar.
- 15 Vidugavia Men of NR g.Lake-town
- 15 Vidugavia influenced away Easterlings.
- 16 Uvatha minions heal Wain-Easterlings and Nurniags.
[Uvatha need to be careful with an untapped hero Easterlings with a wounded Balchoth. Asdriags is only faction untapped. Move away from Mordor.]
- 16 Uvatha moves Wain-Easterlings, Nurniags, Balchoth, Asdriags from Chelkar through Harondor into Hyarmentalas. Asdriags taps.
- 16 Vidugavia moves Easterlings from Chelkar through Harondor into Ithilien, taps.
- 17 Uvatha moves Wain-Easterlings, Nurniags, Balchoth, Asdriags from Hyarmentalas through Mardruak into Felayja, taps.
- 17 Vidugavia men of Dorwinion g.Shrel-kain
- 18 Uvatha moves Wain-Easterlings, Nurniags, Balchoth, Asdriags from Felayja into Bellazen. Battle v Tedjin. Wain-Easterlings, two others tap.
- 18 Ren Orcs of the EH g. Mount Arysis
- 18 Vidugavia moves mNR from Northern Rhovanion into Woodland Realm.
- 18 Vidugavia moves mDorwinion from Dorwinion through Northern Rhovanion into Woodland Realm.
- 19 Uvatha moves Balchoth, Asdriags from Bellazen through Suza Sumar into Bozisha-Miraz.
- 19 Uvatha has Wain-Easterlings, Nurniags battle in Bellazen. **See Battle of the Sands.**
- 19 Vidugavia moves mNR, mDorwinion from Woodland Realm into Anduin Vales.
See Battle of the Vale. Men of NR killed. **Goblins of Goblin-Gate** killed.
- 20 Vidugavia moves mDorwinion from Anduin Vales through Wold & Foothills into Rohan.
- 20 Vidugavia Ravens of NR g.Long Marshes
- 21 Uvatha heals Asdriags and Balchoth.
- 21 Uvatha Variags of Khand g.Variag Camp
[Minions will hold positions until Power Decks.]
- 21 Ren Múranians g. Naerphys
- 21 Vidugavia moves Easterlings from Ithilien into Harondor.
[Need to protect Imrahil’s Southrons.]
- 21 Vidugavia Variags of Khand g.Variag Camp
[Ouch, influenced away this tough faction.]
- 21 Vidugavia moves mDorwinion from Rohan through Anorien into Ithilien.
- 21 Saruman Ahar g. Thraath

- 21 Saruman CG of Tenolkachyn g. Tenolkachyn
- 22 Uvatha moves Wain-Easterlings, Nurniags from Bellazen into Felayja
- 22 Uvatha moves Balchoth, Asdriags from Bozisha-Miraz through Suza Sumar into Bellazen, taps.
- 22 Vidugavia moves Easterlings from Harondor into Hyarmenthalas.
- 22 Vidugavia moves mDorwinion from Ithilien into Harondor.
- 22 Vidugavia moves Variags of Khand from Khand through Chelkar into Harondor, taps.
- 22 Vidugavia Men of Dale g.Dale
- 23 Uvatha moves Wain-Easterlings, Nurniags from Felayja into Mardruak.
- 23 Uvatha moves Balchoth, Asdriags from Bellazen into Felayja
- 23 Vidugavia moves mDorwinion, Variags of Khand from Harondor through Hyarmenthalas into Mardruak, taps. **See Battle of the Sands.**
- 23 Vidugavia moves Easterlings from Hyarmenthalas into Mardruak. **See Battle of the Sands.**
- 24 Uvatha does not battle so to have MPs to give to the Sauron Power Deck.

COMMENTARY

This group of avatars did not follow expectations. I thought that Vidugavia and Uvatha would battle in Rhun. Vidugavia was slow to play factions while six minion Man factions hit the table. Thus, those minions visited Gondor for battle in the First Wain-Rider War. That proved costly to Denethor. Then Pallando and Valdacli were threatening the Mumakaniril advancement. Uvatha moved his factions southwards for Battle of the Sands.

Vidugavia influenced away Easterlings, Variags of Khand, would have had Wain-Easterlings but that faction was too far south to expect Vidugavia to reach there. Vidugavia will need to factor moving great distances to influence away minion factions. And Prince Imrahil may need to target characters protecting these factions from influence attempts. All of this takes away character turns for other purposes. This means that Vidugavia needs to play his factions fast so to keep Uvatha's factions in Rhun. Even if Vidugavia weak Man factions are killed, he has the chance to balance the lost by acquiring some hefty dual factions like Easterlings.

The First Wain-Rider war had four rounds beginning on Turn 13. Akhoralil had the first go with Aukuag, but decided to wait. Riders of Rohan and five other hero Man factions were waiting. The five Man factions had +1 while defending a haven; I have Prince Imrahil +1 for defending another Dunadan haven. Uvatha went next and one faction was tapped by Rangers of Ithilien. Heroes total FN at 51 – Minions FN 56. There was one tie, two minions wounded and Men of Lebennin killed. Adunaphel had round three. Black Numenoreans had Filled with Fury, which added power. Men of Lossarnach and Riders of Rohan were wounded. Battling at Osgiliath was a great advantage for Denethor. Theoden must send someone to heal Riders of Rohan. Denethor had round four and killed Corsairs of Rhun and Bozishnarod. Aukuag barely escaped death; I think the body stats are not too high. Imrahil and Theoden were prudent and did not risk battle since Black Numenoreans could counter. Else both avatars would have gone against four wounded minion factions.

Vidugavia moved his man factions westward to aid Radagast. Other battles discussed below.

DAGORLAD

Turn played – avatar – FN.body-name –movement
g. = garrisoned at site

- 04 Theoden 3-11.08 Riders of Rohan g.Edoras
[Great protector of many regions within 3]
10.[Doom of Choice | Swift Onset in play for all players with card in deck.
Theoden,]
- 12 Theoden 1-03.2 Wild Horses g.Southern Oasis
Theoden moves Riders of Rohan from Rohan into Anorien to Osgiliath.
- 13 Dwar 1-11.10 Black Trolls g.Cirith Gorgor
- 13 Theoden taps Wild Horses to tap Black Numenoreans (FwF)
- 13 Riders of Rohan enter the First Wain-Rider War at Osgiliath(bg)
- 14 Theoden moves Riders of Rohan from Anorien into Rohan at Edoras. Heals.
- 15 Theoden 1-07.6 Men of Harrowdale g.Dunharrow [highlight= change FN?]
- 16 Dwar Snaga-hai g.Durthrang
- 17 Theoden moves RoR and MoH from Rohan through Anorien into Lebennin, taps.
- 18 Theoden Mearas g.Edoras
- 19 Dwar O Ash Mountains g.Minas Durlith
- 19 Dwar Orcs of the Red Eye g.Barad-dur
- 21 Theoden moves RoR and MoH from Lebennin through Anorien into Rohan, taps.
- 21 Theoden Men of Westfold g.Helm's Deep
- 22 Theoden moves mWestfold from Gap of Isen into Rohan.

COMMENTARY

Theoden kept Riders of Rohan in Gondor, which was smart. It is a powerful faction needed for the War of the Ring. The other two factions were late. However, all three were ready to battle Ardagor and Dwarf factions in Eriador.

GONDOR

Turn played – avatar – FN.body-name –movement

g. = garrisoned at site

01 Denethor 06.5 Garrison at CA g.Cair Andros
01 Denethor 07.6 m Lossarnach g.Lossarnach
02 Denethor m.Lamedon g.Vale of Erech

[Gondor is secured. Offensive move?]

05 Imrahil m.Anfalas g.Lond Galen
09 Adunaphel 2-08.6 Bozishnarod g.Bur Esmer
09 Denethor m.Lebennin g.Pelargir
09 Denethor R.Ithilien g.Henneth Annun

10.[Doom of Choice | Swift Onset in play for all players with card in deck.

Denethor, Imrahil, Ren, Adunaphel]

10 Necromancer plays The Black Gate Closes.
10 Adunaphel draws Filled with Fury. Wants to play it on Corsairs or Black Numenoreans.
10 Adunaphel moves Bozishnarod from Bellazen through Felayja to Mardruak to hide from Junast's Guard.
10 Imrahil draws Númenór's Legacy.
11 Adunaphel 2-10.8 Black Numenoreans g.Bur Esmer
11 Adunaphel plays Filled with Fury on Black Numenoreans (2-12.8)
11 Denethor moves m.Lamedon from Lamedon through Lebennin into Anorien, taps.
11 Imrahil moves m.Anfalas from Anfalas through Belfalas into Lebennin, taps.
12 Adunaphel moves Bozishnarod from Mardruak through Hyarmenfalas to Harondor, taps.
12 Hoarmurath 1-07.6 Orcs of Udûn g.Cirith Gorgor
12 Denethor moves m.Lossarnach from Lebennin to Anorien to Osgiliath.
12 Denethor moves m.Lamedon from Lebennin to Anorien to Osgiliath.
12 Denethor moves Garrison of Cair Andros into Anorien to Osgiliath.
12 Denethor moves m.Lamedon from Lamedon to Osgiliath.
12 Imrahil moves m.Anfalas from Lebennin to Anorien to Osgiliath.

Heroes have six factions ready to battle with Rangers and Wild Horses tapping 2 minions.

Minions have eight factions. They want to battle for two turns then retreat eastward.

13 Denethor has Rangers of Ithilien tap Wain-Easterlings, Easterlings, Balchoth.
13 Adunaphel moves Bozishnarod from from Harondor to Ithilien at Osgiliath(bg)
13 Adunaphel moves Black Numenoreans (FwF) from Harondor to Ithilien at Osgiliath(bg)
13 Theoden taps Wild Horses to tap Black Numenoreans (FwF)
13 Adunaphel 2-10.8 Umbarean Corsairs g.Umbar
13 Hoarmurath 1-06.5 Orcs of Ephel Durath g.Barad-wath
13 Garrison at CA, m Lossarnach, m.Lamedon, m.Anfalas, m.Lebennin, R.Ithilien
Black Numenoreans, Bozishnarod enter the First Wain-Rider War at Osgiliath(bg)
> Men of Lebennin, Bozishnarod, and Corsairs of Rhun killed.
14 Hoarmurath Wraiths of Nurn g.
14 Garrison at CA, m Lossarnach, m.Lamedon, m.Anfalas,
Black Numenoreans, continue the First Wain-Rider War at Osgiliath(bg)
➤ Garrison at CA, m Lossarnach, m.Anfalas killed.

- 14 **Imrahil** 2-08.6 **Royal Navy** g.Linhir
- 14 Imrahil plays Númenór's Legacy on Royal Navy.
- 14 Denethor heals Men of Lamedon.
- 15 Adunaphel plays Filled with Fury on Umbarean Corsairs (2-12.8)
- 15 Adunaphel moves Black Numenoreans (FwF) from Ithilien through Harondor into Hyarmenfalas, taps.
- 15 Adunaphel moves Umbarean Corsairs (FwF) from Ithilien into Harondor.
- 15 Denethor plays Argonaths.
- 15 **Denethor** 2-08.6 **Men of Anorien** g.Minas Tirith
- 16 Adunaphel moves **Black Numenoreans** (FwF) & **Umbarean Corsairs** (FwF) from Hyarmenfalas through Mardruak into Felayja, taps.
- 16 **Adunaphel** 2-10.7 **Southrons** g.Southron Oasis
- 16 **Adunaphel** 2-07.5 **Bellakaze** g. Korlea
- [Influenced this faction away from Imrahil; a blow to that hero avatar.]
- [Imrahil wants to use Royal Navy+NL to battle Bellakaze, but not worth it. Now he will move the faction to block Mumakaniril else that animal faction can skip through Bozishadar with Half-trolls blocking {Tedjin not yet in play}.]
- 16 Imrahil moves Royal Navy from Lebennin into Bozisha-Miraz using Numenor's Legacy. [Now let's hope this faction can survive before its Indur's turn 17]
- [Looks like Adunaphel's two factions will take two turns to help Mumakaniril.]
- [Bellakaze will give aid next turn.]
- 17 **Hoarmurath** **Ungol-orcs** g.Cirith Ungol
- 17 Adunaphel moves Bellakaze from Bellazen through Suza Sumar into Bozisha-Miraz, taps.
- 17 Adunaphel moves **Black Numenoreans** (FwF) & **Umbarean Corsairs** (FwF) from Felayja through Bellazen into Suza Sumar.
- 17 **Imrahil** **Knights of Dol Amroth** g.Dol Amroth
- 17 Imrahil plays Numenor's Legacy on Knights of Dol Amroth
- 18 Adunaphel moves **Black Numenoreans** (FwF) & **Umbarean Corsairs** (FwF) from Suza Sumar into Bozisha-Miraz. **See Battle of the Sands. s18-ad**
- 18 Imrahil moves Knights from Belfalas into Bellazen using Numenor's Legacy. Prince Imrahil will be in Umbar for Turns 19 and 20 - available for healing. **See Battle of the Sands. s18-im**
- 19 Adunaphel has Bellakaze battle in Bozisha-Miraz. **See Battle of the Sands. s19a-ad**
- 19 Minions need to heal Mordor Man factions; get them to move to darkhaven so Uvatha's Minions can move from Minas Morgul or Chey Goumal in one move to heal factions.
- 19 Adunaphel moves Umbarean Corsairs from Bozisha-Miraz into Suma Suzar for battle. **See Battle of the Sands. s19b-ad** Clans of Pel killed.
- 19 Adunaphel just untaps Black Numenoreans to protect Mumakaniril.
- 19 **Hoarmurath** **Uruk-kai** g.Minas Durlith
- [It is tempting to keep the Knights in place to maybe kill Nurniags, but Vidugavia May still play dual Mordor Man factions. Etulians may be played soon.
- 19 Imrahil moves Knights from Bellazen into Ammu Baj using Numenor's Legacy. **See Battle of the Sands s19-im**
- 19 Adunaphel moves Bellakaze from Bozisha-Miraz into Seznebab.
- 20 Adunaphel moves **Umbarean Corsairs** (FwF) from Suza Sumar into Bellazen.
- 20 Imrahil moves Knights from Ammu Baj into Andrast using Numenor's Legacy.

BBe u.HC-Knights of Dol Amroth.12@9 v t.LC-White Mountain Wolves.7@4
 12.fn+2roll=14,wounded 7.fn-1t+9roll=15
 bc.5roll-1.heavy=4

- 20 Imrahil Southrons g.Southron Oasis
- 21 Hoarmurath Morgul-orcs g.Minas Morgul
- 21 Hoarmurath Orcs of Gorgoroth g.Barad-dur
- 21 Hoarmurath Slaves of Nurn g. Ostigurth
- 21 Hoarmurath Snaga-hai g.Mount Doom
- 21 Adunaphel moves Bellakaze from Seznebab through Chennacatt.
- 21 Imrahil moves Southrons from Harondor into Hyarmenfalas.
- 21 Denethor Tower Guard of MT g.Minas Tirith
- 21 Imrahil moves Knights from Andrast through Anfalas into Belfalas.
- 22 Adunaphel moves Black Numenoreans (FwF) from Bozisha-Miraz through Suza Sumar into Bellazen, taps.
- 22 Adunaphel moves Bellakaze from Chennacatt into Bosiri. See Battle of the Pass. P22-ad
- 22 Adunaphel Haradrim g. Amrun
- 22 Imrahil heals Knights.
- 23 Adunaphel moves Black Numenoreans (FwF) & Umbarean Corsairs (FwF) from Bellazen into Felayja. Stay back since some of Uvatha's minions can be influenced away into hero manifestations eles move into Mardruak.
- 23 Adunaphel moves Bellakaze from Bosiri through Chennacatt into Seznebab. See Battle of the Pass. p23-ad Bellakaze killed.
- 23 Imrahil moves Southrons from Hyarmenfalas into Mardruak. See Battle of the Sands. s23-im

COMMENTARY

This area of notes are for Hoarmurath, Adunaphel, Denethor and Imrahil. Hoarmurath did not move. That is one of my prejudices – Overt Mordor factions stay garrisoned until the Power decks. However, I think that is the best route since those factions are weaker than the Gondor factions. Uvatha sent all of his factions south and Vidugavia blocked northward progress with several factions, which could battle first the Overt Mordor factions and kill many without much a chance for healing.

Note that the Battle of the Pass has to do with stopping flow of factions northwestward near Bosiri. Some battles of both wars (Pass, Sands) happened in the same region, but many turns apart.

Battle of the Pass was much less than I expected due to moving Mumakaniril early and using The Whips of Their Masters before Valdacli could block passage. Then the minions rushed to Bozisha-Miraz for its haven FN bonus. Therefore, the heroes failed in that War. The War started with 3 Valdacli against Orcs of the Yellow Mountains killing the Orcs. That war was stopped until move Valdacli factions were moving north through Bosiri. The minions were then the blockage. Men of Miredor and was up against Bellakaze, Gusar, and Visi. Men of Miredor was killed. Then Nar's Folk entered and was killed by Visi. A healed Sirani killed Gusar. Bellakaze tied Sirani and later killed by them. Visi was wounded by Sirani, then kills the late comer Etulian. Finally, Sirani rewounds Visi. The deck ends with Sirani and Visi in Seznebab and Magri in Chennacatt.

War of the Sands too was a failure for the heroes, but getting Southrons, Easterlings, and Variags of Khand on the hero side as a great success. Now, the heroes must send characters to that region with the factions to heal them. Sauron will likely wait on Gondor until the Mumakaniril have a clear path to Anorien.

Adunaphel's use of Filled with Fury was monumental. I did put a note in the new deck to replace one copy with Numenor's Legacy. Black Numenoreans killed three factions in four battles. Umbarean Corsairs killed two in three battles. One battle was a tie and another would have been a tie that eventually killed the hero faction. It took Adunaphel until turn 13 to play these two factions. Later, Bellakaze was influenced away from Imrahil. But Imrahil stole Southrons, which did not move after its play on Turn 16. Haradhrim was played on Turn 23. Bellakaze was important in four battles dying on the fourth. The two factions (UC, BN) was important on Turn 18 in Bozisha-Miraz protecting the war-beasts – two hero factions were killed before more could provide help. The 12 FN allowed wounding hero factions so Bellakaze had chance to kill later.

Denethor only participated in the First-Wainrider War. He played six factions before Turn 10. Keeping them there provided the FN bonus of home region or haven region. Three minions battled first at Osgiliath. When Denethor first battles, one was killed and another tapped. Good rolls killed Corsairs of Rhun and Bozishnarod and wounded Aukuag. Uvatha next turn battled with four factions with three wounded. Garrison of CA was killed, but wounded three minion factions. Low body checks helped the minions. Now, otherwise killing one or two would have maybe kill factions such that Mumakaniril would have been at risk. Men of Anfalas was flattened by 12 FN BN. The start of Denethor's second turn had him two factions. Lamedon (five battles, killed one) was wounded and Lossarnach was killed. The minions retreated so to move southward. Six of them moved away and five were wounded.

Imrahil had a tough task. He had to fight in three areas. Men of Anfalas survived three battles and Knights killed one in four battles. In Gondor, Men of Anfalas battled in the First Wain-Rider war. Royal Navy was played on Turn 14. It uses Numenor's Legacy to reach Bozisha-Miraz, then promptly killed by 11 from Mumakaniril.

Consideration for the Knights to use Numenor's Legacy to battle in Bellakar was in much debate. Finally, on Turn 17 the faction is played and battles next turn on a tapped Asdriags, but wounds the minion faction. It tied Wain-Easterlings the next turn. Then the Knights leave to kill Aukuag far away in Ammu Baj. Next, Knights move to Andrast to battle WM Wolves, but is wounded on its roll of 2. A 3 roll would have been a tie. Finally, Etulians were played late on Turn 22. It moved to battle at the Pass a wounded Visi, but was killed.

Southrons were influenced away on Turn 20. That greatly helped. Imrahil did play first Bellakaze, but Adunaphel got it later. Adunaphel used that faction in six battles. Imrahil needs to keep it in play, which is a main reason faction port movement was conjured. The minion version ties Clans of Pel on Turn 17 & 18 and Sirani on Turn 22. Then battles again and is killed by Sirani. Bellakaze battles and wounds Nar's Folk on Turn 18 & 19 winning both battles. That faction won the stout award with its low 5 body.

The game ends with Men of Dorwinion, Easterlings, Variags of Khand, and Southrons for the heroes and Wain-Easterlings, Nurniags for the minions in Mardruak. Balchoth, Asdriags, Black N, U Corsairs and Mumakaniril are all untapped in Felayja.

BOSIRI

Turn played – avatar – FN.body-name –movement
g. = garrisoned at site

02 Pallando 1-02.1 Covshek-pust g. Abandoned Caravansary
06 Pallando 3-09.6 Junast's Guard g.Tresti
09 Akhorahil 2-07.6 Aukuag g.Sudu Cull
09 Pallando 2-09.7 Dwarves of Md g.Mablad-Dum

10.[Doom of Choice | Swift Onset in play for all players with card in deck.

Pallando, Akhorahil, Indur]

- 10 Akhorahil moves Aukuag from Dune Sea to Mardruak.
11 Pallando plays Endurance of Stone.
12 Pallando 2-10-8 Sîrani g. Tûl Harar
12 Akhorahil moves Aukuag from Mardruak through Hyarmenfalas to Harondor.
13 Akhorahil moves Aukuag from Harondor through Ithilien to Osgiliath (bg)
13 Akhorahil 1-10.9 Half-trolls g. Bâtan-Urîd
13 Aukuag enters the First Wain-Rider War at Osgiliath(bg)
13 Pallando moves Sîrani from Kirmlesra through Isra into Chennacatt, taps.
13 Pallando moves Dwarves of Md from YM-Central Spur into Chennacatt.
13 Pallando moves Junast's Guard from Bozisha-Miraz through Seznabab into Chennacatt, taps.
14 Akhorahil draws The Whips of Their Masters
14 Akhorahil moves Half-trolls from Seznabab into Chennacatt for battle.
14 Aukuag continue the First Wain-Rider War at Osgiliath(bg)
14 Half-trolls start Battle of the Pass in Chennacatt. p14-ak Minions attack Heroes.
[Pass is the war to stop Mumankaniril before reaching Seznebab and other battles
To stop factions moving northwards from Bosiri.]
14 Imrahil Bellakaze g.Korlea
14 Pallando Nar's Folk g.Narad-Dum
14 Pallando moves Dwarves of Mablad-dûm from Chennacatt into YM-Central Spur.
{A central Spur? Central Peaks?}
14 Pallando battles in Chennacatt with Junast's Guard and Sîrani. Now, should JG tap to support or wait if Half-troll wins and thus be able to face the troll battle next turn?
Battle of the Pass in Chennacatt p14-pa Hero attacks minions.
15 Akhorahil moves Aukuag from Ithilien to Imlad Morgul; healed by Akhorahil.
15 Akhorahil moves Half-trolls from Chennacatt through Seznebab into Bozisha-Miraz.
15 Akhorahil heals Half-trolls.
15 Pallando Dwarves of Blackflame g. Baruzimabûl
15 Pallando heals Dwarves of Mablad-Dum.
15 Pallando moves Sîrani from Chennacatt into Seznebab.
15 Pallando moves Junast's Guard from Chennacatt Spur into Bozisha-Miraz to act as a blockage, but needs to survive battles until then.
Battle of the Pass in Chennacatt p15-pa
[Pallando needs to slow beasts on both paths to Mordor] Stall for Valdacli's factions.

- [Pallando also wants to hold back the Dwarves until Endurance of Stone is in play.]
- 15 Pallando moves Nar's Folk from YM-Western Spur into Isra.
- 16 Akhorahil moves Aukuag Imlad Morgul through Gorgoroth into Nurn, taps.
- 16 Akhorahil battles in Bozisha-Miraz. **Battle of the Sands. s16-ak**
Half-trolls kill Junast's Guard.
- 16 Pallando moves **Sîrani** from Seznebab into Chennacatt.
- 16 Pallando moves Nar's Folk from Isra into Chennacatt to block route to Chey.
- 16 Pallando moves Dwarves of Blackflame from YM-Western Spur through Hyarn into Curinshiban, taps.
[Pallando wants all 3 dwarves to battle in the same region. Next turn, meet in Seznebab]
- 16 **Pallando** **Tedjin** **g. Sudu Call**
[Half-Trolls will move into Seznebab next turn to block that path – cruel. Then only the five hero factions in Seznebab can follow Mumakaniril. Then minions can just leave a trail of factions in one region each to slow hero factions moving northward. Heroes then will be force to watch Mumakaniril reach Mordor or to send the remaining Gondor factions south to battle in Harondor. However, Mumakaniril may stay in Bozisha-Miraz to receive easy healing of minions at the Darkhaven Bozisha-Dar.]
[The plan of the minions is to send Half-Trolls into Seznebab to halt the dwarf factions. Mumakaniril will move into Suza Sumar. Bellakaze will move into Bozisha-Miraz halting five heroes and likely get killed, but first attacks Royal Navy. Uvatha's four factions will reach Felajya. Adunaphel's two *Filled with Fury* factions will enter Bozisha-Miraz hoping to kill two factions. Heroes will send four factions to Seznebab on Turn 17. Turn 18 will have Mumakaniril reenter Bozisha-Miraz with four other minion factions (BN, UC, 2 Uvatha factions). The other factions will stay in Suza Sumar. Heroes will battle for Turn 18 with five factions in Bozisha-Miraz. Expect Bellakaze, Half-trolls, R Navy, cPel, CPel to be dead at this point. Thus, mSulcoron, MCiryataire, Sirani, mMiredor, dwarf faction to fight. Turn 19 will shift minion factions. Those in Bozisha-Miraz not named Mumakaniril will move into Seznebab. The others move into Bozisha-Dar. Akhorahil will play two factions in Bozisha-Miraz (Gusar, Visi) that turn. Heroes need to roll lucky. Heroes cannot expect to have a faction supported when battling the war-beast. There are just three 10 FN hero factions present and battling in a region with a Darkhaven. Mumakaniril will not move northwards again until all hero factions are eliminated. However, Pallando can slow Uvatha's factions by one turn by moving Tedjin into Bellazen on Turn 17.]
- 17 Akhorahil moves Aukuag from Nurn through Nuriag into Nurad, taps.
- 17 Akhorahil moves Half-trolls from Bozisha-Miraz into Seznebab.
See Battle of the Sands. s17-ak
- 17 Pallando heals Sîrani in Chennacatt.
- 17 Pallando moves Tedjin from Dune Sea through Kes Arik into Bellazen, taps
- 17 Pallando moves Nar's Folk from Chennacatt into Seznebab.
- 17 Pallando moves Dwarves of Mablad-Dum from Chennacatt into Seznebab.
- 17 Pallando moves Dwarves of Blackflame from Curinshiban into Seznebab.
See Battle of the Sands. s17-pa
- 18 Tedjin killed by Mumakaniril.
- 18 Akhorahil moves Aukuag from Nurad through Chey Sart into Orgothraath, taps.
- 18 Akhorahil battles with Half-trolls in Seznebab.
See Battle of the Sands. s18-ak

- 18 Pallando moves 3 dwarf factions and Sirani from Seznebab into Bozisha-Miraz.
See Battle of the Sands. s18-pa
- 19 Akhorahil moves Aukuag from Orgothraath through Chy into Ammu Baj, taps.
- 19 Akhorahil Gusar g. Tresti
- 19 Akhorahil Visi g. Bozisha-Dar
- 19 [Minions are now in complete control in Harad]
- 19 Pallando moves Nar's Folk from Bozisha-Miraz through Seznebab into YM Central S.
- 19 Pallando moves Sirani from Bozisha-Miraz through Seznebab into Chennacatt.
- 20 Akorahil moves Visi and Gusar from Bozisha-Miraz into Seznebab.
See Battle of the Sands. s20-ak Clans of Drel killed.
- 20 Pallando heals Nar's Folk.
- 20 Pallando moves Sirani from Chennacatt into Bosiri.
- 21 Akhorahil influenced away the Sirani, but that hero manifestation is in region with its avatar. Wait?
- 21 Akorahil moves Visi and Gusar from Seznebab through Chennacatt.
- 21 Pallando heals Sirani.
- 21 Pallando moves Nar's Folk from YM-Central Spur into Bosiri.
- 21 Imrahil Etulians g.Norjadar
- 22 Akorahil moves Visi, Gusar from Chennacatt into Bosiri. **See Battle of the Pass. p22-ak**
- 22 Imrahil moves Etulians from Tulwang through Curishiban into Seznebab, taps.
- 22 Pallando moves Sirani from Bosiri through Chennacatt into Seznebab, taps.
- 23 Akorahil moves Visi from Bosiri through Chennacatt into Seznebab, taps.
See Battle of the Pass. p23-ak
- 23 Imrahil has Etulians battle in Seznebab. **See Battle of the Pass.** Etulians killed. **P23-im**
- 23 Pallando has Sirani battle in Seznebab. **See Battle of the Pass.** Etulians killed. **p23-pa**

COMMENTARY

This area of notes are for Akhorahil and Pallando. Two wars are discussed here: Pass & Sands. Akhorahil had success defeating Pallando's factions. The ill luck for the wizard was the death of two dwarf factions on their first battle even with Endurance of Stone in play. Movement to Mablad-Dum gave easy healing. Better rolls and the use of that resource should make Sauron sweat upon the threat of losing Mumakaniril.

The Ringwraith was the first to move Aukuag to Gondor. That faction was later wounded and sought to join the fray in Far Harad. Movement to Bellakar was not possible without peril from hero factions. Thus, the faction moved along the Bay of Ormal. But, Knights of Dol Amroth used Numenor's Legacy to kill the vulnerable faction far from help.

Sirani was always hero, but Akhorahil was near to having it himself late. The faction was in the most battles (eight) killing two. Half-trolls were in the second most battles (seven) killing one. It was in two ties finally killed on Turn 18. It was in seven battles in four turns. Visi killed three in five battles. Nar's Folked and Dw. Mablad-dum each in three battles – both killed. Junast's Guard killed after two. Gusar killed after two, but killed one. Dwarves of Blackflame, Tedjin, and Men of Ciryatanire killed on their maiden battle.

Pallando was quick to play three strong factions at the end of Turn 12. Mumakaniril began their move on Turn 15. Oh, the Half-trolls. I gave them a 10 FN. Now, I now have it at 9 FN. I try to gauge the size of the force and its features. There should be more Half-Trolls than Black Trolls, but less than Southrons in those factions. Pallando rushed to Chennacatt on Turn 13. Half-

trolls move there to start the Battle of the Pass. Turn 15 had the Mumakaniril there in Chennacatt after using The Whips of Their Masters. Orcs of the Yellow Mountains was smart to stop in Bosiri forcing three of Valdacli's factions to fight it. Later, Gusar and Visi were played late and slowed some hero factions in Bosiri. Visi killed Men of Miredor, Etulians, and Nar's Folk.

Pallando could not muster momentum. Nar's Folk and Dwarves of Mablad-Dum were wounded on its first battle. Sirani was wounded by Mumakaniril. It had one tie and wounded five minion factions. It has 10 FN. A 9 FN would have tied once.

Battle of the Sands had 27 battles and 12 kills. The War was always in the minions' favor. Turn 16 had Half-Trolls kill a wounded Junast's Guard in Bozisha-Miraz. The next turn those trolls tie Men of Sulcoron in Seznebab. Next, Pallando has Dwarves of MD tie Half-trolls. Still in the same region Half-trolls are wounded by Men of Miredor blocking passage to the Mumakaniril in Bozisha-Miraz. The Half-trolls were left alone until death on Turn 18 by Men of Miredor. Now, Pallando flushed his three dwarf factions and Sirani in Bozisha-Miraz. Two are killed after failing the Endurance of Stone rolls. Akhorahil turn any hope by the heroes into dust with playing Visi and Gusar on Turn 19. These two were meant to block any heroes moving south of Bozisha-Miraz. Gusar kills Clans of Drel.

Pallando did fine, but a game needs to have faction healing involved even at the cost of a character. The wizard could use the extra general influence. Healing of the dwarf factions at Mablad-Dum was used, but having two factions die so early was a waste. Pallando was lucky that Sirani was not influenced away. Better rolls for the dwarf factions and some faction healing should dispatch all factions controlled by Akhorahil and Indur minus the Mumakaniril. Now, Ren may have to move his factions south for aid (Orcs, Chey).

SEVEN LANDS

Turn played – avatar – FN.body-name –movement
g. = garrisoned at site

02 Guild Elves of Talirân g.Tauronde

03 Indur Black Dogs

03 Valdacli Nandran g. Mispir

[No factions here planning to battle]

05 Valdacli mSulcoron g. Tol Turgul

06 Indur 2-07.5 oYellow Mountains g.Fhul

09 Indur 1-04.3 Mûmakil Traders g. Dûrdamal

10.[Doom of Choice | Swift Onset in play for all players with card in deck.
Valdacli, Indur]

10 Indur moves oYM from Bosiri through Dushera to Tuktan to hide from hero factions.

11 Indur 1-04.3 Mûmakil Traders g. Dûrdamal

11 Indur draws The Whips of Their Masters

11 Valdacli 1-06.5 Clans of Pel g.Seregul's Keep

11 Guild 2-07.5 Avari g.Aurax-Dûr

12 Valdacli 1-06.5 Clans of Pel g. Arpel

12 Valdacli moves Men of Sulcoron from Miredor through Drel to Pel.

13 Valdacli moves Clans of Pel from Pel through Mag into Tumag, taps.

13 Valdacli moves Clans of Pel from Pel through Mag into Tumag, taps.

13 Valdacli moves Men of Sulcoron from Pel through Mag into Tumag, taps.

14 Indur 5-15.10 Mûmakaniril g.

14 Valdacli moves Men of Sulcoron, Clans of Pel, Clans of Pel from Tumag into Usakan.

15 Indur moves oYM from Bosiri from Tuktan through Dushera into Bosiri, taps.

15 Indur plays The Whips of Their Masters on Mumakaniril.

15 Indur moves Mumakaniril from Mumakan through Tuktan+Dushera+Bosiri into Chennacatt, taps. See **Battle of the Sands**. p15-id

15 Valdacli moves Men of Sulcoron, Clans of Pel, Clans of Pel from Usakan into Bosiri. See **Battle of the Pass**. P15-vd Men of Sulcoron kill Orcs of the Yellow Mountains.

15 Valdacli 2-10.8 Men of Ciryatanirë g.Lond Anarion

15 Valdacli 3-10.7 Men of Mirëdor g.Ostelor

[Valdacli needs to get these factions to Far Harad soon. Now, it looks like a fully aggressive battle on Mumakaniril will hold that minion faction in Bozisha-Miraz for a few turns. Now, that is not good since minions can easily heal factions sitting at that darkhaven. So maybe let the faction get to Bellazen. That means minion factions that healed in Bozisha-Miraz must tap to move three regions to Bellazen. Also, Numenor's Legacy Knights of DA and Royal Navy will be safer in the Border-land region too. Think ahead.]

16 Indur moves Mumakaniril from Chennacatt into Seznebab. See **Battle of the Sands**. s16-id Mumakaniril wounds Siryn.

16 Valdacli moves Men of Sulcoron, Clans of Pel, Clans of Pel from Bosiri through Chennacatt into Seznebab, taps.

16 Valdacli moves Men of Ciryatanirë from Hyarn through Curinshiban into Seznebab, taps.

16 Valdacli moves Men of Miredor from Miredor through Elorna into Hyarn.

17 Indur moves Mumakaniril from Seznebab into Bozisha-Miraz.

- See Battle of the Sands.** s17-id Royal Navy is killed.
- 17 Valdacli moves Men of Ciryatanirë, Men of Sulcoron, Clans of Pel, Clans of Pel from Seznebab into Bozisha-Miraz.
- 17 Valdacli moves Men of Miredor from Hyarn through Curinshiban into Seznebab, taps.
- 17 Valdacli 1-06.5 Clans of Drel g. Alsarius
See Battle of the Sands in Bozisha-Miraz. s17-vd
- 18 Indur battles with Mumakaniril in Bozisha-Miraz. s18-id
See Battle of the Sands.
- 18 Indur The Monks of EE g. Eregost
- 18 Valdacli moves Clans of Drel from Miredor through Elorna into Hyarn, taps.
- 18 Valdacli moves Clans of Pel from Bozisha-Miraz into Suza Sumar.
- 18 Valdacli battles in Seznebab. **See Battle of the Sands.** s18-vd
- 19 Indur must not leave Mumakaniril vulnerable; would like to kill Knights.
- 19 Indur has Mumakaniril battle in Bozisha-Miraz. **See Battle of the Sands.** s19-id
- 19 Valdacli moves Clans of Drel from Hyarn through Curinshiban into Seznebab, taps
- 19 Valdacli moves Men of Miredor from Seznebab into Chennecatt.
- 19 Valdacli Monks of Mor Tarain g. Barad Angwi
- 20 Valdacli moves Men of Miredor from Chennecatt into Bosiri.
- 21 Indur Magri g. Barad Angwi
- 21 Valdacli moves Men of Miredor from into Bosiri Chennacatt. **Battle of the Pass.** P21-vd
 Men of Miredor killed; no more moving factions for ValdacLI-
- 22 Indur moves Magri from Mag through Tumag into Usakan, taps.
- 22 Indur moves Mumakaniril from Bozisha-Miraz through Suza Sumar into Bellazen, taps.
 [move only into regions with 2 Uvatha factions there until moving again.]
- 23 Indur moves Magri from Usakan through Bosiri into Usakan, taps.
- 23 Indur moves Mumakaniril from Bellazen into Felayja.
- 23 Indur Hathorians g. Tanith

COMMENTARY

This area of notes are for Indur and Valdacli. Two wars are dicussed here: Pass & Sands. Indur was successful moving Mumakaniril north past Bozisha-Miraz with support factions. Valdacli lost all its factions (six) that were in battles. Only Magi remains alive. Men of Sulcoron killed one in four battles, Men of Miredor killed one in three, and Men of Ciryatanirë killed on their madian battle. Both Clans of Pel lasted two battles each. Clans of Drel killed on their maiden battle. Orcs of the yellow Mountains were useful for its death on its first battle. Hathorians were played very late. Mumakaniril killed three in six battles.

Battle of the Pass was the first encounter. The Whips of Their Masters was vital moving the warbeasts five regions into Chennacatt preventing three of Valdacli's factions reaching Bosiri on the next turn but instead wasting a turn on the Orcs. Turn 15 saw Mumakaniril wound Sirani hurting them for some turns before healing. A wounded Mumakaniril then was at risk of death with a 10 FN Sirani waiting. Junast's Guard then fought the beasts, but was wounded. A 9 FN may be too high. Turn 15 had Men of Sulcoron with two Clans of Pel killed the Orcs. Men of Miredor was killed by Visi late in the game on Turn 21. That was the end of Valdacli's factions in battles.

Battle of the Sands started on Turn 16 with Mumakaniril wounding a wounded Sirani. The following turn Royal Navy used Numenor's Legacy to slow the beasts, but were killed. Imrahil tried to keep the minion faction for one more turn in Bozisha-Miraz for healing. Valdacli finally

arrived from the west and from Bosiri with four factions on Turn 17 (mCiry, mSirc, Pel, Pel). Men of Ciryatanire were killed by the warbeasts. Pel tied a tapped Bellakaze. However, I had yet increase Pel's MPs with multiple Clans of Pel in play. I may need to lower their body one because of this. Turn 18 had Mumakaniril wound Men of Sulcoron. It was a mess in that region of Bozisha-Miraz. Adunaphel was rushing southwards to help reaching the region later that turn. Black Numenoreans killed a wounded Men of Sulcoron and Umbarean Corsairs killed a Clans of Pel. It was lookly hopless for Valdacli. Light was still shining when Men of Miredor killed Half-trolls that turn in Seznebab. Pallando had Dwarves of Mablad-Dum battle Mumakaniril, but the dwarves were made into jelly. Turn 19 had Mumakaniril attack Sirani and wounding it. Clans of Pel moved into Suza Sumar to slow the movement of minion factions along the coast; it worked, but at the cost of its life. Clans of Drel was killed while slowing Visi on turn 20.

BATTLE OF THE VALE

Place: Anduin Vales

+1.FN defending in home region

+1.FN in region with a haven

-1.FN tap

-2.FN & -1.body wounded

+1.body Heavy against a Light

+1.FN Calvary against a Light

Turn 17

Bolg's turn

Anduin Vales

V17-bg

t.HI-Beornings(H).9@7

u.LI-Woodmen(H).7@4

u.HI-Goblins of Goblin-Gate.8@6

u.LI-Grey Mountain Goblins.9@6

u.HI-Orcs of Gundabad.10@7

t.LI-Army of Bats.2@1

GGG support

BBv u.HI-Orcs of Gundabad.10@7

v

t.HI-Beornings(H).9@7

10.fn+4roll=14

.tie.

9.fn-1t+1.region+5roll=14

BBv u.LI-Grey Mountain Goblins.9@6 v

u.LI-Woodmen(H).7@4

9.fn+4roll=13, wounded

7.fn+10roll=17

Bc.2roll

Turn 17

Radagast's turn

Anduin Vales

V17-rg

u.HI-Beornings(H).9@7

u.LI-Woodmen(H).7@4

t.HI-Goblins of Goblin-Gate.8@6

t.LI-Grey Mountain Goblins.9@6

t.HI-Orcs of Gundabad.10@7

t.LI-Army of Bats.2@1

BBv u.HI-Beornings(H).9@7

9.fn+7roll=16

v

t.LI-Grey Mountain Goblins.9@6

9.fn-1t+6roll=14, wounded

Bc. 6roll

BBv u.LI-Woodmen(H).7@4

7.fn+5roll=12,wounded

Bc: 4roll

v

t.HI-Goblins of Goblin-Gate.8@6

8.fn-1t+7roll=14

Turn 18

Bolg's turn

Anduin Vales

V18-bg

t.HI-Beornings(H).9@7

w.LI-Woodmen(H).7@4

u.HI-Goblins of Goblin-Gate.8@6

w.LI-Grey Mountain Goblins.9@6

u.HI-Orcs of Gundabad.10@7

t.LI-Army of Bats.2@1

BBv u.HI-Orcs of Gundabad.10@7

10.fn+6roll=16

v

w.LI-Woodmen(H).7@4

7.fn+9roll=16

.tie.

BBv u.HI-Goblins of Goblin-Gate.8@6 v

8.fn+7roll=15,wounded

Bc.4roll

t.HI-Beornings(H).9@7

9.fn+1.home+7roll=17

Turn 18

Radagast's turn

Anduin Vales

V18-rg

u.HI-Beornings(H).9@7

w.LI-Woodmen(H).7@4

w.HI-Goblins of Goblin-Gate.8@6

w.LI-Grey Mountain Goblins.9@6

t.HI-Orcs of Gundabad.10@7

t.LI-Army of Bats.2@1

BBv u.HI-Beornings(H).9@7

9.fn+8roll=17

Bc.10roll,killed.

v

t.HI-Orcs of Gundabad.10@7

10.fn-1t+10roll=19

BBv w.LI-Woodmen(H).7@4

7.fn-2w+7roll=12,wounded

Bc:2roll+1.delta+1w=4

v

w.HI-Goblins of Goblin-Gate.8@6

8.fn-2w+12roll=18

Turn 19

Vidugavia's turn

Anduin Vales

u.LI-Men of Northern Rhovanion.7@5

u.LI-Men of Dorwinion.7@4

u.HI-Orcs of Gundabad.10@7

t.HI-Goblins of Goblin-Gate.8@6

t.LI-Grey Mountain Goblins.9@6

t.LI-Army of Bats.2@1

BBv u.LI-M Northern Rhovanion.7@5

7.fn+3roll=10,wounded

BC. 6roll+1delta=7,killed

v

u.HI-Orcs of Gundabad.10@7

10.fn+7roll=17

BBv u.LI-Men of Dorwinion.7@4

7.fn+10roll=17

v

t.HI-Goblins of Goblin-Gate.8@6

8.fn-1t+7roll=14,wounded

Bc.7roll,killed.

Turn 19

Thranduil's turn

Anduin Vales

V19-tl

t.LI-Men of Dorwinion.7@4

u.LI-Men of Lake-town.7@5

u.HI-Wood-elves.10@7

t.HI-Orcs of Gundabad.10@7

t.LI-Grey Mountain Goblins.9@6

t.LI-Army of Bats.2@1

BBv u.HI-Wood-elves.10@7
10.fn+1sup+11roll=22

v

t.LI-Grey Mountain Goblins.9@6
9.fn-1t+10roll=18,wounded
BC. 3roll

BBv u.LI-Men of Lake-town.7@5
7.fn+9roll=16

v

u.HI-Orcs of Gundabad.10@7
10.fn+4roll=14,wounded
Bc.10roll=10,killed

BATTLE OF THE PASS

+1.FN defending in home region
+1.FN in region with a haven
-1.FN tap
-2.FN & -1.body wounded
+1.body Heavy against a Light
+1.FN Calvary against a Light

Turn 14

Akhorahil's turn Chennacatt p14-ak
t.HI-Dwarves of Mablad-dûm.9@7
u.HI-Half-Trolls.10@9

BBs u.HI-Half-Trolls.10@9 v t.HI-Dwarves of Mablad-dûm.9@7
10.fn+6roll=16 9.fn-1t+6roll=14, wounded.
Bc.5

Turn 14

Pallando's turn Chennacatt p14-pa
u.HI-Sîrani.10@8
t.HI-Junast's Guard.9@6
t.HI-Half-Trolls.10@9

Junast's Guard taps.
BBs u.HI-Sîrani.10@8 v t.HI-Half-Trolls.10@9
10.fn+1sup+11roll=22 10.fn-1t+11roll=20, wounded
Bc.8roll

Turn 15

Chennacatt

Sequence: Akhorahil, Adunaphel, Indur, Pallando, Imrahil, Valdacli,

Indur's turn Chennacatt p15-id
t.HI-Sîrani.10@8
t.HI-Junast's Guard.9@6
t.HC-Mûmakaniril.15@10

t.HC-Mûmakaniril.15@10 v t.HI-Sîrani.10@8
15.fn+1.calvary+5roll=21 10.fn+9roll=19,wounded
Bc.8roll

Turn 15

Pallando's turn

Chennacatt

p15-pa

w.HI-Sirani.10@8

u.HI-Junast's Guard.9@6

u.Nár's Folk.7@6

t.HC-Mûmakaniril.15@10

Nár's Folk taps.

BBs u.HI-Junast's Guard.9@6

v

t.HC-Mûmakaniril.15@10

9.fn+1sup+6roll=16,wounded

15.fn+1calvary-1t+6roll=21

Bc.3roll+1.delta=4

Turn 15

Valdacli's turn

Bosiri

P15-vd

u.Men of Sûlcoron.8@7

u.Clans of the Pel.6@5

u.Clans of the Pel.6@5

u.Orcs of the Yellow Mountains.7@5

cPel, cPel support

BBp u.HI-Men of Sûlcoron.8@7

v

u-LI-Orcs of the YM.7@5

8.fn+2sup+9roll=19

7.fn+1.home+6roll=13

Bc.10roll+1delta=11,killed

Turn 21

Valdacli's turn

Chennacatt

P21-vd

u.HI-Men of Mirëdor.10@7

u.LI-Bellakaze.7@5

u.LC-Gusar.7@5

u.HI-Vísi.8@7

BBp u.HI-Men of Mirëdor.10@7

v

Gusar supports

u.HI-Vísi.8@7

10.fn+3roll=13,wounded

8.fn+1sup+6roll=15

Bc.8roll=8,killed

Turn 22

Akhorahil's turn
 t.HI-Sîrani.10@8
 u.Nâr's Folk.7@6
 u.LC-Gusar.7@5
 u.HI-Vîsi.8@7

Bosiri

p22-ak

BBp u.HI-Vîsi.8@7
 8.fn+11roll=19

v

u.Nâr's Folk.7@6
 7.fn+6roll=13,wounded
 Bc.9roll+1delta=10,killed

BBp u.LC-Gusar.7@5
 7.fn+1calvary+6roll=13
 Bc.7roll+1delta=8,killed

v

t.HI-Sîrani.10@8
 10.fn-1t+9roll=18

Turn 22

Adunaphel turn
 t.HI-Sîrani.10@8
 t.HI-Vîsi.8@7
 u.LI-Bellakaze.7@5

Bosiri

P22-ad

BBp u.LI-Bellakaze.7@5
 7.fn+9roll=16

v

.tie.

t.HI-Sîrani.10@8
 10roll-1t+7roll=16

Turn 23

Adunaphel turn
 t.HI-Sîrani.10@8
 t.LI-Etulians.6@5
 t.LI-Bellakaze.7@5

Seznebab

P23-ad

BBp t.LI-Bellakaze.7@5
 7.fn-1t+8roll=14,wounded
 Bc.6roll,killed.

v

t.HI-Sîrani.10@8
 10roll-1t+7roll=16

Turn 23

Akhorahil's turn
 t.HI-Sîrani.10@8
 t.LI-Etulians.6@5
 t.HI-Vîsi.8@7

Seznebab

p23-ak

BBp t.HI-Vîsi.8@7
 7.fn-1t+7roll=13,wounded
 Bc.5roll

v

t.HI-Sîrani.10@8
 10roll-1t+5roll=14

Turn 23

Imrahil's turn

t.HI-Sîrani.10@8

t.LI-Etulians.6@5

w.HI-Vîsi.8@7

Seznebab

p23-im

BBp t.HI-Etulians.6@5
6.fn+9roll=15,wounded
Bc.7roll,killed

v

w.HI-Vîsi.8@7
8.fn-2w+10roll=16

Turn 23

Pallando's turn

u.HI-Sîrani.10@8

w.HI-Vîsi.8@7

Seznebab

p23-pa

BBp t.HI-Sîrani.10@8
10.fn+6roll=16

v

w.HI-Vîsi.8@7
8.fn-2w+6roll=14,wounded
Bc.6roll+1w=7

BATTLE OF THE SANDS

Place: Chennacatt.

+1.FN defending in home region

+1.FN in region with a haven

-1.FN tap

-2.FN & -1.body wounded

+1.body Heavy against a Light

+1.FN Calvary against a Light

Turn 16

Indur's turn

Seznebab

s16-id

w.HI-Sîrani.10@8

u.HC-Mûmakaniril.15@10

u.HC-Mûmakaniril.15@10

15.fn+1.calvary+6roll=22

v

w.HI-Sîrani.10@8

10.fn-2w+9roll=17, wounded

Bc4roll+1.delta=5

Turn 16

Akorahil's turn

Bozisha-Miraz

s16-ak

w.HI-Junast's Guard.9@6

u.HI-Half-Trolls.10@9

BBs u.HI-Half-Trolls.10@9

10.fn+1.haven+9roll=20

v

w.HI-Junast's Guard.9@6

9.fn-2w+1.home+6roll=14, wounded

Bc.6roll+1w+1delta=8,killed.

Turn 17

Indur's turn

Bozisha-Miraz

s17-id

u.LI-Royal Navy.8@5

u.HC-Mûmakaniril.15@10

BBs u.HC-Mûmakaniril.15@10

15.fn+1.calvary+1.haven+9roll=26

v

u.LI-Royal Navy.8@5

8.fn+7roll=15, wounded

Bc.4roll+2delta,killed

Turn 17

Akorahil's turn

Seznebab

s17-ak

[w.HI-Sîrani.10@8](#)[t.HI-Men of Ciryatanîrë.10@8](#)[t.HI-Men of Sûlcoron.8@7](#)[t.LI-Clans of the Pel.6@5](#)[t.LI-Clans of the Pel.6@5](#)[u.HI-Half-Trolls.10@9](#)BBs [u.HI-Half-Trolls.10@9](#)
10.fn+7roll=17v [t.HI-Men of Sûlcoron.8@7](#)
.tie. 8.fn+9roll=17**Turn 17**

Valdacli's turn

Bozisha-Miraz

s17-vd

[u.HI-Men of Ciryatanîrë.10@8](#)[t.HI-Men of Sûlcoron.8@7](#)[u.LI-Clans of the Pel.6@5](#)[u.LI-Clans of the Pel.6@5](#)[t.HC-Mûmakaniril.15@10](#)[t.LI-Bellakaze.7@5](#)

cPel support

BBs [u.HI-Men of Ciryatanîrë.10@8](#) v
10.fn+1sup+6roll=17
Bc.9roll,killed[t.HC-Mûmakaniril.15@10](#)
15.fn+1.calvary+1haven+3roll=20BBs [u.LI-Clans of the Pel.6@5](#)
6.fn+7roll=13v [t.LI-Bellakaze.7@5](#)
.tie. 7.fn-1t+haven+7roll=13**Turn 17**

Pallando's turn

Seznebab

s17-pa

[t.HI-Sîrani.10@8](#)[t.HI-Men of Mirëdor.10@7](#)[u.HI-Nâr's Folk.7@6](#)[u.HI-Dwarves of Blackflame.9@7](#)[u.HI-Dwarves of Mablad-dûm.9@7](#)[u.HI-Half-Trolls.10@9](#)

Nar,Blackflame tap

BBs [u.HI-Dwarves of Mablad-dûm.9@7](#)v
9.fn+2sup+5roll=16 .tie.[t.HI-Half-Trolls.10@9](#)
10.fn-1t+1.home+6roll=16

Turn 18

Uvatha's Turn

Bellazen

BBs **u-HC-Wain-easterlings(M).9@7** v
 9fn+2sup+1calvary+7roll=19

u.LI-Tedjin.4@3
 4fn+10roll=14, wounded.
 Bc.8roll+1delta=9, **killed**.

Turn 18

Indur's turn

Bozisha-Miraz

s18-id

t.HI-Men of Sûlcoron.8@7
t.LI-Clans of the Pel.6@5
t.LI-Clans of the Pel.6@5
u.HC-Mûmakaniril.15@10

BBs **u.HC-Mûmakaniril.15@10** v
 15.fn+1.calvary+1.haven+11roll=28

t.HI-Men of Sûlcoron.8@7
 8.fn-1t+9roll=16, wounded
 Bc.5roll+2.delta=7

Turn 18

Akorahil's turn

Seznebab

s18-ak

t.HI-Sîrani.10@8
t.HI-Men of Mirëdor.10@7
t.HI-Nâr's Folk.7@6
t.HI-Dwarves of Blackflame.9@7
t.HI-Dwarves of Mablád-dûm.9@7
u.HI-Half-Trolls.10@9

BBs **u.HI-Half-Trolls.10@9** v
 10.fn+6roll=16,wounded
 Bc.8

t.HI-Men of Mirëdor.10@7
 10.fn-1t+8roll=17

Turn 18

Pallando's turn

Bozisha-Miraz

s18-pa

u.HI-Sîrani.10@8

u.HI-Nâr's Folk.7@6

u.HI-Dwarves of Blackflame.9@7

u.HI-Dwarves of Mablad-dûm.9@7

t.HC-Mûmakaniril.15@10

t-HI-Black Numenoreans.12@8

t-HI-Umbarean Corsairs.12@8

t-LI-Bellakaze.7@5

BBs u.HI-Nâr's Folk.7@6

v

t-LI-Bellakaze.7@5

7.fn+5roll=12,wounded

7.fn-1t+1.haven+7roll=14

BC.5roll. EOS=4

BBs u.HI-D of Mablad-dûm.9@7

v

t.HC-Mûmakaniril.15@10

9.fn+6roll=15,wounded

15.fn-1t+1.haven+6roll=21

Bc.11roll+1delta=12, EOS=10,killed

BBs u.HI-Dwarves of Blackflame.9@7 v

t-HI-Black Numenoreans.12@8

9.fn+5roll=14, wounded

10.fn+2.res-1t+1.haven+4roll=16

Bc.9roll, EOS=11,killed

BBs u.HI-Sîrani.10@8

v

t-HI-Umbarean Corsairs.12@8

10.fn+8roll=18

.tie.

10.fn+2.res-1t+1.haven+6roll=18

Turn 18

Imrahil's turn

Bellazen

s18-im

u.HC-Knights of Dol Amroth.12@9

w-LI-Balchoth.9@7

t-HC-Wain-easterlings(M).9@7

t-LC-Asdriags(M).8@6

t-LC-Nûrniags(M).8@6

BBs u.HC-Knights of Dol Amroth.12@9

v

t-LC-Asdriags(M).8@6

12.fn+8roll=20

8.fn-1t+9roll=16, wounded

BC.5roll

Turn 19

Indur's turn

Bozisha-Miraz

s19-id

t.HI-Sîrani.10@8

w.HI-Nâr's Folk.7@6

u.HC-Mûmakaniril.15@10

t.HI-Black Numenoreans.12@8

t.HI-Umbarean Corsairs.12@8

t.LI-Bellakaze.7@5

BBs u.HC-Mûmakaniril.15@10

15.fn+1.calvary+1.haven+7roll=24

v t.HI-Sîrani.10@8

10.fn-1t+7roll=16, wounded

Bc.3roll+1delta=4

Turn 19

Adunaphel's turn

Bozisha-Miraz

s19a-ad

w.HI-Sîrani.10@8

w.HI-Nâr's Folk.7@6

t.HC-Mûmakaniril.15@10

u.HI-Black Numenoreans.12@8

u.LI-Bellakaze.7@5

BBs t.LI-Bellakaze.7@5

7.fn-1t+1.haven+5roll=12

v w.HI-Nâr's Folk.7@6

7.fn-2w+6roll=11, wounded

Bc.5roll+1w=6

Turn 19

Adunaphel's turn

Suza Sumar

s19b-ad

w.LI-Clans of the Pel.6@5

u.HI-Umbarean Corsairs.12@8

BBs u.HI-Umbarean Corsairs.12@8

10.fn+2res+7roll=19

v w.LI-Clans of the Pel.6@5

6.fn-2w+9roll=13

Bc.9roll+1w+1delta=11, killed

Turn 19

Uvatha's turn

Bellazen

t.HC-Knights of Dol Amroth.12@9

u.HC-Wain-easterlings(M).9@7

u.LC-Nûrniags(M).8@6

Nurniags supports.

BBs u.HC-Wain-easterlings(M).9@7

9.fn+1sup+5roll=15

v t.HC-Knights of Dol Amroth.12@9

.tie. 12.fn-1t+4roll=15

v

Turn 23

Imrahil's turn

Mardruak

s23-im

u.LI-Southrons.10@7

t.LI-Men of Dorwinion.7@4

w.HC-Easterlings(H).10@8

w.HI-Variags of Khand(H).9@7

t-HC-Wain-easterlings(M).9@7

t-LC-Nûrniags(M).8@6

BBs u.LI-Southrons.10@7

10.fn+11roll=21

v t-LC-Nûrniags(M).8@6

8.fn+1.calvary-1t+6roll=14,wounded

Bc.3roll+1.delta=4

FIRST WAIN-RIDER WAR

Place: Osgiliath(battleground). Heroes in Anorien garrisoned at Osgiliath. Minions in Ithilien.

[NOTE: Calvary only good in regions, not at sites.

Modifications.

~~+1.FN garrisoned, all heroes~~ [Let's not used this for now]

+1.FN defending in home region, Garrison CA.

+1.FN in region with a haven, Denethor

-1.FN tap

-2.FN & -1.body wounded

+1.body Heavy against a Light

+1.FN Calvary against a Light

Turn 13

Sequence: Akhorahil, Uvatha, Adunaphel, Denethor, Imrahil, Theoden,

T13 Akhorahil's turn

u-HC-Riders of Rohan.11@8+Anorien

u-LI-Men of Lamedon.7+1@5+Anorien

u-LI-Men of Lebennin.7+1@5+Anorien

u-LI-Garrison at Cair Andros.6+2@5+Anorien

u-HI-Men of Lossarnach.7+1@6+Anorien

u-LI-Men of Anfalas.7+1@5+Anorien

u-LI-Aukuag.7@6+Ithilien

Akhorahil does not battle with a weak faction.

u-LI-Aukuag.7@6.

T13 Uvatha's turn. He attacks. All enemy factions are eligible targets.

u-HC-Riders of Rohan.11@8+Anorien
u-LI-Men of Lamedon.7+1@5+Anorien
u-LI-Men of Lebennin.7+1@5+Anorien
u-LI-Garrison at Cair Andros.6+2@5+Anorien
u-HI-Men of Lossarnach.7+1@6+Anorien
u-LI-Men of Anfalas.7+1@5+Anorien
u-LI-Balchoth.9@7+Ithilien
t-HC-Wain-easterlings(M).9@7+Ithilien
u-LI-Corsairs of Rhûn.7@5+Ithilien
t-HC-Easterlings(M).10@8+Ithilien
u-LC-Nûrniags(M).8@6+Ithilien
u-LI-Aukuag.7@6+Ithilien

BBg u-LI-Corsairs of Rhûn.7@5 7.fn+7roll=14	v	u-LI-Men of Anfalas.7+1@5. .tie. 7.fn+1.haven+6roll=14
BBg u-LC-Nûrniags(M).8@6 8.fn+1.calvary+6roll=15,wounded Bc.5.roll	v	u-LI-Garrison at Cair Andros.6+2@5 6.fn+1.haven+1.home+8roll=16
BBg u-LI-Balchoth.9@7 9.fn+5roll=14,wounded Bc.6roll+1.delta=7	v	u-LI-Men of Lamedon.7+1@5. 7.fn+1.haven+12roll=20
BBg t-HC-Wain-easterlings(M).9@7 9.fn-1t+4roll=12,wounded Bc.3roll	v	u-HC-Riders of Rohan.11@8. 11.fn+4roll=15
BBg t-HC-Easterlings(M).10@8 10.fn-1t+1.calvary+5roll=15	v	u-LI-Men of Lebennin.7+1@5. 7.fn+1.haven+5roll=13,wounded Bc.8roll,killed

T13. Adunaphel's Turn. She attacks. Black Numenoreans must attack

t-HC-Riders of Rohan.11@8+Anorien

t-LI-Men of Lamedon.7+1@5+Anorien

~~killed.LI Men of Lebennin.7+1@5+Anorien~~

t-LI-Garrison at Cair Andros.6+2@5+Anorien

u-HI-Men of Lossarnach.7+1@6+Anorien

t-LI-Men of Anfalas.7+1@5+Anorien

w-LI-Balchoth.9@7+Ithilien

w-HC-Wain-easterlings(M).9@7+Ithilien

u-LI-Corsairs of Rhûn.7@5+Ithilien

t-HC-Easterlings(M).10@8+Ithilien

w-LC-Nûrniags(M).8@6+Ithilien

u-LI-Aukuag.7@6+Ithilien

u-LI-Bozishnarod.8@6+Ithilien

t-HI-Black Numenoreans.12@8+Ithilien

BBg u-LI-Bozishnarod.8@6
8.fn+8roll=16

v u.HI-Men of Lossarnach.7+1@6
7.fn+1.haven+6roll=14, wounded
Bc.2

BBg t-HI-Black Numenoreans.12@8
10.fn+2.res-1t+12roll=23

v t-HC-Riders of Rohan.11@8.
11.fn-1t+1.calvary+7roll=18, wounded
Bc.3roll+1.delta=4

T13. Denethor's Turn. Factions untap. He attacks.

[Opinion that Men of Lossarnach would have been healed to start site phase]

w-HC-Riders of Rohan.11@8+Anorien
u-LI-Men of Lamedon.7+1@5+Anorien
~~killed.LI Men of Lebennin.7+1@5+Anorien~~
u-LI-Garrison at Cair Andros.6+2@5+Anorien
u-HI-Men of Lossarnach.7+1@6+Anorien
t-LI-Men of Anfalas.7+1@5+Anorien

w-LI-Balchoth.9@7+Ithilien
w-HC-Wain-easterlings(M).9@7+Ithilien
u-LI-Corsairs of Rhûn.7@5+Ithilien
t-HC-Easterlings(M).10@8+Ithilien
w-LC-Nûrniags(M).8@6+Ithilien
u-LI-Aukuag.7@6+Ithilien
t-LI-Bozishnarod.8@6+Ithilien
t-HI-Black Numenoreans.12@8+Ithilien

BBg u-LI-G at Cair Andros.6+2@5 v t-LI-Corsairs of Rhûn.7@5
6.fn+1.haven+1.home+11roll=19 7.fn-1t+8roll=16, wounded
Bc.11roll,killed

BBg u-LI-Men of Lamedon.7+1@5. v t-LI-Bozishnarod.8@6
7.fn+1.haven+10roll=18 8.fn-1t+4roll=11, wounded
Bc.11roll+1.delta=12,killed

BBg u-HI-Men of Lossarnach.7+1@6 v u-LI-Aukuag.7@6.
7.fn+1.haven+12roll=20 7.fn+3roll=10, wounded
Bc.4roll+2.delta=6

T13. Imrahil's Turn. Factions untap. He waits.
w-HC-Riders of Rohan.11@8+Anorien
t-LI-Men of Lamedon.7+1@5+Anorien
~~killed-LI Men of Lebennin.7+1@5+Anorien~~
t-LI-Garrison at Cair Andros.6+2@5+Anorien
t-HI-Men of Lossarnach.7+1@6+Anorien
u-LI-Men of Anfalas.7+1@5+Anorien

w-LI-Balchoth.9@7+Ithilien
w-HC-Wain-easterlings(M).9@7+Ithilien
~~killed-LI Corsairs of Rhûn.7@5+Ithilien~~
t-HC-Easterlings(M).10@8+Ithilien
w-LC-Nûrniags(M).8@6+Ithilien
w-LI-Aukuag.7@6+Ithilien
~~killed-LI Bozishmarod.8@6+Ithilien~~
t-HI-Black Numenoreans.12@8+Ithilien

T13. Theoden's Turn.
Riders of Rohan will not take chance wounded.

End of *Turn 13* battles at Osgiliath

Turn 14, Continue the First Wain-Rider War

Sequence: Uvatha, Adunaphel, Akhorahil, Theoden, Imrahil, Denethor,

T14 Uvatha's turn. His Factions Untap. He attacks.

w-HC-Riders of Rohan.11@8+Anorien
t-LI-Men of Lamedon.7+1@5+Anorien
t-LI-Garrison at Cair Andros.6+2@5+Anorien
t-HI-Men of Lossarnach.7+1@6+Anorien
u-LI-Men of Anfalas.7+1@5+Anorien

w-LI-Balchoth.9@7+Ithilien
w-HC-Wain-easterlings(M).9@7+Ithilien
u-HC-Easterlings(M).10@8+Ithilien
w-LC-Nûrniags(M).8@6+Ithilien
w-LI-Aukuag.7@6+Ithilien
t-HI-Black Numenoreans.12@8+Ithilien

- | | |
|--|--|
| BBg w-LC-Nûrniags(M).8@6
8.fn+1.calvary-2w+6roll=13 | v t-LI-Garrison at Cair Andros.6+2@5
6.fn+1.haven+1.home-1t+4roll=11,wounded
Bc.8roll,killed |
| BBg w-LI-Balchoth.9@7
9.fn-2w+5roll=12, wounded
Bc.5roll+1w=6 | v t-LI-Men of Lamedon.7+1@5.
7.fn+1.haven-1t+9roll=16 |
| BBg w-HC-Wain-easterlings(M).9@7
9.fn-2w+1.calvary+8roll=16,w
Bc.5roll+1w=6 | v t-HI-Men of Lossarnach.7+1@6.
7.fn+1.haven-1t+10.roll=17 |
| BBg u-HC-Easterlings(M).10@8
10.fn-1t+1.calvary+3roll=13, w
Bc.7roll-1.heavy=6 | v u-LI-Men of Anfalas.7+1@5.
7.fn+1.haven+8.roll=16 |

T14 Adunaphel's turn. Her Factions Untap. She attacks.

w-HC-Riders of Rohan.11@8+Anorien
t-LI-Men of Lamedon.7+1@5+Anorien
t-HI-Men of Lossarnach.7+1@6+Anorien
t-LI-Men of Anfalas.7+1@5+Anorien

w-LI-Balchoth.9@7+Ithilien
w-HC-Wain-easterlings(M).9@7+Ithilien
w-HC-Easterlings(M).10@8+Ithilien
w-LC-Nûrniags(M).8@6+Ithilien
w-LI-Aukuag.7@6+Ithilien
t-HI-Black Numenoreans.12@8+Ithilien

BBg t-HI-Black Numenoreans.12@8 v t-LI-Men of Anfalas.7+1@5.
10.fn+2.res+9roll=21 7.fn+1.haven+6roll=14, wounded
Bc.7roll+1.delta=8, killed.

T14 Akhorahil's turn. He attacks. {Aukuag too weak to move south and survive}

t-LI-Men of Lamedon.7+1@5+Anorien
t-HI-Men of Lossarnach.7+1@6+Anorien

w-LI-Balchoth.9@7+Ithilien
w-HC-Wain-easterlings(M).9@7+Ithilien
w-HC-Easterlings(M).10@8+Ithilien
w-LC-Nûrniags(M).8@6+Ithilien
w-LI-Aukuag.7@6+Ithilien
t-HI-Black Numenoreans.12@8+Ithilien

BBg w-LI-Aukuag.7@6 v t-LI-Men of Lamedon.7+1@5
7.fn-2w+4roll=9,wounded 7.fn+1.haven-1t+4roll=11
Bc.5roll+1w=6

T14 Theoden's turn. Riders of Rohan return to Edoras. Next game would have character move to heal faction. Red Arrow was played in Nurn I think on Turn 13 or 14.

T14 Denethor's turn. He attacks.
u-LI-Men of Lamedon.7+1@5+Anorien
u-HI-Men of Lossarnach.7+1@6+Anorien

w-LI-Balchoth.9@7+Ithilien
w-HC-Wain-easterlings(M).9@7+Ithilien
w-HC-Easterlings(M).10@8+Ithilien
w-LC-Nûrniags(M).8@6+Ithilien
w-LI-Aukuag.7@6+Ithilien
t-HI-Black Numenoreans.12@8+Ithilien

BBg u-LI-Men of Lamedon.7+1@5. v w-LI-Balchoth.9@7
7.fn+1.haven+4roll=12,wounded 9.fn-2w+6roll=13
Bc.2roll

BBg u.HI-Men of Lossarnach.7+1@6 v w-LC-Nûrniags(M).8@6
7.fn+1.haven+7roll=15,wounded 8.fn-2w+1.calvary+12roll=19
Bc.7roll,killed

First Wain-Rider war ends on Turn 15. Heroes -4, Minions -2. Uvatha will move factions east for healing and waiting. But Mumakaniril seem to be vastly outnumbered. His factions will move closer to Mordor for healing, then southwards to aid the War-beasts. I was not planning for this to happen.

////////////////////////////////////

This is the first version of the war at a battleground site. All factions at the site battle only if the resource player chooses to battle. Afterwards, all other players can start a battle as “the resource player.” For example. If six avatars have one faction each at a battleground and none are killed, then up to 36 battles (6x6) can occur during one turn. Also, no untapping was done for the factions to start the resource player’s turn. This version is good for an alignment with the most factions. However, is much better for the alignment that attacks first since the opponent may battle a few times before untapping during the Untap Phase.

FIRST NORTHERN WAR

Akhorahil’s turn

Sequence 1: Akhorahil, Uvatha, Adunaphel, Denethor, Imrahil, Theoden,

Akhorahil attacks

u-LI-Aukuag.7@6.

7.fn+6roll=13

v

u.LI-Men of Anfalas.7@5.

7.fn+5roll=12, wounded; bc=8=killed.

Uvatha attacks

u-LI-Corsairs of Rhûn.7@5

7.fn+7roll=14

v

u.HI-Men of Lossarnach.7+1@6

7.fn+1.haven+2roll=10, wounded. Bc.6

u-LC-Nûrniags(M).8@6

8.fn+5roll=13, wounded; bc.3

v

u.LI-Garrison at Cair Andros.6+2@5

6.fn+1.haven+1.home+8roll=16

t-LI-Balchoth.9@7

9.fn-1.tap+9roll=17

v

u-LI-Men of Lamedon.7+1@5.

7.fn+1.haven+4roll=12, wounded.

9.body+1.delta=10=killed

t-HC-Wain-easterlings(M).9@7

9.fn-1.tap+5roll=13, wounded;

Bc. 6.roll+1.delta=7

v

u-HC-Riders of Rohan.11@8.

11.fn+8roll=19

t-HC-Easterlings(M).10@8

10.fn-1.tap+1.calvary+9roll=19

v

u.LI-Men of Lebennin.7+1@5.

7.fn+1.haven+6roll=14, wounded

Bc. 8.roll+1.delta=9=killed

Adunaphel attacks. Black Numenoreans must attack.

u-LI-Bozishnarod.8@6

8.fn+2roll=10, wounded

Bc.9roll=killed

v

w.HI-Men of Lossarnach.7+1@6

7.fn+1.haven-2w+5roll=11

t-HI-Black Numenoreans.12@8

10.fn+2.res-1tap+8roll=19

v

t-HC-Riders of Rohan.11@8.

11.fn-1tap+8roll=18, wounded.

Bc.8roll

Denethor, Imrahil, Theoden elect not to battle.

Uvatha's turn

Sequence 2: Uvatha, Adunaphel, Denethor, Imrahil, Theoden, Akhorahil,

Uvatha attacks

u-LI-Corsairs of Rhûn.7@5 v w-HI-Men of Lossarnach.7+1@6
7.fn-1tap+11.roll=17 7.fn+1.haven-2w+9roll=15, wounded
8.roll+1w-1.heavy=8=killed

w-LC-Nûrniags(M).8@6 v u-LI-Garrison at Cair Andros.6+2@5
8.fn-2w+1.calvary+5.roll=12 6.fn+1.haven+1.home-1.tap+7roll=14
12.roll+1w=13=killed

w-HC-Wain-easterlings(M).9@7 v w-HC-Riders of Rohan.11@8.
9.fn-2w+6roll=13 11.fn-2w+8roll=17
5.roll+1w=6

u-HC-Easterlings(M).10@8
u-LI-Balchoth.9@7

Adunaphel attacks. Black Numenoreans must attack.

u-HI-Black Numenoreans.12@8 v w-HC-Riders of Rohan.11@8.
10.fn+2.res-1tap+9roll=20 11.fn-2w+10roll=19, wounded
Bc.7.roll+1w=8

Denethor, Imrahil, Theoden, Akhorahil elect not to battle.

Adunaphel's turn

Sequence 3: Adunaphel, Denethor, Imrahil, Theoden, Akhorahil, Uvatha,

Adunaphel attacks. Black Numenoreans must attack.

t-HI-Black Numenoreans.12@8 v w-HC-Riders of Rohan.11@8.
10.fn+2.res-1tap+9roll=20 11.fn-2w+11roll=20

Denethor, Imrahil, Theoden, Akhorahil elect not to battle.

Uvatha attacks

t-LI-Corsairs of Rhûn.7@5 v t-LI-Garrison at Cair Andros.6+2@5
7.fn-1tap+5roll=11 6.fn+1.haven+1.home-1.tap+4roll=11

w-HC-Wain-easterlings(M).9@7 v w-HC-Riders of Rohan.11@8.
9.fn-2w+9roll=16 11.fn-2w+7roll=16

t-HC-Easterlings(M).10@8
t-LI-Balchoth.9@7

Sequence 4: Denethor elects not to battle. Battle ends.

Sequence 5: Imrahil elects not to battle. Battle ends.

Riders of Rohan healed by Merry.

Sequence 6: Theoden, Akhorahil, Uvatha, Adunaphel, Denethor, Imrahil,
u-HC-Riders of Rohan.11@8. v t-LI-Aukuag.7@6.
11.fn+1.calvary-3x+7roll=16 7.fn-1.tap+5roll=11, wounded
Bc.3.roll+1.delta=4

Akhorahil elects not to battle.