

## ELESSAR-MEN

40power

<b>C</b>	11.8	Minas Tirith
<b>I</b>	37.25	Gondor
<b>F</b>	16.7	vs. Hoarmûrath
<b>A</b>	0.1	Gondor Division
<b>M</b>	3.7	White Tree
<b>K</b>	0	Stewards of Gondor

### RESOURCE DECK/HAZARD DECK

40 cards in R. deck, 8 cards in sideboard  
40 cards in H. deck, 0 cards in sideboard  
10 characters in deck, 51 starting cards  
149 total cards  
19 creatures

King Elessar has come into his own. Lord Denethor, the Steward of Gondor, came to an ungodly end. Now, elves and dunadan will use weapons of yore to chip the vanguard of Mordor's armies. Two palantir will watch the battles from afar while Argirion commands the armies of the West. The king, Boromir, and two elves will hold Osgiliath while Faramir will move in the shadows of Mordor removing one minion at a time. Umbar will welcome the new king drawing the attention of the Eye away from the Ringbearer. First, the rightful king must walk in the Black Vale calling an army cursed for an age. Faramir will walk to the Mountains of Shadow seeking information on the defense of Mordor. The White Tree blooms before the Shadow of the East. Battles will be fierce and lengthy on the Pelennor Fields.

## RESOURCES(40-8-32)

2	-1	<b>Palantir of Minas Tirith</b>
3	-1	<b>Palantir of Annuminas</b>
3	-1	<b>Elendilmir</b>
1	-1	<b>Sceptre of Annuminas</b>
1	1	<b>Banner of Elendil's House</b>
4	-1	<b>Mithril-coat</b>
2	-1	<b>Horse mane's Helm</b>
3	-1	<b>Gulthalion</b>
3	-1	<b>Glamdring</b>
4	-1	<b>Orcrist</b>
3	-1	<b>Aeglin</b>
3	-1	<b>Narsil</b>
4	-1	<b>Anduril</b>
2	-1	Valiant Sword
2	-1	Valiant Sword
2	-1	Hauberk of Bright-mail
	-1	Jewel of Beleriand
1	*	Athelas
	*	Healing Herbs
	*	Horn of Anor
3		Noble Hound
1	-1	No Strangers At This Time
3	-1	Raid On Umber
2	1	Align Palantir
2	1	<b>Stone of Erech</b>
2	1	<b>Tower of Ecthelion</b>
5	-1	<b>The White Tree</b>
3	1	<b>Return of the King</b>
	1	<b>Army of the Dead</b>
	-9	FACTIONS
7-3-28		
	-1	<b>Garrison of Cair Andros-D</b>
	-1	<b>Men of Anórien-M</b>
	-1	<b>TG of Minas Tirith-D</b>
	-3	<b>Knights of Dol Amroth</b>
	-2	<b>Men of Lebennin-M</b>
	-1	<b>Men of Lossarnach-D</b>
	-2	<b>Men of Lamedon-M</b>
	-2	<b>Men of Anfalas</b>
	-3	<b>Rangers of Ithilien</b>

3	Elendil	
1	Kingsfoil	
2	Many Foes He Fought	W
2	Paths of the Dead	move
2	Ash Mountains	mover
1	<b>Town Guard</b>	
1	Marvels Told	Sa-r
1	Gates of Morning	envP
2	Star of High Hope	Le
1	<b>Thangail</b>	comm
1	Captains of the West#	comm
1	Stout Captain	comm
1	Captain of the Guard	pe
3	<b>Oaths You have Taken</b>	pe
1	Choose a Mortal Life	pe
1	<b>Choice of Lúthien</b>	pe
1	<b>True Hearted Man</b>	pe
1	Rammas Pelennor	pe
1	<b>Engines of Defense</b>	pe
-1	Window of the Sunset	pe
-1	<b>Concealed Entrance</b>	pe
1	Smoke Rings	
2	Long bottom Leaf	
1	Horns, Horns, Horns	
1	<b>Banners of the Lord</b>	fw
1	<b>The Oathbound Army</b>	fw
*	<b>Setting Up On His Own</b>	sp3
1	<b>Argonaths</b>	sp2
-1	<b>Beacon of Gondor</b>	sp1*
1	<b>Words Reach Far</b>	sp2
1	<b>Legacy of the Faithful</b>	sp1
1	<b>Envinyatar, the Renewer</b>	sp3
1	<b>Clad for War</b>	sp2+
-1	<b>Tower of Guard</b>	sp1
*	<b>Companions since the Eldar</b>	sp2
*	<b>Trusted Counsellor</b>	sp1
33-5-4		

**HAZARDS**(40/00)**19/0**

2	Steward's Guard	dúnadan	1*	5	8	x	WF,Ro,An,Le,BL,Da,I,H
2	Sons of Kings	dúnadan	2*	3	10	x	
2	Errand-riders of Gondor	dúnadan	1*	2	9	5	FD,BL,W
1	<b>Knights of the Prince</b>						
2	Horse-lords						
2	Olog-hai (Trolls)						
2	Ghouls						
2	Dire Wolves						
2	Vampire						
2	Demons of Agarlond						

**21/0**

1	Twilight	
1	Cruel Claw Perceived	
1	Power Relinquished to Artifice	
1	Dragon-sickness	
1	Foolish Words	
1	Shut Yer Mouth	
1	Stench of Mordor	road
1	Brutal Commands	
2	Forgot His Orders	
2	Failed Leadership	
2	Pride Increased with Despair	
2	Whole Villages Roused	
1	Beacons Alight	
1	The Muster of Gondor	
1	<b>Last Army of the West</b>	
2	Dark is the Hour	

~~3 — An Unexpected Outpost~~

SITES		FD-3	BL-2	W-5	SL-4	DD-1	CS-1	UD-0	T-0	I-0
Ao	Minas Tirith									faction-Guard, mAnorien
WF	Lorien									gold belt of Lorien
Le	Pelagir									faction-mLebennin
Le	Lossarnarch									faction-mLossarnarch
Be	Linhir									
Be	Dol Amroth									
Ro	Dunharrow									
Ao	Druadan Forest									
Ao	Cair Andros									faction-Garrison
It	Henneth Annun									
La	Vale of Erech									faction-mLamedon
Al	Lond Galen									
WF	Hermit's Hill									m, M men
En	Isildur's Tomb									sapling
Ro	Amon Hen									info undead Anything
La	Setmaenen									Info, m, ring trap, pukel
Ao	Osgiliath									Info, m
MA	Tolfalas									m, M undead BarrowBlade
Ha	Haudth-in-Gwanur									m, M undead.1w10
Ha	Cairn of the Colruh H									heal, Info, m men, maia faction-Rangers
Da	Thuringwathost									m, M, G orcs,trolls Gulthalion
Da	Dead Marshes									m, M, G undead Mithril Coat
IM	Shelob's Lair									spider
Nn	Urlurtsu Nurn									
Nn	Nurniag Camp									War Preparation
Kh	Sturlurtsa									m, M men.4d7 War Preparations
IM	Cirith Ungol									m, M, G orc War Preparations
Ch	Lugarlur									m, M men,orcs Tower Raided

**CHARACTERS-8**

14-5-4-3-4

Elessar	11/3/7/9	W/Sc/R/D	dúnadan-L	MT, Ann	+4DI.dun/elf
1 Arwen	3/0/2/8*	Sc/Sa	Elf	Rivendell	
1 Elrohir	4/0/5/8*	W/R	Elf	Rivendell	+1P.orc
1 Elladan	4/0/5/8*	W/R	Elf	Rivendell	+1P.orc
2 Halbarad	6/1/5/7*	R/Sa/D	Dúnadan	Bhold in Eriador, +2D.dun	
2 Beretar	5/1/5/8*	W/R	Dúnadan	Bree	
1 Argirion	4/1/5/7*	W	Dúnadan	Linhir	+1mDPB if leader
1 Boromir	4/1/6/7+	W	Dúnadan	MT	1CP
Beregond	2/0/4/8+	W	Dúnadan	MT	1CP, -1DI.inf
Ingold	2/0/3/8+	W	Dúnadan	MT	1CP, -1DI.inf
Forlong	1/0/3/7*	W	Dúnadan	MT	1CP, -1DI.inf
Bergil	2/0/1/9	W/Sc	Dúnadan	MT	
Mablung	1/0/1/6	W/Sc	Dúnadan	Lond Galen	+2DI.mAnfalas
2 Faramir	5/1/5/8*	W/R	Dúnadan	Henneth	+2DI.Rangers
2 Angbor	5/2/5/7	W/D	Dúnadan	Calembel	+1DI.Man,Dun
1 Dervorin	4/1/4/7	W/D	Dúnadan	Calembel	
1 Hirgon	3/1/3/7*	W/D	Dúnadan	MT	+2DI.Man,Dun
1 Hurin	4/1/4/7	W/Sa	Dúnadan	MT	+1DI.c+f: MT
Damrod	2/0/2/7	Sc/R	Dúnadan	V. Erech	+2DI.mLamedon
Anborn	2/0/2/8	Sc/R	Dúnadan	Pelagir	+2DI.mLebennin
1 Adrazar	3/1/3/6	Sc/D	Dúnadan	Dol Amroth	+1DI.factions
Ioreth	1/0/0/7*	Sa	Dúnadan	MT	healing-all
Lothiriel	2/0/1/7*	Sa	Dúnadan	Dol Amroth	+2CC man/dun
<Tower of Guard>					

25/25 GI	Hand-8	if avatar does not start play		
#1 King's Guard @ Minas Tirith				
Elrohir	4/0/8/8	W/R	E4 2	orcrist [10P.orc]
Elladan	4/0/8/8	W/R	E4 2	aeglin [9P.orc]
Beretar	5/3/10/8	W/R	D4 3	narsil, Andúril
Hirgon	3/1/6/8	W/D	D3 2	glamdring, horseman
Forlong	1/0/3/9	W	D1 3	gulthalion
Faramir	5/4/7/9	W/R	D5 4	valiant, elendilmir, West
Argirion	4/1/5/10	W	D4 2	mithrilcoat
Healers of the House				
Halbarad	6/6/7/8	R/Sa/D	D6 3	horn, valiant, Trusted
Arwen	3/0/2/8	Sc/Sa	E3 2	palantir, horn
Lothiriel	2/0/1/7	Sa	D2 1	jewel
Ioreth	1/1/0/7	Sa	D1 2	palantir, Align
19/25 GI	Hand-9	Mind-45		
#1 King's Guard @ Minas Tirith				
Elessar-L	11/12/12/10	W/Sc/R/D	2	narsil, Andúril, scepter, House, Lord, King, Thangail
Elrohir	4/0/8/8	W/R	E4 2	orcrist [10P.orc]
Elladan	4/0/8/8	W/R	E4 2	aeglin [9P.orc]
Beretar	4/1/8/9	W/R	D4 2	glamdring, horseman
Faramir	5/4/5/8	W/R	D5 2	elendilmir, West
Boromir	4/1/6/10	W	D4 2	mithrilcoat, True
*Beregond	2/0/4/8	W	D2 1	
*Forlong	1/0/3/9	W	D1 3	gulthalion
Generals				
Argirion-L	5/2/6/8	W	D4 0	Captain, Stout
Ingold	2/0/3/8	W	D2 1	
Hirgon	3/1/5/8	W/D	D3 3	horn, valiant [+4DI.factions]
Healers of the House				
Halbarad	6/6/7/8	R/Sa/D	D6 1	valiant, Trusted
Arwen	6/3/2/8	Sc/Sa	E3 1	palantir, Choice, Mortal
Lothiriel	2/0/1/7	Sa	D2 0	jewel
Ioreth	1/1/0/7	Sa	D1 2	palantir, Align

## OVERVIEW

King Elessar must defend Anorien from Mordor. Lord Denethor's deck was subsumed and needs 74 points to build. Factions from that realm and from Harad will converge outside the walls of the city. Faction battles will occur frequently until one side is defeated. Therefore, one company will heal factions. Minions will pour out of Imlad Morgul combating anything in sight. A second company will stop them. The avatar has some cards to play away from Minas Tirith leaving him vulnerable. Sites include Dunharrow and Umbar to receive the new king.

## CHARACTERS and COMPANIES

Elves and Dúnadan will join forces to defend Gondor one last time. Characters from Elrond and Denethor will be the heroes for Elessar. All the characters except for elves and two dunadan have a home site in Gondor. Warrior is a common skill. Almost half of the characters will have a mind of one or two to use Captains of the West. One company will stay at Minas Tirith. Another will cross the Anduin River to combat minions and third will stay in Gondor fighting minions. Companions since the Eldar and Trusted Counsellor are the starting stage events. Four companies will cost 19 General Influence, but if all are at Minas Tirith, then Banner of Elendil will reduce that by four.

Note that the avatar will start play since Aragorn II will be in play to end the Avatar Deck. Now, where does he start? Rivendell or Minas Tirith? I was thinking Rivendell so he can travel with the Sons of Elrond. It will take three turns to reach the White City from the Last Homely House. Now, if Elessar starts at Minas Tirith and moves out for CvCC, then he will reach Dunharrow on Turn 2. That Border-hold is reached from Rivendell in two turns (Power Decks allow a "normal" region movement of three regions to maximum five. Minions will move first and thus expect one troll company to move to Cardolan from Angmar so to be in place to move farther to combat the Ringbearer. Elessar will move to Enedhwaith or Moria on Turn 1PD. Dunharrow is then a three-region movement. I do not expect those trolls to move to Rohan, but Khamual may send minions to Brown Lands to later reach Rohan on Turn 2PD.

Elessar has 20 GI. He is a leader with four skills; he is not a Sage. He has 7 DI against Elves and Dúnadan. Narsil and Anduril give him +2 DI, 2 CP, and +5 prowess for 12 prowess. Banner of the Lord will give him +1 body if he stays in a region with a faction playable at this home site. Now he has 10 body. Return of the King will be played on him for +3 DI for a total of 12 DI. Banner of the Elendil's House grants +1 to bearer's CC. He also carries Sceptre of Annuminas for +2DI Dunadan and 1 CP. Thangail is a command, -2 DI, to boost factions in battles. He has three followers. Elrohir is a Ranger with Orcrist. He has 8 prowess and 10 prowess versus Orcs. Elladan is a Ranger with Aeglin. He has 9 prowess versus Orcs. Beretar has Glamdring and Horse Mane's Helm for 8 prowess, 9 body, and 2 CP. He is in this deck because of Elendil. They will stay in the same region has the factions if Banners of the Lord is in play. They might visit Osgiliath or even Henneth Annûn for combat. Legacy of the Faithful helps with corruption.

Faramir leads the second company. He is the Ranger. He has Elendilmir for +3 DI and help others pass corruption checks away from home. Captains of the West is played on him to form large companies. He controls Boromir who has Mithril Coat for 10 body. Forlong is under GI. He has Gulthalion for 9 body but 3 CP. He will be the bodyguard for Faramir. Beregon is another Warrior. This company will first move to Outer Mordor combating minions that falsely believe danger is far away.

The Generals start with Argirion heading another company that will stay in Gondor healing factions. Captain of the Guard makes him a leader from Stout Leader. He controls Ingold. Hirgon is the Diplomat. He has Horn of Anor and Valiant Sword for 5 prowess, 8 body and +5 DI against factions. He will make the influence attempts to heal factions.

Healers will stay at Minas Tirith keeping that site in play. Halbarad will carry Valiant Sword for 7 prowess and 8 body for 1 corruption point. He will control Arwen, Lothiriel, and Ioreth. Choose a Mortal Life makes controlling Arwen cost 3 DI. Halbarad is the bodyguard if they move, but Ioreth will stay behind with the aligned palantir. Trusted Counsellor grants him +3 DI.

[Including Halbarad is due to Elendil short-event causing changes in Gandalf's, Pallando's and Saruman's decks]

Arwen has Choice of Luthien and Choose a Mortal Life changing her to 6 mind, 3 DI. She will use a palantir allowed by Legacy of the Faithful and Choose a Mortal Life. Arwen can use the palantir and not worry about corruption since that item will risk 1 corruption points. Lothiriel has Jewel of Beleriand to untap. Ioreth has an Align Palantir of Annuminas two corruption points. Arwen will move to grab Noble Hound, factions, and minor items in Gondor. Thus, she needs to be protected.

Many of the remaining heroes are Warriors with a low mind. This includes Beregond, Bergil, and Mablung. Higher mind heroes to replace Faramir include Angbor. Hurin can replace Boromir. Adrazar can replace Hirgon.

## **ITEMS**

Most of the items are battle-gear. There are four different battle-gear items. A good mix of items from a palantir, greater, major and minor items. The greater item, Mithril-coat, is great for your 7-body heroes. Give it to Boromir or whatever Warrior that will take many strikes. Gulthalion is a shield that provides +2 prowess to non-combat attacks. Its main benefit is the reducing the body and prowess by 2 of those that use a magic or spell event that turn – great for CvCC. It also grants +2 body. Horse Mane Helm is a helmet providing +1 body, but it allows recycling a Warrior event used by the wearer – including Muster. Hauberk of Bright-mail is armour that is 1 CP for +2 body. This is four items that boost the body stat.

There are six swords. two Valiant Sword, Narsil/Anduril, Glamdring, Aeglin, and Orcrist.

The minor items will be played after playing a faction. Athelas will be used by Ioreth and the avatar. Horn of Arnor aids influence attempts on factions and Healing Herbs heal.

Special items include Palantir of Minas Tirith to look at the top play deck. Palantir of Annuminas will fetch Marvel's Told everytold. Elendilmir can tap to provide a +2 to a C made by a Dúnadan in the same company. It also gives +3 DI against Dúnadan and Men with a home site in Gondor. Jewel of Beleriand is another jewel that allows the chance to untap once per turn. Banner of Elendil's House requires to be played by Arwen at Minas Tirith only if Elessar controls Return of the King. The item is discarded if not controlled by Arwen or a Dúnadan. Bearer receives +1 to CC. The item allows Choice of Luthien to be played at any site. Also each Dúnadan in the company requires one less influence to control. If borne by a leader all Orc, Troll, and Man attacks against the company receive -1 strikes and -1 prowess. Sceptre of Annuminas is carried by the avatar giving +2 DI against Dunadan for one corruption point.

## **FACTIONS**

Ten factions will converge in Anorien. They will protect Gondor. Army of the Dead starts in



the playdeck to be played early. Tower Guard, Garrison, and Men of Anorien will be in their home region. Knights of Dol Amroth, Men of Lebennin, Men of Lossarnach, and Men of Lamedon will be three or fewer regions when the game resumes. Men of Anfalas needs two turns to reach the White City. Do not tarry any factions elsewhere in Gondor unless you boost the three home region factions.

Setting Up On His Own starts play. Move all factions to Anorien. Not many events will boost faction's FN, but they do a nice job. King Elessar will control any faction in his region or at this site for considerable benefits to the factions. Stout Captain and Argonath add to FN while in the same region. Argonath is useful if the avatar controls the faction while Stout Captain just needs the faction in the same region as the bearer.

Gondor	Garrison at Cair Andros	6	5	Light Infant	dunadan
Gondor	Rangers of Ithilien	9	6	Light Infant	dunadan
Gondor	Tower Guard of Minas Tirith	11	9	Heavy Infan	dunadan
Gondor	Men of Anórien	8	6	Light Infant	men
Gondor	Army of the Dead	16	10	Heavy Cal	undead
Edhellond	Knights of Dol Amroth	12	9	Heavy Cal	dunadan
Edhellond	Men of Lebennin	7	5	Light Infant	men
Edhellond	Men of Lossarnach	7	6	Heavy Infan	dunadan
Edhellond	Men of Lamedon	7	5	Light Infant	men
Edhellond	Men of Anfalas	7	5	Light Infant	men

Men of Lamedon is Man Light Infantry with a base FN 7 and moral 5.  
It will be enhanced by Argonath, Thangail while in Anorien for +3 FN.

Men of Lebennin is Man Light Infantry with a base FN 7 and moral 5.  
It will be enhanced by Argonath, Thangail while in Anorien for +3 FN.

Men of Anfalas is Man Light Infantry with a base FN 7 and moral 5.  
It will be enhanced by Argonath, Thangail while in Anorien for +3 FN.

Men of Anorien is Man Light Infantry with a base FN 8 and moral 6.  
It will be enhanced by Argonath, Thangail while in its home region Anorien for +4 FN.

Men of Lossarnach is Dunadan Heavy Infantry with a base FN 7 and moral 6.  
It will be enhanced by Stout Captain, Argonath, Thangail while in Anorien for +4 FN.

Knights of Dol Amroth is Dunadan Heavy Calvary with a base FN 12 and moral 9.  
It will be enhanced by Stout Captain, Argonath, Thangail while in Anorien for +4 FN.

Garrison is a Dunadan Light Infantry with a base FN 6 and moral 5. It will be enhanced by Stout Captain, Argonath, Thangail while in its home region Anorien for +6 FN.

Tower Guard is Dunadan Heavy Infantry with a base FN 11 and moral 9. It will be enhanced by Stout Captain, Argonath, Thangail while in its home region Anorien for +6 FN.

Army of the Dead is the only way the heroes can live. Paths of the Dead is required to move from Dunharrow to play this faction.

	TG	Ao	GC	Rg	Kn	Ls	Lb	Lm	Af
	10	8	6	9	12	7	7	7	7
Argonath(controlled, leader)	+1	+1	+1	+1	+1	+1	+1	+1	+1
Thangail	+1	+1	+1	+1	+1	+1	+1	+1	+1
Stout Captain	+2		+2	+1	+1	+1			
<i>defending in home region</i>	+1	+1	+1						
<i>in region with a haven</i>	+1	+1	+1	+1	+1	+1	+1	+1	+1
	16	12	12	13	16	11	10	10	10

## ALLY

Noble Hound is the only ally. It is present to protect the females and tap sites so to play a free minor items.

## MISSIONS

One mission is complete: fortifying Henneth Annun. No Strangers at This Time, Window of the Sunset, and Concealed Entrance are on the site. Now, three minion scouts must tap to enter the site. Dead Marshes were considered to make that site a Free-hold using Profitable Trade and Causeways and Canals.

The White Tree affects all other hero players and fallen-wizards with less than 12 SP. Stone of Erech will be played so to use Oaths You Have Taken. Arwen is able to move there.

Tower of Ecthelion is a unique event requiring Return of the King in play. This event taps when a character uses Palantir of Minas Tirith the same turn to untap Minas Tirith. Then a character with a mind greater than four to untap this event. Such ability will allow multiple attempts to play factions on the site.

Return of the King is greatly needed. You can take it to your hand if King Elessar plays Kingsfoil.

## ELESSAR and MINAS TIRITH

He is a strong W/Sc/R/D from Annuminas and Minas Tirith. He has the highest mind in the game at 11. A pool of 20 general influence is enough to have all his friends in the game. He has an average normal 3 DI, but +4 DI against Dunedain and Elves. He is a leader with a dominating 7 prowess and stout 9 body. He can tap to any palantir he bears. When he enters play you can take either Kingsfoil, Return of the King, or Army of the Dead from the sideboard to your hand.

Envinyatar, the Renewer is the power card for this avatar. Five MP await the rightful king at Umbar only if you have Stone of Erech or Tama of Ar-Pharazon in play. King Elessar must move to that site with Raid on Umbar in play. Now, you can keep one more can than normal in hand. The character receives +5 direct influence against factions playable at sites in Harnendor, Mordor, or the Great Central Plains. Now, Harnendor is considered to be in Greater Gondor. Also, minions will have trouble healing factions since any influence attempt by an opponent against a faction, character, or ally playable at a site in Gondor or Harnendor is modified by -5. This event can tap to fetch one Beacons of Gondor from the discard pile.

Tower of Guard is the stage event to make Minas Tirith a protected Lord-haven. Agents without this site as a home cannot move to the site. There is no limit on the number of characters than can be brought into play in a given turn if Lord Denethor is there.

## **GREATER GONDOR**

Your companies are meant to fight, but many will not survive without help. Elendil is a resource allowing a Dunadan with a home site in Eriador or Aragorn II to modify an influence check, corruption check, or strike by the prowess bonus of a weapon that he bears. Andruil/Narsil gives +5, Beretar has Glamdring for +3, and Halbarad +2.

Many Foes He Fought is for the tough warrior in each company (Boromir, Faramir, Angbor) to keep others untapped. You should let Beretar use it since he can recycle that resource using his helmet. True-hearted Man can tap to fetch this card from the discard pile.

Ash Mountains is a Ranger event that joins Dagorlad to Gorgoroth or Horse Plains to Gorgoroth. Move to a site in Dagorlad from Anorien drawing minions to you before the Ringbearer arrives. Also, minions will also combat there instead of in Anorien wounded your faction-influences early in the war. Using this event conjures an Orc attack of 4 strikes with 8 prowess. Or if you move to one of these three regions the hazard limit is reduced by two.

Rammas Pelennor is the bearer to minions to Minas Tirith or using Anórien. Such companies face a Men 3s8p attack to start the move phase. Minas Tirith has modified AA for every faction in play at the site. Hero characters receive +2 prowess for any CvCC at the site. Its prerequisite is a faction by in play at Minas Tirith. Engines of Defense will be played on Minas Tirith. It gives all automatic-attacks at minion versions +2 prowess against overt companies and Siege cannot be played on the site.

Town Guard is a short-event that is fetched by Captain of the Guard. This is good protecting the females. A hero or covert company at or moving to a Free-hold or Border-hold with a non-animal, non-Ent faction of the same alignment in play at the site cancels an attack keyed to the site or modifies the prowess by -3. You can also cancel CvCC.

## **GATES of MORNING**

Gates of Morning is found in each hero Power Deck. Only Star of High Hope is affected by that permanent-event. This environment gives each Elf and Dunadan +1 prowess (+2 if Gates of Morning is in play). Now, Elessar (12) with his three followers tapping to support using Companions Since the Eldar Days (+6) and Elendil(+5) makes the avatar 25 prowess plus a roll!

## **SUPPORT CARDS**

Marvels Told will remove hazard permanent events making Gondor even worst to visit. Remove hazards on the avatar to allow him to tap accessing the sideboard.

Kingsfoil is played by Elessar if a Dunadan Sage is in his company. There are five such characters including Arwen. He discards Athelas to remove all corruption cards from wounded characters in his company and heals are wounded. Then if he is in Anorien, you can grab Return of the King from the sideboard. Not many corruption cards will be played.

Horns, Horns, Horns shuffles all factions in the discard pile to the playdeck for all players. Use this event if Army of the Dead or Rangers of Ithilien are in that discard pile.

Oaths You Have Taken aids in keeping unique cards in play protected against influence attempts. Influence attempts the target receive -5 modification, but unused GI, mind or faction number are not used. Success will eliminate the target. Use the resource on low-mind characters. Agent influence attempts are prohibited during the Power Deck turns. Play it on the women.

## AGENTS

No anti-agent cards are in the deck. Town Guard may be used.

## SITES

Sites are needed for four reasons: 1) play minor items or allies, 2) CvCC, 3) play table card, 4) distract minions east of the Anduin River.

Noble Hound is playable at Border-holds. Visit Dunharrow and Druadan Forest. Army of the Dead though needs Dunharrow to reach Vale of Erech. Thus, only play one Noble Hound during the first deck. Umbar will be visited while on the way to rebuild a site in Harondor.

Several Ruins have your resources. Travel to Tolfalas or Setmaenen to play Athelas or Healing Herbs. You should be able to play two minor items after playing Noble Hound. You may want to only play one ally during the first deck. Cairn of the Colruh will become a site permanently in play by you during the first deck. Move to Amon Hen or Amon Law if minions move there since they may discard a Technology item targeting Argonath.

Shadow-holds are found on the borders of Mordor. Dagorlad has two such sites: Dead Marshes and Thuringwathost. This region will be dangerous and three regions move from Anorien. The latter site is a hidden site.

Ash Mountains will get you into Gorgoroth. Move to that region drawing minions there, which are four regions from Anorien. Select Minas Durlith.

## STAGE RESOURCES

Playing of stage resources will be active with this avatar due to recycling and fetching. Constant stage resources include Tower of Guard and the two avatar character cards for Faramir and Boromir. All 10 of the stage cards total to 18 SP.

Setting Up On His Own (3 SP) starts the game. This even also applies to Man factions as well as to Dunadan factions using region movement.

Legacy of the Faithful (1SP). allows 5-mind Dunadan to tap a palantir. This includes Beretar, Halbarad, and Arwen. Dunadan also receive +1 to corruption checks in the same company as an Elf. You may also discard this event to reduce you SP by -2 for the turn for you may have too much at the end. You may need to discard this event late in the game to avoid **reaching 12 SP**.

Companions Since the Eldar Days starts the game (2 SP). You may play Elf characters up to 7 mind and start in your company. Dunadan/Elf characters can tap to support the other race by +2 to prowess or towards a corruption check. This will help with playing Marvels Told. A SP total more than 11 discards this card.

Trusted Counsellor (1 SP) lowers the GI to control a character with the same home site as the avatar and grants +1 DI, for each skill, against characters of the same race. Play this on Halbarad the North for +3. Faramir or Arwen are other options.

Tower of Guard (1 SP) makes Minas Tirith a Lordhaven. Beacon of Gondor (1 SP) is played on a Free-hold or Border-hold in Greater Gondor. Now you can play any warrior with a mind less than four or any warrior if the avatar is there, with a home site in Greater Gondor at the site. The avatar allows the site to heal characters and makes the site a battleground.

Argonath (2 SP) is vital to win faction battles. Leader-controlled factions in Greater Gondor receive +1 FN. Avatar-controlled factions at their home site cannot be eliminated. Blasting Fire or Liquid Fire discarded at Amon Hen or Amon Lhaw discards this card. The stage event can tap

to heal a faction in Greater Gondor.

Words Reach Far (2 SP) is played on a faction. Now you modify faction influence attempts by +2 against faction of the same type. Play this stage event on Tower Guard.

Clad for War (2 SP) will be played late for up to 20 MPs when those points are needed. Envinytar (3 SP) is highly useful; it is the power card. Elessar must be at Umbar with Raid on Umbar in play. Now you can keep one more card in your hand and the avatar receives +5 DI against factions playable in Harnendor, Mordor, or the Great Central Plains. Umbar is now in Greater Gondor and thus can take Beacons of Gondor, which that stage event is fetched from the discard pile by tapping Envinytar. Regions in Harnendor include Hyarmenfalas, Pezarsan, Haruzan, and Chelkar. Stone of Erech adds the 5 MP and any influence attempt by an opponent against a faction in Gondor or Harendor is modified by -5. This will greatly hurt healing of minion factions, but Orc factions have that zero mind feature.

## **FACTION WAR**

Battles will occur likely every turn once battles begin in Anorien. Only Ithilien is the other region you may battle, but only if Mordor is in retreat. Do not send factions into Rohan or to Lebennin even if minion factions are advancing from those directions. Keep your factions in the Lordhaven region for the enhancers.

## **BLACK PLAYERS**

Three Ringwraiths will command from Minas Morgul and an avatar-less player likely will invade from Umbar. There are no females in any company that are expected to combat. Expect the Ringwraiths to have little fear moving out of Imlad Morgul. Faramir will be targeted by the Ulairi. Send the avatar, the sons of Elrond, and Beretar to their aid. The avatar-less player may combat when you visit Umbar or Harondor.

## **MARSHALLING POINTS**

As a Lord player, MPs are counted in a specific manner. Clad of War will give you full MP to battle-gear items. Below is a list of 50 MPs.

- C=8 There are 9 1 MP characters and four 2 MP characters. Expect half of them to survive the first 14 turns.
- I=25 Non-battle gear items start with 5 (10) MPs. Eleven battle-gear items sum to 32 MPs.
- F=7 The Anorien factions will survive along with the Knights.
- A=1 No allies start the game. Noble Hound allies are likely to not survive buy one.
- M=7 Raid on Umbar, No Strangers At This Time, and White Tree will give 1 MP. Acquired MPs include Align Palantir, Return of the King, Tower of Ecthelion, and Stone of Erech.
- K=2 Sometimes you need to kill creatures. High body stats and Many Foes He Fought will allow you to kill some creatures.

## **DECK MANAGEMENT**

Assessing the sideboard will be important for this avatar. All of the sideboard resources will not last til the first deck exhaustion.

Kingsfoil will allow the grabbing of Return of the King. Hope to draw Kingsfoil early. Playing the avatar allows grabbing Army of the Dead. Horns, Horns, Horns can shuffle that

faction.

Two Longbottom Leaf will handle four of the 7 sideboard cards. Two Longbottom Leafs will shuffle Tower of Ecthelion, Smoke Rings, Horns and The Oathbound Army. Smoke Rings will be shuffled another resource or character.

The avatar will tap to send Marvels Told to the discard where a palantir can get it to hand and tap to send Envinyatar to the playdeck.

#### **ACCESSING THE RESOURCES IN THE SIDEBOARD-8**

1	Return of the King	kingsfoil
1	Army of the Dead	elessar
1	Envinyatar, the Renewer	tap
1	Tower of Ecthelion	Leaf
1	Smoke Rings	Leaf
1	Horns, Horns, Horns	Leaf
1	The Oathbound Army	Leaf
1	Marvels Told	dp

SB to DP	1	+1
SB to PD	1	+1
2 <sup>nd</sup> deck	---	---
Other	2	0
Longbottom	4	0
<u>Avatar card</u>	-	-

avatar tapped: 2x

## CREATURES-19

There are 19 creature cards almost all targeting minions moving from Imlad Morgul to Anorien. Ten creatures show seven different types. Four creatures are region specific and four are only played either in Free or Border areas except for Errand-Riders. No hazard events boost any creatures.

**Sons of Kings** is great against minions. It is the only creature playable keyed specifically to free-holds. Its 3 strikes with 10 prowess likely will tap one character.

**Steward's Guard** will hit Dagorlad and Ithilien minions. Its 5 strikes with 8 prowess need to be played after other creatures.

**Errand-riders of Gondor** are not region specific with its low two strikes. It is keyable to Free-Domains, Border-lands, or Wilderness. But if the attack is not cancelled or defeated then any dúnadan creature can be played afterwards on the same company. If such a creature is region specific then the minion company must be moving in a territory with a region listed on the creature card. Targeting Harondor will help spread Steward's Guard.

**Knights of the Prince** is a powerhouse unique creature. It is worth 3 MP for its four strikes, 10 prowess, and 8 body. It is detainment against hero companies. A few regions are targeted by this creature: Anfalas, Belfalas, Lamedon, Lebennin, Anorien and sites there. The special ability of this creature is tapping everyone after the attack if the attack is not cancelled.

**Horse-lords** will hit minions invading over the Great River. This creature keyable to Gap of Isen, Rohan, Anorien, and Wold & Foothills. Non-haven sites too will see this creature. The Horse-lords have a nice 10 prowess with a 6 body targeting all in the company. Moving to Rohan allows you to surprise minions that wait CvCC at Dunharrow.

Ruins are not touched by your creatures. A few types of creatures are included to feel the enhancers played by minions.

Dire Wolves are the meanest hounds at 4 strikes with 8 prowess. But this restricts them to Double Wilderness and Shadow-lands. This means that you can use it when moving to Dagorlad or Harondor.

Ghouls are for Mordor. It has 7 prowess for each of the 5 strikes. Use this creature to as a detainment attack of those moving away from a Darkhaven.

Olog-hai Trolls has three strikes at 10 prowess will likely tap any target. The attack will be detainment when keyed to Shadow-Land, Dark-Domains or Dark-holds. This means that Dead Marshes are not keyable.

Vampire is a demon. Found in evil places such as double Shadow-Lands, Dark-Domains and Dark-holds; this is a flying creature. One strike of 13/9 is not the best, but the attack taps a strong minion. Each strike reveals one card from opponent's hand if attack is not cancelled. Vampire can also be played on a company after facing a non-detainment Nazgûl or Spawn attack.

Demons of Aglarond are limited to Glittering Caves and The Gem-Deeps. Doors of Night expands the range to adjacent under-deep sites and to Gap of Isen and to any Under-deeps site with a Demon or Spawn automatic-attack. Use this creature if you move to Isengard likely to support another hero player like the Ringbearer.

2	FH:		Sons			
4	BH:		Sons			
-	RL:					
2	SH:			Olog	Ghouls	
6	DH:				Ghouls	Vampire
-	UD:					

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4	FD:	Errand	Sons			
4	BL:	Errand	Sons			
2	W	Errand				
2	WW					
6	SL		Olog	Ghouls	Dire Wolves	
2	SLSL				Dire Wolves	
6	DD		Olog	Ghouls		Vampire
-	CS					Vampire

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4	Anórien-F		Steward	Horse	
2	Lebennin-F		Steward		
4	Gap of Isen			Horse	Demons
4	Wold & Foothill-W		Steward	Horse	
4	Rohan-B		Steward	Horse	
2	Ithilien-W		Steward		
2	Dagorlad-S		Steward		
2	Brown Lands-S		Steward		
2	Harondor-W		Steward		



## **HAZARD EVENTS-21**

The hazard events are fast to play. Only Lost in Free-Domains is very picky on its targets.

### Base cards-1

Twilight will keep your environments in play.

### Corruption/Check:-13

Cruel Claw Perceived will lower Ringwraith stats and cause him to tap to remove it. The stat is general influence with a -1 modification. Not too much, but it may hinder playing more mid-level minion characters.

Power Relinquished to Artifice is playable on a Ringwraith that reduces his prowess and DI by one. This can limit Adunaphel the Ringwraith in Heralded Lord Mode to 4 prowess tapped.

The corruption checks will be forced by Dragon-sickness if the target carries a major or greater item.

Shut Yer Mouth reduces the targets DI by two. Give this to leaders. The roll to remove is high at a 7 mark. Expect followers to have 4+ mind.

Stench of Mordor again is good for Mordor decks that have squatters. This Environment event taps one character at the start of the site phase if in a Dark-Domain or Shadow-land (Doors of Night is in play). Deck exhaustion discards this event. Do not have it in play when the Ringbearer is near Mordor.

Brutal Commands targets a leader giving him +1 SP, which may not be a good thing for you. The target character if played a command card or rolls for such a card on him forces a body check for another in his company. This can discard a character that is another leader. Anyone using Call to Arms may pay a price.

Forgot His Orders may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. A roll is made adding his stage points. A result greater than 7 discards one of the following: By RW Word, No More Nonsense, Obey Him or Die, or a command card. A discarding of one of these minion resources may cause the leader to move with one less minion. [May be for FATE ignore effect on BRW.]

Failed Leadership is stage hazard played on a leader. This prevents command cards to be played on the leader and any roll for such a card is modified by -3. Also, GI usable only to defend against influence attempts is reduced to zero. This means that if a dual faction controlled by the Wilderland minions has a better chance to be lost by the minions.

Pride Increased with Despair hinders the victim that has allies and permanent-events. Target must have a combined mind and unused DI greater than 5. Each ally and permanent-event with a MP value reduces his CC by -1. A transfer of a greater or special item removes this event. Couple this hazard with the other hazard to keep items on the target.

Foolish Words will stall influence attempts modifying influence, offering, and riddling rolls by -4. It has a high removal roll and playable on an avatar.

### Main Theme: Site - 5

Whole Villages Roused will hurt minions when you visit Free-holds or Border-holds away from Gondor. A minion Shadow-hold or Dark-hold will change its automatic-attacks to its hero version with +2 prowess, but detainment against overt companies. This will tap minions that visit. Minas Durlith will have Orcs 4 strikes with 10 prowess and Pukel-creature of 1 strike with 11 prowess. Cirith Gorgor becomes Orcs 5 strikes with 10 prowess and Trolls of 2 strikes with 12 prowess. Durthang becomes Orcs 4 strikes with 9 prowess and Wolves of 3 strikes with 10 prowess.

Beacons Alight has two effects: adds a Men AA to Gondor sites; of to fetch a dúnadan creature every turn. The attacks are Men of 3 strikes with 8 prowess (detainment against hero and covert companies). It s a long-event hurting the Healers of the House company.

The Muster of Gondor is a permanent-event lethalizes detainment attacks keyed by name or type to Rohan, Anorien, Lebennin or Belfalas or to sites in these regions, receive +2 prowess and cannot be cancelled. Additionally, Lost in Free-Domains cannot be played against hero companies moving through these regions. Deck exhaustion will discard the event. Expect Sauron to waste a Voices of Malice to remove this hazard from play.

Last Army of the West is unique. Play it during the second deck when Mordor is in retreat. Doors of Night prevents this event to be played; the event creates three attacks against each minion company moving through Anorien, Ithilien, or Dagorlad. Additionally, any moving minion company through those regions may only move two regions in all cases (Fate).

### Support Cards-2

Dark is the Hour is playable on a unique faction away from its home region. Its prowess is reduced by one. It can be discarded if the faction initiates and wins a faction battle.

$$34x2=68+4a+2b=74$$

	Fellowship	To	From
*Cram	Aeglin	a	Elrond
*Dagger of Westernesse	Anduril	a	Gandalf
*Gold Belt of Lórien	Athelas	Radagast	b
	Banner of Elendil's House		b
	Elendilmir		Imrahil
	Glamdring		Imrahil
	Gulthalion		Denethor
	Hauberk of Bright Mail		Valdacli
	Healing Herbs		Denethor
	Horn of Anor		Denethor
	Horse Mane's Helm		Theoden
	jewel of Beleriand		Elrond
	Narsil		Gandalf
	Orcrist		Elrond
	Palantír of Annúminas		Galadriel
	Palantír of Minas Tirith		Denethor
	Staff of Annuminas		Elrond
	The Mithril-coat		Denethor
	Valiant Sword		Vidugavia
	Valiant Sword		Valdacli

Smoke Rings	Kingsfoil	
Smoke Rings	Kingsfoil	
Muster	Align Palantír	
Muster	Ash Mountains	
Muster	Ash Mountains	
Town Guard	Elendil	
Town Guard	Elendil	
Marvels Told	Elendil	
Marvels Told	Captain of the Guard	
Fair Travels in Free-Domains	Star of High Hope	
Fair Travels in Free-Domains	Star of High Hope	
Fair Travels in Free-Domains	Paths of the Dead	
Gates of Morning	Paths of the Dead	
Moon	Longbottom Leaf	
Moon	Longbottom Leaf	
Moon	Oaths You have Taken	
Sun	Oaths You have Taken	
Sun	Oaths You have Taken	
When I Know Anything	Choose a Mortal Life	
Concealed Entrance	Choice of Lúthien	
I Know Much About You	Horns, Horns, Horns	
Steward of Gondor	Stout Captain	
Echo of all Joy	Banners of the Lord	
Echo of all Joy	<i>Concealed Entrance</i>	Denethor
Barrow-blade	Raid on Umbar	Imrahil
Erû's Gift	Thangail (ShieldWall)	
Window of the Sunset	The Oathbound Army	
War Preparations	Return of the King	
War Preparations	Stone of Erech	
Safe from the Shadow	The White Tree	
Tidings of Death	<i>Window of the Sunset</i>	<i>Denethor</i>
Captain of the R. Rangers	Words Reach Far	
Truesight of Numenor	Companions Since the Eldar Days	
Son of Ecthelion	Clad for War	
Captain of the T. Guard	Legacy of the Faithful	
House of Mardil	Envinyatar, the Renewer	