

PALLANDO-COAST

40power

C 15.9 Edhellond	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 09 R. cards in sideboard 40 cards in H. deck, 00 H. cards in sideboard 40 cards in sideboard 7 characters in deck 43 starting cards 18 creatures 147 TOTAL CARDS
I 19.13 Harad	
F 17.8 vs. Mouth	
A 2.2 Imrahil & Valdcali	
M 1.3 Environments	
K 5.5 Coasts	

The wizard of doom will stall the advance of the southern armies of Mordor. Based in Gondor, dunedain, elves, men, and two hobbits will sail the seas strengthening the host of the west. Movement is an issue now limited to three regions per turn. Edhellond is too far to reach the coasts. Minas Tirith has the White Tree, yet Ithilien is to be avoided. Pelargir will be made into a site of safety using No Strangers At This Time, Engines of Defense, and Houses of Healing. All the Bells Ringing will further protect Pelargir.

To Fealty Sworn Merry, Fool of a Took Pippin, and Annalena will wait at Edhellond using a greater palantir. Annalena will control an ally that fetches environment events. The elf will play Marvels Told, which is fetched by the palantir. Pippin can help with corruption checks since Hall of Fire will untap him for the site phase. The Hour Has Come will in a manner increase hand size. With so many fast hazard events the revealed card will quickly be played. Use Palantir is present if the palantir will be transferred to the elf sage. Thus, the palantir is not restricted to a location.

Merry can give Pippin an Elf-stone for Merry to join Pallando healing factions. Merry has Horn of Anor, and Horn of Eorl. Pallando has Emerald of Doriath to increase his general influence and control Tharudan. The elf has light enchantment to aid influence attempts. Wizard's Voice can give the wizard +6 direct influence for the turn Wizard's Laughter can stop and chance one of his characters or factions will be stolen. Eyes of Mandos is there for the chance to grab a valuable card ahead of moving.

Movement over the water will be dangerous. Fair Sailing and Ulmo's Watch will help. Niluphel will control Urekhad using Foliant of War on their quest to slay Last Child of Ungoliant. The warrior carries Ungolcrist. A Ranger must join these two on their way over the Mountains of Shadow into Nurn or Gorgoroth. Cirdor, wearing Gaerennon, and Urezir will likely stay in Bellakar healing factions using their 5 prowess, 9 body stats. Imrahil will lead Hirluin and Golasgil into combat near Umbar. Each has a 9 body from either Adamant Helmet or Hauberk of Bright-mail. Body is more important than prowess at this junction of the game here in southeast Gondor. Elven Rope will help them reach Umbar moving between Edhellond and Bellakar. Pallando will heal factions that return to Gondor.

Seven hero environment events will dispel the evil. Cloudless Day, Clear Skies, Moon, Hair of Uinen, and The Wind is Turning are breezes of fragrance. Balance Between Powers is the keystone. Five hazard environments can help keep hero events in play. This player can let this card be discarded allowing his hero friend to play environments; then lock with another BBP.

This player will take control of all the hero factions played south of Gondor including Royal Navy. This may not leave much, but any bit helps. Three dwarf factions with and Endurance of Stone will be the wall to the minion factions. Pitiless Deeds in movements of desperation may be

seen.

Hazards will be quick both creatures and events. Only the copies of Two or Three Tribes Present may be discarded in shame. Fourteen Men and four Giant creatures using Rank Upon Rank and Thrice Outnumbered to counter the shadow. The weight of war will hinder minions either by Gloom, Tidings of Doubt and Danger, Dragon-sickness, Foolish Words, Rebel-Talk, or Burdensome Commands.

Fearful Sun and Muster Disperses will slow the minion factions. Stay Her Appetite may remove a minion from the war.

RESOURCES(40-6-34)

3	-1 Palantir of Amon Sul
	-1 Emerald of Doriath
3	-1 Magic Ring of Words
3	-1 Magic Ring of Words
2	-1 Lesser Ring
1	-1 Horn of Eorl
1	Foliant of War
2	-1 Gaerennon
3	-1 Ungolcris
2	-1 Hauberk of Bright-mail
	-2 Adamant Helmet
	-3 Shield of Iron-bound Ash
	-1 Dagger of Westenese
	-1 Elf-stone
*	-2 Horn of Anor
	-1 Elven Rope
2	-1 Nenseldë the Wingild
1	-1 Lindion the Oronín
1	-1 Reforging
1	1 No Strangers at This Time
2	2 To Fealty Sworn
1	1 When You Know More
	-10 FACTIONS
	5-0-32
2	-1 Royal Navy
2	-1 Sirani
2	-1 Bellakaze
1	-1 City Guard
2	-1 Etulians
	-3 Nar's Folk
	-3 Dwarves of Blackflame
	-3 Dwarves of Mablad-Dum
	-1
	-1

1	1	Marvels Told	Sa
3		Use Palantir	Sa
	1	Banishmenet	Sa
2		Say It and Have It Done	D
2		Fair Sailing	move
2		Mountains of Shadow	moveR
2		All the Bells Ringing	
1		Ulmo's Watch	le
1		Gates of Morning	Penv
3		Balance Between Powers	Penv
2		Cloudless Day	Lenv
2		Clear Skies	Lenv
	1	Moon	Lenv
1		Hair of Uinen	Lenv
2		The Wind is Turning	Senv
1		Fool of a Took	pe
1		The Hour Has Come	pe
	1	Hall of Fire	pe
1		Engines of Defense	pe
1		Houses of Healing	pe
1		Eithel Ulmo	pe
	1	The Great Battle of Our Time	
	1	Smoke Rings	
	x3	Longbottom Leaf	
2		Eyes of Mandos	
1		Wizard's Voice	spell
1		Wizard's Laughter	spell
	-1	Sacrifice of Form	spell
	-1	Doom of Choice	war
1		Endurance of Stone	war
1		Pitiless Deeds	war

35-6-2

HAZARDS(40/00)**20/0**

2	Stout Men of Gondor	men	1*	6	7	x		
2	The Border-watch	men	1*	5	7	x	fh, bh	FD, BL
2	Ruffians	men	1	4	7	x	rl	BL, W
2	Brigands	men	1	2	8	x		BL, W
2	Sellswords Between Charters	men	1	2	11	x	bh, sh	
2	Lawless Men	men	1	2	9	x		BL, W, SL
2	Pirates	men	1	3	7	x	rl	W
2	Giant	giant	1	1	13	x		WW
2	Thunder's Companion	giant	1	3	9	x		WW
2	Elves upon Errantry	elf	1*	4	9	x		FD,BL,WW

20/0

1	Twilight	S-env						
3	Gloom	S.env						
1	Tidings of Doubt and Danger	P-RW						
1	Dragon-sickness	S.check-corruption						
1	Foolish Words	P.IX-attempts						
2	Rebel-talk	P.IX						
2	Burdensome Commands	P-tap						
1	Rank Upon Rank	P.boost-creature					Men/Giant	
1	Thrice Outnumbered	P.cycle						
3	Two or Three Tribes Present	S.limit						
1	Muster Disperses	influence						
1	Fearful Sun	P.env-faction						
2	Stay Her Appetite	S.tap-ally						

SITES		FD-2	BL-4	W-6	SL-1	DD-0	CS-7	UD-0	T-0	I-0
Be	Dol Amroth-p									Knights, ally
Le	Pelagir-p									faction- Royal Navy
Be	Linhir-p									
Af	Edhellond-p		Info							Elf-friend
Ma	Monastery of True Faith		Info*		x					
Fe	Hau Nysrin		heal							
Fe	Hazaj Tollin-p		m		dúnedain					
Bz	Korlea-p				dúnedain.xd7					Bellakaze
Tu	Norjadar-p		m#		men					
Af	Lond Galen-p									mAnfalas
La	Calembel									Twice-baked Cakes
La	Vale of Erech									Twice-baked Cakes
Ha	Southron Oasis									Haradrim
Ha	Gobel Mírlond-p		m, M		men.4d9					
Hy	An Karagmir		Info, m		men					hidden
Hy	Umbar-p		Info, m		men.3d8					mis-Raid
Fe	Ūrêzâyan-p		Info		dúnedain.2d8					
AC	Isle of Ulond		Info, m, M		EARCARAXE					hoard: adamant helmet
BB	Coastal Signal Tower*		Info, m, ring		men.3w7					
MA	Tolfalas		m, M		undead					Elendilmir (LK)
MA	Benish Armon		Info, m, M		men.2w8, dm.1w12					hidden(LK)-hoard
CH	Tol Uialgaer		m		men					[play character]
MC	Tol Glingal		m, M		shipwreck					Hauberk of Bright-mail
BF	Pelican Islands		Info		animals					
BT	Lighthouse		m, M		animals					hoard: valiant sword
OG	Stone-Circle		Info		pukel					
La	Setmaenen		Info, m, ring		Trap.1w6, pukel.1w8					Reforging
An	Tharagrondost		Info, m, M		wolf.3w8					t.Sa-When You Know More
Ha	Haudh-in-Gwanûr		m, M		undead					Glamdring
Ha	Cairn of the Colruh H		Info, m, heal		men.2d6, maia.1w12					
Hy	Vamag-h		m, M, G, ring		undead					hoard: belegnon
Ma	Narik-Zadan		m, ring		wolf					
Fe	Nilulonde		m, (gold)		elves					
Tu	Khorsâj-p		Info		men					
Ma	Dusalan-p		Info, m, M		dunedain.4d9					
Bz	Bur Esmer		m, M#		men.xd9					Bozishnarod
BM	Bozisha-Dar-p									discard misc. non-hazard.

CHARACTERS-9

Pallando	x/10/6/9*	W/R/Sa/D	Wiz	Grey Havens		
2 Imrahil	6/2/5/8*	W/R/D	Dún	Dol Amroth	+5DI.Dun	+2DI.Knights
2 Urezir	6/1/5/8*	W/R	Dun	Korlea, Pelagir	+2DI.du(SL)	+1P.men
2 Círdor	6/2/5/7*	W/D	Sd	Edhellond	+1DI.Elf	
2 Tabaya Kas	6/1/5/8	W/R/D	Man	Tul Isra, Tul Harar		
2 Galdor	5/2/3/9	R/D	Sd	Grey Havens	+1DI.Elf	
2 Tharudan	5/1/4/7*	W/Sa	Sd	Edhellond	+1DI.Elf	
2 Haldalam	5/1/4/9	W/D	Dun	Shrel-kain		
2 Niluphel	5/1/2/9*	Sc/Sa	Dun	HaTol, Monastery		+2DI.du(SL)
1 Brandir	3/0/3/8	Sc/R	Dun	The Last Bridge		
1 Urekhad	4/0/5/8*	W	Dun	HaTol, Nilulonde	+2DI.battlegear	
1 Duinhir	4/1/4/6	W	Dun	Vale of Erech	+2DI.mLam	+2DI.ValeErech
1 Derufin	3/0/3/7	R	Dun	Vale of Erech		2di.duilin
1 Duilin	3/0/3/7	Sc	Dun	Vale of Erech		2di.derufin
1 Hirluin	3/1/2/9*	W/Sc	Dún	Lond Galen	black arrow	
1 Hembur	3/1/3/8	R/D	Dun	Lond Anarion		
1 Golasgil	4/2/4/7*	Sc/R	Man	Lond Galen	+2DI.mAnf	
1 Vygavril	3/1/2/7	Sc/D	Man	Southron Oasis		
1 Annalena	3/0/3/8*	Sc/Sa	No	Edhellond		
1 Pippin	4/1/1/9*	Sc	Hobbit	Tuckborrow	-2CP	
1 Merry	4/1/1/9*	Sc	Hobbit	Brandy Hall	-2CP	

21/27 (20+2+5) GI Hand-9 Mind-49 SP: 1

Water Walkers**Pelargir**

Pallando	10/11/6/9	W/R/Sa/D	W	1	doriath
Tharudan	5/1/4/8	W/Sa	E5	1	ash, More

Small Folk**Edhellond**

Merry	4/8/3/9	W/Sc	H4	1	anor, eorl, elfstone, Fealty	+5DI.factions
Pippin	4/1/3/9	W/Sc	H4	1	palantirSul, Fool, Fealty	
Annalena	3/0/3/8	Sc/Sa	No3	0		

Knights**Pelargir**

Imrahil	6/7/5/9	W/D	N6	2	wordsMR, LR.lesser, adamant
Hirluin	3/1/3/9	W/Sc	N3	2	dagger, anor
Golasgil	4/2/4/9	Sc/R	M4	2	hauberk, rope

Shipwrights**Pelargir**

Círdor	6/7/5/9	W/D	Sd6	2	gaerennon, wordsMR
Urezir	6/1/5/9	W/R	N6	2	anor, hauberk
Niluphel	5/5/2/9	Sc/Sa	N5	2	foliant
Urekhad	4/2/7/9	W	N4	3	adamant, ungolcris

OVERVIEW

Pallando will place a shield-wall of Gates of Morning, factions, and magic rings against a mortal of Sauron's command. The wizard must weaken the onslaught moving north to Gondor including hazard events. This player needs 79 Card Points to make this resource deck.

CHARACTERS and COMPANIES

Most of the characters are from Círdan, Imrahil, or Pallando. Most will be Dúnadan. There will be two Hobbits, three Men, four elves, and the rest (10) Dunadan. Hobbits are there to confuse the Enemy and carry high MP items. Home sites of these characters, except the Hobbits and on Dunadan, are along the coasts. The extra characters have a low body. The starting characters have a mid-prowess. With frequent combat the starting characters are not expected to survive for the second deck. The remaining characters will last even shorter with their low body. Twelve characters will start using 21 GI of 27 total.

Water Walkers is the wizard company staying in Gondor. Pallando has the jewel Emerald of Doriath for the influence boost. Now, this player has 27 GI. The one follower to the wizard is Tharudan with Shield of Iron-Bound Ash for 8 body and When You Know More. This company will move to play the site permanent-events and may influence away minion characters. Wizard's Voice playing and When You Know More tapping grants the wizard +14 to influence attempts.

Small Folk are two Hobbits and one Elf at Edhellond. Merry will heal factions using Horn of Anor, Elf-stone, and Horn of Eorl. That will grant him +5 DI against hero factions for one corruption point. He has two followers – Pippin and Annalena. Pippin has a palantír. Fool of a Took and To Fealty Sworn, once he is at the same site as Return of the King. He will have one CP. Annalena is included as a low-mind Sage with no corruption sources. She will have the maia ally to control. She will stay at Edhellond tapping to play Marvels Told.

The Knights are the fighters for the Enemy. Imrahil leads a Dúnadan and Man using Magic Rings of Words and Lesser Ring for +5 DI and 3 CP. Adamant Helmet gives him 9 body. Hirluin has a Dagger and Horn of Anor for 3 prowess. Golasgil will use Elven Rope to move four regions, and he is protected by a suit of Hauberk of Bright-mail for 9 body. They need to move eastward to move along with the four Rhovanion factions.

The Shipwrights will be Círdor controlling Urezir. This company will move through the Coastal Seas to surprise combat with minions. Círdor wears Gaerennon and Magic Ring of Words. His unrestricted DI is 6. He has 5 prowess and a strong 9 body. Urezir, a Ranger, has a Horn of Anor to influence factions and Hauberk of Bright-mail. He has 5 prowess and 9 body. That armour is present to later transfer to a 7 body character.

Niluphel is a Scout and Ranger using Foliant of War for +2 DI controlling Urekhad. Urekhad is a Warrior with 7 prowess and 9 body using Ungolcris and Adamant Helmet. These two will enter Mordor through Nurn seeking Last Child of Ungoliant.

Seven characters are in the deck. Most have low body, but can replace or join weaken company quickly. There are not many Rangers. There is room under GI for followers of Pallando to be placed there for a turn so the wizard can heal a faction. Play a hero when in hand knowing he will be killed soon. The Great Battle of Our Time is unique. It will shuffle all characters into your playdeck and non-MP stage events. This card is global.

PALLANDO

This wizard does not have the Scout skill. He provides +1 to hand size and views the opponent's discarded cards. He will only have one minor hoard item.

Two spells are on his lips. Wizard's Voice is present to make an influence attempt against a mid-minion character. A corruption check modified by -3 is needed, so take some characters to support that check.

Wizard's Laughter will stop cold an influence attempt against one of his cards. A corruption check modified by -2 is needed.

His resource, Eyes of Mandos, allows the selecting of one card from the top 8 of his deck. This is vital to play No Strangers At This Time and House of Healing on Pelagir.

ITEMS

Items of influence and protection are prominent in this deck. Some items can easily be played if discarded.

Palantír of Amon Sul has two abilities: look at opponent's hand or use another palantír of the North Kingdom, which will be Annuminas. Therefore, Marvels Told can be used two or three times per turn. There are no mechanisms to untap these items. If the larger stone is moved with less than two characters, then the item is discarded. **The Hour Is Come** is a permanent-event that reveals one card of each palantir in play. This card remains revealed and considered in hand until played or discarded by hazard effect. This will help increase your hand size. Deck exhaustion discards this card.

There are several battle-gear items. **Hauberk of Bright-mail**, and three **Shields of Iron-bound Ash** are body enhancer table cards. **Gaerennon** is a great armour item for your Sinda elves. You do not plan on using Lordly Presence though. This armour gives +2 body for any low-body elf and taps to prevent discarding an item by the effect of Drowning Seas. **Adamant Helmet** gives +1 body to maximum 9 and nullifies Dark Enchantment on the wearer. **Ungolcris** gives +2 prowess to a Warrior and is the bane to spiders. Stick this into the hide of her Ladyship. **Dagger of Westernness** will aid anyone with +1 prowess to maximum 8. **Black Arrow** is included due to a Dunadan's ability to use the item without discarding. This item modifies one attack by one prowess and one body. Use it in CvCC.

Emerald of Doriath is just right for this wizard. His use grants him +2 GI and +1 DI against Elves. It is one CP. There are three ring items. Two **Magic Ring of Words** gives each Diplomat +3 DI. A **Lesser Ring** gives anyone +2 DI. There are no gold ring items in the deck.

Horn of Anor is a minor instrument item to influence factions that are discarded or wounded. **Foliant of War** is a Lost Knowledge item used for its +2 DI against Dúnadan. **Elf-stone** gives the wearer +2 DI against elves and help with a few of the Elves in the deck.

FACTIONS

Pallando needs to reduce the Enemy's Southern Wing before it reaches Minas Tirith. He will gather as many factions as he can. Some will be destroyed during the Avatar Decks attempting to prevent the Mumakanril reaching Gondor. There is room for 10 factions in this deck. Four factions may be south of Mordor to start the Power Decks. The practice Avatar Deck game only has five available factions for this Power Deck. This means that other slots in this deck will be devoted to influence attempt boosters against characters.

One faction is from Gondor. Royal Navy is a Dúnadan faction. Royal Navy can be tapped to either: allow a company to move an additional Coastal Sea Region or to cancel an attack by Corsairs of Umbar.

Four Harad factions can be available to you: Bellakaze, City Guard, Etulains & Junast's

Guard. Move them northward. Pallando will heal these factions. Three Sunland Dwarf factions will also move northwards.

Endurance of Stone affects dwarf factions. When a dwarf faction would otherwise be eliminated a roll is made instead. If the result is less than 8 the faction is only wounded. This event is discarded when a dwarf faction is eliminated. This essentially provides additional support by duplicating influencing a dwarf faction on site.

Pitiless Deeds is a long-event that allows wounding an opposing faction in the same region or at the same site instead of battling. You want this allowing the affected factions to be healed or defend on their next battle.

Bellakar	Royal Navy		8	6	Light Infant dunadan
Bellakar	Sirani		10	8	Heavy Infai men
Bellakar	Bellakaze		7	5	Light Infant men
Bellakar	City Guard of Tenolkachyn		6	5	Heavy Infai men
Bellakar	Etulians		6	4	Light Infant men
Bellakar	Nár's Folk		7	6	Heavy Infai dwarf
Bellakar	Dwarves of Blackflame		9	7	Heavy Infai dwarf
Bellakar	Dwarves of Mablád-dûm		9	7	Heavy Infai dwarf

ALLIES

Nenselde the Winglid is a movement restrictive maia ally. Tap her to recycle resource short and long environment events, which are needed to keep Balance Between Powers in play.

Lindion the Oronin is a Warrior ally. He can tap to cancel a Spider or Animal attack. You may need to visit Ruined Signal Tower to play a major item.

MISSION

Some mission events in the deck. You want to make Pelargir a safe place so to keep Eithel Ulmo in play. Play No Strangers at This Time, Houses of Healing, and Engines of Defense when Royal Navy is at the site.

When You Know More is played by a Sage to modify influence attempts by +2. Hobbits will move to be in Return of the King's site and play To Fealty Sworn for +2 prowess, +5 DI against Hobbits, and gaining the Warrior skill.

BELEGAER and NEAR HARAD

Some movement will involve moving from Belfalas to Harondor. Such travel can be extremely safe or extremely treacherous. You do not expect to move to any region surrounded by land. Fair Sailing will lower your HL for each CS region in your site path. Thus, try to move along the Harad Coast by sea. Hair of Uinen is a unique environment long-event. It cancels Drowning Seas, Storms of Ossë, and Winds of Wrath. Additionally, with GOM in play any hero elf or dúnadan can tap to give -2 prowess or -1 body to a hazard creature attack against his company keyed to a CS or at a site in a CS.

Ulmo's Watch is a long event. When one of the companies move with triple Wilderness or a single CS in their site path the hazard limit is decreased by two. With GOM in play an elf, dúnadan, maia or wizard can tap to discard a card placed on-guard.

Mountains of Shadow allows access to Nurn from either Ithilien or Harondor. Also Gorgoroth can be reached from Ithilien. The cost is tapping a Ranger and facing a tough Orc attack of 4 strikes with 9 prowess. Or you can reduce the hazard limit by two if you move to one of these regions. Move to Nurn drawing minions away from the battles.

Say It and Have It Done helps stay untap against detainment attacks. The resource short-event

is played by a Diplomat against a detainment attack by Elves, Dwarves, Dunedain, Men, Hobbits, or Maia. Characters receive +3 prowess against the attack and against the next detainment of the same type later that turn.

All the Bells Ringing gives a chance to tap minions eager to initiate combat. First, a minion company must be at a Free-hold or Border-hold. The combat is cancelled and all automatic-attacks are again faced, which attack normally. Afterwards, combat can happen again.

ENVIORNMENT

This player has many environment events resource. The purpose is to keep Balance Between Powers in play. There are 12 hero resource environments and 5 hazard environments. The ally Nenseldë will recycle these resources. One GOM and 3 BBP are the core cards.

There are five long-events other than Hair of Uinen. Clear Skies need GOM to provide +2 to hero characters.

Cloudless Day requires Gates of Morning. This resource allows the moving player to assign strikes to his characters regardless of tapped status, wounded status, and normal abilities of the attack. This will allow high body characters to become wounded instead of killing low body characters.

Hair of Uinen is also an environment, but it can be fetched with another resource. Consider CvCC when these prowess boosters are in play.

Moon turns Wildernesses into Border-lands and Border-lands into Free-Domains if Gates of Morning is in play or Dark-Domains into Shadow-lands and Shadow-lands into Wilderesses if Doors of Night into play. This will limit the play of creatures.

The Wind is Turning is the only short-event. The Wind is Turning is there to remove hazards. One long-event environment hazard is removed from play. Or make a roll for a chance to discard one hazard permanent-event not played on a company or associated entity. Only one can be played per turn.

AGENTS

Minion agents are a great threat to this wizard. Tower of Amroth prevents non-local agents from moving to Dol Amroth.

MARSHALLING POINTS

This player starts with 57 MPs and may fall to 40 MPs.

C=15.9 Almost all the characters are at least 1 MP. Many will be killed in this game, but will be replaced with other 3+ mind heroes.

I=19.13 Some high MP items are included. Even if the bearer is killed, the item can be transferred. Two palantír and two magic rings are 12 MP. Most of the other items are battle-gear items.

F=17.8 Many factions will begin the game. Most of them will be lost in the war. Any surviving factions will be found at Minas Tirith such as the four factions played in Gondor for 8 MP.

A=2.2 This MP is Nenselde is the only ally.

M=4.3 Reforging starts play. The other MPs are from No Strangers at This Time

K=0.5 This is a lot of MP. Consider tapping just to kill sea and man creatures.

HEROS

The Ringbearer may move through the heart of Gondor. You need to prepare for his visit. Play No Strangers At This Time and Houses of Healing on Pelargir. Have a healthy company at

that site when he visits.

Elessar will be near at Minas Tirith. He will not move west into Gondor, but will move into Ithilien for combat. He will not move into Harondor unless in need.

For fun: GOM, Sun, Star of High Hope and Clear Skies provide a prowess boost = men +3, dúnadan+6, elves+4.

OPPONENTS

The Mouth is the Warlord that will attempt to burn Gondor's heartland. He will send factions and minions to draw your strength away from Minas Tirith. However, such a diversion will also threatened the Ringbearer.

DECK MANIPULATION

The pool of resources in the sideboard is few at six. Moon, Hall of Fire, Banishment, The Great Battle of Our Time, and Marvels Told will be sent to the discard pile. The avatar will tap to shuffle Smoke Rings.

Use the palantir to fetch Marvels Told or Banishment. Use the maia ally to fetch Environment long-events or short-events.

CREATURES

There are 19 creatures and one dual creature. Types include men, dúnadan, animal, drake, and one maia. The creatures target those in Gondor, along the coast of Harad, or in the sea along Harad. All the creatures will hurt Adûnaphel, but are not likely to be playable elsewhere. This may clog the hand.

Stout Men of Gondor and **The Border-Watch** will punish those violating Gondor. **Stout Men of Gondor** are region specific to Western and Southern Gondor specifically: Old Pukel-Land, Old Pukel-Gap, Andrast, Anfalas, Lamedon, Belfalas, Lebennin, Anorien and Rohan and sites there.

Ruffians have many strikes at four, with a low 7 prowess. It is more common at Ruins and keyed to the same regions of BL, W.

Brigands has two strikes at 8 prowess. Weak, but a wounded character forces the company to discard an item. It is highly common keyed to Border-lands or Wilderness. You can tap your faction, Tedjin, to key the creature to Desert and modify the attack +1 strike and +1 prowess. Now, a 3 strike and 9 prowess is more dangerous.

Sellswords Between Charters is a man creature with a tough 2 strike with 11 prowess attacked keyed to Border-holds and Shadow-holds.

Lawless Men covers Border-lands, Wilderness and Shadow-lands. The nine prowess is average so play it last. It is a region creature. Lawless Men have two strikes that can be defeated from lucky rolls.

Pirates is the Man creature with decent three strikes of 7 prowess. It is common in Wilderness and Ruins. It does gain +2 prowess keyed to Coastal Sea. A wounded character forces the company to discard an item; try to boost this with hazards.

Giants and **Thunder's Companion** will try to kill wounded minions with their high prowess. Both need Double Wilderness. Giant is one strike at 13 prowess. Thunder's Companion are the sons with three strikes at 9 prowess. Use these to tap or wound so to play the Men creatures.

Elves Upon Errantry has 9 prowess and four strikes. It is keyable to Double Wilderness, Border-lands, or Free-Domains. They won't survive against a powerful overt company or a Ringwraith.

Creatures

2	FH:	Border						
4	BH:	Border		Sellswords				
4	RL:		Ruffians			Pirates		
2	SH:			Sellswords				
-	DH:							
-	UD:							
<hr/>								
2	FD:	Border						
10	BL:	Border	Ruffians	Brigands	Lawless			Errantry
10	W		Ruffians	Brigands	Lawless	Pirates		Errantry
6	WW					Giant	Thunder	Errantry
2	SL				Lawless			
-	DD							
2	CS					Pirates		
<hr/>								
12	Old Pukel Land			Stout				
12	Gap/Rohan			Stout				
12	Anfalas			Stout				
4	Anorien			Stout				
4	Belfalas/Lebennin			Stout				
12	Lamedon			Stout				

12 Minions moving from Imlad Morgul to Anorien, SL-W-BL

Hazard EVENTS-20

These hazards are will burden avatars, sea voyagers, and factions. There are eight hazard environment events, six faction hazards, and six tapping hazards.

Base cards-1

Twilight will protect Balance Between Powers.

Corruption/avatar:-7

Gloom will lower the prowess of a character for a turn and or increase Wilderness or Ruins. That can help play your Giant creatures.

Tidings of Doubt and Danger is playing on a Ringwraith that reduces his DI by two. This will hurt faction influencing Ringwraiths.

Foolish Words is a nasty hazard modifying influence, offering, and riddling attempts by -4. It is hard to remove needing a roll greater than 7. This can slow Hoarmurath influencing factions during the Warlord Phase.

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

Rebel-Talk removes a follower under DI. Next turn, he may cause a disruption to the GI pool. The hazard is discarded from a roll.

Burdensome Commands decreases a non-avatar stats with a mustering event of -2 mind, -1 DI, and -1 prowess. This may bother his followers under his command.

Main Theme: Sea-7

This theme is harasses sea movement. Be careful that these hazards do not hurt you. Lost at Sea stalls minions during the site phase. Drowning Seas, short-event environment, forces the discarding of one item and two cards or if DON in play to return the company to its site of origin. Noose of the Sea is a long-event cancels resource short-events playing during the ORG phase. Such events cannot cancel this hazard. Sea-Blockade is a permanent-event is playable on a port. No port-movement is allowed with the site. No company moving to/from the port may include a CS in it site path and starter movement is void if a CS is included.

Secondary Theme: Stat-7

Thrice Outnumbered is a permanent-event allowing each player to shuffle one Man hazard creature from his discard pile at the end of the turn. The hazard is discarded at the end of opponent's LONG phase unless you discard a Man hazard creature. Discard the low prowess creatures as the cost for this event.

Rank Upon Rank adds prowess and strikes to men and giant attacks. This hazard is not expected to be discarded from defeated man creatures due to the nice prowess.

Two of Three Tribes Present requires a site path of two W, one SL, or one DD. A named creature does not count against the hazard limit for the turn. This may unleash a store of creatures on any company that has just a hazard limit of two.

Stay Her Appetite has a small chance of creating a detainment attack on a hero. Success means at least the hero will tap. Else the hero is wounded and the ally is discarded.

Tertiary: Faction-7

Factions will be marshalled against Gondor, so why not discard them? Muster Disperses may do this in conjunction with the other hazards to reduce influence.

Utility 3

~~An Unexpected Outpost will recycle the most useful hazard events.~~

33x2=66+2a+b11=79

	Fellowship	To	From
*Seeing-Stones of Ankatara	Palantír of Amon Sûl	Radagast	Cirdan
*Krisfuin	Gaerennon	Alatar	Cirdan
*Southern Hammer	Magic Ring of Words	b1	Valdacli
*Staff of Medra	Magic Ring of Words	b2	Valdacli
*desert amber	Horn of Anor	b3	Imrahil
*forgotten scrolls	Horn of Anor	b4	Théoden
*jewel of Beleriand	Foliant of War	Evermist	Imrahil
*Visor of Siryan	Hauberk of Bright-mail	b5	Imrahil
*Dwarven Fire	Adamant Helmet	b6	Elrond
*Zurafy	Adamant Helmet	b7	Imrahil
*Zurafy	Elven Rope	b8	Thranduil
*Junast's Guard	Dagger of Westernesse	b9	Cirdan
*Tedjin	Elf-stone	b10	Gandalf
*Covshek-Pust	Emerald of Doriath	b11	Galadriel
	Shield of Iron-bound Ash		Cirdan
	Shield of Iron-bound Ash		Cirdan
	Shield of Iron-bound Ash		Theoden
	Ungolcris		Thranduil
	Nenseldë the Wingild		Imrahil
	Lindion the Oronion		c2
	Nár's Folk		Pallando
	Dwarves of Blackflame		Pallando
	Dwarves of Mablad-dûm		Pallando

Eliminated factions will not count against Card Points since the faction will not be “removed” from the deck; it already has been removed.

Marvels Told	Gates of Morning
Smoke Rings	Clear Skies
Smoke Rings	Clear Skies
Walls Behind Walls	Say It And Have Done
Houses of Healing	Say It And Have Done
Lesser Minds Daunted	Balance Between Powers
Lesser Minds Daunted	Balance Between Powers
Lesser Minds Daunted	Balance Between Powers
<i>Withdraw to Mordor</i>	Moon
<i>Wizard Uncloaked</i>	Ulmo's Watch
<i>Persuasive Words</i>	Use Palantír
<i>Persuasive Words</i>	Use Palantír
<i>Persuasive Words</i>	Use Palantír
<i>Muster</i>	Cloudless Day
<i>Muster</i>	Cloudless Day
<i>Muster</i>	Mountains of Shadow
Endurance of Stone	Mountains of Shadow
Fireworks	Fair Sailing
Fireworks	Fair Sailing
Bridge	The Wind is Turning
Bridge	The Wind is Turning
Long They Journey	Fool of a Took
Tûr Betark	All the Bells Ringing
Dwarf-friend	All the Bells Ringing
Bavor's Tribe United	Hall of Fire
Await the Advent of Allies	Eithel Ulmo
Ancient Stair	To Fealty Sworn
His Beard Long & Forked	To Fealty Sworn
Clad in Mail-shirts	Reforging
No Strangers at This Time	Hair of Uinen
Wizard's Cart	Doom of Choice
<i>When I Know Anything</i>	Banishment
Vanishment	Pitiless Deeds
a	The Great Battle of Our Time
a	The Hour is Come