

WITCH-KING/UNDEAD

40power

C 22.8 Carn Dûm	<u>RESOURCE DECK/HAZARD DECK</u> 50 cards in R. deck, 10 cards in sideboard 50 cards in H. deck, 00 cards in sideboard 10 characters in deck 56 starting cards 176 total cards 15 creatures
I 28.16 Angmar	
F 27.9 vs. Saruman	
A 0.2 Eriador Division	
M 4.4 Shadow-Mages	
K 2.11 Undead-enhance	

The war to end the Age will start in Eriador. Sauron has sent the Witch-king and a troll army to attack Rivendell. No distant haven can exist to give the Ringbearer time to learn of the device's true powers. A sudden attack is needed to trap the Ring at an elf-hold or to drive the Ringbearer closer to Mordor. Evil men, orcs, and trolls will march on the Grey Havens and Rivendell. Weapons of ancient and powerful lineages will be wielded by trolls against the elves. Three Ringwraiths will fly over the battlefield terrorizing the enemy. Shadow-magic will cover the approach of the minions on their path towards Rivendell.

Quick actions will be made to draw hero characters away from Rivendell where their elf creatures are not found. Factions will also battle outside of Rhudaur to limit Elves of the House in battles. That is when hero characters will be combated allowing the Ringwraiths to visit Rhudaur to heal factions as Heralded Lords. Afterwards, Dark Captain will lead Hosts of the Dark Tower to Rhudaur before moving to Mordor when the first deck exhausts. This will allow Sauron to use the Nazgul hazards for a few turns. Two troll companies will hunt hero characters in Eriador while Bolg will heal factions. A squatting company of Dunedain Awaiting The Call uses magic rings to fetch two magic cards every turn.

Faction battles will need to be careful about Elves of the House and its power in Rhudaur. Yet, you have four factions with that region as a home region. Sudden loss of factions may require a sieging of Rhudaur. Attempt to make Rivendell a Ruins site using No Abiding Place. Expect that minion resource to be discarded on the following turn, but it will keep hero companies away from the Ringwraiths. Heroes may combat too, but you cannot.

Much thought was given to keep The Witch-King and Akhorahil to Mordor, but that player does not use much magic. The two gwaedhel weapons were reluctantly given to the Harad player (Mouth) since he will already use The Dwimorberg for Oathbreaker and Star of Gobha. That meant to also give him Endless Whispers. Two undead creatures were given to Mordor for three troll creatures and a wolf. I would like to have wolf attack enhancers so to boost Hounds of Sauron. Having three squatting Dunedain slowly developed. Ancient Black Axe looks good on Rogrog and Bone-Basher on Ardagor.

RESOURCES(50-9-41)

4	-1	Anguirel	
2	-1	Flail of the Horse-slayers	
3	-1	The Reviled Ring	
2	-1	Magic Ring of Shadows	
2	-1	Magic Ring of Shadows	
2	-1	Magic Ring of Delusion#	
2	-1	Magic Ring of Fury	
2	-1	Trifling Ring	
2	-1	Trifling Ring	
	1	Gleaming Gold Ring	
	1	Ring for Mortal Men	
2	-1	Troth-Ring	
2	-1	Black Mace	
2	-1	Black Mace	
1	-1	Broad-headed Spear	
1	-1	Elf-skin War Drum	
	*	Black-hide Shield	
	*	Blazon of the Eye	
2	-1	Crebain from Dunland	
2	-1	Warrior-Priests of Angmar	
1	-1	Angmarim	
4	-1	Hillmen	
4	-1	Dunlendings	
3	-1	Misty Mountain Wolves	
3	-1	Wargs of the Forochel	
3	-1	White Mountain Wolves	
1	-1	Snaga-hai	
2	-1	Cave Trolls	
2	-1	Hill or Stone Trolls	
	2	Two-headed Troll	
	1	Bone Dragon	
	1	1 Winged-Terror	
	1	Creature of an Older World	
	1	Smoke on the Wind	
	1	No Abiding Place	
3	-1	News of the Shire	
	1	Vasamacil	rw
	-1	Seahelm of Ciryatan#	rw
	-1	Adunaphel's Lute	rw
	-1	Eyes of the Well	rw
	1	The Witch-King	

9-3-29

3		Bold Thrust	W
2		A Nice Place to Hide	Sc
2		Voices of Malice	Sa
	1	Secrets of Their Forgings	Sa
3		Above the Abyss	
1		I'll Be At Your Heels	comm
1		Smart and Secret	comm
1		Fell Captain	comm
	-2	Orders from Lugalbúrz	L
	1	Back to the Fray	
	1	Grond	pe
2		Awaiting the Call	pe
*		Open to the Summons	pe
	-1	Macemaster	pe
	-1	Forged Below	pe
-		The Drimorberg	sh
3		Hounds of Sauron	sh
1		Symbol of Malice	sh
2		Gold Chains in the Wind	sh
1		Freeze the Flesh	sh
1		Sojourn in Shadows	sh
1		Riven Gate	so
2		Spying Out the Land	sp
	1	Weigh All Things to a Nicety	
	-1	Twice-Baked Cakes	
	-1	Origins Revealed	stolen
	-1	Swift Onset	war
2		Last Stand of Battle	war
1		Feast on Flesah	war
1		Cowardice	war
	1	Overlord of Minas Morgul	sp1
	-1	Morgul-Lord	sp1
	-1	Warlord	sp2
	-1	Warlord	sp2
	-1	Warlord	sp2
1		Call to Arms	sp1
1	1	Heralded Lord	mode
	1	Hosts of the Dark Tower	mode
2		The Fiery Blade	rw
6		Unleashed x2	rw
	-1	By the Ringwraith's Word	rw

41-6-12

HAZARDS(50/00)

2	Half-trolls of Far Harad	troll	1 2 10 x	sh, dh	SL, DD
3	Olog Warlords	troll	2 3 10 4	sh, dh	SL, DD
2	Olog-hai (Trolls)	troll	2 3 10 5	dh	SL, DD
2	Barrow-Wight	undead	1 1 12 x	sh, dh	SL, DD
2	Ghosts	undead	1 3 9 x	sh, dh	SL, DD
2	Ghouls	undead	1 5 7 x	sh, dh	SL, DD
2	Corpse-Candle	undead			
15/0					
1	Twilight	S.env			
1	Doors of Night	P.env			
1	Peril Returnred	L.			
2	Night	L.env			
3	Gloom	S.env			
1	Angmar Arises	P			
1	Reaching Shadow	P			
1	In Darkness Bind Them	P			
2	Dark Designs of Mordor	L			
2	Out of the Swamps	L			
2	Haunted Place	P			
2	Plague of Wights	L.strike-undead			enhance
1	The Moon is Dead	P.AA-undead			enhance
2	Pale Dream-maker	P.DarKE			
2	Turning Hope to Despair	S			
3	Panic	S			
1	Like Shreds of Cloud	P			
1	All Dead All Rotten	P			
1	His Own Master				
1	Which Might Be Lies	P			
2	Unabated in Malice				
1	Until All Else is Conquered				
3	Come at Need	P.table-ally			
3	An Unexpected Outpost	S.cycle-hazards			
35/0					

SITES

Ang	Carn Dûm			Angmarim
SM	Dol Guldur			
Rh	Rivendell			
Sh	Bag End		hob.5.5, dun.3.11	
OF	Tom's House	m, M, ring	maia.2w15	
Nu	Blue MDH	m, M, G	dwarf	
Ar	Bree	Info	men	
Rh	Cameth Brin			Hillmen
Rh	Last Bridge			
Fo	Lossoth Camp	ring	men.d.6	
Ev	Leiri	ring	men	
Ag	Zarak Dûm	m, M	Scorba	
Fo	Lossadan Cairn	m, M	undead.2w8	Vasamacil
Fo	Thaurung	m, M	aniamls.7w4	
Ev	Bernastath	m, M	men.4w6	
Ar	Eldanar	m	men.2w6	
Ar	Annuminas	Info, m, M	undead.4w7	
Ar	Dead Man's Dike	m, M, Pal	undead.3w9	
Ar	Weathertop	Info	wolf.2w6	
Ar	White Towers	Info	wolf.2w6	
Rh	Ettenmoors	m	troll/wolf1w9,2w8	
Ho	Ost-in-Edhil	m, ring	wolf.3w5	
Ho	Telpëmar	Info, m, ring*	men.2w7	
Ca	Lond Daer	m, M, G, ring	undead.3w8	
Ca	Barrow-downs	m, M	undead.1w8	
Ca	Tharbad	m	men.3w6	
Du	Riddle Caves	Info, m	trap.5w11	
Ang	Morkai		orcs.4d6	Two headed Troll
Ang	Mt. Gram	faction	*	Two headed Troll
Gu	Mt. Gundabad	major	orc+	---move to Under-Leas
Tu	Urdic Camp	m*	men.4.7	
ud	Under-leas		undead.5.7,R	Ancient Black Axe
Ang	Litash			
Ang	Barad Lughilsarik	dark, Angmar		

MINIONS-10		11-3-4-3-1	agent-8			
Witch-King	6/9/12	W/Sa/D	RW	so sh	9	Carn Dûm
Adûnaphel	4/8/10	W/Sc/D	RW	sp	8	Lugular
Akhôrahil	3/8/9	Sa	RW	sp so sh	9	Nurn
3 Angulion	9/4/5/9+	W/Sa/D	Dún	so ,sh		Litash fetch magic if tap and wound
3 Elerina	8/3/5/9+	Sc/Sa/D	Dun	sp, sh		Carn Dum, Litash
2 Belegorn	5/2/3/7	Sa/D	Dun	sp		Carn Dum
3 Lt. Angmar	9/1/8/9*	W/Sc	Olog	L		Carn Dûm +4DI.Orcs/Trolls; d9
2 Ardagor	7/2/6/9*	W/Sa	Htroll	L.sp		+2P.orcs; +2DI.Trolls, d9
3 Bolg North	8/2/7/9*	W/R	Orc	L		Gundabad +2DI.orcs; +1P.Dw.Ev
2 <i>Troll-chief</i>	6/0/6/9	W	olog	L		nonUD RL +3DI.o/O,t/T
1 <i>Horseman</i>	4/2/3/7*	W/D	man			any DH +1DI.factions
1 Tuma	4/0/6/8*	W	Troll			surface Ruins +1P.dwarves
2 Araudagul	5/2/5/9*	W/R	Htroll	L		Mount Arysis +1DI.orcs
1 Wuluag	4/0/5/8*	W/R	Troll			surface Ruins +1P.dwarves
1 <i>Forest Troll</i>	4/0/4/8*	W/R	troll			Ruins in W 1CP, dp7; +1P. plant/ent
1 <i>Forest Troll</i>	4/0/4/8	W/R	troll			Ruins in W 1CP, dp7; +1P. plant/ent
1 Ognor	4/0/4/8*	W/Sc	Troll			Creb D, Ettenm +2P.ents/plants
1 Burat	4/0/5/8*	W/Sc	Troll			surface Ruins +1P.dwarves
1 <i>Lout</i>	3/0/4/9*	W	troll			any DH 1CP, d8
1 <i>Lout</i>	3/0/4/9	W	troll			any DH 1CP, d8
<i>O-Snuffler</i>	2/0/2/8	W/Sc	orc			any DH
<i>O-Snuffler</i>	2/0/2/8	W/Sc	orc			any DH
1 <i>O-shaman</i>	4/0/3/7	W/Sa	uruk	sp		any orchH
1 more character (Troll-Chief? Old Troll? Troll-Lout?)						

Ringwraith companies:

Black Rider +event	Witch-king Adûnaphel Akhôrahil	3-9-12 4-8-10 3-8-9	W/Sa/D W/Sc/Sa/D Sc/Sa	sp, sh, <u>so</u> sp sp, sh, so	Vasamacil, Sea-helm Lute Eyes
Heralded Lord +event +3DI, -2P	Witch-king Adûnaphel Akhôrahil	9-7-12 9-6-10 9-6-9	W/Sa/D W/Sc/Sa/D Sc/Sa	sp, sh, <u>so</u> sp sp, sh, so	Vasamacil, Sea-helm Lute Eyes
Fell Rider +ally ODI, (+2)P	Witch-king Adûnaphel Akhôrahil	3-12-12 4-6-10 3-9-9	W/Sa/D W/Sc/Sa/D Sc/Sa	sp, sh, <u>so</u> sp sp, sh, so	Vasamacil, Sea-helm Lute Eyes
War +event +1P, -1B	Witch-king Adûnaphel Akhôrahil	3-10-11 4-9-9 3-9-8	W/Sa/D W/Sc/Sa/D Sc/Sa	sp, sh, <u>so</u> sp sp, sh, so	Vasamacil, Sea-helm Lute Eyes

starting company: at Carn Dûm

<Morgul Lord>

25/30 (20+10) GI unused

Hand-8(9) Mind-69

#1 Arthedain's Horror

<Orders from Lugbûrz>

Rogrog-W,L	9/15/11/10	W/Sc	T9	3	GR.fury, LR.trifling, Word, Warlord, yx4, Smart
Burat	3/0/7/10	W/Sc	T4	1	spear, shield
Wuluag	3/0/8/9	W/R	T4	2	mace [+1P.elf]
Tuma	3/0/10/9	W	T4	3	anguirel [-3 body]
Ognor	4/0/4/9	W/Sc	T4	1	GR.shadow

#2 Cardolan's Terror

<Orders from Lugbûrz>

Ardagor-W,L	7/9/9/10	W/Sa	H7	1	flails, Warlord, xy4, Fell sp
Araudagul-L	5/0/9/10	W/R	H5	4	mace, Master, Forged, Heels [+1P.elf]
Forest Troll	4/0/4/9	W/R	T4	0	drum

Bolg North-W	6/6/11/9	W/R	O8	3	SR.reviled, eye, Warlord, yx2
Lout	3/0/4/9	W	T3	1	

Horseman	3/6/3/7	W/D	m4	3	LR.trifling, mr.thrall
Belegorn	3/2/3/7	Sa/D	Du5	2	GR.shadow, Await so, sh*
Elerina	3/3/5/9	Sc/Sa/D	Du8	2	GR.delusions, Await Summons sp*, sh

OBJECTIVE

The Witch-king player needs a perfect 64 Game Points to create this deck. Eriador must be made into a wasteland to drive any Ringbearer either south or east over the mountains. Littering the land with bones of minion characters is a fair price to annihilate resistance from Rivendell. Rogrog will hunt elves in the High Fells. Ardagor will lead the Great Army of the North against elf-havens. Shadow-mages are planning havoc in a dark tower. The Dark Captain will stay in Eriador as long as the Ringbearer is present. Else he and two Ringwraith followers will move to Minas Morgul for the fall of Gondor including playing the MECCG manifestation of The Witch-King. This will be the most intense fighting-oriented of the Black Power Decks.

CHARACTERS & COMPANIES

Rogrog now has the army to burn the Last Homely House. Trolls from Ardagor join him from the west, Dunedain from the south, and Bolg from the east. Five companies will annihilate the Free Peoples in Eriador. Non-starting minions are few. One minion agent will be played as an agent. All the minions are trolls, orc, or Dunedain. Only Araudagul has a home site away from Eriador. Each Troll minion is a Warrior. Be careful that any Orc in Ardagor's company is discarded outside a Darkhaven. That is why Ardagor is in a company with another leader reducing the risk of joining Bolg with Ardagor. Morgul-Lord will allow the Ringwraith to fetch his items. Five leaders are in the deck. Combat will be sought. Companies sharing the same permanent-event must not join at the same site; this is a main limitation of the deck. Three characters will squat at a non-haven, and Bolg will heal factions. Each Ringwraith can use spirit-magic and thus use Spying Out the Land. One moving company can use spirit-magic and the other can use shadow-magic. The final companies are using all the 25 GI. Protect that pool of general influence.

#1 Arthedain's Horror		<Orders from Lugbúrz>		
Rogrog-W,L	9/15/11/10 W/Sc	T9	3	GR.fury, LR.trifling, Word, Warlord, yx4, Smart
Burat	3/0/7/10 W/Sc	T4	1	spear, shield
Wuluag	3/0/8/9 W/R	T4	2	mace [+1P.elf]
Tuma	3/0/10/9 W	T4	3	anguirel [-3 body]
Ognor	4/0/4/9 W/Sc	T4	1	GR.shadow

Rogrog leads the main company with Orders from Lugbúrz. That event with a command will give the followers +1 to corruption checks and allow Bolg to join with the company. The olog is a Warlord. Not much is different for him from the Avatar Deck. Here are his cards. All this will have the olog at 15DI, 11P, 10B, and 3 CP.

By the Ringwraith's Word (+4DI.char

Trifling Ring (+3 DI.char)

Warlord(+3DI)

Smart and Secret (-2 DI, +1 Body)

Magic Ring of Fury (+2P)

Four trophies: (+2DI, +2P max9)

Call to Arms

Rogrog will have the highest mind of the minion characters allowing By The Ringwraith's Word for +4 DI against character. Trifling Ring gives +3 DI against characters. Expect four trophies to be on this troll for +2 DI and +2 prowess for a 9 prowess. Magic Ring of Fury gives +2 prowess for warriors. Smart and Secret gives +1 body to all characters in the company.

He has four unique Trolls as followers. What a task that is. Their intelligences combine to

that of a rabbit. Burat is a Scout using a Broad-headed Spear to skewer a hobbit and holds a Black-Hide Shield for 7 prowess, 10 body, and 1 corruption point. Four trophies will not lose its benefits of allowing their +2 prowess to take this troll to 9 prowess. The shield is given to this minion because he can use A Nice Place to Hide. Ognor, another Scout, will use Shadow-magic from a ring. You need a shadow-magic character to play Bone Dragon. The ring was given to him allowing the troll to tap for Scout events. A corruption check from most Shadow-magic cards will be at -4, which may eliminate. That is acceptable; just play another minion. Wuluag has two-handed Black Mace, given by Ren, for his stew preparation for 8/9 stats and two corruption. He will target elves. Four trophies will not lose its benefits of allowing their +2 prowess to take this troll to 10 prowess. He is the mutton-master. Tuma is the last Troll. He has Anguriel from the fighting with Ardagor for 10 prowess and 9 body. He has 3 CP, but his weapon lowers the body of his combatant by three! Four trophies will not lose its benefits of allowing their +2 prowess to take this troll to 12 prowess. Let him face a hero so he can defeat and thus kill every turn. This company is to combat as much as possible slowly eliminating heroes. Try to kill one hero every turn on average. This company will rarely if ever move more than two regions from Angmar. Skill events available to this company are Bold Thrust and A Nice Place to Hide for Scouts when angry wood-demons come out to hunt troll. This company is not dependent on faction locations. Forged Below in the other company caused that company to have the other command event.

#2 Cardolan's Terror	<Orders from Lugbúrz>					
Ardagor-W,L	7/9/9/10	W/Sa	H7	1	flails, Warlord, xy4, Fell	sp
Araudagul-L	5/0/9/10	W/R	H5	4	mace, Master, Forged, Heels	[+1P.elf]
Forest Troll	4/0/4/9	W/R	T4	0	drum	

This company has Orders of Lugbúrz giving +1 corruption checks to a troll leader. I'll Be At Your Heels is on a leader giving +1 corruption checks to all characters in the company.

Ardagor is a half-troll Sage with normal 4 DI against Trolls. He is a Warlord and Fell Captain. He is fighting to earn the right to rule over Cardolan after the war. Four trophies and Warlord gives this half-troll 9 DI against Trolls. The resource Warlord is allowed to start play on this half-troll if the avatar was already a Warlord at the end of the Councils. He will target horse allies using Flails of the Horse-Slayers. Ardagor as Fell Captain will give +1 to all Troll Factions and +2 to Hill and Stone Trolls while in Rhudaur. He may also tap to have a faction in his region participate in battle in an adjacent region. You might want to position factions in Cardolan to block reinforcements from Rohan. Possessing one corruption point allows much confidence using Spirit-magic and Spying Out the Land. You can play this card during the Organization phase as usual. Fetch the card to start the End-of-Turn with the magic and use Crebain From Dunland to prepare for your hazard turn. It is tempting to give Ardagor Swordmaster to carry another weapon or Olog Power for another Black Mace.

He has three followers who will attack weaker hero companies. Araudagul is another half-troll, but a Ranger. He has the two-handed Black Mace for normal 3 corruption points. As a Mace-Master with a Forged Below weapon that carries 6 corruption points. Two resource events will dial that to four corruption points – doable. Now, the weapon provides +4 prowess or +5 prowess against elves for 9 prowess for this half-troll. Two trophies on this overt minion takes him to 10/11 prowess or four trophies builds him to 11 prowess. As a leader he has the command I'll Be At Your Heels. His elimination will play Troll-Chief, removing Forest Troll for Troll-

Lout. Forest Troll is another Ranger who will take large creature and AA strikes. He has Elf-Skin War Drum. He will protect the Warlord with his four prowess and 10 body. The prowess of this company is less than Rogrog's so target a company of heroes not engaged with Rogrog so to prevent this other company joining their friends. This company may venture far from Angmar. Allow Forest Troll to carry a gold ring item or include Piercing All Shadows on him.

If Ardagor can be given Bone-Basher or Bloodspike to Rogrog, then include Swordmaster on the half-troll. The only plausible, unclaimed item from the Avatar Decks is Helm of Illusion. I rather have him play an item "lost" by a Grey Player failing to have a Power Deck.

Bolg North-W	6/6/11/9	W/R	O7 3	SR.reviled, eye, Warlord, yx2
<i>Lout</i>	3/0/4/9	W	T3 1	

Bolg will roam healing factions and drawing cards. This orc has a Reviled Ring, from Sauron, and Blazon of the Eye carried by Uvatha. Two trophies and the spirit ring give him 11 prowess and 9 body for three corruption points. He normally has 2 DI. The trophies and Warlord provide +4 DI for a minimum of 6 DI with the minor item providing +8 against factions. Troll-Lout will be a follower. Priority to heal will be the Troll factions.

Horseman	3/6/3/7	W/D	m4 3	LR.trifling, mr.thrall
Belegorn	3/2/3/7	Sa/D	Du5 2	GR.shadow, Await sh*
Elerina	3/3/5/9	Sc/Sa/D	Du8 2	GR.delusions, Await Summons sp*, sh

Horseman will start at Carn Dum with two rings: Trifling Ring, from Adunaphel, and Thrall's Ring for 3 mind and six DI against characters. He will have two followers, one has Litash as a home site. Two Dunedain will shuffle magic cards. Each has Awaiting the Call at Litash in Angmar. Both can normally use shadow-magic; one can use spirit-magic. Fetch Hounds of Sauron when your Ringwraiths are away from Angmar and fetch Spying Out the Land every turn. Seahelm of Ciryatan reduces the control of each dunadan by one, but that is applied before Awaiting the Call.

Angulion, 9 mind	-1.seahelm	half.Await = 4.5=4
Elerina, 8 mind	-1.seahelm, -1.summons = 6	half.Await = 3
Belegorn, 5 mind	-1.seahelm = 4	half.Await = 2

Angulion and Elerina have Litash as a home site. Angulion can replace Elerina.

WITCH-KING AND CARN DUM

Lord of the Nine will ride beasts of cruelty and horror in the High Fells, but also ride as a Heralded Lord or general. He is not alone or unarmed. Now he is The Dark Captain commanding his minions for war. He has normal 3 DI, +3DI against Orc, Troll, and Man factions. He may move with region movement to Orc-holds and Troll-holds. Also, he may play his Ringwraith followers at his current site during the ORG phase for each faction in his region. He may return to Gondor for the final onslaught. Thus he will have his factions in Eriador then move to Mordor.

Morgul-Lord grants him a Warlord and starting at Carn Dum. Overlord of Minas Morgul will be played on The Witch-king when that character relocates to Mordor for that onslaught. Now he can tap to fetch Force March, Grond, or a command card from the discard pile. Call to Arms will be fetched to untap a faction after healing.

Each Ringwraith has two copies of his Unleashed in the deck. Witch-king can have followers

of orcs when in War mode or easily heal factions. Akhorahil will fetch any magic card. Adunaphel can direct her strike in CvCC, but must target an entire company at the site alone.

The Fiery Blade is there by the Witch-king to kill. A strike against the bearer is modified by -1 prowess and -1 body (by -2 for both if on the Witch-king).

The Ringwraiths will have the mode Heralded Rider. Followers will be discarded upon returning to a darkhaven. Use Adunaphel's Lute to fetch the other copy of Heralded Lord. Next organization phase, transfer their Ringwraith items before discarding the followers. Now allow Sauron to use their hazard manifestations for a turn or two.

Vasamcil is his weapon allowing sorcery and playing of undead creatures. Any body check of eight does not take this Ringwraith to hand. Tap this weapon to play Riven Gate from hand. Seahelm of Ciryatan grants the Ranger skill, helps with controlling Dunedin, and allows fetching of two Ringwraiths.

Dawnless Day is unique and will be played by Hoarmurath. You can discard the permanent-event to replace the current mode event with another mode event from the discard pile or sideboard. This is the method to play hosts of the Dark Tower.

Consider this sequence when returning to Mordor:

- Turn 1** Tap avatar to send resources to discard pile (HL, ally x2).
Move factions northward from Gondor or battle in Rhudaur. RWs stay. Heal factions in Angmar. Tap Lute to fetch HL.
- Turn 2** Play HL on RWs. Continue to move factions northward to Cardolan; move them to troll-hold Creb Durga. Move wounded factions to Creb Durga. Battle others in Rhudaur. Move trolls to Cameth Brin. Move RWs to Creb Durga. Heal factions at Creb Durga.
- Turn 3** Move wounded factions to Cameth Brin and others to Arthedain. Move trolls and Bolg to Dead Man's Dike or combat any heroes not at Cameth Brin or Rivendell. Move RWs to Cameth Brin with at least one minion faction in Rhudaur. Heal factions. Play Symbol of Malice on Cameth Brin. Fetch Hounds of Sauron.
[heroes will combat there, play Hounds of Sauron]
{or use Dawnless Day to play Hosts of the Dark Tower to reach Cameth Brin and move trolls there too}
- Turn 4** Move wounded factions to Carn Dum. Move RWs to Carn Dum. Move trolls to Cameth Brin for combat. Move Bolg to an Undead site if you know undead hazard event can boost the automatic-attacks, he will heal a faction. Fetch HL with Lute.
- Turn 5** Transfer RW items to Dark Captain, discard Akhorahil and Adunpahel with HL.
Play HL. Use Dawnless Day to discard HL to play Hosts of the Dark Tower from the sideboard.
[It appears that Dawnless Day can be used without discarding RW followers before the discarding effect of HL, but you want to be rid of the followers allowing Sauron to play the Nazgul] Move WarriorPriests from Angmar to Gundabad.
Move factions, trolls, Bolg, and Dark Captain to Ettenmoors. Fetch Hounds of Sauron.
[heroes will combat there, play Hounds of Sauron]
- Turn 6** Move WarriorPriests from Gundabad to Southern Mirkwood.
Move wounded factions and Dark Captain from Rhudaur to Carn Dum.
Tap Dark Captain to unstore a Twice Baked-Cakes/Origins Revealed.
Exhaust Deck
- Turn 7** Discard Hosts. Move WarriorPriests from Southern Mirkwood to Ithilien.
Move Dark Captain to Gladden Fields
(region movement, then by card to nearest haven=Dol Guldur)
Tap Dark Captain to play Winged Terror from Come at Need, discard HL.
- Turn 8** Move Dark Captain to Henneth Annun discarding Origins Revealed and with Warrior-Priests in Ithilien. Tap Vasmacil to fetch Riven Gate. Combat at Henneth Annun.
- Turn 9** Move Dark Captain to ~~Minas Morgul~~, Barad-dur.
- Turn 10** Move Dark Captain to Minas Morgul.
- Turn 11** Play MECCG manifestation. Tap Seahelm to fetch RWs; play them at MM.
Play two Winged Terror at MM from Come at Need.
- Turn 12** Move RWs (Winged Terror) to combat.
It is possible to use Dawnless Day to play a mode event on the winged RWs, but the allies will be discarded or can one discard from play a mode event to play the allies?
- There are five stage point cards (Warlord x3, 6sp + Call to Arms, 1sp + Morgul-lord, 1sp)

give to the wild trolls.

Flail of the Horse-slayers is ideal against the horse masters. It also modifies +2 prowess to a maximum to 8, but can tap to give -2 body to a horse ally. Another feature of the weapon is the weapon can tap to negate the effects of a weapon borne by an opponent's character bearer faces in combat. This may lead to an effective +4 to prowess.

Blazon of the Eye is essential to heal wounded factions after battle. Elf-skin War Drum is tapped to fetch a command event, which can be Call to Arms to untap a faction. Or you can play a non-unique troll at any Shadow-hold. Mount Gram and Morkai are options.

A Twice-Bake Cakes with Origins Revealed will be gifted to this player. It can be used by The Dark Captain to visit Lond Daer to play one of his items. But keep these two cards stored at Dol Guldur. Unstore them when you want to visit Henneth Annun.

Ten rings are in the deck. You may lose a special item that you want returned. There are two mind, two lesser, four magic, one Man, and one spirit ring. Play Gleaming Gold Ring in Forochel and later store it if you want to play the spirit ring else test at a Darkhaven or in a Ringwraith's company. Troth-ring reduces mind by one and modifies body checks by -1. You want to reduce the mind of a dunadan, and give some protection if wearer is in combat. Ally Feagwath needs bearer to have a mind ring if you need to replay that ally. The Reviled Ring gives +3 prowess and reduces the mind by two. It is a weapon. Magic Ring of Fury gives bearer the Warrior skill or +2 prowess to a Warrior. Magic Ring of Shadows and Magic Ring of Delusions fetches magic cards from the playdeck or discard pile. One copy of Shadows allows a company to play Bone Dragon. Those rings give two corruption points. Trifling Ring gives +3 direct influence against characters. Secrets of Their Forgings is there to play the spirit ring on need. Ring for Mortal Men is there to steal from a hero company.

Corruption is a problem for Rogrog's company. The command I'll Be At Your Heels and Orders from Lugburz will grant a +2 to corruption checks to Rogrog's followers.

FACTIONS

Battle is the main theme for this avatar. Up to 11 minion factions will start play. Types include four Man, three Troll, three Wolf, one Orc, and one Animal as definite selections. Ardagor may lose his three Troll factions in battle during the Avatar Deck. If not, any remaining factions from Ardagor will be selected as two of the factions. Select more Snaga-hai or maybe Sled-horde.

Crebain has the ability to let you view three random cards from the hand of your opponent with a company in Eriador or Wilderland or anywhere if you discard Spying Out the Land.

Swift Onset will start play. Feast on Flesh is a permanent-event only used by Orcs and Trolls. Select another resource if you have less than three such factions. The resource adds +2 to the roll of any faction battle with one of your Orc or Troll factions. Then if the enemy faction is eliminated you may heal the Orc or Troll faction in the same region.

Last Stand of Battle is played on a faction in its home region. Play this resource on a faction playable in Rhudaur such as: Hillmen, Misty Mountain Wolves, or a Troll faction. The +3 to battle will make Hillmen powerful and a Troll faction at Ettenmoors tough as rock.

Focus most of the factions in Rhudaur pinning the hero factions at Ettenmoors Cameth Brin. The Wolf factions may move elsewhere to attack other factions in Eriador or into western Gondor if the Troll factions are present. Move the Warrior-Priests to Mordor via Mirkwood so the Dark Captain can move using region movement to attack a hero Ringbearer. (Angmar0-Gundabad1-Southern Mirkwood-2, Udun-3.) Keep this Man faction in Udûn so the faction may

move elsewhere allowing region movement for Dark Captain. But keep the faction within two regions from Gorgoroth.

Cowardice is a short-event that allows a wounded, defending faction to move out of the region into an adjacent region. Move a troll faction to Angmar for healing by Angulion, else move to one of the troll leaders' region.

ALLIES

Two-headed Troll is a warrior ally to help in taking devastating strikes; it will not likely use the Warrior events.

Winged Terror is for the Ringwraiths on the journey towards Minas Tirith. Only Dol Guldur, Minas Morgul, or Barad-dur has the eyries of this creature of an older world. This Warrior has 5 prowess and 8 body giving the controller Fell Rider mode. Use the hazard Come as Need to put this ally off-to-the-side for availability when you need it. Creature of an Older World is similar, but is only playable at Barad-dur. It gives the controller +2 prowess and thus The Witch-King a total of 12 prowess.

Bone Dragon requires a Shadow-mage in the company. You may need to play this with the Ringwraiths. Three lairs are near Carn Dum. I would like to have Elernia control Bolg of the North, but Mornaturi requires Captain No More on the orc. You may want to have the stationary shadow-mages to use this ally as a bodyguard.

If Troll-Chief has Feagwath as an ally to end the Council Turns, then consider putting this troll and ally in Ardagor's company.

MISSIONS

News of the Shire makes Bag End into a Border-hold. Its MPs will help too. Now you can use Gloom to change the region into a Wilderness or Bag End into a Ruins.

Rivendell will be attempt to be made into a Ruins. First, Smoke on the Wind will be played on that Free-hold. Two attacks are generated: Men of 5 strikes with 8 prowess and Men of 1 strike with 10 prowess. A Nice Place to Hide can be useful. Follow that with No Abiding Place later that turn or next turn to make the site into a Ruins. Likely, you will not be driven out but instead No Abiding Place will be discarded when Rebuild is played on the site. Now for an odd feature of No Abiding Place. Is any faction at the site returned to hand? Or just factions there were played at the site? Treat the event of factions played at the site. Therefore, you can remove from the table the powerful Elves of the House faction. Next turn expect that faction to be replayed. But the discarding may discard MERN permanent-events.

ERIADOR & ANGMAR

The land of Eriador again will be a battle-field. **Bold Thrust** is good for any of your Trolls and Dark Captain to defeat a strike in combat. Most of your allies are Warriors. Some attacks might be too tough. **A Nice Place to Hide** is there to cancel any attack such as a powerful AA. You only have three scouts – all in Rogrog's company.

Voices of Malice will discard hazard events that hinder you. **Above the Abyss** untaps any character if your opponent is a wizard. This is great for those Shadow-mages. **Grond** is played on a unique Orc or Troll faction. Select Cave Trolls. Now, each Free-hold and Border-hold automatic-attacks in the same region or adjacent region are modified by -3 prowess.

The automatic-attacks at

Rivendell will become Elves: 4 strikes with 5 prowess, Dunedain: 3 strikes with 7 prowess.

Grey Havens will become: Elves: 3 strikes with 5 prowess, Elves: 2 strikes with 7 prowess.

You will have five leaders and three Warlords. Rogrog is your main leader. A command **I'll Be At Your Heels** will be played on him. **Warlord** will be played on Rogrog along with **By the Ringwraith's Word**. **Call to Arms** will be played on Dark Captain. **Fell Captain** will be played on Bolg, whom will also be a Warlord. Araudagul has Smart and Secret.

MAGIC

Seven magic cards are in the deck Most are shadow(5) with one sorcery and one spirit. Each Ringwraith can use spirit-magic. Witch-king and Akhorahil can use sorcery and shadow-magic. The sorcery card will be fetched using an item. One band of Magic Ring of Shadows will fetch a shadow-magic card and another Magic Ring of Delusions will fetch the one spirit-magic card. Ardagor will have -6 to corruption checks using Spying Out the Land. Burat will have -4 to modifier using shadow-magic. The only normal magic-user not found in the main companies is Orc-Shaman. That minion, Troll-Lout, and Forest Troll will replace Burat using the Magic Ring of Shadows. Magic cards were selected to keep minions untapped for later combat or to directly hinder hero characters.

Sojourns into Shadows is for many-strike attacks and to protect a minion with a low body from attack. This is great against dangerous creatures (e.g. Galadhrim) or to bypass a mighty automatic-attack. Likely only the Ringwraiths will use this event.

Gold Chains in the Wind is essentially a strike-canceller on the shadow-mage. This event brings ally with a 5 prowess into the game to face one strike. Likely only the Ringwraiths will use this event due to wanting trophies for the trolls for prowess enhancement.

Freeze the Flesh is to keep a dead magic-user in play. Have this card in hand when in War mode, else have Burat revive another unique troll. The undead character will have -2 mind, -2 body and -1 prowess. A Black-Hide Shield and two trophies will alleviate most of the penalty.

Hounds of Sauron has two uses. Use it to reduce an attack to a single strike keeping minions untapped or attack a hero company instead of combat. Trolls will use this to gain trophies from creatures. Ringwraiths will play this as a defense before combat with declaring hero player.

Symbol of Malice is played on a site and tapping the site. Now, the first company that enters any version of that site makes a corruption check modified by -2. This will be used to protect the Ringwraiths.

Use the magic ring to fetch Symbol of Malice when needed. Akhorahil Unleashed will likely fetch Sojourn of Shadows, Freeze the Flesh, Hounds of Sauron, and Gold Chains in the Wind.

Riven Gate cancels all automatic-attacks at a Border-hold. Visit Cameth Brin because of this and later Henneth Annun. The Last Bridge can be the site only if you can play this magic card because the selected creature can be tough.

Spying Out the Land is found twice. Use the magic ring to shuffle this every turn. You will use this event in conjunction with the Animal faction when you move the Ringwraiths to Mordor. Else use it with Ardagor. Now, you can transfer the Flails to Forest Troll before using the spirit-magic card during the Organization phase. Afterwards, transfer the Flails back to Ardagor.

SITES

Not many sites need to be tapped. Sites will be used for combat and for characters to heal factions. The hazard strategy will boost Undead attacks.

Most of items starting the game can easily be played in Eriador. Anguirel can be played under Mount Gram. Flail of Horseplayers though will not be played again. Bone Dragon will have playable sites near so late in the game. Minas Morgul will play Winged-Terror since you want to use Come As Need to put the ally off-to-the-side. Hero visits will be discouraged by your hazard events.

Angmar will have the Dunedain at Litash. Move the Heralded Lord mode Ringwraiths to Morkai healing factions that return for that healing. Move to Dead Man's Dike or Annuminas to heal factions, which will have the Undead automatic-attack as a deterrence. Rhudaur will be dangerous by Galadhrim. Use Ettenmoors to heal factions. Do not play the troll ally there unless the deck is near exhaustion. You may move to Cameth Brin. Then use Gloom to change it to a Ruins. Now, All Dead All Rotten now can be used. Cardolan has Creb Durga to hide from heroes; it is a troll-hold allowing region movement by the Dark Captain. Tharbad and Barrow-downs has either minor items or major items. Mount Gram and Goblin-Gate can allow the play of a troll ally using Elf-Skin War Drum or to be reached by the Dark Captain.

FACTION WAR

Rivendell and the Grey Havens are the foci. Ten factions will be the arm of the Witch-king. Station factions in Angmar, Arthedain, and Rhudaur with leaders at Carn Dum, Dead Man's Dike, and Ettenmoors. Bolg will move to Arthedain to heal factions. Rogrog will stay at Ettenmoors in combat. Rotate factions inside Rhudaur moving wounded out and healed factions to that region. However, you need to keep the two troll factions with Last Stand of Battle.

Split the factions into three groups. Feast on Flesh modifies each of your orc and troll factions' Force Number by +2 if attacking. Eliminating an opponent's faction heals one of your factions. Cowardice is a short-event allows a faction to move to an adjacent region. Also you can shuffle this card from your discard pile when one of your factions becomes wounded. Think about using this event to block enemy factions. For example, play this on Wargs of Forochel while in Rhudaur to High Pass, thus blocking hero factions entry into Rhudaur from Anduin Vales.

	Ag	Hm	Du	MM	WF	WM	Ht	St	Ct
	9	6	6	7	8	7	8	8	6
Fell Captain							+2	+2	+1
Feast on Flesh, attacking							+2	+2	+2
Last Stand of Battle								+3	
<i>defending in home region</i>		+1		+1	+1		+1	+1	
<i>in region with a haven</i>									
	9	6	6	7	8	7	10	13	7

The ONE RING

Keep the Ringwraiths in Eriador as long as the One Ring is there. Attack the Grey Havens with factions if the Ring moves there, but not with all the factions. Move the others to Rivendell. If the havens have been successfully destroyed, then move south the Gap of Rohan for access to another target. If the One Ring leaves Eriador, then move the Ringwraiths to Minas Morgul to crush Gondor sooner.

BLACK AND GREY PLAYERS

The other Black Players will not be interacting with you except when you move the Ringwraiths to Mordor. You will be moving factions to Mordor so to allow region movement of the Ringwraiths using the Dark Captain.

Felagrog and Dragon-Lords should ignore you unless you enter a region of their darkhavens.

WHITE PLAYERS

Most likely Saruman will be an advisor at Rivendell protecting it for the Ringbearer. Elves of the House will wait for the final onslaught. Keeping a siege at the elf-havens threatens the use of Until All Else is Conquered. The One Ring bearer will not risk moving back to Grey Havens or Rivendell with factions and trolls outside at the dale and this card potentially in hand.

MARSHALLING POINTS

This player starts with a hoard of MPs – 83. Combat and battles will reduce this naturally to below the winning value of 50. A balance of about 40 MP will be found. As long as Eriador is an unpleasant place for a threat, then this player has succeeded. The main with Rogrog starts with 20 MP. Ardagor has 12 MPs and the other two have 19 MPs. The company with the hoard of MPs will put this player at risk of sinking below 50 MPs unless massive kills can be achieved.

C=22.8 Almost all the trolls give a MP. Throw them into the fray. Expect to lose half of them.

I=28.16 Seven items grant MPs. The price of corruption will eventually weigh on the survivors of the killed troll. Expect to lose half of the items. There might not be time to replay the items.

F=27.9 So many factions will attack one maybe two elf-havens. Hit them strong first to wound many hero factions, so to draw out the battle with many factions ready for final destruction if the One Ring appears at the site.

A=0.2 Two-headed Troll will not survive with all the combat. Bone Dragon may survive.

M=4.4 News of the Shire 3 MPs. Smoke on the Wind another 3 MPs.

K=2.11 Combat and battles will give you many Kill MPs.

Make Ardagor Swordmaster with a MR Fury, Reviled Ring, Anguriel, and 4 trophies:

$6p+2.trophy+2.fury+3.reviled+4.anguriel = 17$ prowess, 8CP.

Ancient Black Axe handles corruption once per turn.

DECK MANAGEMENT

There are nine resources in the sideboard.

1	Back to the Fray	ex1
1	Winged-Terror	dp01
1	Heralded Lord	dp01
1	Hosts of the Dark Tower	Dawnless Day05
1	The Witch-King	ex1
1	Secrets of Their Forgings	dp01
1	Overlord of Minas Morgul	dp01
1	Weigh All Things to a Nicety	
1	Ring for Mortal Men	
Exhaust exchange		
Riven Gate		
Heralded Lord		

Threlin	5/2/7/7	W/D	Df	5	black mace, MaceMaster
Dogrib	2/0/4/7	W	M2	2	bow of yew
Tros Hesnef	2/0/7/7	W	M2	3	broad-head spear, BladeMaster
Belegorn	5/2/2/7	Sa/D	Du	0	

Example creature: Elves Upon Errantry, 4 strikes with 9 prowess. Belegorn is in trouble!

Elves: 4s9p

Threlin taps Black Mace (+4 prowess.Elves). Threlin taps, 4p+1card+4wp=9. Defeats strike.

Elves: 3s7p-2b

Tros Hesnef taps Broad-Headed Spear (+2 prowess). Tros taps, 5p+2wp=7. Defeats strike.

Elves: 2s5p-4b

Dogrib taps Bow of Yew with Belegorn facing the third strike.

Belegorn taps against Elf: 1s3p-6b, 2p. Defeats strike.

Elves: 1s5p-4b

Dogrib taps, 4p. Defeats strike.

Easy defeating with prowess values of 7,7,4,2

Example creature: Elf Lord Revealed in Wrath, Hoarmurath of Dir, Chill Them with Fear.

Elf: 4s17p9b

Threlin taps Black Mace. Threlin taps, 4p+1card+4wp=9+9roll, bc.10roll, Defeats strike.

Elf: 3s15p7b

Tros Hesnef taps Broad-Headed Spear. Tros taps, 5p+2wp+9roll, bc.8roll. Defeats strike.

Elf: 2s13p5b

Dogrib taps Bow of Yew with Belegorn facing the third strike.

Elf: 1s11p3b, Belegorn taps. 2p+10roll, bc.4roll. Defeats strike.

Elf: 1s13p5b

Dogrib taps, 4p+10roll, bc.6roll. Defeats strike.

Easy defeating with prowess values of 7,7,4,2

The Hazard Deck was designed to would hero characters away from Havens. The creatures either have high prowess or many strikes. Hazard events expand the creatures range or make sites tougher to enter. Use the hazard events to protect your characters at the affected sites. Draw the heroes out giving you a chance to eliminate the females.

CREATURES

There are 15 creatures. The Realm hazard events will allow you play the creatures against almost anyone else you can target those in the Under-deeps. There are four Undead and three Troll creaturea. None of the creatures are normally keyed to Ruins or Lairs.

Creatures

Barrow wight will be the big punch that forces a wounded hero to CC. Try to get more strikes on this 12 prowess creature else play it last using one of the events. Panic will be used to discard allies.

Ghosts can hit hard, but need enhancers or a weak company for its 9 prowess. But those wounded must make a corruption check.

Ghouls are weak at 7 prowess. You need Plague of Wights with Doors of Night in play to change that to ten strikes at 8 prowess.

Corpse-Candle is a weak creature, but it forces a corruption check by everyone in the company. Place this creature quickly in the game when characters are burden with items and before other hazard events will be discarded when this creature is killed.

Olog-hai will smash the helms of the heroes. This troll has a body of 5 and prowess 10. This creature should be killed in the first deck based on smart playing by heroes. Half-Trolls of Far Harad and Olog Warlords will swarm across sand hills to thrash at throats. Each has 10 prowess. The Olog Warlords has one more strike with 4 body. There are no enhancers for this creature type in the deck. You may want to discard this creature hoping Sauron can play Helms of Iron.

Creature Playability

- FH:						
- BH:						
- RL:						
13 SH:	Wight	Ghouls	Ghost	Half trolls	OlogW	Ologhai
13 DH:	Wight	Ghouls	Ghost	Half trolls	OlogW	Ologhai
- UD:						

- FD:						
- BL:						
- W						
- WW						
13 SL	Wight	Ghouls	Ghost	Half trolls	OlogW	Ologhai
13 DD	Wight	Ghouls	Ghost	Half trolls	OlogW	Ologhai
- CS						

Swamps

Amon Anlug

Tharbad

The Willow Dingle

Barad Tathren

Benish Armon

Gladden Fields

Long Marshes

Thuringwathost

Dead Marshes

Elornan Swamp

Gaven

EVENTS

The goal for the hazards is to tap hero characters before they finish facing automatic-attacks either to not assign strikes in combat.

Base-3

Twilight will be kept in hand to protect Doors of Night. Peril Returned will give you one turn with Doors of Night in play. All other Black Players have Peril Returned so maybe half the game will have that effect in play.

Corruption/Check-5

Gloom is an environment short-event. A character in a moving company receives -1 prowess for the turn. Doors of Night allows you to change a Border-hold into a Ruins or a Border-land into a Wilderness. Changing these types will not aid in playing creatures, except to allow Dire Wolves a chance to hit those using Wold & Foothills or Corpse-Candle hit a News of the Shire affected site or use Haunted Place.

Night seems like a forgotten hazard event. But it can be great. It is an environment Long-event so two are in the deck. The event lowers the prowess of each non-Range Dunadan by one. There are 19 hero Dunadan Rangers and these minions: Eradan, Pharacas, and Tarcil. However, Doors of Night sweetens the hazard. All attacks have prowess modified by +1 and all Man and Dunadan prowess is modified by -1. Now, imagine Eomer is facing a strike from Olog Warlords at 10 prowess. A decent roll of 7+ (58%) has that strike ineffectual or him using Sword of Gondolin needing a 5 roll (83%). Night will have Eomer with 2 prowess and the creature attack at 11 prowess requiring a 9 roll or 28%. You can weather the +1 attack modifier with your trolls.

Attack/Creature Playability-9

Expand creatures range with the trio of Dark Minions hazards. Fetch the best event with Dark Designs of Mordor. This will allow the Undead and Trolls to roam far.

Angmar Arises turns Eriador into a cemetery for Forochel, Arthedain, and Rhudaur. Reaching Shadow affects Mirkwood and all adjacent regions. In Darkness Bind Them increases the range to Ithilien and Harondor.

Dark Designs of Mordor allows any player to fetch one of the Realm hazards from his discard pile during his END phase, which are Angmar Arises, In Darkness Bind Them, Growing Shadow, or Reaching Shadow. This will help the three Ringwraith players.

Haunted Place is a permanent-event played on a Ruins or Shadow-hold in a region affected by one of the three Realm (AA[11], IDBT[13], RS[10]) hazards. It creates an undead AA of 2 strikes with 7 prowess or makes an Undead AA non-cancellable for that turn.

Out of the Swamps is another long-event allowing non-undead to be keyed to swamps. Doors of Night expands this allowing undead playable keyable to a swamp may also be keyed to the region of the swamp. The event is discarded at the end of the move phase if such a creature is played using the hazard. There are 11 Swamps including.

Undead Enhancers-12

Undead have too few strikes or a low prowess. Plague of Wights doubles the strikes with Doors

of Night in play and +1 to prowess in any case. Be careful of visiting sites with Undead, but you may want to move there to heal factions using the hazards as a barrier to combat.

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

One dark enchantment is included to hinder heroes. Pale Dream-maker is corruption played on a wounded hero from that of an undead strike. It is vicious by adding 2 CP, reducing the victim's DI to zero and forces a CC every time a card is discarded by the controller! Another Sage is needed to discard this hazard. Play it on a leader. Eyes of the Well can play this event on a character in lieu of declaring combat. Put this hazard on a character with many followers.

Turning Hope to Despair has the potential to split a character from the company temporarily. If the attack is not defeated, then make a roll and add the mind. A result less than 11 splits the character with a hazard limit of one. This allows playing one hazard against a single character.

Like Shreds of Cloud nullifies weapons without a resource event against certain Undead. This can in effect give +2 to +4 prowess to the attack.

All Dead, All Rotten forces a CC to non-elf characters moving to a site with an undead AA. Make more such sites using Haunted Place. Wisp of Pale Sheen, Corpse-Candle, and Ghouls can be played at any Swamp.

Panic requires a company facing a non-detainment Demon, Dragon, Drake, Undead or Spawn attack and does not count against the HL. It can be played on-guard. This event either taps or discards the ally. A roll is made for the number of allies in the company. Unique allies modify its roll by +2. If the result plus ally's mind plus controller's mind is less than the attack's prowess then tap the ally. If the result is less than seven of the base prowess then discard the ally.

Example: 1-mind Noble Hound controlled by 3-mind, 3 prowess Eomer with a roll of 7. $7\text{roll}+1.\text{ally}+3.\text{controller} = 10$, only Barrow-wight will tap. Prowess of 12 minus 7 is 5. The lowest result will be $2\text{roll}+1.\text{ally}+3.\text{controller} = 6$, no discard. Therefore, you need to increase the prowess and target low-mind controllers.

Other-4

His Own Master hurts players with simple allies. This hazard permanent-event prevents allies worth MP to be played at tapped sites. An absence of Doors of Night bars allies worth MP to be played at a Haven. Deck exhaustion discards this hazard. This hazard can force a company to move again to play the ally hoping to play the item after tapping a site. Not even Creature of an Older World will be affected by this hazard. Heroes expect to play many Noble Hounds and Noble Steeds at tapped sites.

Unabated in Malice will modify an automatic-attack for fury and nullifies the cancelling of an automatic. It is a short-event. The hazard can also be played on an attack from Shelob. The hazard does not count against the hazard limit. Target attack receives +1 strike, +1 prowess, and -2 body.

~~—Which May Be Lies discards a stored resource permanent event that required information to be played. If Anduril needed to be replayed, then you are in luck. Else discard a Reforging.~~

Until All Else is Conquered is a hazard to trap the bearer of the One Ring disallowing the bearer of the One Ring to leave the site. This is pumped Siege hazard. Play this on a haven if the One Ring is there. Now, the site phase gives each non-minion company three attacks, which none can be cancelled. These attacks are Orcs 5s8p, Trolls, 3s10p, Nazgul 2s13p. If the Ringbearer is wounded by one of these strikes, then the One Ring is discarded. Be careful that the opponent may play Ring for Mortal Men. Three MPs will be awarded if all attacks are defeated. This

hazard will keep the Ringbearer from any Haven.

Come at Need is there to have each flying ally off-to-the-side ready when you need it. A visit by heroes to Dol Guldur or Minas Morgul will have the allies attack. Creature of an Older World is only playable at Barad-dur.

PLAGUE OF WIGHTS
THE MOON IS DEAD

L DON- strikes x2, P+1
P +1s/+1P, duplicate undead AA.

ICY TOUCH
SLEEPLESS MALICE
ENDLESS WHISPERS
EXHALATION OF DECAY
FACES OF THE DEAD
PALE DREAM-MAKER
SPELLS OF THE BW

p corruption.
L undead at Ruins, DON(Ruins play)
P darkE. Wounded. No untap.
S undead in discard pile attacks -1P.
S discard undead. Roll. Char moves back to origin site.
P corr,darkE. Wounded.
P prisoner

TURNING HOPE TO DESPAIR

S roll separate company during the move.

ALL DEAD, ALL ROTTEN
HAUNTED PLACE

P move to Undead AA site, make a CC.
P R, SH gains undead AA or undead AA cannot be cancelled.

LIKE SHREDS OF CLOUD
OUT OF THE SWAMPS

P no wpns (CD, CC, ghosts, SandD, TFL, Wisp)
L nonU undead keyed to swamp. DON-region.

Barrow-wight
Chill Douser
Corpse-candle
Ghosts
Ghouls
Stirring Bones
Greater Spectres
Mewlips
Lesinavi
Wisp of Pale Sheen

Hideous Eyrie

[MP: (2), SP: 2] Black Player only. Playable if you have five or more stage points. You may place any of your Winged Terror allies controlled by your characters at this site “off to the side” with this card during the site phase. If there are at least 3 winged allies under this card, it is worth 2 ally mp.

Winged allies placed with this card may be played during the organization phase with your characters at Edoras (one per character; neither character nor the site need to tap).

Captain of Despair

22x2=44+a13+b1+c6=64

	Gifted	To	From
Foul-Smelling Paste	Anguirel	Wilderland	Ardagor
orc-liquor	Black Mace	Sauron	Ren
perfect gold ring	Black-Hide Shield	b1	c1
The Least of Gold Rings	Blazon of the Eye	Wilderland	Uvatha
Saw-tooth Blade	Elf-skin War Drum	Hoarmurath	Azog
	Ring for Mortal Men		c6
	Broad-headed Spear		Indur
	Flail of the Horse-slayers		Indur
	Magic Ring of Delusions		Adunaphel
	The Reviled Ring		Sauron
	Trifling Ring		Akhôrahil
	Trifling Ring		Adunaphel
	Magic Ring of Shadows		Ren
	Thrall-ring		Ren
	Twice Baked Cakes		Azog
	Gleaming Gold Ring		c2 - Dwar
	Winged-Terror x3		c3-c5

Morgul Apprentice	News of the Shire	
A Nice Place to Hide	I'll Be At Your Heels	
Weigh All Things to a Nicety	Hosts of the Dark Tower	
Weigh All Things to a Nicety	Heralded Lord	
Voices of Malice	Warlord	
The Witch-king Unleashed	Warlord	
Iron Home	Secrets of Their Forgings	
A Worthy Substitute	Fell Captain	
Smoke on the Wind	Back to the Fray	
Smoke on the Wind	Riven Gate	
Slew the Great Warrior	Swift Onset	
Slew the Great Warrior	Cowardice	
Whispers of Rings	Feast on Flesh	
Fell Rider	Last Stand of Battle	
Troll Woods	Last Stand of Battle	
Use Your Legs	Spying Out the Land	
Long Grievous Siege	Spying Out the Land	
Creating Their Domain	The Fiery Blade	
The Ring Leaves a Mark	The Fiery Blade	
The Ring Leaves a Mark	Orders from Lugbúrz	
Deadly Laughter	Hounds of Sauron	
Deadly Laughter	Sojourn in Shadows	
A1	Awaiting the Call	
A2	Awaiting the Call	
A3	Open Summons	
A4	Above the Abyss	
A5	Above the Abyss	
A6	Above the Abyss	
A7	Adûnaphel Unleashed	
A8	Adûnaphel Unleashed	
A9	Akhôrahil Unleashed	
A10	Akhôrahil Unleashed	
A11	Overlord of Minas Morgul	
A12	Smoke on the Wind	
A13	No Abiding Place	
X	Adunaphels Lute	Adunaphel
X	Seahelm of Ciryatan	Wking
X	Eyes of the Well	Akhorahil
X	Forged Below	Ren
X	MaceMaster	Ren