

KHAMUAL/BURDENS

40power

C	22.10	Dol Guldur
I	32.20	Anduin
F	19.9	vs. Galadriel
A	0.0	Wilderland
M	0.3	Sorcery
K	2.8	Detainment

<u>RESOURCE DECK/HAZARD DECK</u>	
50 cards in R. deck, 09 cards in sideboard	
50 cards in H. deck, 00 cards in sideboard	
10+2 characters in deck	
57 starting cards	
178 total cards	
21.5 creatures	

It is time for the Great Army of the North and Beasts of the Wild to find the hidden realms of the Elves. Khamûl the Easterling and two other Ringwraiths lead these forces against King Thranduil and Lord Celeborn. Mirkwood will finally be made into the Wood of Fear while the trees near the Misty Mountains in the shadow of Caradhras, Celebdil, and Fanuidhol. Rangers of the Black Easterling will hunt the leaders of the Elves so to rid the enemy of leadership. Dark Dwarves have been gathered with two Dwarven Rings to combat against the Woodland Realm. Their prized will be Moria and its treasures. The olog to remain alive after the fight to the death of 12 ologs has been set loose on Lord Celeborn. He is a Warlord with a Magic Ring Frost on his hand.

The factions need to first be gathered. Orcs from Angmar, Gundabad, and the Grey Mountains will pour in the Anduin Vales. Orcs from Dol Guldur and slave orcs will move into the Brown Lands to pinch the Elves of Lórien. Trolls and gruesome spiders will spin webs of death on the Silvan Elves. These elf-holds must be destroyed preventing the Ringbearer entry or solace.

RESOURCES(50-11-39)

- 2 Bone-hilted Broadsword
- 2 **Dwarven Axe**
- 1 Usriev of Treachery
- 2 **Helm of Madness**
- 2 Iron-shield of Old
- 1 **Cham-en-Faroth**
- 4 **Dwarven Ring of Dwalin's Tribe**
- 4 **Dwarven Ring of Thelor's Tribe**
- 2 **Ring of Flame**
- 2 **Ring of Frost**
- 2 Magic Ring of Weals
- 2 Magic Ring of Weals
- 2 Minor Ring
- 2 Trifling Ring
- 2 Trifling Ring
- 1 **Ring for Mortal Men**
- 1 The Least of the Rings
- 1 Blazon of the Eye
- 2 **Dwarven Chainshirt**
- 1 Fizzling Torch
- ** Foul Smelling Paste

Try to be gifted the Paste from Wking.

- 1 **Beasts of the Wood**
- 3 **Grey Mountain Goblins**
- 3 **Goblins of Goblin-Gate**
- 2 **Orcs of Angmar**
- 1 **Orcs of Gundabad**
- 1 **Orcs of Dol Guldur**
- 2 **Grimbúrz**
- 1 **Easterlings**
- 1 Balchoth
- 1 Corsairs of Rhun
- 5 Winged Terror
- 1 Smoke on the Wind
- 1 No Abiding Place
- 1 Cult of the Long Night
- 1 Fireblade of Sen Jey s1
- 1 Snowhammer s1
- 1 Dragonhelm of Uon s1
- 6-5-30

3	Swift Strokes	W		*	Whisper of Rings	pe
2	Threats	W		-2	Open to the Summons	pe
2	Voices of Malice	Sa		-1	Orders of Lugbúrz	pe
2	Raised Again	Sa		-1	Second in Command	pe
2	Deadly Laughter			1	All Else is Conquered	pe
1	Grond			-1	Overlord of Dol Guldur	s1
3	Above the Abyss			-1	Hionvor of Womawas Drus	s1
2	Forced March			1	Swift Onset	s1.w
1	Children of Aule	long		1	Fell Captain	s1.w
1	His Beard Long and Forked	L		3	3 Unleashed	rw
1	Dwarven Art of War	L		-1	By the Ringwraith's Word	rw
-1	I'll Be at Your Heels	L		1	Black Rider	rw
1	Smart and Secret	L		2	They Ride Together	rw
1	Breeder's Stock	s1, L		1	Weapons of Morgul	s1.rw
-1	Warlord	s2		2	Morgul-Blade	rw
1	Weigh All Things To A Nicety			1	The Fiery Blade	rw
1	The Tormented Earth	sorcery4				12-4-7
2	Veils of Shadow	sorcery4				
2	Bitter Cold	sorcery4				
2	Some Secret Art of Flame	sorcery4				
--	Riven Gate	sorcery4				
1	Govern the Storms	sorcery4				
--	White Light Broken	sorcery0				
1	The Waters Tithe	sorcery3				
--	Circle of Swords	sorcery4				
--	Twisted Trees	sorcery4				
2	Blades of Sorcery	so				
		32-2-2				

HAZARDS(50/00)**23/0**

2	Giant Spiders	spider	1	2	10	x
2	Lesser Spiders	spider				
2	Old Man Willow	plant				
2	Ent in Search of the Entwives	plant				
2	Wild Trolls	troll				
2	Cave-Drake	dragon				
1	Ungoliant's Foul Issue					
1	Ungoliant's progeny					
1	Spawn of Ungoliant					
2	Watcher in the Water	animal				
2	Gondorian Rangers	dunadan				
2	Thranduil's Folk	elf				
2	Dwarven War Party	dwarf				

27/0

1	Doors of Night	P.env				
1	Twilight	S.env				
1	Peril Returned	L				
3	Darkness Under Tree	S				
2	Tauremornalome					
1	The Pale Sword	P.corruption				
2	Morgul-knife	P.corruption				
1	Full of Froth and Rage	P.				
2	Darkness Made by Malice	S				
2	Black Vapour	S				
2	The Reek	S				
2	Fell Winter	L.env				
2	Underneath the Shadow	L.env				
1	Fearful Sun	P.env				
2	Courtesy Lessened of Late					
2	Return Beyond All Hope					
3	An Unexpected Outpost	cycle				

SITES

SR	Dol Guldur	heal		Guludrim
Sh	Bag End			
AV	Eagle's Eyrie			
AV	Beornings House			
WR	Thranduil's Halls			
WR	Celebannon	Info, m#, M#	elf.3.8	
SM	Ceber Fanuin	Info, m, ring	elf	
SM	Rhosgobel			
WF	Lórien		elf, elf, elf	
AV	Maethelburg			
WM	Woodmen Town		men.d.6	
NR	Dale	ring	men	
NR	Lake-town	Info	men	
SR	Stray-hold	Info, m, M	men	
Do	Riavod	m*, M*	men	
En	Isildur's Tomb	Info, m	animal.1.11	Grishmoigh
AV	Gladden Fields	ring	undead	The Least of the Rings
AV	Carrock			
AV	Framsburg			
WM	Caras Amarth	m, M, ring	traps.2.11	Grimbúrz
HM	Cor Angaladh-h	m, M, ring	undead.2.8	Perfect Gold Ring
HM	Mountains of Mirk	Info, m	spider.3.7	
BL	Bandit Lair	ring	men.3w6	
Da	Amon Lhaw	Info	*Bh, Rohan	
SR	Buhr Widu	m, M	troll.1w10	
Gu	Mount Gundabad		orcs.ow7	
HM	Sarn Goriwing	m, M	orcs.3w5	Black-Mail Coat
Da	Dead Marshes	m, M	undead.2w8	Black-Mail Coat

MINIONS-10		15-3-9-5-3	agent-13	
3 Grimburgoth	8/2/7/9*	W/R/Sa	Man so	Dol Guldur agent
3 Miruimor	8/2/4/8*	W/Sa/D	Dun so	Thuringwathost, Umbar
2 Hador	6/1/5/9*	W/Sa	Dun so	Dol Guldur
1 Míonid	4/0/5/8*	W/R	Man	Variag Camp +2DI.f(VC)
2 Raîsha	5/1/5/9*	W/Sc	Man	VariagC, EastC, SO agent
Dôgrib	2/0/4/7	W	Man	Lossadan Camp
1 Carlon	4/1/4/8	W/D	Man	Bozisha-Dar
2 Leârdionoth	6/2/4/8	W/Sa	Man sp	Dol Guldur
2 Thulin II	6/1/5/8*	W/R/Sa	if	Angûrath +2DI.dw; +2P.dw
2 Threlin	5/2/4/7*	W/D	if	Minas Morgul +2DI.dw; +1P.orc/elf
1 Bróin	3/0/3/8	W/Sc	fb	Moria +1P.orc/elf
1 Gulla	4/0/5/8*	W/R	if	Carn Dum +1P.orc/elf
1 Nain	3/1/3/7*	W/Sa	fb	Dol Guldur +1DI.dw; +1P.orc/elf
2 Dom	5/1/4/8	W/D	sb	Mablad-Dum, Baru +1DI.dw/ +1DI.sb
3 Lt. DG	9/3/7/9*	W/Sa	Olog L	Dol Guldur d9; +2DI.O/T
2 Mauhûr	5/0/6/9*	W/R	Uruk L	Dol Guldur d9; +2DI.orcs
2 Ukôg	5/1/4/8	W/D	Uruk L	Sarn Goriwing d8, +2DI.O/T, +2P.O
1 O-Chieftain	4/0/4/8*	W	orc L	DH +3DI/Orcs
1 O-tracker	3/0/3/8	W/R	orc	DH 1CP; d7,8
1 O-brawler	1/0/3/8	W	orc	DH 1CP; d7,8
1 O-brawler	1/0/3/8	W	orc	DH 1CP; d7,8
1 O-brawler	1/0/3/8	W	orc	DH 1CP; d7,8
1 O-veteran	2/0/4/8*	W	orc	DH 1CP; 8
1 O-veteran	2/0/4/8*	W	orc	DH 1CP; 8

Start nU Orcs from other Players in play to end Council Turns

Try to have a Brawler start play as a follower to Khamual, then include Woedyn in the playdeck; then discard Brawler on Turn 1.

Ringwraith company:

Black Rider	Khamûl	4-9-9	W/ Sc /R/D	so	helmet
	Hoarmûrath	3-8-9	W/Sc/R/Sa	so	hammer
	Ren	4-8-10	W/Sa/D	so, sh	fireblade

Heralded Lord	Khamûl	5-7-9	W/ Sc /R/D	so	helmet
+mode, event	Hoarmûrath	7-6-9	W/Sc/R/Sa	so	hammer
+3DI,-2P	Ren	5-6-10	W/Sa/D	so, sh	fireblade

Fell Rider	Khamûl	4-10-9	W/ Sc /R/D	so	helmet
+ally	Hoarmûrath	3-10-9	W/Sc/R/Sa	so	hammer
	Ren	4-10-10	W/Sa/D	so, sh	fireblade

25/30 (20+10) GI

Mind: 69

starting companies: Dol Guldur

<Whisper of Rings>

#1 Dark Rangers**[Delay Elessar at Dunharrow]**

Grimburgoth-L	7/14/7/9	W/R/Sa	5	M6	chamen, mFlame, LR.trifling, LR.trifling, Summons , Long, Word, Heels	[so+2]
Raîsha	4/1/5/9	W/Sc	1	M4	GR.weals, Summons	[so]
Hador	6/1/5/9	W/Sa	1	Du6	GR.weals	[so*]
Míonid	4/2/5/9	W/R	2	M4	madness	

#2 Dwarven Dreadnoughts

Threlin	5/11/8/9	W/D	4	if5	DR, chainshirt	[+1P.elf]
Thulin II-L	6/1/7/8	W/R/Sa	0	if6	bone, Forked, Art	[+1P.elf/undea]
Gulla	4/0/8/8	W/R	2	if3	dwarven axe,	[+1P.elf]
Nain	3/8/7/9	W/Sa	4	fb5	DR, chainshirt	[+1P.elf]
Miruimor	8/2/4/8	W/Sa/D	0	Du8		[so]

#3 <Orders from Lugbúrz>

Liet DG-W	10/13/8/10	W/Sa	3	T9	mR.Frost, LR.minor, xy3, Warlord, Smart	
Mauhûr	5/0/7/9	W/R	2	U5	eye, torch, usriev, Second	
<i>Chieftain-L</i>	4/0/4/9	W	2	o4	old shield, Fell	[+5DI.faction]
<i>Veteran</i>	2/0/4/9	W	0	o2		
<i>Veteran</i>	2/0/4/9	W	0	o2		

OVERVIEW

This player needs 72 Game Points to make this deck. A pool of 50 MPs is possible to maintain for the game if not too much is lost or if many factions are defeated by this player (~10 MPs). Swift Onset will need to be drawn so to begin war in Wilderland.

CHARACTERS AND COMPANIES

The Second has two army wings to lay waste elf-holds in Wilderland. Dwarves, dunedain, men, orcs, and trolls will attack resistance. All the skills are well displayed except for Diplomat. There are two agents. Three sorcery magic-users are available to bring fire under the trees. A large pool of 30 GI is available to this player. The three companies explain below use 25 GI. Only Khamual will start allowing Sauron to play the hazard creatures Ren the Unclean and Hoarmurath of Dir. Start the companies at Dol Guldur. Goals for the minions include: healing factions, targeting King Elessar in Rohan, and demolishing Thranduil's Halls. You want to scare any One Ring Bearer from visiting east of Mirkwood to come northeast of Mordor.

#1 Dark Rangers [Delay Elessar at Dunharrow]

Grimburgoth-L	7/14/7/9	W/R/Sa	5	M6	chamen, mFlame, LR.trifling, LR.trifling, Summons, Long, Word, Heels	[so+2]
Raîsha	4/1/5/9	W/Sc	1	M4	GR.weals, Summons	[so+0]
Hador	6/1/5/9	W/Sa	1	Du6	GR.weals	[so*]
Míonid	4/2/5/9	W/R	2	M4	madness	

The Dark Rangers will roam across the Anduin to bother heroes thought safe from the arm of Mordor. Woodland Realm, High Pass and Wold & Foothills are three regions away from Dol Guldur. The Water's Tithe can move this company to Rohan. Then Geann a-Lisch can provide healing.

Your main company has Grimburgoth, Hador, Míonid, and Raîsha. Three can use sorcery, and all are warriors. All have 9 body and three have 5 prowess. By the Ringwraith's Word, Open to the Summons, Cham-en Faroth, Ring of Flame, two Trifling Rings, Cult of the Long Night, and I'll Be At Your Heels on Grimburgoth gives 7 mind and 14 DI. This allows him to control the other three characters and gives +1 to corruption checks to everyone in the company. All of these events are carried-over from the Avatar Deck. Be careful with his 5 corruption point burden. By the Ringwraith's Word will be discarded if he joins one of the other companies.

Raîsha is your prime sorcery user. Raîsha is Open to the Summons. This company will move between battle sites playing sorcery events on the enemy that will cause the most harm. Hador also has a Magic Ring of Weals, but he will use it to fetch sorcery events. Míonid has Helm of Madness to protect Hador.

Raîsha can be replaced by Carlon. Hador can be replaced by Leärdionoht. Deadly Laughter is likely to be used by this company with its movement through Wold & Foothills. The pile of corruption on Grimburgoth tempted me to have Ren the Ringwraith for this. If any minion will be corrupted away, the let it be Hador.

#2 Dwarven Dreadnoughts

Threlin	5/11/8/9	W/D	4	if5	DR, chainshirt	[+1P.elf]
Gulla	4/0/8/8	W/R	2	if3	dwarven axe,	[+1P.elf]
Thulin II-L	6/1/7/8	W/R/Sa	0	if6	bone, Forked, Art	[+1P.elf/undea]
Nain	3/8/7/9	W/Sa	4	fb5	DR, chainshirt	[+1P.elf]
Miruiamor	8/2/4/8	W/Sa/D	0	Du8		[so]

The Dreadnoughts will attack Thranduil's Halls. This company needs to combat heroes at least every other turn. Against a company with elves: two have a prowess of 9, and two have 8p. Let them use Veils of Shadow for automatic-attacks and Govern the Storms to have a site phase. They can use Threats to heal the Man factions. Raised Again can be used on a ring, but you also need to untap the bearer. Ren the Ringwraith will certainly help this company.

Threlin has a Dwarven Ring for 11 DI, 8 prowess and 10 body. He is a Diplomat. Be careful of his 4 CP. He controls Gulla, and Thulin II. Gulla has Dwarven Axe for 8 prowess and +1 prowess against Elves; he is a Ranger. Thulin II is the leader with His Beard Long and Forked having Dwarven Art of War helping all dwarves with a battle-gear item +1 to corruption checks. He wields a Bone-hilted Broadsword for 7 prowess and 9 body for no corruption.

Nain is a Sage with another Dwarven Ring for 8 DI, 7 prowess, and 10 body. Miruiamor is the company's sorcerer. She can use her 2 DI and +2DI against Orcs to heal factions at Dol Guldur. Use the Dwarven Rings to either fetch major items, gold ring items, or minor items.

#3 <Orders from Lugbúrz>

Liet DG-W	10/13/8/10	W/Sa	3	T9	mR.Frost, LR.minor, xy3, Warlord, Smart	
Mauhûr	5/0/7/9	W/R	2	U5	eye, torch, usriev, Second	
Chieftain-L	4/0/4/9	W	3	o4	eye, old shield, Fell	[+5DI.faction]
Veteran	2/0/4/9	W	0	o2		
Veteran	2/0/4/9	W	0	o2		

The overt company is led by Gorthaur – a Warlord from his victories in Central Mirkwood against the elves. This company will heal factions, attack heroes in the Anduin Vales, Brown Lands, and hero companies that will threaten the Ringwaiths.

Orders from Lugbúrz is on this company allowing the play of another leader. Gorthaur has Ring of Frost, Minor Ring, three trophies, and command Smart and Secret for 13 DI, 8 prowess, and 10 body. He is a Sage with 3 CP. He is able to kill elves. Mauhûr is Second in Command for his high prowess and Ranger skill. This uruk has Usriev for 7 prowess and Fizzling Torch to handle Awakened Plants. Blazon of the Eye will help him heal non-Orc factions. Orc-Chieftain is the second leader with Blazon of the Eye. He is also a Fell Captain. Iron Shield will keep him unwounded against one strike per turn, but at a cost of three corruption. Two Orc Veterans round-out the company. The other orc characters will go to this company. Raised Again can untap the mind ring, Fizzling Torch, or Iron Shield of Old.

A few extra minions are available. Ukog is a true reserve for Mauhûr. Leärdionoth and Carlon are for the Dark Rangers. Dom and Broin are for the Dreadnoughts. Dôgrib can join any company. Tracker and three Brawlers will join Gorthaur.

KHAMÛL, HOARMÛRATH, REN

This Ringwraith will be the most mobile and aggressive of the three groups. The two Ringwraiths to be his followers include Ren and Hoarmûrath. Each Ringwraith can use sorcery. Khamûl goal is to kill wandering elves. Move a minion company to Dol Guldur for healing while moving the Ringwraiths to the same site for combat on a weaken hero company. Mode consideration has been in doubt with this player. Winged Terror will be the mode of choice with each Ringwraith having a 10 prowess with this Fell Rider ally. The Mordor player has Dwar Unleashed and Uvatha Unleashed with Black Rider and Black Horses to avoid Darkhavens.

Fell Rider	Khamûl	4-10-9	W	Sc	R	D	so	helmet
+ally	Hoarmûrath	3-10-9	W	Sc	R	Sa	so	hammer
	Ren	4-10-10	W			Sa	D so, sh	fireblade

Only Khamûl will start play allowing Sauron to use the Nazgul hazards. In addition, this allows you to take time to draw They Ride Together and allies. That event was selected allowing any Ringwraith to lead the others. Two copies of Forced March are in the sideboard allowing movement to four non-Darkhaven sites for Deck 2 and Deck 3. Consider only one copy to make room for another card. Three non-Darkhaven visits seems enough of a risk.

Hionvor of Womawas Drus makes the Ringwraith a Warlord and Leader. This event allows the Ringwraith to move using region movement to any site playing gold rings. Ancient Burial Site was considered to make more gold ring sites; this only helps with Long Marshes and Amon Hen. There are also plenty of ring sites around his lair. Overlord of Dol Guldur will allow the taking of prisoners using Black Rain. Even as a Warlord and Leader the Ringwraith will not use any resource events needing these abilities except for Hionvor. He is not a sage so the minions and his followers will play the Sage only events. The event allows him to tap at a Darkhaven to fetch a command event.

Khamûl has normal abilities to lower the body by two of elf characters facing his strike and he can have a follower. Avoid using Blades of Sorcery on him because he can instead kill any elf that challenges him. A 9 body stat is average, but a 10 prowess in Fell Rider mode is better. His 4 DI is good to heal a Man faction. He can use Warrior resources and can have site phase as a Ranger. Hoarmûrath increases hand size by one when at a Darkhaven. He is also a Ranger, but a Sage too. He has also 10 prowess and 9 body as a Fell Rider. A 3 DI is not the best to heal factions and he cannot use Threats unless Snowhammer is on him. Ren can tap at a Darkhaven to give a company that turn +2 to corruption checks. Expect him to tap in this manner at every chance. He has 10 prowess and 10 body as a Fell Rider. He is a normal Sage with his item making him a Warrior. A 4 DI is good to heal a Man faction.

Khamûl will use Unleashed to kill elves. Hoarmûrath Unleashed will cancel any attack allowing you to recklessly move about Wilderland. Ren Unleashed gives the tactic to visit any site to corrupt away a high-mind, high-DI hero character such as Thranduil at his home site. First use Blades of Sorcery to place The Pale Sword on a victim, then play Unleashed.

Dragon-helm of Uon is for Khamûl. It can be played at Dol Guldur making him a Scout nullifies the body check to hand condition. He gains +2 prowess against Dragons and Drakes. He can play any gold ring item where such items are playable. That would then use Perfect Gold Ring, but Whispers of Rings to hold the special ring items. The item taps to shuffle Black Rain, but that event is not in the deck. It is possible to remove this item.

Hoarmûrath's weapon, Snowhammer, makes him a Warrior and nullifies the body check to hand condition. The item can tap to shuffle one Bitter Cold instead of discarding it. Go and play this on the Ringwraith if you do not plan on using that event elsewhere to make room in the hand. It is too much to visit Shapol Udun to play this item now, so have it in play stored at the end of the Council Turns.

Fireblade of Sen Jey is a great weapon for Ren. It makes him a Warrior and nullifies the body check to hand condition. Best, it taps to prevent the Fiery Blade from being discarded from play for a phase. You might want to remove one copy of that event for another card. Avoid using Blades of Sorcery on him because The Fiery Blade is meant to kill.

Black Rider is in the deck only if all the allies are killed and you need a mechanism to move to non-Darkhaven sites.

SORCERY

A few sorcery events are in the deck. A Magic Rings of Weals allows you to grab one magic event every turn. A mind ring will fetch Bitter Cold and so does a Ringwraith's item. There are 11 total sorcery cards from seven events. Each of your four companies can play sorcery.

Tormented Earth either cancels a non-automatic attack or reduces the prowess by 3. Likely you will want to kill those group Free People creatures (Beornings) since you have other means to cancel and Swift Strokes present. Use the magic ring to fetch when visiting a weak automatic-attack site.

Bitter Cold lowers the prowess and body of all attacks against the company. You can play both copies every turn. Play this event 8x per deck.

Veils of Shadow reduces to one strike all automatic-attacks. Only Thranduil's Halls and Lorien have multiple automatic-attacks.

Some Secret Art of Flame is vital for CvCC success. It gives +4 prowess to the user. Expect that Miruimor to use it to kill those group Free Peoples creatures.

The Water's Tithe can get a non-Ringwraith company to move four regions and thus reach Rohan to surprise King Elessar before he finds an army.

Govern the Storms cancels all hazard effects to forces his company to return to site of origin or taps a site.

ITEMS

A few items are needed by this player. Armour, weapons, rings, and technology are included among the items in this deck. Eleven rings are in this deck. There are three weapons, one helmet, one shield, and two armour.

Dwarven Axe modifies a dwarf prowess by +3. This axe has a history in the stratagems of the Dwar Warlord. Usriev is useful against elves by modifying prowess +2 against elves. Another weapon is a sword called Bone-hilted Broadsword from the Dwarf's armoury. It modifies prowess by +2. Against undead prowess is instead modified by +3 to a maximum of 9. Warriors gain +1 body.

Iron Shield of Old is a shield that makes one strike ineffectual per turn. The item carries three corruption. Dwarven Chain-Shirt gives a dwarf +1 body to a max 8 at zero corruption. Helm of Madness taps to allow bearer to face a strike from a non-detainment attack already assigned to another. This can help the unique minions stay alive. The helmet provides +2 body to maximum

9. A Man or Dunadan is given +2 DI and initiate combat regardless of alignment. The item burdens with three corruption points and a check during the END phase if the item is not tapped. These items have no added requirements except for the helmet's specific site.

Some rings will be start play. Twelve are in the deck. **Magic Ring of Weals** allows you to fetch sorcery events. One will be given to a normal sorcerer to fetch magic cards, and the other ring is given to allow use of magic. **Trifling Ring** is used for controlling characters. Two such lesser rings provide a rich source of DI to control characters. One lesser ring is from Dwar. A **Minor Ring** gives +2 DI for any use. **Cham-en-Faroth** is a unique mind ring. Continue to place defeated creatures with this ring. The ringbearer has +2 prowess against other ringbearers. Two Dwarven Rings are used by a dwarf for its powers. One ring fetches minor items and another fetches either gold ring items or major items. You have three major items and six minor items. **Least of the Gold Rings** is in the sideboard for later play and storing so get these rings back into play. **Ring for Mortal Men** is there to steal from a hero character. Two unique mind rings provide a great advantage of playing sorcery cards **Ring of Flame**, **Ring of Frost**. One fetches Some Secret Art of Flame and another Bitter Cold. However, a roll is made to determine if the ringbearer is tapped or killed. This means that you need to work the companies together to heal those wounded. **Whispers of Rings** allows quick and easy play of the Rings.

Minor item **Blazon of the Eye** is has seen combat in Indur's campaign. Use it to heal the non-Orc factions. Food items are there for quick use and playing from a ring of power. **Foul Smelling Paste** can heal away from a haven – two start play. You need to ensure the unique mind ring bearers stay healthy. Either have one copy in the Dark Rangers company or move that company to a site it can play it after the dwarf-bearer taps during the site phase to fetch that food item allowing the Dark Rangers to play and use the item during their site phase. Or use the Dwarven Ring to fetch both food item, play them to heal, use Above the Abyss and Raised Again to get the food items back to hand. The next company has its site phase to play and use the food items. Sites to play minor items include: Caraas Amarth, Celebannon, Cor Angaladh, Mountains of Mirkwood, Sarn Goriwing, Dead Marshes, Framsburg, Hermit's Hill, The Carrock, The Wind Throne.

Raised Again is in the deck twice. You can leverage untapping items to a great tactic. Seven items, non-RW, can tap for a use. Iron Shield of Old and Helm of Madness can help keep a character unwounded. A Dwarven Ring can be tapped to grab Foul Smelling Paste for later use in bear's company, then tapped again to grab to be played by another company (e.g. heal Grimburoth to avoid eliminated from his mind ring). Ring of Frost can grab both Bitter Cold events and Ring of Flame can grab both Some Secret Art of Flame events. Then use the magic ring to fetch Veils of Shadow. Fizzling Torch can reduce each attack at Wellinghall to 8 prowess.

Consider adding the palantir that are in play near Dol Guldur. Then you can steal it and include Magic Ring of Engima.

ALLIES

Winged Terror gives Ringwraiths a higher prowess and handle the most dangerous territory of Middle-Earth. This Warrior ally has 5 prowess and 8 body giving the controller Fell Rider mode. The ally can tap to allow its controlling Ringwraith to assign his strikes during CvCC regardless of the controller's status. This can allow Khamul to target an elf and Ren to target a character to receive a corruption hazard. Five copies of this ally are in the deck.

If either Awakened Plant ally is in play, then consider putting it in this deck.

FACTIONS

Many factions have been called to Dol Guldur. Ten factions start. Beasts of the Wood will not move or battle, but provide stealth to minions in Mirkwood. This leaves nine factions to battle the heroes. five factions will attack Lórien and four will attack Thranduil's Halls. There are not many reasons to move other than combat or battles. Thus, spread the factions into four wings allowing the minions to move from the two wings every turn drawing cards.

Threats allows a Warrior to use his prowess to influence a faction. This can heal the Man factions.

All of the non-orc factions will move to Woodland Realm or Heart of Mirkwood. Grimbúrz, Easterlings, Balchoth, and Corsairs of Rhun, are the Man factions.

Five Orc factions will converge on Lórien. Orcs of Angmar, Orcs of Gundabad, Orcs of Dol Guldur, and Orcs of Goblin-Gate and Grey Mountain Goblins will move into Anduin Vales to draw factions from Lórien. Hermit Hill in Wold & Foothills is where Gorthaur will lead.

A few resources are in the deck to aid the battles. Swift Onset does not start the game; it allows region movement to your factions. Get this resource into play fast. The Black Gate Closes will be played in the first deck protecting Mordor. However, when this resource is discarded do not play it again. Fell Captain is played on an Orc leader. Orc factions in the leader's current region will have a +1 to Force Number.

	GG	Gm	oA	oG	oD	Ea	Ba	CR	Gz
	8	8	9	10	9	10	9	7	7
Fell Captain	+1	+1	+1	+1	+1				
<i>defending in home region</i>									
<i>in region with a haven</i>									
	9	9	10	11	10	10	9	7	7

MISSIONS

Thranduil's Halls will be attempted 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. 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 Wood-elves faction. Next turn expect that faction to be replayed. But the discarding may discard MERN permanent-events.

MIRKWOOD

Combat will be common in this last deck. **Swift Strokes** allows Warriors to roll twice against a strike and with +1 prowess. Save this for combat during the site phase. **Voices of Malice** will likely be used by the two Man sorcerers or a Ringwraith at a Darkhaven.

Deadly Laughter is a short-event that allows your avatar or a magic-user to tap for cancelling a Maia event or a Maia attack against the company. Or play to tap a Wizard at your avatar or magician's site and prevent the play of Vanishment. Use the last ability to tap the Wizard at a

free-hold. **Above the Abyss** allows you to untap any character if your Ringwraith is in play and your opponent is a Wizard.

Grond will be played on Orcs of Mirkwood. This will reduce the AA of free-holds in several regions by -3 prowess. Thranduil's Halls needs to be abandoned by the heroes preventing the One Ring to move north and east of Mordor by that way. Play this on Grey Mountain Goblins and keep that faction there.

Children of Aule is a long-event giving each dwarf +1 body for the turn.

Open to the Summons allows you to start with agents. The event lowers the mind of the agent by one. Two events are in the deck with two agents. Consider adding Woodwyn to have another agent available when one of these events are available.

LEADERSHIP

Support is needed for your characters; either for corruption or body checks. By the Ringwraith's Word makes the bearer a leader. **I'll Be At Your Heels** gives everyone +1 to corruption checks. That is needed with Grimborgoth with six CPs. **His Beard Long and Forked** makes a 5-mind dwarf a leader. **Dwarven Art of War** was considered since each dwarf has a battle-gear item. Gorthaur is a normal leader. Give him **Smart and Secret** to give all +1 body.

Breeder's Stock will also be played on a Warlord. Tap the event during the Organization phase to bring a non-unique character playable at the Warlord's site into play and take this character from hand or discard pile. ~~Dungeons of Dol Guldur is played on that site. It makes Breeder's Stock rolls automatic and you may play stored items during the Organization phase. You may discard the event to either untap a Warlord, take on Drums, or a command card from the sideboard to hand. The event is discarded when the site leaves play, which may happen when all four companies are not at that Darkhaven.~~

PRISONERS

No prisoners will be taken. Failure is not an option.

SITES

There are no specific sites to visit except for Thranduil's Halls and Lórien. Battle at other sites such as Gladden Fields and Mountains of Mirkwood. Gladden Fields is a ring site allowing region movement for the Ringwraiths.

There are plenty of sites to play discarded items. An option is to move to Dol Guldur for healing, then next turn the tapped minions will move to play an item with at least one minion untapped to play the item. Keep the dwarves in Mirkwood under the protection of Beasts of the Wood.

The One Ring may travel to Lórien. This needs to be hindered by playing **All Else is Conquered**. The resource is in the playdeck. Keep this resource in hand if drawn. If the One Ring is at a nearby hero haven, then use this card to invade. Three attacks will be faced after the site's AA. Here is the sequence of attacks at Lórien.

- Site-1: Elves 4 strikes with 8 prowess
- Site-2: Elves 3 strikes with 9 prowess
- Site-3: Elves 2 strikes with 10 prowess
- Card-1: Dwarves 5 strikes with 8 prowess
- Card-2: Dúnedain 3 strikes with 10 prowess
- Card-3: Elves 2 strikes with 15 prowess

MARSHALLING POINTS

This player starts with 75 MPs. Half are expected to be lost throughout the deck. This player is not planning to achieve 50 MPs to call the game. However, if success is achieved in combat and battle, then 50+ MPs can be reached to threaten other players.

- C=22.10 There will be nearly 70 mind of minions starting play. Combat will be frequent among two of the companies. Expect many casualties. Not many reserves will replace the fallen.
- I=32.20 Some minions have multiple items. Elimination will result in one item being discarded. The Dwarves have 9 MP of items. The overts have 6 MP. There will be opportunity to play the items again.
- F=19.9 This is a large pool of factions.
- A=0.0 Winged Terror is a zero MP ally.
- M=0.3 Sharpen It is 1 MP.
- K=2.8 Combat and battles should increase this pool of MPs.

HAZARDS

This hazard deck uses a variety of creatures' playability to target any company. The spiders, Animals, and Awakened Plant creatures can be discarded for hazard events. Other events cause disruption in the heroes moving.

CREATURES

The creatures are meant to overwhelm the heroes. Creatures include spider, troll, plant, Free Peoples, and animal. There are some hazard event enhancers. You can use sorcery to handle creatures you face and boosted by your own hazards.

Hazard event Tauremornalome can add a Wilderness to a company's path if you discard an Awakened Plant creature from hand. Now, you can hurt Lorien or Edhellond starting companies with Deep Wilderness creatures for which there are six such creatures in this deck.

Two spider creatures are found in Mirkwood. Giant Spiders and Lesser Spiders need to be enhanced to not be killed quickly. The Double Wilderness movement for Giant Spiders will not likely be used against the Hero Wilderland player, but the region keyability though. Discard a Spider creature to use The Reek. Ungoliant's Foul Issue allows these creatures to be keyed to Ruins and Shadow-holds in the Under-deeps. Ungoliant's Progeny allows you to choose for a spider attack to be detainment with +1 prowess. This can save your creatures. Spawn of Ungoliant adds one to all body checks from Spider attacks for Elves, Dwarves, Hobbits, Dunedain, and Men.

Watcher of the Water is an animal found in Double Wilderness and Coastal Seas. Since it attacks every character it has a high chance of surviving with its 8 prowess. Consider moving to Moria to tempt a visit by non-Dwarf heroes to later play this creature keyed to a site. Discard a Animal creature to use The Reek.

Wild Trolls are played at Ruins or Double Wilderness. The prowess is good at 10 for two strikes. Hope to use other's hazard events to boost this creature.

Cave-Drake is similar to Wild Troll, but is a Dragon and chooses defending characters. Use this creature first to tap high prowess characters.

Old Man Willow is a tough root. One strike and keyed to Double Wilderness limits the creatures effectiveness, but its prowess is 13. The creature can be keyed to forests including: Old Forest, Fangorn, Heart of Mirkwood, Western Mirkwood, or Southern Mirkwood and to Ruins, Shadow-holds, and Dark-holds in those regions. Druadan Forest is also at risk. Use this creature with Tauremornalome until the third deck.

Ents in Search of Entwines are more common keyed to Free-Domains, Border-lands, or Double Wilderness. They have one branch at 14 prowess and 8 body. The attack is detainment against covert companies. This attack will tap any target. Use this creature with Tauremornalome until the third deck.

Gondorian Rangers will hit Dagorlad and Ithilien minions. This creature should tap heroes. The Rangers have a nice 9 prowess with a 6 body targeting all in the company. Move to Dagorlad if you have nothing to do tempting a visit by heroes.

Thranduil's Folk is there to tap any hero in Mirkwood, Northern Rhovanion, and Grey Mountain Narrows with its 10 prowess and 6 body. Tempt elves with Thranduil's Halls as a home site to move where you can play Double Wilderness with the chance to kill. Use Ren Unleashed to corrupt elves with that home site.

[illegible]

- FD:
2 BL:
2 W
12 WW
2 SL
- DD
- CS

2	BL:				Ents			
2	W	Lesser						
12	WW	Spiders		Willow	Ents	Wild	Cave	Watcher
2	SL	Lesser						

2 SL Lesser

- DD

- CS

HAZARD EVENTS-27

Armies of minions will be unleashed on the Free Peoples in Wilderland. It will be dangerous for heroes to move.

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. Your cards affected by Doors of Night include: Darkness Under Tree.

Corruption/Check/Avatar-8

Darkness Under Tree requires Doors of Night and taps an Orc, Troll or Man character. It is not an Environment.

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

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

The Pale Sword will also be used with Blades of Sorcery. Target character receives six corruption points. While at a Haven a roll is made instead of untapping or healing. A result greater than 5, then the hazard is discarded. Use Ren the Unclean with this hazard.

Tauremornalome is a permanent-event making attacks against overt companies or dwarves without an Elf or Wizard moving in Fangorn, Lotan, Old Forest, or Usakan. You will likely only play this hazard as a short-event tapping one Ent.

Main Theme: Moving Trouble - 12

You want to use Animal and Spider creatures to cause havoc other than as attacks. **Full of Froth and Rage** is a permanent-event that boosts spider and animal attacks by two. Giant Spiders now have 12 prowess, Lesser Spiders 9 prowess, and Watcher in the Water 10 prowess.

Black Vapour is a short event cancelling anything that cancels a Spider attack. A roll is first made adding the attack's prowess. A result greater than 14 allows the attack to occur, but with +1 prowess.

The Reek is another short-event. If you discard a spider or animal creature from hand on a company moving to or at a Ruins, Lairs, or Under-deeps site this hazard taps all untapped characters with a mind less than 2+Spawn in play. There are five Spawn allies and five Spawn hazard events. Expect to have at least three Spawn in play constantly beginning late in the deck.

Darkness Made by Malice is playable on a company moving to or at a Ruins or Under-deeps site; if there are more Spawn in play than characters in the company the company does nothing.

Six of your creatures need Double Wilderness to play. You need more Wildernesses. **Fell Winter** with Doors of Night changes Border-lands into a Wildernesses. This long event also creates a Wolf automatic-attack at each Border-hold. Anduin Vales, Woodland Realm, and Rohan are the regions you need to surprise heroes with Giant Spiders or Wild Trolls.

Support Cards-6

Fearful Sun is an environment hazard that either hinders movement for hero factions or minion factions. Affected alignment moves one less region for its faction.

Underneath the Shadow is a Long-event Environment affecting hand size. Each player's hand size is reduced by one (by two if Morgul Night in play). Skies of Fire increases minion player's hand size by one. Sauron has both of those events.

Courtesy Lessened of Late is for those called Lathspell (agent hazard hurting spells?). It is only played on-guard to cancel any effect that allows opponent to bring a character into play during the site phase. This will hurt A Chance Meeting, Durin's Crown.

Use **Return Beyond Hope** to recycle the your Free People creatures right for the occasion. Gondorian Rangers hurts Pallando, Elessar, and anyone in Brown Lands. Thranduil's Folk hurts Radagast and Alatar. Dwarven War Party will hurt Radagast and Saruman.

Utility-3

~~Outpost is a staple.~~

22x2-1=43+a17+b4+c8=72

	Enemy	To	From
Magic Ring of Enigma	Dwarven Axe	b1	Dwarf
Bright Gold Ring	Usiev	b2	Uvatha
A Little Gold Ring	Magic Ring of Weals	b3	Dwar
Deadly Dart	Minor Ring	b4	Ren
Black-mail Coat	Iron Shield of Old	Mouth	Ardagor
Black-mail Coat	DR of Dwálin's Tribe	Sauron	Adunaphel
	DR of Thelor's Tribe		Ardagor
	Bone-hilted Broadsword		Dwarf
	Blazon of the Eye		Dwar
	Ring of Flame		Dwar
	Trifling Ring		Dwar
	Trifling Ring		Adunaphel
	The Least of Gold Rings		Witch-king
	Mumak-helmet		Indur
	Dragon-helm of Uon		c1
	Snow Hammer		c2
	Winged Terror		c3-c8
	Orcs of Angmar		Wking
	Grey Mountain Goblins		Azog
	Goblins of Goblin-Gate		Azog
	Orcs of Gundabad		Azog
	Orcs of Dol Guldur		Azog
	Easterlings		Uvatha
	Balchoth		Uvatha
	Corsairs of Rhun		Uvatha

News of the Shire	Orders from Lugbúrz	Sauron
Gifts as Given of Old	Swift Strokes	
Gifts as Given of Old	Swift Strokes	
Ready to His Will	Threats	
Ready to His Will	Grond	
The Waters Tithe	Some Secret Art of Flame	
Riven Gate	Deadly Laughter	
Tormented Earth	Deadly Laughter	
White Light Broken	Above the Abyss	
White Light Broken	Above the Abyss	
White Light Broken	Above the Abyss	
Twisted Trees	Hoarmûrath Unleashed	
Twisted Trees	Hoarmûrath Unleashed	
Frozen	Raised Again	
Cult of the Long Night	Ren Unleashed	
Not Careful About That	Ren Unleashed	
Khamûl Unleashed	Smart and Secret	
Weigh All Things to a Nicety	Smoke on the Wind	
Weigh All Things to a Nicety	Second in Command	
Under His Blow	Fell Captain	
Under His Blow	Swift Onset	
Under His Blow	All Else is Conquered	
A1	Children of Aule	
A2	Dwarven Art of War	
A3	His Beard Long and Forked	
A4	War-Lord	
A5	Breeder's Stock	
A6	No Abiding Place	
A7	They Ride Together	
A8	They Ride Together	
A9	Blades of Sorcery	
A10	Blades of Sorcery	
A11	Forced March	
A12	Forced March	
A13	Morgul-blade	
A14	Morgul-blade	
A15	The Fiery Blade	
A16	Black Rider	
A17	Weapons of Morgul	