

# DWAR/MORDOR

40power

C	14.7	Minas Morgul
I	20.11	Mordor
F	14.6	vs. Denethor
A	1.1	Gondor Division
M	5.5	Orc/Troll Factions
K	4.10	Undead

<u>RESOURCE DECK/HAZARD DECK</u>	
50 cards in R. deck,	17 cards in sideboard
50 cards in H. deck,	00 cards in sideboard
10 characters in deck	
53 starting cards	
179 total cards	
19 creatures	

This is the first showing of the Mordor Power Deck. No scout from Gondor could penetrate the darkness over the forsaken land. Mordor will let loose eleven Orc factions and beyond count orc characters - 26. Three Ringwraiths are needed to command these armies as the hammer of Sauron. Effort was made to avoid this deck as a one-dimensional battle royal.

Dwar of Waw is the Ringwraith to be made a Warlord. Indur Dawndeath and Uvatha the Horseman will be the other two. These three are the Ringwraiths with normal five direct influence, which seems a waste due to the orc factions are easily healed with their roll to influence normally at zero. However, that 5 DI can be useful if other factions are lost from players not earning a Power Deck or having an orc as a follower allowing a joining of other companies so to use magic. Dwar Unleashed and Uvatha Unleashed allows drawing cards with movement while staying in the battles healing factions or using Fell Captain or visiting Durthang to receive wolf allies. Indur Unleashed then can cancel a CvCC against the trio. Helm of Fear can also cancel a creature attack. Black Horses will provide movement, but itself can be slayed. That will allow Sauron to use the Nazgul manifestation for Helms of Iron or Scimitars of Steel. Hosts of the Dark Tower can be played from hand, discarding the horse allies, using Dawnless Day. Each Ringwraith has 9 prowess in Black Rider mode.

Hail of Darts, We Are the Fighting Uruk-hai, and Heed Not the Defense will handle tough strikes from creatures, automatic-attacks, or foolish blue-tinted hero cards. Counterspell, The Ash Mountain Deeps, and Mountains of Shadow Deeps first see use in any deck. No one will surprise the sentinels of the Black Land. Durthang will be made into a Wolf's Den to help play nine wolf allies. A Trusty Substitute can transfer the allies to Dwar the Ringwraith. Yes, Our Own Wolves is in the deck – thrice! It seems that that magic card is playable after CvCC is declared, but before strikes are assigned. That will help play Deep is the Abyss. Put in Hail of Darts and discard King Elessar.

Feast on Flesh, Filled with Fury, Thangail, Fell Captain, and Call to Arms are there for the faction battles. Faction body stats are low – only two greater than six. Normal prowess is low too. All of these resource events can make Orcs of Udun 13 prowess if attacking and Morgul-Orcs 14 prowess if attacking in the same region as a Fell Captain Ringwraith and controlled by a Thangail leader.

Gorbag will have the Ongrum to heal factions and control them during battles. Shagrat will protect any other company in Ithilien or Osgiliath by combatting hero companies moving away from Minas Tirith. Nazog is a Warlord to drive deep into Gondor drawing hero companies away from Anorien. He can heal at Geann a-Lisch. Call to Arms though will be useless when not in the battles. Shock Troops are non-unique scripts that too will go into Gondor to use Heed Not the Defense of any vulnerable hero character away from Anorien. A Sharpen Up Saw-Tooth Blade is carried by one Blade-master orc.

Hazards were solely orcs, but with Mewlips, Wisps of Pale Sheen, and Stirring Bones in the deck Endless Whispers had to be included. Now, the Gwaedhel-Sword is in another deck. I may take Pale-Dream Maker from Angmar's deck to give him Icy Touch while putting Pale-Dream Maker in this deck. Six orc creatures are included along with Shelob and Spider of the Morlat. The spawn hazards are for Counterspell.

Soldiers of the Dark Lord and Minions Stir will boost creatures. Some cards seeing their first use in any minion deck include: One Foe to Breed a War, Foul Fumes, Lost in the Emyrn Muil and Siege of Gondor.

Overall, this deck has some enjoyment to it by balancing the Ringwraiths' needed protection outside a Darkhaven, the ten wolf allies, higher prowess factions, and four orc companies with a specific mission, but flexible to aid another company. This means that Elessar must combat quickly to start the game any minions that leave Mordor.

# **RESOURCES(50-17-33)**

-2	<b>Helm of Fear</b>
-2	<b>The Ongnum</b>
-3	<b>Orc-Cuirass</b>
-2	<b>Sable Shield</b>
-1	Broad-headed Spear
-1	Black-Mail Coat
1	Ring for Mortal Men
-2	Magic Ring of Guile
-2	Magic Ring of Delusion
-2	Minor Ring
-2	Trifling Ring
1	The Least of Gold Rings
-1	Saw-Tooth Blade
*	-1 Whip
-1	Morgul-orcs.10
-1	Snaga-hai
-1	Orcs of Nurn.6
-1	Ungol-Orcs.6
-1	Orcs of Ered Hamal.5
-2	Uruk-hai.9
-1	Orcs of Udun.7
-1	Orcs of the Ephel Duath.5
-1	Orcs of the Ash Mountains.5
-1	Orcs of the Red Eye.5
-1	Scara-hai.4
3	Wolf-Steed
1	<b>The Warg-King</b>
3	War-Wolf
3	War-Warg
3	Black Horse
-5	Burned and Chopped Up
-1	Sharpen Up
1	<b>To Pass the Archway</b>

**9-10-29**

3. War-Wolf start in playdeck  
 .1 Call of Arms starts in sideboard  
 -1 Sharpen Up starts play as a gift and counts as a sideboard card.

1	A Nice Place to Hide	Sc
1	The Ash Mountain Deeps	R
1	Mountains of Shadow Deeps	R
2	Voices of Malice	Sa
1	Counterspell	
3	We are the Fighting Uruk-hai	
3	Hail of Darts	
3	Heed Not the Defense	
1	<b>Blade-master</b>	pe
1	Yellow Fanged Guard	pe
1	Marauding Band of Orcs	pe
1	Crackling Whip	pe
1	Wolf-Den	pe
1	A Worthy Substitute	pe
1**	Sauron's Coterie	pe
1	Deep Is the Abyss	pe
1	<b>Thangail</b>	L
1	Fell Captain	L,s1
1	Call to Arms	s1, L
1	Driven As By a Madness	spirit
3	Our Own Wolves	spirit
2	Filled with Fury	spirit
2	We Have Come to Kill	
1	Weigh All things to A Nicety	
-1	Warlord	s2
1	Swift Onset	s1
1	Feast on Flesh	war
1	The Black Gate Closes	war
1	Hosts of the Dark Tower	mode
4	2 Unleashed	rw
-1	Bat-winged Helmet	rw
-1	Mumak-helmet	rw
1	Ge of Ogamur	rw
1	Dawnless Day	war
-1	By the Ringwraith's Word	pe
*	Dog-lord of Waw	s1

**41-7-4**

**HAZARDS(50/00)**

2	Mewlips	undead	1 2	10	x	swamp	WW,SL	
2	Wisps of Pale Sheen	undead	1 1	6	x	rl, sh	W, SL, DD, CS	
2	Stirring Bones	undead	1 2	9	x	rl, sh	WW, SL, DD	
2	Orc Watch	orc	1 3	9	x	sh,dh	SL,DD	
2	Orc Guard	orc	1 5	8	x	sh,dh	SL,DD	
2	Orc-warriors/Battalion	orc	1 3	7	x	rl	BL,W	
2	Orc-warband	orc	1 5	4	x	rl,sh,dh	W,SL,DD	+3P
2	Orc-lieutenant	orc	1 1	7	x	rl,sh,dh	W,SL,DD	+4P
2	Uruk-lieutenant	orc	1 1	9	x	r,sh	W,SL	+3P

**1 Shelob****1 Spider of the Môrlat****20/0**

1 Doors of Night

1 Twilight

1 Peril Returned

**1 Death of a Kinsman**~~1 Fear of Death~~ P.

3 Endless Whispers P.DarKE

3 One Foe to Breed a War\* P.char

2 Foul Fumes\* L.env

2 Lost in Emyn Muil\* S.move

1 Shadow of Mordor P.env

1 Soldiers of the Dark Lord P

2 Minions Stir L

2 Host of Bats L

1 Redoubled Force P

3 Two or Three Tribes Present S

1 In Darkness Bind Them P.play-HP,Dag,Ith,Har,Kha, Mordor

1 Mordor In Arms P

**1 Siege of Gondor\* P**

3 Dark is the Hour\* P

**30/0**

**SITES**

IM	Minas Morgul	heal		Morgul Orcs
SR	Dol Guldur	heal		Creature of Older World
An	Minas Tirith		men, dunedain	Burned and Chopped Up
Le	Pelagir			
Le	Lossarnach			
Be	Linhir	m, M	men, dun	
It	Henneth Annun		dunedain	
It	Cair Andros	m*	men	
La	Vale of Erech	ring	men.d.7	
La	Calembel	Info, m	men.d.7	
SR	Strayhold	Info, m, M	men.3.7	Sable Shield
La	Setmaenen	Info, m, ring	men, pukel	
MA	Benish Armon-h	Info, m, M	men, demon	hidden: tap a sage.
Da	Amon Llaw			
It	Osgiliath	m	Bhold	Strange Rations
Nu	Ostigurth	m	undead	Orcs of Nurn
Da	Dead Marshes	m, M	undead	Ongrum
Da	Thuringwathost	m	orcs	Foul Paste
IM	Shelob's Lair	m, M	orcs, spider	
Go	Mount Doom	Info	orcs	Snaga-hai
Nu	Barad-wath		orcs	O. Gorgoroth
Nu	Nurniag Camp			
Ud	Cirith Gorgor	x	x	O. Udun
Ud	Durthang	x	orc, wlv.2o.8	O. Ephel Duath
Go	Barad-Dur	x	x	Helm of Fear
	Under-Courts			Blasting Fire
Go	Minas Durlith	x	troll.d1.11	Uruk-hai
IM	Cirith Ungol	x	x	Ungol Orcs
Nu	Urlurtsu Nurn	x	x	

**MINIONS-10**

20-7-5-3-2

1 Kabadir	5/1/4/7	W/R	Man	Ankruz, Naerphys	
2 Nazog	7/2/5/9*	W/Sc/D	HalforcL	Sturlurtsa	+1DI.orcs, d9
2 Gaurhir	6/1/4/9*	Sa/D	Wwf sp,so	Durthang	+2DI.scara
2 Shagrat	6/0/6/9*	W/R	Uruk L	Cirith Ungol	+4DI.orcs, d9
2 Gorbag	6/0/6/9*	W/Sc	Uruk L	Minas Morgul	+3DI.Orcs/orcs; d9
1 <i>O-shaman</i>	4/0/3/7*	W/Sa	uruk sp	orc-hold	
1 <i>O-shaman</i>	4/0/3/7	W/Sa	uruk sp	orc-hold	
1 <i>O-shaman</i>	4/0/3/7	W/Sa	uruk sp	orc-hold	
1 Radbug	4/0/5/8	W/R	Uruk	Imlad Morgul	d8
1 Grishnákh	3/0/4/8*	W/Sc	Uruk	Imlad Morgul	d8
1 Ufthak	4/0/4/8*	W/Sc/R	Uruk	Imlad Morgul	d8
1 Snaga	4/0/5/9*	W	Uruk	Imlad Morgul	d9
1 Lagduf	3/0/5/8*	W	Uruk	Imlad Morgul	d8
Muzgash	2/0/4/8*	W	Uruk	Imlad Morgul	d8
<i>O-snuffler</i>	2/0/2/8	W/Sc	orc	any DH	1CP; d7,8
<i>O-snuffler</i>	2/0/2/8	W/Sc	orc	any DH	1CP; d7,8
1 <i>O-tracker</i>	3/0/3/8	W/R	orc	any DH	1CP; d7,8
1 <i>O-Chieftain</i>	4/0/4/8*	W	orc L	any DH	d8
1 <i>O-Chieftain</i>	4/0/4/8	W	orc L	any DH	d8
<i>O-archer</i>	1/0/2/7*	W	orc	any DH	d7
<i>O-archer</i>	1/0/2/7*	W	orc	any DH	d7
<i>O-archer</i>	1/0/2/7*	W	orc	any DH	d7
<i>O-veteran</i>	2/0/4/8	W	orc	any DH	1CP; d8
<i>O-veteran</i>	2/0/4/8	W	orc	any DH	1CP; d8
<i>O-veteran</i>	2/0/4/8	W	orc	any DH	1CP; d8
<i>O-brawler</i>	1/0/3/8*	W	orc	any DH	1CP; d7,8
<i>O-brawler</i>	1/0/3/8*	W	orc	any DH	1CP; d7,8
<i>O-brawler</i>	1/0/3/8*	W	orc	any DH	1CP; d7,8
<i>O-grunt</i>	2/0/2/9	W	orc	orc hold	1CP; d9

**Ringwraith company:**

Black Rider	Dwar	5-9-10	W/Sc/Sa	so, <b>sp</b>	ge	Udun
	Indûr	5-9-10	W/R/D	so, sp	helmet	Udun/ ImMg
	Ûvatha	5-9-9	W/Sc/R	sp, <b>sh</b>	helmet	Khand
Heralded Lord						
+mode	Dwar	5-7-10	W/Sc/Sa	so, <b>sp</b>	ge	
+3DI,-2P	Indûr	7-7-10	W/R/D	so, sp	helmet	
	Ûvatha	5-7-9	W/Sc/R	sp, <b>sh</b>	helmet	
Fell Rider	Dwar	5-8-10	W/Sc/Sa	so, <b>sp</b>	ge	
+ally	Indûr	5-6-10	W/R/D	so, sp	helmet	
	Ûvatha	5-8-9	W/Sc/R	sp, <b>sh</b>	helmet	

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25/30 (20+5+5) GI unused    Hand-8    Mind-56

**#1 Mordor influencing factions**

Gorbag-L	6/10/6/9	W/Sc	Ur6	3	triflingR, ongrum, Word, Thangail [+3DI.orc]
Gaurhir	7/1/4/9	Sa/D	W6	2	MRdelusion [spirit*, sorcery]
Lagduf	3/0/5/8	W	Ur3	0	

**#2 Gondor Vanguard**

Shagrat-L	6/8/7/10	W/R	Ur6	4	whip, cuirass(4fac), Crackling
Snaga	4/0/5/9	W	Ur4	2	sable
Shaman	4/0/3/9	W/Sa	o4	1	coat

**#3 Reserves**

Nazog-W	7/12/9/9	W/Sc/D	Ho7	2	spear, LR.minor, Warlord, yx4, Arms
Ufthak	4/0/6/8	W/Sc/R	Ur4	4	sawtooth, Sharpen, Master[+2P.elf, +2P.maia]
Grishnákh	3/0/4/8	W/Sc	Ur3	0	
Radbug	4/0/5/8	W/R/Sc	Ur4	2	MRguile

**#4 Shock Troops**

<i>O-Chieftain-L</i>	4/5/4/8	W	o4	1	whip
<i>O-brawler</i>	1/0/3/8	W	o1	1	
<i>O-brawler</i>	1/0/3/8	W	o1	1	
<i>O-brawler</i>	1/0/3/8	W	o1	1	
Muzgash	2/0/4/8	W	Ur2	0	

@ Durthang, Wolf's Den, A Worthy Substitute

<i>O-snuffler</i>	2/0/2/8	W/Sc	o2	1	Fanged
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## OBJECTIVE

Three Ringwraiths on horses will lead armies of orcs against Gondor. Small companies of uruk-hai will hunt any Gondorian raiding party and to bereft Gondor of its leaders. This player needs 81 Game Points to make this Resource Deck.

Powerful battle-gear items and magic rings will spur the maggot-folk into a frenzy only brought by war. Wolf allies will be trained for battle that is to cumulate under and archway that no enemy has entered. Udun will hold a site that will play some wolf-allies. That region will release wolf-riders into Ithilien for combat or using an event to move four regions to Minas Tirith for a surprise. Wave after wave of orcs will crash into Gondor. Madness and fury will push the armies into a last move that will end the game.

## CHARACTERS AND COMPANIES

The Third has under his banner a Warlord and three other leaders of orcs. Gondor in ruins is the main goal for this player. There are only five Sages in the deck including the Ringwraiths. Only three Diplomats are among the minions, but they are to threaten and whip maggots to the front lines. Every orc is a Warrior. A few Rangers and several Scouts will help the orcs stay alive for the site phase. Four Orc leaders will start play. Ten orcs will be in the sideboard to provide a total of 25 minions for this player. We Have Come to Kill will bring six into play during three playdecks. The starting four companies use 23 GI. This deck does not assume trophies on any Orc except for the Warlord(s). Almost any unique Orc can tap to successfully influence a wounded Orc faction to heal the faction.

#1 Mordor influencing factions			Dur		
Gorbag-L	6/10/6/9	W/Sc	Ur6	3	triflingR, ongrum, Word, Thangail[+3DI.orc]
Gaurhir	7/1/4/9	Sa/D	W6	2	MRdelusion [spirit*, sorcery]
Lagduf	3/0/5/8	W	Ur3	0	
<i>O-snuffler</i>	2/0/2/8	W/Sc	o2	1	Fanged

Gorbag's company will stay in Mordor and be the main company to heal factions requiring high results for influence attempts. This company will combat heroes when healing factions is useless and killing heroes is paramount. There is another orc for this player that has a higher mind, so these two must not be at the same non-haven non-battleground site. Therefore, start Gorbag's company at Durthang to meet a wounded faction there for healing and keeping Wolf-Den in play.

Gorbag has been retained from his success during the Avatar Deck of sneaking into Gondor. By the Ringwraith's Word will be retained too on this Uruk. Gorbag is a leader with Trifling Ring, Ongum, By the Ringwraith's Word and Thangail. The command event is important when Gorbag has factions under his control. Gorbag will have +3 DI against Orc factions. He has two followers: Lagduf and Gaurhir. Gaurhir is a Demon from Udûn whom has been rewarded to continue his path of fear in Mordor after serving expertly under Dwar. The Demon normally uses spirit-magic. A Magic Ring of Delusion allows him to fetch a spirit-magic event every turn. Lagduf is the bodyguard to the leader. I rather have Gorbag switched with Nazog with BtRW on Nazog during his Avatar Deck.

Snuffler will be a Yellow-Fanged Guard to play non-unique allies at a Wolf-Den Durthang. He will stay there while Gorbag and Gaurhir move in Mordor gathering wolf allies to later transfer at Durthang, which has A Worthy Substitute.



## #2 Gondor Vanguard

Shagrat-L	6/8/7/10	W/R	Ur6	4	whip, cuirass, Crackling
Snaga	4/0/5/9	W	Ur4	2	sable
Shaman	4/0/3/9	W/Sa	o4	1	coat

Shagrat leads the Gondor Vanguard for quick combat in Gondor. This company will stay between Minas Tirith and Minas Morgul as specialized attack squad against heroes protecting Gorbag. Follow heroes if they move into Mordor. They will start at Minas Morgul to be ready to play the wolf allies upon drawing. Joining Nazog at a battle-ground site is plausible. This Uruk served well under Ren raiding into the Great Desert. Do As I Say will not be retained for this deck on Shagrat. He is a leader with 6-mind with Whip, Orc-Cuirass, and Crackling Whip for 8 DI and 7 prowess. He controls Snaga and Shaman. Snaga has Sable Shield to handle a tough strike every turn. Orc-Shaman can come from another Black Player, but remove any trophies. He has Black-Mail Coat for 9 body to survive strikes and is ready to play Our Own Wolves. Both fought well under the Ice-King in Mordor. Shagrat is a Ranger. Play Marauding Band of Orcs on this company. Crackling Whip can allow your company to move and extra region and bring a wounded character, from the previous turn that healed at a haven, ready for the current turn. If Shagrat has three trophies for +2 DI to start the deck, then replace Muzgash with Radbug. Now, expect to have four Orc factions (+2 DI from the armour) for most of the game. You will though start with 11 Orc factions or +5 DI giving Shagrat 11 DI. Given him some Orc-Grunts to start the game.

## #3 Reserves

Nazog-W	7/12/9/9	W/Sc/D	Ho7	2	spear, LR.minor, Warlord, yx4, Arms
Ufthak	4/0/6/8	W/Sc/R	Ur4	4	sawtooth, Sharpen, Master[+2P.elf, +2P.maia]
Grishnákh	3/0/4/8	W/Sc	Ur3	0	
Radbug	4/0/5/8	W/R/Sc	Ur4	2	MRguile

The Reserves is led by the Great Desert Warlord Nazog. This Half-Orc retains his four trophies and Call to Arms from his service under Ren in the Great Desert. He has Broad-headed Spear from the war-chest of Azog, four trophies for +4 DI and +2 prowess, and the command Call to Arms for 12 DI and 9 prowess. His company has four Scouts that can use A Nice Place to Hide; he is the only Diplomat. These four can move deep into Gondor to draw heroes from Minas Tirith. They can heal at Geann a-Lisch. Return to Mordor using Call of Arms to fetch discarded factions. Nazog has three Uruk followers under the Ice-King's success in Gondor. Ufthak is a Blade-Master with a Sharpen Up Saw-Tooth Blade. Grishnákh is also there to carry a gold ring item. Radbug has Magic Ring of Guile, from the hoard of a Dark Dwarf-lord, to give him the Scout Skill. His 5 prowess is useful. Combat with this company whenever everyone is healthy. Keep this company away from four regions from Minas Tirith or Ithilien preventing a hero company engaging with these orcs to rush eastward to engage with the Ringwraiths. If Nazog does not need that Minor Ring, then give that item to the non-unique leader.

#### #4 Shock Troops

<i>O-Chieftain-L</i>	4/5/4/8	W	o4	1	whip
<i>O-brawler</i>	1/0/3/8	W	o1	1	
<i>O-brawler</i>	1/0/3/8	W	o1	1	
<i>O-brawler</i>	1/0/3/8	W	o1	1	
Muzgash	2/0/4/8	W	Ur2	0	

The last company is the Shock Troop company of only Warriors to use Heed Not the Defence. That resource is key, but drawing it in time is important. Keep this company in Mordor until that resource is drawn, but moving to draw cards. This company has one leader: Orc-Chieftain. He has the followers of three Brawlers and one Archer from the use of Whip for 5 DI against Orc minions. When the resource is drawn move to Lossarnach or in Gondor for combat surprising a hero company that will be slaughtered and thus weaken that player. Think about giving the leader I'll Report You for the prowess boost.

#### DWAR OF WAW

Dwar the Ringwraith has a great synergy with movement and magic. He will use both abilities to dash hopes in Gondor. His GI is 20. He has Scout and Warrior skills for moving and Sage for squatting. He will be moving and squatting throughout the game. Indûr is a normal Warrior and Diplomat, but item grants Ranger. Uvatha is a Warrior, Scout, and Ranger. This means that these three can move to a hidden, Window of the Sunset, Henneth Annun site.

Each Ringwraith has a normal 5 DI. This is somewhat wasted with only Orc factions to heal after battle. But that 5 DI can be used to keep a minion in play at Minas Morgul allowing Gaurhir join Nazog so to use Driven as By a Madness with Deep is the Abyss. This means to give him a command card that lowers his direct influence. Thangail is perfect for this or use Under His First for two command events that lower direct influence.

Dwar's normal ability is tapping a Darkhaven to give one company +1 prowess and +1 body for a turn. You need to use Uvatha Unleashed when starting at Minas Morgul to reach Osgiliath and still benefit from that tapping. Indûr can tap to start his End-of-Turn phase to take a magic card to hand. This will be Driven As By a Madness or Our Own Wolves. Uvatha at a Darkhaven can tap during the Organization phase to shuffle a resource event from the discard pile. This is likely Dwar Unleashed, A Nice Place to Hide, or Voices of Malice.

Dwar Unleashed allows region movement for that turn. This is good when the Ringwraiths are already out of Mordor either in Ithilien or Harondor. Be at Barad-dur to move to Osgiliath. Indûr Unleashed either cancels an attack on his company or prevents his company's CvCC to be canceled. Use all three starting at Barad-dur to combat with no fear to reach Gap of Isen, Lamedon, or Belfalas cancel two attacks. Heed Not the Defense is not playable on Black Rider mode. Of course Uvatha Unleashed allows moving again that turn. You can start from Minas Morgul to move five total regions (IM-It-An) to reach Gap of Isen, Lamedon, or Belfalas.

Dwar will be made a Warlord using Dog-lord of Waw to start play. Mûmak-helmet grants the Indûr the Ranger skill. Any Oliphaunt in his company can use starter movement and move more than three regions. Such an item is also magical in clairaudience. Also, opponent must reveal 1 hazard from his hand per Wilderness or Jungle in Indûr's site path. Oliphaunt will not be played on his company. Bat-Winged Helmet is the item for Uvatha. The item allows shadow-magic use. It will allow tapping instead of its host for Scout and Ranger resource events or due to hazards. A Nice Place to Hide is the only Scout event. You can tap this item to cancel River. You can use

this item using special movement events to move between Southern Mirkwood and Gorgoroth or Gorgoroth and Southern Rhovanion or Nurn and Anorien, or Nurn and Hyarmenfalas. Start at Barad-dur, play Dwar Unleashed and play The Mountains of Shadow Deeps to move from Barad-dur. Gorgoroth > Ithilien > Anorien, play Uvatha Unleashed, Anorien > Rohan > Gap of Isen or Belfalas or Lamedon.

Helm of Fear is played on this Ringwraith. The helmet can cancel an attack on the Ringwraith when he visits Gondor. The vulnerable Ringwraiths using Fell Captain in Ithilien or at Osgiliath means that they need to cancel attacks. Helm of Fear and Indur Unleashed gets this done.

Dawnless Day is unique permanent-event. You can discard the permanent-event to replace the current mode event with another mode event from the discard pile or sidebar. This is the method to play hosts of the Dark Tower. If the Ringwraiths have horse allies, then the allies are discarded.

There are two mode possibilities: War, Black Rider. Black Horse allies are found x6 in either the playdeck or sidebar. Three copies of Sauron's Coterie can be on the table. Each ally allows playing a follower at no cost to direct influence. All three Ringwraiths have 9 prowess as these riders. Two have 10 body and another 9 body.

Hosts of the Dark Tower prevents using any ally on the Ringwraiths so no wolf allies. But you can join with overt characters, but again to maximum of 7 company size. Each character receives +1 prowess and -1 body. Region movement is the only means to move and two regions maximum.

Urlurtus Nurn seems to be no benefit with Breeder's Stock in use.

## ITEMS

The Ringwraiths have many items mostly of battle-gear and rings. There are three minor items, four major items, one greater hoard, one special item and six rings. He will start with one minor item (Whip). Whip allows better control on the orcs.

Helm of Fear is a special item for your Ringwraith. This item will cancel attacks. These three items are from Hoarmûrath's war-chest. Sable Shield is expected to help keep orcs alive. Expect to play this shield after it is discarded. The Onglum is a special item granting +3 DI against Orc factions in Mordor. Discard it for its benefit late in the first deck to untap all orcs in his company. Broad-headed Spear comes from Azog. It provides the needed prowess boost. A major armour item Black-Mail Coat is there to help Shaman survive and keep your Spirit-mage in the game. One greater item is armor, **Orc Cuirass**, that grants a high body bonus +3 (max.9), +1 prowess, and +1 DI bonus for every two of your orc factions. You might store this item first until you have many Orc factions in play to support its 3 corruption points.

Saw-tooth Blade is a minor item. It will has Sharpen Up on it for +4 prowess, maximum 8, against elves and maiar.

Six ring items will magically enhance the Orcs. Magic Ring of Guile from the Dark Dwarf will give an Orc the Scout skill so to count has half a character. Magic Ring of Delusion from Indûr will allow a spirit-magician to fetch a spirit-magic at the END phase. Trifling Ring from Sauron gives the wearer +3 DI against characters. Ring for Mortal Men is present to steal from a hero character. Kabadir is the only Man character in the deck. This ring makes him 4 DI, 5 prowess, and 10 body and use spirit-magic such as Driven As By a Madness. He will then replace

Orc-Chieftain. The last ring is Minor Ring from Aradagor grants +2 DI. The Least of Gold Rings is the only gold ring item; store it at Barad-dur or test in a Ringwraith's company to play your magic rings. Store it at Cirith Ungol if you do not need to test the ring.

### ALLIES

Wolf allies will be used as a strong fixture for CvCC. Our Own Wolves will use as much as possible to combat the heroes. Help is needed to play War-Wargs. That ally needs to be played at a Wolf-den Durthang. Wolf-steed is played at a Shadow-hold and War-Wolf is played at a Orc-hold Shadow-hold. Thuringwathost, Barad-Wath and Ostigurth are options for War-Wolf. Sites for Wolf-Steed include Nurniag Camp and Dead Marshes. Use A Worthy Substitute to transfer the allies to other characters including to Dwar the Ringwraith.

The Warg-King will be included. Nazog can play this ally when this half-orc is raiding Gondor. However, the ally will be in play. Is there a free transfer of allies between the Avatar and Power Decks as do items? Maybe if both characters are at the same site.

**Sauron's Coterie** will start the deck twice as minor items, and a third copy is in the playdeck. Once per turn a Ringwraith may tap to take one Black Horse from the sideboard or discard pile to place "off to the side" with the event or to give one Black Horse in his company +2 body that turn. The body modifier should be consider to be used every turn for eligible allies of this kind. There are six Black Horses in the deck. Expect most to be killed. Attack with the allies in combat with their Warrior Skill, 4 prowess, and 6 body.

## FACTIONS

Many Orc factions will go to war in Gondor. Eleven Orc factions will move for battle. **Swift Onset** first needs to be drawn and played to allow the factions to move. Ten factions will be formed into two wings: Udûn & Morgul. Keep Scara-hai at Durthang so to play wolf allies at that site. Move five factions first to Udûn and the other five to Minas Morgul. You then have to wait to draw To Pass the Archway. You have 11 factions for 12 normal MPs. Scara-hai can yield two more MPs if you have a Scara-hai in Gondor. This means that once more than five Orc factions are eliminated you cannot play the event. Therefore, allow The Mouth to battle in Gondor until you have the event in hand.

Several events will aid the battles. **Feast on Flesh** modifies each of your attacking orc and troll factions' Force Number by +1. Command **Thangail** adds survivability to the Orc factions. The event gives +1 FN and +2 body to all factions under the leader. Give this command on an Orc leader that will stay away from a Darkhaven. **Fell Captain** is another command event that modifies each Orc faction's prowess by +1 or +2 if on a Ringwraith. Now, Dwar Warlord can have this event since he can stay away from a Darkhaven using *Uvatha Unleashed*. The spirit-magic event **Filled with Fury** will be played on the strongest factions to give the faction +2 prowess. Tap the magic ring on Turns 1 and 2 to fetch this event and play first on Morgul-Orcs and second on Uruk-hai.

The Black Gate Closes prevents Grey and White Players moving factions to Gorgoroth, Imlad Morgul, Nurn, or Udûn. The event is discarded when any play deck is discarded. Any Dragon or Balrog will be stopped.

Factions can be healed by a successful influence check. The list of factions below show the influence attempt result to heal the faction. Four Orc factions need a high roll for success. Gorbagg will have to make these attempts. Other Orcs can make the other influence attempts.

	Ur	oU	ED	AM	Sg	Mg	RE	Nn	Ug	EH
<u>Udûn</u> <u>Morgul</u>	5	7	6	6	3	8	6	2	5	6
Body	4	6	5	5	2	7	5	0	4	5
Fell Captain (RW)	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
Thangail	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
Filled With Fury		+2				+2				
Feast on Flesh (attacking)	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
<i>defending in home region</i>										
<i>in region with a haven</i>										
Prowess	8	12	9	9	6	13	9	5	8	9
Body	6	8	7	7	4	9	7	2	6	7

<u>Udûn</u>	<u>Morgul</u>
Uruk-hai.3	Morgul-orcs.1
Orcs of Udun.1	Orcs of the Red Eye.3
Orcs of the Ephel Duath.1	Orcs of Nurn.1
Orcs of the Ash Mountains.1	Ungol-Orcs.1
Snaga-hai	Orcs of Ered Hamal.10

## WARLORDS AND LEADERS

There will be two Warlords and five leaders in your game. Dwar will become a Warlord and Leader from. Nazog will play Warlord with two trophies. He will have the command event Call of Arms to untap factions. All of these events will be 5SP. Thangail will be played on Gorbag. This means that Gorbag needs to be near the front-lines so to use this command. Move him to Osgiliath. Dwar has Fell Captain to allow wounded factions to be attack upon the Hero's counterattack so the Man factions can initiate battle the next turn. There is one extra leader in the deck.

## WAR OF THE RING

Combat is the main arena for this player. Cancelling of attacks though is needed. **A Nice Place to Hide** allows any scout to cancel any attack. Either cancel a tough creature while in Gondor to protect the Ringwraiths away from a Darkhaven. The helmet, this event, and two copies of Indur Unleashed can cancel four attacks per deck.

**We Are Fighting Uruk-hai** gives each Uruk +2 prowess and -1 body against an attack. There are nine Uruk-hai. Use this event at a battleground when many such minions are present.

**Hail of Darts** is useful when you have more minions in combat than defending heroes. A tapping minion aiding battle gives +3 prowess instead of +1. Definitely use this event when playing Deep is the Abyss. Have a Ringwraith play Driven As By A Madness for 11 prowess in Black Rider Mode.

**Heed Not the Defence** is great for a company of Orcs that have little to no non-Warrior skills present. This event affects a few races including AAs. The number of Warriors minus other skills in the company has +1 to a roll to cancel the attack. A result greater than 9 cancels the attack. A Ringwraith receives +6 bonus.

**Driven As By a Madness** is a spirit-magic event that is similar to another event. This spirit-magic event grants minions +2 prowess and -1 body against one attack. This can be used with other resources to modify prowess by +5 or more for combat. Recycle this event every turn if possible.

Mordor needs to be protected from spies. Women may roam near the slopes of Mordor. You need to attack. **The Ash Mountain Deeps** will allow you to move from Southern Mirkwood to Gorgoroth (SM-Da-Gg) or move between Horse Plains and Gorgoroth. Else you can reduce the hazard limit by two to a minimum of two. Either case you must face an Orc attack of 4 strikes with 6 prowess. **The Mountains of Shadow Deeps** will allow you to move from Gorgoroth to Anorien or reach Harondor from Gorgoroth. These regions are adjacent: Ithilien-Gorgoroth, Ithilien-Nurn, Harondor-Nurn. Else you can reduce the hazard limit by two to a minimum of two. Either case you must face an Orc attack of 4 strikes with 6 prowess. You can move the Ringwraiths from Barad-dur to Minas Tirith.

**Yellow Fanged Guard** turns a non-unique orc into a Scara-hai. Now, that orc can play non-unique wolf allies at Durthang. **Marauding Band of Orcs** allows large companies to form, but only one non-Orc is allowed in this troop. Gaurhir is the only non-orc character that can be in the company. **Cracking Whip** is for a player with a whip. If the bearer is a leader, he can make a body check on another in the company and make a body check modified by -1. Then that character untaps, and the company can move an extra region. This is needed by the Gondor-bound company to move four regions.

**Counterspell** is a short-event disrupting spell casting. As a resource, play this card to cancel a

spell by tapping a Demon, Maia, Spawn character or ally at the same site as the spellcaster. You have Gaurhir. Likely, this will happen in Ithilien during faction battles. Else use the card as a hazard by discarding a Demon, Maia, or Spawn hazard event in play by you. This will be Shelob or Spider of the Morlat. A roll greater than 10 is needed however.

Trophy **Deep Is the Abyss** allows you to remove an avatar from the table for one turn. The character with the highest mind or avatar plays this card if a Wizard or Lord strike fails in combat on the target. Now, that Wizard or Lord is discarded, but any stage and non-ally cards are put off-to-the-side. The avatar can then be fetched during any following organization phase. The benefit of this is the lost of DI on his followers. Nazog and each Black Rider Ringwraith have 9 prowess. Hail of Darts will be needed and maybe with Hosts of the Dark Tower.

There are only three magic events. **Driven As By a Madness** will be fetched by the magic ring. It provides +2 prowess and -1 body against one attack. There are plenty of orcs to replace the ill luck minions. **Our Own Wolves** gives all wolf allies +3 prowess, then each wolf ally gives a strike to the controller with +3 prowess. Expect that all your characters will not be wounded by at most the 6 prowess strike.

**Blade-master** will help defeat Free-people creatures or enter sites.

Galadhrim are the toughest.

Ufthak as Blade-master:	Elf	4p+4	Galadhrim	3.11/7	2.7/3
	Dunadan	4p+2	Sons of Kings	3.10/0	2.8/-2
	Dunadan	4p+2	Steward's G	5.8/0	4.6/-2

## SITES

No items or resources will be played except for the ally and To Pass the Archway. Be careful about playing discarded factions at the few sites in Mordor. Osgiliath is a vital site to allow Gorbag to stage assistance with Fell Captain with Orc factions in Anórien.

## AGENTS

You are not playing any agents. Be careful of Mordor agents being played on you.

## BLACK and GREY PLAYERS

The Warlord or the Mouth will be south of Mordor invading the heart of Gondor with factions. His own minions should not enter Anórien unless it is a leader with Fell Captain. Khamûl's minions and factions will stay in Wilderland. When the elf-havens are destroyed, the factions will then move to Anorien.

The other Ringwraiths may move to Gondor near the end of the first deck for combat.

## WHITE PLAYERS

Gondor has two White players. Pallando will be in Southern Gondor battling the Mouth via sea. Pallando is not likely to enter Anórien or Ithilien with a threat of sea invasion. You should keep combat with Elessar's characters only.

### MARSHALLING POINTS

- C=14.7 Many of the orcs do not count as a MP. But 14 MPs to start is much. However, many will be killed. Expect half of the MP minions to be killed.
- I=20.11 Many items of battle-gear and rings provide 20 MPs. Combat will kill many minions. Corruption will discard items. Expect to keep two-thirds of the items in play.
- F=14.6 Orc factions are meant to be fodder for the Man factions in Gondor. Expect most of the Orc factions to be lost in battle if not all of them.
- A=1.1 Creature of an Older World has a good body at eight. Four copies; one will be alive.
- M=5.5 Burned and Chopped Up are these MPs. No other sources of MPs in this category is in the deck except To Pass the Archway.
- K=4.10 Combat and battle will gain more Kill MPs.

### DECK MANAGEMENT

Many cards are in the sideboard - 17. This is much for a Power Deck. You do not want to tap the Ringwraith to access the sideboard every turn. Tap the Ringwraith to dump 10 card (6 allies, 2 Unleashed, Substitute, Deep is the Abyss) into the discard pile. Three Black Horses and the Man Ring will be played directly from the sideboard. Call to Arms, Weigh All Things, and Hosts of the Dark Tower be shuffled into the playdeck by tapping an avatar.



## HAZARD

You are playing a hazard deck to overwhelm heroes with orc and undead creatures along with movement hazards. There are no hazards in the sideboard.

## CREATURES

There are 18 creatures of Orcs and Undead. These counterfeits should be thrown at the heroes, but try to use the enhancers to keep the creatures out of kill piles. Most of the creatures are playable only in the black-holds and black-lands, but hazards expand their playability so late in this game. However, you need to entice the heroes to cross the river except for Siege of Gondor that makes Anórien deadly. All the creatures can normally be keyed to Shadow-land and only two not at Shadow-holds.

Mewlips is there to entice movement to Dagorlad. Its 10 prowess will tap defenders. Stirring Bones will help when moving to a Ruins including Osgiliath. Its two strikes with 9 prowess needs to be played last. Wisps of Pale Sheen 6 prowess single strike is highly playable including Coastal Sea will tap any 6-mind or weaker character.

Orc-Guard and Orc-Watch are weaker versions of the Troll creatures. Orc-Watch is similar to Olog Warlords with one less prowess and no body. Orc-Guard is good with five strikes with 8 prowess. This creature can tap a large company of weaker heroes. But enhancers are needed for these Orcs.

Orc-Warband is a creature with a bonus if played after Orcs. If so this creature is 5 strikes with 7 prowess, but can also be keyed to Ruins and Wilderness – a little better. But that 7 prowess is weak. Orc-Warriors is the weakest creature of 3 strikes with 7 prowess. Use this creature as bait before the three Orc creatures that receives a boost after an Orc attack.

Orc-lieutenant and Uruk-lieutenant both have one strike. Both receive prowess bonus after an Orc attack. These creatures will require hazard events for a boost so to tap the highest prowess in the company. Uruk is not playable in Dark-domains or at Dark-holds, but that is unimportant.

Your two spawn hazards can be used with Counterspell.

Shelob is likely to be played as a permanent-event when DON is already in play provides +1 prowess and +1 strikes to all spider and animal attacks. As a creature she has 18 prowess and 9 body for one strike.

Spider of the Morlat can be played as a creature against those in Mirkwood, else as a permanent-event. As an event she provides +1 strike to all spider attacks and any company moving in Southern Mirkwood, Heart of Mirkwood, Woodland Realm, Dagorlad or Brown Lands faces a spider attack of 3 strikes with 10 prowess. Minions will face it as detainment.

## Creatures

- FH:  
 - BH:  
 10 RL: Bones Warriors Warband Uruk Orc  
 14 SH: Bones Guard Watch Warriors Warband Uruk Orc  
 10 DH: Guard Watch Warriors Warband Orc  
 - UD:

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- FD:  
 - BL:  
 8 W Warriors Warband Uruk Orc  
 4 WW Mewlips Bones  
 16 SL Mewlips Bones Watch Guard Warriors Warband Uruk Orc  
 12 DD Bones Watch Guard Warriors Warband Orc  
 - CS

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		<u>Sold</u>	<u>Stir</u>	<u>SoM</u>
	Normal	<b>1.0</b>	<b>1.1</b>	0.0
	SoM	2.0	1.1	----
Striks.prowess	DoN	1.0	2.2	<b>4.2</b>
Orc Watch	3.9	4.9	4.10	7.11
Orc Guard	5.8	6.8	6.9	9.10
Orc-warriors/Battalion	3.7	4.7	4.8	7.9
Orc-warband	5.4	6.4	6.5	9.6
Orc-lieutenant	1.7	1.7	2.8	3.9
Uruk-lieutenant	1.9	1.9	2.10	3.11

## **HAZARD EVENTS-32**

The hazards provide a barrage of trouble of any non-Black player near or in Mordor. All the creatures are either Orcs or Trolls. Hazard events make moving dangerous either by increasing the hazard limit, expanding playability of creatures, or limiting movement to characters and factions. Fourteen events are permanent allowing the deck to thin after the first exhaust.

### 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: Shadow of Mordor, Foul Fumes.

### Corruption/Check-7

Death of a Kinsman is unique and used for in its first deck. It can only be played after a character has been killed by an attack. This hazard taps all those in the company with the same home site or of the same race of the character killed. This can maybe risked on-guard for combat. Recycle this hazard at least once.

One Foe to Breed a War is a permanent-event allowing you to avoid your creatures moving into the out of play pile. The event, used for in its first deck, can be played on a wounded minion, so to target your strikes at him. A healing effect on target instead discards this hazard.

Endless Whispers also needs a wounded hero, but by an Undead attack earlier that turn. The victim cannot untap. A Sage too needs to tap to attempt removal. Bearer cannot not untap with this card. Get it on a Sage.

### Main Theme-6

Your main hazard theme is to instill terror in Heroes moving. Foul Fumes, used for in its first deck, is an environment long-event that does not affect Black Players. Each company with a Shadow-land or Dark-Domain in its site path must return to its site of Origin without a Ranger. Doors of Night will tap each non-haven site with such region types in its site path. This hazard will hinder Heroes moving to attack Darkhavens or moving in Mordor. Try to tap Mount Doom whenever it is visited by a Hero.

Lost of Emyn Muil, used for in its first deck, is playing on a moving company. Opponent must discard the top card on his playdeck or bring a number of cards equal to the company's size from his discard pile and shuffle these in the playdeck. The hazard player chooses the option. However, the resource player may cancel the second option by shuffling the same number of cards from his hand into his playdeck. The hazard after played is removed from the game. This hazard will slow down a player with a large moving company.

Shadow of Mordor is a brutal hazard environment event only affecting non-Black players. The hazard limit against each company drawing more than one card during its MOVE phase has its hazard limit increased by the same amount. Doors of Night allows the hazard player to draw one card that the resource player draws in excess of one. Use this hazard to quickly draw To Pass the Archway.

### Secondary Theme: Attacks: 12

Minions Stir will give +1 to prowess and strikes. It is a long-event and Doors makes the bonus to strike and prowess +2. This is a Long-event. Six of your expected sites will be affected so plan accordingly. Felagrog will feel the pain.

Host of Bats is a Long-event that helps killing through body checks. First, one Orc hazard creature played on a company does not count against the hazard limit for each company. Then any character wounded by an Orc attack makes an additional body check modified by -1. Shadow of Mordor adds to the hazard. If in play, any character wounded by an attacked keyed to or an automatic-attack at a Shadow-hold or a Dark-hold makes an additional body check by -2.

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

In Darkness Bind Them brings the orcs and trolls out all around Mordor. These regions include Horse Plains, Ithilien, Harondor and Khand. Each hazard is expected to be in play for three turns.

Soldiers of the Dark Lord is a permanent-event adds strikes and increases playability of orcs. First, each non-Unique Orc hazard creature with 3 or more normal strikes receive +1 strike (+2 if Shadow of Mordor is in play). Second, such creatures can be keyed to Shadow-holds, Dark-Domains, and Dark-holds. The hazard is discarded during the end-of-turn phase if an Orc hazard creature was defeated. Only Orc-Warriors will receive help with playability. The idea is to maybe place Orc factions in Ithilien only if In Darkness Bind Them and Siege of Gondor is in play punishing any hero character daring to heal his factions in Ithilien.

Mordor in Arms protects Mordor through Nurn by creating three large attacks of Orcs (5/8), Orcs (4/9), and Trolls (3/12). It also subtracts 6 from heroes influencing factions in Horse Plains, Khand, Harondor, and Nurn.

Siege of Gondor is a unique hazard. It requires Doors of Night to be played. A hero moving through Anórien, Ithilien, Imlad Morgul or Gorgoroth faces four tough attacks. But each attack has a chance of being cancelled by the company. Also, Anórien is considered a Shadow-land for the purposes of playing hazards other than Undead.

Redoubled Force adds three strikes and 2 prowess to all Orc and Troll automatic-attacks. This will protect Mordor, but not Minas Morgul.

### Tertiary Theme: 3

Dark is the Hour is playable on a unique faction away from its home region. Its prowess is reduced by one. It can be discarded if the faction initiates and wins a faction battle. Get this on factions not from Anorien or Ithilien.

### Utility-3

~~Outpost is a staple.~~

$$34 \times 2 = 68 + 6a + 7c = 81$$

	Power Deck cards	To	From
Poison	Helm of Fear	c1	Hoarmuath
Secret Book	Broad-headed Spear	c2	Aradagor
A Little Gold Ring	Broad-headed Spear	Ardagor	Bolg
Blazon of the Eye	Sable Shield	Khamual	Adûnaphel
Gleaming Gold Ring	Magic Ring of Guile	WitchKing	Dwarf
Magic Ring of Weals	Magic Ring of Delusion	Khamual	Akhôrahil
The Gwaedhel-Spear	Minor Ring	Ardagor	Uvatha
The Abhorred Ring	Orc-cuirass	Sauron	Bolg
Trifling Ring	Saw-Tooth Blade	Khamual	Witch-King
	The Least of the Gold Rings		Akhorahil
	The Ongrum		Hoarmuath
	Trifling Ring		Sauron
	Whip		Hoarmuath
	Whip		Bolg
	War-Warg	c3-c5	
	The Warg-King	c6	
	Item lost be player with no Power deck, c7		
*	Fireblade of Sen Jey		
*	Doglord of Waw		
*	Ge of Ogamur		
*	Batwinged Helmet		

Whispers of Rings	Cracking Whip	
Open to the Summons	Our Own Wolves	
Yellow-Fanged Guard	Our Own Wolves	
Vermin for Dinner	We are the Fighting Uruk-hai	
Vermin for Dinner	We are the Fighting Uruk-hai	
White Mt Cavern Ways	We are the Fighting Uruk-hai	
White Mt Cavern Ways	A Worthy Substitute	
Riven Gate	The Mountains of Shadow Deeps	
The Tormented Earth	The Ash Mountain Deeps	
The Tormented Earth	A Nice Place to Hide	
White Light Broken	Counterspell	
White Light Broken'	Driven As By a Madness	
Always Black Horses	Hail of Darts	
Always Black Horses	Hail of Darts	
Shelob Ahungered	Hail of Darts	
Voices of Malice	Heed Not the Defence	
I'll Be At Your Heels	Heed Not the Defence	
Secrets of Their Forging	Heed Not the Defence	
Some Secret Art of Flame	Thangail	
Swarm of Bats	Fell Captain	
That Ain't No Secret	Swift Onset	
The Water's Tithe	Call to Arms	
The Drimorberg	Feast on Flesh	
Creating Their Own Domain	Filled with Fury	
House of Lamentation	Filled with Fury	
Wolves' Feed	Ren Unleashed	
Wolves' Feed	Ren Unleashed	
Wolves' Feed	Ûvatha Unleashed	
Orc-mounts	Ûvatha Unleashed	
Orc-mounts	We Have Come to Kill	
Orc-mounts	We Have Come to Kill	
Dwar Unleashed	Marauding Band of Orcs	
Black Rider	Burning Rick, Cot, and Tree	
Black Rider	Burned and Chopped Up	
A1	Sauron's Coterie	
A2	The Black Gate Closes	
A3	To Pass the Archway	
A4	Deep Is the Abyss	
A5	Hosts of the Dark Tower	
A6	Dawnless Day	
	Sharpen Up	XX
	BladeMaster	XX
	War-Lord	XX