

# SAURON/AGENTS

40power

<b>C</b>	28.19	Barad-dûr
<b>I</b>	32.17	Mordor
<b>F</b>	4.3	vs Gandalf
<b>A</b>	0.2	Shadow-magic
<b>M</b>	4.8	Teeth of Mordor
<b>K</b>	2.1	Eye of Barad-dur

<b>RESOURCE DECK/HAZARD DECK</b>
50 cards in R. deck, 24 cards in sideboard
50 cards in H. deck, 00 cards in sideboard
10 characters in deck
45 starting cards
18 creatures
179 total cards

Sauron is near unleashing his armies on the West. Yet, the One Ring is not on his hand. The stolen ring has been found. His greatest servants have failed to reclaim it in the Wild. Those pesky elves have thwarted him again. The ring will pull its wearer towards Mordor. Heavier and heavier it will weigh on the thief, which will cause him to wear it and thus reveal himself. There is a place for him in a high tower of Barad-dûr for this thief. Minions will search for the thief while he keeps Mordor protected with some factions. War against the West will be achieved soon so even the One Ring is not needed. That Tree will perish utterly just as the Two Trees of long ago. That line too will fail. There is no heir of Gondor to give resistance. His Ringwraiths will begin battle at the few havens of the Free Peoples. But one of great power can wield it to replace Sauron on the throne. Speed is necessary to divide his enemies of joining forces.

+

Many rings of various powers will be used to further the mind of Sauron. Some factions will guard Mordor and one faction will battle across the Great River. One company will search the Wild for the Ringbearer to fix the gaze of the Eye on them. Another company will bend their mind to find the One Ring. A third company will search for gold rings for alter testing. An overt company guards Mordor including hunting down the Ringbearer near Mordor. Soon the Sun will be lost above the fumes of Oroduin forever until the ending of the World.

+

The core deck is there of many rings (12) and the three companies. With another 5 GI a fourth company was added – a dwarf with one of the seven rings. Two palantir will be attempted to be stolen. Now, I will have two troll factions battle. Black Trolls is too powerful to waste in Gorgoroth. The Misty Mountain Deeps was added to save turns reaching Dol Guldur from Rhudaur. The Dark Power was added mainly for use by Grachev Hos. Ears of the King's Court was included to allow another path to play All Thought Upon It. Three bows are strung and are Well Aimed: Mechanical Bow, Bow of Yew, Ovatha's Bow. Four strong companies can stir trouble wherever the Ringbearer travels with 81 total mind to start.

+

The nine Nazgul show themselves again in this deck, but mainly to play Helms of Iron or Scimitars of Steel.

**RESOURCES**(50-24-26)

-2	Palantir of Minas Ithil	
1	Palantir of Annunias	
1	Palantir of Amon Sul	
1	Scroll of Isildur	
1	The One Ring	
-4	Dwarven Ring of Bavor's Tribe	
-4	Dwarven Ring of Barin's Tribe	
-3	The Abhorred Ring	
-3	The Warding Ring	
-2	Magic Ring of Savagery	
-2	Magic Ring of Weals	
-2	Paltry Ring	
-2	Minor Ring	
-2	Minor Ring	
-1	Troth-ring	
*	<b>Maranya</b>	
-3	<b>Ring of the Dispossessed</b>	
1	Bright Gold Ring	
1	The Least of the Rings	
1	Gold Ring That Sauron Fancies	
-1	Black-Mail Coat	
-2	<b>Ovath'a Bow</b>	
-1	Blazon of the Eye	
-1	Old Treasure	
1	Orc-Liquor	
1	<b>Bow of Yew</b>	
1	Blasting Fire	
1	Liquid Fire	
1	Mechanical Bow	
1	The Necromancer's Bodyguard	
1	Snaga-hai	
-1	<b>Rivermen of the Anduin Vales</b>	
-1	Black Trolls	
-1	Half-trolls	
-1	Orcs of Gorgoroth	
1	<b>Bolvag</b>	
1	<b>Last Child of Ungoliant</b>	
1	<b>Shelob Ahungered</b>	
-2	Dark Spires Rising	pe
-2	<b>Foundations Remain</b>	pe
1	<b>Ear in the King's Court</b>	SK

**8-10-22**

3	Orc-Quarrels	
3	Not Slay Needlessly	
3	Eye Never Sleeping	
3	The Great Eye	
3	The Dark Power	
2	The Misty Mountain Deeps	R
2	<b>Well Aimed</b>	
3	Crooked Promptings	D
3	Honey on the Tongue	D
2	All Thought Bent Upon It	Sa
1	Test of Fire	Sa*
2	Voices of Malice	Sa
1	Dark Forges	Sa
3	Wisdom to Wield	Sa
1	Servants in the South and E	L
1	I'll Be At Your Heels	comm
1	Sojourn in Shadows	sh
1	Phantom Devised by Wizard	sh
1	Riven Gate	so
2	1 Gaze Fixed	
2	Perceive All Things	
1	Fell Captain	comm
1	Weigh All Things to a Nicety	
-1	Warlord	pe
1	-1 <b>Elf-friend</b>	pe
1	Dark Embassy	pe
1	Powers Too Dark Terrible	pe
1	Captain No More	pe
1**	Open to the Summons	pe
1	Whisper of Rings	pe
-2	Hold Rebuilt and Repaired	pe
1	Swift Onset	pe
1	<b>Last Stand of Battle</b>	pe
1	Lust of Battle	se
1	<b>Eye Ever Vigilant</b>	pe
#####	Sauron	pe

**42-14-4**

Tribute to Sauron

**HAZARDS**(50/0) \*first deck to see card

3	Goblin-Faces	orc
3	Crebain	animal
1	<b>Grima Wormtongue*</b>	
9	<b>Nazgul</b>	nazgul

**16/0**


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1	Doors of Night	P.env
1	Twilight	S.env
1	The Precious*	S.ring
1	The Ring Will Have 1Master	
1	The Ring Has Moved On*	ring
1	A Thing of Surpassing Potency*	P.ring
1	Lure of the Rings*	P.ring
1	Drawn to Its Master*	S.ring
1	Failed Devices	P.ring
1	Doomed to Die	S/p
1	Weary and Asleep*	P.tap
1	Under His Dominion*	
2	Morgul Night	Lenv
2	Clouds	L.env-creature +2P [DON]
2	Eye of Sauron*	L.AA-+1P; [DON] +3P
1	The Will of Sauron*	P.table-[DON] long events
1	Dark Shapes Gathered There*	P.fetch
3	Helms of Iron*	P.
3	Scimitars of Steel*	P.
1	In the Heart of his Realm*	P.
1	Short Legs Are Slow	P.
2	Awaken Minions	L.AA-each AA has 2x strikes
1	The Dark Days*	P.
2	Watchers at the Gate	P.site
1	<b>The Black Captain*</b>	P.
1	<del><b>One Ring to Bring Them All</b></del>	<del>P.</del>

**34/0**

**SITES**

IM	Minas Morgul	heal		palantir
SR	Dol Guldur	heal		
Eo	Núrunkizidin	m, M, ring	dwarf.4w10	Bright Gold Ring
SM	Ceber Fanuin	Info, m, ring	elf.3w10	Bright Gold Ring
AV	Beorn's House	ring		
La	Calembel	Info, m	men.x7	
NR	Dale	ring	men.xd5	
SR	Strayhold	Info, m, M	men.3w8	All Thought Bent Upon It
HP	Joghul's Shrine	m	men.xd7	
MA	Tolfalas	m, M, G*	undead	Scroll*
It	Haudh-in-Gwanûr	m,M	undead	
HM	M. of Mirkwood	Info, m	spiders.3w7	All Thought Bent Upon It
BL	Bandit Lair	ring	men.3w6	A Little Gold Ring
Da	Amon Lhaw	Info	*Bh, Rohan	
AV	Gladden Fields	ring	undead	
SR	Tol Buruth-h	m, M, ring	men.4w8	Gold Ring Sauron Fancies
Nu	Ostigurth	m	orcs	
HP	<b>Goblin-Gate</b> Vamag	m, M, ring	orc.3w6	
Go	Minas Durlith			Bolvag
Go	Mount Doom	Info	orc.1w6	
Go	Barad-dûr			

**MINIONS-10****agent-35**

1 Eun	3/0/4/8	W/Sc	Man	Vale of Erech, Lond Galen	
2 Freca	5/2/4/8	W/D	Man	Dunnish Clan-hold, Edoras	
1 Dror	4/2/3/7*	W/D	long	Blue MD	+2DI.dwarf
2 Surion	6/2/5/7*	W/Sa/D	Dun	MT, Pelagir	+2DI.dun/DUN
2 Elwen	5/2/5/7*	W/D	Elf	MT, DA	+2DI.elf/ELF
2 Taladhan	6/1/4/9*	Sc/R/Sa	Man	Dol Guldur, Sarn Goriwing	sh
2 Firiël	6/3/3/8*	Sa/D	Dun	Pelagir, Vale of Erech	sh
Dunlending Spy	1/0/2/8*	Sc	Man	Bree	
Ostisen	2/0/3/9*	Sc	Man	Vale of Erech	
1 Dorelas	3/1/2/7	W/Sa	Man	Lond Galen	
2 Grachev Hos	6/1/4/8*	W/R/D	Man	Mistrand, Nurniag Camp	
2 Asternak	5/2/5/7	W/D	Man	Variag Khand	
2 Angamaite	6/1/5/9	W/D	Dun	Gobel Mirlond, Umbar	
2 Tarcil	6/2/4/8*	W/R/D	Dun	Minas Morgul	
2 Carambor	6/0/5/8*	W/Sc/R	Elf	Carn Dum	
3 Celedhring	8/2/3/8*	Sc/Sa	Elf	Barad-dûr	
Prisoner	8/2/4/8*	W/Sa	No		
2 Calendel	6/1/4/8	Sc/Sa	Elf	Dol Guldur	+2DI.elf/ELF
2 Hendolen	6/2/3/7	Sa/D	Elf	Minas Morgul	+2DI.elf/ELF
1 Hain	4/1/5/7	W	sb-L	Blackflame	-1rolls.GOM in play
3 Lt. Morgul	9/2/8/9*	W/R	Ht-L	Minas Morgul	+3DI.o/t-O/T; d9
2 Gûrthlug	6/1/5/8*	W/D	Ht-L	Barad-wath, Mines	+2DI.O/T; d8
2 Grashukh	6/0/6/8+	W/R	Ur-L	Gundabad	+2P.Dd; +2DI.orcs
2 Ulkaur	5/0/6/9	W	O-L	Barad-dur	
<i>Brawler</i>	1/0/3/8*	W	orc	any DH	1CP, d7,8
<i>Brawler</i>	1/0/3/8*	W	orc	any DH	1CP, d7,8
<i>Snuffler</i>	2/0/2/8+	W/Sc	orc	any DH	1CP, d7,8

35/40 (20+10+10) GI hand-8(9) Mind-81, 26 MP

<Whisper of Rings>

**#1 Shadow-Rangers** at Geann a-Lisch [Gondor-Gazed, shadow-magic]

Elwen	4/6/4/8	W/D	E5	1	Summons, LR.minor	
Carambor	6/0/5/8	W/Sc/R	E6	3	GR.savagery, yew	
Firiel	5/5/3/8	Sa/D	Du6	0	Summons	[shadow]
Súrion	5/2/5/9	W/Sa/D	Du6	3	mr.troth, coat	

**#2 Ring-testers** at Carn Dum [Wilderland-Gold Rings, shadow-magic]

Tarcil	7/7/4/8	W/R/D	Du6	3	LR.paltry, MR.dispossessed, Friend, Embassy	
Prisoner	7/2/4/9	W/Sa	No8	+1	maranya	
Grachev Hos	6/4/4/8	W/R/D	M6	3	LR.minor, old, ovatha, Friend, Servant, Heels	
Celedhring	4/2/3/10	Sc/Sa	No8	2	SR.abhorred, SR.warding	

**#3 Ring-wights** at Dol Guldur [Eriador, Info, shadow-magic]

Dror	4/9/7/8	W/D	lb4	5	DR.barin	(ring)
Taladhan	5/1/4/9	Sc/R/Sa	M6	2	GR.weals, Summons	[shadow*]
Ostisen	2/0/3/9	Sc	M2	0		
Dunlending Spy	1/0/2/8	Sc	M1	3	Scroll	

**#4 Black Fist** at Minas Morgul <Orders From Lugbúrz>

Lt. Morgul-L	9/12/11/10	W/R	T9	3	DR.bavor, Warlord, yx4	(greater)
Gúrthlug-L	5/2/5/8	W/D	T6	2	blazon, thrall, Fell	[+4DI.o/t factions]
Grashukh-Ł	5/0/8/7	W/R	U6	0	mech, Say	

Stored-palantir(Ithil)

Get Minor Ring instead of Old Treasure if RMM is given to Mouth.

**AGENTS** 36 mind

<u>Deallus</u>	3/1/2/7	W/D	man	<u>Bree, Dunnish Clan-hold, Cameth Brin</u>
<i>N. Waste</i>	Everdalf, Lindalf, Forochel			+2DI.man characters
<u>Drór</u>	4/2/3/7	W/D	dwarf	<u>Blue Mountain Dwarf-hold</u>
<i>Armor</i>	<u>Arthedain</u> , Númeriadór			+2DI.dwarves, +2DI.dwarf factions
<u>Ted</u>	3/1/1/9	Sc/D	hobbit	<u>Bywater, Bag End</u>
<i>Eriador</i>	Shire, White Towers			+2DI.Hobbit characters, +2DI. Hobbit factions
<u>Wormtongue</u>	5/2/1/8	Sc/Sa/D	man	<u>Edoras, Isengard</u>
<i>Rohan</i>	<u>Rohan</u> , Fangorn, Gap of Isen			+4DI.Edoras characters, +4DI.RidersRohan
<u>Elwen</u>	5/2/5/7	W/D	elf	<u>Minas Tirith, Dol Amroth</u>
<i>Coast</i>	Belfalas, Anfalas			+2DI.Elves, +2DI. Elf factions
<u>Surion</u>	6/2/5/7	W/Sa/D	dúnadan	<u>Minas Tirith, Pelargir</u>
<i>Tower</i>	<u>Anórien</u> , Lebennin, Ithilien			+2DI.Dunadan characters, +2DI.dunadan factions
<u>Ivic</u>	6/2/5/8	W/D	man	<u>Variag Camp, Pelagir, Southron Camp</u>
<i>Harondor</i>	Harondor, Khand			+2DI.factions (Harondor, Khand, HorseP, Nurn)
<u>Nuluzir</u>	4/1/4/7	W/D	man	<u>Ûrêzâyan, Bur Esmer</u>
<i>Bellakar</i>	Bellazen, Felaya, Mardruak			+2DI.Bozisha-Miraz, Bellazn, Tulwang factions

1	Deallus	3/1/2/7as	W/D	
1	Drór	4/2/3/7a	W/D	Twisted Tales, Your Welcome is Doubtful
1	Ted	3/1/1/9as	Sc/D	Pilfer Anything Unwatched
2	Wormtongue	5/2/1/8a	Sc/Sa/D	Pilfer Anything Unwatched, Good Sense Revolts
2	Elwen	5/2/5/7a	W/D	Twisted Tales, Good Sense Revolts, <b>Never Seen Him</b>
2	Surion	6/2/5/7a	W/Sa/D	Twisted Tales, Will Not Come Down x2
2	Ivic	6/2/5/8a	W/D	Your Welcome is Doubtful x2
1	Nuluzir	4/1/4/7a	W/D	Good Sense, Will Not Come Down
3	Nobody's Friend			
1	Never Seen Him			
2	Pilfer Anything Unwatched			
2	1	Good News Revolts[afc]		
3	Twisted Tales[f]			
3	Will Not Come Down[afc]			
3	Your Welcome is Doubtful[ac]			

## OVERVIEW

You need 80 Game Points to make this Power Deck. Palantír of Ithil will be stored. If this item is not already stored, then store it when played. As stored this item can be tapped to view an opponent's hand and name a card: either this card or two other cards are shuffled into the play deck. It is assumed three of the elves used in the previous decks have been eliminated (Calendel, Hendolen).

## CHARACTERS & COMPANIES

Sauron is near completing his final plans for the end of the West. Many rings of Old have been found. Mordor is brimming with armies. Sauron will send out scouts to harass anyone in the Wild who may have news of the Least of Rings.

Four companies of a total of 15 minions will be used by this player. The additional FATE +5 GI and Sauron +10 GI gives this player 40 GI, which the minions will use 35 GI. Selection of the remaining ten minions include Troll-lout, an olog, two elves, one dunedain, and five men. A pool of 36 mind of agents are in the deck. Each company has a Ranger, but one has no Diplomat. The three covert companies can use Shadow-magic. Use Phantom Devised by Wizardry to cause havoc among hero companies outside of a haven. The idea is to draw heroes characters to them for later use of that shadow-magic event or for Angmar's trolls to combat. Consider using that resource to play on an Align greater Palantir character giving you the chance to play that item using a ring of power.

Company #1, Shadow-Rangers, will move around the White Mountains, using Geann a-Lisch, playing Gaze Fixed on hero companies and hopefully find Scroll of Isildur.

Company #2, Ring-testers, will be at Carn Dum waiting for gold rings to be delivered to them for testing else will move to Information sites playing All Thought Bent Upon It. This company will remove hazard permanent-events.

Company #3, Ring-wights, will be at Dol Guldur moving in Wilderland playing Gold Ring items so to test for discarded ring items.

Company #4, Black Fist, will be at Minas Morgul so to have +1 to hand size. They will heal factions by making influence attempts. This company can also transverse mountain regions.

<b>#1 Shadow-Rangers</b> at Geann a-Lisch	[Gondor-Gaze, shadow-magic]
Elwen	4/6/4/8 W/D E5 1 LR.minor, <b>Summons</b>
Carambor	6/0/5/8 W/Sc/R E6 3 GRsavagery, yew
Firiel	5/5/3/8 Sa/D Du6 0 <b>Summons</b> [shadow]
Súrion	5/2/5/9 W/Sa/D Du6 3 mr.troth, coat

The Shadow-Rangers are Elwen controlling Carambor and Firiel controlling Surion. One dúnadan will receive Ithilien as his fiefdom after the war and the other Belfalas. The elf will be given the coasts up to Lond Daer. They will start from Geann a-Lisch and move into Gondor playing Gaze Fixed and hopefully Scroll of Isildur at Tolfalas. If the Scroll is not in hand after moving to that isolated Darkhaven, then move east and north of the White Mountains into Rohan if heroes are there else move south of the mountains since The Mouth should have moved heroes there. Move back towards Mordor once the Scroll is played so to transfer. The Ringbearer may move into that area. If so, then follow them until you play the Scroll; play all Gaze Fixed events on his company. Use Ear in the King's Court to get that Stolen Knowledge in play. Now you can enter a Window to the Sunset site to play the next event. Play Phantom Devised by Wizardry on

hero characters healing factions. Move to Vale of Erech if Return of the King is at Dunharrow. Geann a-Lisch is three regions from Anfalas or Rohan. Using Carambor's tapping to reach all Gondor sites including Tolfalas. Carn Dum, Brown Lands, and Ithilien can be reached. That Silvan Elf will use Bow of Yew for Well Aimed, and then shuffle that short-event into the deck. Expect to use that event 3x per deck.

Elwen has a Minor Ring, from Indûr, for +2 DI so to have 6 DI against elves. She can control any 6-mind elf including Hendolen and Calendal. Carambor is present to tap to move again. He has a Magic Ring of Savagery, from Adûnaphel, to tap for canceling any attack.

Firiel is Open to the Summons and a Shadow-mage. Her normal 3 DI and +2 DI against Dunadan controls Surion, who has a Troth-ring, from Witch-king, and a Black-Mail Coat from Khamual. Firiel will use magic to stay untap and Surion will face tough strikes. Three are agents who have four home sites in Gondor: Vale of Erech, Pelargir, Dol Amroth, and Minas Tirith. Visit those sites for healing and easily canceling automatic-attacks. Angamaite was included only to be controlled, via Troth-ring, by Firiel. Use any resource to help this company stay unwounded. Keep the moving to Border-holds if no other non-haven site is needed. Use Calembal to play from the discard pile every deck the minor item Orc-Liquor.

#2 <i>Ring-testers</i> at Carn Dum			[Wilderland-Gold Rings, shadow-magic]		
Tarcil	7/7/4/8	W/R/D	Du6 2	LR.paltry, SR.dispossessed,	Friend, Embassy
Prisoner	7/2/4/9	W/Sa	No8 +1	maranya	
Grachev Hos	6/4/6/8	W/R/D	M6 3	ovatha, LR.minor, old,	Friend, Servant, Heels
Celedhring	4/2/3/10	Sc/Sa	No 8 2	SR.abhorred, SR.warding	

The Ringtesters will test gold ring items found by another company and move to play All Thought Bent Upon It to fetch the One Ring at Information sites. Such sites include Amon Lhaw, Strayhold and The Carrock. They will start at Dol Guldur. The command I'll Be At Your Heels to give everyone in the company +1. Use Phantom Devised by Wizardry to move women away from their company allowing Angmar's trolls to visit later. The unique mind ring, borne by the elf, allows storing Dark Forges at Shadow-holds or Dark-holds. Consider visiting Barad Lughilsarik to store Dark Forges and to fetch Morgul Night. Tarcil will need to use Sojourn in Shadows; transfer the minor ring to the Prisoner first. Riven Gate is meant for this company to enter Henneth Annun.

Tarcil has a Paltry Ring, given by Adûnaphel, so to have a ring item for Rolled Down the Sea. The realm of Mirkwood will be his after the War. The spirit-ring Ring of the Dispossessed gives +1 mind and +3 DI. As an Elf-friend he has +2 DI against Elves for a total of 7 DI against elves. Tarcil has the W-R-D skills and 3 CP. Tarcil can use his Ranger skill to cross rivers and his Diplomat skill to promise Crooked Promptings. Prisoner of Ost-in-Edhil is the follower with his own ring – Maranya. That ring reduces his mind by one and grants +1 body. With only one corruption point, use him for Voices of Malice.

Grachev Hos will be the fighter for the company using Ovatha's Bow for six prowess. Elf-friend, Minor Ring and Old Treasure will give him 6 DI against elves, but also a heavy 4 corruption points. Rhovanon will be given to him as a weregild. He will be a Servant from the South and East to be a leader. Play the command I'll Be At Your Heels after he becomes an Elf-friend. Celedhring has two spirit rings (Abhorred, Warding) for a reduced 4 mind, 10 body, and three corruption points. The elf will tap to test gold ring items. The spirit-ring allows the bearer to tap and discard a hazard permanent-event on his company or a character in his company.

Expect to tap this item every turn. Relocating this company to Wilderland is for using The Dark Power at Bandit Lair and Strayhold and Dror can cancel the automatic-attack at his home site.

<b>#3 Ring-wights</b> at Dol Guldur				[Eriador, Info, shadow-magic]		
Dror	4/9/7/8	W/D	lb4	5	DR.barin	(ring)
Taladhan	5/1/4/9	Sc/R/Sa	M6	2	GR.weals, Summons	[shadow*]
Ostisen	2/0/3/9	Sc	M2	0		
Dunlending Spy	1/0/2/8	Sc	M1	3	Scroll	

The Ring-wights are three men and a Longbeard Dwarf whom will also be around Eriador. They will move to gold ring sites playing gold rings to for later testing. Else the company will move to a site with heroes so to divide the company using shadow-magic. Two men have a high 9 body stat. Each Man is a Scout.

Dror has a Dwarven Ring for 9 DI, 7 prowess, 8 body, and five corruption points. The dwarf has the highest prowess of the group. He will control three Man minions. Erebor will be his after the War. Taladhan has three skills. The shadow-mage is the Ranger and Sage for the company. He has Open to the Summons to lower his mind to 5. Taladhan has Magic Ring of Weals to play sorcery. Ostisen is the Scout to carry the gold ring items. Dunlending Spy will carry the Scroll of Isildur.

<b>#4 Black Fist</b> at Minas Morgul			<Orders From Lugbúrz>			
Lt. Morgul-L	9/12/11/10	W/R	T9	3	DR.bavor, Warlord, yx4	(greater)
Gúrthlug-L	5/2/5/8	W/D	T6	2	blazon, thrall, Fell	[+4DI.o/t factions]
Grashukh-Ł	5/0/8/7	W/R	U6	0	mech, More	

The fourth company is the overt company. Lieutenant of Minas Morgul is the leader and Warlord. His reward is a Dwarven Ring of Power and four trophies. He will have 12 DI, 11 prowess, 10 body, and 3 CP. He is a Ranger. Gúrthlug, a half-troll, has Thrall-ring and Blazon of the Eye so to have +6 DI against orc & troll factions. He will have 2 CP and make the influence attempts so to heal factions. He has the command Fell Captain. Grashukh has lost his leadership, Do As I Say, from his failure in Angmar. He is also a Ranger. He is given Mechanical Bow for 8 prowess, but 7 body. That bow can be used to kill Gondorian Rangers if Well Aimed. Give him 2 trophies for 9 prowess. He can tap so to move through a mountain region to surprise a company in Horse Plains if he is in Gorgoroth. Orders From Lugbúrz is on this company allowing two leaders and +1 CC to the followers of a troll leader. They will move to a greater time site (i.e. Vamag, Rhubar) to play a palantir using Wisdom to Wield. A low 7 body is acceptable since his death is just an excuse to play Ulkaur. Eun can also use the bow if she is played at her home site.

Note that Grashukh cannot start play or he can but the company cannot move to a non-haven site with three leaders. You need to have that orc leader and Captain No More in hand. Instead of starting with that leader, start some low-mind orcs, which are needed for the spawn ally. Brawler will be a follower to be the price to play the spawn ally.

## SAURON

Once per turn this resource allows grabbing a resource or character for the sideboard to shuffle in the playdeck. There are 24 such resources, which is about equal to the table cards that start in the playdeck or in the sideboard. Thus, by the middle of the game 50 resources will be in the playdeck or in the hand.

Weigh All Things to a Nicety will grab (Power Too Dark and Terrible, Wisdom to Weild). Keep Gold Ring That Sauron Fancies in the sideboard unless a dwarven ring is loss. Play allies late in the second deck.

1-Captain No More

2-I'll Be At Your Heels

3-Orc-Liquor

4-Gold Ring That Sauron Fancies

5-Ear in the King's Court

6-Wisdom to Weild

7-Whisper of Rings

Weigh(Wisdom to Weild)

**Exhaust:**

Add:

The Misty Mountain Deeps, The Misty Mountain Deeps

All Thought Bent Upon It, All Thought Bent Upon It

Test of Fire

Remove: *special rings,*

8-Gaze Fixed

9-Last Stand of Battle

10-Bolvag

11-Last Child of Ungoliant

12-Shelob Ahungered

Weigh(Powers Too Dark Terrible)

**Exhaust:**

Add:

13-Wisdom to Weild

14-

15-

16-

Shuffle when ready to play/steal:

Palantir of Annuminas

Palantir of Amon Sul

Scroll of Isildur

The One Ring

## THE RINGS

Many rings start play -13. Four rings are elsewhere. Sauron will use All Thought Bent Upon It to fetch the **One Ring**. Testing for the powerful rings will try to be done using Test of Fire or an elf minion. There are One master ring, two dwarven rings, two spirit rings, four mind rings, two magic rings, three lesser rings, and three gold ring items.

Three gold ring items are in the deck. All can be played in Wilderland. Whisper of Rings starts play so to put a discarded ring item on the resource for faster play. The deck has one dwarven ring, two spirit-rings, two magic rings, three mind rings, and two lesser rings.

Bright Gold Ring will give you the spirit rings (8+) and gives mild chances for the dwarven ring (9+) and okay for a magic ring (1-5). The lesser rings can be played by them too along with the spirit ring. Gold Ring That Sauron Fancies allows magic rings (1-5), but a Dwarven rings at (8+), and a chance for the One Ring (11+). A Little Gold Ring is better for magic rings (1-6), but worse for Dwarven Rings (9+). The One Ring is possible too (11+).

The spirit rings lower mind and give great bonus to stats or discard a hazard permanent-event. **Dwarven Ring of Barin's Tribe** allows you to fetch then play a gold ring item. **Dwarven Ring of Bavor's Tribe** allows you to fetch then play a greater item – the palantiri. Put in some dwarf characters to use the ring. A non-sage troll wears one of these rings of power. You will need to transfer Magic Ring of Weals from Taladhan or move Firiell to Minas Morgul. Then give the Sage the dwarven Ring. Next turn, move the covert company to a site to play that greater item. Wisdom to Wield is there to fetch the items. A +5 DI and +2 prowess is nice, but not useful unless you can play a character with that DI for a turn (e.g. Freca, Asternak, Eun).

The **Abhorred Ring** gives the bearer the ability to discard a permanent-event played on the company or an entity therein. **The Warding Ring** is armour providing +2 body to maximum 10. Each spirit-ring gives 2 corruption points and reduces the mind by two.

The magic rings add a benefit to the company of the wearer. **Magic Ring of Weals** is for playing Riven Gate once per deck. There are two normal shadow-mages in the deck. **Magic Ring of Savagery** though is useful. It makes a minion a Ranger or a Ranger allows to cancel any attack.

**Paltry Ring** helps staying untap after a detainment attack by providing prowess +3 against such attacks. **Minor Ring** is there to help with influence. **Troth-ring** is there to reduce mind and survive body checks.

**Ring of the Dispossessed** is a rare unique mind ring. The wearer can use shadow-magic, fetch one of two such events per turns, gains +3 DI and +1 mind for only 2 CP. However, the wearer makes a roll at the end of his UNTAP phases against his mind. Failure taps the minion else if wounded eliminates the wearer. The two fetchable events are in the playdeck, so they first have to be drawn before any card is allowed in the discard pile.

Maranay is a mind ring allowing storing and using Dark Forges at Shadow-holds and Dark-holds.

Corruption will be a problem. Crooked Promptings gives three good chances to pass a CC. Scroll of Isildur is included to play the One Ring during the Power decks. Store that item when played.

## ITEMS

The non-ring items are few, but vital. Scroll of Isildur will be played either at The Stones or Tolfalas. Then it will be transferred to a company commonly found at a darkhaven.

Blazon of the Eye is another minor item, but it is used to influence factions to heal them. Old Treasure is a hoard minor item. It gives +1 direct influence. Discard it to have +4 to an influence check. Orc Liquor is a food minor item. You will use this frequently to survive attacks. The item gives +2 body to all characters for the rest of the turn. Calembel can get this from the discard pile.

Three palantiri are there and one is already stored. Play the other two when the controlling character is discarded by a minion resource.

Black-mail Coat major item will improve the body stats of two minions to a maximum of nine for one corruption point.

Ovatha's Bow is a great weapon for a native to Great Central Plains minions. It keeps you untapped against a Region attack and can wound a non-unique horse ally in CvCC. The bow gives +2 prowess to maximum of 8.

Mechanical Bow is a technology major item. Bearer has -1 to body and a Warrior receives +2 prowess to maximum of 8. Tap the bearer when facing a strike to give that strike -1 body.

Three technology items are in the deck. Mainly they will be used at Amon Lhaw that will discard the stage event Argonoth. Blasting Fire cancels all automatic-attacks at a site. Vile Fumes will likely be used first to turn a border-hold into a Ruins or Shadow-hold with a Gas automatic-attack. You might want to play this at Shelob's Lair, which will give that site two Gas attacks at minion versions. Consider including Tribute to Sauron and play that event and the item at Henneth Annun. Late in the game, consider using this event at Mount Doom, but who would ever visit that site?

## ALLIES

Bolvag is a unique Demon Sage. Play him at Minas Durlith by the Black Fist company. He will use his skill to play Voices of Malice. Restrictions to his movement are high. Any travel to a site outside of Inner Mordor or an Under-deeps site under such regions will discard this ally. He can use all forms of magic: shadow-magic, spirit-magic. Do not let his movement restrictions prevent you from moving to combat a hero company.

Last Child of Ungoliant will be played by this player. You need to make a sacrifice, which will be Brawler. Gothmog will control this ally. This ally can play Voices of Malice. Shelob Ahungered will be played on the ally to prevent creature Shelob from discarding the ally. But you will need to sacrifice another character to play this. Again, use a non-unique minion. The ally can normally move to sites in Imlad Morgul, Ithilien, and Gorgoroth. However, the event allows moving to any adjacent region if the site contains enemies or if the controller taps. This opens the movement to Nurn, Udûn, Harondor, Anorien, and Dagorlad. Any faction moving to her region is automatically wounded. This will stop any assault upon Mordor.

## FACTIONS

Mordor needs to be guarded. Resource events can be combined to create brutal factions. There will be four factions already in play. Swift Onset likely will not be in play. It is in the playdeck. Eye Ever Vigilant grants each of your factions +1 Force Number

Rivermen of the Anduin Vales will be moved to Southern Mirkwood for safety. This faction is used for Dark Embassy cancelling Men AA. In addition, tap this faction to reveal the top five cards of your play deck and take any one ring item to your hand.

Necromancer's Bodyguard will be moved south to Mordor and battle heroes in Gondor. If this faction is wounded, it will be moved back to Mordor for healing. Its normal Force Number is 7.

**They Bring Fire** requires a Blasting Fire or Liquid Fire; there are two such items in the deck. Thus, recycle this resource event. This event nullifies battleground status of a site. A leader in the same region as a battle may discard a Liquid Fire to wound one of his opponent's factions involved in a battle. This is crucial to wound hero factions at Minas Tirith preventing the wounded faction to initiate battle the following turn.

**Lust of Battle** allows a minion faction to move once an extra region if the last region contains an enemy faction. Your factions will be kept in Gorgoroth. You can move one faction like this from Gorgoroth into Anorien surprising the heroes while using They Bring Fire.

**Last Stand of Battle** is a defensive event. It provides +3 to faction battles to a faction in its home region. Orcs of Gorgoroth.

Factions defending in their home region gain +1. If the defending region contains a haven then a faction gains +2 to Force Number.

Snaga-hai, Black Trolls, Half-trolls, and Orcs of Gorgoroth are normally played in Gorgoroth. Necromancer's Bodyguard will move to Mordor. Therefore, some will benefit with Gûrthlug using Fell Captain. Each will gain +1 from Eye Ever Vigilant. Orcs of Gorgoroth start with 7 FN and end with 14 FN in Gorgoroth. Fell Captain will give +2 FN to the two troll factions. Black Trolls start with 11 FN and end with 16 FN. Half-trolls start with 9 FN and end with 14 FN. Mordor will be protected. You can surprise the heroes in Anorien by moving Black Trolls and its 14 FN, and the troll Black Fist company to Ithilien. Keep Orcs of Gorgoroth in their home region.

	Snaga	oGor	Half	Black	NB
	<u>3</u>	<u>7</u>	<u>9</u>	<u>11</u>	<u>7</u>
Eye Ever Vigilant	+1	+1	+1	+1	+1
Fell Captain			+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>	+2	+2	+2	+2	+2
	4	8	12	14	10

## MISSIONS

Barad-dûr is restored. Foundations Remained and Dark Spires Rising will be in play. Hold Rebuilt and Repaired must too be in play.

Ear in the King's Court is a Stolen Knowledge event to hinder kings. Play it on a Dwarf, Elf, or Dunadan while at a site with Return of the King, Elf-King, Lord of Dwarrowdelf, or King Under the Mountain. You can play Information while this is true. Also, opponent's influence attempts are modified by -3. This can hurt faction healing. When you move away you can use Phantom Devised by Wizardry. Move to that Ruins in Ithilien to transport the victim to Imlad Morgul.

## COMBAT

The minions are not suited for combat. **Not Slay Needlessly** will cancel several Free People attacks against covert companies. **Eye Never Sleeping** will cancel any creature attack on your companies. **Orc Quarrels** can cancel common Men, Orc, or Troll attacks. **The Great Eye** will reduce the hazard limit by one to two for all minion companies in your Division. The other effect is to discard the resource to cancel a hazard event played on that company.

**The Dark Power** can be used by a Man character to turn a Man attack detainment. The following sites have normal Men automatic-attacks with Carn Dum as the nearest haven: Eldanar, Telpëmar, Tharbad. That site in Hollin has two of your gold ring items.

## SAGES

**All Thought Bent Upon It** is for the One Ring and the Scroll. **Voices of Malice** will be for long-event hazards or those not targeted by Abhorred Ring. The corruption by this resource event should be played by either Celedhring or Bolvag. **Test of Fire** will test a gold ring item. **Wisdom to Wield** allows a Sage with a palantir or Dwarven Ring to fully use its powers. **Dark Forges** is played at an Information site. Store this event at a Darkhaven to play two technology items. Expect to play this event whenever it is drawn. Maranya allows the wearer to use the event at a Shadow-hold or Dark-hold. Mount Doom is an Information site.

## SUPPORT CARDS

**Gaze Fixed** will be played on hero companies around the White Mountains. Elessar's and Pallando's companies are the obvious choices. The Ringbearer may travel into Gondor. Track him. This resource, Gaze Fixed, increases the hazard limit of character's company by one and modifies their CC by -1. If this resource is discarded, then you received 1 MP. Once you play the event you can fetch Eye of Sauron from the sideboard or discard pile.

**Perceived All Things** is a short-event. This resource allows the viewing of cards from the top of your playdeck equal to ring items and ringbearers you have in play. This can count more than (10 ringbearers, 12 rings) 22. Place the cards back on top the play deck in any order. Then opponent reveals two random cards from his sideboard for each ring in play.

**Crooked Promptings** will be used for the corruption support of +2. There are six minions with more than 2 CP. **The Dark Power** gives you +3 DI for a faction influence attempt. You need help to influence the troll faction at Dol Guldur. **Honey on the Tongue** allows a diplomat to given any other character in the company to have +5 DI against characters in the company for that turn. This can allow you keep a character in a play of a hazard reduces your influence. Treason the Greatest Foe can also benefit from that resource event.

—~~Catch an Elusive Scent~~ allows a scout to tap to allow another major, gold ring, or minor item. This then requires four untapped characters: tap for first time, tap for free minor item, scout for event, then character to play the third item.

**Servants in the South and East** is a great card giving a Man character with a home site in Mordor leadership. **I'll Be At Your Heels** is a command helping with corruption. Each company has four characters barring joining at a non-haven site. You may need to discard **Spy** so Ring-wights can join either other covert company. **Fell Captain** is another command event. **Captain No More** reduces the mind of a leader, gives +1 corruption to checks, and sends his direct influence to zero. The event removes leadership allowing to be in a company with other leaders.

**Plains of Gorgoroth** makes Barad-dur a Darkhaven for the purposes of playing characters and Iron-Road. **Skies of Fire** extends healing and storing to Udun and Gorgoroth sites.

## MAGIC

Active shadow-mages are in the Wild seeking the One Ringbearer in Gondor. Ring of the Dispossessed is key in this deck. The mind ring fetches **Phantom Devised by Wizardry** or **Sojourn in Shadows**. Use **Phantom** to move a commanding hero character to another region so to disrupt the GI buffer of either Pallando or Elessar. When not planning to play that event then fetch the other. Be mindful that the opponent will attempt to wound the wearer.

**Riven Gate** is a sorcery event to safely enter a Border-hold. Not many items, factions, or allies are playable at Border-holds. But you can visit that site type for other resource events.

**Powers Too Dark and Terrible** allows any one ringbearer to use one magic card for the turn. Magic includes sorcery, spirit-magic, shadow-magic. Also, all hero spells corruption checks are modified by -1. Deck exhaustion discards the card.

## SITES

Types of sites important to you are gold ring sites, Information, and darkhavens. You will not venture into Eriador or Harad. Wilderland, Gondor, and Mordor will be the territories of your interest.

Your gold items will be played as follows: **Bright Gold Ring** will be played at **Ceber Fanuin** or **Beorn's House**. It has a nasty AA, which can be cancelled by you. **Telpamar** has **Least of Gold Rings**. **Gold Ring That Sauron Fancies** is found at **Bandit Lair** close to the Dwarf company. The **Least of Gold Rings** was selected to be played at any gold ring site. **Shadow-Rangers** can play the ring at **Lond Galen**. **Ring-testers** can visit sites in **Forochel**.

The **Scroll** will be played at **Tolfalas** or at **The Stones**. **Minas Durlith** and **Shelob's Lair** have your allies. Information sites are common. **Stone-Circle** and **Setmaenen** have such sites with easy AA. **Mirkwood** also has such sites. **Mountains of Mirkwood** has **Spider AA** and **Information**. **Weatherstop** and **Dimrill Dale** are the Eriador sites.

Greater items are not common by Mordor. **Vamag** will be the site to play the lesser palantir since it is near. **Heroes** can visit and remove an overt character. **Elanthia** is the site to play the greater palantir at two moves from **Gorgoroth**.

The technology items will be played via **Dark Forges**. **Dark-holds** to play the items include: **Cirith Ungol**, **Cirith Gorgor**, and **Urlurtsa Nurn**. Go sneak to **Haudh-in-Gwanûr** for the major item.

## MARSHALLING POINTS

This player will never have the MPs to win on points. Many points are either from characters or

from items. Discarded items are not important to replay for their MPs. [49-37]

C=20.14 The large pot of general influence allows having many minions in play. Some will be eliminated by corruption. Lost items providing direct influence precludes replaying discarded or other characters.

I=20.13 Most of these points are from gold rings. A few will be lost when a minion is removed from play. You might not have the time to replay the ring even with the support events.

F=4.3 Five factions will give these points. But you expect a few to be killed in battle.

A=0.2 Bolvag is a nice 2 MP ally.

M=4.4 These MPs are from Dark Spires Rising and Mordor in Ruins.

K=1.1 You want to cancel creatures, which means you may not gain any Kill MP.

### **BLACK AND GREY PLAYERS**

Two thousand years of planning and execution has come to this. Three Ringwraiths and a Warlord of your choosing will besiege the havens of the Free Peoples. Witch-king is far away in Angmar. However, he will enter western Gondor. Khamûl is in Mirkwood. His minions can rescue your minions under attack. Hoarmûrath is at Minas Morgul. He will be busy with Minas Tirith. His minions can rescue yours near that city. Mouth will be sending minions to Andrast dividing Pallando's forces. Those minions can help the Shadow-mages in that realm.

Three grey players will be nearing 50 MP. None are expected to search for the One Ring. Durlach is too far away for you to bother. However, Witch-king can move away from Rivendell towards the Northern Waste if that balrog has MPs to loose. Felagrog though might surface. One of the Ringwraiths can attack him if he threatens victory. A Dragon-lord either will marshal an army or ravage the lands. A hero player is expected to bother him. However, if the wyrm is threatening victory, then Rogrog and/or Gorthaur will be dispatched to its lair.

### **WHITE PLAYERS**

A few white players can harm your minions. Radagast can attack those in Wilderland. Any Dwarf-lord will ignore you. Pallando has characters in Gondor. He will attack you when you play the Scroll or threaten the Ringbearer. The same for Elessar.

# HAZARDS

## CREATURES

There are 16 creatures. These creatures are to slow a company of weak characters. A wide range of regions and sites are targeted. There are no specific Under-Deeps and Coastal Sea creatures. Some are detainment and others have a special effect usually card revealing. Some will be easily killed, but that is acceptable for the few remaining turns in the game.

Little Snuffler is an anti-scout Orc creature. If the attack is not defeated, then any resource requiring a Scout in the company cannot be played later in the turn. It has only one strike at 5 prowess, but 10 body can keep it alive. Each Ranger in the company lowers the body by two. Attacker does choose defending characters.

Grima Wormtongue is a creature or Long-event. Use him as a Long-event hindering healing of hero factions. The hazard modifies all influence attempts by -3 in Dunland, Enedhwaith, Gap of Isen, Rohan, and Anorien.

Goblin-faces is a scrying hazard. It is a dual creature of Orcs & Men. Following the attack, the attacker looks at a number of cards from the top of defender's play deck equal to the number of successful strikes. Then the attack may place any of these cards face down on the bottom of the defender's play deck; the rest go on the top of the deck face down. The prowess is middle at 7. It is commonly found at Border-holds, in Borderlands, and Shadowlands. You need to enhance the prowess of this creature. Clouds, Rank Upon Rank, Minions Stir with Doors of Night in play makes this creature: 6 strikes with 12 prowess.

Play Nazgûl as permanent-events to use Helms of Iron or Scimitars of Steel only.

Witch-King*	Change Shadow-holds into Dark-holds
Adûnaphel	tap any character
Akhôrahil	-1 body to any character for that turn
Ûvatha	fetch a hazard creature from discard pile to hand
Khamûl*	Force opponent to discard from hand.
Hoarmûrath	+1 strike to any attack
Dwar	+1 prowess to all Wolf, Spider, and Animals attacks for that turn
Indûr	force any wounded character to discard an item
Ren	each character in play makes a corruption check

## Creature Playability

- FH:
- 3 BH:                      Faces
- 3 RL:              Snuffler
- 3 SH:              Snuffler
- 3 DH:              Snuffler
- UD:

- 
- FD:
  - 3 BL:                      Faces
  - 3 W              Snuffler
  - WW
  - 6 SL              Snuffler      Faces
  - 3 DD              Snuffler
  - CS
-

## **EVENTS-34**

The hazard events are dominated by permanent and long-events. The effects are meant to severely cause strategy changes in the White Players. Recycle hazards such as Will of Sauron and Clouds. There are only two hazard short events in the deck: The Precious and Twilight.

### Base cards-2

You have 2 copies of Twilight. You have other environments that are long-events.

### Corruption/Tap-8

The Precious is not only discard the One Ring, but also a friend in his company that is likely to be carrying corruption sources. The target makes a CC by -2; failure results his and the One Ring being sent to the discard pile.

The Ring Has Moved On is played on any ring. Attacks will hurt this victim that receives this hazard permanent-event. He must make a CC at the end of his MOVE phases modified by the tokens of this hazard, which a token is received after each strike the target faces. Failure of a CC only results in discarding the ring and removing this card from the game. Then remove all tokens on the hazard.

The Ring Will Have But One Master is played on the bearer of the One Ring. Each Organization phase of that player, one character in the company is discarded with all cards played with that character. Target can tap and remove the hazard with a result greater than 8.

A Thing of Surpassing Beauty is also played on bearer of the One Ring, but only for a non-Hobbit character with a mind greater than four. The MP and bonuses from other special items in play are reduced by one. Also, all corruption checks from Narya, Nenya, or Vilya are modified by -1. Only play this hazard late when you desperation.

Doomed to Die will be used as a short-event targeting a Dúnadan or Man with a body less than nine. Target must make a CC modified by -2. Try to play this on a healed character. Else play the hazard on a bearer of Ring for Mortal Men to reduce bearer's mind by three.

The John Howe Lure of the Rings is a deep pit. The permanent-event forces all hero characters bearing a gold ring item to make a corruption check at the beginning of the movement/hazard phase and modified by -6 when moving through Gorgoroth or a Dark-Domain. This will slow the movement of a new Ringbearer if the One Ring was discarded when the gold ring item is tested.

Drawn to Its Master is a short-event played on a ringbearer. A corruption check is made with essentially twice the corruption points of the ring. Failure allows the hazard player to relocate the ringbearer new or current site closer to Gorgoroth. This can get the ringbearer away from aid and thus vulnerable for capture.

Failed Devices is a permanent-event played on a tapped Ring of Power in active play. And this hazard can be played anytime during opponent's turn. Now, any Ringwraith in a mode may use region movement to reach ringbearer's current non-Free-hold site. Deck exhaustion discards the hazard.

Weary and Asleep will punish moving hero companies and to tempt moving to a dangerous site to remove the hazard. One character is tapped at the end of the movement/hazard phase with each token on this hazard. One token is added when moving to a non-haven site. One token is removed if moving to a Haven or Shadow-hold. Remove two tokens if moving to a Dark-hold. Delete another token if moving to an Under-deeps site. Each food item in the company ignores

one token. Discard this card if there are no counters on the card.

#### Main Theme-14

Your main hazard theme is to provide the means of other Black Players' creatures to roam, to be more powerful, and to hinder the gathering of resources by your opponents. Doors of Night is needed by some. Morgul Night needs Doors of Night to change each Wilderness to a Shadow-land and each Shadow-land to a Dark-Domain.

Mordor will unleash Clouds of fumes that modifies each creature's prowess by +2. This hazard needs DON. Morgul Night changes each Shadow-land into a Dark-Domain and each Wilderness into a Shadow-land. It also needs DON in play.

Eye of Sauron enhances all AA prowess by +1, but DON makes this a +3 modifier. The Will of Sauron requires DON. It keeps all hazard long-events in play until itself is discarded. However, when this hazard leaves play all hazard long-events also leave play. Protect this card by Twilight.

The Will of Sauron is the card of all cards. Doors of Night is a prerequisite. Now, each hazard long event remains in play as a permanent-event.

Dark Shapes Gathered There is a permanent-event to get The Will of Sauron into hand. If four sites are in play in Angmar, Mirkwood, or Mordor, then tap the hazard to get Will of Sauron to hand. Likely, with one site in play, then you can fetch Awaken Minions from the discard pile or sideboard.

Helms of Iron and Scimitars of Steel boost Orc, Troll, and Man attacks. But you must discard one of your Nazgul permanent-event in play. Helms of Iron modify no body attacks with 4 body and others +1 body. Scimitars of Steel modify attacks +1 prowess. That is the only reason for the Nazgul to be in the deck. You should be able to play all six copies.

#### Secondary Theme: Lost Hope-8

In the Heart of His Realm punishes White Players moving in Dark-Domains. Do not expect to affect those companies moving in regions not-normally Dark-Domains. This hazard is to keep heroes out of Mordor. Each White company draws one less card to no minimum when moving in a Dark-Domain or Gorgoroth. And each Sage loses his Sage skill. That is brutal. The pain continues. No hero character at a site in such a region or moving with such a region in his site path can use spells, light enchantments, or rituals. This hazard will definitely be targeted for removal.

Short Legs Are Slow is a permanent-event meant to slow those Hobbits. Companies without a majority of non-Hobbit characters have their region movement reduced by one region. This will greatly hinder any company with an idea to go on a hobbit walking party with a band of gold.

Watchers at the Gate creates a Pukel automatic-attack at a Shadow-hold or Dark-hold. The site gains an additional automatic-attack of Pukel-men with 2 strikes at 9 prowess, detainment against minion companies. Play this event otherwise hero characters can cancel Orc attacks or has a prowess advantage against Orcs.

Awaken Minions is a long-event. This hazard doubles the strikes of each automatic-attack at Shadow-holds and Dark-holds. Half of the Dark-holds have no automatic-attacks. Mount Gram and Nurniag Camp are the only Shadow-holds with no automatic-attack.

## AGENTS

There are eight agents: men, dúnadan, hobbit, elf, dwarf with a total mind of 36. Each agent is either a warrior or a sage, except for the hobbit. All agents are Diplomats. All your agent hazard events are playable during the site phase, which means rotating of Divisions has little affect to the metagame. You can target each Division except for the UtterSouth Division. Use patience to position the agents. You want to maximize each hazard event. Deallus and Ted Sandyman will be in the sideboard later to be played in the second playdeck.

Deallus is a weak diplomat. She will move into the Northern Waste to discard Man characters used by the Elves of Evermist. Later, she can use Twisted Tales to discard Hillmen and Dunlendings played by an opponent. Since she will start in the sideboard she may not have time to be effective in the Northern Waste unless she uses Nobody's Friend. Else keep here along the Misty Mountains discarding hero factions. Deallus's metagame will move to Northern Waste.

Dror will influence dwarves in Eriador. He will play Your Welcome is Doubtful and Twisted Tales. Focus on the discarding of dwarves with essential skills for his company. Stay away from Dwarf-lord's company unless at your home site. Twisted Tales will automatically discard Blue Mountain Dwarves. Your Welcome is Doubtful will have +21 ( $21=2+2+10+7$ ) This should discard any dwarf with his home site. His metagame will be to stay in Eriador.

Ted Sandyman will discard hobbits. He will target hobbits playing Mathom Lore at Bag End. He will use Pilfer Anything Unwatched to discard any hobbit anywhere. Using that hazard event he just needs to roll higher than the hobbit's mind to discard him! He will start the game in the sideboard and be ready to use the hazard on your choice of adventurous hobbits. But he can only be revealed once one or the two hobbit missions have been stored for you.

Wormtongue is vital to disrupting Rohan. He will sit at Edoras and Dunharrow influencing away Eowyn, those that have allies and sages. He just needs Good Sense Revolts. This will give him +14 ( $14=2+4+8$ ) to discard Riders of Rohan. Pilfer Anything Unwatched will let him discard a Rider of Rohan with a unique ally. He will just need to roll higher than the mind of the hero.

His metagame is to stay where he is to play hazards to discard characters and factions.

Moving east still, Surion will harass Denethor. He can attack, but will use his DI to influence. He will stay in Anórien and Lebennin. He should target sages and those who have followers. He will use Will Not Come Down on allies and characters. Twisted Tales is for the three factions played on his home sites. Surion will have +4 for the influence check using Will Not Come Down, which nullifies unused GI. Denethor does not have many sages, so discard one in the first deck.

His metagame is to stay in Gondor.

Elwen is the only elf agent for you. She will stay along the coasts in Gondor. With the home of Dol Amorth she will use Twisted Tales to discard the Knights. Then she will move to Edhellond and discard low-mind elves played by Cirdan using Good Sense Revolts to discard heroes with that same home site. She will have +8 to the attempt against elves that do not have the same home site. That means if Cirdan has 8 unused GI, then she will need to roll a better by the mind of the target elf. Cirdan is using a few two-mind elves. She will have Never Seen Him to move in

two turns from her home site to Grey Havens or to the elf-holds in the Sun-lands.

Ivic will be near his home sites discarding important characters with the same home sites of Variag Camp and Southron Oasis. He will use Your Welcome is Doubtful x2 for a +19 (19=2+0+10+7) to the influence check. This should discard any such hero. You might need to move him to find a hero with his home sites. His meta-game is to attack face-downed near Khand.

Nuluzir's area of concern is Bellekar. His home site of Ūrêzâyan has the faction Bozishnarod. Two other hero factions playable in his home regions, Bellazen & Felaya, are Hwain and Bellakaze. He will use Twisted Tales to discard a faction and then use Your Welcome is Doubtful to discard factions then characters.

His metagame is to stay in Bellekar.

There is a chance that you may need to play an agent as a character. There is no mechanism for a minion player to automatically send an agent back to hand. Some Devilry at Work requires the agent's home sites to be unavailable. With multiple home sites this is cumbersome to move companies to these home sites. Hope that Heroes will discard the agent via hero resources. Thus the agent needs to be face-up for targeting.

These agents will causing mayhem for many hero avatars. He is the list of targeted players.

1 Deallus	3/1/2/7as	W/D	Evermist
1 Drór	4/2/3/7a	W/D	Balin, Thorin
1 Ted	3/1/1/9as	Sc/D	Gandalf, Thorin
2 Wormtongue	5/2/1/8a	Sc/Sa/D	Theoden
2 Elwen	5/2/5/7a	W/D	Cirdan, Imrahil
2 Surion	6/2/5/7a	W/Sa/D	Denethor
2 Ivic	6/2/5/8a	W/D	Saruman
1 Nuluzir	4/1/4/7a	W/D	Imrahil

**SAURON** - Permanent-event (U)

Manifestation of The Lidless Eye. Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +10 to your general influence. Discards and prevents the subsequent play of Bade to Rule. During your organization phase, you may bring a resource or character from your sideboard into your play deck and shuffle and there is no limit to the number of characters you may bring into play. Cannot be duplicated.

**THE LIDLESS EYE** - Permanent-event (R)

Playable if your opponent is a Wizard and you have not revealed a Ringwraith. You are Sauron, not a Ringwraith. You may not reveal a Ringwraith or play Ringwraith followers. +7 to your general influence. You may keep one more card than normal in your hand. Once during each of your organization phases, you may: bring a resource or character from your sideboard into your play deck and shuffle or choose and discard a card from your hand to look at up to 5 random cards at once from your opponent's hand. Cannot be duplicated.

**THE NECROMANCER** (METN) - PERMANENT-EVENT

Precious GR = Bright Gold Ring or Gleaming Gold Ring

Fair GR = Perfect Gold Ring or Gold Ring that Sauron fancies

Beautiful GR = Least of the Rings + A Little Gold Ring

30x2=60+9a+0b+5c+6d=80

	Fellowship	To	From
Trifling Ring	The Abhorred Ring	Hoarmûrath	Dwar
Reviled Ring	Troth-ring	Witch-king	Witch-king
Magic Ring of Lies	Paltry Ring	Mouth	Indûr
A Little Gold Ring	DR of Bavor	Khamual	Dwarf
Bright Gold Ring	The Warding Ring	c1	Dwarf
Bright Gold Ring	Magic Ring of Savagery	c2	Adûnaphel
Black Steed	Liquid Fire	c3	Dwarf
Black Steed	Ring of the Dispossessed	c4	Ren
A Little Gold Ring	Ovatha's Bow	c5	Uvatha
strange rations	Blazon of the Eye	Mouth	Ren
Ring for Mortal Man	Ovath'a Bow	Mouth	Uvatha
	Orcs of Gorgoroth		Hoarmûrath
	Black Trolls		Dwar
	Necromancer's Bodyguard		Mouth
	Half-trolls		Akhôrahil
	Black-Mail Coat		Khamual
	Blasting Fire		Hoarmûrath
	Gold Ring that Sauron Fancies		Adunaphel
	Minor Ring		Indur
	Old Treasure		Adunaphel
	Orc-Liquor		Hoarmurath
	Bolvag		d1
	The One Ring		d2
	Palantír of Annúminas		d3
	Palantír of Amon Sûl		d4
	Mechanical Bow		d5
	Bow of Yew		d6
Whispers of Rings	start		
Start	Maranya		
Start	Open to the Summons		
Start	Open to the Summons		
x	<i>Hold Rebuilt and Repaired</i>		<i>Hoarmurath</i>
x	<i>Hold Rebuilt and Repaired</i>		<i>Hoarmurath</i>
x	<i>Dark Spires Rising</i>		<i>Hoarmûrath</i>
x	<i>Foundations Remain</i>		<i>Hoarmûrath</i>

Voices of Malice	The Dark Power
Test of Fire	The Dark Power
Skies of Fire	The Dark Power
Skies of Fire	Crooked Promptings
What of the Dawn	Crooked Promptings
What of the Dawn	Crooked Promptings
What of the Dawn	All Thought Bent upon It
Large Warrior Loose	Honey on the Tongue
Large Warrior Loose	Honey on the Tongue
Large Warrior Loose	Honey on the Tongue
Weigh All Things to a Nicety	Wisdom to Wield
Weigh All Things to a Nicety	Wisdom to Wield
Messenger of Mordor	Gaze Fixed
Messenger of Mordor	Gaze Fixed
Messenger of Mordor	Gaze Fixed
An Untimely Whisper	Sojourn in Shadows
An Untimely Whisper	Phantom Devised by Wizardry
Black Rain	I'll Be At Your Heels
The Names Among Them	Perceive All Things
The Names Among Them	Perceive All Things
Padding Feet	Shelob Ahungered
They Are Accounted For	Fell Captain
Not Careful About That	Servants in the South and East
The Black Gate Closes	Captain No More
Eyes of the Tower	Powers Too Dark and Terrible
Lord of Gifts	Swift Onset
Lord of Gifts	Last Stand of Battle
Awaiting the Call	Well Aimed
Awaiting the Call	Well Aimed
Interrogation	Eye Ever Vigilant
A1	Lust of Battle
A2	Open to the Summons
A3	The Misty Mountain Deeps
A4	The Misty Mountain Deeps
A5	Dark Embassy
A6	Dark Forges
A7	Elf-friend
A8	Riven Gate
A9	Ear in the King's Court

Need 1 – 1 card to MP ratio for p32 into Warlord

Necromancer gets +10 MP bonus

Need 1-1 card to MP ratio for Warlord into p16

Lidless Eye gets +10 MP bonus  
can get 1 card exchange for each 5 MP from a non-p16 minion player.

For example:

Difference from Necromancer to Lidless – 38 cards.

$$38+5-10-2 = 31$$

Necromancer needs 32 MP to make his Lidless Eye deck with no changes.

Difference from Lidless Eye to Sauron – 48 cards

exchange 13 items

$$48-13=35$$

Lidless Eye needs 35 more MP to make his Sauron deck with no changes.

Where will he get these MP?

Sauron can get them from his Ringwraiths who are not in p16; but at a steep price.

Ūvatha is not in p16. He can give 5 MP to Sauron as 1 MP of card exchange for the first 30 MP, then 1-1 MP after 30.

The other 6 RW need to have  $(35*5=175 \text{ MP})$  to allow Sauron to make his deck.

That is ~29 MP for each RW. Or about 30 MP on average.