

# THORONGIL/GAMBIT

50m

<b>C</b>	0	Minas Tirith
<b>I</b>	1	Middle-Earth
<b>F</b>	0	vs. Sméagol
<b>A</b>	0	Simply a Ranger
<b>M</b>	4	Roadblock/AutoA
<b>K</b>	0	Hunt for Gollum

<u>RESOURCE DECK/HAZARD DECK</u>
40 cards in R. deck, 00 cards in sideboard
40 cards in H. deck, 00 cards in sideboard
5 characters in deck, 4 starting cards
2.0 creatures
89 total cards

Aragorn II has taken the disguise of a Thorongil in Gondor. He wanders the land seeking information about Sauron. But with the help of the Grey Pilgrim this exiled King gathers friends in a quest of doubt and danger.

Where the Stars are Strange will be attempted to rotate 4x with two copies of Athelas and Ring of Barahir. Narsil is expected to played at The Stones or Dead Marshes. Ellindiel will be a follower using New Closeness to His Kin since Elf-friend will be in play. Wyrmslayer is included to be an agent and/or character using the needed resource events.

The benefit of this player is taking hazard events from hero players giving them one more sideboard slot for a resource event and using resources not in any other Avatar Deck.

Sojourn in the Golden Wood is needed to have ready On the Precious.

(1) He will be the 50th player, how does his turn sequence fit in with the others?

This player will only have Minion players as his hazard players. Therefore, that gives him 20 opponents before the Warlord Phase. The last four turns of the Avatar Decks will have ability to play Strider and hunt for Gollum.

Thorongil will never be the first hazard player, but always the last (sixth hazard player). He will not have the Eriador Division as hazard players.

Player can discard a card and reset hand at the end of all minion resource turns as if he was the first hazard player.

Thorongil then will draw cards during his resource turn as normal.

Thorongil's resource player will go after all the other Hero players.

Thorongil may play a hazard during another's hazard turn (e.g. Like the Crash of Battering Rams) only if that other player has room in the hazard limit. Example: Hazard Limit of Two. Dragon creature attacks. Thorongil wants to play LtCoBR, but owner of dragon also wants to play Velocity of Haste and does so.)

(2) Can he have other characters?

He can have other characters and have 20 GI as normal. Allowance for characters add flavor to the game. He can never play an avatar character.

(3) Can he win the game, if so how?

No. Thorongil's goals are to gain MPs to be free gifts to other players at the end of the Avatar Decks. He has the goal to gain these MPs in the first 16 turns, then to find Smeagol.

(4) Does he need MP? If so, what can he play and not play?

Marshalling Points will add no benefits to this player, but free space in others' decks when cards are given as gifts.

(5) How will he move, any restrictions?

None.

(6) How will Thorongil affect Strider manifestations; can they ever be played?

Thorongil is a grey agent. He is able to be used as a grey agent following normal rules (i.e. Deeds of Lonely Daring). While a grey agent, this player can still have characters in play. Yet, his permanent-events will be discarded. Use as a grey agent protects the manifestation, but inhibits playing of resources on the manifestation. All specific resources to the character will be discarded if used as an agent.

(7) What about havens?

Thorongil normally has Minas Tirith and Edoras as home sites. He can use Hero havens as normal.

(8) Storing resources?

He can store resources at any home site.

(9) Corruption

Normal rules apply.

(10) Healing

He can heal at Hero Havens. His other characters can only heal at such sites if in the same

company as a character Thorongil.

(11) Sites

Uses hero sites as a Hero player. (Grey?)

(12) Death equals no Elessar?

Elessar avatar card will be unplayable only if all male hero unique Dunadan characters with a home site in Eriador have been eliminated. Therefore, Halbarad, Beretar, Arathorn II, Brandir have the chance to be Elessar.

(13) Rings

N/a

(14) Hunt for Gollum

The hunting of Smeagol/Gollum/My Precious cannot happen until:

1) Turn 17

2) Where the Stars are Strange is rotated 4x and have discarded Eagle of the Star after using it to play characters from another player. The practice game had this happened on Turn 17.

3) This player, at anytime, is allowed to rescue/steal the miserable creature if held prisoner or Gollum/Stinker is played by another player.

(15) Other

Thorongil can only use hero resources.

His company is normally hero.

Starting site. I started at Rivendell. Now, I can see starting at Edoras allowing movement into Eriador playing Ranger of Arnor as a follower giving time to draw Ring of Barahir and Narsil with sites near Eriador.

No company may affect Thorongil's company directly unless:

Thorongil is a prisoner

At a minion haven, Warlord Lair, Dark-hold, Shadow-hold, or stage haven (12+SP)

In a company with an avatar using Eagle of the Star

n.b. Need to allow Thorongil room to travel without fear of CvCC or magic.

Here are the Divisions to play against:

1-4 Uttersouth

5-8 Harad

9-12 Gondor

13-16 Northern Waste

17-20 Wilderland

RESOURCES (40/00)

- 2 Athelas
- \* Eresselen
- 1+** **Ring of Barahir**
- 3+** Narsil
- 1 Gollum

5/0

- 
- 2 Ford
  - 2 Many Turns and Doublings
  - 1 Stealth
  - 1 Concealment
  - 2 Block
  - 1 Lucky Strike
  - 1 Quiet Lands
  - 1 **Elf-friend** p
  - 1 **New Closeness to Kin** p
  - 3 **Spies Feard**
  - 1 **On the Precious**
  - 1+ **First Among Equals** p
  - 1 **Ancient Knowledge** p
  - 1 **Deeds of Lonely Daring** p
  - \*1 **Draw Sword Together** p
  - 1+ **Estel** p
  - 1 **Life More Enduring** p
  - 1 **Sojourn in the Golden Wood** p
  - 1 **Ranger's Gear** p
  - \*4 **Where the Stars are Strange** p4
  - 1+ **Weather It** p
  - 1 **Down the Hurrying Waters**
  - 1 **Much-trodden Paths** pe
  - 1 **Wing-foot**
  - 1 **Eagle of the Star** pe
  - 1 **All That is Gold** pe
  - 1 **Not All Those Who Wander** pe
  - 1 **The Old that is Strong** pe
  - 1 **Deep Roots** pe
  - 1 **From the Ashes** pe
  - 1 **A Light From the Shadows** pe

\*\*\*35/0

**HAZARDS(40/0)**

	2/0
2 Elf-lord Revealed in Wrath	
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	38/0
1 River	
1 Lost at Sea	
1 Western Winds	
2 Elven Wards	
1 Lost in Free-domains	
1 Greater Storms	
1 Snow in the Mountains	
1 Fire Unwatched	
1 Courtesy Lessened of Late	
1 Weariness of the Heart	
1 Gnaw with Words	
1 Fealty Under Trial	
3 Like the Crash of Battering Rams	
1 The Ring's Betrayal	
1 Forgot His Orders	
1 Stay Her Appetite	
1 Incite Defenders	
1 Arouse Minions	
1 Fear Fire Foes	
1 Unabated in Malice	
1 Arouse Denizens	
1 Arouse Defenders	
1 Incite Denizens	
1 Fake	
1 Muster Disperses	
1 <b>Death of a Kinsman</b>	
3 Left on the Field	
3 Cruel Caradhras	
3 Foe Beyond Any of You	

**SITES**

Moria		
Goblin-Gate		
Mount Doom		
Shelob's Lair		
<hr/>		
Beorn's House	ring	
Edoras	ring	
Dale	ring	
Lossadan Camp	ring	
Bree	Info	
Lake-town	Info	
<hr/>		
Ost-en-edhil	ring	wolf
Isengard	m, M, ring	wolf
Gladden Fields	ring	undead
Bandit Lair	ring	men
Dimrill Dale	Info	orc
Amon Hen	Info	orc
Weathertop	Info	wolf
<hr/>		
Pûkel-deeps	M, ring	Pûkel
Gem-deeps	M, ring	dead
Under-vaults	M	dead
Wind-deeps	M	orc
Ancient	All	deadx3
<hr/>		
Under-leas	m	orc
Under-gates	Info	
<hr/>		
Sulfur-deeps	M	troll
Iron-deeps	M	troll
Under-courts	M	troll
Under-galleries	Info, M	troll

**MINIONS-6**      **agents: 28 mind**

2 Thorongil	8/2/5/9	W/Sc/R	Dunadan		
	8/8/7/10		1cp		
Narsil		+1 DI	2cp	+1P	
Eresselen		+1 DI	0*cp		
Elf-friend		+2 DI			Elves
Weather It				+1P +1B	
First Among Equals		+2DI	+1CP		Narsil
Estel			+1CP		
Not All Those Who Wander			1cp		

**EAGLE OF THE STAR**

PERMANENT-EVENT

[MP: 0; SP: 2; DI: +3]

Unique. Playable on Thorongil as a leader. Tap during the organization phase to search any White Player's discard pile to play any character as a follower. Discard if Thorongil is more than four regions from avatar's home site. Discard follower(s) into discard pile when this card is discarded. Discard during any of your organization phases or if Thorongil is not a leader. +3 DI against characters.

**ALL THAT IS GOLD**

PERMANENT-EVENT

[SP: 1]

Unique. Thorongil, Strider specific. Becomes a leader. Target's hazard limit is normally one when all characters or allies in his company have the Ranger skill and the company is attempting to move this turn not through a Free-Domain or Dark-Domain. Discard this card when his company size is greater than three.

**NOT ALL THOSE WHO WANDER**

PERMANENT-EVENT

[SP: 1, CP: 1]

Unique. Thorongil, Strider specific. Place this card on Thorongil or Strider if he is in play and face-up. If on target, may tap Not All Those Who Wander during your end-of-turn phase to take Down the Hurrying Waters, Ford, Stealth, or Wingfoot from your discard pile to your hand.

**THE OLD THAT IS STRONG**

PERMANENT-EVENT

[SP: 1]

Unique. Thorongil, Strider specific. Make a roll when playing a skill or race card that taps target: if roll is greater than his stage points, then play the card without tapping target. Alternatively, discard this card to choose defending strike in CvCC not during his turn if an opposing character has a mind fewer than your SP.

**DEEP ROOTS**

PERMANENT-EVENT

[SP: 1]

Unique. Thorongil, Strider specific. Place a token on this card when target discards Athelas for effect. Remove one token from this card to cancel a CC modifier on target or modify a CC by +1. Tap target if untap. Alternately, discard this card to modify a CC by your SP total. Tap target if untap.

**FROM THE ASHES**

PERMANENT-EVENT

[SP: 1]

Unique. Thorongil, Strider specific. Discard this card to shuffle any card into the playdeck only playable on Thorongil or Strider.

**A LIGHT FROM THE SHADOWS**

PERMANENT-EVENT

[SP: 1]

Unique. Thorongil, Strider specific. Discard this card to take to hand any card only playable on Thorongil or Strider from the discard pile or playdeck. Alternatively, discard this card to search playdeck, discard pile or take from sideboard Strider.

**WING-FOOT**

SHORT-EVENT

Playable by any manifestation of Aragorn II. If all in his company contains animal, non-flying

allies, and only maiar, ents, dunadan, elves, and/or dwarves then his company move an additional region (with all moved regions non-Coastal Sea, non-Shadow-land, non-Dark-land). Non-environment hazard effects changing new site or returning to site of origin are cancelled.

X

Unique. Playable on Thorongil while at a site with an Atani-Lord. Discard all allies and other characters in play by this player; none can be played. Play any character from other Atani-Lord discard pile as followers the same race as the Lord, who must remain as followers. Discard if Thorongil is more than four regions from Lord's home site. Discard followers into Lord's discard pile when this card is discarded. Discard during any of you organization phases.

## **CHARACTERS**

Thorongil can be a character or grey-agent. Two other characters – both grey agents and Ranger of Arnor are included. This player has 20 points of general influence. Ellindel will need Closeness to Kin to be in the same company as Thorongil. Wyrmslayer is restricted to be played at his homesite.

Strider can fetch Ranger of Arnor before the Warlord Phase. Ranger of Arnor will be allowed to be played at Hero havens.

## **ITEMS**

Narsil is a big 3 MP item needing a greater item site. This will be either The Stones or Dead Marshes. Athleas is included to tap sites for Where the Stars Are Strange.

[Ring of Barahir](#) is playable at any site Lossoth faction is playable. Two such sites are in Forochel. The ring is playable on any Dunadan with a home site in Eriador. Taping the ring cancels any drake or dragon attack, then puts the creature back in the hand. Be careful of this one corruption point item since the item cannot be stolen, transferred, or stored.

## **ALLIES**

Gollum is the only ally.

## **FACTIONS**

Rangers of the North is the logical choice, but Eriador is an area that will not see Thorongil much.

## **MISSIONS**

Where the Stars are Strange can give 4 MP. You need to tap sites in the Northern Waste, Great Central Plains, Sun-lands, and Sundering Seas. You need to move great distances. Down the Hurrying Waters.

## **EVENTS**

Where the Stars Are Strange is a traveling mission permanent event. Athelas and a ring item will be the means to rotate the resource event. All new, specific resource events will not be using after Turn 20 even though Strider will be in play as a character for Gandalf.

## **HAZARDS**

Selecting the hazards for this player was a push to have such an avatar. Not many creatures were left unused in the 40 avatar decks. The fabulous artwork and devastating effects left me out of place like a dwarf on a horse or hobbit without a handkerchief.

Thus, events that are either have common or rare targets were included. Seven automatic-attack events are included. Left on the Field, Like the Crash of Battering Rams, Cruel Caradhras Foe Beyond Any of You each have three copies for these cards can be difficult to play. Facing the Northern Waste Division can get them played, but burn these cards when you can discard.

## **CREATURES**

Elf-lord Revealed in Wrath has two copies in the deck. Only this player has this creature. It was thought to give the avatar hazard manifestations to this player and/or Smeagol. Below are details to be kept as store of value in this file.

The five wizards or maia creatures will hurt minions more than heroes. Alatar the Hunter modifies maia attacks +1 strikes, +1 prowess, and attacker chooses defending characters. There are not many maia creatures and most are in hero decks.

Gandalf the White Rider increases the hazard limit by one against all overt minion companies. This can weaken those overt companies and thus allow using Only Four He Has to have better results.

Pallando the Soult-Keeper eliminates the next non-Ringwraith discarded again weakening overt companies.

Radagast the Tamer is a threat in Mirkwood. The event increases the hazard limit by one against all moving companies in Mirkwood. This can hurt companies starting in Mirkwood reaching a site in the Misty Mountains ready to play a manifestation that eats fish.

Saruman the Wise gives one additional corruption point to all ring items. Now, the ringbearer may become tap during the site phase ready to lose a finger from an agent with six teeth. Rumor of the One will then give each ring two corruption points.

Four elf creatures will cause minions more trouble. Lady of the Golden Wood is similar to Bane of the Ithel-stone. The event automatically cancels any effect that allows a minion player to search through or look at any portion of his play deck or discard pile outside the normal sequence of play. Three Voices of Malice are needed to remove this hazard causing more time of anti-leader events to cause friction.

Lord of the Haven is a short-event to tap up to two target characters in one company at a site in or moving through a Coastal Sea region. This can again help an agent select defending character to capture a ring special item or to keep the One Ring bearer on land.

Master of the House is a card grabber. Each player at the end of each turn may bring one Elf creature from his discard pile to his hand. Sméagol can only use this effect at the end of his resource turn. Minions will hate this card unless, again, these events are not really creatures for the Fate game. Thus, Lady of the Wood cannot be grabbed since it is not a creature for the game mechanics. Nonetheless, other players can grab elf creatures, like Galadhrim, to cause minions much trouble. I so much wanted to have Left on the Field be useable on items affected by Galadhrim. But Elf-archer can be grabbed and thus take minions prisoner.

Lord of the Woods is another threat to minion or overt minion companies. This time those companies in Narrows, Northern Rhovanion, Woodland Realm, Western Mirkwood, or Heart of Mirkwood have no attack keyed to those regions or sites therein be detainment. In addition, any company moving in those regions face an attack of elves of 2 strikes with 10 prowess and detainment against hero companies. Sneakin can be useful here, but cause trouble if the avatar wants to reach sites near Iron Hills where Hobbits vacation. SSF is near at Strayhold.

Four dragon creatures will give everyone trouble. Scatha at Home only modify all influence attempts by -1. This will slow strategies and force more tapping of characters. A failed attempt is a clear indication that a return to the site is needed, where an agent can lie in wait.

Smaug at Home hurts drawing cards. Each moving company draws one less card to a minimum of one at the start of the movement/hazard phase. This means that Sméagol should stay in the Anduin Vales getting that one card.

Throkmau at Home gives each Orc hazard creature keyed to a region or at a site in the Northern Waste +1 prowess and +1 strike. This will help get characters tapped, wounded, or capture.

Lomaw at Home modifies by -2 all flattery, offering, and riddling attempts made by/for characters or moving in the Northern Waste or Wilderland. This can hurt companies with Hobbits and allow this avatar to pounce for a steal.

## **HAZARDS**

Cards were first selected from events unused or unwanted. If a card could cry, then it would be a card not in any of the other 41 decks (Eye+Nazgul too). I also wanted to have one copy for each hazard event.

**Fake** is a short-event forcing a ring test modifying the test by +2 or -2. Why would this player want to test the ring now? So the gold ring item can be tested without a later failed test to get the ring stolen sooner. Or to get the One Ring into play faster.

**Left on the Field** is played on an item (except a unique ring item) that is discarded when a character leaves play or is taken prisoner. The hazard keeps the item in play at a nearby site. Now, any player may play that item at the site. Use this event to easily play items. Hope to place the item at easy sites like hero Border-holds. The event does not count against the hazard limit giving the chance to play always.

**Like the Crash of Battering Rams** has the potential to lower the body of a victim by one for every increment of five of the successful strike. The drake creatures should provide at least on -1 modification. Rats! can provide another -1.

Uttersouth | Harad | Gondor | Wilderland | Northern Waste

### Items/resources used and which turns

Ring of Detection (never)

Athelas (u10)

Eagle of the Star (Duinhir played on Turn 16)

All That is Gold (only two turns in lone company)

Not All Those Who Wander (8wf, 10dhw)

The Old that is Strong (7,9)

Deep Roots (Athelas used x1)

From the Ashes (9,)

A Light From the Shadows (not used, Strider already in hand when played)

Wingfoot, played (6,9,13,)

### 21 strikes rolled, 4 body checks

Thorongil 5 (block, men 8p; men7p; Lucky Strike, men7p; Block, men9p; men8p)

Strider 1 vs. Smeagol

RA 13 4, x1 killed

Ellindiel 1

Duinhir 1

top		avatar			avatar		MP	pd	SP	avatar		
1		Rivendell			Jääklät		3	78	0			
2	Ranger of Amor	Jääklät		Tol Lamfirith	Tol Lamfirith	Tol Lamfirith	3	68	0			
3		Tol Lamfirith			Bernastath		3	55	1		ring of detection	
4		Bernastath			Rivendell		4	52	2			
5		Rivendell			Lorien		4	44	3			
6	Ranger of Amor	Lorien			The stones		4	38	3			
7		The Stones			Edhellond		7	27	4			
8		Edhellond			Minas Tirith		7	20	5			
9		Minas Tirith			Mistrand		7	16	5		athelas	
10	Ellindiel	Mistrand			Elanthia		7	5	6			
11		Elanthia			Sturlurtsa		7	1	6			
12		Sturlurtsa			Korondaj		10	45	6		athelas	
13		Korondaj			Amrun		10	34	6			
14		Amrun			Tol Uialgaer		10	27	6		athelas	
15		Tol Uialgaer			Dol Amroth		10	23	6			
16	Duinhir	Dol Amroth			Umbar		10	14	6			
17		Umbar			Edhellond		10	9	6			
18		Edhellond			The Worthy Hills		10	7	6			
19		The Worthy Hills			The stones		7	2	5			
20		The stones			Barad Tathren		7	57	5			

Of the 21 sites visited, 9 were havens or free-holds. Three were shadow-holds.

Northern Waste was the first territory to visit to play the ring. If Ring of Barahir is played late in the second deck, then that is okay since Smeagol is expected to be in Eriador too. Entice Smeagol to be in Arthedain allowing On the Precious to be used while Strider is in Forochel.

Movement eastward was then made to play a greater item, but was reversed to be by the sea to tap a Sundering Sea site too. That proved to only play the greater item. Great Central Plains was next to visit. Mistrand was the site to tap being five regions from Minas Tirith. Ellindiel was found at Elanthia.

Korondaj was tapped and great to use Down Hurrying Waters on the River Harnen. Tol Uialgaer was the third site to tap. Prince Imrahil offered Duinhir to the Eagle of the Star and Raided Umbar next turn! Then it was off to hunt for Smeagol. One Ring was at The Stones. On the Precious played, but tied.

1		0				
2		0				
3		0				
4		0				
5	Wyrmslayer	0	h1t08			
6	Ellindiel	0	h1t10,p1t11			
7	Strider	0	h1t01,d1t01	h2t17		
8	Ranger of Arnor	0	h1t01,p1t02			
9	Ranger of Arnor	0	h1t05,p1t06			
10	Ranger of Arnor	0	h1t06,p1t08			
11		0				
12		0				
13		0				
14		0				
1	Athelas	0	h1t03,p1t09,u1t09	h2t13		
2	Athelas	0	h1t09,p2t12			
3	Ring of Barahir	0	h1t01,p1t03			
4	Narsil	0	h1t03,p1t06			
5	Gollum	1	h1t10,d2t11			
6	Ford	0	h1t02,p1t02	h2t15,d2t15		
7	Ford	0	h1t08,p1t09	h2t15		
8	Many Turns and Doublings	2	h1t06,p1t09	h2t13		
9	Many Turns and Doublings	2	h1t07,p1t10	h2t15		
10	Block	0	h1t01,p1t03	h2t14,p2t14		
11	Block	0	h1t08,p1t09	h2t15,p2t16		
12	Lucky Strike	0	h1t03,p1t06	h2t12,p2t12		
13	Concealment	0	h1t07,p1t07	h2t13,p2t17		
14	Stealth	0	s00,p1t01	h2t14,p2t18		
15	Wing-foot	0	h1t04,p1t06	h2t12,p2t13		
16	Spies Feared	0	h1t07,p1t09	h2t15,p2t19		
17	Spies Feared	0	h1t07,p2t11			
18	Spies Feared	0	h1t11,p2t13			
19	On the Precious	0	h1t05,p1t05			
20	Quiet Lands	0	h1t03,p1t03	h2t13,p2t14		
21	Down the Hurrying Waters	0	h1t04,d1t04	h2t12,p2t12		
22	Draw Swords Together	0	h1t07,d1t08	h2t15,p2t15		
23	Deeds of Lonely Daring	0	h1t03,d1t03	h2t19,d2t19		
24	Ancient Knowledge	0	h1t09,p1t09			
25	Elf-friend	0	h1t07,p1t07			
26	First Among Equals	0	h1t04,d1t0 r1t09,h1t10,p1t10			
27	New Closeness to Kin	0	h1t02,p1t02			
28	Estel	0	h1t09,p1t10			
29	Life More Enduring	0	h1t09,p1t09			
30	Sojourn in the Golden Wood	0	h1t05,p1t05			
31	Ranger's Gear	0	h1t07,p1t07			
32	Weather It	0	h1t02,p1t02			
33	Much-trodden Paths	0	h1t08,p1t08			
34	Eagle of the Star	0	h1t03,d1t0 r1t09,p1t11			
35	All That is Gold	0	h1t04,p1t04			

1	Elf-lord Revealed in Wrath	1	h1t05,p1t06	h2t12,p2t12	
2	Elf-lord Revealed in Wrath	1	s00,p1t02		
3	Fire Unwatched	0	h1t10,d2t11		
4	Courtesy Lessened of Late	0	h1t06,p1t07	h2t11,p2t11	
5	Weariness of the Heart	0	h1t09,p1t10	h2t17,p2t18	
6	Fealty Under Trial	0	h1t04,p1t05	h2t19,p2t20	
7	The Ring's Betrayal	0	h1t08,p1t09	h2t19,p2t20	
8	River	0	h1t06,p1t07	h2t15,p2t16	
9	Snow in the Mountains	0	h1t10,d1t11	h2t13,p2t14	
10	Greater Storms	0	h1t03,d1t04	h2t13,p2t14	
11	Lost in Free-domains	0	s00,d1t01	h2t13,d2t13	
12	Lost at Sea	0	h1t04,p1t06	h2t18,d2t19	
13	Wings Under Trees	0	h1t02,d1t02	h2t12,p2t12	
14	Forgot His Orders	0	h1t09,d1t10	h2t15,d2t15	
15	Stay Her Appetite	0	h1t06,d1t07	h2t11,p2t11	
16	Incite Defenders	0	s00,p1t01	h2t11,p2t11	
17	Arouse Defenders	0	h1t06,p1t07	h2t12,p2t12	
18	Arouse Denizens	1	h1t02,p1t03	h2t20	
19	Incite Denizens	0	h1t01,p1t02	h2t18,p2t20	
20	Arouse Minions	0	h1t06,p1t07	h2t16,d2t16	
21	Fear Fire Foes	0	h1t03,p1t04	h2t16,p2t17	
22	Unabated in Malice	0	h1t05,p1t06	h2t14,p2t15	
23	Gnaw with Words	0	h1t09,p1t10	h2t18,p2t19	
24	Fake	0	h1t03,p1t04	h2t12,p2t12	
25	Muster Disperses	0	h1t11,p2t11		
26	Death of a Kinsman	0	h1t02,d1t03	h2t17,d2t18	
27	Like the Crash of Battering Rams	0	s00,p1t01	h2t14,p2t15	
28	Like the Crash of Battering Rams	0	h1t02,p1t03	h2t14,p2t15	
29	Like the Crash of Battering Rams	0	h1t10,p1t11	h2t16,d2t16	
30	Foe Beyond Any of You	0	h1t03,d1t05	h2t12,p2t12	
31	Foe Beyond Any of You	0	h1t04,d1t05	h2t13,p2t14	
32	Foe Beyond Any of You	0	h1t06,p1t07	h2t14,d2t14	
33	Elven Wards	0	h1t02,p1t03	h2t12,d2t12	
34	Elven Wards	0	h1t09,p1t10	h2t14,p2t14	
35	Left on the Field	0	s00,d1t01	h2t12,p2t12	
36	Left on the Field	0	h1t07,d1t07	h2t13,d2t14	
37	Left on the Field	0	h1t07,d1t08	h2t17,d2t17	
38	Cruel Caradhras	0	s00,d1t01	h2t12,d2t12	
39	Cruel Caradhras	0	h1t01,p1t01	h2t14,d2t15	
40	Cruel Caradhras	0	h1t03,d1t05	h2t16,d2t17	

Read above two tables:

h1t03 = take to hand on Turn 3 of Deck 1.

P= play

D=discard

R=recycle/shuffle

s00=start game

u=used like an item

80	h1
61	p1
19	d1
2	r1
0	v1
0	o1
0	g1
0	b1

54	h2
34	p2
17	d2
0	r2
0	v2
0	o2
0	g2
0	b2

78 cards in first deck, 53 in last (131 cards in 19 turns; 6.5 cards/turn is okay)

Hazards: 77 to hand, 28 discarded.

{some card changes listed above were made after this practice game, specifically using Ring of Barahir instead of Ring of Detection. Hazard and Resource events for the first 9 turns were taken from the 2<sup>nd</sup> Fate game; remaining turns from the 1<sup>st</sup> Fate game.}

**TURN01**, be hazard player first. {p=play, d=discard, h=draw to hand}

p. Incite Defenders, Like the Crash of Battering Rams,

d. Lost in Free-domains

h. Block,Ring of Detection,Strider

@ Rivendell-U

U	Thorongil	8	2	5	9	Dúnadar	W	Sc	R					0	Eresselen	Draw Swo	Where the Stars are Strange
Quiet Lands		Stealth															
0		0															
Left on the Field		Cruel Caradhras															
Lobelia Sackville-Baggin:		Block															
Strider		Ring of Detection															
Turn: 1	Hand: 8	MP: 3	SP: 0	PD: 75													
Court2	Indur	Malezar	Court	Smg	<i>Smg is listed, but never hazard player</i>												

Spring of Arda Gates of Morning

Tokens to Show

, Lord of the Haven, Radagast the Tamer, Lord of the Woods, Leucaruth at Home, Devouring Wyrms, Power Built By Waiting, Power Built By Waiting, Saruman the Wise, Pallando the Soul-keeper

, Balrog of Moria, Lomaw At Home, Bane of the North, Thorkmaw at Home, Terror From the Deeps

, Sleepless Malice

ORG

Thorongil taps to play Stealth to visit Bernastath to play ring item.

MOVE

Thorongil, -w-w-w-w,rl

h. Ranger of Arnor,A Cruel Caradhras

HL2, Court2 (Rain-Drake, Shifting Paths in hand)

HL2, Court2 plays Shifting Paths to be in Jaakylat.

d. Strider, Left on the Field

SITE

END

d. Cruel Caradhras

h. Incite Denizens









TURN06

p. Lost at Sea, Elf-lord Revealed in Wrath, Unabated in Malice

h. Arouse Minions, Arouse Defenders, Foe Beyond Any of You

@ Lorien

T	Thorongil	8	2	5	9	Dúnadar	W	Sc	R			2	Draw Swords Together	Where the Stars are	€ New Closeness to Kin
													Weather It	Taint of Gk Ring of Detection	
													All That is Gold		Deep Roots
													A Light From the Shadows		
T	Ranger of Amnor	2	0	4	7	dun			R			1	Eresselen		

Athelas				0											
Ranger of Amnor				Lucky Strike											
Arouse Minions				Narsil											
Arouse Defenders				Wing-foot											
Foe Beyond Any of You				0											
Turn: 6	Hand: 8	MP: 3	SP: 3	PD: 38											
Black	Desert	Adunaphe	Akhorahil	Smg											

The Road to the West Safe From the Shadow Great Secrets Buried There, Old Grudge  
Swift Onset Swift Onset Great Army of the North Tokens to Show  
Tidings of Death  
, Wardens of the Woodland Realm, Tauremornalome, Infested Jungles, Yavannas Plea  
, Mordor in Ruins, **Doors of Night**, The Dragon Arises  
, Kelper Enraged, Naugol

ORG

Ranger of Amnor played at Lorien. Thorongil taps to remove hazard, 8hroll=pass. Wing-foot played to move to The Stones.

MOVE

Thorongil, -w-w-bl-w-w,rl.

h. The Old that is Strong

The Old that is Strong is played.

HL3, Black keys Dwarven Travelers to BL, dwarves.3s8p,det

Thorongil, tapped

RA, 4p-3x+7sroll=8

RA, 4p-3x+7sroll=8

HL2, Black keys Rain-drake to WWW, drake.1s15p

RA, 4p+7sroll=11, bc.3=wounded

h. Ranger of Amnor, River

SITE

The Stones entered. AA1-puklemen.2s9p

RA taps Eresseln. Plays Lucky Strike

RA, 4p-3x+7/9sroll=10

RA, 4p-2w+6sroll=8, bc8=killed.

RA taps to play Narsil.

END

d. Foe Beyond Any of You

h. Many Turns and Doublings, Stay Her Appetite, Courtesy Lessened of Late



TURN08

p. x

d. Left on the Field

h. Much-trodden Paths

@ Edhellond

T	Thorongil	8	2	5	9	Dúnadar	W	Sc	R			1	Draw Swords Together	Where the Stars are	ε	New Closeness to Kin
													Weather It	Ranger's Gear	Elf-friend	
													All That is Gold	Not All Those Who Wander		
													The Old that is Strong	Deep Roots		
													A Light From the Shadows			
T	Ranger of Amnor	2	0	4	7	dun			R			3	Eresselen	Narsil		

Athelas	Much-trodden Paths			
Draw Swords Together	0			
Many Turns and Doublin	Spies Feared			
Many Turns and Doublin	Spies Feared			
Ranger of Amnor	0			
Turn: 8	Hand: 8	MP: 3	SP: 5	PD: 20
Adunaphe	Akhorahil	Black	Desert	Smg

Senses More Keen Than Most The Road to the West Safe From the Shadow Great Secrets Buried There Old Grudge

Swift Onset Swift Onset Great Army of the North Tokens to Show Númenor Perished , Wardens of the Woodland Realm, Tauremornalome, Infested Jungles, Yavannas Plea, Rammas Pelennor

, Mordor in Ruins, **Doors of Night**, The Dragon Arises , Naugol, The Watchful Peace

ORG

Much-trodden Paths played. Ranger of Amnor played at Edhellond.

RA transfers Narsil to Thorongil, RA and Thorongil taps to support. Auto.

All move to Minas Tirith; avoid seas against this Division.

MOVE

Thorongil, -w-fd-fd-fd,fh

h. The Ring's Betrayal

HL3, Adunaphel moves agent

HL1, Akhorahil plays Clouds

h. Ford

SITE

END

d. Draw Swords Together

h. The Ring's Betrayal

Not All Those Who Wander takes Wingfoot to hand

















## SITE

Umbar entered. AA1-men.3s9p

Golasgil taps to play Concealment to cancel AA.

Raid on Umbar played. Dark Numbers discarded.

EA1-men.3s8p

Duinhir plays Block

Duinhir,  $4p+4sroll=8$

Thorongil,  $6p+6sroll=12$

RA,  $4p+3sroll=7$ , wounded. Bc.3

EA-men.2s9p

Avatar card untaps Imrahil.

Imrahil,  $5p+3wp+8sroll=13$ .

Argirion,  $5p+6sroll=11$ .

Ellindiel taps to keep card in play!

## END

h. Fear Fire Foes







{Gandalf used Eagle-mounts, which are now with Cirdan the Shipwright.; assume Gandalf went to Grey Havens}. So move towards Goblin-Gate to play ally next turn.

p. Incite Denizens, Fealty Under Trial

d.The Ring's Betrayal

h. Arouse Denizens

EXHAUST DECK

@ The Stones

U	Strider	8	8	7	9	Dúnadar	W	Sc	R						1	Where the Stars are Strange	Draw Swords Together			
																Narsil	Athelas	Eressele!	Athelas	
																First Among Equals	Estel		Elf-friend	
																Weather It	Ranger's Gear		Ancient Knowledge	
																All That is Gold	Not All Those Who Wander			
																The Old that is Strong	Deep Roots			
																From the Ashes	A Light From the Shadows			
T	Ranger of Amor	2	0	4	7	dun									0	Ring of Detection				
	0	Arouse Denizens																		
	0				0															
	Ford				0															
	Many Turns and Doublin				0															
	Many Turns and Doublin	Gollum																		
	Turn: 20	Hand: 8	MP: 3	SP: 6	PD: 56															
	Felagrog	Khamual	Bolg	Scatha	Smg															

Res: Forewarned is Forearmed, Senses More Keen Than Most, Safe From the Shadow Patrol the Area(Mouth)

HAZ: Naugrim, Taurmornalome, Infested Jungles, Protecting Their Domain, Darkness Gathers There, Press-gang, Bairanax at Home, Ando-anca at Home, **Doors of Night**, Scatha ahunt

ORG

Strider taps to play Ford. Discard Ancient Knowledge to visit Barad Tathren, hidden site, as protection, but only if Gandalf has Gollum in hand, else move to Grey Havens too.

MOVE

Strider, -w-w-bl-bl, rl

h. Elf-lord Revealed in Wrath

HL2, Felagrog plays Corlagon Ahunt.

SITE

END

