

THORONGIL/GAMBIT

50m

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

RESOURCE DECK/HAZARD DECK

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

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 **Death of a Kinsman**
- 3 Left on the Field
- 3 Cruel Caradhras
- 3 Foe Beyond Any of You

SITES

Moria

Goblin-Gate

Mount Doom

Shelob's Lair

Beorn's House ring

Edoras ring

Dale ring

Lossadan Camp ring

Bree Info

Lake-town Info

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

Pûkel-deeps	M, ring	Pûkel
Gem-deeps	M, ring	dead
Under-vaults	M	dead
Wind-deeps	M	orc
Ancient	All	deadx3

Under-leas	m	orc
Under-gates	Info	

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 maiar attacks +1 strikes, +1 prowess, and attacker chooses defending characters. There are not many maiar 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				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,u1t12	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 2nd Fate game; remaining turns from the 1st 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-Baggins		Block													
Strider		Ring of Detection													
Turn: 1	Hand: 8	MP: 3		SP: 0		PD: 75									
Court2	Indur	Malezar		Court		Smg									

Smg is listed, but never hazard player

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

TURN02

p. Cruel Caradhras, Incite Denizens, Lobelia Sackville-Baggins

d.

h. Ford, New Closeness to Kin, Wings Under Trees, A Light From the Shadows

@ Jääklät

U	Thorongil	8	2	5	9	Dúnadar	W	Sc	R				1	Draw Swords Together	Where the Stars are Strange			
A Light From the Shadow		Ranger of Arnor																
Block		Ring of Detection																
Ford		Wings Under Trees																
New Closeness to Kin		0																
Quiet Lands		0																
Turn: 2	Hand: 8	MP: 3		SP: 0		PD: 68												
Malezar	Court2	Indur		Court		Smg												

Spring of Arda Safe From the Shadow Gates of Morning

Swift Onset Tokens to Show

, Lord of the Haven, Radagast the Tamer, Summons From Long Sleep, Leucaruth at Home,

Devouring Wyrms, Power Built By Waiting, Power Built By Waiting

, Lomaw At Home, Mordor in Ruins

, The Way Is Shut

, Host of Bats

ORG

Ranger of Arnor played at Tol Lamfirith. A Light From the Shadows played.

New Closeness to Kin played with Thorongil's company. Thorongil moves to Tol Lamfirth and taps to use Ford.

MOVE

Thorongil, -cs-w-w,fh

h. Weather It

plays Weather It on Thorongil.

HL2, Malezar plays Taint of Glory on Thorongil.

HL1, Maelzar plays An Unexpected Outpost.

d. Elven Wards, Arouse Denizens, Deep Roots, Death of a Kinsman

RA, fh

HL2, Court plays agent

SITE

END

d. Wings Under Trees

h. Like the Crash of Battering Rams

TURN04

p. Fake, Fear Fire Foes

d. Greater Storms

p. Wing-foot, Lost at Sea, Down the Hurrying Waters

@ Bernastath

T	Thorongil	8	2	5	9	Dúnadar	W	Sc	R			3	Draw Swords Together	Where the Stars are New Closeness to Kin
													Eresselen	Taint of Gk Ring of Detection
													Weather It	
														Deep Roots
													A Light From the Shadows	
T	Ranger of Amor	2	0	4	7	dun			R			0		

Athelas		0		
Cruel Caradhras		Lucky Strike		
Lost at Sea		Narsil		
Down the Hurrying Water		Wing-foot		
Foe Beyond Any of You		0		
Turn: 4	Hand: 8	MP: 3	SP: 2	PD: 49
Court	Indur	Malezar	Court2	Smg

Echo of All Joy Sun Rumors of Danger played (men). Rumors of Danger (drake)

Tokens to Show

, Lord of the Haven, Wardens of the Woodland Realm, Drought, Legacy of Carcaroth

, Mordor in Ruins

, War-wargs, Awaken Denizens

{Narsil in hand, go to Dead Marshes or The Stone? Avoid seas against this division}

ORG

All move to Rivendell.

MOVE

Thorongil, -w-w-w-w,h

h. First Among Equals, All That is Gold

All That is Gold played.

HL2, Court plays Weariness of the Heart on Thorongil for a CC, RA supports.

$$\text{cc}-3+1\text{sup}+9\text{croll}=7.$$

HL0, Indur has in hand (Ambusher, Lawless Men). Keyws Lawless Men to W.

d. First Among Equals

SITE

END

d, Down the Hurrying Waters

h. Fealty Under Trial

p. Fealty Under Trial
d. Foe Beyond Any of You
h. Elf-lord Revealed in Wrath, Unabated in Malice
@ Rivendell

Athelas		0		
Cruel Caradhras		Lucky Strike		
Lost at Sea		Narsil		
Elf-lord Revealed in Wrat		Wing-foot		
Unabated in Malice		0		
Turn: 5	Hand: 8	MP: 3	SP: 2	PD: 44
Akhorahil	Desert	Adunaphe	Black	Smg

ORG

MOVE

SITE

END

d. Cruel Caradhras
h. Ranger of Arnor

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	5	New Closeness to Kin
													Weather It	Taint of Gk	Ring of Detection	
													All That is Gold			
													A Light From the Shadows		Deep Roots	
T	Ranger of Arnor	2	0	4	7	dun			R			1	Eresselen			

Athelas			0		
Ranger of Arnor			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 Arnor 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 Arnor, 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

TURN07

p. Arouse Minions,Arouse Defenders, Courtesy Lessened of Late,River

d. Stay Her Appetite

h. Not All Those Who Wander,Ranger's Gear,Spies Feared,Draw Swords Together,

Many Turns and Doublings

@ The Stones

T	Thorongil	8	2	5	9	Dúnadar	W	Sc	R		1	Draw Swords Together	Where the Stars are	New Closeness to Kin
												Weather It	Ring of Detection	
												All That is Gold		
												The Old that is Strong	Deep Roots	
												A Light From the Shadows		
T	Ranger of Amor	2	0	4	7	dun			R		3	Eresselen	Narsil	

Athelas		Ranger of Arnor	
Draw Swords Together		Ranger's Gear	
Many Turns and Doubling		Spies Feared	
Many Turns and Doubling		0	
Not All Those Who Wan		0	
Turn: 7	Hand: 8	MP: 3	SP: 4 PD: 27
Desert	Akhorahil	Adunaphe	Black 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 Tidings of Death

, Stench of Mordor, Wardens of the Woodland Realm, Tauremornalome, Infested Jungles, Yavannas Plea, Rammas Pelennor

, Mordor in Ruins, **Doors of Night**, The Dragon Arises

, Naugol

Storms of Ossë

ORG

Ranger's Gear and Not All Those Who Wander played on Thorongil.

Ranger of Arnor played at Edhellond. All move to Edhellond.

MOVE

Thorongil, -w-w,h

h. Concealment,Left on the Field

HL2, Adunaphel keys Wose Ambush to Andrast, wose.1a7p

Thorongil play Concealment. The Old that is Strong, 5sp+7rroll=12,pass.

HL1, Adunaphel moves agent.

h. Spies Feared,Left on the Field

Ranger of Arnor, h

HL2.

SITE

END

d. Left on the Field

h.Elf-Friend

Elf-Friend played on Thorongil

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	New Closeness to Kin				
													Weather It	Ranger's Gear	Ring of Detection	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 Arnor	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 Arnor		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 Arnor 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

p. The Ring's Betrayal @ Minas Tirith

Athelas		Life More Enduring		
Block		0		
Many Turns and Doublin		Spies Feared		
Many Turns and Doublin		Spies Feared		
Ford		0		
Turn: 9	Hand: 8	MP: 3	SP: 5	PD: 16
Ren	Hoarmura	Dwar	Uvatha	Smg

Front the Ashes discard to shuffle Eagle of the Star and First Among Equals

TURN10

p. Elven Wards, Gnaw with Words, Weariness of the Heart

d. Forgot His Orders

h. Gollum, First Among Equals, Snow in the Mountains, Fire Unwatched

@ mistrand

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

Athelas		Many Turns and Doublings		
Estel		Snow in the Mountains		
Fire Unwatched		Spies Feared		
First Among Equals		0		
Gollum		0		
Turn: 10	Hand: 8	MP: 3	SP: 5	PD: 5
Uvatha	Hoarmura	Dwar	Ren	Smg

Res: Crown with Flowers (balin), Ordered to Kill

Haz: The Oldest, Near to Hear a Whisper, It Stinks, All Dead All Rotten, In Darkness Bind Them, Full of Froth and Rage

ORG

First Among Equals played on Thorongil. RA transfers Athelas to Thorongil, RA taps to support, cc auto.

MOVE

Thorongil,-ww-sl-sl-w,h

h. Ellindiel, Like the Crash of Battering Rams

HL3, Uvatha plays Lost in Shadowlands for +2HL

HL4, Uvatha plays Rats to wound RA

HL2, Hoarumuath keys Ghosts to SL, undead.3s9p

Many Turns and Doublings cancels.

Thorongil taps to use Athelas to heal RA.

SITE

Estel played on Thorongil.

END

Not All Those Who Wander grabs Down the Hurrying Waters

p. Like the Crash of Battering Rams
d. Snow in the Mountains
h. Eagle of the Star, Spies Feared
@ Elanthia

Athelas		Eagle of the Star		
Down the Hurrying Water		Spies Feared		
Fire Unwatched		Spies Feared		
0		Ellindiel		
Gollum		0		
Turn: 11	Hand: 8	MP: 3	SP: 6	PD: 1
Hoarmura Ren		Dwar	Uvatha	Smg

In Darkness Bind Them, All Dead All Rotten, Full of Froth and Rage

Eagle of the Star played on Thorongil. Ellindiel played at Elanthia. RA transfers Eresselen. Thorongil now has 8DI against elves (2.base+2.elffriend+1.eresselen+2.equals+1.narsil)
All move to Sturlurtsa.

Thorongil, -w-sl-sl-sl,sh
h. Muster Disperses, EXHAUST DECK, Courtesy Lessened of Late
HL4, Hoarmurath plays Sleepless Malice
HL3, Hoarmurath plays Out of the Swamps
HL2, Hoarmurath plays Taint of Deep Lore on Ellindiel

h. Incite Defenders, Stay Her Appetite

p. Courtesy Lessened of Late,Incite Defenders,Stay Her Appetite,Muster Disperses
d. Fire Unwatched
h. Elf-lord Revealed in Wrath,Cruel Caradhras,Elven Wards,Arouse Defenders,Wing-foot
@ Sturlurtsa

Arouse Defenders		Elven Wards		
Athelas		Spies Feared		
Cruel Caradhras		Wing-foot		
Down the Hurrying Water		0		
Elf-lord Revealed in Wrath		0		
Turn: 12	Hand: 8	MP: 3	SP: 6	PD: 45
Dwar	Ren	Uvatha	Hoarmura	Smg

ORG {need to play a minor item in the Sunlands} Is Gobel Mirlond port-on-Harnen?
{Hide in the deserts}. All move to Korondaj using Down the Hurrying Waters

Thorongil, regions,bh
 h. Lucky Strike,Foe Beyond Any of You
 HL4, Dwar has Plague, Morgai-flies, and NeekerBreekers, Death Carrying Vermin
 HL4, Dwar plays Plague on Thorongil
 HL2, Ren plays Drought
 HL1, Ren keys Ash-drake to Khand.drake.2s13p,attacker
 RA, $4p+1.star+8scroll=13$
 RA, $4p+1.star+6scroll=11$, bc.7=wounded
 d. Cruel Caradhras
 SITE
 Korondaj entered. Aa1-men.1e7p,det
 Thorongil plays Lucky Strike
 Thorongil, $6p-3x+5/4scroll=8$
 Ellindiel, $3p-3x+7scroll=7$.
 Thorongil taps to play Athelas.
 END
 d.Elven wards
 h. Wings Under Trees,Fake,Left on the Field
 Plague rolls: all good.

TURN13 {Northern Waste minions are facing Harad heros=HL to play hazards}
p. Arouse Defenders,Wings Under Trees,Fake,Left on the Field,Elf-lord Revealed in Wrath
Foe Beyond Any of You
d.
h. Greater Storms,Left on the Field,Concealment,athelas,Quiet Lands,Lost in Free-domains
@ Korondaj

U	Thorongil	8	8	6	9	Dúnadar	W	Sc	R				1	Where the Stars are Strange	Draw Swords Together			
														Narsil	Ring of Detection	Eressëler	Athelas	Eagle of the Star
														First Among Equals	Estel	Elf-friend		Plague
														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			
														New Closeness to Kin				Taint of Deep Lore
U	Elindiel	8	2	3	8	Noldo			R	Sa	D	1						
U	Ranger of Amor	2	0	4	7	dun			R			0						
W	Ranger of Amor	2	0	4	7	dun			R			0						

Greater Storms	Lost in Free-domains			
Left on the Field	Spies Feared			
Concealment	Wing-foot			
athelas		0		
Quiet Lands		0		
Turn: 13	Hand: 8	MP: 3	SP: 6	PD: 34
Lomaw	Durlach	Smaug	Throkmav	Smg

Res: hair of Uinen
Haz: Lure of Power, Leucaruth at Home, Cult of the Eye

ORG
Move to Amrun for protection again. Wingfoot is played.

MOVE
Thorongil,-t-t,sh
h. Many Turns and Doublings,Foe Beyond Any of You
HL4, Lomaw plays Doors of Night
HL3, Lomaw plays Fell Winter
Smaug has Olog-hai in hand
HL1, x
d. Lost in Free-domains
SITE
END
Spies Feared played on site.
h. Snow in the Mountains

Plague rolls: wounded RA killed.

Plague rolls: no effect

p. Unabated in Malice, Like the Crash of Battering Rams, Like the Crash of Battering Rams
Elven Wards
d. Cruel Caradhras
h. Spies Feared, Draw Swords Together, Many Turns and Doublings, River, Ford
@ Tol Uialgaer

U	Thorongil	8	8	6	9	Dúnadar	W	Sc	R		1	Where the Stars are Strange	Draw Swords Together			
												Narsil	Athelas	Eresselot Athelas	Eagle of the Star	
												First Among Equals	Estel	Elf-friend	Plague	
												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	Elindiel	8	2	3	8	Noldo			R	Sa	D	2	New Closeness to Kin	Ring of Detection		
T	Ranger of Amor	2	0	4	7	dun			R			0				Taint of Deep Lore

Concealment		River		
Draw Swords Together		Spies Feared		
Ford		Stealth		
Many Turns and Doublin		0		
Many Turns and Doublin		0		
Turn: 15	Hand: 8	MP: 3	SP: 6	PD: 18
Durlach	Smaug	Lomaw	Throkmav	Smg

Res: Hair of Uinen, Endurance of Stone, Safe From the Shadow, Face Out of Sight
Haz: Fearful Sun, Infested Jungles, Spawn of Ungoliant

ORG {Fram Framson was not played by Alatar until Turn 23}

Draw Swords Together played on Wyrmslayer as agent. Fram moves to Lorien.

Others move to Dol Amroth.

Harngorin Derufin

MOVE

Thorongil, -cs-cs-fd-fd,fh

h. Forgot His Orders,Block

HL3, Durlach plays Rank Upon Rank

HL1, Lomaw plays Ando-anca At Home

d. Forgot His Orders

Fram, -w-sl-bl-w,h

h.Ford

HL2,x

d.Ford

SITE

END

Plague rolls: no effect

TURN16

p. River

h. Cruel Caradhras

{Lord Denethor just exited Mordor. Prince Imrahil is at Dol Amroth; Raid on Umbar should be in Prince's hand at this time.}

@ Dol Amroth

U	Thorongil	8	8	6	9	Dúnadar	W	Sc	R			1	Where the Stars are Strange	Draw Swords Together			
													Narsil	Athelas	Eresselot Athelas	Eagle of the Star	
													First Among Equals	Estel	Elf-friend	Plague	
													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	Elindiel	8	2	3	8	Noldo			R	Sa	D	2	New Closeness to Kin	Ring of Detection			Taint of Deep Lore
T	Ranger of Amor	2	0	4	7	dun			R			0					

Concealment	Cruel Caradhras	
0	Spies Feared	
Ford	Stealth	
Many Turns and Doublin	0	
Many Turns and Doublin	Block	
Turn: 16	Hand: 8	MP: 3
SP: 6	PD: 14	
Throkmaw	Durlach	Smaug
Lomaw	Smg	

Res: Hair of Uinen, Endurance of Stone, Safe From the Shadow, Sun

Haz: Fearful Sun, Full of Froth and Rage, Tidings of Doubt and Danger, Infested Jungles, Spawn of Ungoliant

ORG

Eagle of the Star used at Dol Amroth to play Duinhir. Prince has 3 in his company. Will move with Prince Imrahil's company on his turn; can play your own resources only to help you directly. Plague discarded "at a haven."

T	Prince Imrahil	7	8	8	9	Dún	W		R		D	2	Swan of Amroth	Glamdring	Grace of U	Stories of the Eldar Days	
U	Argirion	4	1	5	8	Dún	W					1	Adamant helmet	Dark Numbers			
U	Golasgil	4	2	4	9	Man		Sc	R			2	Horn of Amor	Hauberk of Bright Mail	Pride Increased with Despair		

Fair Sailing played on company. Hazards will normally be played against Prince Imrahil. Then Thorongil's hazard players play hazards. Thorongil draws for his hand too. Durlach draws for Prince and Throkmaw draws for Thorongil.

Prince's hazard players are the Northern Waste players!

Gondor minions start Turn 17.

HL7-2=5,

HL5, Durlach plays Pride.

HL3, Throkmaw none

HL3, Lomaw

HL3, Smaug plays An Unexpected Outpost

h. Like the Crash of Battering Rams, Arouse Minions

HL1, Throkmaw

HL1, Durlach

HL1, Smaug

HL1, Lomaw

d. Like the Crash of Battering Rams, Arouse Minions

Prince, Golasgil, Argirion

Thorongil, Ellindiel, RA, Duinhir

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

TURN17

p. Fear Fire Foes

d. Cruel Caradhras

h. Death of a Kinsman, Weariness of the Heart

@ Umbar

T	Thorongil	8	8	6	9	Dúnadar	W	Sc	R			1	Where the Stars are Strange	Draw Swords Together					
													Narsil	Athelas	Eresseler	Athelas	Eagle of the Star		
													First Among Equals	Estel	Elf-friend	Plague			
													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	Elindiel	8	2	3	8	Noldo			R	Sa	D	2	New Closeness to Kin	Ring of Detection				Taint of Deep Lore	
W	Ranger of Amro	2	0	4	7	dun			R			0							

Concealment	0			
0	Spies Feared			
Ford	Stealth			
Many Turns and Doublin	Death of a Kinsman			
Many Turns and Doublin	Weariness of the Heart			
Turn: 17	Hand: 8	MP: 3	SP: 6	PD: 9
Bolg	Khamual	Scatha	Felagrog	Smg

Res: Forewarned is Forearmed, Senses More Keen Than Most, Gates of Morning

HAZ: Yavanna's Plea, Curse Him RB (inverted), Protecting Their Domain, Dark Shapes

Gathered There, Reaching Shadow, Press-gang, Stormcrow, Redoubled Force, Scatha at Home,

Bairanax at Home, Agburanar at Home, Ando-anca at Home, Agburanar ahunt, Minions Stir,

The Back Door

ORG

Duinhir given to Prince Imrahil. Moves to Edhellond to meet Gandalf.

Eagle of the Star discarded.

MOVE

Thorongil, -bl-cs-cs-w,h

h. Strider, Left on the Field

HL3, Khamual keys Huorn to W. plan.1s10p, YP+PtD+CHRB=2s12p4b

Thorongil taps to use Concealment.

HL1, Felagrog has Nameless Thing in hand.

d. Left on the Field

SITE

END

TURN19 {Lord Thrain moved to Moria. Smeagol moved to The Stones.}

p. Gnaw with Words

h. The Ring's Betrayal; do not exhaust so to grab Gollum from discard pile. Oh, can use On the Precious during any site phase with a ringbearer.

@ Isildur's Tomb

[illegible]

Incite Denizens		0		
The Ring's Betrayal		Spies Feared		
Ford		Lost at Sea		
Many Turns and Doublin		Fealty Under Trial		
Many Turns and Doublin		0		
Turn: 19	Hand: 8	MP: 3	SP: 6	PD: 2
Scatha	Khamual	Felagrog	Bolg	Smg

Res: Forewarned is Forearmed, Senses More Keen Than Most, Safe From the Shadow

HAZ: Tauremornaloe, Naugrim, Kelvar Enraged, Wake of War, Pack at the Door,

Press-gang, **Doors of Night**, Bairanax at Home, Scatha at Home, Ando-anca at Home, Spawn of Ungoliant, Minions Stir, Song of the Lady

ORG

{Ring of Barahir replaces Detection ring in next game.} Move to the Stones.

MOVE

Strider, -w-w-w,rl

h. Deeds of Lonely Daring

HL2, Scatha plays Drums.

SITE

The Stones entered. Aa1-pukelmen.2s9p

RA taps to face both strikes.

RA, 4p-3x+12sroll=13

RA, 4p-3x-1t+10sroll=10

On the Precious played from Sojourn in the Golden Wood, Gollum grabbed.

Could have played On the Precious last turn adjacent to Old Forest region.

Smeagol attacks: $2p+6s_{\text{roll}}=8$

Thorongil, $7p-3x+4sroll=8$.

Spies Feared played on site.

END

d.Lost at Sea

TURN 20

{Smeagol moved to Lind-or-Burum}

@ The Stones

END

Exhausted on Turns 11 and 20, which is acceptable. Second deck would be faster, but had to be limit drawing cards due to On the Precious grabbing Gollum from discard pile.

I was worry about the corruption point from Ring of Barahir being carried by the manifestations of Aragorn II for the whole game. But I see that cards on Strider are transferred to Aragorn II; this to me includes Estel.

[illegible]