

# INDÛR/MEN

50avatar

<b>C</b>	8	Amaru	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 14 characters in deck 9 starting cards 143 total cards 18 creatures DC: 9.char + 16.res + 18.haz =43
<b>I</b>	9	Utter South	
<b>F</b>	5	vs. Valdacli	
<b>A</b>	2	Harad Division	
<b>M</b>	6	Mûmakanril	
<b>K</b>	2	Men	

Indûr known as Dawndeath has returned to Mûmakan to be Jí Amâv IV. As Cloudlord he will rebuild the mighty Mûmakan army and reconquer the lands south of the Yellow Mountains. His only goal is to bring the mighty Mûmakanril host to Mordor.

This player will test rings, recruit factions, and fulfill mission events for marshalling points. A treasure of a faction is Hathorians worth 5 MPs to a Black Player. The companies can use Not Slay Needlessly and Ruse to cancel attacks. Indûr will first move using Black Rider to play an Oliphaunt ally. There are two such allies. Then use Morgul-Blade and his Unleash card for brutal killings at dawn. Many spirit-magic events are in the deck, which can be fetched with a Magic Ring of Delusion.

Leárdionoth is the prime minion with 2 DI and spirit-magic. He will control Sakalure who is another spirit-mage. This company will influence the factions. They may need to move to the Dominions of the Seven to play items. Hargrog leads the overt company as a Warlord. He will control the half-orc Burdîlgoth with Orders from Lughbûrz. The half-orc is a spirit-mage. This company will be at Tower of Hargrog playing items and CvCC the Valdacli scum.

The hazard strategy uses low-strike Men creatures and AA enhancers.

His main opponent is the Valdacli along the Usakan Bay.

Changes to Deck from earlier 24 turn game:

For sites no visiting west of the Western Spur of the Yellow Mountains or sites with nearest haven as Tower of Hargrog. This helps keep sites compact avoiding movement between Darkhavens. Game had five movements between Darkhavens with some several using Tower of Hargrog Darkhaven as a stop before returning to the east.

Items removed include Flail of the Horseslayers and another movement north of the Yellow Mountains. Added another Paltry Ring, replaced a Least of Gold Rings for A Little Gold Ring. Added three more unique items.

Replaced Seize Prisoners with To Satisfy the Questioner --- good to keep quiet avoiding attacks.

No more Threats, but now Gifts Given as of Old. I'll Be At Your Heels replaced by Smart and Secret. Forced March replaces Above the Abyss.

Ancient Rite added for Messenger of Mordor. Poison of His Voice removed.

Only 16 non-creature hazards kept. All Slayers replaced by Men creatures. Only Niocupa remains.

Characters with a home site near Usakan Bay given to Malezar: Ukan, Bewac, Maarv, Es-amu, Ulrith. Sagvak now with Desert Orcs. Djerul, Leärdionoth moved elsewhere.



**HAZARDS(40/15)****18/2**

1	Kraken							
3	Beorning Skin-changers	men, An,bear						
3	Abductor	men	1	1	10	x	bh, BL	
3	Ambusher	men	x	1	2	10	x	FD,BL
3	Sellswords Between Charters	men	1	2	11	x	bh, sh	
3	Lawless Men	men	1	2	9	x	BL, W, SL	
3	Border-Watch	men*	1*5	7		x		
1	<b>Niocupa</b>	drake						

**22/13**

2	Doors of Night	P.env						
1	Peril Returned	L						
1	Traitor	P.attack-corruption						
1	Lure of Expedience	P.corr						
1	Alone and Unadvised	P.corr						
1	Grasping and Ungracious	P.corr						
1	Thrice Told Tales	P.tap-sage						
1	Call of Home	S.check						o1
1	Ring-chained	P.corr-ring						o1
1	You've Put Your Finger In It	P.						o1
1	Foolish Words	P.InfX						
1	<b>Death of a Kinsman</b>							
2	Awaken Defenders	L.site-AA,safe						x11
1	Incite Defenders	S.site-AA,safe						
1	Unabated in Malice	S						
1	Awaken Denizens	L.site-AA,ruins						
1	Winds of Wrath	S.env-roadblock						
1	Thrice Outnumbered	P.cycle-men						o2
2	Ransom	P.prisoner-men						
3	Ambush	S.attack-choose						
1	Seized Upon the Bearer	P.attack						x2
1	Wardens of the Night	L						x2
1	Muster Disperses	S.						o2
3	Use and Old Age Accepted							x111
1	Fearful Sun	P.env						o2
3	An Unexpected Outpost							

## SITES

Mm	Amaru			Mûmak-helmet
Yw	Tower of Hargrog			
Yw	Baruzimabûl	m, M	dwarf.4c10	*
Tk	Thôrion-p+b	m, M, G*	men.xc8	To Satisfy the Questioner
Ko	Korlan-p	Info, m, M	men.4c9	To Satisfy the Questioner
Ht	Tanith	m, M, ring	men.4c9xdun	Hathorians
Pe	Arpel-p	Info, m, ring	men.5c9	*
Pe	Seregul's Keep	Info	men.3w8	* hidden(Sc)
Mg	Barad Angwi-b	m*, M*	men.4c8	*
UB	Vog Mur-p	m*, M*	men.4w8	*
Uk	Ramôrth-b	m, M*	men.4c8xelf	*
Tk	Sarûl-p	Info, m, M, ring	dun.4c9xelf	Least of the Gold Rings
Mu	Fortress of Bûramak-b	m	men.3c7	*
Gn	Tarû-Makar	m, M	men.5c8	M.Traders
Ht	Dûrdamal-p	m, M	men.3c8	M.Traders
Dd	Nûlakad	m	men.4c7	M.Traders
Mm	Pharabâs-p	m, M	dun.3w9	Khâsh-Famûth-whip
PB	Three Sisters	m, M, ring	drake.2w10	*
UB	Rilgul-h	Info, m, ring	DarkE.xw11	*
Tk	Kirnak	Info, m, M'	undead.2w7	*
SM	Gesathago's Lair	m, M, ring	dragon.+2w10	* hidden
Gh	Gaven	Info, m, M	animal.3w6, Trap.1w10	Badûna-beleriand
Mm	Tombs of Oran-Plaar	m, M, ring	traps.3w7	Masah-Mûdhala-dagger
Mm	Lakes of Kann-S-o	Info	an/E/Man	bottle
Is	Charnesra	m, M, ring	undead.2w8	A Little Gold Ring
Pe	Kondu Manara	m, M, ring	undead.2w8	* hidden(SK)
Bc	Fhûl	m, M	orcs.3w7	Orcs of YM

<b>MINIONS-10</b>		11-3-6-3-5		<b>agent-0</b>		
4	Indûr	x/5/9/10	W/D	sp, so	RW	
1	Horseman	4/2/3/7*	W/D		man	DH +1DI.factions
1	Carlton	4/1/4/8+	W/D		Man	Bozisha-Dar +1DI.men, +2DI.f-BozD
2	Sakalure	5/2/3/8*+	R/Sa	sp	Man	Bozisha-Dar, Sarûl
1	Makûbar	4/1/2/7+	Sa/D	sp	Man	Pharabâs +2DI.Mum
1	Apyssan	4/1/4/7+	R/D		Man	Tarû-Makar +2DI.Gan
1	Ulaar	3/0/2/7+	Sc/Sa		Man	Dûrdamal
	Kamak	2/0/2/8+	Sc/R		Man	Fortress of Bûramak
	Krinda	1/0/2/7*+	W		Man	Nûlakad -1CP,-1inf. IEW
3	Hargrog	8/2/6/9*+	W/Sc/R	L	Htroll	Tower +2DI.char/factions
2	Burdîlgoth	6/1/5/8+	W/R/D	sp-L	Horc	Amrun +2DI.Ho, Men(Har)
1	Chieftain	4/0/4/8	W	L	orc	DH +3.Orcs
1	O-Tracker	3/0/3/8	W/R		orc	DH 1CP; d7,8
	O-veteran	2/0/4/8	W		orc	DH 1CP, d8
	O-veteran	2/0/4/8	W		orc	DH 1CP, d8
	O-Brawler	1/0/3/8*+	W		orc	DH 1CP, d7,8
	O-Brawler	1/0/3/8*	W		orc	DH 1CP, d7,8
<u>starting company:</u> at Amaru						
<Whispers of Rings><Sorcerer-king of Mûmakan>						
3	Hargrog	8/2/6/9	W/Sc/R			
2	Sakalure	5/2/3/8	R/Sa	sp		
1	Horseman	4/2/3/7	W/D			
	Krinda	1/0/2/7	W			
	O-Brawler	1/0/3/8	W			
	O-Brawler	1/0/3/8	W			
<hr/>						
19/25	GI			Hand-8		Mind: 32+9
#1	Sunsdeath			<factions>		
	Sakalure-L	5/5/3/9	R/Sa	2	M5	mugri, Word, Smart [spirit]
	Carlton	4/1/4/9	W/D	2	m4	LR.paltry, bottle
	O-Brawler	1/0/3/9	W	1	o1	Counterfeit
	Kamak	2/5/2/9	Sc/R	2	M2	magicwhip
	Apyssan	4/4/4/8	R/D	3	M4	GR.lies, LR.paltry
	Krinda	1/0/2/8	W	1	M1	
#2	Claws of Dusk			<Orders from Lugbûrz><items, CvCC>		
	Hargrog-W,L	8/6/9/9	W/Sc/R	3	T8	dagger, amulet, Warlord, yx3
	Burdîlgoth	6/0/6/8	W/R/D	1+	Ho6	Report
	Makûbar	4/3/2/7	Sa/D	2	M4	GR.delusion
	Ulaar	3/0/2/7	Sc/Sa	0	M3	

## OVERVIEW

Move the Mûmakanril to Mordor. Vanquish the Valdacli with Slayer creatures or by enhancing automatic-attacks. This will weaken opponents before you arrive at their site.

## INDUR

The Ringwraith will have nine resource events specifically needed by him. He will be a roaming RW using magic to defeat the Valdacli. By the Ringwraith's Word will give a minion +4 DI against characters. His two skills, Warrior & Diplomat, will be used and his 5 DI can be used to influence if needed. Bring the Ringwraith into play in Amaru.

His magic abilities include sorcery and spirit-magic. One sorcery event is in the deck, but a few spirit-magic events are included. His normal ability to fetch any magic event at the beginning of his END phase is a great ability. Tapping is not required.

His **Unleash** event is great to cancel an attack or the ability for his CvCC to not be canceled. Try to engage in one CvCC before the migration north. His 9 prowess is great for combat and the diplomat skill with Ruse can cancel any attack. A 10 body gives 8% of his own death.

He will initially move in **Black Rider** mode. Then later on the Oliphaunt in Fell Rider mode, but his item Mûmak-helmet is needed to be in Fell Rider mode using this ally. That mode reduces his prowess by 3. Heralded Rider reduces his direct influence by one.

**Morgul-Blade** will insure killing heroes. **Weapons of Morgul** will fetch Morgul-Blade and his item during the ORG phase if you discard a magic event from hand. There are 11 magic events, the Ringwraith's own ability, and a magic ring to help increase the flow of magic events.

**Mûmak-helmet** grants the Ringwraith the Ranger skill. Any Oliphaunt in his company can use starter movement and move more than three regions. Such an item is also magical in clairaudience. Also, opponent must reveal 1 hazard from his hand per Wilderness or Jungle in Indûr's site path. When the Ringwraith with this item controls an Oliphaunt the company is in Fell Rider mode and only those characters controlling the same ally or a horse ally can be in his company. Indûr's prowess is only modified by -1 when not tapping to face a strike when controlling an Oliphaunt, which then has his prowess at  $5 = 9.\text{base}-3.\text{Fell}-1.\text{notap}$ .

**Sorcererking of Mûmakan** is Indur's realm stage event. Amaru becomes another home site to the Ringwraith. This event can be discarded to fetch Mûmak-helmet. The ability of discarding a sorcery event to cause a body check will be used by the single sorcery event in the deck.

Using this item's wounding ability is not a sure act by this avatar. It is an option since failure of killing a character will wound the avatar. The frequency of playing Morgul-Blade and his Unleash is a better choice for combat if Indûr can target the right character instead of discarding a sorcery event. One option is to move to Tower of Hargrog with the two high mind, overt leaders. Wound a character in that region followed by Combat by the two overts the following turn if the wounded character fails to retreat to a haven.

**Riven Gate** was selected as the sorcery event to handle the multi-strike, high prowess Borderholds, 5 for you to visit, in the Dominion of the Seven.

When the Mûmakanril move northwards on Turn 18, the Ringwraith will move to Bozishad-Dar from Amaru. Then move to Fhûl to engage in CvCC when the factions battle there on Turn 19. Stay there at Turn 20 if faction movement is stalled. Turn 24 stars the Warlord phase.

## CHARACTERS

Indûr has recruited a band of evil men, orcs, and a troll. Four sub-races are represented with Orc counting as seven of the 16 characters. They are equipped to influence factions and use magic to defy the Free Peoples. Scouts and Sages are lacking. There are no Scout events. High mind characters are few with two having a mind greater than five and another four with 4-mind. Direct influence will need to be added to some minions.

Resources will add 14 DI to three minions. The Uttersouth and Dominions of the Seven are the territories for this Ringwraith to control – by far the largest area of any player to roam - nearly half of the region numbers used in MECCG. Only one minion fails to have a home site in the Uttersouth. Three characters are spirit-magic users. Seven characters are non-unique. This player has the second lowest mind per skill cost of 1.93. Five men have a low 7 body.

Carlón has similar stats of 4-mind, 8 body, Warrior, and Man. But has 1 DI with 4 prowess and Diplomat skill. He has +1 DI against Men and +2 DI against factions playable at his home site Bozisha-Dar. He is also a reserved due to the next character starting the game.

Sakalure is a rare magic-user. He is a Sage! No, he is a Ranger. His 5-mind is fair price for that skill, 2 DI, 3 prowess and 8 body. This spirit-mage hails from Bozisha-Dar and Sarûl. Definitely, this Man will be in a core company playing Words of Menace and Deceit.

Kamak is a Seder Man from Fortress of Buramek. He is a Ranger and Scout of 2 mind. A 2 prowess and 8 body is average, but he has +2 DI against Mumakan Traders.

Krinda is a Warrior from Nulakad. A 1 mind is the lowest giving 2 prowess and 7 body. He has -1 to corruption checks and influence attempts. Take to hand Ill East Wind from the discard pile or play deck when he enters play.

Makûbar is the Sage and Diplomat from the Uttersouth at Pharabas. A 4 mind gives the low 2 prowess and 7 body, but you get 1 DI. Yet, he has +2 direct influence against Man characters with a Home site in Mumakan and adjacent regions. With Indur as your Ringwraith this minion can use spirit-magic.

Apyssan is a dual character from Taur-Makar. A rare Ranger and Diplomat is a Seder Man. He has a 4 mind, 1 DI, good 4 body, and low body. He has +2 DI against the Man of Gan. A special ability lowers the hazard limit by 1 if moving to a site adjacent to the Yellow Mountains.

Burdîlgoth is a Half-Orc from Amrun. Yet, he can join a company with Dunedain from the Sun-lands or Great Central Plains. This abomination is a Leader with 6 mind, 1 DI, 5 prowess, and 8 prowess. Three skills sets him apart: Warrior-Ranger-Diplomat.

Orc-Chieftain is a Leader of 4 mind, 4 prowess, and 8 body. But he has +3 direct influence against Orcs and Orc factions. He is a back-up to the unique leaders.

Orc-Tracker provides Ranger skill. Tracker is a 3-mind Ranger with average 3 prowess and 8 body with 1 corruption point. He discards on a 7 or 8 body check.

Orc-Veteran is a strong Warrior of 4 prowess with 8 body costing 2 mind. Brawler is 3 prowess with 8 prowess costing 1 mind.

## COMPANIES

The starting company has four minions using 20 GI. Hargrog is the main minion. He is a half-troll looking for trophies. Leárdionoth is the main Sage; he is also a spirit-mage. These two will stay in play for the core companies. Bereth is another spirit-mage from Mordor. She starts due to her home site. Orc-Brawler is the last minion. His 3 prowess can be useful. Whispers of Rings allows them to play the magic rings once the gold rings are tested. Sorcerer-king of

Mûmakan starts the game allowing the company to begin at Amaru. The starting minions can move together to play resources near Amaru or split into a covert and overt companies. By the Ringwraith's Word is important to play earlier allowing other minions to be played.

<i>starting company:</i> at Amaru			
<Orders From Lugburz> <Whispers of Rings><Sorcerer-king of Mûmakan>			
3 Hargrog	8/2/6/9	W/Sc/R	
2 Sakalure	5/2/3/8	R/Sa	sp
1 <i>Horseman</i>	4/2/3/7	W/D	
Krinda	1/0/2/7	W	
<i>O-Brawler</i>	1/0/3/8	W	
<i>O-Brawler</i>	1/0/3/8	W	

### #1 **Sunsdeath**

Three core companies will fulfill the Ringwraith's orders. They will use 18 GI and mostly be at separate Darkhavens. Direct influence is a premium for this player.

Sunsdeath From Hunger has six minions. This company stays near Mûmakan and is the only moving, covert company. You need to boost body stats. Sakalure will have Mugri, By the Ringwraith's Word, and Smart and Secret. The command card will help staying healthy. By the Ringwraith's Word will be discarded when Leärdionoth is in the same company as Hargrog or Burdîlgoth. Do not let that happen. This minion will have 2 DI unrestricted and 4 DI vs. minions and 1 DI against those with a lower mind. Use the command event when it will not be a problem. Mugri gives +2 to corruption check when using spirit-magic. His prowess of 3 is average. However he is the primary influencer using Words of Menace and Deceit for 7 DI for the turn. Sakalure can carry gold ring items back to a Darkhaven.

Carlton is the Diplomat influencing factions. He wears a Paltry Ring to face detainment attacks and carries the magic bottle. This minion will have +3 DI against factions.

Brawler joins but is a Counterfeit to keep the company covert, but he needs to stay in a company with a spirit-mage. A 3 prowess is useful.

Kamak is a 2 mind Scout and Ranger. He carries a Magic Whip for five direct influence against a few minions. The two corruption points are no problem.

Apyssan is another Ranger and Diplomat. Give him two rings: Magic Ring of Lies and Paltry Ring for 4 DI and 7 prowess against detainment strikes. He is the backup to influence factions.

Krinda is a one mind Warrior with two prowess. He is the one to carry gold ring items. Six factions will be played. Two Diplomats allow using Ruse. Threats will be minimal with Carlton as the Warrior of 4 prowess.

#1 <factions>

Sakalure-L	5/5/3/9	R/Sa	2	M5	mugri, Word, Smart	[spirit]
Carlou	4/1/4/9	W/D	2	m4	LR.paltry, bottle	
<i>O-Brawler</i>	1/0/3/9	W	1	o1	Counterfeit	
Kamak	2/5/2/9	Sc/R	2	M2	magicwhip	
Apyssan	4/4/4/8	R/D	3	M4	GR.lies, LR.paltry	
Krinda	1/0/2/8	W	1	M1		

#2 **Claws of Dusk**

The Claws of Dusk will CvCC play resources near the Western Yellow Mountains. Orcs of the Yellow Mountains can be played by either overt character using Threats. There are two Rangers in this trio. One is a Diplomat to use Ruse, which can use spirit-magic. Hargrog will become a Warlord after gaining two trophies. This will set the half-troll's stats at 6 DI and 9 prowess. His stats are great for combat using his three skills: Warrior/Scout/Ranger. He does start play so slayer characters can be in the deck. He has a normal +2 DI against orcs, trolls, and characters from the Uttersouth. Orders from Lughbúrz gives this company two leaders and helps with corruption to any follower. This Half-troll carries two items: dagger, *Masah-Múdhala*, and the amulet for three corruption points. The dagger can help gain trophies.

Burdílgoth is a half-orc and will be the other leader. He is a spirit-mage. Burdílgoth has the command I'll Report You to give everyone in the company +1 prowess. His home site is not in the Uttersouth, but the Sun-lands. He will have to come into play either at Bozisha-Dar or Amaru. His skills are very useful at Warrior/Ranger/Diplomat. Burdílgoth can tap to use Ruse.

This company has the strength to play both To Satisfy the Questioner events at Free-holds and one gold ring item. Thôrion has a Man attack of 8 prowess. Hargrog will stay untapped to play To Satisfy the Questioner. Then at Korlan has a Men attack of four prowess with 9 prowess. No help means that Burdílgoth has a good chance to stay untapped, but Hargrog has an effective six prowess against an 11 prowess strike. Not Slay Needlessly or Driven as By a Madness helps with two prowess. We Have Come to Kill can get a low-mind Orc in this company.

#2	<Orders from Lughbúrz><items, CvCC>					
Hargrog-W,L	8/6/9/9	W/Sc/R	3	T8	dagger, amulet, Warlord, yx3	
Burdílgoth	6/0/6/8	W/R/D	1+	Ho6	Report	[spirit]

The third company will squat at Amaru. Makûbar is a spirit-mage with a Magic Ring of Delusion to fetch magic cards. He has Ulaar as a follower. Ulaar is a Sage to play Voices of Malice.

Makûbar	4/3/2/7	Sa/D	2	M4	GR.delusion	
Ulaar	3/0/2/7	Sc/Sa	0	M3		

## SPIRIT MAGIC

It seems that this minion resource strategy is ideal for spirit-magic. The Ringwraith uses it and so do two of his minions. The resources are geared towards influencing factions and CvCC.

Eight of the 12 spirit-events are used. A Magic Ring of Delusion will fetch one of these events per turn if the wearer is untapped. The avatar can fetch any magic card from his discard pile to take to hand.

**Spying Out the Land** will allow you to know what hazards will be played against you. This knowledge allows you plan for the site phase; some resources tap minions (Ruse) and can allow to decide if the match-ups for CvCC later in the turn is feasible. There are two in the deck. The variety of region types will be difficult to provide a blanket to handle cancelling creature attacks without tapping characters.

**Calm-song** is played on a non-maia, non-AA. The attack becomes detainment. It might be better to cancel the attack with Ruse, but you need an untap Diplomat.

**Driven As By Madness** is great for CvCC. Who cares if you have -1 to body. Use this on Hargrog's company.

**Poisonous Despair** will sit in the discard pile until you feel a wizard will influence away one of your factions.

**Words of Menace and Deceit** is a good +5 influence on a faction from any spirit-mage. This will give Indûr 10 DI for a turn or help play a faction.

~~—Poison of His Voice will remove hazard permanent events (foolish words) on minions. There are three Voices of Malice that can cancel any non-env hazard permanent event.~~

**Whips of Their Masters** is played on a faction that can move. This allows the faction to move additional regions. This allows the Mûmakanril to move five regions so to outrun the heroes.

**Counterfeit** is included with so many orcs in the deck and lack of covert Rangers. Low mind orcs are the target for this event. Orc Chieftain may be included to play a command event.

**Ancient Rite** is to slow heroes at important sites. A site receives a Pukel-men automatic-attack of 2 strikes with 9 prowess. This event will be played in the Yellow Mountains Western Spur to hinder the Valdacli. The site and event stay in play until the new attack is faced.

There are no wolf allies to benefit from Our Own Wolves. Filled with Fury is also not included.

## ITEMS

There are a few items to play. There is no hoard or greater items. Rings are important. Five local items are included.

Four special ring items need to be found. Least of the Rings and A Little Gold Ring are present to play two magic rings and two lesser rings.

**A Little Gold Ring** plays the magic (6-) and dwarven ring (9+).

**The Least of Gold Rings** plays magic (7-). This gold ring item has the flexibility to be played at any gold ring site. **Magic Ring of Delusion** allows a spirit-mage to recycle such events. If too many spirit-mages are eliminated, then this ring ensures a minion can play magic. **Magic Ring of Lies** makes another Diplomat for the ever useful Ruse event. Else give a Diplomat +3 direct influence. **The Paltry ring** is great for the detainment AA. **Whispers of Rings** holds two special rings at a time. Place Paltry Ring and Magic Ring of Lies first on this event.

**Badûna**—a Stone Amulet. Artifact of the Earth Goddess

A minor hoard treasure and jewel item will be sought. Tap this item to make a roll for a chance to untap bearer. It gives one corruption point.

**Mûkamal**—a Magic Bottle filled with enchanted Water. Artifact of the Water God

This Rune item is native to the Uttersouth or Dark Isles. As a minor item it can be played from the discard pile if at an oasis. Tap item to cancel effects of Poison on bearer. Or discard item to remove any Disease hazard on any characters in the company.

**Mûgri**- a kind of Spell used to influence Persons or Things. in Form of Artifacts or Charms

This minor item is also a rune. It can be included in the starting company, but only if one has a home site in the Uttersouth or Dark Isles. Bearer gains +1 DI against a character with lower mind to bearer. Spirit-magic users have +2 to corruption checks forced by resource effects. Sage bearer can tap to discard a corruption card on a character in his company. A Ranger or sage bearer can discard this item to heal a character from wounded to tapped.

**Masah-Mûdhala**—a Ritual Dagger. This Rune weapon is a major item. Only playable in Uttersouth or Dark Isles this 2 MP and 2 CP item is for Rangers. The weapon gives +1 prowess to a maximum of 9 to any bearer. Rangers tap to force opponent to search for a non-unique animal creature that attacks as if bearer was in a one-character company or discard the item to weaken an animal or wolf attack to defeat the creature.

**Khâsh-Famûth**—a Magical Whip. Artifact of the War-God

This 2MP and 2 CP major item is useful to have followers. Bearer gains +5 DI against Man characters with a home site in a non-Jungle region of Ardor. Characters affected include: Krinda, Ulaar, Makubar, Aypssan.

## FACTIONS

The Ringwraith's main goal is to bring one faction to Mordor. Some factions aid in stopping the Valdacli heroes. There is a minion company specifically ordered to influence the factions. All your factions are Man factions except for two – a big one and an Orc faction. Movement will be needed by the covert company to influence these factions.

[Words of Menace and Terror](#), [Old Prejudice](#), and [Threats](#) are events helping to get the factions for you. Old Prejudice may be good or bad for you. Be careful, it is a long-event. Threats will be used by a Warrior to influence using prowess up to +6 modifier. Only the overt characters have a prowess greater than three. Riven Gate will help the Ringwraith at Border-holds: +2 to any faction influence attempt. Combine with Words of Menace and Deceit for +7 by the Ringwraith.

[Hathorians](#) is a dual Man faction playable at Tanith. It needs an attempt of 12 (Kirani +2, Sinda +2, Elves of Taliran +3, Dunadan -2, overt or Ringwraith -4). This means that a covert minion must play this faction. To a non-white player this faction is 5 MP so play this faction. Leárdionoth will have 4 DI using Threat. Old Prejudice adds +9.

[Mûmakil Traders](#) is another man faction. It is non-unique needing an attempt of 9 to play. There are no standard modifications. A simple 1 MP faction. But its value is tapping to bring one

Oliphaunt from your discard pile to your hand.

**Orcs of the Yellow Mountains** will help with moving the mumak through Bosiri. It is playable at Fhûl. A result of 9 is needed to play. Leaders with a home site in the Sun-lands or Uttersouth have +2. You can have any company play Forced March on that site when you have this faction in play.

## ALLIES

**Oliphaunt** is the only ally. The massive, biggest 2 MP in the game. It is animal that is only playable in any Border-hold in the Sun-lands or Uttersouth that you have a Man faction. Play one ally on the Ringwraith. However, this ally will be discarded at the start of the Warlord phase. Play an Oliphaunt on Hargrog and another on Burdîlgoth. The ally has a frightening prowess of 9 and tough-hide giving a 10 body. Movement other than port movement or region movement greater than three regions normally discards this ally. Any strike against ally that has the ally tap has its body modified by -2. These two controllers may stay in play by the Umbar Ringwraith during the Power deck.

Place all the copies of Oliphaunt into the discard pile during the first deck. One will be fetch near the end of the first deck so to quickly play on the turn after exhaustion by tapping Mumakil Traders.

## MISSIONS

A few mission events are included for MPs. Either overt company has the prowess to face the attacks. To Satisfy the Questioner is a nice 3 MP event just requiring an untap minion at a Free-hold. The event will tap the site.

**Token to Show** allows storing this event during the End-of-Turn phase to untap the bearer next turn.

## UTTERSOUTH

These minions are expected to dodge many attacks; they are not that tough. **Not Slay Needlessly** will cancel Free Peoples' attacks against covert companies or reduce the prowess by 2 against overt companies. **Steeds** will lower the hazard limit by two and just raise the prowess of a creature +1. **Ruse** can cancel any attack, but you do need a Diplomat and both main companies have a diplomat, but you need to untap him later (Strange Rations). **Calm Song** makes non-maia, non-AA attacks detainment. Overall, these 6 events should keep the minions safe from 5 big attacks per deck and away from multiple movements, which allows more creatures to be played on the minions.

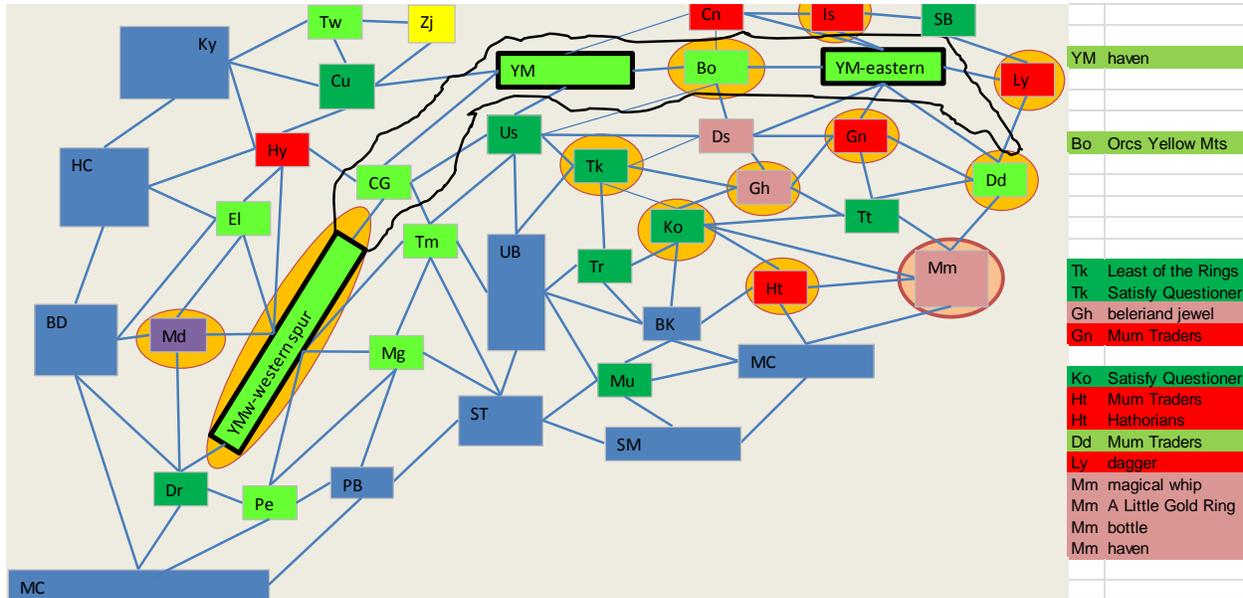
**Voices of Malice** is the event used by tapping a Sage to discard a non-environment permanent-event or long-event. Remove direct influence destruction hazards.

Leadership is vital to this player. **By the Ringwraith's Word** will make Sakulure into a leader. **Smart and Secret** is his path for body stat enhancement. Hargrog will kill two creatures for trophies, so to play **Warlord**. Burdîlgoth though will play a command event **I'll Report You** for prowess boost. No warlord support events are in the deck. **Orders from Lugbûrz** gives this company two leaders and helps with corruption to any follower that may have a gold ring item.

**Forced March** allows moving again when moving to a Darkhaven. Tower of Hargrog and Amaru will be visited. Fhûl and Alsarius are sites that also allow this resource event. Likely, you want to use this on the Ringwraith to surprise Combat in the Dominion of the Seven or fool an

opponent to discard hazards when moving to a Darkhaven.

**We Have Come to Kill** is a short-event allowing playing a character outside a Darkhaven or home site. You need general or direct influence. The site is either a Ruins and Lairs, Shadow-hold, or Dark-hold.



Mumakan	H	Amaru	Indur	.	
Mumakan	R	Lakes of KannSharmunda	Indur	.	
Mumakan	B	Pharabâs	Indur		Dúnedain
Mumakan	R	Tombs of Oran-Plaar	Indur		Traps
Lyneria	R	Harbâz	indur		Men
Drenad	B	Nûlakad	indur		Men
Hathor	B	Dûrdamal	indur		Men
Hathor	F	Tanith	Indur		Men
Gan	B	Tarû-Makar	Indur		Men
Geshaan	R	Gaven	indur		Animal
Koronande	F	Korlan	indur		Men
Tanturak	B	Sarûl	indur		Dúnedain
Tanturak	F	Thôrion	indur		Men
Bosiri	S	Fhûl	indur		Orcs

## SITES

Tower of Hargrog as the nearest haven is where the Claws of Dusk will mostly heal. Gold rings can be stored here for testing at -2 to the roll. Movement in Coastal Seas can happen when visiting other players.

There are no Dark-Domains in your territory of interest. Most regions are Wildernesses or Jungles. Nine regions have your sites including two Jungles, three Border-lands, two Shadow-lands, and two Wilderness. Fourteen site phases are needed to play the resources. Only one site is more than three regions from Amaru allowing using Oliphaunt. Six sites to tap are port sites. You can avoid Coastal Sea regions for your resources. The path between the darkhavens is S-J-J-J-W-W.

Site types to visit include Free-holds (3), Border-holds (5), Ruins (5), and Shadow-holds (3). Automatic-attacks are common with types Dúnedain (2), Men (6), Orcs (1), Animals(1), Undead (1), and Traps (2).

Several Free-Holds are available, but the AAs are harsh. **Thôrion** in Tanturak is a Free-hold to play To Satisfy the Questioner. It is a port and battleground. Hargrog will play To Satisfy the Questioner after each minion facings a normal strike with 8 prowess. Overt companies also face a Dúnedain attack of 3 strikes with 10 prowess. **Korlan** is adjacent in the jungle Koronande region. Its AA is harsher at detainment 4 strikes with 9 prowess. Play the other copy there or minor and major items. **Tanith** in Hathor has Hathorians after the covert company faces a normal attack of 4 strikes with 9 prowess since the company has a dúnadan. This attack needs to be cancelled. Thôrion is a choice, but keep that battleground site untapped. Korlan allows Information and major items thus keep it untap too if needed.

There are many Border-holds available. Most have Men AA, which are detainment against coverts and normal against overts. All but two Border-holds have more than three strikes. **Sarûl** in Tanturak also has Information, Major and Gold Rings, so this site is a secondary site for these resources. Face the detainment Dunadan attack of four strikes with 9 prowess to play Least of the Gold Rings. Information is only playable by an agent character from the Uttersouth. Close is the port site **Pharabâs**. It has major items. Play the magical whip after facing the Dunadan normal attack of 3 strikes with 9 prowess. Travel north of the mountains. Isra has **Charnesra** to find a Little Gold Ring after facing its Undead attack of 2 strikes with 8 prowess.

Mûmakani Traders will be played at Border-holds so to play Oliphaunt later at the same site. **Tarû-Makar** in Gan has a copy of Mûmakani Traders. Gain their loyalty after facing the large five strike with 8 prowess detainment attack. **Dûrdamal** in Hathor has major items, but play a faction there. But its AA of Men of 3 detainment strikes with 8 prowess is tough. Play Mûmakil Traders at **Nûlakad** too in Drenad. It has Men AA of 4 strikes with 7 prowess. This AA is detainment unless you have Mûmakani Expansion in play.

Five resources are selected to be played at a Ruins or Lairs site. The covert company stays close to Amaru for Ruins in Mûmakani. **Tombs of Oran-Plaar** has Major items and Gold Rings. This site is in the Mumakan shadow-land. Play Masah-Mûdhala here after facing its Traps attack of 3 strikes with 7 prowess. Three minions need to tap for this AA, else send the Ringwraith. This site has the special clause of not tapping upon playing the first jewel at the site. **Lakes of Kann-Sharmûnda** is an Oasis in Mumakan and has Information. The AA is any non-unique Animal, Elf or Man creature. A danger for this site is the scenery. Lure of Nature can be played not counting against the hazard limit against a moving company to this site. Fill the bottle here. Play the rune dagger at **Harbâz** in Tântûrak. Major items though are playable at this battleground

after facing the normal Men attack of 8 prowess. **Gaven** is a Guild site. Its first attack is a weak Animal 3 strike with 6 prowess attack. Then it has a one strike Trap attack with 10 prowess. Play item here.

There are not many Shadow-holds in the Uttersouth and Dominions of the Seven excluding the Ardan Citadels. Orcs of the Yellow Mountains is playable at Fhûl. Get them into play in the first deck so to have that site available for the second deck. Else keep in hand to play it at the last moment to surprise the heroes.

No Dark-holds are available for you to visit. Under-deeps movement is not planned for this player. Bay of Ormal sites were purposefully avoided in this deck, but one.

## BLACK AND GREY PLAYERS

This player is in the Uttersouth Division with Malezar and two Court of Ardor groups. The Court of Ardor is a grey player bent on finding Jewels of Unlight. They should ignore you unless you threaten them in some way. Therefore, do not move to Ardor Citadels or sites in Ūsakan Bay. You will come near to some dark elves, but they will stay at their holds and at other sites. But they may steal your special rings.

Malezar is a Grey Player on the western edge of the territory. He too has not business with you unless he needs a prisoner for a sacrifice. Tower of Hargrog will be shared by the both of you. Worry about redirection roadblock hazards that leave you stranded on the Yellow Mountains where wights can find you.

## WHITE PLAYERS

There are Firstborn and Secondborn in the south. Imrahil the Prince is sailing from Gondor to wage war along the coasts. He will send factions south to stop you. Pallando has the mission to stop you in Bosiri. He may send factions south or move in the Uttersouth to play resources. Ignore him unless he is vulnerable to CvCC. Guild of Elements are near you in the Uttersouth. That player is busy with the dark elves. The Guild should ignore you as well, but may CvCC if you have a weak company. Thus, be careful with your minions at all times outside a darkhaven.

The Valdacli is your main hazard opponent. They are a group of princes that are readily for war. You need to attack their diplomats with your creatures and your overt company – Claws of Dusk. You might want to keep a creature in hand just to play against this player. This player should not move any heroes east of Ūsakan Bay so you are safe around Mûmakan. Move the Claws of Dusk company into Sun-lands late in the game with the Oliphant allies. CvCC any hero company in your way.

## FACTION WAR

This Ringwraith has the vital mission to bring the Mûmakanril faction to Gondor. The faction will be played early in the second deck. Expect battle during the journey in Thôrion in Usakan, Tautaust in Chennacatt, and Felayja. The War of the Ring will start late in the first deck of the Power Decks. The extra turns in Imlad Morgul allow additional turns in battle and two turns for healing. Get the host to Bosiri by Turn 21 to allow Indûr CvCC for two turns. Whips of Their Masters can be played on this faction to outrun hero factions.

Move Hargrog's company east to Mumakan to be ready to play the Oliphant allies early in the second deck. Almost all the resources to be played by the overt company can be played near either Darkhaven.

### Turn Movement of Mûmakanril Host

18-Usakan.Koronande.Mumakan-battle	19-Usakan-battle
20-Usakan-battle	21-Chennacatt.Bosiri.Usakan
22-Chennacatt-battle	23-BozishaMiraz.Seznebab.Chennacatt
24-BozishaMiraz	25-BozishaMiraz
26-Bellazen-Suza Sumar-BozishaMiraz	27-Bellazen-Felaya-battle
28-Felaya-battle	29-Felaya
30-Hyarmenfalas.Mardruak.Felaya	31-Harondor.Hyarmenfalas
32-Ithilien.Harondor	33-Minas Tirith-Ithilien
34-Anorien- Ithilien	35-battle at Minas Tirith
36-battle at Minas Tirith	37-battle at Minas Tirith
38-battle at Minas Tirith	

### MARSHALLING POINTS

There is a healthy mix of sources. You may be able to play more minions. The two main companies have 11 MPs of characters. You may have two more allies in play for +4 MP. Then the Hathorians may be alive for 5 MPs for a total of +13 MPs.

C=8 There are 16 MPs of characters. Not many. Hargrog and Leärdionoth should survive along with a 1 MP minion for these MPs.

I=9 Not many items are in this deck. Three rings will bring 6 MPs. Two major item battle-gear items bring 2 MPs. Any eliminated minion will transfer his item and a lost ring item can be found and tested again.

F=5 There are 12 MPs of factions, but war will kill some. You need the Mûmakanril in play. Expect the Black Dogs, Monks, and both Traders to be in play. They won't move.

A=2 Oliphaunt is the only ally. Expect one to be in play by one minion. One ally will be discarded when the Ringwraith leaves play, but may be played in time for the Councils.

M=6 To Satisfy the Questioner are these 6 MPs. Expect That Ain't No Secret to be used for Stolen Knowledge.

K=2 You want to kill some free people creatures.

### DECK ONE

Play the gold rings and factions by the starting company. Split that company when either core company commander has the DI to make his own company. Get the avatar to recycle magic cards. Use the Ringwraith to CvCC. Only use him to influence a faction if you have Words of Menace and Deceit in play so he has 10 direct influence for that turn, which is needed for the big faction. Get at least three of any two gold rings and two factions. Tap five or six sites. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be (e.g. ~10). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 3x to shuffle item, mode, and Weapons of Morgul resources.

Weigh All Things shuffles Black Rider to get the Ringwraith moving to play an ally. Not Slay Needlessly and Voices of Malice are prime candidates. You may need to shuffle an Orc

character to beef-up the overt crew.

An Unexpected Outpost shuffles *Ring-chained*, *You've Put Your Finger In It*, *Call of Home*.

### First Exhaustion

Remove from the sideboard 5 hazards: *Use and Old Age Accepted* x3, *Awaken Defenders* x2. Place these resources in the sideboard: Riven Gate, Counterfeit x2, Orc-Brawler, Orc-Tracker.

### DECK TWO

Move each core company in their respective territories. Use the overt company to use Threats healing factions. Get the Ringwraith CvCC. Ensure the Mûmakanril is in play. Expect to exhaust on Turn 18. Near the end of this deck shuffle *We Have Come to Kill* and a low-mind Orc. Now, Hargrog can get that Orc in play at a site where an extra character is crucial.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar will tap to dump two magic events.

Weigh All Things shuffles *Not Slay Needlessly*.

An Unexpected Outpost shuffles *Thrice Outnumbered* in the deck to allow the first deck to exhaust faster. *Muster Disperses*, *Fearful Sun* are the other two.

### Second Exhaustion

Remove from the sideboard 4 hazards: *Ring-chained*, *Wardens of the Night*, *Kraken*, *Niocupa*, Point card.

Place these resources in the sideboard: {5 Ringwraith events.}

### DECK THREE

Hargrog's company will play three Oliphaunt allies. Note that if two or more Oliphaunts end the game in play, then the controllers likely will start the Power Decks as minions of the Ringwraith in Mordor. Then provided weapons to boost prowess.

## SIDEBOARD MANIPULATION

1	Magic Ring of Lies		whispers	
1	Magic Ring of Delusion		whispers	
1	Paltry Ring		whispers	
1	Paltry Ring		whispers	
1	Mûmakanril		tap2	
2	Oliphaunt			dp111, dp112
2	Old Prejudice			dp113, dp133
1	Smart and Secret			dp131
1	I'll Report You			dp114
1	We Have Come to Kill			dp135
1	Warlord	tap4		
1	Swift Onset			dp132
3	Indûr Unleashed			dp121, dp122, dp123
2	Morgul-blade			dp124, dp125
1	Black Rider	tap3		
1	Weapons of Morgul	tap1		
1	Mûmak-helmet			dp115
1	Riven Gate			dp134
1	Whips of Their Masters			dp212
1	Ancient Rite			dp211
25 resources				
X1	Riven Gate			
tap for discard pile		15	+3	
tap for play deck		5	+5	
whispers		3	-	
Weigh All		-	-	

25 resources	cards	tap	cards	tap
Sb to PD	4	+4	2	+2
Sb to DP	15	+3	---	---
Weigh 1	0	---	---	
Whispers	4	---		
Avatar ---	-3			

total turns tapped: x4

## HAZARD

You are playing a hazard deck to hit border roaming heroes. Some events help with playing the Men creatures or 18 of the 20 creatures. Prowess is good on all but 3 copies. Creatures will trouble low prowess characters.

## CREATURES

There are 20 creatures with a mix of Animal, Drake, and Men. There are no creature enhancer hazards in the deck, but there is a cyclor.

**Kraken** requires two Coastal Seas in the site path. This 2 MP creature has two strikes with 10 prowess for each of its attacks. The creature has one attack for every Coastal Sea in the site path. A character can tap to cancel one attack if two attacks are present or two attacks if three or more attacks are present. If all strikes are defeated, then make a roll. If the roll is less than 4 the creature is removed from play.

**Níocúpa** is a unique drake around the waters of the Uttersouth. It is a deadly three strike with 15 prowess and 6 body creature keyed to the rich Three Sisters in the Pel Bight. Doors of Night allows the drake to roam to all adjacent regions that also affects Pel. But you are not planning to play any resources in Pel. Recycle this hazard to trouble the Valdacli.

Beorning Skin-changers is a creature or short-event. As a creature it is only playable against minion companies with Double Wilderness in site path or Anduin Vales, Western Mirkwood, Wold & Foothills. The attack has two strikes with 10 prowess. Else play as a short-event playing against a hero company with the same path as before. Unless the company contains a Beorn's House character or an untapped warrior with a prowess greater than four, they return to site of origin.

**Assassin** and **Ambusher** are ideal since each assign strikes. These should be fast-paced creatures available to play on almost anyone to force tapping. Eriador Division as Lindon and The Shire as keyable regions. Wilderland heroes have Woodland Realm and Anduin Vales. Gondor heroes have three free-domains. Harad heroes frequent sites and regions of these two creatures. The Uttersouth has Miredor, Pel, Hyarn, Hathor, and Gan.

**Lawless Men** and **Sellswords** cover Wilderness and Shadow-holds. One has 9 prowess and the other 11. The targets are likely to tap. Lawless Men is the region creature and Sellswords is the site creature. That means Ruins and Dark-holds are only safe against you, but other nasty things are found in those forgotten places. Lawless Men have two strikes that can be defeated from lucky rolls. Sellswords have a 11 prowess and easier to fight another day.

**Abductor** is a Man creature that discards a non-avatar character wounded by a strike. It is only one strike with 10 prowess, but it is common at Border-holds and Border-lands. Save this creature last in the hazard limit queue or use Fury of the Iron Crown for 14 prowess.

**Border-Watch** is a weak free peoples creature. It has 2 strikes with 7 prowess attack keyed to Free-domains, Free-holds, Border-Lands, and Border-holds.

3	FH:				border
9	BH:		Sellswords	Abductor	border
-	RL:				
3	SH:		Sellswords		
-	DH:				
-	UD:				

---

6	FD:	Ambusher			border
12	BL:	Ambusher	Lawless	Abductor	border
3	W		Lawless		
-	WW				
3	SL		Lawless		
-	SLSL				
-	DD				
3	CS				
3	CSCS				Kraken

---

1	Pel Bight	(Niocupa)
1	Mag Coast	(Niocupa)
1	Methran Cape	(Niocupa)
1	Pel	(Niocupa)
1	Straight of Tumag	(Niocupa)

— ~~Mûmak~~ is an animal. It has two massive strikes with 12 prowess modified but 15 against elves named Legolas. Its normal region range is restricted to Mordor, which Imrahil will not venture. But this creature can be played on the same company later in the MOVE phase to Andrast, Anfalas, Belfalas, and Lebennin that faced Corsairs of Umber including Ruins and Shadow holds in these regions. That man creature should tap everyone in the company. Then this creature will target the two weakest heroes stomping them into dust. [Gan, Drenad, Mumakan, Tuktan, Geshaan, Dushera]

## HAZARD-35

The hazard events are either character based, automatic-attacks, or creature enhancing. Event counts to 35 with 21 fast to play. Try to have all characters tapped for you to visit for combat since moving near Pel is quite a trek for you.

### Base cards-4

You have 2 copies of Peril Returned and Doors of Night. Not much of your hazards require Doors of Night but this hazard is needed by others in the Division. Winds of Wrath needs the event.

### Corruption/Character-9

**Lure of Expedience** tests the patience of many, including players against slow players. This hazard does not affect Hobbits or the immortal Wizards. A corruption check is made when a character in his company gains an item. This will hurt those moving away from a haven to play items. The removal roll of 6 is low.

**Alone and Unadvised** will give maybe a character 4 CP if he is in small company. Then he makes a corruption check(s) when he moves, but with modifications. A company can be stopped cold. This is a cruel hazard.

**Grasping and Ungracious** is a weak corruption hazard playable on a non-diplomat and non-avatar. Bearer receives one corruption point. This hazard forces the target to keep his items to make him vulnerable for more corruption.

**Thrice Told Tales** is played on a Sage. This skill is more common with Hero companies. First, the target loses his Sage skill. This can help keep Minions Stir and the prisoner events in play. The hazard is discarded when the target moves with two regions in his site path or to a non-havens Under-deeps site. Movement implies a risk to creatures

**Call of Home** can return a character to owner's hand if the general influence is low. Use the other two Influence Destruction hazards mentioned above to put a hole in a company. If this happens, then your creatures are more lethal.

**Ring-chained** is corruption playable on a character with ring. The source is the usual 2 CP with a CC at the end of the each if his phases he does not bear a ring item. This will hurt the target if he transfers the ring. Target can only tap to attempt removal of the hazard if he does not bear a ring. This hazard will likely force transfer of another item on the bearer of the ring during the ORG, which forces a CC. This hazard is in the sideboard for play in the second deck.

**You've Put Your Finger In It** is another hazard played on a non-wizard ringbearer. The hazard limit for target's company increases by one for each ring in the company. A Ranger can tap to remove this hazard during the ORG phase. This too is in the sideboard.

**Foolish Words** is the meanest influence hazard of them all. Play this on a Diplomat. A high roll of 8 is needed for removal if the target taps. This too will likely require Marvels Told to be removed.

**Death of a Kinsman** is a unique event that is played after a charter is eliminated by an attack. All characters in the company are tapped that share a race or home site of the deceased. The attacker or high prowess creatures can trigger this event.

**Traitor** is a permanent-event that can deal a blow where the evil men cannot reach. Yet, this hazard is available to all hurt in the Group. A corrupted character attacks one in his own company with +10 to his prowess. Any resulting body check is modified by +1.

## Main Theme-6

Your main hazard theme is to alert Ruins and Lairs of thieves and to enhance AAs at Free-holds and Border-holds. White Players do not experience many such AAs, but any enhancement will be unexpected and harmful.

**Awaken Defenders** is a long-event doubling strikes at such holds. Then each detainment AA becomes normal. Be careful that this hazard does not hurt you. **Incite Defenders** duplicates an AA at a Free-hold or Border-hold.

**Unabated in Malice** is a short-event played on an automatic-attack and it does not count against the hazard limit. The attack receives +1 strike, +1 prowess, and -2 body. The first attempt to cancel the attack instead cancels this card.

**Winds of Wrath** is a Reef to a greater extent but needs DON. This hazard can move a company up to four regions away from its site path to a site with a Coastal Sea in a site path.

## Secondary Theme-8

**Thrice Outnumbered** is a permanent-event allowing each player to shuffle one Man hazard creature from his discard pile at the end of the turn. The hazard is discarded at the end of opponent's LONG phase unless you discard a Man hazard creature. Try to discard Border-Watch to maintain this hazard on the table.

**Ransom** is used with the man and slayer creatures to take prisoners. This may bounce heroes under GI so you can increase your odds with your agents. Pay up!

**Ambushed** is a short-event allowing certain creature types to select defending characters. The creature must be non-detainment Orcs, Men, Trolls, Dwarves, Elves, Dunedain. Then the company must be moving and not yet faced an attack this phase. The card does not count against the hazard limit. The deck has 15 creatures in the deck and one already selects defending characters. But another three have an average prowess with a few strikes. Thus, these creatures (Abductor, Sellswords, and Lawless Men) can wound a character and avoid the MP pile. Use Thrice Outnumbered to exchange Ambusher with another when this event is in hand.

This theme has one event to turn a Man creature attack into a prisoner attack for items.

**Wardens of the Night** is a long-event when played. All men creature attacks in the Dominion of the Seven can be chosen to take theft of an item on a successful strike. Then the hazard becomes a permanent-event allowing the play of this item at any Man-hold within two regions away from the company's site of origin. Are there any such sites with no man-hold within two regions? Any stolen item will likely be played by the owner again. Agents will move to cause mayhem. Man-holds that you do not plan to tap: Barad Angwi, Seregul's Keep, Arpel

**Seized Upon the Bearer** is a permanent-event hurting ring bearers. Hazard creatures may assign strikes to any hero ringbearer before others strikes are assigned. Bearer of the One Ring has the strike modified by +2.

## Support Cards-8

**Muster Disperses** is the anti-faction low-GI hazard. Send this hazard to the discard pile by halving the hazard limit so to be fetched with the next written hazard. Only do so if there is a good chance to discard a faction. A result of 11 or greater is needed of roll and unused general influence to keep the faction in play. Most players will have 7 unused DI. A 1/6 chance will result in discarding the faction. Hope that influence destruction hazards has been played to lower

the GI buffer.

**Use and Old Age Accepted** is anti-faction battle hazard. This hazard can be taken from the sideboard and shuffled into the playdeck if Valdacli has a mustering card in play. As a permanent-event this hazard prevents a faction from moving. Else as a short-event bring a Muster Disperses from your sideboard or discard to your hand, but this card is removed from the game.

**Fearful Sun** is an environment permanent-event that loses its alignment when in play. Factions move one less region if a hero with Doors of Night in play or if a minion if Gates of Morning is in play. Play this event in the second deck to slow heroes. It can also slow you, but you have the time to reach Mordor on Turn 28.

~~— **Fake** is a short event forcing a test of a gold ring item. Owner can modify roll by -2 or +2. Then take a non-unique ring from discard pile or hand. A special ring thus played has its owner make a corruption check.~~

### Utility-3

Outpost is a staple. Recycle Niocupa.

INDÛR THE RINGWRAITH - Warrior/Diplomat Ringwraith (F)

[DI: 5; P/B: 9/10; Home Site: Any site in Udûn or Imlad Morgul]

Unique. Manifestation of Indûr Dawndead. Can use sorcery and spirit-magic. -1 direct influence in Heralded Lord mode. -3 prowess in Fell Rider mode. As your Ringwraith, at the beginning of each of his end-of-turn phases, he may tap to take a magic card from your discard pile to your hand.

INDÛR UNLEASHED - Short-event (R)

Playable on any attack against Indûr the Ringwraith's own company (if Indûr is your Ringwraith). The attack is canceled. Alternatively, playable when Indûr the Ringwraith's own company declares an attack (if Indûr is your Ringwraith). The attack cannot be canceled.

Mûmakaniril (Mûmakani)

[MP: 2(5)] Unique. Playable at any Border-hold [B] or Shadow-hold [S] in the same region that you have Mûmakil Traders in play if the influence check is greater than 14. Standard modifications: Ringwraith (+2), Dunadan(-2), Elves (-4), Men (-2), any overt character (-3).

Threats has no effect on this faction.

Cannot move into a mountain region. Movement in all cases is three regions maximum.

TURN01-2.1 {all Valdacli start at Arpel}

@ Amaru, U

U	Hargrog	8	2	6	9	Htroll	W	Sc	R			0	
U	Sakalure	5	2	3	8	man			R	Sa		0	
U	Krinda	1	0	2	7	man	W					1	Mûgri
U	Horseman in the Night	4	2	3	7	man	W				D	0	
U	Orc Brawler	1	0	3	8	orc	W					1	
U	Orc Brawler	1	0	3	8	orc	W					1	

Poisonous Despair	Ambushed			
Orc Veteran	Indûr the Ringwraith			
Alone and Unadvised	Ambushed			
A Little Gold Ring	Sellswords Between Charters			
0		0		
Turn: 1	Hand: 8	MP: 6	SP: 1	PD: 86
Elrond	Gandalf	Balin	Cirdan	VALDACI

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Merkampa at Home

, Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Smaug at Home, Thorkmaw at Home, Mordor in Ruins

**ORG** {Go north to play gold ring item, avoid WW due to hazard players.}

Indur RW played at Amaru using Sorcerer-king of Mûmakan. Paltry Ring placed on Whispers of Rings. Avatar taps to dump from sideboard(Oliphant,Oliphant,To Satisfy the Questioner,I'll Report You, Mûmak-helmet). Discard Sorcerer-king of Mûmakan to fetch Mûmak -helmet. Ringwraith stays. Overts move to Ephydis. Coverts move to Bozisha-Dar.

### MOVE

Hargrog, -sl-cs-w-bl,bh. Ephydis

HL3, Elrond has Shifting Paths.

HL2, Gandalf plays Chill Them With Fear

HL1, Gandalf keys Wandering Eldar to BL, elves.all.9p+2p.CTWF

Hargrog, 6p+10sroll=16

Orc Brawler, 3p+6sroll=9,success; 4broll= wounded

Orc Brawler, 3p+10sroll=13

Sakalure, -sl-j-sl-w-bl-w-sl,haven. Bozisha-Dar

HL3, Elrond plays Shifting Paths, env. Sends to Lighthouse at Kraken Cape.

HL1, Gandalf keys Wandering Eldar to BL, elves.all.9p, det .CTWF= all.11p

Sakalure, 3p-3x+7sroll=7,taps

Krinda, 2p-3x+7sroll=6,taps

Horseman, 3p-3x+10sroll=10,taps

### SITE

**END** Next in Division: Court, next in game: Uvatha.

TURN01, vs. Elrond

**MOVE**

Erestor, -,haven. Rivendell

HL2, Indur uses OG (on-guard) Masah-Mûdhala

HL1, Malezar-x

with no more HL and none played; Smeagol gets HL1.

Smeagol plays Lure of the Rings

Woodelf, -w-sl,sh

HL3, Indur keys Sellswords Between Charters to sh, men.2s11p

xHL, Indur plays Ambushed on Men creature, now men.2s11p.attacker

Emissary discards Miruvor for +2 body for whole turn.

Emissary, 2p+8sroll=10, success, 9broll=**wounded**. Food item!

HL2, Indur plays Ransom on strike to Dweller. Wood-elf taps to support.

Dweller, 2p+1.sup+11sroll=14

HL1, Indur plays Grasping and Ungracious to Emissary; has Lawless Men in hand.

TURN 01, vs Gandalf

**MOVE**

Arathorn, -w-w-fd,fh

HL3, Court2 keys Cave-drake to ww,drake.2s10p,attacker: Pippin, Arathorn

Halfling Stealth played by Pippin to cancel strike.

Pippin taps to play No waiting to Wonder, taps.

Arathorn, 5p+4.res+11.sroll=10

HL1, Indur has Lawless Men and Ambushed in hand. Men.2s9p. 62% to wound.

[This would be dependent on timing, Indur was given a chance to play hazards against Valdacli (see below). Thus likely chance to play hazards against Valdacli would happen first.]

TURN 01, vs Valdacli

**MOVE**

Seregul, -w,bh

HL5, Durlach uses OG Goblin-miner.

HL4, Smaug-x

HL3, Throkmaw-x

HL2, Lomaw-x

HL1, Indur keys Lawless Men to W, men.2s9p.

Indur plays Ambushed selecting defending characters. Seregul, Lomkuran support Camear.

Mariner supports Eshapar. 52% for no wounding.

Camëar, 2p-1t+2.sup+6sroll=9,ineff

Eshapar, 2p+1.sup+6sroll=9,ineff. Both body checks were 9.

Longbottom Leaf shuffles Men of Mirëdor and Habergeon of Silver.

TURN02-1.1, first player for turn2

@Ephydis,U

T	Hargrog	8	4	6	9	Htroll	W	Sc	R			0
W	Orc Brawler	1	0	3	8	orc	W					1
T	Orc Brawler	1	0	3	8	orc	W					1

@ Lighthouse at Kraken Cape,U

T	Sakalure	5	2	3	8	man			R	Sa		0
T	Krinda	1	0	2	7	man	W					1
T	Horseman in the Night	4	2	3	7	man	W			D		0

@ Amaru,U

T	Indûr the Ringwraith	x	5	9	10	RW	W				D	x
---	----------------------	---	---	---	----	----	---	--	--	--	---	---

, Master of the House, Naugrim, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Merkampa at Home

, Scorba at Home, Mordor in Ruins, All Dead All Rotten, Lure of the Rings

, Chill Them with Fear

, Worn and Famished

A Little Gold Ring	Orcs of the Yellow Mountains			
Beorning Skin-changers	Voices of Malice			
Dark Tryst	0			
Mûmak-helmet	0			
0	0			
Turn: 2	Hand: 8	MP: 6	SP: 1	PD: 77
Balin	Elrond	Gandalf	Cirdan	VALDACI

[CARD CHANGE]. Mugri changed to match Minor Spell Bead; changed territory/spirit-user.

**UNTAP**

**ORG**

[Thought about coverts move south to play gold ring item, overts move to play orc faction.]

Magic Ring of Lies played on Whispers of Rings.

Sakalure taps to play Voices of Malice to target Chill Them with Fear, cc, 7.croll-2.res=5.

Krinda transfers Mugri to Sakalure, cc, -2.item+5.croll=3.

Move overts to Charnesra.

Coverts to Bozisha-Dar.

Indur stays.

## MOVE

Indur, -,Darkhaven. Amaru

HL2, Balin plays An Unexpected Outpost shuffles from SB Times Are Evil

HL1, Balin uses OG Left Behind.

Hargrog, -bl-j-bl,RL. Charnesra

HL3, Balin-x

HL2, Elrond keys Elves upon Errantry to BL, elves.4s9p.

Extra strike to wounded Brawler, 20% to ineff all strikes. Or 9% to defeat.

Hargrog, 6p+10sroll=16,defeat

Orc Brawler, 3p-2w-1e+11sroll=11,defeat

Orc Brawler, 3p+10sroll=13, defeat. Trophy to Hargrog

HL1, Elrond keys Sons of Elrond after it faced Elves Upon Errantry. Elves.2s12p8b

0.02% to kill.

Orc Brawler, 3p-2w+7sroll=8, success, 5broll=**wounded**

Orc Brawler, 3p-1t+7sroll=9, success, 11broll=**killed**.

Sakalure, -cs-sl,Darkhaven. Bozisha-Dar

Plays Tokens to Show

HL3, Balin-x

HL2, Elrond-x

HL1, Gandalf plays Covetous Thoughts on Sakalure.

## SITE

Indur taps to play Mûmak-helmet at Amaru, does not tap the site.

## END

TURN 02, vs. Balin

**MOVE**

Balin, -,haven

HL2, Indur plays on Bahadur Thrice Told Tales. No Dwarf of All Trades to fetch Marvels Told.

HL1, Indur plays An Unexpected Outpost shuffles from SB Call of Home

Gloin, -dd-sl-w,rl

HL4, Indur-x

HL3, Court plays Inner Cunning to fetch Curubor.

HL1, Court2 Twilight Gates of Morning.

HL1, Court2 plays An Unexpected Outpost shuffles Silent Watcher

Crown of Flowers played.

All Dead All Rotten rolls: croll, croll, croll, croll; No dwarf with 2+ CP, all auto.

Turn 02 vs. Elrond

**MOVE**

Erestor, -,haven.pL

HL2, Court1 uses OG Arrokko

HL1, Indur-x

No haz played, Smeagol-x

Wood-elf, -sl-w,haven.pL

HL3, Court1-x

HL2, Indur-x

HL1, Malezar-x

No haz played, Smeagol-x

Gates of Morning played. Star of High Hope played.

TURN03-2.1

@ Charnesra,U

T	Hargrog	8	5	6	9	Htroll	W	Sc	R		0	Trophy1
W	Orc Brawler	1	0	3	8	orc	W				1	

@ Bozisha-Dar, U

T	Sakalure	5	2	3	8	man			R	Sa	3	Mûgri	Covetous
U	Krinda	1	0	2	7	man	W				0		
U	Horseman in the Night	4	2	3	7	man	W			D	0		

@ Amaru, U

T	Indûr the Ringwraith	x	5	9	10	RW	W		R		D	x	Mûmak-helmet
A Little Gold Ring		Forced March				Earth of Galadriel's Orch							
Beorning Skin-changers		Old Prejudice				Hiding							
Beorning Skin-changers		Orcs of the Yellow Mountains				Halfling Strength							
Calm-Song		The Least of Gold Rings				Many Turns and Doublin							
0		0				Marvels Told							
Turn: 3	Hand: 8	MP: 7	SP: 1	PD: 68	No Waiting to Wonder								
Gandalf	Elrond	Balin	Cirdan	VALDAC	Chance of Being Lost								
						The Roving Eye							

Safe From the Shadow Gates of Morning

Star of High Hope Cloudless Day

Tokens to Show

, Power Built By Waiting, Naugrim, Wardens of the Woodland Realm, Merkampa at Home  
 , Mordor in Ruins, All Dead All Rotten, Lure of the Rings

UNTAP {too dangerous for Hargrog to move against this Hero Division.

**ORG**

Hargrog stays. Sakalure moves to Amaru uses Forced March, then to Sarûl.

Indur taps to shuffle Weapons of Morgul. Sakalure no tap remove hazard, 10hrol-3=pass.

**MOVE**

Hargrog, -,RL. Charnesra

HL2, Gandalf uses OG Hiding.

HL1, Elrond uses An Unexpected Outpost to shuffle Brutal Commands

Sakalure, -sl-w-bl-w-sl-j-sl, haven. Amaru

HL3, Gandalf-x

HL2, Elrond plays Shifting Paths to move to Tanith.

Indur, -,haven. Amaru

HL2, Gandalf-x

HL1, Elrond-x

**SITE**

**END** {tough turn; moving is dangerous with Wilderness/Jungle}

TURN 03, vs. Elrond

**MOVE**

Erestor, -,haven

HL3, Court2 plays Thrice Told Tales on Erestor.

HL1, Indur uses An Unexpected Outpost to shuffle Awaken Defenders

TURN 03, vs. Gandalf

**MOVE**

Gandalf, -,haven

HL3, Indur-x

HL2, Malezar-x

HL1, Court2-x

HL1, Smg-x

Arathorn, -w-w,ruins

HL3, Indur-x

HL2, Malezar-x

HL1, Court2 keys Wandering Eldar to WW. Elves.all.9p,det  
Goldberry taps to cancel this attack.

TURN 03 vs. Balin

**MOVE**

Gloin, -w-w,haven

HL4, Malezar-x

HL3, Court-x

HL2, Indur-x

HL1, Court2 plays Shifting Paths, 2W vs. 1R. to Lossadan Cairn

Here is a Snake! Played on Malezar's only agent; face-down Ulrith at Kadar an-Khâradun is tapped and revealed

TURN04-2.1 {Valdacli at Arig's Tomb, Arpel}

@ Amaru, T

T	Indûr the Ringwraith	x	5	9	10	RW	W	R	D	x	Mûmak-helmet
---	----------------------	---	---	---	----	----	---	---	---	---	--------------

@ Charnesra, U

U	Hargrog	8	5	6	9	Htroll	W	Sc	R		0	Trophy1
W	Orc Brawler	1	0	3	8	orc	W				1	

@ Tanith, U

U	Sakalure	5	2	3	8	man			R	Sa	2	Mûgri
U	Krinda	1	0	2	7	man	W				0	
U	Horseman in the Night	4	2	3	7	man	W			D	0	

A Little Gold Ring	Orcs of the Yellow Mountains	Blue Mountain Dwarves			
Ambusher	The Border-watch	Hillmen(H)			
Calm-Song	The Least of Gold Rings	Lindion the Oronín			
Orc Veteran	Threats	Marsh-Drake			
0	0	Stealth			
0	0	Stealth			
Turn: 4	Hand: 8	MP: 7	PD: 63	SP: 1	Tempering Friendship
Cirdan	Gandalf	Balin	Elrond	VALDAC	Tinmirthalioin

Much-trodden Paths Safe From the Shadow Gates of Morning

Tokens to Show

, Power Built By Waiting, Wardens of the Woodland Realm, Merkampa at Home  
 , Mordor in Ruins, All Dead All Rotten, Lure of the Rings, Full of Froth and Rage

## UNTAP

### ORG

Indur RW taps to shuffle SB-PD: [Black Rider]

Orc Veteran played at Amaru [home site of Lugarlur in Sunlands]

Hargrog+ moves to Fhûl.

Sakalure+ move to Sarûl.

Indur stays.

## MOVE

Indur, -,haven Amaru

HL2, Cirdan uses OG Lindion the Oronín

HL1, Gandalf-x

HL1, Thg-x [Death of a Kinsman, Foe Beyond Any of You, Snow in the Mou, Wing U Trees]

Sakalure, -bl-j-j,bl Sarul

HL3, Cirdan-x {only hazard is Marsh-drake}

HL2, Gandalf-x {no hazards at all}

HL1, Balin keys The Border-watch to BL, men.5s7p

Sakalure plays Calm-Song. -2.item-3.res+8.croll=3,pass. {risky}

Sakalure, 3p-3x+5sroll=5,taps

Krinda, 2p-3x+7sroll=6,taps

Horseman, 3p-3x-2e+10sroll=8

Hargrog, -bl-bl-w,sh. Fhul

HL2, Cirdan plays Awaken Defenders

## SITE

Fhûl, SH, Bosiri (1)Orcs---3 strikes with 7 prowess

Hargrog, 6p-3x-1e+8sroll=10. {risky}

Brawler, 3p-2w+10sroll=11

Hargrog plays Threats to make INF attempt on Orcs of the Yellow Mountains.8  
+6.prowess+2.mod(leader Uttersouth)+8iroll=16,pass

## END

{stay at site for gold ring; return to darkhaven to heal}

TURN 04 vs. Gandalf

**MOVE**

Gandalf, -,haven Rivendell

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

ArathornII , -w-w-w-w,haven Lorien

HL3, Court-x

HL2, Indur-x

HL1, Malezar-x

HL1, Smg-x

Gilraen taps to play Marvels Told to target All Dead All Rotten, Halbarad supports,croll=auto.

TURN 04 vs. Cirdan

**MOVE**

Shipwright, -,haven. Grey Havens

HL2, Indur-x

HL1, Court-x

Wood-elf, -,fh. Edhellond.stage

HL2, Indur keys The Border-watch to fh. Men. 2s7p,det

Woodelf, 3p+2.star+1.lapse-3x-1e+4sroll=6,taps

Cirdan, -,sh. Tol Fuin

HL2, Indur plays Unabated in Malice on AA. +1s +1p -2b

Galdor, -fd-w,fh Blue Mountains, Stealth

HL2, Indur-x Has x2 Ambusher in hand

HL1, Court-x

TURN05 {Valdacli at Arig's Tomb.}

@ Amaru, U

T	Indûr the Ringwraith	x	5	9	10	RW	W		R		D	x	Mûmak-helmet
U	Orc Veteran	2	0	4	8	orc	W					1	

@ Fhul, T

T	Hargrog	8	5	6	9	Htroll	W	Sc	R			0		Trophy1
W	Orc Brawler	1	0	3	8	orc	W					1		

@ Sarul, U

T	Sakalure	5	2	3	8	man			R	Sa		2	Mûgri
T	Krinda	1	0	2	7	man	W					1	
U	Horseman in the Night	4	2	3	7	man	W				D	0	

A Little Gold Ring	Ruse				Haldir
Ambusher	The Least of Gold Rings				leaf brooch
Black Rider	Ulaar				Mallorn-Dweller
Indûr the Ringwraith		0			Memories of Axe-wielder
0		0			Old Man Willow
0		0			Quiet Lands
Turn: 5	Hand: 8	MP: 9	PD: 54	SP: 1	Trickery
Galadriel	Radagast	Thrain	Thranduil	VALDAC	Trickery

Forewarned is Forearmed

Children of Aule

Tokens to Show

, Protecting their Domain, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People,

Yavannas Plea, Devouring Wyrms, Curse Him Root and Branch

, Mordor in Ruins, Full of Froth and Rage

, Lord of the Carrock, Wrath of the Olvar, Sleepless Malice

**UNTAP**

**ORG**

Indur RW moves to Bozisha-Dar for later play of gold ring item. Forced March can get him back to Amaru soon.

Veteran stays at Amaru, Hargrog moves there.

Sakalure+ stays.

**LONG**

Galadriel.Wrath of the Olvar discarded

## **MOVE**

Sakalure, -,bh. Sarul.

HL3, Galadriel-x

HL2, Radagast-x

HL1, Thrain-x

Indur, -sl-j-sl-w-bl-w-sh,haven. Bozisha-Dar.

Mûmak-helmet.[ Memories of Axe-wielders, Old Man Willow,none]

HL2, Galadriel plays Memories of Axe-wielders

HL1, Galadriel keys Old Man Willow to WW. Plant.1s13p.

MAW(+2p)+PTD(+1p)+YP(4b)=1s16p4b

Indur taps to play Ruse to cancel.

Not happy to use resource event now, but Weigh can recycle it.

RW card untaps Indur.

Hargrog, -w-sl-j-sl,haven. Amaru

HL2, Galadriel-x

HL1, Radagast-x

Veteran, -,haven. Amaru

HL2, Galadriel-x

HL1, Radagast-x

## **SITE**

Sarûl. (1)Dúnedain---4 strikes with 9 prowess (detainment against covert companies if no elves

Sakalure, 3p-3x+11sroll=11

Krinda, 2p-3x+9sroll=8,taps

Horseman, 3p-3x-1e+5sroll=4,taps

Sakalure taps to play The Least of Gold Rings,taps site.

## **END**

Indur RW uses card ability tapping to grab Calm-Song from DP.

Lucky turn with few hazards. Ruse helped!