

DWAR/VERMIN

50avatar

C	9	Minas Morgul	<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 20 creatures DC: 25res + 23haz + 10char =58
I	7	Rohan	
F	4	vs. Théoden	
A	1	Gondor Division	
M	7	Wolf Factions	
K	4	Vermin	

The Third has been brought to Udûn to unleash his hounds on the West. The King of Waw was left without a mother to a father that fished the seas. Now, the barren landscape of a collapse volcano is the home for Dendra Dwar. Sailors from the west ravaged his home and murder his brother.

War-hounds become the fulcrum for this Dog-King. Scouting the enemy for weaknesses and training soldiers for battle are the traits of this warlord. War-wolves are his corruption.

Dwar the Ringwraith will become a warlord and leader with is personal resource event. He leads orcs, a troll, a Dúnadan mage, and a werewolf. Udûn is the entry point into the Black Land. Therefore, many factions and war-hounds will be bred. A raid over the Great River will be made into Rohan to steal black horses. He has personally trained an elite group of agents that will ambush those of nobility or power.

Durthang will become a wolf-den and a House of Lamentations. This base of operations allows travel into Rohan bypassing Anórien. He will create his domain riding on a black horse building the northern Mordor army. Then later travel to western Gondor ravaging the horse-master.

Dwar will move in Black Rider mode to either influence factions Scara-hai will play wolf allies and poison to invade Gondor to either kill horse allies, leaders, or draw them to distant regions such as Anfalas and Old Pûkel-Land. There will be much CvCC.

The hazard deck is filled with creatures inhabiting the White Mountains. Demons, Pûkel-men, boars, and elves are included. Hazard events are about disease, agents with Cunning Foes, and harming allies.

What I like about this Deck

This deck is a synergy of wolf allies, movement, and sorcery. You can have certain combos in hand for specific turn strategies.

What I do not like about this Deck

The companies seem weak due to low influence. There is no warlord event used or other boosters to add higher prowess minions for dangerous movement. No inherit sorcerer starts the game.

Resources/Hazards not found in any other minion deck:

Ring of Flame
The Gwaedhel-Spear
War-wolf
Wolf-Steed
Doglord of Waw
Dwar Unleashed
Ge of Ogamur
Always Black Horses
Blood-Mage
Gwaith-i-Mirdain
Orc-mounts
Our Own Wolves
The Black Gate Closes
The Dwimorberg
The Wargs Wield the Goblins
Treason the Greatest Foe
Warg-riders
Wolf-den
Wolves' Feed
Yellow-Fanged Guard
 Bloodeye Ravish
 Cunning Foes
 Death Carrying Vermin
 Enchanted Stream
 Lost in Border-lands
 Mordor in Arms
 No Place for a Pony
 Plague
 The Dark Plague

Changes From Version 06.

Removed

 Magic Ring of Guile, Thing Stolen, Path to Vileness

Add Above the Abyss, Magic Ring of Savagery, Warg-Riders

 Gwaith-i-Mirdain, Blood-mage

Site Removed

Sites Added

Characters

Ivic removed to Scatha; Orc Veteran added.

RESOURCES(40/25)

1	The Gwaedhel-Spear
3	Ring of Flame
3	The Abhorred Ring
2	Magic Ring of Savagery
1	Trifling Ring
1	A Little Gold Ring
1	Gleaming Gold Ring
1	Binding Ring
1	Black-mail Coat
1	Secret Book
*	Blazon of the eye
1	Poison*
1	Scara-hai
1	Black Trolls.12
1	Orcs of the Ash Mountains.10
1	Orcs of the Red Eye.10
3	Wolf-steed
3	War-wolf
3	Oath Breaker
2	Always Black Horses
4	Treason the Greatest Foe

12/12

— ~~1~~ ~~Last Child of Ungoliant~~

— ~~1~~ ~~Shelob Abhungered~~

2	Orc-Mounts	
2	Wolves' Feed	
2	Wargs Wield the Goblins	
1	Warg-Riders	
3	Voices of Malice	Sa
1	Secrets of Their Forgings	Sa
1	Swarm of Bats	pe
1	Yellow Fanged Guard	pe
1	Gwaith-i-Mirdain	L
1	Once It Got away	
*	Whispers of Rings	pe
*	Open to the Summons	pe
1	Blood-mage	pe
1	House of Lamentations	pe
1	Wolf-den	pe
1	The Black Gate Closes	pe
1	Dark Tryst	
1	Above the Abyss	
3	Weigh All Things to a Nicety	
2	The Tormented Earth	sorcery4
--	-- Veils of Shadow	sorcery4
1	Some Secret Art of Flame	sorcery4
1	Riven Gate	sorcery4
1	White Light Broken	sorcery0
1	The Waters Tithe	sorcery3
--	-- Bitter Cold	sorcery4
--	-- Twisted Trees	sorcery4
--	-- Circle of Swords	sorcery4
1	Our Own Wolves	spirit
1	The Dwimorberg	shadow
1	By the Ringwraith's Word	rw
3	Dwar Unleashed	rw
1	Ge of Ogamur	s1
1	Doglord of Waw	s1
1	Creating Their Domain	s1
2	Black Rider	mode

28/13

Collar of spikes

HAZARDS(40/15)

3	Neeker-breekers	vermin/animals	1	all	7	x	rl	BL, W, SL, DD
3	Morgai-flies	vermin/animals	1	d20	1	x		SL, DD+magic
3	Leeches	vermin	1	all	7	x		
2	Wose Ambush	wose	1*	all	7	x		
3	Pûkel-men	pukel	1	2	11	x	sh, dh	
2	Demons of Aglarond	demon	1	4	9	x		
3	Stout Men of Gondor	men	1*	6	7	x		
2	Galadhrim	elf	2*	3	11	7	det, -2p	vHero
1	Terror of Halifrien	animal, boar	2	1	13	6	Ro, Fa;	Dforest
1	Grima Wormtongue	man L	2*	1	8	8	Ro, GI, En, Ao, Dn	

20/2

								20/13
2	Doors of Night	P.env						
1	He is Lost to Us	P.avatar-						o2
1	Mordor in Arms	P.						o2
3	Death Carrying Vermin	disease						
3	Enchanting Stream	P.roadblock						
3	Lost in Border-lands	S.limit						
3	Plague	P.disease						
1	The Dark Plague	S.disease						o1
2	It Stinks	P.site-attack						
1	Nobody's Friend	agent						
3	Cunning Foes	agent						x111
2	Never Seen Him	agent						x11
2	No Place for a Pony							x22
2	Bloodeye Ravish	disease						x22
1	Too Much to Ask							o2
3	An Unexpected Outpost							

SITES

SM	Dol Guldur			
OL	Geann-a-Lisch			
IM	Minas Morgul			Ge
Fa	Wellinghall	m, M	plant.2w10 x2	x
Ro	Edoras	ring	men.xc10	x
SR	Gyogorasag Sanctuary	m#	men.xc6	Poison
Lm	Calembel	Info, m	men.xc6	<i>fetch minor item</i>
Lm	Vale of Erech	ring	men.xc6	Gleaming gold Ring
GI	Helms Deep-bg	m, M*	men.4w8	Black-mail Coat
Ro	Dunharrow	Info	men.xc6	Always Black Horses
Fa	Lind-or-Burum	Info	plant.1w10a	x
GI	Isengard	ring	wolf.3w7	x
Ro	Barad Tathren-sw	m, ring	spider.2w7	x <i>hidden(LK)</i>
Lm	Setamaenen	Info, m, ring	trap, pukel	A Little Gold Ring
BL	Bandit Lair	ring	men.3w6	x
Da	Amon Lhaw	Info		Secrets of Their Forgings
Nu	Ostigurth	m	vermin.xd7	x
Da	Dead Marshes	m, M	undead	x
Da	Thuringwathost	m	orc	wolf allies
Go	Mount Doom		orc	wolf allies
Nu	Barad-Wath		orc.xo7	wolf allies
EL	Oraishapek's Mound		undead.1w12	<i>hidden(LK)</i> -Ring of Flame
IM	Shelob's Lair	m, M	orcs, spider	x
IM	Cirith Ungol			x
Ud	Durthang		orc/wolf.2d8	Scara-hai
Ud	Cirith Gorgor			Black Trolls
Go	Barad-dûr			O. Red Eye
Go	Minas Durlith		troll.1d11	O. Ash Mountains

MINIONS-10

9-1-4-3-2

agent-16

4 Dwar	10/5/9/10	W/Sc/Sa	RW	So	Udûn	-3DI.HL, -1P.FR
3 Lt. Dol Guldur	9/3/7/9*+	W/Sa	Olog	L	Dol Guldur	d9; +2DI. O+T
3 Miruimor	8/2/4/8	W/Sa/D	Dun	so	Thuringwathost, Umbar	+2DI.men/orcs
1 <i>Tracker</i>	3/0/3/8*	W/R	orc		DH	d7,8; 1CP
Uchel	1/0/2/7*	R	Man		Cameth Brin	
2 Bulrakur	6/1/5/8+	W/R	Scara	L	CG, Durthang	+2DI.scara, +2P
1 Ufkral	4/0/4/7*	W	Uruk		Morkai	+2DI.Snaga+Scara
<i>Archer</i>	2/0/2/7+	W	orc		orc-hold	d7, t: 1s -1P/-1B
<i>Veteran</i>	2/0/4/8*	W	orc		DH	d8; 1CP
<i>Veteran</i>	2/0/4/8	W	orc		DH	d8; 1CP
<i>Brawler</i>	1/0/3/8*+	W	orc		DH	d7,8; 1CP
1 Virsh	3/0/3/8+	Sc/R	Scara		Durthang	d7,8. Tap poison
2 Gaurhir	7/2/4/9+	Sa/D	Wwolf	sp+sh	Durthang, MD	+2DI.scara
1 Wolf	4/2/3/7+	W/D	Man		Dunn CH, Edoras	
1 Freca	5/2/4/8a	W/D	Man		Dunn CH, Edoras	
1 Leamon	3/0/5/8a	W	Man		Dunn CH, C. Brin	
1 Baugur	4/1/4/8a	W	horc	L	Isengard	+2DI.orc/ORC

starting company: at Minas Morgul

<Whispers of Rings><Open to the Summons>

3 Lt. Dol Guldur	9/3/7/9	W/Sa	Blazon of the eye
1 Ufkral	4/0/4/7	W	Uruk
1 <i>Tracker</i>	3/0/3/8	W/R	
Uchel	1/0/2/7	R	
<i>Brawler</i>	1/0/3/8	W	
<i>Veteran</i>	2/0/4/8	W	orc

Ringwraith company:

Fell Rider	Dwar	10-2-10-10	W/Sc/Sa	so
Black Rider	Dwar	10-5-09-10	W/Sc/Sa	so
Heralded Lord	Dwar	10-5-07-10	W/Sc/Sa	so

17/25 (20+5) GI Hand-8 Mind-38

#1 Ash

(factions)

Miruimor	8/7/4/8	W/Sa/D	D8	1	triflingR	[sorcery]
Wolf	3/2/4/9	W/D	M4	2	coat, eye, Summons, Path	[+2DI.factions]
Bulrakur-L	4/1/5/8	W/R	O6	3	SR.abhorred	

#2 Shadow

(rings, Black, CvCC)

Gorfaur-L	10/12/7/9	W/Sa	T9	3	flame, Word, Blood	[sorcery]
Gaurhir	7/2/6/9	Sa/D	Dm	2	spear	
Virsh	3/0/3/8	Sc/R	O3	2	GR.savagery	
<i>Brawler</i>	1/0/3/8	W	o1	0	Fang	

OVERVIEW

Dwar has a tough job to complete in Rohan. Those with the golden hair and master of horses are a strong ally to Gondor. Aid to the Men of the West must not reach Minas Tirith. Expend and sacrifice all low the population to dwindle in Rohan. Dwar must raid into the Horse Lands and steal mares. First, he must have strong companies with items and allies by the end of the first deck. Then he must gather the factions in the second or third deck. You will be facing the men of Théoden and the dúnedain of Denethor. Sorcery and wolf allies will be the hallmark of this player. Anduin will be crossed underneath surprising those on the west bank.

DWAR

Your Ringwraith will be active. He has his unleashed event to use region movement. From Udûn or from Dol Guldur he can hit many companies. Use him to hit important heroes. While not moving, tap him to boost the prowess and body of a company. His only mode resource is **Black Rider**; there are no allies for him specifically. Dwar does not gain worthy stats in the other two modes to warrant being in a mode other than Black Rider. The event is used since it cannot be killed. The allies must be played at a designated site. The event can be played at a home site.

He keeps his 9 prowess in black rider mode. A body stat of 10 will help stay alive. This Wôlim is a mage from the Waw island. He is versatile with his three skills of Warrior, Scout, and Sage. Voices of Malice is likely to be played by Dwar. He is not a Ranger so he is vulnerable to River. He does have a high 5 DI to influence a faction. Sorcery is his dark-art; it will be used in this deck.

Ge of Ogamur is his weapon. He can play it in any site of Udûn or in Great Central Plains. Likely, he will move to Chey Goumal to play this item. This weapon allows using spirit-magic and thus Our Own Wolves. He no longer is taken to hand on a body check of 7 or 8. Hounds of Sauron have +1 prowess and strikes. Tap the item to shuffle one Our Own Wolves into the deck instead of discarding the event for the current phase only.

Dog-lord of Waw is his Warlord and leader event. This allows him to come into play at any site with a Wolf automatic-attack. You may always assign strikes to wolf allies in his company. Likely, you will discard this event to grab the weapon.

His Ringwraith ability, while at a Darkhaven, increases the body and prowess to his minions by one for a company for a turn. Tap in this manner when not tapping for another task.

His **Unleash** event allows region movement in no mode. Usually, he will use Unleash as a surprise moving from Imlad Morgul to Rohan.

Creating Their Domain allows Dwar to move from a site to any site in Udûn without a mode resource. Move him to Durthang to keep the permanent-events in play. He can still play Black Rider and use his ability at any site in Udûn. When you draw his unleash event then fetch Water's Tithe. He can move to Gap of Isen via Brown Lands. Next turn, move him to Geann a-Lisch. Then to Carn Dum. Fetch Water's Tithe again and move in one turn without mode to Udûn for a four turn trek. This can be done early in the first deck. Dwar will still have two uses of his unleash for four turns of activities. Then the War-lord Phase will start.

During the second deck, play as many War-warg wolf allies on this Ringwraith. Then use his Unleashed to wreak havoc in Rohan.

CHARACTERS

Dwar has 10 minions in the play deck and will have two companies at all times: both overt. The minions are not fighters or scouts to handle nasty attacks. Their goal is to recruit factions and attack Rohan. There are agents, scara-hai, orc, olog, men, and one Demon. Most of the home sites of the played characters are in Mordor. Exceptions include home sites in Eriador and Wilderland. Two minions are leaders and another two are sorcerers. Four minions are non-unique. Four agents will roam causing the Free Peoples trouble. Not many high-mind, non-agent characters seem to fit with landscape or strategy. Lieutenant of Dol Guldur is the only 3 MP character in the deck. Three 2 MP characters are included with three of them in the core companies. This player had the most difficult experience making the core companies. Influence and sorcery were the hindrances with company creation.

Lieutenant of Dol Guldur is not natural for this deck. Gorfaur is one of the four Olog-lords. He is the only Sage. As an olog-lord he has 9 mind, 9 body, keeps an extra card in hand at his home site, high prowess, and 5 direct influence. Gorfaur has a weaker 7 prowess, but that Sage skill is worth that value. His normal 3 DI helps with influence non-orcs. This troll will become a Warlord. Success by this player may give this Olog a prominent place for the war. His home site should be visited instead of Minas Morgul before the Warlord Deck. Only the Nurn region in Mordor cannot be reached from Southern Mirkwood.

Mirumor is an 8-mind Dunadan studied in the Dark Arts. She has good skills in W-Sa-D. A 4 prowess is low along with a below average 8 body for the mind. But her sorcery skill is nice trade. Her normal 2 DI is enhanced with +2 DI against Orcs with a lesser mind. She will lead a core company magic. She starts the game. Her home sites of Umbar and Thuringwathost are next door.

Uchel is a rare 1-mind minion. His Ranger skill is valuable to include in any company. His two prowess and 7 body may have him not stay in play for long. A home of Cameth Brin means he will be played at a Darkhaven.

Gaurhir is a 7-mind werewolf demon that can use spirit-magic and sorcery. He has a high 9 body. A 4 prowess can keep this Sage-Diplomat alive. A home site of Durthang is nice to get him into play. His +2 DI against Scara-hai is useful to give him a follower of that race. Keep him alive. He starts the game to use this magic and Sage skills.

Bulrakur is Scara-hai from Durthang. He has normal +3DI against Scarai-hai. He has a nice bonus against many attacks. He cannot use weapons without Counterfeit. His 5-mind with average 5 prowess and 8 body is good. He has +2 prowess against all attacks that are not Dragon, Drake, Dwarf, Dunadan, or Pukel-creature. He is a strong Ranger to be in any overt company.

Ufkral has come down from Morkai. He is just a Warrior for his 4-mind. He is an Uruk with +2 DI against Snaga and Wolf factions along with +1 DI against Orcs. He becomes a leader if he controls a Wolf ally. His wolf allies can take trophies to gain skills. Four prowess and 7 body are not the best stats for regular fighting. His leadership is a problem. But he may gain a follower to go on a hunting trip into Rohan for a turn. Then he can transfer the ally upon his return. Consider being loose with this minion (i.e. take risks in CvCC that may kill this minion and free GI).

Virsh is a 3-mind Scara-hai with the great skill combination of Scout-Ranger. His home site of Durthang is convenient. Stats of 3 prowess and 8 body is average. His special ability is tapping at an Orc-hold if Host of Bats or Swarm of Bats in play on his company, to play Poison from the discard pile or hand. Then tap the site if untapped. His is important to have that minor item used

in combat often.

Tracker, Veteran, and Brawler are non-unique Orcs. Tracker is a Ranger to replace Virsh. Brawler is ideal Warriors for the event Yellow-fanged Guard to become Scara-hai. This change of tribe allows other minion character's direct influence bonus to be useable.

Orc Archer is a 2-mind Warrior of 2 prowess, but his 7 body is low. He can be played at any Orc-hold if an overt leader is at the site. He can tap to play Hail of Darts on his company as if during the Organization phase. Another ability is to tap to give one strike from an attack or in Combat -1 to prowess and body. This should get heroes killed in Combat.

Yellow-Fanged Guard is a permanent-event to help taking prisoners. Play event on a non-unique Orc. Now target Orc need not tap to take a character prisoner. While controlling a prisoner the target has +1 prowess and +1 body.

COMPANIES

Your starting company will be a troll, a Man, and four Orcs. Selection was to keep useful minions alive and thus not start (i.e. Gaurhir, Wolf, Miruimor). None can play sorcery. They will move away from Mordor and begin playing the resources. No factions are playable with Mordor in Ruins. You can risk CvCC if it suits you. You have many minions to replace the ones killed. There are one Sage and two Rangers. Uchel is expandable, but has 7 body. Move into Gondor playing items. Much thought was placed with the starting characters.

Whispers of Rings will start the game. Open to the Summons allows agent Wolf to be played at a Darkhaven. They will start at Minas Morgul. You need to play the unique mind ring and the command before Miruimor is played.

Thought was made to start Gaurhir instead of Bulrakur, then Virsh in place of Wolf. Faction influence is not much possible until the second deck. However, the overt minion will move outside of Mordor and risk death. I rather lose the Orc than the Demon.

<i>starting company:</i> at Minas Morgul		
<Whispers of Rings><Open to the Summons>		
3 Lt. Dol Guldur	9/3/7/9	W/Sa Blazon of the eye
1 Ufkral	4/0/4/7	W
1 Tracker	3/0/3/8	W/R
Uchel	1/0/2/7	R
Brawler	1/0/3/8	W
Grunt	2/0/2/9	W

The Shadow Company, have two sages, a Scout, and a Ranger. They will use sorcery. Send them to Dol Guldur waiting to play Always Black Horses and the wolf allies. They will play the gold rings and the missions. Gorfaur will have Ring of Flame and By the Ringwraith's Word. He then has normal 10 DI and 2 DI against Orcs & Trolls. His mind will also be 10 giving protecting from the mind ring's toxic effect. White Light Broken should be used on this troll. Blood-mage is played either on this Troll or the were-wolf.

Gaurhir is a werewolf demon that can use spirit-magic and shadow-magic. Gwaedhel-Spear provides him 6 prowess (8 prowess against Undead) for two corruption points.

Virsh is the other follower – the company's Scout and Ranger. Brawler is there too. Virsh will be visiting orc-holds to fetch poison. His normal ability at a Orc-hold with Swarm of Bats on

his company allows him to tap to play Poison from the discard pile or hand. Give him Magic Ring of Savagery to cancel an attack in Gondor. Brawler will become a Yellow-Fanged Guard to become a scara-hai. Tracker can replace Virsh.

#2 Shadow	<Orders from Lugburz>				(factions)	
Gorfaur-L	9/12/7/9	W/Sa	T9	2	flame, Word	[sorcery]
Gaurhir	7/2/6/9	Sa/D	Dm	2	spear	
Virsh	3/0/3/8	Sc/R	O3	2	GR.savagery	
<i>Brawler</i>	1/0/3/8	W	o1	0	Fang	

The Ash Company can attack if the chance presents itself. Scara-hai will be played into this company. Use this company to influence the factions. Bulrakur will be the leader. They will attack heroes who venture near them. This company has one Ranger.

Miruiamor is the sorcerer and the Sage. She wears Trifling Ring for +3 DI for a total of 8 DI against Orcs. Using magic implies a -5 to a corruption check.

Bulrakur wears Abhorred Ring to decrease his mind and discard hazards with this company. His 5 prowess can protect the other two characters, which have 9 body.

Wolf will influence the factions with +4 to the influence attempt using Blazon of the Eye and +6 against Orc and Troll factions. He has a low 7 body. Look out for women heroes. Wolf has Black-Mail Coat to keep him alive. Now, he has two corruption points. Wolf will take a Path to Vileness for +2 DI against Orcs and Trolls. Get this company fully developed by the end of the first deck.

#1 Ash	(rings, Black, CvCC)					
Miruiamor	8/7/4/8	W/Sa/D	D8	1	triflingR	[sorcery]
Wolf	3/2/4/9	W/D	M4	2	coat, eye, Summons, Path	[+2DI.factions]
Bulrakur-L	4/1/5/8	W/R	O6	3	SR.abhorred	

You have four minion agents. Wolf is expected to be played as a character. Tracker is the only reserve minion.

Another possible company mixture has Gaurhir with Ring of Flame entering Gondor. But his 4 prowess likely will get him wounded.

ITEMS

You have minor items, one major item, a special item, and rings. The three rings will take some time to play. **Gleaming Gold Ring** will play the spirit ring and lesser ring. **A Little Gold Ring** will play the magic ring. **Abhorred Ring** will lower the mind and help his company move without trouble. You may move to a Darkhaven to join the other company so to remove a hazard on that other company. **Magic Ring of Savagery** will help with canceling any attack especially against dangerous creatures in Rohan or Wold & Foothills worn by a Ranger. The Coasts are known for creatures that are mean to face let alone heroes to be found ready to strike. **Trifling Ring** helps with needed direct influence for better characters. Dwar has 5 DI for faction influencing. **Ring of Flame** requires a side-trek. A Lost Knowledge is needed to visit the site in the Ered Lithui. Then during the site phase a Binding Ring must be revealed and then removed

from play to bring in Ring of Flame. This unique mind ring grants +3 DI, +1 mind, use of sorcery, and the fetching of Some Secret Art of Flame all for 2 CP. But the wearer makes a roll every turn to determine if he must tap or be eliminated. Thus, that is why Gaurhir wears it since Shagrat can replace him. Secrets of Their Forgings is there to play the spirit ring. Try to visit Mount Doom to test for the magic ring saving a check the following turn. **Gwaith-i-Mirdain** is a long-event that grabs from the discard pile Secrets of Their Forgings. But you need to discard a Lost Knowledge card to play this long-event.

Blazon of the Eye will help in faction influence. You need the factions in play. Poison will be used to kill creatures and heroes. **Secret Book** is a minor item used to satisfy visiting a hidden site. The item can also untap a Free-hold or Border-hold during the second deck.

Black-mail Coat gives +2 body (max 9) for one corruption point. Three characters have a body stat of 7.

Poison is a food minor item. Two corruptions is much. Discard the item facing a strike to modify the strike by -1 prowess and -2 body. This can help kill asterisk creatures if in one person company.

A trip to the White Mountains is planned. **The Gwaedhel-Spear** requires movement from Dunharrow using the magic card **The Dwimorberg**. The weapon is two-headed giving +2 prowess (+4 against Undead). It is 2 MP and 2 CP. You can tap the item to cancel an Undead attack against the company. OR to discard Oaths You Have Taken from a character or ally at the bearer's current site. This weapon is great to give to an 8 prowess troll during the Power Decks. Play this item late in the second deck when you can get both cards in hand (item, weapon).

ALLIES

You have two types of wolves as allies. **War-wargs** will help your minions stay alive by tapping to give +2 body to the controller. It is played at any tapped or untapped Ruins & Lairs with a Wolf automatic-attack. It has 3 prowess and six body.

Wolf-steed will allow a company of wolves and orcs to move six regions. Wolf-steed can only be played by an orc at a Shadow-hold, but can be played at tapped sites if another wolf ally is in the company.

There are some resource events that need wolf allies. First play the wolf allies on Dwar to use with a spirit-magic event, Our Own Wolves. Then when the Ringwraith is sudden called the allies are discarded. Play them again during the last turn.

Oathbreaker is a unique, dual, Undead, Warrior ally. You need to use the only shadow-magic event in the deck to play him at Dunharrow. Do this during the third deck. His 7 prowess and 9 body will make him a stalwart guard. He can only move to sites in Greater Gondor or Mordor. He can move as if Rohan and Lamedon were adjacent. Oathbreaker is a 3 MP and 3 mind ally.

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

Consider using a 1-mind character to control this ally for squatting at Durthang later.

FACTIONS

You will play four factions. Three are orc and one is troll. All can be played in Mordor. There are no events to aid influencing – only Blazon of the Eye. Mordor will be in Ruins. Therefore, you cannot play any faction.

Dwar in Black Rider mode or no mode is capable of influencing with his 5 DI. You have to wait until Dark Spires Rising is played. These factions are: Scara-hai, Black Trolls, Orcs of the Ash Mountains, and Orcs of the Red Eye. You are playing Barad-dûr factions so Hoarmûrath can tap that site for his Ringwraith resources.

Try to play Scara-hai in the second deck so to tap Durthang. Then that site will be available during the second deck. The three permanent-events for Durthang are in the playdeck, but they might have to be discarded when you moved from a tapped Durthang. But you just may want to stay at that site even if tapped to keep all three events in play. In that case, then keep a low mind minion there. You need an orc leader and a sage at Durthang to even attempt. The only orc leader is Bulrakur. The attempt needed is 11. Wolf will have +4 to the roll.

You are not expecting to battle with your factions, which is why Swift Onset is absent.

Black Trolls will be played nearby at Cirith Gorgor. The attempt needed is 11. Morgul-Orcs +2 and Orcs of Gundabad -2.

Orcs of the Red Eye can only be played at Barad-dûr. The attempt needed is 9. Uruk-hai +2, Orcs of Mirkwood -2, Orcs of Udûn -2.

Orcs of the Ash Mountains will be played at Minas Durlith. The attempt needed is 9. Orc of the Ephel Duath -2, but Snagai-hai +2.

MISSIONS

You have two missions. **Always Black Horses**. This event is essential for the Warlord Decks. Duplication of this event stored does not diminish its 2 MP – so play two. Play one copy after combat. An overt company can play this only in Rohan or at Thraath. The company faces a non-cancellable attack of Men 4 strikes at 9 prowess. It is a trophy.

Treason the Greatest Foe is a meaty 4 MP event. Wolf or Freca is the prime minion to use it. You need to have one of your minions move to a site of a hero sharing a home site. Now, make a role adding the minions unused direct influence minus the hero's mind and his player's unused general influence. A result greater than zero discards the hero and all cards he controls with the minion event going to your marshaling pile. Wolf has 2 DI. You can risk a turn using all of your 20 GI by giving Trifling Ring to Wolf. You can target a useful 3-mind hero from Edoras when 6 GI is unused by Théoden King; hope to roll a 8 or better without the lesser ring.

~~—Faithless Steward can be a game point card. Use it on an agent like Wolf, then move on the last turn to Edoras for its 3 MP. Yes, Riders of Rohan will be in play already but those points can be huge and allowing you to play the 4 MP event too. Play all three on one turn for 9 MP!~~

~~—An agent will be played as a character in the second deck. Once Wolf is played shuffle Treason the Greatest Foe. That is a great event for plenty of MPs. Wolf has the home sites Edoras and Durnish Clan hold. Do try to target a character of Theoden else a character from Durnish Clan hold. Wolf normally has 2 DI against. Expect the hero player to have an 8 GI buffer targeting a 2-mind hero. Thus, a roll of 9+ (or 10/36) is needed. Minor Ring may be transferred to this player. Try to wait until Theoden has influence destruction hazards played on him. A GI~~

buffer less than 6 is ideal.

UDUN AND ROHAN

Your travels will cover all the regions except for desert, jungle, and coastal seas. You will be vulnerable.

—~~Path to Vileness~~ is played on a Man in an overt company just defeating an attack by Elves, Dwarves, or Dunedain. Now, that Man receives +1 prowess against those types and +2 DI against Orcs and Trolls. The man is also an Orc for non-environment cards.

Blood-mage is a permanent-event helping to heal characters away from a haven. This is played on an overt sage or ally. Target sage taps to wound a character or prisoner in his company to heal another company character in his company to tapped. If you do not discard a magic card from hand, the wounded character makes a body check. You have eight magic cards in the decks, so that is one per turn.

Orc-Mounts is perfect for this player. The resource is played during the Organization phase on a moving overt company. The hazard limit against the company increases by two and the prowess of any hazard creature played against it that turn is modified by -1. This event is great when not many hazards are played. A faction can tap to shuffle a copy of this card.

The Wargs Wield the Goblins is playable during CvCC if all minions have a wolf ally. The attack cannot be cancelled. Else cancel a non-unique non-flying attacking during the MOVE phase. This resource is a Game Point selection.

Wolves Feed is a resource that can untap a wolf faction or wolf ally. It can also provide +2 body to a wolf ally if the ally defeats a strike from a defeated attack. You might have to discard a minion with a wolf ally to heal the wolf ally when played again. That is an option.

Warg-riders is a short-event helping to transfer allies and shuffle cards. It needs to be played where you have a wolf faction in play. Now you can transfer a wolf ally to another who does not control a wolf ally. And you may take Orc-mounts and/or The Wargs Wield the Goblins from the sideboard or discard to shuffle.

Swarm of Bats is played on an Overt company with more than one Orc if at a Shadow-hold, Dark-hold, or Darkhaven. Now, any attack against the company has its prowess and body modified by -1. A character leaving the company discard the event.

Voices of Malice will remove influence hazards. You can handle the corruption. Dark Tryst will get Dwar into play quickly so he can manipulate the sideboard. Weigh All Things to a Nicety will be fetching gold ring items, and likely other cards mention in this section.

The Black Gate Closes is a global permanent event preventing White and Grey players moving factions to Udûn, Imlad Morgul, Gorgoroth, and Nurn. Unless of course the faction is played in one of those regions. Play this event during the second play deck.

—~~For long-distance moving play The Undeeps of Anduin.~~ This event will allow you to move from Imlad Morgul to either Rohan or Lebennin (IM Ithilien Lebennin/Rohan). This will surprise any hero company. Try to move to a site in Lebennin to use No Better Use. A company Chelkar can use the same resource to reach Belfalas bypassing Coastal Seas. New adjacent sites include: Rohan+Dagorlad, Anorien+Dagorlad, Lebennin+Ithilien, Lebennin+Harondor.

MAGIC

Sorcery is a natural magic ability for this player. Dwar and three of his minions use it. Miruimor can use sorcery. She will be using it in her company. Haeldwyn can use this magic. He

will recycle sorcery events with the Magic Ring of Weals however. Gorfaur will use sorcery in his company. There are seven sorcery events in the deck. Most have a -4 CC modifier.

Tormented Earth will cancel any non-AA or reduce the prowess by 3. Use the secondary ability if you can kill a creature.

Riven Gate will cancel all automatic-attacks at Border-holds. You do not expect to visit Free-holds and automatic-attacks at other sites are weaker. Undeeps of Anduin will reduce the hazard limit to two by tapping a Ranger. Use the magic event at the site. That will leave two untapped to handle the two hazards.

Some Secret Art of Flame keeps you untap against a strike or defeat a strike in CvCC. Fetch this event on every turn using Ring of Flame.

Water's Tithe is there for at least two uses. First for Dwar at the beginning of the second playdeck. Then during the councils for the Ash Company to move from Dol Guldur to Enedhwaith for CvCC.

White Light Broken only provides a sorcerer +2 to his corruption checks for a turn. Each of the three sorcerers employed by Dwar has one CP. Fetch this magic event when other corruption sources burden a sorcerer since all the other sorcery events have a -4 CC.

Expect Haeldwyn to recycle 8 events in the second deck. This is what you expect to be fetched. TE-1, RG-2, SSAF-0, WT-1, WLB-3. This then allows White Light Broken to be played at a minimum of five turns.

The Dwimorberg is the lone shadow-magic event. It is needed to play an item. Later, you may use it to play an ally. Gaurhir is the only character than can play the event. Only Undead creatures can attack you using the card, but any Undead and creatures keyed to the site in Lamedon can be played. Allies can be tapped or discarded. Then the company faces two Undead attacks, which anyone failing the strike is eliminated or forever dig his nails into locked doors.

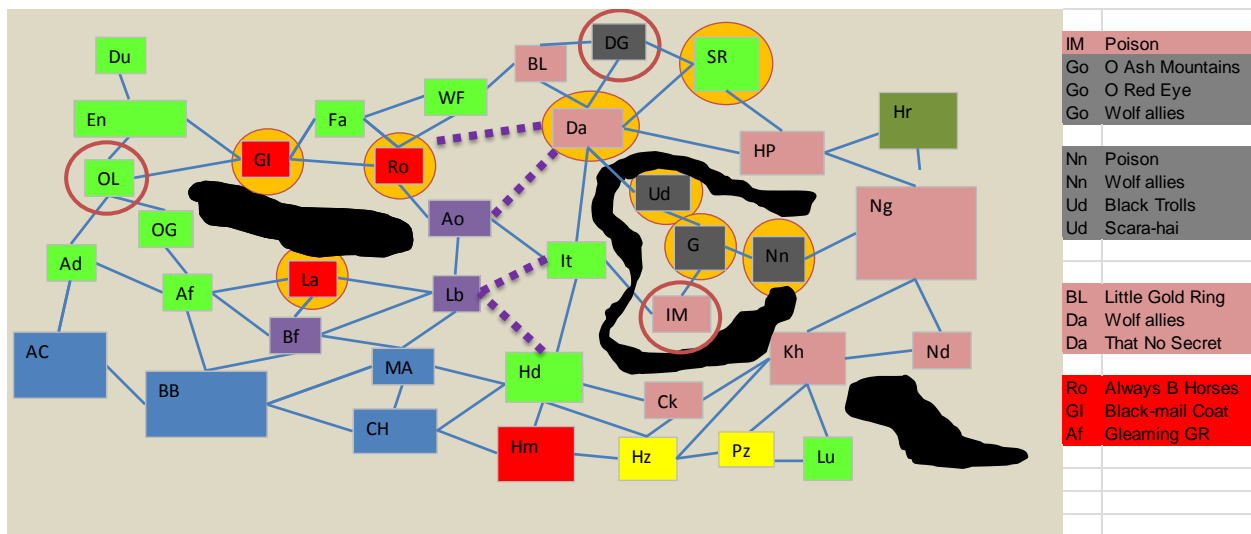
Then there is the lone spirit-magic event: **Our Own Wolves**. Dwar's weapon allows him to use this ability. Gaurhir can use spirit-magic too. This means your two wolf companies can use this event. This event adds +3 to the wolf's prowess. This will be 5 prowess for the wolf-steeds and 6 prowess for the wargs. Hopefully, you will have three such allies in the company. That means seven strikes for CvCC to ensure defeating the horse allies in a hero company. Noble Steed has zero prowess, and Mighty Steed three prowess. Yes, the ally will return with a boosted strike, but it will be no more than five. Bulrakur will be able to stay unwounded. Gaurhir will have a nine body. This means that Ufkral will have trouble staying alive.

Attempt this planned assault once in the second deck. First do it with Dwar and two wolf steeds so the event can be sent to his hand. You can move Dwar into Gap of Isen for this attack, then the next turn move him home while the Ash Company moves to the same site.

WOLF HAVEN

Udûn is not exactly a region with a darkhaven. You will play **Houses of Lamentations** on Durthang. The event will allow you to heal there. **Wolf-den** too will be played at the site to allow healing of your wolf allies to untap status and to fetch allies. You may have to keep a one-mind orc at this site to keep it in play or rotate your companies. Dwar has any site in Udûn as his home site. Get these two permanent events on the site before the Warlord Phase.

Rohan	B	Dunharrow	dwar	Men
Southern Mirkwood	D	Dol Guldur	khamal, dwar, hoarmurath, uvatha,bolg	.
Southern Rhovanion	F	Gyogorasag Sanctuary	dwar	Men
Dagorlad	R	Amon Lhaw	dwar	Opponent
Dagorlad	S	Thuringwathost	witchking, dwar	Orcs
Ered Lithui	R	Oraishapek's Mound	dwar	Undead, M
Udûn	D	Cirith Gorgor	dwar, hoarmurath	.
Udûn	D	Durthrang	dwar	Orcs,Wol
Gorgoroth	D	Barad-dur	dwar, hoarmurath	.
Gorgoroth	D	Minas Durlith	dwar, hoarmurath	Troll
Gorgoroth	S	Mount Doom	dwar, hoarmurath	Orcs
Nurn	S	Barad-wath	dwar, hoarmurath	Orcs
Imlad Morgul	D	Minas Morgul	necro, dwar, hoarmurath, adunaphel	.
Old Pûkel-land	H	Geann a-Lisch	dwar	.
Gap of Isen	B	Helm's Deep	dwar	Men
Lamedon	B	Ca lembel	dwar	Men
Lamedon	R	Setamaenen	dwar	Traps
Lamedon	B	Vale of Erech	dwar	Men



SITES

Your area is Udûn Proper or north and west Mordor and Rohan. You can use Dol Guldur or Minas Morgul for darkhavens. Geann a-Lisch can also be used while invading the Horse-masters. Yet, Durthang in Udûn region will be your permanent base. However, play the Ringwraith item at a darkhaven. Movement over the Anduin Vales has limitations. Starting at Dol Guldur will not provide surprise, so try to start at Udûn. Three resources can be played west of the Great River. Undeeps of Anduin Vales can reach two of these sites. None of your sites to tap west of the Great River has Minas Morgul as a nearest Darkhaven.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	1	4	3	0	3	6	18

You have 16 sites to tap. This can seem friendly, but you need to travel through two Borderlands to reach a Darkhaven treated like a Ruins and Lairs. Five sites have Men(5) automatic-attack, Orcs (4), Traps, Troll, and Undead Man.

Gyogorasag Sanctuary is the only Free-hold to be tapped. Only non-battle gear, minor items are playable. Defeat its Men 6 prowess attack to play *Poison*. That item can be played at this site from the sideboard.

Border-holds are your dangerous sites – Riven Gate will help. **Dunharrow** has Always Black Horses, **Helm's Deep** to play Black-mail Coat, and **Vale of Erech** to play Gleaming Gold Ring. **Calembel** allows fetching a minor item from the discard pile. Sites on the Western Slopes of the White Mountains must be reached from Geann a-Lisch. Reach that darkhaven from Amon Lhaw.

Amon Lhaw has Secrets of Their Forging. The other Ruins to tap s **Setamaenen** in Lamedon. Play *A Little Gold Ring* after facing its two attacks: Traps & Pûkel-men. You can use Secret Book late in the game to play that gold ring item at Barad Tathren in Rohan or Always Black Horses.

Shadow-holds have your minor items and your allies. Poison will be fetched by Virsh at orholds: **Thuringwathost**, **Barad-wath**, and **Mount Doom**. Try to play the Poison after influencing a faction. You can fetch the minor item before the play of a wolf ally at these sites. Dead Marshes will be unused by this player so to be ready when a white player visits.

Dark-holds have all your factions. Play Scara-hai at **Durthang**, Black Trolls at **Cirith Gorgor**, Red Eyes are playable at **Barad-Dûr**, and Ash Mountains at **Minas Durlith**. Under-Galleries are a simple trip to play a minor item, but its AA is rough even if it is detainment. Veils of Shadow will help you stay untap, but you rather not risk the under-deeps movement to use sorcery.

GONDOR/MORDOR DIVISION

The competition is fierce in this division. Hoarmûrath is near at Minas Morgul. Ûvatha is outside of Nurn, and Ren is at Chey. You do not expect to meet Uvatha's or Ren's minions. Be careful when entering Imlad Morgul. You might face an influence attempt against resources other than factions. Hoarmûrath may aid in your travels when he enters eastern Gondor. Then you can scurry over the river into Gondor. Anfalas is five regions from Rohan – too far for the horse-masters to attack you. No hero will dare enter Mordor even in Ruins. Just bother heroes of Théoden. Ignore the dúnadan. You are vital in guarding the north flanks of Mordor.

WHITE AND GREY PLAYERS

Rohan and the surrounding lands have other inhabitants. Galadriel will just be one region north and may visit Amon Hen and Bandit Lair. Lord Denethor and King Vidugavia may send men to Dagorlad if you have a weak company exposed at the Dead Marshes. Therefore, be

mindful which non-Mordor sites you visit. Saruman will be too far east for you to encounter.
There are no Grey players near Mordor.

MARSHALLING POINTS

- C=9 The high DI of your minions will allow many to be in play. Expect to play 9MP of your possible 13MP in characters. Miruimor, Gaurhir, and Bulrakur are 7MP.
 - I=7 Rings will give you item MP. Three ring special items will be worth 7MP.
 - F=4 Even though your four factions grant 4MP each is vital for the war.
 - A=1 You have six non-unique allies. They will be in heavy combat. Expect only one to survive.
 - M=2 These MPs are from Always Black.
 - K=9 Use Poison to kill creatures.
- Game Points: White Mountain Cavern-Ways, Path to Vileness, Dark Tryst

WARLORD PHASE

You need to play those four factions. Focus on that. Then you might have to keep the Shadow Company active moving into Rohan killing heroes. Théoden might be having his factions discarded by agents. Red Arrow will automatically influence the Riders of Rohan so focusing on certain heroes is useless. Kill his horses and leaders. Aim your attacks in western Gondor to draw heroes to you. Use Geann a-Lisch as a darkhaven. Eriador has sites to play your wolf allies.

DECK ONE

Move to play main cards including recklessly moving over the Great River. Use Geann a-Lisch for healing. Move two companies until you need to reach Rohan. Play Always Black Horses before Théoden King is strong. Ensure the Stolen Knowledge event and By The RW Word are played. Get the unique mind ring unearthed no later than first turn of the second deck. Begin moving the avatar into Gondor. You may need to discard Bulrakur to play Gorfaur. Move Shaman in Mordor to draw cards. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be mild (e.g. ~10). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 4x to shuffle a faction, Secrets of Their Forging, and two Unleashed.

Weigh All Things shuffles Dwar Unleashed once is in mode. Shuffle sorcery events that are most useful.

An Unexpected Outpost shuffles *Demons of Aglarond* x2, *The Dark Plague*.

First Exhaustion

Remove from the sideboard 5 hazards: *Cunning Foes* x3, *Never Seen Him* x2. Place these resources in the sideboard: Vermin for Dinner, Wolf-steed x3, Some Secret Art of Flame

DECK TWO

Begin to keep a company in Mordor playing factions and minor items. Move the other company into Gondor playing gold rings and CvCC.

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

Weigh All Things shuffles *Our Own Wolves*.

An Unexpected Outpost shuffles *Too Much to Ask*, *Mordor in Arms*, and *He is Lost to Us*.

Second Exhaustion

Remove from the sideboard 4 hazards: *Bloodeye Ravish* x2, *No Place for a Pony* x2. Also remove a Game Point card.

Place these resources in the sideboard: 7 Ringwraith events.

DECK THREE

Focus your time in Rohan attack Eowyn stopping her from combating Ringwraiths.

DECK MANAGEMENT

The player needs to utilize bringing in cards from the sideboard and Dwar's movement with skill. 25 resources are in the sideboard. Dwar will be a major threat as a Black Rider and using his Unleash event.

Three rings will be held by Whispers of Rings. Dwar will tap 3x to bring over 15 resources. Use a site to get Poison in play. Get the spear into the deck when The Dwimorberg is in hand and a Sorcerer ready near Dunharrow. Tap to play Scara-hai late in the first deck to shuffle the site when the deck exhausts.

1	Abhorred Ring	whispers	
1	Magic Ring of Weals	whispers	
1	Ring of Flame	whispers	
1	The Gwaedhel-Spear		tap
1	Poison	site	
1	Scara-hai	tap	
3	Wolf-steed		dp111, dp112, dp113
3	War-wolf		dp121, dp122, dp123
2	Wolves Feed		dp131, dp132, dp133
2	Wargs Wield the Goblins		dp134, dp135
1	War-riders		dp125
1	Secrets of Their Forging	tap	
1	Wolf-den		dp114
1	Once It Got Away		dp115
1	Our Own Wolves		dp124
1	The Dwimorberg	weigh	
3	Dwar Unleashed	tap, tap	dp135
25 in sideboard			

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

total turns tapped: x7-3

———Undeeps of Anduin is key to this deck. The Anduin River guards eastern Gondor. Thus, you may have to start at Dol Guldur for your trips. By starting at Udûn you will have five region movement to get to Rohan. From Minas Morgul, the movement is just four regions. Undeeps of Anduin from either Minas Morgul or Udun will get you to Gap of Isen in four regions. The Undeeps of Anduin (ranger only) can reduce the hazard limit by two, but it will mainly be used for movement. It allows moving from Dol Guldur into Gap of Isen or Belfalas. It is also good for moving to a non-haven site on the edge of Udûn realm to the other. The Ash Company has two Rangers. It will mainly be used to surprise a hero company on the west bank of the river. It allows Dagorlad and Rohan to be adjacent, which will bypass the Free Domain Anórien region. It will allow four region movement to Gap of Isen to surprise a hero company at either Helm's Deep or Isengard. It will also allow four region movement from Imlad Morgul to Lamedon.

HAZARD

You are playing a hazard deck to pummel heroes around the White Mountains and using allies. Discard the allies and lay in wait at Ruins and Shadow-holds with agents. Agents will attack. Disease will be spread by Vermin.

There are five hazards used once, five with two copies, and six with all three. Only one minion has three copies of 7+ hazards.

This player has the most Disease hazards at 6, sixth most agent hazards (6), and four roadblock.

Event types are 17 short, no long, 16 permanent. Avatar-targeted or leadership hazards in the deck include He is Lost To Us.

hazard	Deck	Total	Type	Type	
Nobody's Friend	1	10	S	agent	
Never Seen Him	2	10	P	agent	
Cunning Foes	3	3	S	agent	
Too Much to Ask	1	3	S	ally	
No Place for a Pony	2	2	S	ally	
He is Lost to Us	1	3	P	attack	
It Stinks	2	3	P	auto	
The Dark Plague	1	1	S	disease	
Bloodeye Ravish	2	2	P	disease	
Death Carrying Vermin	3	3	P	disease	
Doors of Night	2	24	P	environment	
An Unexpected Outpost	3	72	S	hand	
Lost in Border-lands	3	3	S	HL	
Mordor in Arms	1	1	P	roadblock	
Enchanted Stream	3	3	P	roadblock	
Plague	3	3	S	tap	

CREATURES

There are 22 creatures among seven types. The strategy is to punish those around the White Mountains with denizens and to kill using vermin. Most of the creatures are keyed to the White Mountains, so they will be hard to play. However, Théoden will be severely targeted. These creatures will be common to play against the Gondor Division. Man and elf creatures will tap those in your division and may be wounded if He is Lost to Us is on the avatar.

Leeches will be more common with one of your hazard events, which must be played after one of those events. These are River and Enchanted Stream - you have River. The prowess of 7 is average, but it does target each character as detainment. If a character is tapped by this Animal/Vermin creature then he does make a roll by +2 to know if he is wounded.

Neekerbreekers and Morgai-flies are supposed to detain heroes. You may play the flies at the same site as one of your magic-users. You can do this to tap the heroes that are traveling for CvCC. Neekerbreekers attacks everyone with its detainment attack with a mid 7 prowess, but the prowess used by the target uses his mind. Swamp and Oasis are also targets. Try to sucker a visit at Dead Marshes or Barad Tathren.

Morgai-flies has 20 detainment strikes of 1 prowess. A company of 5 can have a single character face a strike of 16 prowess. This can tap anyone of your choice in the company.

Wose Ambush has a mid prowess of seven attacking everyone. Body checks are modified by +2; enough to kill man heroes with a low body.

Pûkel-men are playable at Ruins in their specific regions around the White Mountains. Pûkel-men is playable at black-holds with its two strikes of 11 prowess. Few resources can cancel an attack of this type.

Demons of Aglarond are keyed to a few sites, but Doors of Night can expand the range to Gap of Isen. Its rarity is supported by its tough four strikes with 9 prowess. There is only one copy of this creature in the deck, so hold it for play against the horse-lords.

Stout Men of Gondor are also there to detain low prowess minions. Its 7 prowess is low, but it has six strikes, which even if detainment will tap most of the heroes in Greater Gondor.

Galadhrim is an elf creature keyed to Lindon, Rhudaur, Wold & Foothills, and Anfalas and to non-haven sites in these regions. This is one of the most playable creatures. Yet it is detainment and 9 prowess against Hero companies. Three strikes should tap one character. He is Lost to Us turns this into 11p and discards all items from a character wounded by the creature.

Terror of Halifirien is a menace to the Horsemasters. This creature is also a Trophy. It is playable to Rohan, Fangorn, and Druadan Forest. The creature has one strike with 13 prowess and 6 body. Full of Froth and Rage is in this division. A man character defeated by a Man, then he may take this creature as a trophy receiving +1 DI and +1 prowess. Play it last in the hazard phase.

~~—Grima Wormtongue is sniveling creature event. Use him as a creature until the Warlord Phase when another minion player will not use events on the agent manifestation. The creature as one pity strike of 8 prowess and 8 body. The strike is detainment against hero and covert companies, but taps all non-sage, non-diplomat characters if not defeated or cancelled. That will be brutal against Theoden King characters. The worm is found at any site in Rohan, regions Anorien, Gap of Isen, Enedhwaith and Dunland. The Long event modifies influence attempts in the above regions by -3.~~

Creatures

- FH:
 - BH:
 3 RL: neeker
 - SH:
 - DH:
 - UD:

- FD:
 3 BL: neeker
 3 W neeker
 - WW
 6 SL neeker Morgai-flies
 3 DD neeker
 - CS

3	Anorien	Stout		pukel*		
4	Rohan	Stout		pukel*		Terror
3	Gap of Isen			pukel*	Demons*	
3	Dunland/Enedhwaith			pukel*		
3	Old Pukel Land	Stout		pukel*		
5	Old Pukel Gap	Stout	Wose	pukel*		
5	Andrast	Stout	Wose	pukel*		
6	Anfalas	Stout		pukel*	Galadhrim	
4	Lamedon	Stout	Wose	pukel*		
3	Belfalas	Stout				
3	Lebennin	Stout				

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	1	Terror of Halifirien
BH	0	JJ	0	3	Morgai-flies
RL	6	T	0	3	Neekerbreakers
SH	6	TT	0	1	Demons of Agarlond
DH	6	TTT	0	2	Galadhrim
UD	0	SL	6	3	Stout Men of Gondor
FD	0	SL2	0	3	Little Snuffler
BL	3	DD	9	3	Pûkel-men
W	6	CS	0	2	Wose Ambush
W2	0	CS2	0		
W3	0	X	0		

HAZARD-33

Base cards-2

You have 2 copies of **Doors of Night**. This is easier to play than **Twilight**. You do not need this hazard effect in play, but those in your Division use it. There are no other Environments.

Corruption/Check-3

You do not have corruption. **He is Lost to Us** is for Théoden King. If his stage points increase to six then * creatures other than his race attack normally. This can be brutal.

Mordor of Arms is a safeguard against those seeking entrance into Mordor through Nurn. Labeled as roadblock three attacks are given to a non-Black player moving in Nurn. Also, hero influence attempts against factions in Horse Plains, Khand, Harondor, Nurn, Gorgoroth, Imlad Morgul or Udûn are modified by -6. This affects five popular factions (Haradrim, Southrons, Nurniâgs, Easterlings, Wain-Easterlings). This hazard will not affect the Gondor Heroes until the Warlord phase.

Main Theme: Plague-15

No corruption hazards, but you have **Plague**. It will cause body checks. Be careful that the victim does not move to a site with minions. **The Dark Plague** is unique. Bring it into the deck with An Unexpected Outpost. Each character with a disease makes a body check, which mimics a successful strike. Or you can take up to two disease hazards to your hand.

Death Carry Vermin need a successful strike of a vermin attack and Doors of Night. Only Morgai-flies seems realistic in doing so. This hazard causes a body check every turn with a -3 modifier. The victim will need to move to a haven for discarding.

Enchanting Stream will be common to play with site paths with a Wilderness. It will tap two characters during the next turn, which will likely make the company move to a Darkhaven. An affected company cannot split or move to a new site unless it taps two characters during the organization phase.

Lost in Border-lands increases the hazard limit on a company for each Border-land in company's path. There are not that many regions on the map, but the resource event Moon can change that. Your spies report Lord Denethor has that resource in his deck.

It Stinks gives all orc-holds gain an AA of Vermin. Each wounded character facing a strike must first make a body check.

Secondary Theme: Ally bane-5

The secondary theme is to make allies a liability.

No Place for a Pony is only playable on horse allies. Théoden King and King Vidugavia are expected to play horse allies. The ally is discarded if the company moves to a black-hold, Under-deeps or dungeon site. That means if men move to Mordor most likely the horse will be discarded.

Too Much to Ask are for non-unique allies. The ally is wounded or discarded if already wounded. This will hurt for a company moving away from a dangerous site, which the ally was earlier wounded.

Bloodeye Ravish is a disease for horse allies. The ally must make a body check at the start of its move phase. Horse allies in the same company during the end phase have a chance to be

affected. It takes a healing resource to discard this hazard.

Tertiary Theme: Agent Attack – 6

There are four agents to attack heroes. **Nobody's Friend** will fetch the agents to your hand for the second deck if earlier discarded. This hazard allows you to start the agent far away from his home sites to affect other Divisions. **Cunning Foes** adds +3 to the prowess of the attacking Warrior agent, which you have three, but the agent chooses defending characters. A face-down agent will have +5 prowess. Each of the warrior agents should use this hazard once during the second deck against Théoden. Each agent will not be tapping to allow creatures playable at his site since your creatures will already be able to play at such sites.

Never Seen Him will help Leamon cover much ground to use his 5 prowess.

Utility-3

Outpost is a staple.

AGENTS 18 mind				
<u>Wolf</u>	4/2/3/7	W/D	man	<u>Dunnish Clan-hold, Edoras</u>
<i>other</i>				
<u>Freca</u>	5/2/4/8	W/D	man	<u>Dunnish Clan-hold, Edoras</u>
x	Rohan			+1DI.Rohan,Dunlendings
<u>Baugur</u>	4/1/4/8	W	halforc	<u>Isengard</u>
x	Gap of Isen			+2DI.Orcs and orc factions, d8, no safe-holds
<u>Leamon</u>	3/0/5/8	W	man	<u>Cameth Brin, Dunnish Clan-hold</u>
<i>Coast</i>	Dunland, Enedhwaith			

All the agents are close to Théoden. Thus, on Turn 20 turn the agents face-down to be at his own home site. Leamon and Baugur will use two copies of Cunning Foes. Face-down these agents to have a prowess of 9+. Wolf is used as a character.

Playing creatures is possible for these agents. The Pûkel creatures are only for the few sites around the White Mountains. Animals will be more common such as Neeker-breakers. Stout Men of Gondor is regulated to Gondor.

Wolf 4/2/3/7 W/D Man Dunnish Clan-hold, Edoras

Freca 5/2/4/8 W/D Man Dunnish Clan-hold, Edoras

This Man is has a nice prowess and average body. Group 1 will move into Mirkwood to bother Thranduil. Next move through the Dragon Gap to bother Evermist in Groups 2.

Move south for Group 3 to bother Elrond. Against Uttersouth as Group 4 move to home site. Group 5 move to Gondor along the coast to hurt Prince Imrahil. Then return to Edoras against Group 6 and stay there.

Baugúr 4/2/4/8 W Man Isengard

This Half-orc will target Dwarf-lords. He has a nice 4 prowess and average 8 body. Group 1 into Dagorlad to hunt Lord Thrain. Next move into Iron Hills to get Lord Dain.

Return to home site against Group 3 shadowing Lord Balin. Against Uttersouth as Group 4 move to home site.

Group 5 has this agent move to Mordor ready for Lord Denethor.

Leamon 3/0/5/8 W Man Dunnish Clan-hold, Cameth Brin

This Man will target Wizards. He has a strong 5 prowess and average 8 body. A copy of Never Seen Him maximize his prowess. Group 1 is to move a bit north against Radagast. Keep moving west to get Alatar against Group 2.

Return to home site against Group 3 targeting Gandalf. Against Uttersouth as Group 4 move to home site. Use Nobody's Friend to hurt a hero player against Group 5. The final turns will be

to move with Never Seen Him to Barad Thathen ready to attack.

~~Ivic ————— 6/2/5/8 ————— W/D ————— Man ————— Southron Oasis, Variag Camp, Pelargir~~

~~— This Man a strong 5 prowess and average 8 body. Group is to move a bit north from Southern Oasis to get Lady Galadriel. Move over Redhorn Gate to get Lord Thorin.~~

~~— Move along the coasts to sink Cirdan the Shipwright. Against Uttersouth as Group 4 try to use Nobody's Friend to bother the Valdaeli.~~

~~— Return to home site Variag Camp to trouble the League in Group 5. Stay near there to trouble Saruman.~~

FOUNDATIONS REMAIN

Quest. Black player only. Playable in lieu of playing a minor item with a starting company. Bring Mordor in Ruins into play from your sideboard. During the site phase at Barad-dûr, tap 3 characters each with different skill and play Hold Rebuilt and Repaired to **flip** this card. Cannot be duplicated by a player [flip=Dark Spires Rising]

DARK SPIRES RISING

[MP: (3)] Barad-dûr does not leave active play. During the site phase on Barad-dûr tap 3 characters with each a different skill at the site and play Hold Rebuilt and Repaired to invert this card. **Flip** Mordor in Ruins. Only one copy of this card can be inverted. If inverted, all versions of the site become a Dark-hold and this card gives 3 MP. If you are The Necromancer replace it with Sauron or The Lidless Eye, which may be taken from the sideboard or hand. Re-invert this card if Barad-dûr is not a Dark-hold. [other=Foundations Remain]

MORDOR IN RUINS

Unique. May only be brought into play from sideboard as result of a card that states it must be played; minion players may bring Foundations Remain from their sideboard or hand, hero players Spies into Mordor.

All versions of all sites in Gorgoroth and Udûn become Ruins & Lairs [R]. Automatic-attacks at these sites as given on the site card become Undead attacks. Unique resources may not be played by minion players at these sites. Any resources that can be stored at Barad-dûr must be stored at Minas Morgul instead. [flip=Mordor Rebuilt]

MORDER REBUILT

All non-creature attacks at sites in Gorgoroth, Imlad Morgul, Nurn, and Udun receive +1 to their prowess and strikes. Additionally, any site in these regions with Tower Raided does not leave active play. During the site phase at such a site, minion characters with a combined prowess of 15 or more may tap to discard Tower Raided from the hero version. [other=Mordor in Ruins]

SPIES INTO MORDOR

Quest. Playable in lieu of playing a minor item with a starting company. Cannot be duplicated by a player. When you have a company at a site in Mordor, bring Mordor in Ruins into play from your sideboard. Whenever you play a Stolen Knowledge card with a company at a site in Mordor, rotate this card 90deg, you may store Stolen Knowledge at any Border-hold or Free-hold. If fully rotated, when you store a Stolen Knowledge card you may **flip** this card [other=Watch Over Mordor]

WATCH OVER MORDOR

Flip Mordor in Ruins if in play. You may play Tower Raided on any Dark-hold in Mordor. Invert this card when you successfully play Tower Raided on a site in Mordor. If inverted, this card gives 3 MP. Only one copy of this card can be inverted. Re-invert it if you do not have Tower Raided on a site in Mordor, or when Dark Spires Rising becomes inverted.[flip=Spies into Mordor]

Turn 01-1.2

@ Minas Morgul-U

U	Lieutenant of Dol Guldur	9	3	7	9	Olog	W			Sa	0		
U	Orc Brawler	1	0	3	8	orc	W				1	Open to the Summons	Blazon of the eye
U	Orc Grunt	2	0	2	9	orc	W				0		
U	Ufkral	4	0	4	7	Uruk	W				0		
U	Orc tracker	3	0	3	8	orc	W			R	1		
U	Uchel	1	0	2	7	Man				R	0		

Galadhrim		Lost in Border-lands		
Blood-mage		Virsh		
It Stinks		Secrets of Their Forging		
Weigh All Things to a Ni		Gleaming Gold Ring		
0		0		
Turn: 1	Hand: 8	MP: 5	SP: 0	PD: 86

Thranduil Galadriel Radagast Thrain THEODE!

HAZ.h, Gandalf the White Rider, Master of the House, Lord of the Haven, Radagast the Tamer, Lady of the Golden Wood, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Saruman the Wise, Lord of the Eorlingas, Pallando the Soul-Keeper

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

UNTAP {Get closer to Lamedon. Be wary of hazards. }

ORG

Blood-mage played on Lt. of DG. Ring of Flame placed on Whispers of Rings.

WATTAN shuffles from SB Poison.

Gorfaur, Tracker, Grunt move to Cairn of the Colruh Hazurbal.

Ufkral+move to Durthang to draw cards.

MOVE

Gorfaur, -sl-w-w,ruins.

HL3+1 (Gandalf the White Rider) Thranduil plays Chill Them With Fear

HL3, Thranduil plays Devouring Wyrms

HL2, Thranduil keys King-spider to RL. Calls odds. Spider.trap.1s8p,all. Grunt and Tracker.

Grunt, 2p+10sroll=12, fail,defeat.

Tracker, 3p+9sroll=12, fail,defeat. Grunt Trophy.

HL1, Thranduil uses OG Darkness Made By Malice

Ufkral, -sl-dd-dd,dh.

HL3+1 (Gandalf the White Rider), Thranduil plays Outpost to shuffle The Reek.

HL3, Thranduil uses OG Bairanax Ahunt

HL1, Galadriel plays Outpost to shuffle Curse Him Root and Branch

SITE

END Next in Division: Uvatha; next in game: Desert Orcs

A Little Gold Ring now in hand.

Turn 01, vs. Thranduil

MOVE

Emissary, -, haven.pL

HL2, Dwar plays It stinks.

HL1, Dwar uses OG Lost in Border-lands

Bladeorthin, -w-bl-w-w,fh

HL3, Dwar keys Galadhrim to Wold & Foothills. Elf.3s11p.7b,det + CTWF = 5s13p7b

Bladeorthin, 7p-2e+6sroll=11,taps

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

Woodelf,3p-3x+6sroll=6,taps

HL2, Dwar plays agent face-down: Baugur.

HL1, Dwar uses OG: Stout Men of Gondor

Shipwright taps to play Marvels Told to target Balrog of Moria,

Emissary support, -2.res+1.sup+croll=auto

END

Dwar uses Master of the House to fetch Galadhrim.

Turn 01, vs. Galadriel

MOVE

Fanar, -w-bl-bl,ruins

HL3, Hoarmurath; Mewlips, Turning HtD, Pale Dream-maker in hand.

HL2, Dwar keys Galadhrim to Wold and Foothills, elves.3s9p7b

Fanar, 5p-3x+9sroll=11

Mallorn-Dweller, 2p-3x+9sroll=8

Wood-elf, 3p-3x+6sroll=6,taps

Turn02-1.2

@ Cairn of the Colruh Hazurbal, U

U	Lieutenant of Dol Guldur	9	5	7	9	Olog	W			Sa	2	Blazon of the eye	Blood-mag
T	Orc Grunt	2	1	2	9	orc	W				1		Trophy1
T	Orc tracker	3	0	3	8	orc	W		R		1		

@ Durthang,U

U	Ufkral	4	1	4	7	Uruk	W					0	
U	Orc Brawler	1	0	3	8	orc	W					1	
U	Uchel	1	0	2	7	Man			R			0	
													Open to the Summons

0	Black Trolls				
Gleaming Gold Ring	0				
0	A Little Gold Ring				
Dwar the Ringwraith	0				
Gaurhir	0				
Turn: 2	Hand: 8	MP: 5	SP: 0	PD: 78	

Galadriel Thrain Thranduil Radagast THEODE!

, Master of the House, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms,
Alatar the Hunter, Merkampa at Home
, Scorba at Home, It Stinks, Mordor in Ruins
, Wrath of the Olvar, Chill Them With Fear
, Sleepless Malice

UNTAP

ORG

Dwar the RW played at Cirith Gorgor. Magic Ring of Weals placed on Whispers of Rings.
Avatar taps to dump 5 cards to discard pile: [Wolf-steed x3, Wolf den, Once It Got Away].
Gorfaur transfers Blazon of the Eye to Grunt, 7croll-1.item-1.blood=5,pass.
Gorfaur+ move to Vale of Erech,
Ufkral+ move Minas Morgul.
Dwar stays.

MOVE, discard Wrath of the Olvar

Dwar, -,dh

HL2, Galadriel uses An Unexpected Outpost to shuffle from SB Curse Him Root and Branch.

HL1, Galadriel uses OG Sentinel of the Grove

Gorfaur, -w-cs-fd-bl,bh

HL3, Galadriel plays Protecting their Domain.

HL2, Galadriel plays Evenstar of Her People

Ufkral, -dd-dd,dh

HL3, Galadriel plays Yavannas Plea

HL1, Thrain uses An Unexpected Outpost to shuffle Exhalation of Decay

SITE

No play Black Trolls now.

Vale of Erech entered AA.(1)Men---each character face 1 strike with 7 prowess

Gorfaur, 7p-3x+8.scroll=12

Grunt, 2p+9.scroll=11

Tracker, 3p+7.scroll=10

Gorfaur taps to play Gleaming Gold Ring., taps site.

END

next in Division: Hoarmurath;next in game. Black.

{updated deck: replace Orc Grunt with Orc Veteran.

Reasoning: Now only 4 copies of Orc Grunt in game, all for non-RW players, and now 12 copies of Veteran and Brawler}

Turn 02, vs. Galadriel

MOVE

Galadriel, -,haven

HL3, Dwar uses OG A Little Gold Ring

HL3, Dwar turns agent, Baugúr, face-down to return to home sites.

HL1, Ren plays Great Need or Purpose

Fanar, -bl-bl-w,haven

HL3, Dwar plays Nobody's Friend to grab Freca.

HL2, Dwar plays Freca as agent face-down

TURN 02, vs. Thranduil

MOVE

Thranduil, -,haven.pL

HL3, Uvatha uses OG Morgul-rats

HL2, Hoarmurath-x

HL1, Dwar-x, Plague in hand.

HL1, (no hazards played, give 1 hazard limit to) Smeagol-x

Bladeorthin, -,fh

HL3, Uvatha uses OG Wild Fell Beast

HL2, Hoarmurath-x

HL1, Dwar-x, Plague in hand.

HL1, (no hazards played, give 1 hazard limit to) Smeagol-x

TURN 02, vs. Thrain

MOVE

Nar, -w-w-w-bl,fh

HL5, Ren uses OG Ash-drake

HL4, Dwar plays Plague on Nar [no character later eliminated from these Plagues]

HL3, Dwar plays Plague on Oin

HL1, Uvatha plays Rebel-talk on Oin

TURN03-3.2

@ Vale of Erech,T

T	Lieutenant of Dol Guldur	9	5	7	9	Olog	W			Sa	5	Gleaming Gold Ring	Blood-mag
T	Orc Grunt	2	1	2	9	orc	W				2	Blazon of the eye	Trophy1
T	Orc tracker	3	0	3	8	orc	W		R		1		

@ Minas Durlith,U

U	Ufkral	4	1	4	7	Uruk	W					0	
U	Orc Brawler	1	0	3	8	orc	W					1	
U	Uchel	1	0	2	7	Man			R			0	
													Open to the Summons

@ Cirith Gorgor,U

T	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa	x		
Death Carrying Vermin		Wose Ambush				Beorning Toll							
Dwar the Ringwraith		Wose Ambush				Call of Home							
Orc Veteran		0				Dark Quarrels							
Weigh All Things to a Ni		0				Dark Quarrels							
0		0				Radagast							
0		0				Smoke Rings							
Turn: 3	Hand: 8	MP: 7	PD: 69	SP: 0			0						
Radagast	Galadriel	Thrain	Thranduil	THEODE	Taint of Glory								
							0						

Forewarned is Forearmed

, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home
 , The Moon is Dead, It Stinks, Mordor in Ruins
 , Out of the Swamps

UNTAP

Gorfaur makes cc ring, Grunt and Tracker support, -4.ring-1.mage+2.sup+8scroll=5,pass.

ORG

Dwar RW taps to use card ability for bonus to Gorfaur's company.

Avatar card untaps Dwar RW.

Dwar RW taps to use card ability for bonus to Gorfaur's company.

Gorfaur+ move to Osgiliath to avoid Coastal Seas.

Others move to Minas Morgul.

WATTAN shuffles A Little Gold Ring.

MOVE

Gorfaur, -bl-fd-fd-w,ruins

HL3, Radagast plays Taint of Glory on Gorfaur, now with 6CP

HL2, Radagast uses OG Glosnar

HL1, Galadriel-x has Bregalad in hand.

Dwar RW, -dd-dd-sl,haven

Dog-lord of Waw played on RW.

HL2, Radagast-x

HL1, Galadriel-x

HL1, Thg-x ELRiW is in hand.

Ufkral,-dd-sl,haven

Yellow Fanged Guard played on Brawler.

HL3, Radagast-x

HL2, Galadriel-x

HL1, Thrain-x

SITE**END**

{Use Dwar next turn with Voices of malice to remove Taint. Lucky turn through free-domains}

TURN 03, vs. Thrain

MOVE

Nar, -w-w-w, haven

HL5, Hoarmurath keys Mewlips to WW.undead.2s10p

Dworin plays Dodge.

Dworin, 5p+12sroll=17, fail

Nar plays Dodge.

Nar, 5p+7sroll=12, fail. Defeated creature.

HL3, Ren-x

HL2, Dwar moves face-down agent Baugur from Isengard to Amon Hen.

Dar taps to play Marvels Told target Rebel-Talk, Nar supports., croll=auto.

TURN 03, vs. Radagast

MOVE

Sprautabern, -, fh

HL2, Dwar uses OG Pûkel-men

HL1, Hoarmurath-x

HL1, Smg-x

Grimbeorn, -ww-w-w-bl, fh

HL3, Dwar-x

HL2, Hoarmurath-x

HL1, Uvatha plays Choking Shadows, DON, to change Wold & Foothills on site card into SL.
taps site.

Aiwendil, moving through two W, dumps 3 resources:

[Escaped Slaves, The Great Eagles, Ents of Fangorn]

TURN 03, vs. Galadriel

MOVE

Fanar, -w, ruins

HL2, Uvatha-x

HL1, Dwar-x Baugur moved to Amon Hen this turn. Freca is Nobody's Friend.

HL1, Smg-x

Celeborn, -w-bl-bl-w, ruins

HL2, Uvatha-x

HL1, Dwar-x

HL1, Smg-x

TURN04-2.1, {Theodred at Tharagrondost. Faramir at Haudh-in-Gwanûr}

@ Minas Morgul, U

T	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa	x	Dog-lord of Waw
U	Ufkral	4	1	4	7	Uruk	W				0	
U	Orc Brawler	1	0	3	8	orc	W				1	Yellow Fanged Guard
U	Uchel	1	0	2	7	Man			R		0	
												Open to the Summons

@ Osgiliath, U

U	Lieutenant of Dol Guldur	9	5	7	9	Olog	W			Sa	6	Gleaming Gold Ring	Blood-mac	Taint of Gl
T	Orc Grunt	2	1	2	9	orc	W				2	Blazon of the eye	Trophy1	
T	Orc tracker	3	0	3	8	orc	W		R		1			

By the Ringwraith's Wor	Riven Gate											Aglarond
Death Carrying Vermin	The Tormented Earth											Dwarf-miner
Orc Veteran	Voices of Malice											Icy Touch
Orc-Mounts	White Light Broken											Nameless Thing
0	0											0
0	0											Icy Touch
Turn: 4	Hand: 8	MP: 7	PD: 61	SP: 0								Spells of the Barrow-wig
Thrain	Galadriel	Thranduil	Radagast	THEODE								The Dwarves Are upon Y
												Marvels Told

Forewarned is Forearmed

, Wardens of the Woodland Realm, Naugrim, Evenstar of Her People, Yavannas Plea, Devouring Wyrms, Merkampa at Home

, It Stinks, Doors of Night, Mordor in Ruins

, Worn and Famished, Foul Fumes, Wake of War

UNTAP

Dwar RW taps to play Voices of Malice to discard Taint of Glory.

Gorfaur makes ring cc with Grunt and Tracker supporting, $-4.\text{ring}-1.\text{blood}+2.\text{sup}+6.\text{roll}=3,\text{pass}$.

ORG

Orc Veteran played at Minas Morgul.

All move or stay at Minas Morgul.

MOVE

Dwar, -,haven. Minas Morgul

HL5, Thrain uses OG Dwarf-miner

HL4, Galadriel plays Wrath of the Olvar

HL2, Thranduil plays An Unexpected Outpost, DON,to shuffle from SB [Galadhrim x2]

Gorfaur, -w-sl,haven. Minas Morgul

HL3, Thrain uses OG Dwarf-miner

HL2, Galadriel-x

HL1, Thranduil plays Spiders Huge and Horrible on Gorfaur

SITE

Avatar card untaps Dwar RW.

Dwar RW taps to play Voices of Malice to discard Spiders Huge and Horrible

END

Gold ring item in company of RW, Gleaming Gold Ring, test. $-2.rw+4troll=2$;

Play Magic Ring of Savagery on Whispers of Rings.

[good four turns. RW in play, Black Rider now hand with some sorcery events. Lucky all hero hazards are going to another Group next turn]

TURN 04 vs. Thrain

MOVE

Nar, -w-w-w-bl, fh Beorn's House

HL5, Dwar-x Freca is face-down with Nobody's Friend.

HL4, Ren-x No agents in play

HL3, Hoarmûrath plays An Unexpected Outpost, DON, shuffles [Endless Whispers x2]

HL2, Hoarmurath plays Foolish Words on Nar

Dar taps to play Marvels Told to target Foolish Words, Nar supports, croll=auto.

TURN 04 vs. Thranduil

MOVE

Bladeorthin, -w-w, haven T Halls Elven Bridge x-Woodland Realm

HL3, Hoarmurath-x

HL2, Uvatha-x

HL1, Dwar moves agent Baugur to Hermit's Hill, down. Taps.

TURN 04 vs. Galadriel

MOVE

Lady, -, haven Lorien

Here is a Snake played on Dwar's agent with Nobody's Friend; Freca. Dunnish Clan-hold

HL2, Ren-x

HL1, Dwar-x

HL1, Smg-x

Celeborn, -w-bl-w-w, haven Lorien

HL2, Ren-x

HL1, Dwar moves agent Freca from Dunnish clan-hold to Barrow-downs

Smoke Rings shuffles Chief-Guardian

Fanar, -w-w, fh Wellinghall

HL2, Ren-x

HL1, Dwar keys Terror of Halifirien to Fangorn. Animal.Boar.1s13p6b, PTD=1s15p6b

Dweller, 2p+6sroll=8, success, 8broll+1.delta=9, wounded

TURN05-3.3. {Theoden at Edoras.}

@ Minas Morgul, U

T	Dwar the Ringwraith	x	5	9	10	RW	W	Sc		Sa	x	Dog-lord of Waw
U	Ufkral	4	1	4	7	Uruk	W				0	
U	Orc Brawler	1	0	3	8	orc	W				1	Yellow Fanged Guard
T	Orc tracker	3	0	3	8	orc	W		R		1	
												Open to the Summons
U	Lieutenant of Dol Guldur	9	5	7	9	Olog	W			Sa	3	Magic Ring of Savagery
T	Orc Veteran	2	1	4	8	orc	W				2	Blazon of the eye
U	Uchel	1	0	2	7	Man			R		0	Blood-mag Trophy1
U	Orc Veteran	2	0	4	8	orc	W				1	

Black Rider	Stout Men of Gondor			Bairanax
By the Ringwraith's Word	The Tormented Earth			Dragon's Desolation
Galadhrim	White Light Broken			Fast Asleep
Riven Gate	0			Frenzy of Madness
0	0			Marvels Told
0	0			Block
Turn: 5	Hand: 8	MP: 7	PD: 55	SP: 0
Thorin	Evermist	Alatar	Dain	THEODE
				Dis
				Ando-anca

Gates of Morning Spring of Arda Spring of Arda
 , Wardens of the Woodland Realm, Redoubled Force, Summons from Long Sleep, IceDrake,
 Summons from Long Sleep, True Fire-drake, Merkampa at Home, Traitor, His Own Master
 , It Stinks, Mordor in Ruins

UNTAP

Agent Freca untaps at Barrow-downs; Baugur untaps at Hermit's Hill.

ORG

Avatar taps to dump 5 cards from SB to DP: [War-wolf x3, Warg-riders, Our Own Wolves]

By the Ringwraith's Word played on Gorfaur.

Gorfaur transfers magic ring to Uchel, -1.mage-2.ring+2.rw=croll auto.

Nothing to tap a site, but Yellow Fanged Guard ready to take prisoner.

Only heroes available for prisoner: Dunharrow, Pelargir.

Dwar moves to Chey Goumal to play RW item.

Gorfaur+ move to Vamag to get closer to Andrast.

Ufkral+ stay.

MOVE

Ufkral, -,haven. Minas Morgul

HL3, Thorin uses OG Dis

HL2, Evermist-x

HL1, Alatar-x

Dwar, -sl-dd-dd-sl-sl-dd,haven. Chey Goumal.

HL2, Thorin plays An Unexpected Outpost to shuffle from DP [Choking Shadows]

Gorfaur, -sl-w-w-bl,RL. Vamag

HL4, Thorin plays Dragon's Desolation on new site.

HL3, Thorin keys to new site Ando-anca. Cold dragon.3s16p8b

Uchel taps using MR Savagery to cancel

HL1, Evermist-x

SITE

END Desert.Hoarmuath

Creating Their Domain played on Dwar.

?? Creating Their Domain has stage points; only playable during organization phase?

{ wait now to play items near White mountains; Andrast next turn }

TURN vs Alatar

MOVE

Ulvun, -,haven. Rhubar.

HL5, Ren uses OG Vuk.

HL4, Hoarmurath plays An Unexpected Outpost shuffles from SB: *His Fury Has Betrayed Him*

HL2, Dwar moves agent, FD Baugur from Hermit's Hill to Framsburg; taps.

HL1, Dwar moves agent Freca at Barrow-downs, down; taps

TURN vs Thorin

MOVE

Frerin, -w-w-cs-sl,RL. Thilgon's Tomb

HL5, Dwar plays Wolf as agent. Want to use Nobody's Friend with this agent, but already faced Wilderland Division; now facing Northern Waste Division. Hope to see Face Out of Sight later.

HL4, Keys Neeker-breekers to W. animals/vermin.each.7p

Frerin, 6m-3x+8sroll=11

Attack-Lord, 5m-3x+7sroll=9

Pathfinder,3m-3x+6sroll=6,taps

Mountaineer,2m-3x+7sroll=6,taps

Sancho,2m-3x+5sroll=4,taps

HL2, Uvatha plays Full of Froth and Rage

HL1, Uvatha keys Boars to W. animals/boar.2s7p; FFR+SoA=3s9p

Advisor taps to play Marvels Told to target FFR, Thorin supports,

-2.res-1.wika+1.sup+7croll=5.

Frerin and Attack-Lord facing.

Attack-Lord taps to give +1 prowess to all dwarves against this attack.

Frerin taps to face two strikes.

Frerin, 5p-3x+1.aL+7sroll=10,defeat

Frerin, 5p-1t+1.aL+7sroll=12.defeat

Attack-Lord, 5p-1t+1.aL+6sroll=11.defeat. Nice roast.

TURN vs Evermist

MOVE

Taivasta, -,haven. Evermist

HL2, Hoarmurath uses OG Iron-Road

HL1, Dwar-x

HL1, Smg plays Drawn to Its Master on Taivasta

Handmaid taps to give +1 sup.

-1.ring-1.haz+1.sup+croll=auto.

Los'pindel, -sl-w,haven. Evermist

HL4-1, Hoarmurath keys Ghouls to SL. Undead.5s7p.

Spring of Arda with 2 tokens uses them to have this creature cost 2 against HL

Los'pindel, 4p-2w+4sroll=6,success. 9broll+1w=10,wounded

Heledwen, 5p+10sroll=15

Karhunkäsi,4p+11sroll=15

Kuunkoira,3p+1.card-2w-1e+7sroll=8

HL2, *Hoarmurath plays Endless Whispers on Los'pindel

HL1, Dwar-x