

# ÛVATHA-INFLUENCX

50avatar

<b>C</b>	10	Mistrand	<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 7 starting cards 19 creatures 141 total cards DC: 3.char + 20.res + 18.haz
<b>I</b>	7	Rhûn	
<b>F</b>	8	vs. King Vidugavia	
<b>A</b>	1	Gondor Division	
<b>M</b>	2	Baradhrim League	
<b>K</b>	4	AA Defenders	

Ûvatha the Horseman, the Ninth, has been commanded to return to the Lands of the Nomads bordering Eastern Mordor. As the Shadow-Lord he will band together the Iorags to wage war again against Gondor and her allies. This will be the Baradhrim League of several tribes. A local war chieftain, Ulrac, will be given the task as the mortal to be the First Lieutenant of the Long Rider. Conquest and new lands are to poison the minds of the various chieftains. Riders of great renowned and lost relics of power will be gathered among the hills and caves of plains.

Ulrac is a high member of the Fist of Dark Sorcery – one of the cults to spread Sauron’s influence over Middle-Earth. Wealth and lands will be given to him for his success. Pon Opar is a merchant prince aiding in the capacity of a Sage for a reward of the Harondor trade corridor upon victory of Sauron. He will guide his company along routes with water wells following the map of stars. Asternak is a slave-trader from Ûvatha’s homeland of Khand to rile the hatred of the tribes against the West. Grachev Hos is the greatest warrior other than Ulrac among the clans. He too is a messenger for his lord spying on the enemies of Sauron. He knows all the ways from the Inland Sea to the River Talathant. These minions will remove any resistance from the Men of Dorwinion bringing terror upon all enemies. A return of the Empire of Khand will again spread into southern Rhûn.

Gifts as of old or threats of death or worse will be given to the chieftains to join the empire. Ulrac will be a Warlord traveling across the plains to the holds of the chieftains. Ûvatha will be a heralded lord killing those that do not submit to his yoke. Factions will go to war during the Warlord Phase against the Men of Rhovanion so to weaken aid to the lingering Elves and High Men of the West.

The increase of border raids has lead towns and cities to add security questioning travelers and merchants. Even armed guards and troops are becoming common. This will hinder the Free Peoples to learn of the spies and hidden threats from Ûvatha. Treachery will chew at the confidence of leaders and heroes alike. Animals that have been twisted by the darkness will attack anyone alone in the wild. Even an agent of Sauron will sow discord among his kin and cults will form bringing ruin into the hall and home.

Resources/Hazards not found in any other minion deck:

Mechanical Bow

bow of yew

mounted lance

Ovatha's Bow

Sceptre of Spirits

Usiev

Black Steed

Ūvatha Unleashed

Variagking of Khand

Batwinged Helmet

Come by Night Upon Them

Horse-Tamer

One Dear to You

~~Steeds~~-Exchanged one copy with Indur for a copy of Spying Out the Land

The Baradhrim League

Well Aimed

Bairanax at Home

Heart Grown Cold

Foul Fumes

Choking Shadows

Lost in Shadow-lands

Seized by Terror

To Get You Away

**Changes From Version 06.**

Removed Steeds, Carrion Feeders, Pride Increased with Despair, Twisted Tales, Rats!

Add Spying Out the Land, Little Snuffler, Watchers at the Gate

To Get You Away, Nobody's Friend

Site Removed

Sites Added

Characters

Ullis added to replace Raîsha

**RESOURCES**(40/25)

<b>1</b>	<b>Scepter of Spirits#</b>	
<b>2</b>	<b>Ovatha's Bow</b>	
1	Gleaming Gold Ring	
1	Magic Ring of Enigma	
1	Minor Ring	
1	Black-Mail Coat	
<b>1</b>	Usriev of Treachery	
<b>1</b>	Mechanical Bow	
2	Mounted Lance	
*	Bow of Yew	
*	Blazon of the Eye#	
<b>2</b>	Balchoth.8	
<b>2</b>	<b>Wain-Easterlings.9</b>	
<b>2</b>	Corsairs of Rhûn.9	
<b>2</b>	<b>Easterlings.8</b>	
<b>2</b>	Asdriags.10	
<b>2</b>	Nuriâgs.9	
<b>2</b>	<b>Nurniâgs</b>	
<b>2</b>	<b>Variags of Khand.9</b>	
<b>3</b>	<b>Might Steed</b>	
3	Black Steed	
3	The Baradhrim league	s1
1	<b>Batwinged Helmet</b>	s1

**14/14**

3	Come By Night Upon Them	
2	<b>Well-Aimed</b>	
3	Voices of Malice	Sa
2	Ruse	Sc/D
3	Gifts as Given of Old	faction
1	Swag	
1	Forced March	move
2	Steeds	hl
1	Fell Captain	comm
1	HorseTamer#	pe
1	Tokens to Show	pe
1	One Dear to You	pe
2	Above the Abyss	
1	Dark Tryst	
3	Weigh All Things to a Nicety	
<b>1</b>	<b>Cult of the Dark Lord</b>	pe
1	Call to Arms	s1
*	Variag-king of Khand	s1
1	Heralded Lord	mode
1	By the Ringwraith's Word	rw
3	Ûvatha Unleashed	rw
1	Swift Onset	fwar.s2

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# used in a Power Deck

**HAZARDS(40/15)**

3	Variag Horse-Raiders	men	1	5	9	x		
3	Kine of Araw	animal	1	all	7	x		
3	Boars	animal	1	2	7	x		
3	Morgul-rats	animal	1	15	2	5		
3	Wild Fell Beast	drake	x	2	3	12	x	SLSL
3	Little Snuffler	orc	x	1	1	5	10	rl,sh,dh W,SL,DD
1	<b>Bairanax at Home</b>							

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2	Doors of Night							
2	Twilight							
1	Heart Grown Cold	P.sites-fallen/lord						o2
1	Doomed to Die	P/S.check-atani						o2
1	Burdensome Commands	P.						x1
1	Politics	S.leader						o2
1	Early Harvest	S						x1
1	Shut Yer Mouth	P.influence						o1
1	Rebel-talk	P.general DI						
1	So You've Come Back	P.general DI						o1
1	Call of Home	P.general DI						o1
3	Choking Shadow	S.env-AA-Ruins +2P, [DON] W=SL or rl=sh						
1	Cult of the Eye	P.site-attack						x2
1	Watchers at the Gate							
2	Incite Minions							
3	Lost in Shadow-lands	S.limit						
2	Foul Fumes	L.env						
3	Seized By Terror	S.Isolate-SL & DD						
1	Full of Froth and Rage	P.enhance-animal&spider						
3	To Get You Away	agent						x111
1	Nobody's Friend							
3	An Unexpected Outpost							

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## SITES

<b>SM</b>	Dol Guldur			
<b>IM</b>	<i>Minas Morgul</i>			
<b>BM</b>	<b>Bozisha-Dar</b>			
<b>CS</b>	<u>Chey Goumal</u>			
<b>TR</b>	Rhubar-p	m, M, G	elf.xc9	
<b>SR</b>	Gyogorasag Sanctuary	m#	men.xc6	
<b>Do</b>	Shrel-kain	m*, M*	men.xw8	Black Mail Coat
<b>HP</b>	Easterling Camp		men.xc5	Easterlings
<b>HP</b>	Raider-hold	m, M*	men.xc7	Corsairs of Rhun
<b>HP</b>	Joghul's Shrine	m	men.xc7	*heal, Mighty Steed
<b>Hu</b>	Wain Easterling Camp	m*, M*	men.4c8	Wain-Easterlings+2
<b>Ng</b>	<u>Iorag Camp</u>	m	men.3c8	Asdriags
<b>Ng</b>	<u>Temple of Kondri O</u>	Info, m	men.2w9	heal/CC remove
<b>Re</b>	Relerindú-p	Info, m, ring	men.xc6	Gleaming Gold Ring
<b>Nd</b>	<u>Medloshad</u>	m	men.xc6	Nuriags
<b>Kh</b>	<u>Variag Camp</u>		men.xc5	Variags of Khand
<b>Pz</b>	<b>Korondaj</b>	m#, M#	men.4c8	*
<b>Hz</b>	<i>Hospice of Lost Faith</i>	m	men.xc8	Mighty Steed
<b>Fr</b>	Nan Morsereg	Info, m	men.3w7	
<b>Fr</b>	Lar-huz	m, M	men.3w6	
<b>Hu</b>	Elgaer	m	animal.5w5	minor
<b>GR</b>	Tol Buruth-h	m, M, ring	men.4w8	
<b>Nd</b>	Nennurad	Info	BL,W,SL	
<b>KK</b>	<u>Adan Tomb-h*</u>	m, M	traps.2w10	Usriev
<b>dg</b>	Ilpar-Karam-h	m,M,G,ring	undead.3w9	Black-Mail Coat
<b>Hu</b>	Mistrand	m, M	men.3w7	Bat-Helmet, Sceptre of Spirits
<b>Nn</b>	<i>Nurniag Camp</i>			Nurniâgs
<b>KK</b>	<u>Balchoth Camp</u>	m*	men.xc7	Balchoth
<b>Kh</b>	<u>Sturlurtsa</u>	m, M	men.xc9	Ovatha's Bow
<b>Kh</b>	<u>Lâorkó</u>	m	men.xc6	minor

Colored names = movement for Baradhrim League.

Underline site names = nearest haven is Chey Goumal; yellow highlight=Bozisha-Dar

**MINIONS-10**

			11-3-5-1-6		agents-13 mind	
4	Ûvatha	10/5/9/9	W/Sc/R	RW	sp Khand	-3DI.HL, -1P.FR
3	Ulrac	8/2/6/8*+	W/Sc/D	Man	<i>Wain-Easterling Camp</i>	+2DI.c+f(home,adj)
1	Jerrek	4/0/4/8	W/Sc	Man	Southron Oasis	
2	Pon Opar	6/1/5/8*+	W/R/Sa	Man	Southron Oasis	+2DI.f(home)
1	Nevido Smôd	4/1/4/8+	W/R	Man	<i>Easterling Camp</i>	+2DI.f(home)
2	Grachev Hos	6/1/4/8+	W/R/D	Man	<i>Mistrand, Nurniag Camp</i>	+2DI.c+f(Nuriag+)
1	<i>Horseman</i>	4/2/3/7*	W/D	man		+1DI.factions
1	<i>Seyran</i>	5/1/4/9	W/R	Man	Logath Camp, MIstrand	
1	Shamas	3/1/2/8	W/D	Man	Dunnish CH	+1DI.f(men), +2DI.Dunn
2	Asternak	5/2/5/7+	W/D	Man	Variag Camp	+2DI.f(home)
	Tros Hesnef	2/0/5/7+	W	Man	<i>Easterling Camp</i>	-1CC
	<i>Jehn Remak</i>	2/0/3/7*+	R	Man	An Karagmir, Maresh	+2P, W (horse)
1	<i>Woffung</i>	4/1/4/8a	W/D	Man	<i>Shrel-kain, Lake-town, Dale</i>	
1	<i>Dâsakûn</i>	5/1/6/7a	W/R	Man	<i>Easterling Camp, Variag Camp, Shrel-Kain</i>	
1	<i>Ullis</i>	4/0/4/8a	W/Sc	Man	<i>Mistrand, Strayhold, Raider-hold</i>	

*starting company:* at Minas Morgul

<Variag-king of Khand>

3	Ulrac	8/3/6/8	W/Sc/D	bow	
	<i>Jehn Remak</i>	2/0/3/7	R		
2	Pon Opar	6/1/5/8	W/R/Sa		
1	<i>Horseman</i>	4/2/3/7	W/D	blazon of the eye	

**RINGWRAITH**

<b>mode:</b>	Fell Rider	Ûvatha	10-2-10-9	W/Sc/R	<i>sp</i>
<b>mode:</b>	Black Rider	Ûvatha	10-5-09-9	W/Sc/R	<i>sp</i>
<b>mode:</b>	Heralded Lord	Ûvatha	10-5-07-9	W/Sc/R	<i>sp</i>

**COMPANIES**

18/25 (20+5) GI used      Hand-8      Mind-33

**#1 Fist of Dark Sorcery**

[items, CvCC]

Ulrac-L	8/10/8/8	W/Sc/D	3	M8	ovatha, scepter, Word
Pon Opar	6/1/5/8	W/R/Sa	1	M6	lance
Nevido Smôd	4/1/5/8	W/R	2	M4	usiev, Horsetamer [-1 Sbody, +1P.elf, +1B.horse]
Tros	2/0/6/7	W	2	M2	lance

**#2 Circle of Lies**

[factions]

Grachev Hos	6/5/4/8	W/R/D	2	M6	yew, LR.minor
Asternak	5/2/7/8	W/D	3	M5	eye, coat, mbow      [+2DI.factions]
<i>Jehn Remak</i>	2/0/3/9	R	2	M2	GR.enigma

## OVERVIEW

This player's goal is to gather many Man factions for war against Gondor. He may face resistance from a White player in Rhûn. This Black player is not expected to have a Power Deck. Other than the factions and some characters, three items are needed for other Power Decks: Usriev of Treachery with HorseTamer, Blazon of the Eye and Sceptre of Spirits.

Diplomats are needed to influence the faction and horses will help in movement and later for combat against King Vidugavia.

## ÛVATHA the HORSEMAN

This Ringwraith is a strong W/Sc/R ideal for moving. He will not be using his spirit-magic ability. His mode will be Heralded Lord. His home region is Khand. He normally has 5 DI and 9 prowess. Heralded Lord changes him to 5 DI and 7 prowess. You can keep him at a home site, Chey Goumal or Dol Guldur tapping to access the sideboard or recycling short-events. Then move him to influence a faction with his 5 DI.

A normal ability of his is to tap at a Darkhaven during the ORG phase to shuffle a resource card from the discard pile.

His Unleash event is ideal for this mode. If he wants to move to a non-haven site of another Darkhaven, he can first move to that Darkhaven, then use this Unleash event to move again.

Baradhrim League allows region movement in the Great Central Plains if discarded (Nuriag, Nurn, Khand, Nurad, Relmether, Horse Plains, Harrhûn, and Kykurian Kyn). He will influence factions that will not be done by the Circle of Lies Company. Each region with a faction is affected by Baradhrim League. Three copies of Baradhrim League will allow region movement to a site for an influence attempt. Forced March allows him to visit a site with a different nearest Darkhaven on the same turn. Note that this mode event must be played at Darkhaven.

Variag-King of Khand will start the game. It will allow Mistrand to be a home site to the Ringwraith and Baradhrim League to be played while at the site. This event makes the avatar a Warlord and Leader. Play him there to CvCC a hero company at that site. Else start your Ringwraith at Minas Morgul to manipulate the sideboard quickly and be able to visit any site one turn using the Unleash event. This event modified any man or Dúnadan attack against his company by -1 prowess and strikes (to a minimum of two) for each Uvatha Unleashed played the same turn. Else the card can be discarded to fetch Bat-winged Helmet or Messenger of Mordor.

Bat-Winged Helmet is the item for the Ulair. It will allow tapping instead of its host for Scout and Ranger resource events or due to hazards. There are no Ranger events. There is one Scout event. You can tap this item to cancel River. The item allows shadow-magic use.

Baradhrim League has two abilities to mention. First, the Ringwraith can keep a 5-mind minion as follower and play any character with a home site in or adjacent to Nuriag with the Ringwraith. Second, his company in Heralded Lord mode can move to as it in or adjacent to Nuriag if Baradhrim League is discarded.

Call of Arms is played on him to get factions to hand.

## CHARACTERS

The Ninth is using all men. He has 14 minions –three are used as agents. All the skills are displayed in the starting four minions. Ulrac will start the game. Most of the minions have a home site in or very near to the regions of your conquest.

Five Rangers, but just three Scouts are included among the 11 characters. Since your avatar is not a Sage you want to keep a Sage in play at all times. Pon Opar is the only Sage. Most of the minions have a bonus DI against certain factions.

There are two main companies use 18 GI. General Influence is challenge with the high mind of the characters. A lesser ring is used to assist in high-mind followers. Loss of important minions (e.g. Pon Opar) or this ring will reduce the effectiveness of the companies. One company will combat heroes and play the items. The other company is weak and will influence the factions.

**Ulrac** is one of 15 minions with a mind greater than seven. He is your prime character. His 8 mind is powered by his normal 2 DI, mighty 6 prowess and average 8 body and three skills: W-Sc-D. These three skills are useful when roaming the plains. He has +2 DI against characters and factions playable at sites in Harrhun (Grachev Hos, Seyran, Ullis), Forrhun, Kykurian Kyn, Nuriag (Daurukh), and, Horse Plains (Nevido Smôd, Tros, Dâsakûn). This affects three characters. He can tap to take one Horse-tamer from your discard pile to your hand.

**Pon Opar** is a power-character with three skills a 6-mind. He is a pivot for this avatar with his Sage skill along with Warrior and Ranger. He compliments Ulrac well. A normal 1 DI is low, but this man from Southern Oasis as 5 prowess and 8 body. His +2 DI against factions at Southrons Oasis is not needed. He is in a core company and starting company. Again, he is the only Sage in the deck. Consider giving him armour for many turns.

**Asternak** is a Man Chief from Variag Camp. This 5-mind Man fights with sword and curses to boil grass from the plains. Normal 2 DI, 5 prowess, and low 7 body prevent him to be in a core company. But he is available to replace Horseman He has +2 DI against factions playable at Variag Camp. He is a good secondary character with his prowess and skills.

**Grachev Hos** is a 6-mind Man character from Eastern Mordor. His home sites are Mistrand and Nurniag Camp. Three skills are rare especially from a Man. His Warrior-R-D will be highly valuable since R-D skill cards are in the deck. 1 DI is not much, but he has +2 DI against characters and factions in Nuriag (Daurukh) and adjacent regions. Harrhun (Grachev Hos, Seyran, Ullis), Relmether, Nurad, Khand (Míonid, Asternak), Nurn, Horse Plains (Nevido Smôd, Tros, Dâsakûn). This will help six of your seven factions. A 4 prowess is average with an 8 body. A special ability is to fetch Servants in the South and East from your discard pile. Grachev Hos is the back-up to Ulrac as the main character.

**Seyran** is a dual-character. This Man is from Logath Camp and Mistrand providing 5 mind with its 2 MP. A 1 DI is low with average 4 prowess and high 9 body living on the plains. This Warrior and Ranger has +1 prowess against Men. While at the same site as a Ringwraith he has +2 prowess and mind while becoming a leader : 7/1/6/9. He has no spot in a core company, yet can be used to influence away from a hero company.

**Nevido Smôd** is a mid-mind strong Warrior-Ranger Man from Easterling Camp. He has 1 DI, four prowess, and 8 body costing 4 mind. He has +2 DI against factions playable at his home

site. He is in a core company for his Ranger skill.

**Jerrek** is a 4-mind Man from Southron Oasis. His 5 prowess and 8 body can be used in combat as a Warrior or helping with his Scout skill. He has +1 DI against factions playable at Southron Oasis. He is a reserved.

**Shámas** is different; he is from Dunnish Clan-hold. But this Man is useful for his 3 mind, normal 1 DI and +1 DI against Man factions. But 2 prowess and 8 body is worrisome. He is also a Warrior-Diplomat. He is a reserve, and in this deck for his skills.

**Tros Hesnef** is a pure fighter. His low 2 mind can get him into play at anytime. A strong 5 prowess can be used by anyone, but a low 7 body needs armor. He is just a Warrior from Easterling Camp with a +1 DI against factions playable there. But he carries a grudge of one corruption point. He will be in a core company

**Jehn Remak** is a low mind Man Ranger from An Karagmir and Maresh. This makes him valuable to any moving company. But a 3 prowess and 7 body is worrisome. He is a dual character that must start at his home site. He has +2 DI against the Aukuag faction. His special ability has +2 prowess and gains the Warrior skill if he controls a horse ally.

## COMPANIES

Four men will start at Minas Morgul. Mistrand is not used so you can move to draw cards or play a character on the first turn. Ulrac is the main minion. Jehn Remak is a low-mind Ranger starting with Bow of Yew. Pon Opar has three skills – he will tap to play Voices of Malice. He is invaluable. Keep Pon Opar in Mordor moving between Barad-dur and another Gorgoroth site. Horseman is the influencer of the company with the starting item Blazon of the Eye. Variag-King of Khand will also start. All the skills are in the starting company.

<i>starting company:</i> at Minas Morgul			
<Variag-king of Khand>			
3 Ulrac	8/3/6/8	W/Sc/D	
<b>Jehn Remak</b>	2/0/3/7	R	Bow of Yew
2 Pon Opar	6/1/5/8	W/R/Sa	
1 Horseman	4/2/3/7	W/D	blazon of the eye

The main company, Fist of Dark Sorcery, will be based at Nuriag Camp, which will be a Darkhaven from Cult of the Darklord. They will raid into Rhovanion and Rhûn with horse allies. Ulrac will have Ovatha's Bow, Sceptre of Spirits, and By the Ringwraith's Word for 10 DI and 8 prowess. Methods are needed to raise his direct influence. Ulrac will use his normal 2 DI and By the RW Word to control 6-mind Pon Opar. Ulrac's +2 DI against specific characters and Sceptre of Spirits, provide the other 4 DI. This burdens Ulrac with three corruption points. Pon Opar and Nevido Smôd are his followers. Nevido Smôd is the Warrior and Pon Opar is the Ranger for the movement phase. Nevido Smôd will have Usriev of Treachery as a Horse-Tamer and two corruption points. Pon Opar has a Mounted Lance a tough minion in CvCC. Pon Opar has 5 prowess and Nevido Smôd have 5 prowess. This company will attack Vidugavia's characters and play items. This company has extraordinary movement using horse allies. Corruption will be a problem with these minions. Tros is counted in the company, but will stay at the new Darkhaven

to keep it in play. He will have a Mounted Lance as a weapon for 6/7 stats. He can join the other company if you will have another minion at the site to keep it in play.

<b>#1 Fist of Dark Sorcery</b>			[items, CvCC]	
Ulrac-L	8/10/8/8	W/Sc/D	3 M8	ovatha, scepter, Word
Pon Opar	6/1/5/8	W/R/Sa	1 M6	lance
Nevido Smôd	4/1/5/8	W/R	2 M4	usiev, Horsetamer [-1 Sbody, +1P.elf, +1B.horse]
Tros	2/0/6/7	W	2 M2	lance

Circle of Lies has Grachev Hos to be the secondary Diplomat. His 6 mind brings 3 useful skills for the area and average stats. He has a Minor Ring for +2 DI and Bow of Yew. He has Aternak as a follower, which is possible using +2 DI against characters with a home site in or adjacent to Nuriag. Be careful with his 7 body, so use Black-Mail Coat. He has a Mechanical Bow for +2 prowess, but -1 body ending him with 7 prowess and 8 body.

Jehn Remak is a Ranger with 7 body. Give him a horse ally for 5 prowess. This will not be a company to fight. He also has a Magic Ring of Enigma to be a Sage. You may have to travel south into Near Harad with this dual character in the Fist of Dark Sorcery Company in exchange of Tros.

Grachev Hos	6/5/4/8	W/R/D	2 M6	yew, LR.minor	
Aternak	5/2/7/8	W/D	3 M5	eye, coat, mbow	[+2DI.factions]
Jehn Remak	2/0/3/9	R/Sa	2 M2	GR.enigma	

## ITEMS

The Ninth has 12 items; most are battle-gear items. There are no greater items. You have few minions, so you want to be successful in combat. **Blazon of the Eye** will start the game; it will help in faction influence attempts. **Scepter of Spirits** is a staff that also provides influence bonus. However, its magic abilities will not be used in this deck. It will be used in the Power Decks.

There are seven battle-gear items. **Mounted Lance** is there for using horse allies in CvCC. It adds +1 to body to the ally. It can be used in CvCC for a discarded effect, and then another weapon can be used for the same strike. However, this ability will most likely be used in the Warlord Deck. **Swag** is in the deck to get both lances in play quickly. You need to play this event at a tapped site (e.g. Free-hold, Border-hold, Ruins).

**Usriev** is a nice weapon to take two strikes from the same attack. Do not expect to use its +1 prowess against elves unless some from Chy come north. It will be improved by **Horse-Tamer**. That event will reduce the body of a strike. The Ringwraith can use it, but keep it with a minion.

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

**Ovatha's Bow** is a great weapon for a native to Great Central Plains. It keeps you untapped against a Region attack and can wound a non-unique horse ally in CvCC. Most of the items are either minor or major. You want to focus on killing important heroes (avatars, women, sages).

**Bow of Yew** will lower body and prowess of any hazard creature strike if bearer is a warrior and if the strike is against another character. The strike is modified by -2 prowess and -2 body.

Use this to keep the faction influencer untapped.

**Mechanical Bow** is a Weapon Technology item. It gives -1 body to the bearer and +2 prowess to a maximum of 8. If bearer taps to face his strike, then strike receives -1 body. You have extra minions to use this weapon. Well Aimed was included when this item was exchanged

Direct influence is needed for this player for controlling mid-mind minions. **Gleaming Gold Ring** will allow the fetching of the lesser ring **Minor Ring** for +2 unrestrictive DI. Later, hope to test it a second time to play **Magic Ring of Enigma**.

## ALLIES

There are two different allies among the six in the deck. All are horses. **Black Steeds** give movement expansion for surprise CvCC. Play the Black Steeds first since Zûrafa are more valuable. If one Black Steed is in the company and all characters have a horse ally including a Zûrafa, then you can move six regions to surprise a company with CvCC. You can move from Nuriag to Lindalf, Everdalf, Dragon Gap, High Pass, Rohan, Lebennin, Belfalas, Mardruak Bulchyades, Ammu Baj, or about 60 or a third of all regions.

There are three copies of **Mighty Steed**. It will be used for long distances of six regions if everyone in the company has a horse ally. It can tap to cancel a strike against itself. It has a low body of 7. If the controller has Mounted Lance, then the ally receives +1 prowess and body.

## FACTIONS

There are eight factions in the deck. All are playable near Mordor or in the Great Central Plains. Six will be in the play deck. Easterlings provides a bonus to three other factions. Balchoth provide negative modification to two other factions. Be wary of the Men of Dorwinion. That faction negatively modifies three of your factions. Try to play each faction at a different site. Balchoth and Wain-Easterlings are grouped together. These are the only factions playing in a Wilderness region. Corsairs of Rhûn and Easterlings are the only factions playing in the same region – Horse Plains. Asdriags, Variags of Khand, and Nuriags are played in Shadow-Lands.

Only Blazon of the Eye and **Gifts as Given of Old** provide influence support. Anyone can use Gifts as Given of Old. Assuming the faction(s) in play to provide a negative to the standard modifications are in play means a roll of 11-13 is needed for success. Asternak will have +7 to the attempt for most of the factions. That means a roll of 6 is needed for successful attempts for any faction. Horseman will already have +5 to the attempt to start the game. That means he should influence all factions easily until there is a negative modifier. You may discard a faction that provides a negative modifier to play another faction first.

Your factions are in regions of three nearest havens. Three factions are Dol Guldur (Horse Plains, Harrhun), and four from Chey Goumal (Khand, Nuriag, KK, and Nurad), MM(1). Start the Ringwraith at Minas Morgul. This will allow one movement to another Darkhaven and then to a non-darkhaven with using the Unleash event. Only have the Ringwraith play a faction if he needs a roll of 4 or more. His recycling ability is too valuable to waste unless you are in great need to play factions. Some sites provide a +2 to the influence attempt if played at specific sites. Play Wain-Easterlings at Wain-Easterling Camp for +2.

Easterlings>8	Balchoth+2, Wain-Easterlings-2	Men of Dorwinion-2
Corsairs of Rhun>9	Easterlings+2	Men of Dorwinion-2
Balchoth>8	Easterlings+2, site+2	Men of Dorwinion-2
Wain-Easterlings>9	Easterlings+2, site+2	Nuriâgs-2
Nuriâgs>9	Haradrim+2	Southrons-2
Asdriags>10	Nurniags+2, Variags+2	Balchoth-2
Variags>9	Nurniâgs+2	Haradrim-2
Nurniâgs>9	Nuriags+2, Variags+2	Balchoth-2

## MISSIONS

The Baradhrim League provides a Ringwraith a mode and region movement capabilities. This will allow you to influence factions and to CvCC. Once you have four of the factions in play, this event is worth a nice 2 MP, but will be discarded when the RW is called by his master.

**Cult of the Dark Lord** is playable on any Man-hold in Mordor, Sun-lands or Great Central Plains where you have a unique faction in play. Then you must eliminate a character or prisoner. Try for the prisoner else Horseman in the Night. Now, the site is a Darkhaven for you with no automatic-attacks and other versions these attacks become normal. The card is discarded if the site leaves play or the home faction is no longer at the site. Therefore, keep a minion there to keep the site in play. First use Tros else use one of the two companies. Select Nuriag Camp as the site. That site is four regions from any site in Imlad Morgul or Dorwinion.

## COMBAT in RHUN

The minions will be in a lot of combat.

**Ruse** will cancel big attacks which are not wise to face. Each company has at least a Diplomat. The Ringwraith can use this event as a Scout to avoid a strike to be assigned to him. His ally may also tap to cancel a strike against himself.

**Steeds** will lower the hazard limit by two and just raise the prowess of a creature +1. A copy of **Voices of Malice** will remove hazard permanent-events. There is only one normal Sage in the deck. A magic ring will create another Sage.

**Come By Night Upon** is there to pass automatic-attacks at Border-holds. All automatic-attacks have prowess modified by -1 (-2 if Doors of Night is in play). And the first item played at the site does not tap the site. There are two minor items in the deck, but a few more major items. Thus, you can play the major item first and a faction later.

Majority of the region types that this player will travel are Shadow-lands. Dark-Domains will be used when visiting Minas Morgul or Chey Goumal. Harrhun is a Double Wilderness.

**Forced March** will be used by the Ringwraith via the ability from his Warlord event.

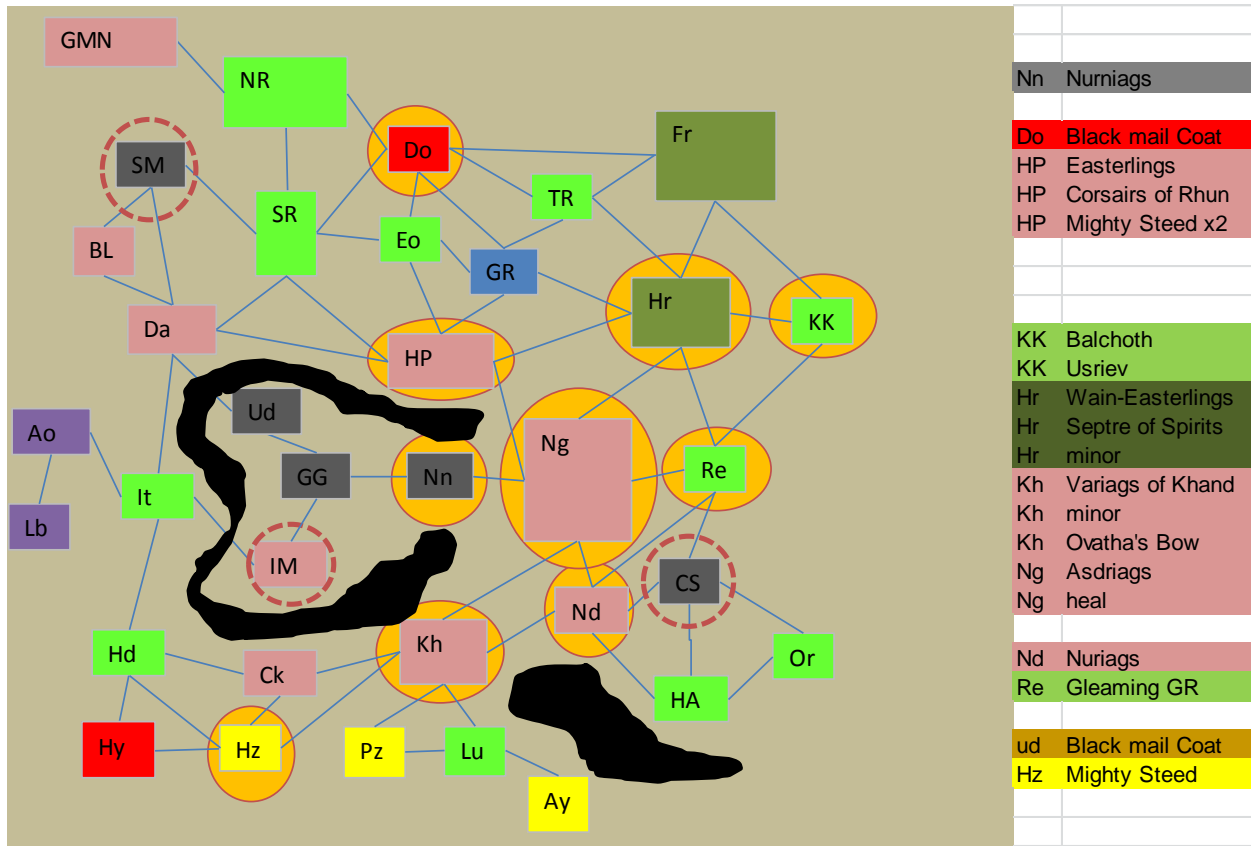
**Well Aimed** is a resource for string musicians. The resource is played on a character able to use a bow and has a bow when another character is facing a strike (not detainment, non-combat, or in CvCC). A roll is made adding the target's prowess (+3 if Nando or Silvan) and the normal MP of the bow. A result higher the strike's prowess modifies the strike/body by -3 total. Then the resource can be shuffled if the target is a Nando or Silvan. Three copies of the resource will keep one card in the deck for play again. Asternak has 7 prowess and a 1 MP bow. Ulrac has 8 prowess and a 2 MP bow. Grachev Hos has 4 prowess and a 0 bow.

**Tokens to Show** is played by you to allow another phase to store. You need to store the gold ring items for testing.

**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. The variety of region types will be difficult to provide a blanket to handle cancelling creature attacks without tapping characters.

## **WARLORD**

Ūvatha will become a Warlord via **Variag-King of Khand**. He will carry **Call to Arms** to fetch factions. **Baradhrim League** is another 1 SP. The Ringwraith item gives 1 SP. This gives great chances to fetch a faction. Swift Onset adds 2 SP. All this adds to 6 SP. If all are in play, then Call of Arms will always fetch a faction when you tap the command event.



Southern Mirkwood	D	Dol Guldur	khamal, dwar, hoarmurath, uvatha,bolg	.	
Horse Plains	B	Easterling Camp	uvatha	Men	
Horse Plains	B	Joghul's Shrine	uvatha	Men	
Horse Plains	B	Raider-hold	uvatha	Men	
Dorwinion	B	Shrel-Kain	uvatha	Men	
Harrhun	R	Elgaer	uvatha	Animal	
Harrhun	S	Mistrand	uvatha	Men	
Harrhun	B	Wain-Easterling Camp	uvatha	Men	
Kykurian Kyn	R	Adan Tomb	uvatha	Traps	
Kykurian Kyn	S	Balchoth Camp	uvatha	Men	
Dungeon	R	lpar-Karam	uvatha	Undead	
Relmether	B	Relerindú	uvatha	Men	
Nurn	S	Nûmiag Camp	uvatha	.	
Nuriag	B	Nuriag Camp	uvatha	Men	
Nuriag	B	Temple of Kondri Odchi	uvatha	Men	
Nurad	B	Medloshad	uvatha	Men	
Khand	S	Lâorkó	uvatha	Men	
Khand	S	Sturlurtsa	uvatha	Men	
Khand	B	Variag Camp	uvatha	Men	
Haruzan	B	The Hospice of Lost Faith	uvatha	Men	

## SITES

This player wants to use sites away from other minion players including regions west of Khand, south to Chey Sart, and northwest to Mirkwood. No other Black Player is expected to tap the sites in your selection. Sites to use have a total of four nearest Darkhavens.

There are about 10 regions with your 20 sites to visit. Six regions border Nuriag – home for a new Darkhaven site. You do not plan on visiting Free-holds or Dark-holds. Three Darkhavens are your places of healing. Minas Morgul is the link between Dol Guldur and Chey Goumal. Most of your minions have home sites among your list. Only two sites do not have men AA. This Black Player visits the most border-holds at 11. He visits three Ruins, and five Shadow-holds. All of his non-haven sites have a site attack except for one. Men are found at 15, Traps, Undead, and Animal another.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	0	11	3	0	5	0	20

Border-holds may have your Mighty Steed allies. You will play the allies at non-faction sites or after tapping the site. Joghul's Shine is specifically for them. Each character faces a Men detainment strike of 7 prowess. You can tap a character there to heal to untapped another character. That action taps the site. Six factions are playable at Border-holds. No Ruins has any faction. Logath Camp is a far option.

Dol Guldur is the nearest Darkhaven to Dorwinion, Sea of Rhûn, Horse Plains, and Harrhun. Play a suit of armour at **Shrel-Kain** in Dorwinion. *Woffung* and *Dâsakûn* call it home. Play a Mighty Steed at **Joghul's Shrine** in Horse Plains. Play two factions in this region (Easterlings at their camp, and Corsairs of Rhûn at Raider-hold). **Easterling Camp** has a Man detainment strike with 5 prowess for each character. *Nevido Smôd*, *Tros Hesnef*, and *Dâsakûn* call it home. **Raider-hold** has a Man detainment strike with 7 prowess for each character. *Ullis* calls it home.

Harrhun has three sites for you. Wain-easterlings are played in Harrhun at **Wain-Easterling Camp**. That site has Men detainment attack of 4 strikes with 8 prowess. *Ulrac* calls it home. **Elgaer** is a Ruins to play minor items. That site has Animals of 5 strikes with 5 prowess. **Mistrand** is a Shadow-hold for Bat-Winged Helmet and Sceptre of Spirits. That Shadow-hold has Men detainment attack of 3 strikes with 7 prowess. *Grachev Hos* calls it home.

Shapôl Udûn is the nearest haven to Harrhun sites.

Bozisha-Dar has one site to tap that will play the horse ally. **Hospice of Lost Faith** is a Border-hold in the desert region Haruzan. Play Mighty Steed. It is three regions from Nuriag. Face the detainment Men attack of 8 prowess for all characters.

Chey Goumal is the nearest Darkhaven for nine of your sites. Usriev will be played at the hoard site **Adan Tomb**. That site has Triple Wilderness in the site path with Traps attack of 2 strikes with 10 prowess. Hoard battle-gear items may be played here. A Dungeon below that is called **Ipar-Karam**. That site is infested with Undead. Play a major item here. Far east at **Balchoth Camp** is its faction and the site stays with the faction. This other Shadow-hold has a Man detainment strike with 7 prowess for each character. **Relerindú** is another site for playing the allies, but play your gold ring item there. This Port-on-Talathrant has a Man detainment strike with 6 prowess for each character. *Yjuvit* is another site for gold rings.

Asdriags, Nuriags, and Variags of Khand are three factions within three regions of the Darkhaven. **Medloshad** is a border-hold in Nurad. Play Asdriags there after facing the detainment Men attack of 6 prowess. Nurn is across the plan in a Dark-Domain. Play Nurniags there at the

**Nûrniag Camp** Shadow-hold. Temple of Kondri Odchi is a border-hold in Nuriag where you can heal.

Khand has three sites for you. Moving south is **Sturlurtsa** to play Ovatha's Bow. That Shadow-hold is a mean Men attack for each character with 9 prowess. It is detainment if each Men has an horse ally and only men. Variags of Khand is also playable there, but play the faction at **Variag Camp**. **Lâorkó** in Khand allows minor items. The Shadow-hold has a Man detainment strike with 6 prowess for each character. Minas Morgul is the nearest haven to Nurniag Camp. Play Cult of the Dark Lord on **Nuriag Camp** with its central location. Sites in Harrhun or Kykurian Kyn are attractive, but are in Double Wilderness regions.

## MORDOR DIVISION

Khamûl will be at Dol Guldur and will send minions west and south of the river. Hoarmûrath has orcs in Mordor. They will raid into Gondor and cause the alarm to sound on many occasions. Dwar may go into Andrast and into the Gap of Isen. The Necromancer has minions all over the Anduin River. Hoarmûrath will not venture further than Nurn to the east or Chelkar to the south. Ren is southeast of your realm. He will frequent Khand, but ignore heroes north of Nurad.

Gondor and Rohan are dangerous places for minions. Your main enemy, King Vidugavia, is the new King of Rhovanion. He will ally with Gondor. This needs to be stopped. Weaken this new lordship by killing the lord. Théoden is too far west to threaten you. But if his horse riders enter the Horse Plains then show them who is the master of horse. Lord Denethor is guarding eastern Gondor. Saruman has been seen in Chy. Only bother the wizard if he ventures north of Khand or Nurad. Let Ren deal with him.

## WARLORD DECK

This deck is ideal for long-range movement. Consider in the Warlord Phase to use Game Points for MP events if the acquiring of points is slow.

## FACTION WAR

You are expected to engage in battle with Vidugavia's forces. You need to make sure none of his factions are available to protect Mirkwood or Gondor. Swift Onset allows your factions to move. **Fell Captain** will grant +1 prowess to your man factions if played on Ulrac. Expect to battle once Swift Onset is played during the second deck during the Warlord phase. Balchoth can have +2 prowess during faction battles when its host site is tapped.

**One Dear to You** is a permanent-event to prevent the faction to be influenced away. Play this on Easterlings, since that faction has the highest normal prowess at 10. The event modified influence attempts by -8 and Muster may not be used.

## MARSHALLING POINTS

C=10 You have a 3MP minion and four 2MP minions. Try to have 9MP from them in play.

Five 1MP minions are included. Expect one to be in play.

I=7 There are just six items that yield MP. Try to keep all in play through the CvCC.

F=8 There are seven 2MP factions to influence. May be up to three will be played by a White Player. This then will leave 8MP of factions. You will engage in FvFC. Hope for the best.

A=1 You have six non-unique allies yielding MP. Expect only one to survive.

M=2 These MPs is from Tribute Garnered and Cult of the Dark Lord.

K=4 This is a lot from a non-fighting deck. Swift Strokes should yield you this many MP. You will have time to heal at a haven.

Game Points another lesser ring to be fetched by Gleaming Gold Ring. Mountains of Shadow.

### **FIRST DECK**

Play many factions early to hinder their playing by another player. Three factions should be played with the Ringwraith playing one of them. Also play two items. Avoid CvCC unless you can discard a character at his home site the following turn. Begin to battle King's Vidugavia's factions with your own factions. Move Pon Opar in Mordor to stay safe and to draw cards. Expect to exhaust during Turn 9.

The quantity of cards shuffled into the first deck will be mild (e.g. ~11). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 4x to shuffle cards for himself or By The Ringwraith's Word.

Consider using Weigh All Things to shuffle Baradhrim League and Heralded Lord when the avatar is in play. Use the third copy to shuffle something like Voices of Malice.

An Unexpected Outpost shuffles *Watchers at the Gate*, *Incite Minions* x2. You want this short-event to slow King Vidugavia's characters.

#### First Exhaustion

Remove from the sideboard 5 hazards: *To Get You Away* x3, *Early Harvest*, *Burdensome Commands*.

Place these resources in the sideboard: 1 or 2 factions, a character, Gifts as Given as Old.

### **Second Deck**

Play the remaining factions and ring special items. Combat King Vidugavia when he is vulnerable. Battle with the factions. Expect to exhaust on Turn 17.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar taps 1x to dump Balchoth and the newest resources sent to the sideboard.

Consider using Weigh All Things to shuffle the magic ring and Fell Captain.

An Unexpected Outpost shuffles *Politics*, *Doomed to Die*, *Heart Grown Cold*.

#### Second Exhaustion

Remove from the sideboard 4 hazards: *Variag Horsemen* x3, *Cult of the Eye* x2. Also remove a Game Point card.

Place these resources in the sideboard: 4 Ringwraith events and Tribute Garnered

### **Third Deck**

Play the remaining items and factions. Ensure that King Vidugavia have no factions. Use Weight

All Things to a Nicety to shuffle Tribute Garnered so that permanent-event is not discarded when a playdeck is exhausted.

### SIDEBOARD MANIPULATION

Úvatha is busy with the sideboard. With 25 resources in the sideboard and objectives requiring movement the Ringwraith will be tapping every turn. His playdeck management will be different from most avatars. He will leverage his recycling ability to first place vital resources into the discard pile, then decide when to place the event into the playdeck.

He will tap 3x to shuffle resources (Bat Winged Helmet, Call to Arms, By the RWs Word). The item will be done first, and then the other three will occur late in the first deck. He will tap another 3x to place 15 resources into the discard pile.

Use Weigh All Things to a Nicety to recycle Baradhrim League and Heralded Lord. Fell Captain and Magic Ring of Enigma will be played in the second deck.

1	Magic Ring of Enigma			weigh
1	Sceptre of Spirits		dp112	
1	Black-Mail Coat		dp125	
2	Mounted Lance	swag,swag		
1	Balchoth		dp124	
1	Nûrniags(M)		dp111	
3	Mighty Steed		dp113, dp114, dp115	
1	Batwinged Helmet	tap1		
3	Baradhrim League	weigh	dp121, dp122	
1	Swag		dp123	
1	Horsetamer	(Ulrac)		
1	Fell Captain			weigh2
1	One Dear to You		dp131	
1	Cult of the Dark Lord		dp132	
1	Call to Arms	tap2		
1	Heralded Lord	weigh		
1	By the Ringwraith's Word	tap3		
3	Úvatha Unleashed		dp133, dp134, dp135	

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	3	+3	-	-	-	-
SB to DP	15	+5	-	+1	-	-
Weigh	2	0	2	0		
avatar card	-	-	-	-		
other	3	0	-	-		

## HAZARD

You are playing a hazard deck to bother those moving in common region types and against Vidugavia using creatures. Hazard events include producing more Shadow-lands and Shadow-holds and influence destruction to slow the faction build-up of Vidugavia.

There are 14 hazards used once, 4 with two copies, and five with all three. Only one minion has three copies of 7+ hazards.

This player has the nine environments; the minion with the most has 10, and five more hazards that will likely tap a character.

Event types are 19 short, 2 long, 16 permanent. Avatar-targeted or leadership hazards in the deck include Heart Grown Cold and Burdensome Commands.

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	3	Kine of Araw
BH	0	JJ	0	3	Boars
RL	3	T	0	3	Morgul-rats
SH	3	TT	0	3	Wild Fell Beast
DH	3	TTT	0	3	Variag Horse-Raiders
UD	0	SL	3	3	Little Snuffler
FD	0	SL2	3		
BL	3	DD	3		
W	6	CS	0		
W2	0	CS2	0		
W3	0	X	0		

hazard	Deck	Total	Type	Type
Nobody's Friend	1	10	S	agent
To Get You Away	3	3	P	agent
Full of Froth and Rage	1	3	P	attack
Watchers at the Gate	1	3	P	auto
Incite Minions	2	3	S	auto
Doors of Night	2	24	P	environment
Foul Fumes	2	2	L	environment
Twilight	2	24	S	environment
Choking Shadows	3	3	S	environment
Early Harvest	1	3	S	faction
Heart Grown Cold	1	1	P	fallen
Call of Home	1	3	S	general INF
An Unexpected Outpost	3	72	S	hand
Lost in Shadow-lands	3	3	S	HL
Bairanax at Home	1	1	P	home
Rebel-talk	1	3	P	influence
Shut Yer Mouth	1	3	P	influence
So You've Come Back	1	3	P	influence
Doomed to Die	1	3	P	mortal
Cult of the Eye	1	3	P	site
Politics	1	3	P	tap
Burdensome Commands	1	3	P	tap
Seized by Terror	3	3	S	tap

## **CREATURES**

There are 19 creatures – almost all are Animals. Only Full of Froth and Rage enhances these Animal creatures. Six creatures are territory specific that will clog the hand if you wait to play the creatures as the second-hazard player against Vidugavia.

**Variag Horse-Raiders** is the only non-Animal creature. It is a region-specific creature against those around Eastern Mordor: Nuriag, Nurad, Khand, Chelkar and adjacent regions. This is likely to only affect Vidugavia and Saruman. But the attack is vicious at 5 strikes with 9 prowess. This is good enough to keep in hand to play against Vidugavia as the second hazard player.

**Kine of Araw** is also specific to regions. It can be keyed to Forrhun, Harrhun, Horse Plains, and Southern Rhovanion and then Ruins in those regions. Each character will face a strike with 7 prowess. This attacks needs enhancing. But a character with a home site in any of these regions can tap to cancel the attack. Try to play this creature in the first deck while Vidugavia's companies are in flux.

**Morgul-rats** is not played specific to regions, but to Shadow-holds and Dark-holds. But the company must contained a wounded character or if Doors of Night is in play. The attack will be detainment, but should tap a minion or two. The attack has 15 strikes with 2 prowess and 5 body. The body should keep the creature undefeated. Against a company size of five, 10 strikes are available to reassigned as -1 modifiers. All of these strikes can be assigned to the wounded character.

**Boars** are a non-specific creature found in Border-lands and Wilderness. It has a low 7 prowess with 2 strikes. This creature needs enhancing.

**Wild Fell Beast** chooses defending characters, but needs double Shadow-lands. Its three strikes at 12 prowess with 6 body should keep this critter alive. Its effect is hideous like the creature's hide. If the attack is not cancelled, then all in the company tap after the attack. Saruman and Vidugavia are expected to be move through double Shadow-lands. Lord Denethor may as well if he dares to enter Inner Mordor. Choking Shadows adds to range.

**Little Snuffler** is a not so simple Orc creature. It has one strike with 5 prowess with 10 body. It can select defending characters. Each Ranger lowers its body by 2. It is widely playable. A non-defeated attack prevents any Scout resource to be played for the rest of the turn.

The At **Home dragon Bairanax** raises the HL of a company that has faced an animal attack by one. There are 17 animals used by minions in this Division.

## Creatures

- FH:
- BH:
- 3 RL:
- 6 SH: Morgul-rats\*
- 3 DH: Morgul-rats\*
- UD:

- 
- FD:
  - 3 BL: Boars
  - 6 W Boars
  - T
  - 3 SL
  - 3 SLSL Wild Fell Beast
  - DD
  - CS
- 

These regions include: Dorwinion, Taur Romen, Sea of Rhun, Northern Rhovanion, Southern Rhovanion, Dagorlad, Horse Plains, Harrhun, Nuriag, Nurn, Chelkar, Pezarsan, Lurmsakun, Ered Hamal.

## **HAZARD-36**

These hazards reflect the harsh existence on dusty plains and the steppes of Mordor. Order and tribal traditions keep the tribes unique. Disobedience is punished by exile, which is death.

The hazards will be quick to play on characters or on Free/Border-hold sites. This player has three Influence Destruction, seven automatic-attacks, and three tapping events.

Events that start in the playdeck are all fast except for Seized By Terror.

### Base cards-4

You have two copies of **Twilight** and two copies of **Doors of Night**. The latter event is not used by you, but it is used by other Black Players in the same division.

### Corruption/Tap-5

**Doomed to Die** will be used as a short-event targeting a Dúnadan or Man with a body less than nine. Target must make a CC modified by -2. Try to play this on a healed character.

**Burdensome Commands** requires the victim's player to have a mustering event in play. The victim has his stats reduced. Its removal mechanism is simple as receiving a healing effect, which means playing the hazard on a character engaging in combat.

**Heart Grown Cold** affects Fallen-wizards and Lords. They must use minion site cards for hero Havens. Then If the player has more than 4 stage points, he must also use minion site cards for Free-holds. If the player has more than 7 stage points, his player must also use minion site cards for Border-holds. The automatic-attack hazards can be more dangerous.

**Early Harvest** gives a chance to take a hero faction off the table. Target faction must normally be playable at a Border-hold. Make a roll, modify by one for minion, and add the faction's MPs. A result greater than 12 takes the faction to hand. A 1 MP faction like Men of Harrowdale need a 12 roll. Others like Dunlendings need 11. But Men of Dorwinion need a 10 roll.

(Rangers of the North, Dunlendings, Hillmen, Men of Harrowdale, Men of Westfold, Woodmen, Northern Rhovanion, Men of Dorwinion).

**Politics** discards some important stage resource events on a character in the presence of his Lord and might force the target to move away from his Lord. Use an agent to play it on a company without an avatar.

### Main Theme-4

Your main theme is to lower the influence of opponents. Do this by targeting direct influence or general influence. **Shut Yer Mouth** lowers the direct influence of target by two. This can be enough to remove a high-mind follower to be under GI. The roll to remove this event is high. Consider playing the hazard on the character attempting influence checks.

**Rebel-Talk** is similar, but prevents a character to be a follower. Its roll to remove is also high. Select a high-mind character in the character that is currently a follower.

**So You've Come Back** is for a character with a mind less than six. Target forces other non-followers in his company to have +1 mind. This can threaten free GI. Its removal is easy just by having target alone at a haven, thus forcing the target to move to a haven. Play on companies of a large size.

**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.

### Secondary Theme-7

The secondary theme is to enhance AAs Shadow-holds. White Players do not experience many such AAs, but any enhancement will be unexpected and harmful. The environment event can give more Shadow-holds. Now the permanent-event and short-event have more targets

**Cult of the Eye** is played on a minion Man or Dúnadan faction if Doors of Night is in play. Then all Border-holds and Free-holds containing the site have an additional AA: Men 2 strikes with 10 prowess detainment against Black players. But those with a faction in the same region have this attack cancelled. Then all influence attempts by hero players against the faction are modified by -2. Play this hazard only one your factions in Easterling Camp.

**Watchers at the Gate** create a Pûkel automatic-attack at a Shadow-hold or Dark-hold. The site gains an additional automatic-attack of Pûkel-men with 2 strikes at 9 prowess, detainment against minion companies. Play this event on a site kept in play by a minion resource event. Use Choking Shadows to make more Shadow-holds. The next hazard helps playing this hazard.

**Choking Shadows** turns a Wilderness into Shadow-lands or a Ruins into a Shadow-hold. It also adds +2 to a Ruin&Lairs automatic-attack. This enhances Seized By Terror.

**Incite Minions** copies each AA at a shadow-hold or dark-hold site; it too is a short-event. Heroes of the Gondor Division will visit 19 of the 87 such sites.

### Support Cards-3

**Seized by Terror** is an isolating, potential-tapping hazard. A hero character moving in a Shadow-land or Dark-Domain must make a roll adding his mind. A result less than 12 forces the target to return to his site of origin. This will weaken a company either making the lone character vulnerable at a dangerous site or may cause a company to be tapped after the site's AA. White Players usually do not travel in Shadow-lands, but King Vidugavia is expected to do so.

**Full of Froth and Rage** modifies Animal and Spider attack prowess by +2. This should keep your Animal creatures alive. Recycle this hazard.

**Lost in Shadow-lands** increases the hazard limit for a company by one for every Shadow-land in company's site path. King Vidugavia is expected to visit many. Théoden King, Lord Denethor are also guests.

**Foul Fumes** is a roadblock long-event. Companies without a Ranger cannot move through a Shadow-land or Dark-domain. Doors of Night taps sites with those in its site path.

You have three agents to play **To Get You Away**. Agent attacks at the new site of a company during the movement/hazard phase. Attacker chooses defending characters. Success equates to taking the prisoner to an agent's home site with a Rescue attack of Men 3 strikes with 8 prowess. **Nobody's Friend** can fetch a character to hand or help the agent to spawn far away.

### Utility-3

Outpost is a staple. Use Outpost to recycle Full of Froth and Rage and Twisted Tales.

Dâsakûn 5/1/6/7 W/R Man Easterling Camp, Variag Camp, Shrel-Kain

This Man is has a stout 6 prowess, but low 7 body. Let him use Nobody's Friend to move using To Get Him Away until he is done away.

Against the Wilderland Division move from Easterling through Brown Lands to hunt Lady Galadriel at Isildur's Tomb. The return home to Shrel-Kain to bother Lord Dain of the Northern Waste Division.

Move to home site Variag Camp when the Eriador Division appears. Move along the coast to Pelican's Coast to trouble Círdan the Shipwright. It will take one turn to reach Harondor. Then move south along the coast to trouble Pallando of the Harad Division at Khibil Ephalak with drakes.

Group 5 move home to move again reach Rohan to hurt Théoden King.

Woffung 4/1/4/8 W/D Man Lake-town, Dale, Shrel-Kain

This Man is average with 4 prowess and 8 body.

Against the Wilderland Division move west to trouble Thranduil of Mirkwood. The return home to Shrel-Kain to bother Alatar of the Northern Waste Division.

Return home first to reach near Elrond Half-elven via moving to Northern Spur in three turns. Move to the coast to Gondor when facing the Harad Division to attack Prince Imrahil.

Ullis 4/0/4/8 W/Sc Man Mistrand, Raider-hold, Strayhold

This Man is average with 4 prowess and 8 body. He can tap to use Ransom as an agent.

Against the Wilderland Division move west to hunt Radagast in Anduin Vales. Continue to move west to bother Lord Thorin in Eriador at Thaurung.

While in Eriador, hurt Lord Balin at Andoloki with drakes and Gandalf. Return home when facing the Uttersouth Division. Then move south from Mistrand to hurt The League at Ruins of Anaoshak.

Stay there to bother Saruman.

List of sites with drake or Animals automatic-attack.

Elgaer		Aeluin	
Gaven		Amon Anlug	
Isildur's Tomb		Andoloki	
Lighthouse at the Cape of Oct		Grop-Kûlkodar	
Pelican Islands		Khibil Ephalak	
Ruins of Anaoshak		Pendrath na-Udûn	
Thaurung		Pits of Angband	
Tirgoth		Remains of Thangorodrim	
Xyunai		The Drowning-Deeps	
		The Rusted-Deeps	
		Three Sisters	
		Tomb-fields of Makaburini	

ÛVATHA THE RINGWRAITH - Warrior/Scout/Ranger Ringwraith (F)

[DI: 5; P/B: 9/9; Home Site: Any site in Khand]

Unique. Manifestation of Ûvatha the Horseman. Can use spirit-magic. -3 direct influence in Heralded Lord mode. -1 prowess in Fell Rider mode. He may join another Ringwraith's company during your organization phase and requires no influence to control. As your Ringwraith, if at a Darkhaven, he may tap during your organization phase to move one resource event card from your discard pile to your play deck and reshuffle.

Lord of the Iorags

Unique. Black player only. Playable on Ulrac or a Warlord, if at a site in Nuriag or its adjacent regions and you have two unique Man factions played in such regions. If on Ulrac he becomes a Warlord. +1 DI against characters with a home site the same as a unique Man faction in play by you.

Tap this card and make a roll adding target's unused DI if traveling through a region with one of your played Man factions' home sites. If the result is greater than 9, then cancel one Man non-AA attack against the company.

## TURN 01-2.2, Minas Morgul-U

U	Ulrac	8	2	6	8	Man	W	Sc			D	0		
U	Pon Opar	6	1	5	8	Man	W		R	Sa		0		
U	Horseman in the Night	4	2	3	7	man	W				D	0		Bow of Yew
U	Jehn Remak	2	0	3	7	Man				R		0		Blazon of the eye

Dark Tryst		Ovatha's Bow		
Grachev Hos		Ruse		
Little Snuffler		Shámas		
Lost in Shadow-lands		Swift Onset		
0		0		
Turn: 1	Hand: 8	MP: 6	SP: 1	PD: 86

**Thrain** **Thranduil** **Galadriel** **Radagast** **VIDUGAV**

, Master of the House, Lord of the Haven, Radagast the Tamer, Wardens of the Woodland Realm, Lord of the Woods, Devouring Wyrms, 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, Thorkmaw at Home, Mordor in Ruins  
 , Chill Them With Fear

### ORG

Dark Tryst played. Voices of Malice played by Pon Opar to discard Smaug at Home, Ulrac taps to support, cc auto. Swift Onset played. All move to Nurniag Camp to get closer to play bow.

### MOVE

Ulrac, -sl-dd-dd,sh

HL4, Thrain plays An Unexpected Outpost shuffles Exhalation of Decay.

HL3, Thrain uses King's Judge as OG.

HL2, Thranduil plays Full of Froth and Rage (has King Spider and Flies and Spiders in hand)

### SITE

END Adunaphel.Hoarmurath

## TURN 01, vs. Thrain

### MOVE

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

HL5, Uvatha plays An Unexpected Outpost shuffles Frightful Guardian.

HL3, Ren plays Lure of Expedience on Dar.

HL2, Ren plays Despair of the Heart on Dworin

Ren has Wargs, Vuk, Uiendarlaif in hand.

TURN02-3.2

@ Nûrniag Camp,U

U	Ulrac	8	2	6	8	Man	W	Sc			D	0	
U	Pon Opar	6	1	5	8	Man	W		R	Sa		0	
U	Horseman in the Night	4	2	3	7	man	W				D	1	Bow of Yew
U	Jehn Remak	2	0	3	7	Man			R			1	Blazon of the eye

Gifts as Given of Old	Ruse			
Lost in Shadow-lands	Ruse			
Morgul-rats	Steeds			
Ovatha's Bow	Twilight			
0		0		
Turn: 2	Hand: 8	MP: 6	PD: 79	SP: 3

Thranduil Radagast Thrain Galadriel VIDUGAV

, Master of the House, Protecting their Domain, Wardens of the Woodland Realm, Evenstar of Her People, Lord of the Woods, Yavannas Plea, Devouring Wyrms, Alatar the Hunter, Merkampa at Home  
, Scorba at Home, It Stinks, Mordor in Ruins  
, Chill Them With Fear  
, Sleepless Malice

**UNTAP** {play item}

**ORG**

Steeds played. All move to Sturlurtsa

**MOVE**, Chill Them With Fear discarded.

Ulrac, -dd-sl-sl,sh

HL4-2, Thanduril keys King-spider to SL. Spider.traps,all.8p.

Roll=6. Look at random number on card: Pon Opar, Horseman. Jehn Remak.

Well-Aimed in hand; not useable.

Pon Opar, 5p+3sroll=8,ineff

Flies of Spiders played on strike. Bow of Yew tapped for Jehn Remak.

Jehn Remak, 3p+2.bow+9sroll=14,defeat

Horseman. 3p+7sroll=10,defeat.

**SITE**

Sturlurtsa. (1)Men---each faces 1s 9 p (det if the company contains only Men and horse allies)

Ulrac plays Ruse to avoid strike.

Pon Opar, 5p-1t+2sroll

Jehn Remak, 3p-1t+2sroll

Horseman. 3p-1t+2sroll

Ulrac taps to play Ovatha's Bow; taps site.

**END**

RW in hand now; WATTAN shuffles Heralded Lord.

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

HL3, Dwar plays Plague on Oin

HL1, Uvatha plays Rebel-talk on Oin

TURN03-4.2 {King Vidugavia has characters at Wain-Easterling Camp; played faction}  
 @ Sturlurtsa,T

T	Ulrac	8	2	8	8	Man	W	Sc			D	2	Ovatha's Bow
T	Pon Opar	6	1	5	8	Man	W		R	Sa		0	
T	Horseman in the Night	4	2	3	7	man	W				D	1	Bow of Yew
T	Jehn Remak	2	0	3	7	Man			R			1	Blazon of the eye

Come By Night Upon Th	Úvatha the Ringwraith		Bregalad
Gifts as Given of Old	Úvatha the Ringwraith		Great Bow of Yew
Ruse	Well Aimed		Here, There, or Yonder
Twilight	0		Hidden Haven
0	0		Memories of Axe-wielder
0	0		Skinbark
Turn: 3	Hand: 8	MP: 8	PD: 73
			SP: 3
Galadriel	Thranduil	Radagast	Thrain
			VIDUGAV
			Twilight

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** {move to influence away, discard, faction}

**ORG**

Uvatha RW played at Lâorkó to later move to play his item.

RW taps to dump to discard pile: [Bat-winged Helmet, Nûrniags(M), Mighty Steed x3.]

Avatar cards untaps Ringwraith. RW taps to dump to discard pile: [The Baradhrim league, Sceptre of Spirits, Balchoth, Black-mail Coat, One Dear to You.]

Uvatha RW stays. Ulrac+ move to Wain-Easterling Camp {can handle Awakened Plant attacks}

## MOVE

Uvatha, -,sh

HL2, Galadriel uses OG Two or Three Tribes Present

HL1, Thranduil-x

HL1, Thg-x

Ulrac, -sl-sl-ww,bh

HL4, Galadriel plays Memories of Axe-wielders on the company. +2p plant attacks

HL3, Galadriel keys Bregalad to WW. Plant.1s12p9b,det,attacker. MoAW,PtD=1s14p10b

{Should this be canceled with Ruse? Ulrac can cancel site AA.}. Selects Horseman.

Horseman, 3p-3x+4sroll=4,taps.

HL2, Galadriel keys Ents in Search of Ent-wives to WW, plant.1s14p9b,det;

MoAW,PtD=1s16p10b

Ulrac uses Well-Aimed, 6p+2.wp+2.mp+10roll=18,pass; = 1s13p10b,det

Pon Opar, 5p-3x+10sroll=12,taps

HL1, Galadriel keys Old Man Willow to WW. 1s13p, + MoAW,PtD=1s15p4b

Pon Opar taps Bow of Yew to support. Ovatha's Bow tapped to remain untap against strike.

Jehn Remak supports.

Ulrac, 6p+2.wp+3.yew+1.sup+10sroll=22,fail. 9broll=killed creature.

Come By Night Upon Them played on site.

## SITE

Wain-Easterling Camp. Men. 4s8p,det; CBNUT=4s7p,det

Ulrac, 6p+2wp-3x+7sroll=12

Pon Opar, 5p-1t+5sroll=9

Horseman, 3p-1t+12sroll=14

Jehn Remak, 3p-1t+4sroll=6

Ulrac taps to make INF on faction using Gifts as Given of Old.

+2.di+2.card+3.res+2.site-5.Xalign-8.faction-7.roll(vidugavia)+11.iroll=0,tie!

Horseman would have been successful.

**END** {good turn, no wounded, kept Ruse in hand} Akhorhail.Dwar(next turn)

TURN 03 vs. Thranduil

**MOVE**

Thranduil, -,haven

HL3, Ren plays Worn and Famished

HL2, Ren uses Rabies OG

HL1, Uvatha plays Doors of Night.

Shipwright taps to use Marvels Told, The Moon is Dead, Emissary supports, -2.res+1.sup=auto.

Bladeorthin,-w-w-bl-w,Ruins

Plays Gates of Morning, Uvatha counters with Twilight.

HL3, Ren plays Wake of War

HL1, Uvatha has Foul Fumes, Incite Minions, Choking Shadows in hand.

First mini-turn, play Foul Fumes.

TURN 03, vs. Radagast

**MOVE**

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.

Foul of Fumes taps site.

Aiwendil, moving through two W, dumps 3 resources: Escaped Slaves

The Great Eagles, Ents of Fangorn

TURN 03, vs. Galadriel

**MOVE**

Galadriel, -,haven

HL2, Uvatha plays Doors of Night.

HL1, Uvatha plays An Unexpected Outpost, DON, to shuffle Heart Grown Cold and

Incite Minions

Mirror of Galadriel played. Smoke Rings shuffles Mirror of Galadriel

{ see others deck: Spying Out the Land,Easterlings(M),Twilight,Foul Fumes Seized By Terror }.

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

TURN04-4.2 {Vidugavia's heroes at Riavod, but are weak}

@ Lâorkó, U

T	Uvatha the Ringwraith	x	5	9	9	RW	W	Sc	R			x	Variag-king of Khand
---	-----------------------	---	---	---	---	----	---	----	---	--	--	---	----------------------

@ Wain-Easterling Camp, U

U	Ulrac	8	2	8	8	Man	W	Sc			D	2	Ovatha's Bow
T	Pon Opar	6	1	5	8	Man	W		R	Sa		1	Bow of Yew
T	Horseman in the Night	4	2	3	7	man	W				D	1	Blazon of the eye
T	Jehn Remak	2	0	3	7	Man			R			0	

Asdrags		Ruse				Beorning Toll
Easterlings(M)		Spying Out the Land				Beornings(H)
Heralded Lord		Twilight				Dark Quarrels
Incite Minions		Well Aimed				Dark Quarrels
0		0				0
0		0				Lord of the Carrock
Turn: 4	Hand: 8	MP: 8	PD: 61	SP: 3		Radagast
Radagast	Thranduil	Galadriel	Thrain	VIDUGAV		Radagast

Forewarned is Forearmed

, Protecting their Domain, 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

, Wrath of the Olvar

, Worn and Famished, Foul Fumes, Wake of War

## UNTAP

### ORG

Uvatha taps to shuffle from SB: Swag.

Uvatha plays Spying Out the Land [Radagast reveals Lord of the Carrock]

Jehn Remak follower of Ulrac.

Move Uvatha RW to Chey Goumal. Ulrac+ moves to Easterling Camp.

## MOVE

Ulrac, -ww-sl,bh Easterling Camp {Smeagol is here}

HL4, Radagast plays Lord of the Carrock as permanent-event

HL3, Radagast plays Stench of Mordor; Uvatha counters with Twilight.

HL1, Thranduil keys Giant Spiders to WW. Spiders.2s10p, WoW+PTD=3s12p

Ulrac taps to play Ruse to cancel attack. [Black Vapour in hand]

Come By Night Upon Them played on site.

Uvatha, -sl-sl-dd,haven Chey Goumal

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

Forced March played. Nuriag Camp with its high AA prowess.

+

Uvatha, -dd-sl-sl,bh Nuriag Camp

HL2, Radagast-x

HL1, Thranduil-x

HL1, Thg-x

## SITE

Easterling Camp, (1)Men---each faces 1 s with 5 p (detainment against covert company)

CBNUT+DON=each.3p

Ulrac, tapped, sroll

Pon Opar, 5p-3x+9sroll=11

Horseman, 3p-3x+7sroll=7

Jehn Remak, 3p-3x+7sroll=7

Horseman taps to make INF attempt on Easterlings.8,

+2.di+1.card+2.eye+2.mod(Wain-Easterlings) -2.mod(M.Dorwinin)+8iroll=13,pass

**END** {good turn; play faction, character next turn and gold ring too!} Desert.Ren(next turn)

TURN 04 vs. Thranduil

**MOVE**

Shipwright, -,haven T halls

HL2, Hoarmurath-x

HL1, Uvatha-x

HL1, Smg-x

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.

Thranduil, -w,fh Refuge Elf-Path creatures key to site

HL2, Hoarmurath-x

HL1, Uvatha-x

HL1, Smg-x

TURN 04 vs. Radagast

**MOVE**

Grimbeorn, -,fh Beorn's House

HL3, Uvatha uses OG Incite Minions

HL2, Hoarmurath plays Twilight to discard Gates of Morning

Radagast, -dd-bl-sl,RL Ovir Hollow

HL3, Uvatha plays Seized By Terror on Wacho, 2.mind-12+8hroll=-2. Returns

HL1, Hoarmurath-x Good time to play Undead!

TURN05-2.3 { Vidugavia at Tol Buruth, Riavod }

@ Easterling Camp, T

T	Ulrac	8	2	8	8	Man	W	Sc			D	2	Ovatha's Bow
U	Jehn Remak	2	0	3	7	Man			R			0	
U	Pon Opar	6	1	5	8	Man	W		R	Sa		1	Bow of Yew
T	Horseman in the Night	4	2	3	7	man	W				D	1	Blazon of the eye

@ Nuriag Camp, T

T	Uvatha the Ringwraith	x	5	9	9	RW	W	Sc	R			x	Variag-king of Khand
Asdriags		Heralded Lord											Dragon-feuds
Boars		Nevido Smôd											Dragon-feuds
Corsairs of Rhûn		Nûriags											Get You Gone
Gleaming Gold Ring		Well Aimed											Reforging
0		0											Subtlety of Guile
0		0											Token of Goodwill
Turn: 5	Hand: 8	MP: 10	PD: 53	SP: 3									Valiant sword
Dain	Thorin	Evermist	Alatar	VIDUGAV									Velocity of Haste

Gates of Morning Spring of Arda Spring of Arda

, Wardens of the Woodland Realm, Redoubled Force, Summons from Long Sleep, Ice Drake, Summons From Long Sleep, True Fire-drake, Merkampa at Home, Traitor, His Own Master, It Stinks, Mordor in Ruins

## UNTAP

**ORG** {weary to move through double W or double SL against this division of having drakes}

Uvatha stays. Not many factions left to play; use Heralded Mode to play them.

Ulrac and Jehn Remak move to Relerindú

Pon Opar and Horseman move to Raider-hold.

## MOVE

Uvatha, bh. Nuriag Camp

HL2, Dain uses OG Subtlety of Guile

HL1, Thorin-x FrenzyM,dragon,Orc-watch in hand.

HL1, Thg-x

Ulrac, -sl-sl-w,bh. Relerindú

HL2, Dain-x

HL1, Thorin-x Keep Orc-watch in hand for next company.

HL1, Thg-x

Pon Opar, -sl,bh. Raider-hold

HL2, Dain-x

HL1, Thorin keys Orc-watch to SL. Orcs.3s9p

Pon Opar, 5p-3x+3sroll=5,taps

Pon Opar taps bow for Horseman's strike

Horseman, 3p-3x-1e+2.bow+12sroll=13

## SITE

Nuriag Camp. (1)Men---3 strikes with 8 prowess (detainment)

Uvatha, 9p-3x-2e+8sroll=12

Uvatha taps to make INF on Asdriags.10

5.di+3iroll=8,fail.

Raider-hold. (1)Men---each character faces 1 strike with 7 prowess (detainment)

Pon Opar, 5p-3x+9sroll=11

Horseman, 3p-3x+4sroll=4,taps

Relerindú, (1)Men---each character faces 1 strike with 6 prowess (detainment against covert)

Ulrac, 6p+2wp+3x+8sroll=13

Jehn Remak, 3p-3x+6sroll=6,taps

No risk for 6 cp for Ulrac.so no gold ring now.

**END** .Adunaphel:Dwar

{no tapping of a site; no worries for hero division is weak against B Holds and S Lands }

TURN05 vs DAIN

**MOVE**

Dain, -bl-w-w, haven. Iron Hills

HL2, Uvatha plays Full of Froth and Rage

HL1, Uvatha keys Boars to BL. Animals.2s7p, SpringA+FFR = 3s9p

Dain, 6p+11sroll=17

Gimli, 4p-1e+5sroll=8, success. 6broll=wounded. Nice creature play!

N.Gror, -bl-w-w, haven. Iron Hills

HL2, Uvatha plays Shut Yer Mouth on N.Gror

HL1, Uvatha plays Bairanax at Home

N.Gror taps to play Get You Gone to cancel hazard before it resolves.

Passive Condition; Taint of Ambition, Nali supports

-1.taint-1.item-1.school+1.sup+5sroll=3.

Advisor, -, haven. Iron Hills

HL2, Uvatha-x

HL1, Ren-x

HL1, Smg-x

Advisor taps to play Marvels Told to target Awaken Denizens, 7croll-2.res=5.

Smoke Rings shuffles from DP Marvels Told

Stonehelm, -w-w, RL. Irerock

HL3, Uvatha-x

HL2, Ren keys Wolves to W. wolf.3s8p

Stonehelm, 4p+3sroll=7, success. 7broll=wounded

Dwarf-miner, 3p+10sroll=13

Mountaineer, 2p+4sroll=6, success. 3broll=wounded

HL1, Ren plays Rabies on Mountaineer

Smoke Rings shuffles from DP Lucky Strike

TURN05 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.