

## DESERT/ORCS

50avatar

<b>C</b>	8	Mount Arysis	<u>RESOURCE DECK/HAZARD DECK</u> 40 cards in R. deck, 25 cards in sideboard 40 cards in H. deck, 15 cards in sideboard 10 characters in deck 8 starting cards 138 total cards 16.5 creatures DC: 5.char+34res+17haz
<b>I</b>	7	Great Desert	
<b>F</b>	8	vs. Bavor's Tribe	
<b>A</b>	1	Harad Division	
<b>M</b>	7	Factions & Burning	
<b>K</b>	1	Orcs Capture	

Under the hot rays of the yellow globe and over the Mirror of Fire orcs tread from outpost to outpost. Not seeking domination or new lands these Desert Orcs, fragments of The Storm Lord's army of long ago. Now these counterfeits roam the sands from the Ered Hamal to the Tûr Betark. Alliances have been made with the demons from the deeps or the desert to disrupt trade and raid villages of Greater Harad.

Orcish Marauders and other denizens will raid caravans and instill fear and doubt of all those that has the Great Desert as a border. Lost of commerce and trade will grow greed and friction between the Mannish leaders and communities.

Nazog is a bastard son of a Harad Princess banished to live in the desert to later form and lead an orc host to allow a rival family to take control of Upper Khand. This Half-orc is the master of all the orc tribes of the deserts. A merger with orcs from the Tûr Betark was made with the demon Magurgoth. The fire-demon's war chief Gorshûk is the leader of orcs from the Ered Ormal. Araudagul is a half-troll from the Ered Hamal. His hold south of those mountains gives access to the Chey, Upper Khand, and Chy.

This player will play powerful weapons and Orc factions combat at dwarf-holds and quick desert movement, respectively. CvCC against wandering dwarves and fortifying multiple healing sites is important for this player. Mount Arysis will be a Lair for the Warlord Nazog. An oasis will be made into a shadow-hold after its repair. A Well of Ladnoqa will then be dedicated.

The sites spread from Mardruak to Ered Hamal to Easter Spur of the Yellow Mountains. Factions and allies aid in the movement through the desert regions. Adûnaphel and Akhôrahil will remain on the borders of the desert and the renegades on the sea may be seen in Harshandatt. These overts must remove the leaders of the Stiffbeards and thus aid to the Far Harad Free Peoples.

What I like about this deck are the specific resources to the Desert to form a true raiding party with the prowess to attack dwarf-holds. Many site cards will be made for outposts.

RESOURCES(40/25)

2	<b>Flails of the Horse-Slayers</b>	
1	<b>Orc-Curiass</b>	
1	Vile Fumes	
2	Black Mace	
2	Southern Scimitar	
1	Black-Mail Coat	
2	Desert Amber	
*	<b>Compass</b>	
*	Saw-Tooth Blade	
1	Strange Rations	
1	<b>Kilmakur</b>	
1	Snaga-hai	
1	<b>Orcs of the Ered Harmal</b>	
3	<b>Giants of the Ered Harmal</b>	
1	Desert Orcs	
1	Desert Orcs	
1	Desert Orcs	
3	Sand Demon	
1	Sharpen Blade	
1	Tribute Garnered	
1	Long Grievous Siege	
1	That Ain't No Secret	
1	Deep is the Abyss	trophy
3	Smoke on the Wind	
1	Have You Seen the Baggins?	
1	<b>Noble Hound</b>	

16/10

2	Swift Strokes	W
2	Tidings of Death	
3	Voices of Malice	Sa
2	Conjure the Tempest	Sa
1	<b>Blade-master</b>	pe
2	Foul Trophies	pe
2	Severed Tokens	pe
1	I'll Be At Your Heels	comm
1	No More Nonsense	pe
1	Instill with Malice	pe
1	Hatred	pe
1	Second in Command	comm
1	Warlord	s2
2	War-Lord's Lair	s1
*	A Few Trusty Lads	pe
1	Hold Rebuilt and Repaired	pe
2	Orc Garrison	pe
1	<b>Engines of Defense</b>	pe
1	<b>Concealed Entrance</b>	pe
1	<b>Walls Behind Walls</b>	pe
1	<b>Fortress Reclaimed</b>	pe
1	<b>Guinarnen</b>	pe
3	Vermin for Dinner	pe
1	<b>Well of Ladnoqa</b>	pe
1	Awaiting the Call	pe
1	<b>Patrol the Area</b>	pe
3	Weigh All Things To A Nicety	
1	<del>Swift Onset</del>	<del>s2</del>

24/15

**HAZARDS(40/15)**

3	Orcish Marauders	orc	1	2	7	.	rl	BL,W,T
3	Orc Watch	orc	1	3	9	x	sh,dh	SL,DD
3	Orc-Warband	orc	1	5	4	x	rl,sh,dh	W,SL,DD +3P
1	<b>Magurgoth</b>	maia/spawn	4	3	14	8	Bar Falin, EvCS	
3	Vultures	animal						
3	Demons of Vatra	demon	2	2	12	5	rl(TT,ST)	
	<b>16/0</b>							
1	Twilight	S.env-						
1	Peril Returned							
1	Hard to Tame	P.tap-avatar,dwarf						o2
1	Greed	S.corruption-						o2
1	Grasping and Ungracious	P.corruption						x2
1	Covetous Thoughts	P.corruption						x2
1	Rebel-talk	P.influenceX-						
1	Shut Yer Mouth	P.influenceX-						
1	So You've Come Back	P.influenceX-						
1	Brutal Commands	P.influenceX-						
1	Burdensome Commands	P.influenceX-						x1
1	Forgot His Orders	P.char-leader						
3	Fruitless Victory	S.cycle						
1	Too Much to Ask	P.ally						x1
1	Realm of the Storm-king	P.play-creatures						x2
1	Minions Stir	L.						
1	Host of Bats	L.creature						
1	Waylaid Wounded OD	P.prisoner.hobbit						
2	Imprisoned and Mocked	P.						
1	The Back Door	L.						o1
1	Soldiers of the Dark Lord	P.						
2	Incite Denizens	S.site-attack						
2	Awaken Minions	L.site-attack						x11
1	It Stinks	P.site-attack						
1	Frightful Guardian	S.site-attack						
1	Hurling Rocks	L.move-attack						o1
1	Dark Days							o1
1	His Own Master	P.						x1
1	Mirage	P.roadblock						x2
1	The Way is Shut	L.roadblock						
1	Call of the Deeps							x2
3	An Unexpected Outpost							

## SITES

BM	<i>Bozisha-Dar</i>	heal		
HA	Elanthia	Info, m, M, G	tp.w7, elf.3c9	*
EH	Arentaurr	m, M	elf.xw8	*
EH	Azagarbhun	m, M, ring	dwarf.3w9	<i>hidden</i> + Giants
MF	The Great Oasis-o	Info	elf.4w10,maia1w15	<i>hidden</i> Instilled with Malice
YM	Mablád-Dûm	m, M, ring	dwarf.xw9	<i>hidden</i> ( <i>avatar</i> ) Vile Fumes
Ye	Narad-Dûm	m, M, G, ring	dwarf.3w10	<i>hidden</i> ( <i>SK, df pz</i> ) Smoke
Mk	<i>Monastery of True F</i>	Info	dun.xw8	<i>hidden</i> (Rsl) That Ain't Secret
AB	Tenolkachyn-bg	m, M	men.xc9	scimitar
Bz	<i>Auz Azunan</i>	m	wose.3w6	Strange Rations
Pz	<i>Korondaj</i>	m#, M#	men.4c8	*
Ay	<i>Maresh</i>	Info, m	men.3c6	*
Sk	<i>Ankruz</i>	m	men.xc6	Foul Trophies
EP	<i>Tûl Póac-o</i>	Info, m	men.xc7	Foul Trophies
Is	<i>Tûl Isra-p</i>	m	men.xc8	*
EH	Quarries of Nosharud	m, Mt	rock2w7, giant1w12	*
DS	<i>Urud-an-Khibil</i>	m, M	demon.3w8	Desert Orcs <i>hoard</i>
KA	<i>Killing Fields</i>	m, M	undead.2w8	SandD <i>hoard</i>
KA	<i>Khibil Ephalak-o</i>	m, M, G, ring	drake.3s12p, Sd	Curiass, SandD <i>hoard</i>
If	<i>Sud Sicanna-o</i>	Info, m, M	trap.3w8, undead.1w11	SandD
Zj	<i>Mûmakil Cemetery</i>	m, M	undead.4w9	flails
NT	<i>Abandoned Caway</i>	m, M, ring	trap.3w7	Snaga+DO+HRR+OrcG+WL
Is	<i>Charnesra-p</i>	m, M, ring	undead.2w8	*
SS	<i>Pred</i>	m, M, G	pukel.3w12	<i>hidden</i> ( <i>wose</i> ) Black Mace
SS	<i>Tower of Birds</i>	m, M	wose.3w8	<i>hidden</i> (Rsl) Sharpen Up
HZ	<i>Amrun</i>	Info, m	men.4c8	Desert Amber
Ay	<i>Mount Arysis</i>	m, M, ring	orc.3w7	Desert Orcs, WLair, OrcG
MF	<i>Fuinur's Well-o</i>	m, M	demon.1w11	Black-Mail Coat
Ag	<i>Litash</i>			

**MINIONS-10**

15-4-4-2-1

2 Nazog	7/2/5/9*+	W/Sc/D	Horc	L	Sturlurtsa	+1DI.orcs,+1P.sunlands, d9
2 Gorshûk	5/1/5/8+	W	L	Orc	Kala-Ogurk	+1DI.orc, +1Pdwo d8
2 Araudagul	5/2/5/9+	W/R	Htroll	L	Mount Arysis	+1DI.orcs,+2DI.F(oHarmal)
1 <i>O-chieftain</i>	4/0/4/8+	W	orc	L	DH	+3DI.orcs, d8
1 <i>O-shaman</i>	4/0/3/7*+	W/Sa	uruk	sp	any orcH	
1 <i>O-shaman</i>	4/0/3/7+	W/Sa	uruk	sp	any orcH	
1 <i>Forest Troll</i>	4/0/4/8+	W/R	troll			
1 <i>O-tracker</i>	3/0/3/8*	W/R	orc		DH	1CP; d7,8
1 <i>O-tracker</i>	3/0/3/8	W/R	orc		DH	1CP; d7,8
1 <i>O-tracker</i>	3/0/3/8	W/R	orc		DH	1CP; d7,8
<i>O-snuffler</i>	2/0/2/8+	W/Sc	orc		DH	1CP, d7,8
<i>O-Grunt</i>	2/0/2/9+	W	orc		orc hold	1CP; d9
<i>O-Grunt</i>	2/0/2/9*	W	orc		orc hold	1CP; d9
<i>O-veteran</i>	2/0/4/8*	W	orc		DH	1CP, d8
<i>O-veteran</i>	2/0/4/8*	W	orc		DH	1CP, d8
<i>O-brawler</i>	1/0/3/8+	W	orc		DH	1CP, d7,8

starting companies: Bozisha-Dar <A Few Trusty Lads>

1 <i>O-tracker</i>	3/0/3/8	W/R				
2 Nazog	7/2/5/9	W/Sc/D	Saw-Toothed Blade			
1 <i>O-shaman</i>	4/0/3/7	W/Sa	Compass			
<i>O-veteran</i>	2/0/4/8	W				
<i>O-veteran</i>	2/0/4/8	W				
<i>O-Grunt</i>	2/0/2/9	W				

18/25 (20+5) GI unused

#1 Blood-host &lt;A Few Trusty Lads&gt;

[CvCC]

<b>Nazog-L</b>	8/13/10/10	W/Sc/D	Ho 3	scimitar+Master, W, Hatred, NMN, Guin, yx3, Heels
<i>Shaman</i>	4/0/3/9	W/Sa	ur 1	compass, coat
<i>Forest Troll</i>	4/0/7/8	W/R	t 3	mace
<i>O-Grunt</i>	2/0/4/9	W	o 3	blade, Sharpen, Malice (2P.EMD)
<i>O-snuffler</i>	2/0/2/8	W/Sc	o 1	
<i>O-brawler</i>	1/0/3/8	W	o 0	

#2

[factions, influence]

<b>Araudagul-L</b>	5/4/7/9	W/R	ht 2	flails, yx1
<i>O-chieftain-L</i>	4/3/4/8	W	o	+1Second

#3 Arigagna; Followers of the Evil Spirit Mt. Arysis

&lt;Warlord's Lair, Orc Garrison ,Engines of Defense, Concealed Entrance, Walls Behind Walls

<b>Gorshûk</b>	5/3/6/10	W	3	cuirass
<i>O-shaman</i>	2/0/3/7	W/Sa	0	Awaiting

## OVERVIEW

This player is an avatarless Black Player. Nazog is a Half-orc that will make the Desert a Kingdom for the Orc with slaves along the mountains and coasts. Desert travel will be common, so you need Rangers and means to heal. Many resource permanent-events, 23, will have you a fast third deck. You want to have two new sites for healing, which are near to dwarf-holds.

Only seven unique resources and characters are in this deck.

## CHARACTERS

All of your minions are orcs, except for one troll. Race count is 10 orcs, 3 uruks, one half-orc, a troll, and a half-troll. There are four leaders and two spirit-mages. Only three unique minions dare to walk the Mirror of Fire. Each has a home site near or in the Sun-lands. No other minion player has fewer unique characters. Average mind id 3.31 is the third smallest of minion players. Each character has 1.63 skills, which is a bit below average. It costs 2.04 mind per skill – less than 2.29 average. There are three minions of five mind or greater. Only Dark Dwarf has fewer such characters.

No skill is vital, but Sage. Rangers are important. Skill count to all Warriors, 2 Scouts, 5 Rangers, 2 Sages, and a single Diplomat.

There is enough fodder to be reckless during the game. You may need to visit a Darkhaven or Lugular to play the non-unique Orc characters. Only two sages are smart enough to be counted in the ranks for this upstart Orc.

Nazog is an half-orc leader from Sturlurtsa. His 7-mind makes him a perfect Warlord. A 2 DI is below average, but his trophies double the influence bonus. A 5 body and 9 prowess make him stout to face tough strikes. Three skills allow him to from his own small company: W-Sc-D. He starts the game to quickly earn trophies. All of desert will be given to him.

Araudagul has been recruited from Mount Arysis for his own fiefdom. He is a 5-mind Half-troll with normal 2 DI and +1 DI against Orcs. He is a Leader and a useful Ranger. A 5 prowess is mighty for use to flip an elf into a fire, but a 9 body can make him valuable in a core company. His Ranger skill in the Sun-lands is valuable. The Ered Hamal and its foothills will be is reward.

Gorshûk has been hired to bring pain to the Ered Harmal with no big bosses nearby. This Orc has 5 mid-mind, a strong 5 prowess and 8 body. His 1 DI is the reason for his inclusion. This leader will be kept at a site with a Thrall-ring to have a follower. He has +1 prowess against Dwarves and Orcs. He has +2 DI against the Ogurk-Bash faction. His home site is nearby at Kala-Ogurk.

Orc-Shaman is the only non-unique overt Sage. His 4-mind is expensive, but worth is Warrior and Sage skills. A 3 prowess is average, but a 7 body is worrisome. He can normally use spirit-magic. A home site of any Orc-hold can make his play easier. He has +1 DI if bearing a trophy. His special ability is to tap and remove a trophy in the company or prisoner he controls from the game to heal an Orc or Troll in the company.

There are three copies of Orc-Tracker providing Ranger skill. Tracker is a 3-mind Ranger with average 3 prowess and 8 body with 1 corruption point. He discards on a 7 or 8 body check. These characters are replacements for Mauhûr.

Orc-Snuffler has 2 prowess and 8 body. Also he has 1 corruption point. He discards on a 7 or 8 body check. He provides the Scout skill.

Orc-Veteran and Orc-Grunt are 2-mind Orcs providing a slot to face tough strikes. There are four of these in the deck. Breeder's Stock can get them into play.

Orc-Brawler is a one mind 3 prowess Warrior.

## COMPANIES

The starting company will be at Bozisha-Dar with A Few Trusty Lads. Nazog is the leader. Tracker is the Ranger. Two Veterans and a Grunt will protect Nazog and Shaman. Give the Sage Compass and the weapon to Nazog. Keep Shaman at the Darkhaven.

*starting companies:* Bozisha-Dar <A Few Trusty Lads>

1 <i>O-tracker</i>	3/0/3/8	W/R	
2 Nazog	7/2/5/9	W/Sc/D	Saw-Toothed Blade
1 <i>O-shaman</i>	4/0/3/7	W/Sa	Compass
<i>O-veteran</i>	2/0/4/8	W	
<i>O-veteran</i>	2/0/4/8	W	
<i>O-Grunt</i>	2/0/2/9	W	

## #1 Blood-host

Nazog is a true Warlord. He is the Kritar of the Agar-hoth or Blood-host. Many events will be earned by him. First, his starts are 7/3/6/9 against orcs and in the Sun-lands. You will only leave the Sun-lands to enter a mountain region.

Give him a Southern Scimitar for 9 prowess. Three trophies changes that to 10 prowess and 7 direct influence. A Few Trusty Lads crowns him with 8 direct influence against Orcs. Warlord and No More Nonsense, and a command has him at 13 DI against Orcs. He will drink the waters of the Guinarnen for +1 mind, prowess, and body. He commands with I'll Be At Your Heels. Men flame his hatred. He was trained as a Blade-master. All this has our Half-orc at 8 mind, 13 direct influence, 11 prowess in the Sun-lands (12 against Men) carrying 3 corruption points.

Prowess:  $11 = \text{Base}.5 + 3.\text{weapon} + 1.\text{trophy} + 1.\text{guinarnen} + 1.\text{sunlands} (+1.\text{men})$ .

DI:  $13 = \text{base}.2 + 1.\text{orcs} + 3.\text{trusty} + 3.\text{warlord} + 2.\text{nonsense} + 4.\text{trophies} - 2.\text{heels}$

Shaman is needed as a Sage to use Compass to enter hidden sites. He has Black-Mail Coat for 9 body. He also has That Ain't No Secret to use Compass. Forest-Troll is the Ranger with a Black Mace for 7 prowess. Heels helps with corruption. Brawler is the guard with his 3 prowess. Grunt has a Sharpen Up Saw-Toothed Blade Instilled with Malice for 6 prowess against Elves, Maiar, and Dwarves and 4 prowess against all other strikes.

Move this company to hidden, Free-hold sites and others with tough attacks. You can move to Mount Arysia where another unique leader, Gorshûk, is found. You may need to arrange his company for more direct influence against the Giants faction. The command card may be taken to hand, Brawler & Snuffler go to general influence to free 5 DI.

#1 Blood-host	<A Few Trusty Lads>	[CvCC]
Nazog-L	8/13/11/10 W/Sc/D	Ho 3 scimitar+Master, W, Hatred, NMN, Guin, yx3, Heels
<i>Shaman</i>	4/0/3/9 W/Sa	ur 1 compass, coat
<i>Forest Troll</i>	4/0/7/8 W/R	t 3 mace
<i>O-Grunt</i>	2/0/4/9 W	o 3 blade, Sharpen, Malice (2P.EMD)
<i>O-snuffler</i>	2/0/2/8 W/Sc	o 1
<i>O-brawler</i>	1/0/3/8 W	o 0

Araudagul is a half-troll leader from Mount Arysis. He needs to stay away from A Few Trusty Lads. One trophy gives him 4 DI to control one minion. Flails of the Horse-slayers modifies him to 7 prowess. His Ranger skill helps with Desert movement.

Orc-Chieftain is the Second in Command so to have 3 DI against orc factions. Keep these at Bozisha-Dar close to sites for playing factions (4), Suzar Sumar items(2), Flails, allies (2). Give these two the Demon allies. Two of the allies and the Sun-land Ranger skill allows them to move through three Deserts. You can move from Arysis to Haruzan, Mardruak, Felaya, Kes Arik, Ne Tava.

#2			[factions, influence]
Araudagul-L	5/4/7/9	W/R	ht 2 flails, yx1
O-chieftain-L	4/3/4/8	W	o +1Second

### #3 Arigagna

Gorshûk has Orc-Curiass. The armour gives +1 prowess for 7 and +2 body for 10 body and boost to direct influence. Two orc factions gives him 4 DI to control Shaman or Chieftain.

Gorshûk and Shaman will be the third company at Mount Arysis to keep cards in play. The site will be a Warlord's Lair. As a Lair the site becomes hidden and allows healing. However, it will be discarded if it the site leaves play. Orc Garrison will keep the site in play until an enemy enters this site. But as a hidden site, no company can normally enter into the site.

Engines of Defense will prevent Tower Raided to be played even if a hero company enters. Also, the two hero version's attacks become: 1) Orcs 3 strikes with 9 prowess, 2) Trolls 1 strike with 11 prowess. Walls Behind Walls and Concealed Entrance will be on the site. A hero moving to the site must tap a Ranger and a Scout. You can discard one event to untap the site.

~~Give Shaman Own Thoughts and Devices, and Awaiting the Call. When Shaman is not tapping to play Voices of Malice tap him to draw a card.~~

#3	Mt. Arysis		
< Warlord's Lair, Orc Garrison, Engines of Defense, Concealed Entrance, Walls Behind Walls			
Gorshûk	5/3/6/10	W	
O-shaman	2/0/3/7	W/Sa	0 Awaiting

## WARLORDS

Nazog will be a Warlord. First, he needs two trophies. Severed Tokens is a possibility. These 6 SP will come from: 2-Warlord, 1-Lair x2, 2-Swift.

## ITEMS

There are 12 items. Items include one technology, two greater, two major, six minor, and one special item. There are plenty of sites to play the minor items at Border-holds.

One greater item is armor, **Orc Cuirass**, that grants a high body bonus +3 (max.9), +1 prowess, and +1 DI bonus for every two of your orc factions. You might store this item first until you have many Orc factions in play to support its 3 corruption points.

**Flails of the Horse-slayers** is a special item only playable at a specific site. It provides +2 prowess to a maximum of 8. It has two tapping features: modify a horse or oliphaunt ally body by -2 or negate a weapon borne by opponent in combat, which bearer faces. This weapon is important for the Power Decks.

**Black Mace** is a greater item. The mace also gives +1 prowess against elves. Its three corruption needs to be managed.

**Southern Scimitar** is a blade major item. It provides +2 prowess to a maximum of 8 for two corruption points. But a Sun-lands character gains +3 prowess.

**Black-mail coat** is for Orc-Shaman to help with its weak 7 prowess. Prioritize playing this item.

**Saw-Tooth Blade** is a simple weapon giving any character +1 prowess to a maximum of 8. You will add Sharpen Up and Instilled with Malice.

**Vile Fumes** is a technology item. You want to use this to change a Shadow-hold into a Ruins. That will replace the site's normal automatic-attacks with a Gas attack. Once you play Desert Orcs you can move away discarding the site and the item.

~~—Pale Enchanted Gold is a treasure and hoard special item. Discard to cancel a detainment attack by elves, which won't happen. But cancels any attack by Dwarves or Men. You plan on visiting four sites with Men or three sites with Dwarves attack. Dragon sickness can target this item. There are four hoard sites in the Sun lands.~~

**Desert Amber** is a stone that allows a native to the Sunlands to tap to heal another in the same company. Another use is to attempt the removal of a corruption hazard. You will be away from healing sites.

**Foul-Smelling Paste** is a food item to either help move one more region or to untap the bearer. You should have plenty of resources to move. Use this food to play a Giants faction. Then give this item to the company staying at an Oasis with a dug Well of Ladnoqa.

Another food item, **Kilmakur**, is played on any oasis or swamp. This is good to give +3 prowess against non-combat attacks this turn, or increase bearer's mind by two, or give bearer +5 prowess against heat-based attacks. This is good against Dwarven Fire.

**Compass** is held by a Ranger tapping the item to cancel any effect for the turn that replaces company's new site. Or Sage bearer taps to fulfill all requirements to reveal or move to a hidden site if a Knowledge card is in the company. You plan to visit at least two hidden sites.

## FACTIONS

You will play factions to help with movement or to trouble players. Tidings of Death, long-event, provides two rolls each modified by -1. ~~Great Army of the North will be played as a permanent event to provide +1 to Ore faction influence attempts.~~

Giants of the Ered Harmal is playable at any non-Haven site in Ered Harmal if you discard a food item and the influence attempt is greater than 10. Tap this faction to discard a Giant hazard creature from hand to make non-unique ore items playable at sites in the mountain region for that turn. You want to play **Tribute Garnered** on this faction.

Orcs of the Ered Harmal grants an orc influencer +2 and Uruk-hai Orcs though have -2 modifier for a roll of 10 to succeed. The home site is in Arysis, but it is adjacent to Ered Harmal. Patrol the Area will affect Khand, Lurmsakun, Arysis, Siakan, Clyan, Orgothraath, Heb Aaraan, and Nurad.

Desert Orcs will help moving in deserts. It is restricted to Orc-holds in a Desert of Ruins in Deep Deserts. You need to influence greater than 8. Then tap this faction to either allow overt company moving through a Desert to move one extra region or cancels The Sun Shone Fiercely for one company with an Orc moving in the Sunlands.

Snaga-hai [9] is a faction to be fonder during the war. It will take the assault in the first attack during the war.

## ALLIES

Sand Demon is the only ally. As a demon he can be summoned using **Conjure the Tempest** at a Ruins&Lairs in a Desert. The 2-mind ally is a Scout with a low 2 prowess and normal 8 body. Tap the ally to allow his company to move an extra region if the site path contains a Desert. The ally must stay at or move to a site in The Sun-lands, Mordor, or adjacent regions else he returns to the sands. Coastal Sea in its site path, River, or Enchanted Stream will do the same. The Sage event will play the creature from the discard pile. There are seven Ruins in Deserts. Most have tough automatic attacks.

## MISSIONS

**Smoke on the Wind** is a nice prize of 3 MP. One dwarf-hold in the Yellow Mountains. Two attacks are faced: Men of 5 strikes with 8 prowess and Men of 1 strike with 12 prowess. Play this mission in the second deck with a company of many minions. Use a food item to tap the site.

**Sharpen Up** is there to handle Elf and Maia attacks. Play this event on Saw-tooth Blade at a Ruins. That blade will gain +1 prowess for one corruption point.

**Instilled with Malice** is a Ritual played by an overt sage or spirit-mage at an Information site. You will play the event on Saw-Toothed Blade selecting Dwarf as the bane giving the weapon +2 prowess against that strike type.

**That Ain't No Secret** is a Stolen Knowledge event played at an Information site. You need this event to use the Compass item.

**Long Grievous Siege** is a simple 1MP event that hurts a player with its faction MPs. Play this event on Giants of the Ered Harmal on a Border-hold adjacent to the Ered Harmal region. These giants will not go to war.

**Have You Seen the Baggins** is a prisoner event to help the Necromancer with interrogations. Have this in hand along with a hero ally. Noble Hound is the target. You need to visit a Border-hold. The Hospice of Lost Faith, Korondaj, Auz Azunan are all good sites. The event is played on a company at a Darkhaven. Go to the Border-hold and tap a character to place the ally with that character. Next, the company faces the automatic-attacks again. Then store the event with the ally at Minas Morgul for 1 MP. You can shuffle the Baggins event and Foul Trophies. Move to Korondaj, defeat the site attack, play Foul Trophies, capture the ally, then the site attack will be one strike with 11 prowess.

**Deep is the Abyss** is a trophy. You use this to discard a Lord or Wizard player after combat. You avatar faced a failed strike from a Wizard or Lord. Play this even to discard the character.

**Guinarnen** is a ritual and dedicated movement to play. Move to Fuinur's Well to play this on Nazog. Then tap a Sage to place the target off-to-the-side. Careful that all his followers are discarded. The site becomes hidden, costing discarding a Stolen Knowledge. During a later organization phase a Sage can tap to join target with this card, which now has +1 prowess, +1 body, +1 mind, and +2 to any rolls to remove a disease or corruption cards on him.

**Fortress Reclaimed** is played after a Ruins & Lairs has Hold Rebuilt and Repaired on it. This new event allows a non-Animal, non-Dragon faction to be played at the site if that faction is playable in the same region or region adjacent. Snaga-hai is an obvious faction, but any faction has its influence attempt modified by -2. Then an additional automatic-attack is created at other versions (same type as faction-3s8p). Select Abandoned Caravansary. Now this site is an orc-hold in a Desert and can be made into a Warlord's Lair for Nazog. Then play Desert Orcs afterwards.

## GREAT DESERT

This player has 31 permanent resource events out of 45 resource events. This deck will greatly thin to allow this player exhaust his third deck. Ranger cards count to two, Scout cards count to three, three Diplomat cards, and three Sage cards are included. Five command events will push the orcs into war.

**Swift Strokes** is when you want to face a strike to defeat it. This resource is used by Warriors and allows two rolls for your prowess modifier. This event can allow killing elf creatures played by those in your Division.

**Voices of Malice** can be only played by Orc-Shaman. Target nasty hazards on the leaders.

**Foul Trophies** is not exactly a mission, but you might have to visit a site with a Men automatic-attack to play the event. This event will be combined with ...

**Severed Tokens** to create a trophy to help other minions to boost DI or prowess. First, you need an untap Orc or Troll character in a company that has just defeated an Elves, Dwarves, Dúnedain, or Men. Later, you can discard this card to modify another similar attack to one strike with +3 prowess and -2 body. That is why Swift Strokes is in the deck.

**Vermin for Dinner** has two abilities. First an Orc or Troll needs to carry a trophy or face a Vermin attack to play this on target. Then trophy can be removed to untap himself or him and another if the trophy is a Man or Dúnadan. Else discard the event from a target to allow his company to move an extra region. Foul Trophies and Blade-master helps you acquire trophies.

**Well of Ladnoqa** is a permanent-event played on an Oasis. Play one copy on Abandoned Caravansary when you repair it to a Shadow-hold. Now, healing effects all characters within the same company. Expect a hero play his version. You can visit his Well of Ladnoqa to remove it from play by discarding a Vile Fumes at the site. Use Desert Amber to heal.

**Blade-master** is for the Orc Warrior with Southern Scimitar. Bearer can tap the blade when chosen to face a strike. This excludes *every character* attacks. If the strike is defeated, then any remaining strikes from the attack has its prowess and body reduced by the bonus the blade gives against the attack. Else the blade is discarded. Bearer than makes a corruption check. Overt or minion characters received two corruption points from this item. The blade will have +3 prowess. Four dwarf-holds are below.

Azagarbhun

Dwarf 3 9 x 2 6 x

Mablád-Dûm	Dwarf	all	9	x	all	9	x
Narad-Dûm	Dwarf	all	10	x	all	10	x

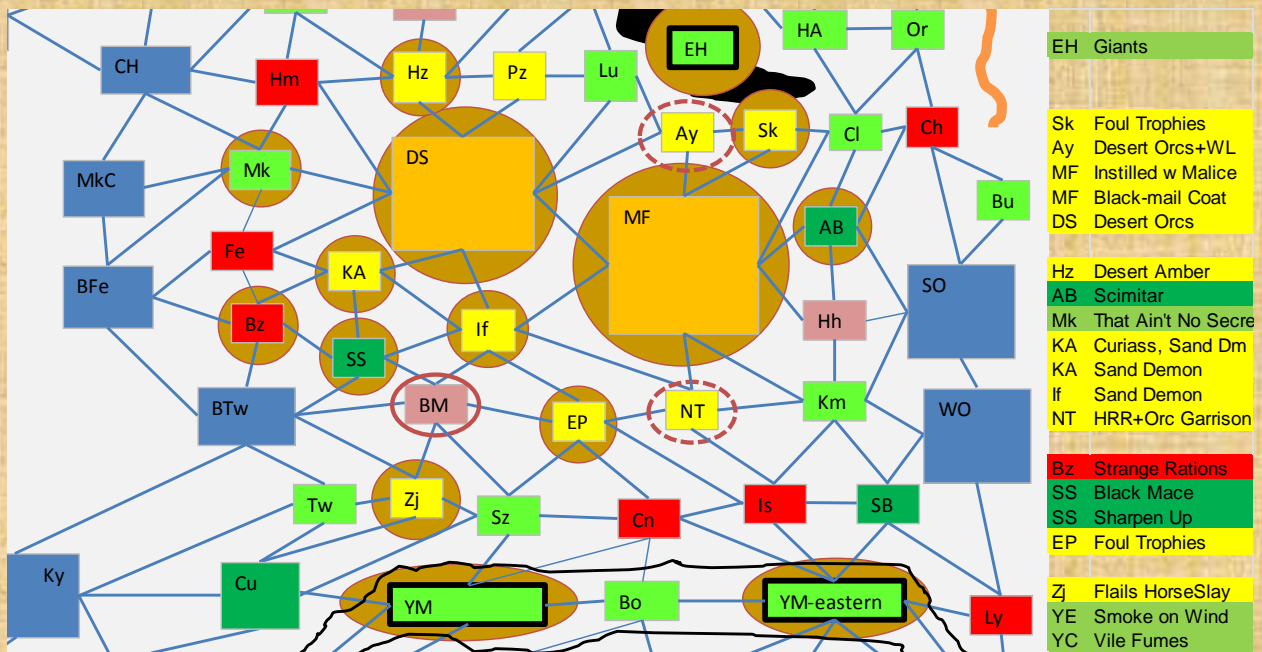
### SITE EVENTS

A few sites will be kept in play permanently. First, Mount Arysis will be made into a Warlord's Lair. Now the Shadow-hold is a hidden site. Then play Engines of Defense, Concealed Entrance, and Walls Behind Walls there. Other plays must tap a ranger and a scout to reveal the site. Orc Garrison is played to keep the site on the table if others leave the site. Another event can untap the site. Engines of Defense modifies the first automatic-attack to Orcs of 3 strikes with 9 prowess and the second automatic-attack to Troll of 1 strike with 11 prowess.

Minion Stirs can make it worse MS = Orcs.4s10p, Troll.2s12p ,  
MS+DON= Orcs.5s11p, Troll.3s13p, AwD+MS+DON= Orcs.8s11p, Troll.4s13p

Abandoned Caravansary is normally a Ruins and Lairs. Play Hold Rebuilt and Repaired to make it an oasis and a shadow-hold. Then play Fortress Reclaimed, Warlord's Lair, Orc Garrison and Well of Ladnoqa. Now you can play that food item.

Arysis	S	Mount Arysis	desert	Orcs
Haruzan	S	Amrûn	desert	Men
Ered Hamal	F	Azagarbhun	desert	Dwarves
Siakan	B	Ankruz	desert	Men
Ammu Baj	F	Tenolkachyn	desert	Men
Dune Sea	R	Urud-an-Khibil	desert	Demons
Kes Arik	R	Khibil Ephalak	desert	Drake
Kes Arik	R	Killing Fields	desert	Undead
Mardruak	F	Monastery of the True Faith	desert	Dúnedain
Bellazen	B	Auz Azunan	desert	Wose
Suza Sumar	R	Pred	desert	Pûkel-cre;
Suza Sumar	R	Tower of Birds	desert	Wose
Zajantak	R	Mûmakil Cemetery	desert	Animal, U
Mirror of Fire	S	Fuinur's Well	desert	Demon
Mirror of Fire	F	The Great Oasis	desert	Elves
Isfahan	R	Sud Sicanna	desert	Traps
Erim Poa	B	Tûl Póac	desert	Men
Ne Tava	R	Abandoned Caravansary	desert	Traps
YM-Central Spur	F	Mablad-dûm	desert	Dwarves
YM-Eastern Spur	F	Nárad-dûm	desert	Dwarves



## SITES

This avatar has many resources to play at 20 sites. Desert regions will be common and thus help is needed to transverse the sands. This player visits 6 Free-hold, 3 Border-holds, 8 Ruins, 3 Shadow-holds and no Dark-hold. You have three sites in two Jungles and will visit five of the eight oasis sites so to play the food item Kilmakur. No sites are shared with another minion.

Dwarves are common as site attacks that include: Dwarves(3), Elves(1), Dunadan(1), Wose(2), Men(4), Orc(1), Demon(2), Maiar (1), Drake, Undead(3), Traps(2), Pûkel(1).

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	6	3	8	0	3	0	20

You will visit three dwarf-holds. Each Free-hold is a hidden site. Compass is needed. Two sites are in the Ered Harmal and another two in the Yellow Mountains. **Azagarbhun** has an attack of 3 strikes with 9 prowess. Play the faction Giants of the Ered Harmal. **Mablád-Dûm** in the Central Yellow Mountains also has an attack of 9 prowess but to all characters. Play Vile Fumes there. **Narad-dum** has an attack of 3 strikes with 10 prowess. Play Smoke on the Wind there. **The Great Oasis** is in the Mirror of Fire. It has a tough Elf attack of 4 strikes with 10 prowess and a Maia strike with 15 prowess. Play Instilled with Malice. You need to be prepared to visit them. **Monastery of True Faith** is in Mardruak. It has Information after face its Dunedain attack with 8 prowess. You need to tap a Sun-land Ranger to reveal this site. **Tenolkachyn** is a battle-ground with another brutal automatic-attack of Men with 9 prowess. Play Southern Scimitar there.

The Border-holds are used for simple resources with weak attacks. Move east to **Ankruz** to play Foul Trophies after facing its Men attack of 6 prowess. Move south to **Tul Poac** Foul Trophies after facing its Men attack of 7 prowess. Move west to **Auz Azunan** to play Strange Rations after facing its Wose of 3 strikes with 6 prowess. You will use a Border-hold to take prisoner a hero ally.

There are eight Nine for you to visit. Dune Sea has **Urud-an-Khibil**. Play Desert Orcs in this double Desert after facing a Demon attack of 3 strikes with 8 prowess. Move south to **Killing Fields** to play Sand Demon after facing a Undead attack of 2 strikes with 8 prowess. Nearby at **Khibil Ephalak** is also Sand Demon, but also play the greater hoard item Orc-Curiass. Face its tough Drake 3 strikes with 12 prowess attack. Move south to **Mûmakil Cemetery** to find the Flails of the Horse-slayers. It has a nasty Undead attack of 4 strikes with 9 prowess. Play Sand Demon at **Sud Sicanna** in Isfahan. The Traps attack is manageable with a large company, but the 1 strike Undead attack with 11 prowess will be tough. East of that is **Abandoned Caravansary**. Bypass its Traps attack of 3 strikes with 7 prowess. Play Hold Rebuilt and Repaired then Orc Garrison. Now the site is an oasis to heal. Afterwards play Fortress Reclaimed to get an orc faction there. Now it is an orc-hold to make it a Warlord's Lair. A jungle has two sites. **Red** has Greater items guarded by a horrible Wose attack of 3 strikes with 12 prowess. Find Black Mace there. **Tower of Birds** is weaker with Wose attack of 2 strikes with 8 prowess. Sharpen Up a blade there.

There are only three Shadow-holds. Visit all three. In the northwest at **Amrun**, face its tough Men attack of 4 strikes of 8 prowess. Play Desert Amber. Move east to **Mount Arysis**. Play Desert Orcs and make it a Warlord's Lair. Also leave an Orc Garrison there. Move south to **Fuinur's Well** and face weak Demon strike with 11 prowess. Play Black-Mail Coat here first. Return to this site to play Orc Garrison and Guinarean on Sagvak.

## FACTION WAR

You are not planning to enter into war. Your factions are valuable to use for movement. Giants cannot move. However, if the Black players in the Sun-lands are lacking in faction, then select Swift Onset as a Game Point card.

Desert Orcs	5 Desert	orc
Desert Orcs	5 Desert	orc
Desert Orcs	5 Desert	orc
Giants of the Ered Ha	8 Desert	giant
Orcs of the Ered Ham	6 Desert	orc
Snaga-hai	3 Desert	orc

## HARAD DIVISION

Nazog has to share Sun-lands with Adûnaphel and Akhôrahil. The Black Númenóreans are in the Bay of Ormal. Adûnaphel will enter Dune Sea and Akhôrahil will be along the Yellow Mountains. Expect hazards to target Deserts and add to Roadblock. Creatures will be a plenty and specific to the Sun-lands. Thus, do as much as you can before the Warlord Phase.

## BLACK AND GREY PLAYERS

Adûnaphel will be along the coasts. Her minions will visit one site in Dune Sea. Cult of Vatra will hurt hero dwarves. Her factions will go to war. She will play Vaurak, which may help heroes to fetch Sand-drake against you. She has Doors of Night. He plays Eyes of the Shadow that can hurt Nazog in a small company. He also plays Drought that can help you play Desert Orcs and Sand-Demon. Mirage, in your deck, will hurt you too unless you have a good roll to not get lost.

## WHITE PLAYERS

Imrahil will be traveling long distances into Harad. Avoid him unless you can acquire a prisoner. Pallando will be playing factions to do battle with the Mumakril. Also, avoid him unless you can capture one of his fools. He will venture into the desert on occasion. The Ormal Wizard will not enter the deserts or the Yellow Mountains. You will can ignore him.

The Bavor Tribe is your hated nemesis. You must litter the sands with their bones. Catch them weak and lost in the deserts. Pounce on a weak company. Force them to dig underground to move between their homes.

## GAME POINTS

No Abiding Place is a good option if the burning has yet to be done.

Long Grievous Siege.

Breeder's Stock.

**First Deck:** You need to move Nazog over the deserts. Play 7 of the starting MP resources. Keep Shaman at Mount Arysis playing *Voices of Malice* and bringing Orcs into play. Try to play trophies. *It Stinks* has no nearby swamp to target and Mount Arysis is the only Orc-hold to play *Vermin for Dinner*. Do not expect creatures other than from your main hazard opponent. Play Gorshûk when he is drawn to use his high prowess. Definitely play at least two *Desert Orcs* factions. Think about sending Conjure the Tempest to the playdeck if your demon creatures will be drawn late in the deck allowing both cards to be in hand at once Move to Bozisha-Dar near the

end of the deck to play *Have You Seen the Baggins*. Noble Hound will be shuffled by the event giving you a short movement to Auz Azunan.

Weigh All Things to a Nicety shuffles characters, items, or fast cards like Swift Strokes.  
An Unexpected Outpost shuffles *Hurling Rocks, Dark Days, The Back Door*

### First Exhaustion

Remove from the sideboard 5 hazards: *His Own Master*, Awaken Minions x2, *Burdensome Commands, Too Much to Ask*.

Place these resources in the sideboard: Smoke on the Wind, Deep is the Abyss, and command events or non-unique characters.

**Second Deck:** Permanent-events are the showcase now. Now get the rest of the factions in play. Get Tribute Garnered and Long Grievous Siege on the giant faction. Play the events on Mount Arysis while keeping Gorshûk and Orc-Shaman at the site. Get the command events on Nazog and make him a Warlord.

Tap A Few Trusty Lads to shuffle Hold RR when Vile Fumes is in play. With the event in hand and item on the table, use Weigh ATTN to shuffle Desert Orcs. Visit Fuinur's Well to play that faction. Then shuffle Warlord. Send to the discard pile Smoke on the Wind, and Deep is the Abyss. Also send to the discard pile all Sand Demon allies. You can play the ally from the discard pile using Conjure the Tempest. Shuffle Orc Garrison with Trusty when you shuffle Hold RR with WATTAN. Now, move to Abandoned Caravansary with Orc Garrison and Hold RR in hand to make it a Shadow-hold.

Weigh All Things to a Nicety shuffles Desert Orcs and Hold RR.

An Unexpected Outpost shuffles *Hard to Tame, Greed*. This helps the creature out of the elimination pile.

### Second Exhaustion

Remove from the sideboard 4 hazards: *Grasping and Ungracious, Covetous Thoughts, Realm of the Storm-king, Mirage, Call of the Deeps*.

Place these resources in the sideboard: four characters.

**Third Deck:** Many permanent-events and table cards should be in play. You should have no more than 35 of your 68 resources starting in this deck. All the hazards included have a total deck size of 90 cards. This deck should exhaust in 7 turns allowing a fourth deck to maybe exhaust in 7 turns.

## **SIDEBOARD MANIPULATION**

The limited use of A Few Trusty Lads show that it is not worth the effort to include more resources in the sideboard. There are 10 cards in the sideboard that need timing for play, which is a lot of cards. First, send 12 cards to the discard pile during the first deck (x4 tap). *Noble Hound* and *Have You Seen the Baggins* need to be played at the end of the first deck. Shuffle the event and play it at Auz Azunan. Shuffle Guinarnen late in the deck and play that card too. Orc Garrison is shuffled mid-way into the deck to keep Mount Arysis in play when you are away.

1	Snaga-hai		dp113	
3	Sand Demon			dp221,222,223
1	Tribute Garnered		dp123	
1	Long Grievous Siege		dp122	
1	Deep is the Abyss		dp121	dp212
1	Smoke on the Wind		dp143	dp211
1	Have You Seen the Baggins?	trusty		
1	Noble Hound	baggins		
2	Conjure the Tempest			trusty, trusty
1	Second in Command		dp112	
1	Warlord			trusty
2	War-Lord's Lair		dp111, dp141	
1	Hold Rebuilt and Repaired			trusty(weigh)
2	Orc Garrison	trusty		trusty
1	Engines of Defense		dp131	
1	Concealed Entrance		dp132	
1	Walls Behind Walls		dp133	
1	Fortress Reclaimed	trusty		
1	Guinarnen	trusty		
1	Patrol the Area		dp142	
25 resources				

	Cards	tap	2	turn
SB to PD	4	4	5	2
SB to DP	12	4	3(5)	2
Weigh	0	0	0	0
Other	1	0	0	0

You do not have an avatar. You need to use A Few Trusty Lads to bring resources into the play.

## HAZARD

You are playing a strategy that uses orcs to take prisoners. Three hazard events take prisoners using 15 Orc creatures. Attack enhancers and company dissolvers can get a strike to that weak character to be taken to a place all alone.

This player has a hazard deck with many cards not used by any other Minion player. Some hazards such as the prisoners must be in hand along with the creature. This is compensated with quick hazards including 3 Long-events (MS, GNoP), 5 Permanent-events (RF, AtDR, SLAS, MGD).

hazard	Deck	Total	Type	Type
Peril Returned	1	3	L	0
Realm of the Storm-king	1	1	P	0
His Own Master	1	1	P	ally
Too Much to Ask	1	3	S	ally
Minions Stir	1	3	L	attack
Hurling Rocks	1	3	L	attack
Soldiers of the Dark Lord	1	2	P	attack
Frightful Guardian	1	3	S	auto
It Stinks	1	3	P	auto
Awaken Minions	2	2	L	auto
Incite Denizens	2	3	S	auto
Greed	1	3	S	check
Covetous Thoughts	1	1	P	corruption
Hard to Tame	1	2	P	corruption
Grasping and Ungracious	1	3	P	corruption
The Way is Shut	1	2	L	deep
Twilight	1	24	S	environmen
Dark Days	1	2	P	fallen
An Unexpected Outpost	3	72	S	hand
Host of Bats	1	3	L	HL
Rebel-talk	1	3	P	influence
Shut Yer Mouth	1	3	P	influence
So You've Come Back	1	3	P	influence
The Back Door	1	3	L	play
Fruitless Victory	3	3	P	play
Imprisoned and Mocked	3	3	P	prisoner
Call of the Deeps	1	2	S	roadblock
Mirage	1	1	P	site
Brutal Commands	1	2	SP1	tap
Forgot His Orders	1	3	S	tap

## CREATURES

You have orcs and some animals, vermin and one maia. You have no creatures that can hit Free-holds, Border-holds, Free-domains or coastal sea. Your nine Orc creatures are somewhat weak, so ensure you can boost them to have a significant impact.

**Orcish Marauders** can bring a penalty other than wounded characters. This two strike with 7 prowess creature can tap the company's new site if all strikes are successful. Key this creature to Border-lands, Deserts, Wildernesses or Ruins & Lairs.

**Warband** has greater playability with a lousy four prowess, but it becomes 7 prowess with five strike played after an orc attack. It has the most range including Shadow-holds, Dark-holds, Shadow-lands, and Dark-Domains. **Minions Stir with Doors changes this to seven strikes and 9 prowess.**

**Watch** are playable at black-holds and in black-lands. Watch is 3s/9p. You may need to use other hazards to expand playing this creature. The Back Door will play these in mountains. Then you can play Warband next with 7 prowess.'

**Magurgoth** is a unique creature, but also a permanent-event. He rules the Yellow Mountains. As a demon of 3 strikes with 14 prowess and 8 body he should be recycled once per deck. He is severely limited to Bar Falin and Evedalin Cavern-systems. Doors of Night expands his range to any adjacent site and to Narad-Dum, Ny Chennacatt, and Tartaust. His permanent-event allows any non-unique Orc creature to be played keyed to Yellow Mountains and its adjacent regions. Keep him as an event until the third deck.

**Demons of Vatra** requires triple Deserts or to a Ruins with two Deserts or a Shadow-land and a Desert. These Demons provide two strikes with 12 prowess and 5 body. If the attack is not defeated, then you can select a card from a pile from the top of your playdeck of twice of the number of characters in the company. This can grab you a character that can hurt Desert travelers. This creature was included for the use of Conjure the Tempest.

**Vultures** are keyed to Deserts, Mordor and any Ruins in a Desert. Still a limited creature. Drought expands the range to adjacent regions to a Desert region. The creature has two attacks, which each wounded character faces a strike. One character can tap to cancel one attack. Then any character wounded by such a strike has its body check modified by +1. Discard this creature when facing the Eriador and Northern Waste Divisions.

## Creatures

-	FH:			
-	BH:			
6	RL:	Marauders		Warband
6	SH:		Watch	Warband
6	DH:		Watch	Warband
-	UD:			

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-	FD:			
3	BL:	Marauders		
3	W	Marauders		Warband
-	WW			
6	T	Marauders		Vultures
3	TTT			Demons of Vatra
6	SL		Watch	Warband
6	DD		Watch	Warband
-	CS			

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Keyed	Count	Keyed	Count	Count	Name	
	FH	0	J	0	3	Vultures
	BH	0	JJ	0	1	Demons of Vatra
	RL	6	T	6	3	Magurgoth
	SH	6	TT	0	3	Orc-warband
	DH	6	TTT	3	3	Orc-watch
	UD	0	SL	6	3	Orcish Marauders
	FD	0	SL2	0		
	BL	3	DD	6		
	W	6	CS	0		
	W2	0	CS2	0		
	W3	0	X	0		

## Demons of Vatra

Arysis	none
Bosiri	none
Dune Sea	Urud-an-Khibil
Erim Poa	none
Haruzan	none
Isfahan	Sud Sicanna
Isra	Chamesra
Lurmsakun	Kref Masar
Mirror of Fire	none
Ne Tava	Abandoned Caravansary
Pezarsan	none

## **HAZARD EVENTS: 30 + 9**

It is the age of the orc. Hazard events are focused to enhance orc creatures to have the prisoner events bear goods back. All but one Orc are keyed to Ruins and Wilderness. Events count to nine attack enhancers, six playability, and six prisoners. Orc and Wolves work together to bring a wave of terror from the mountains. Some events seek to tear companies apart with an attack, but the desire of an insider to leave on his own will.

### Base cards-2

You have 1 copy of **Twilight**. You have no other hazard environments, but some can be roadblocks to you. **Peril Returned** will help a few events.

### Corruption/Check-10

**Hard to Tame** targets a dwarf with a treasure or ring special item. This hazard allows further trouble to him. First, the item gives two fewer corruption points. And the hazard player may tap this card (costing one against the hazard limit) to fetch Greed, Covetous Thoughts or Grasping and Ungracious from the discard pile. The hazard is discarded when there are no dwarves in the company.

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

**Greed** can be played on-guard and is for causing CC for anyone not playing an item during the site phase when an item is played. This will hurt those already having many items.

**Covetous Thoughts** is good for minions when minor items and trophies are collected. Hard to Tame allows to play this on a dwarf. It gives one corruption point. This hazard is brutal with those gathering gold ring items since one character is designated to have that 4 CP item while others bear 2 CP items. Give this to a character with a special ring for 3 CP total. Now, he must make a CC at -7 to end his turn.

**Shut Yer Mouth** reduces the targets DI by two. Give this to leaders. The roll to remove is high at a 7 mark.

**So You've Come Back** increase the mind of every other non-follower in the company. This hazard will force moving to a darkhaven.

**Rebel-Talk** removes a follower under DI. Next turn, he may cause a disruption to the GI pool. The hazard is discarded from a roll.

**Forgot His Orders** may discard a permanent-event on a leader, which can cause havoc with composition limitations or influence. A roll is made adding his stage points. A result greater than 7 discards one of the following: By RW Word, No More Nonsense, Obey Him or Die, or a command card. Discard one of these MEDF command events such as Clad in Chainshirts.

**Burdensome Commands** lowers the stats for the target, which will make him tap to discard. His mind is reduced by two, prowess by one, and direct influence by one on a character that has a mustering card in play. The hazard is discarded when affected by healing. Try to play it on a minion that must have a high mind including those with spawn allies. The target might be allowed to become wounded just to discard this card. This card is expected to bother the Wilderland minion players during the Warlord Phase and maybe against the players faced immediately before that time.

**Brutal Commands** targets a leader giving him +1 SP, which may not be a good thing for you. The target character if played a command card or rolls for such a card on him forces a body check

for another in his company. This can discard a character.

### Main Theme: Orc Enhance/Playability – 8

These events can add strikes, make Orcs more playable, or attacks more dangerous.

**Realm of the Storm-king** applies to Ammu Baj, Bulchyades, Chy, Clyan, Harshandatt or Siakan then Dark-Domains target Chy or Harshandatt.

**Minions Stir** will give +1 to prowess and strikes. It is a long-event and Doors makes the bonus to strike and prowess +2. This is a Long-event. Marauders will be 3s8p, which is not great but better; Watch is tough at 4s10p, and Warband fattens to 6s8p.

**Host of Bats** is a Long-event that helps killing through body checks. First, one Orc hazard creature played on a company does not count against the hazard limit for each company. Then any character wounded by an Orc attack makes an additional body check modified by -1. *Shadow of Mordor* adds to the hazard. If in play, any character wounded by an attacked keyed to or an automatic-attack at a Shadow-hold or a Dark-hold makes an additional body check by -2.

**Soldiers of the Dark Lord** is a permanent-event adds strikes and increases playability of orcs. First, each non-Unique Orc hazard creature with 3 or more normal strikes receive +1 strike (+2 if Shadow of Mordor is in play). Second, such creatures can be keyed to Shadow-holds, Dark-Domains, and Dark-holds. The hazard is discarded during the end-of-turn phase if an Orc hazard creature was defeated. This will only help with strikes.

**The Back Door** increases playing the Orcs to mountain regions or those with orc-holds, which are usually Wildernesses. It is a Long-event. This is good for Watch and Marauders to key to Yellow Mountains or Ered Harmal.

**Imprisoned and Mocked** is a temporary prisoner hazard. The host troll or orc attack must have more strikes than characters and not be defeated or cancelled. This can be good for Warband. A roll is made to determine if the character with the highest mind is placed off-to-the side until the next turn. Then that character is returned to his owner's hand. The roll must be greater than the prowess of the highest mind character plus five. Success discards all card played on that character including followers.

**Waylaid** is a prisoner hazard, but only for hobbits. Such a prize will brighten the Eye. The hobbit will receive +2 prowess on the strike. Rescue sites can be Ruins & Lairs, Shadow-holds, or Dark-holds. Select an Orc or Troll site of course. A captive Hobbit keeps his rings, but may lose it each turn. The rescue is three tough attacks. Included to be used by a character.

### Secondary Theme: Automatic Attacks-3

When you cannot hurt with your creatures, then target sites.

Spies have learned the Valdacli are planning frequent movements to Ruins. You have **Awaken Minions** to double the number of strikes for each AA at a Shadow-holds and Dark-holds is doubled. Be careful for this is a long-event. You will visit three such sites. **Incite Denizens** duplicates one AA and modifiers of a Ruins & Lairs and makes it an additional AA.

**It Stinks** gives all orc-holds an AA of Vermin. Each wounded character facing a strike must first make a body check. Use this event to play Vermin for Dinner.

Frightful Guardian is played on a site forcing the company to face all the sites automatic-attacks again after an item is played. The attack's prowess is modified by +1 for each item played at the site this turn.

**Hurling Rocks** adds more regions to the Giant creatures. It is a Long-event that affects your Division. A Rock Fall attack of 2 strikes with 9 prowess is ready for those moving through a list

of regions including Bosiri and Cleft of Goats. All mountain regions are affected too. The event allows any non-unique Giant hazard creature to be keyed to these regions. Doors of Night or Arda Angered extends the playability to adjacent regions. All the other Divisions will be affected by this event.

### Support Cards-1

**Mirage** is a permanent-event affecting all players. Any moving company with a Desert in its site path must make a roll subtracting from the number of Desert symbols in the site and adding the Rangers in the company. If the result is less than 5, opponent can replace the site with another site in the same or adjacent region. So keep away from Deserts yourself. Moving in two Deserts and one Ranger is:  $2-2+1 = 1$ . This is low. Be careful with this hazard. Move heroes into the Deep Deserts.

The Way is Shut will send Under-deep companies back to the site of origin. This will hurt Felagrog and Lord Thrain. Also, the hazard cancels Secret Passage, Secret Entrance, Down Down to Goblin Town, and Crack in the Wall. Others in your Division has these events in play.

This may be useful to you when visiting a surface site preventing Felagrog to make a surprise combat engagement.

**Call of the Deeps** is a short-event roadblock for greedy dwarves. The target company must have a greater or treasure item and a dwarf majority. Also, the company must be moving to a non-dwarf-hold, non-Under-deeps site. You can replace the new site with any legally moved Under-deeps site or surface site. You place the hazard in opponent's MP pile 1 MP. Else, discard the card. You can use this card with The Back Door and Hurling Rocks in play.

His Own Master hurts players with simple allies. This hazard permanent-event prevents allies worth MP to be played at tapped sites. An absence of Doors of Night bars allies worth MP to be played at a Haven. Deck exhaustion discards this hazard. This hazard can force a company to move again to play the ally hoping to play the item after tapping a site.

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.

The Dark Days was included to help Bolg with his Dwarven War Party creatures. You can use this event to discard and prevent play of Elf-friend and Dwarf-friend. Also, Elf-lords must use minion dwarf-holds and Dwarf-lords must use minion Elf-holds. This hazard also tempts Elf-lords and Dwarf-lords to combat one another. A trigger to discard the hazard is for a player to tap one dwarf and elf he has in play. A role greater than 8 discards the event. Only two Wizard players out of 24 have such a tandem.

### Utility-3

Outpost is a staple. Shuffle Minions Stir during the third deck.

**Fruitless Victory** has a good chance to take the killed drake from the MP pile to your playdeck. But this has to happen during the same movement phase.

## Turn01-1.3

### @ Bozisha-Dar

U	Nazog	7	6	6	9	Halforc	W	Sc			D	1		Saw-Toothed Blade
U	Orc Grunt	2	0	2	9	orc	W					0		
U	Orc Veteran	2	0	4	8	orc	W					1		
U	Orc Veteran	2	0	4	8	orc	W					1		
U	Orc tracker	3	0	3	8	orc	W		R			1		
U	Orc Shaman	4	1	3	7	uruk	W			Sa		1		Compass
												A Few Trusty Lads		

Orc-Watch	An Unexpected Outpost
Voices of Malice	Tidings of Death
Weigh All Things to a Ni	Orcish Marauders
Kilmakur	Vermin for Dinner
0	0
Turn: 1	Hand: 8
MP: 4	SP: 0
PD: 82	

Evermist Alatar Dain Thorin YELLOW

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

**UNTAP** { move south to play food item, better position for other resources }

### ORG

Shaman taps to play Voices of Malice, -2.event+6croll=4, pass to discard Lady of the Golden Wood.

Shaman, Grunt stay.

Nazog+ move to Tûl Póac for food minor item at Oasis.

### LONG

Play Tidings of Death.

### MOVE

Shaman, -,haven.

HL2+1(GtWR), Evermist plays Kelver Enraged.

HL2, Evermist uses Snow-elves as Onguard OG

HL1, Alatar plays An Unexpected Outpost to shuffle Last Threads Loosed

Nazog, -sl-t,bh.

HL4+1(GtWR), Evermist plays Dwalin as OG.

HL4, Alatar plays An Unexpected Outpost to shuffle Birth-spot.

HL2, Thorin plays An Unexpected Outpost to shuffle Deftness of Agility.

WATTAN shuffles Voices of Malice.

## SITE

Tul Poac entered. AA1-men.xd7  
Nazog, 6p+1.wp-3x+5sroll=9,defeat  
Orc Veteran, 4p-3x+8roll=9,defeat  
Orc Veteran, 4p+5sroll=9,defeat  
Orc tracker, 3p+8sroll=defeat

Nazog taps to play Foul Trophies. Veteran taps to play Kilmakur tapping site.

## END

Evermist grabs Snow-elves using Master of the House.  
Tap AFTL to dump from SB to DP: [Snaga-hai, War Lord's Lair, Second in Command]

Next in Division: Adunaphel; next in game: Felagrog

Turn 01, vs Evermist

## MOVE

Los'pindel, -,haven  
HL2, Desert plays An Unexpected Outpost to shuffle Hurling Rocks.  
HL1, Desert plays An Unexpected Outpost to shuffle The Back Door  
Plays Gates of Morning.

Heledwen, -w-cs-w,bh; Special: +2w+2sc=4  
[Top 4 cards: An Unexpected Outpost,Ring of the Protector,Gollum's Cave,Smoke Rings]  
HL3, Desert plays So You've Come Back on Heledwen.  
HL2, Desert plays Minions Stir  
HL1, Desert keys Orcish Marauders to W, orcs.2s7p, MStir+ThrokmawHome=4s9p  
Kuunkoira taps to fetch to hand Skis and Furcoats from discard pile.  
Heledwen, 5p+4sroll=9, ineff  
Taivasta, 3p+7sroll=10, fail  
Kuunkoira, 3p-1t+1.card+3sroll=6, success, 4.broll=wounded  
Handmaid taps to play Marvels Told targeting So You've Come Back, -2.rit-1.item+10croll=7.  
Spring of Arda played

TURN02-4.3

@ Tûl Póac, T

T	Nazog	7	6	7	9	Halforc	W	Sc			D	1	Saw-Toothed Blade	Foul Trophies
T	Orc Veteran	2	0	4	8	orc	W					2	Kilmakur	
T	Orc Veteran	2	0	4	8	orc	W					1		
T	Orc Tracker	3	0	3	8	orc	W		R			1		
													A Few Trusty Lads	

@ Bozisha-Dar, U

T	Orc Shaman	4	1	3	7	uruk	W			Sa		1	Compass
U	Orc Grunt	2	0	2	9	orc	W					0	

Forest-Troll	Orc-Watch													
Imprisoned and Mocked	Severed Tokens													
Incite Denizens	That Ain't No Secret													
Orc Tracker	Voices of Malice													
0	0													
Turn: 2	Hand: 8	MP: 4	PD: 73	SP: 0										
Alatar	Thorin	Evermist	Dain	YELLOW										

Gates of Morning Spring of Arda

Tidings of Death

, Wardens of the Woodland Realm, Lord of the Woods, Alatar the Hunter, Summons from Long Sleep, Merkampa at Home

, Scorba at Home, Mordor in Ruins, Echoes of Númenor's Fall

, Minions Stir

**UNTAP**

**ORG** {stay in the deserts}

Severed Tokens played on Foul Trophies.

Nazog+ moves to Bosisha-Dar. Shaman+ stay.

**LONG** Tidings of Death discarded.

**MOVE**

Shaman, -,haven

HL2, Alatar uses OG Lassaraukar

HL1, Thorin-x; no hazards played = starting HL of two minus 1 given to Thorongil.

HL1, Thg-x

Nazog, -t-sl,haven

HL4, Alatar plays Summons From Long Sleep; Winged Cold-Drake placed with hazard.

HL2, Thorin-x

HL1, Evermist-x

**SITE**

**END** Next in Division: Desert next turn; next in game: Bolg.

Shaman taps to play Voices of Malice to target Alatar the Hunter; 5scroll-2.res=3.

WATTAN shuffles Voices of Malice.

Tap AFTL to dump from SB to DP: [Tribute Garnered, Long Grievous Siege.]

TURN02, vs. Thorin

**MOVE**

Thorin, -,haven

HL2, Black uses OG Dunadan Explorers

HL1, Desert-x, Thg-x

Frerin, -w-w-w-w,haven

HL4, Black has Rain-drake keyed to WWW, drake.1s15p

Pathfinder taps to cancel drake attacked keyed to wilderness.

{ Smart to avoid Ghost-caves, for Incite Denizens is in hand for Desert. }

HL2, Desert-x

HL1, Adunaphel-x

Advisor taps to play Marvels Told to target Minions Stir, Frerin, AttackLord support,

-2.res-1.wika+2.sup+2.croll=1,pass.

Turn 02, vs. Dain

**MOVE**

Stonehelm, -w-w,rl untap 2 char; 1 dragon manifestation in play (no avatars count)

HL3+1, Akhôrakil plays Call of the Desert on Stonehelm.

HL3, Adunaphel-x

HL2, Black-x

HL1, Desert plays Incite Denizens on site.

Turn 02, vs. Alatar

**MOVE**

Alatar, -,haven

HL2, Desert-x

HL1, Black-x

Smeagol-x

Ulvun, -w-bl-bl-w-bl-w,haven

HL5, Desert plays The Way is Shut.

HL3, Black-x

HL2, Akhorhail-x

HL1, Adunaphel-x

The Road Goes Ever On played on company discarding Miruvor.

Shipwright taps to play Marvels Told, Echoes of Nûmenor's Fall, Pitaa supports, croll=auto.

TURN03-1.3

@ Bozisha-Dar, U

U	Nazog	7	6	7	9	Halforc	W	Sc			D	1	Saw-Toothed Blade	Foul Troph	Severed Tr
U	Orc Veteran	2	0	4	8	orc	W					2	Kilmakur		
U	Orc Veteran	2	0	4	8	orc	W					1			
U	Orc tracker	3	0	3	8	orc	W		R			1			
													A Few Trusty Lads		
T	Orc Shaman	4	1	3	7	uruk	W			Sa		1	Compass		
U	Orc Grunt	2	0	2	9	orc	W					0			

Desert Orcs	Orc-Watch				Dorwinrim School of Dipl
Fruitless Victory	Swift Strokes				Dragon's Blood
Imprisoned and Mocked	That Ain't No Secret				Get You Gone
Orcish Marauders	Weigh All Things to a Nicety				Gimli, Son of Gloin
Imprisoned and Mocked	0				Lossandamundar
Turn: 3	Hand: 8	MP: 4	PD: 66	SP: 0	Lossandamundar
Dain	Alatar	Thorin	Evermist	YELLOW	Men of Dorwinion
.					Scorba

Gates of Morning, Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep(Ice Drake), Summons From Long Sleep, Merkampa at Home, Traitor  
 , Mordor in Ruins  
 , The Way is Shut

**UNTAP**

**ORG** { want to play Stolen Knowledge, move north towards Amrun. }

Veteran transfers Kilmakur to Shaman, -1.card-1.item+7croll=5.pass.

Veteran and Grunt stay.

Nazog+ move to Killing Fields; Kes Arik is a good region; avoid Tidings of Bold Spies.

**MOVE**

Nazog, -sl-j-t,rl

HL4, Dain places True Fire-drake on Summons from Long Sleep

HL3, Alatar plays Known to an Ounce on the site that has a hoard.

HL1, Thorin-x

Grunt, -,haven

HL2, Dain uses OG Lossandamundar.

HL1, Alatar-x

HL1, Thg-x

**SITE**

**END** Khamual.Adunaphel

Tap AFTL to dump from SB to DP: [Deep is the Abyss, Engines of Defense]

TURN 03, vs. Dain

**MOVE**

Nain, -,haven

HL2, Desert uses OG Orc-Watch.

HL1, Akhorahil moves fd agent Ôm-buri-Ôm from Hermit's Hill to Bandit Lair.

Dain, -w-w-bl,bh

HL2, Desert keys Orcish Marauders to BL, orcs. 2s7p

Dain, 6p+1.card-3x+3sroll=7,tie

Gimli, 4p+1.card+5sroll=10

Stonehelm, -w-w, haven

HL3, Desert-x

HL2, Akhorahil-x

HL1, Adunaphel-x

HL1, Smg-x

TURN 03, vs. Alatar

**MOVE**

Alatar, -,haven

HL2, Adunaphel uses OG Sand-drake

HL1, Desert-x

HL1, Smg-x

Ulvun, -w-ww-w,fh

HL5-3, Adunaphel uses OG Sand-drake

HL1, Desert-x

HL1, Smg-x

TURN 03, vs. Thorin

**MOVE**

Frerin, -w-w-fd,fh

HL4, Akhorahil-x

HL3, Black-x

HL2, Desert-x

HL1, Adunaphel-x



## MOVE

Veteran, -sl-t-tt-w-w-dd, haven Chey Goumal

HL2, Thorin-x

HL1, Alatar-x

HL1, Thg-x

WATTAN shuffles Vermin for Dinner.

Nazog, -t-tt, Ruins Urud-an-Khibil

HL4, Thorin-x Drew Dragon's Desolation

HL3, Alatar plays Known to An Ounce on site.

HL1, Dain-x

## SITE

Urud-an-Khibil. (1)Demons---3 strikes with 8 prowess Known to an Ounce

Nazog,  $5p+1.\text{card}+1\text{wp}+1.\text{trophy}-3x+8\text{scroll}=13$

Veteran,  $4p-3x+9\text{scroll}=10$

Tracker,  $3p+10\text{scroll}=13$

Nazog taps to make INF on Desert Orcs.8

$+3.\text{di}+3.\text{trusty}-2.\text{follower}+8\text{roll}=12,\text{pass}$

Free minor item: Shaman taps to play Desert Amber.

(1)Demons---3 strikes with 8 prowess Known to an Ounce

Shaman,  $3p-1t+6\text{scroll}=8$

Veteran uses Swift Strokes on first of two strikes.

Veteran,  $4p-3x+1.\text{res}+5/5\text{scroll}=7$ , success 7broll=wounded

Veteran,  $4p-2w+9\text{scroll}=11$

**END** Bolg.Black(next turn)

Hatred played on Nazog.

Tap AFTL to dump from SB to DP: [Concealed Entrance,Walls Behind Walls]

TURN04 vs Alatar

**MOVE**

Ulvun, -w-ww-w, haven Rhubar

HL5, Black-x

HL4, Desert-x

HL3, Akhorahil-x

HL2, Adunaphel-x

HL1, Lomaw-x

Longbottom Leaf shuffles [True Fana, Galgrin's hammer.]

TURN04 vs Dain

**MOVE**

Stonehelm, -, haven Iron Hills

HL4, Adunaphel plays Shut Yer Mouth on Stonehelm.

HL2, Akhorhail -x

HL1, Desert-x

TURN04 vs Thorin

**MOVE**

Thorin, -haven Blue Mountains

HL2, Desert uses OG Demons of Vatra

HL1, Black-x hand[Siege, Lost at Sea, Sea Serpent]

Frerin, -fd-w-w, RL Andoloki

HL5, Desert-x

HL4, Black-x

HL3, Adunpahel-x

HL2, Akhorahil-x

HL1, Smaug-x [Yet to draw a Cave Worm]

TURN05-3.4 {Relin at Aagarbhun}

@ Urud-an-Khibil, T

T	Nazog	7	6	7	9	Halforc	W	Sc		D	1	Saw-Toothed Blade	Foul Troph	Severed Tokens	Hatred
W	Orc Veteran	2	0	4	8	orc	W				1				
T	Orc Shaman	4	1	3	7	uruk	W		Sa		3	Compass	Kilmakur	Desert Amber	
T	Orc Tracker	3	0	3	8	orc	W		R		1				
												A Few Trusty Lads			

@ Chey Goumal, U

U	Orc Veteran	2	0	4	8	orc	W					1			
U	Orc Grunt	2	0	2	9	orc	W					0			

Foul Trophies	Swift Strokes			An Unexpected Outpost
Orc Sniffer	That Ain't No Secret			Corsairs of Umbar
Orc Tracker	Voices of Malice			Tidings of Death
Orc-Watch	Voices of Malice			Echo of All Joy
0	0			Gondorian Rangers
0	0			Lord Denethor
Turn: 5	Hand: 8	MP: 5	PD: 51	SP: 0
Denethor	Saruman	Vidugavia	Theoden	YELLOW
				0
				Things Might Go Ill

Gates of Morning The Doom of Choice Erû's Gift Ordered to Kill

A Short Rest

, Wardens of the Woodland Realm, Traitor, Merkampa at Home, Darkness Ahead

, Mordor in Ruins

, Arda Angered

UNTAP

ORG

Shaman transfers Desert Amber to Tracker, -3.item+6croll=3.

Shaman taps to play Voices of Malice to discard Darkness Ahead, -2.res-2.item+9croll=5.

Veteran+ stay.

Nazog+ move to Fuinur's Well to be more central.

MOVE

Veteran, -,haven. Chey Goumal

HL2, Denethor plays An Unexpected Outpost to shuffle from SB: Drought

HL1, Denethor uses OG Morgai-flies

Nazog, -tt-tt,sh. Fuinur's Well

HL4, Denethor-x

HL3, Saruman plays Decisions of the White Council

HL1, Vidugavia-x {Wild Trolls in hand.}

SITE

END Khamual.Akhorahil.

{Araudagul in hand; visit Monastery of the True Faith soon.}

TURN05 vs. Denethor

**MOVE**

Denethor, -,haven. MT

HL2, Desert uses OG Waylaid, Wounded, and Orc-Dragged

HL1, Adunaphel-x

Faramir, -bl-fd-fd-bl,bh. Vale of Erech

HL3, Desert plays Shut Yer Mouth on Faramir

HL1, Adunaphel-x

Angbor, -fd-fd-bl,bh. Vale of Erech

HL2, Desert plays Soldiers of the Dark Lord

Moon is played

TURN05 vs. Theoden

**MOVE**

Theodred, -bl-w-sl-sl,sh. Thuringwathost. Tap Eomer to reveal site.

Adunaphel the Ringwraith drawn.

HL3, Adunaphel plays Ôn-Eno as agent.

HL2, Adunaphel keys Errand-riders of Gondor to W. dunedain.2s7p5b,det.

HL1, Adunaphel plays Things Might Go Ill on detainment, nonU Dunadan attack. 2s7p5b,det.

Great Shield of Rohan tapped, shield of iron-bound ash tapped

Theodred, 4p+9sroll=13, fail. 6broll=defeat

Gamling, 3p+1.sh+6sroll=10, fail. 5broll=tie

{Desert had Orc Watch in hand}

TURN05 vs. Saruman

**MOVE**

Brandir, -bl-bl,RL. Dale of Long Silence. Moon

HL3, Akhoralhil uses OG Tartas Izain

HL2, Desert-x

HL1, Adunaphel-x

HL1, Smg-x

Saruman, -fd-fd-bl,haven. Lorien. Moon

HL2, Akhoralhil-x

HL1, Desert-x

HL1, Smg-x