

AKHÔRAHIL/ROADBLOCK

50avatar

C	10	Ny Chennacatt	<u>RESOURCE DECK/HAZARD DECK</u>
I	8	Far Harad	40 cards in R. deck, 25 cards in sideboard
F	8	vs. Pallando	40 cards in H. deck, 15 cards in sideboard
A	0	Harad Division	14 characters in deck
M	2	Storm King	8 starting cards
K	4	Roadblock-Agent(R)	142 total cards
			18 creatures
			DC: 10.char + 23.res + 36.haz = 69

Akhôrahil has returned to his fiefdom with magic-users. This sorcerer will play many magic events (16 different) to stop Pallando in Far Harad.

Magic Rings and the lost Emerald of Unlight will shine destruction upon the free peoples along the Yellow Mountains including those stubborn dwarves. Several factions will be marshaled for battle as the Army of the Southron Dragon. Half-trolls and man factions will battle against dwarf and man factions from Far Harad and the Seven Lands.

The Ringwraith's old home, Ny Chennacatt, will be made into a place of security and healing with Hold Rebuilt and Repaired and House of Lamentations.

Akhôrahil will move using Fell Rider and use Eyes of Well to place Dark Enchantments on heroes. His main opponent is Pallando in the Harad Division.

The hazard deck is heavy on Desert hazards to play against Pallando. Half of the creatures are from the Sun-lands. Five Ranger agents will cause Roadblock or harm to heroes. Seek without Success and Cunning Foes will put an arrow in your back.

If you want a magic deck, then this is it.

Resources/Hazards not found in any other minion deck:

Zurafy

Emerald of Unlight

Kuilëndo

Storm King of Ciryatandor

Eyes of the Well

Akhôrahil Unleashed

Army of the Southern Dragon

Tûr Betark

Valleys Have Ears

Channels of Chey

Clouds

Inner Rot

Wield It While I May

Hunt Wild Men like Wild Beast

Quicksand

The Southern Dragon Arises

Speak, Friend, and Enter

Seek without Success

Call of the Desert

Changes From Version 06.

Removed

Dark Tryst

Add Above the Abyss, Black-Hide Shield for site Norjadar.

Site Removed

Sites Added

Korlea, Norjadar

Characters

none

RESOURCES(40/25)

2	Kuilëndo	
1	Emerald of Unlight	
2	Magic Ring of Weals	
2	Magic Ring of Delusions	
2	Magic Ring of Shadows	
1	Trifling Ring	
1	A Little Gold Ring	
2	The least of the Gold Rings	
1	Black-hide Shield	
2	Sîrani	
2	Gusar	
4	Men of Ciryatanire	
1	Aukuag	
1	Vîsi	
1	Half-Trolls	
2	Zûrafa	
1	Eyes of the Well	
*	Whisper of Rings	pe
1	I'll Be At Your Heels	L
2	Awaiting the Call	pe
2	Army of the So. Dragon	pe
2	Hold, Rebuilt, and Repaired	pe
1	House of Lamentations	pe
1	Valleys Have Ears	pe
1	Ill East Wind	
2	Above the Abyss	
3	Weigh All Things to a Nicety	
2	Voices of Malice	Sa
*	Open to the Summons	
2	Flight Unmarked	Sc-R
1	Tûr Betark	R
2	Ring Leaves Its Mark	
1	1 Fell Rider	mode
1	By the Ringwraith's Word	rw
2	1 Akhôrahil Unleashed	rw
*	Storm King of Ciryatandor	sp1
1	Swift Onset	fwar

29/18
s17

1	The Whips of Their Master	spirit1
1	Poison of His Voice	spirit3
1	Words of Menace and D	spirit4
1	Poisonous Despair	spirit3
1	-- Spying Out the Land	spirit3
--	-- Driven As By Madness	spirit3
--	-- Our Own Wolves	spirit3
--	-- Counterfeit	spirit3
--	-- Spirit-abuse	spirit3
--	-- Ancient Rite	spirit3
--	-- Calm-song	spirit3
--	-- Water's Tithe	sorcery3
1	Govern the Storms	sorcery4
1	Veil of Shadows	sorcery4
1	The Tormented Earth	sorcery4
1	Riven Gate	sorcery4
--	-- Some Secret Art of Flame	sorcery4
--	-- Bitter Cold	sorcery4
--	-- White Light Broken	sorcery0
--	-- Circle of Swords	sorcery4
--	-- Twisted Trees	sorcery4
--	-- A Malady Without Healing	shadow5
1	Deeper Shadow	shadow3
1	Sojourn into Shadows	shadow4
--	-- Gold Chains in the Wind	shadow4
2	Well-preserved	shadow3
1	Freeze the Fresh	shadow4
1	1 P. Devised By Wizardry	shadow3
1	Hounds of Sauron	shadow4
--	2 Channels of Chey	shadow4
--	-- Messenger of Mordor	shadow4
--	-- Symbol of Malice	shadow4

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HAZARDS(40/15)

3	Cobras	animal/vermin agent	1 3 5 .	J	
3	Sloth-bear	animal	1 1 9 4	W(T), T(W)	
3	Juthjuth	vermin	1 1 7 .		
3	Nehvaari	Pûkel	1 a 9 .	sun(rl,sh) T	
3	Lesinavi	undead	1 3 7 .	T(rl,sh) TT	
3	Sand-devil	undead	1 2 7 .	T	
1	Sicanna	undead	2 1 11 5	TTT	
1	Razarac	demon	3 3 12 8	MF(sites)	
					17/3
1	Doors of Night	P.env			
1	Twilight	S.env			
3	Call of the Desert	P.corr-move			
1	Inner Rot	P.corr-fallen/Lord			o2
1	Eyes of the Shadow	P.env-limit			
1	The Roving Eye	P.check			x2
1	Wield It While I May				o1
3	Seek without Success	S.roadblock-agent			
3	Nobody's Friend	S.fetch-agent			
1	Only Four He Has				o1
1	Subtle Treachery	P.roadblock-agent			x1
2	Drought	P.env-desert			x11
2	Quicksand	P.env-Sunlands			x11
1	Hunt Wild Men like Wild Beast				
1	Clouds	L.env-creature-enhance			
2	Speak Friend and Enter				
2	Arouse Defenders	S.AA-Safe			
1	Incite Defenders	S.AA-Safe			
1	Arda Marred	P.env			
2	The Dragon Arises	P			o22
1	Pale Dream maker	P			o1
3	An Unexpected Outpost	S.cycle-hazard			
					23/12

SITES

BM	Bozisha-Dar-p Tower of Hargrog			Eyes of the Well, Vísi
Fe	Hau Nysrin	Info, m, M, G	elf.4w8, elf.3w9	
Bz	Korlea-p	Info, ring	dún.xc9, animals 4o9	Least GR
Hy	Lond Anarion-p	m, M, G, ring	men.8, dun.4w11	Men of Ciryatanirë
Cu	Barad Annûn-p	Info, m, M, ring	dun.4w9	
Cn	Tartaust-bg	m, ring	men.xc9	Least GR
Km	Tûl Harar-p	m, M, G, ring	men, F*	Sîrani
Cu	Kadar an-Khâradun-p	m, ring	men/dun.3d8	Least GR
Tu	Norjadar-p	m*	men.2w7	minor battle-gear item
BM	Tresti-o	m	men.xd5	Gusar
Pz	Korondaj	m#, M#	men.4c8	Zurfa
EP	Tûl Póac-o	Info, m	men.xc7	*
DS	Sudu Call-o	Info, m	spider.1x6	Aukuag
Is	Tûl Isra-p	m	men.xc8	*
SB	Yatali Kîrgan	m	wose.4a8	*
MA	Tolfalas		undead	Kuileondo
Tu	Khorsâj-p	Info	men.xc6	*
Cu	Arhazûn-Tarîk	m, ring	men.3w6	ALGR
SS	Tower of Birds	m, M	wolf.3w8	<i>hidden</i>
DS	Urud-an-Khibil	[H] m, M	demon.3w8	*
KA	Killing Fields	m, M	undead.2w8	<i>hoard</i>
KA	Khibil Ephalak-o	m, M, G, ring	drake.3s12p, Sd	<i>hoard</i>
If	Sud Sicanna-o	Info, m, M	tp.3w8, undead.1w11	*
Zj	Oasis of Fult-o	[H] m, ring	undead.3w6	Zurfa
Zj	Mûmakil Cemetery	m, M	undead.4w9	*
NT	Abandoned Caway	m, M, ring	trap.3w7	* <i>HHR=oasis,</i>
Is	Charnesra-p	m, M, ring	undead.2w8	*
Ye	Bar Falin	Info, m, M	orc.4w6	hidden; Emerald of Unlight
MF	Fuinur's Well-o	m, M	demon.1w11	*
Sz	Bâtan-Urîd	m#, M#	orcs4d6, troll2o7	Half-Trolls
Sz	Adun-Tarik	m*, M*	men3d7, troll.2o8	HRR
Cn	Ny Chennacatt	m, M	orcs4d7, sw2d14	House of Lamentation
Bc	Fhûl	m, M	orcs3w7	
	Barad-dûr			

MINIONS-10		3-2-1-7-3		agent-22		
4 Akhôrahil	10/3/8/9	Sa	RW	sp, sh, so		Nurn
3 Angulion	9/3/5/9+	W/Sa	Dúnadan	so ,sh	Litash	fetch magic if tap and wound
2 Tartas Izain	6/2/5/8+	W/Sc/Sa	Man	sp	Tûl Isra	+2DI.Clan Bulgan
1 Djerul	4/1/1/9*+	Sa/D	Man	sp	Lugarlur, Temple of Lokuthor	
1 Tarvaran	3/1/2/7*+	Sa	Man	sp*	Bozisha-Dar, Tûl Isra	
2 Hador	6/1/5/9*+	W/Sa	Dúnadan	so	Dol Guldur	
2 Ciryaher	5/2/2/7+	Sc/Sa	Dúnadan	sh	Barad-dûr	
2 Sangahyando	6/2/3/9+	Sa/D	Dúnadan	sh	Gobel Mirlond, Umbar	+2DI.Du
1 Abur	4/0/5/7*	W	Man		Tresti	
1 Mariner	3/0/3/7*	R	dúnadan		Dun-hold port	
1 Mariner	3/0/3/7	R	dúnadan		Dun-hold port	
1 Jûoma	3/1/3/7a	W/R	Man	agent	Lossadan Camp, Bree	
2 Ôm-buri-Ôm	5/2/2/9a	Sc/R	Wose	agent	Druadan Forest, Wose PH, Stone-circle	
1 Herion	3/0/5/7a	W/R	Man	agent	Lond Galen, Linhir	
2 Punakäsi	4/0/4/8a	W/R	Man	agent	Jääklät, Pieni Satama	
1 Jaeru	4/1/4/8a	W/R	Man	agent	Bozisha-Dar, Bur Esmer, Maresh	

starting company: at Bozisha-Dar

<Whisper of Rings><Storm King of Ciryatandor> Open to the Summons

1 Djerul4/1/1/9Sa/Dsp

1 Tarvaran3/1/2/7Sa

2 Hador6/1/5/9W/Saso

1 Abur4/0/5/7W

1 Mariner3/0/3/7R

Ringwraith companies:			Eyes of the Well		
Fell Rider	Akhôrahil	10-0-10-9	Sa	sp, sh, so	
Black Rider	Akhôrahil	10-3-08-9	Sa	sp, sh, so	
Heralded Lord	Akhôrahil	10-6-08-9	Sa	sp, sh, so	

17/20+5 GI

Hand-8

Mind-46

#1 Tarma

<item1, factions8>

Angulion-L9/6/5/9W/Sa3Du9

emerald, Word, Heels

[so, sh]x

Tartas Izain6/2/5/8W/Sc/Sa +1M6

[spirit]

#2 Captains

<item1, ring4, CvCC5>

Sangahyando6/6/3/9Sa/D3Du6

kuileondo

[shadow+2]

Djerul4/1/1/9Sa/D0M4

[spirit]

#3 Shadow of the South

<Army of the Southern Dragon>

Ciryaher2/5/2/7Sc/Sa3Du5

MR.shadows, triflingR, Awaiting

[shadow*]

Tarvaran2/1/2/7Sa2M3

MR.delusions, Summons

[spirit*]

Hador3/1/5/9W/Sa2Du6

MR.weals, Awaiting

[sorcery*]

OVERVIEW

The best magic-user in the game will of course pack his deck with magic cards and magic-users. War with Gondor is the prime goal for this player. Yet, Akhôrahil will support this war indirectly. He must aid the passage of the Mûmakanril with his own factions. Resources include several factions and magic cards to help in playing the factions. Items will recycle or ease the use of magic events for those that use one of the three magic skills.

Visiting hidden sites and creating Dark-holds in Far Harad are secondary goals. Play factions, magic rings, and kill Pallando's characters.

Hazard creatures are Sun-land specific. Some hazard events are specific to Desert movement and other events allow Ranger agents to roadblock and Warrior agents to attack.

AKHÔRAHIL

Your Ringwraith will be attacking heroes using a multitude of magic events. Akhôrahil's only skill is Sage. His prowess is the lowest of his brethren at 8 and his body is 9. A 3 direct influence yields 20 points of GI to play high-mind magic users. His gift is using all three magic abilities. Try to play many magic cards on this avatar. His lacking of ranger skill is a problem, but Govern the Storms will alleviate this. His Ringwraith ability is to shuffle all magic events he uses into the playdeck.

Storm King of Ciryatandor will start the game, which makes him a Warlord and Leader. Ny Chennacatt will become a home site. He will come into play there for easy movement to the nearest darkhaven. This event can be discarded to fetch *Eyes of the Well*. Use the other ability allowing the avatar to tap to fetch from the discard pile *Ill East Wind* until late in the first deck. His **unleashed** card fetches the most useful magic event from the playdeck or discard pile.

His transportation method is the **Fell Rider** event. There are two copies of it. One copy starts in the play deck to get the avatar moving. In this mode his prowess is 10 and direct influence zero. ~~Faster Than the Wind is there to get the Ringwraith to or from Benish Amon.~~ **The Ring Leaves its Mark** is to fetch the mode card from the discard pile. This will in effect provide five opportunities for starter movement away from a darkhaven. Move the Ringwraith to a site with heroes so to use Eyes of the Well for playing a Dark Enchantment on a hero. However, rings are vital to this player. Play at least one gold ring item with the Ringwraith.

His item, **Eyes of the Well**, grants him the Scout skill. This skill is not expected to be needed. Instead of engaging in CvCC this item can tap to place a dark enchantment on the character in the other company. There is one dark enchantment in deck for this use – Pale Dream-maker. Some hidden sites have a high price to enter. This may preclude remaining untap for CvCC. Thus place a dark enchantment on a hero instead of CvCC. This item can also tap to take a magic event from the sideboard to your hand.

CHARACTERS

Themes of the dark arts are in the pool of characters. Far Harad and the Darkhavens attract those seeking loss knowledge of essence. Two races are present of minions used as characters: Men & Dúnedain. The number is few, but many are not expected for use after the Black Council due to all the expected corruption checks. Seven of the 14 minions are magic-users. Six of the 14 minions are agents with a total mind of 22. Five agents are Rangers. Those minions used as characters without magical skills are Rangers. Five agents are exclusively used as agents unless needed later. The pool of minions is rich in mind and sages. Either a character is a Sage or Ranger. Seven minions with a mind stat of 5 or more are in the core companies.

Direct influence sources are required. Events and items provide +9 DI while a mind ring and Awaiting the Call reduces the mind in terms of influence by 4 points. Characters with a home site far away can still be played at Bozisha-Dar. Logistically playing and discarding characters is a challenge for this deck. Creation of the squatting company is less important than playing factions and special rings.

The Angulion is a great magic-user learned as a Black Númenórean. His home site Carn Dum is far away, but he is temporary used by the Storm-king. His 9-mind Dúnadan leads a core company. He has two useful skills: Warrior, Sage. Use of sorcery and shadow-magic make his one of the most powerful minion. His 4 DI is great to have a follower. A 5 prowess is strong with a high 9 body to handle combat. A special ability is during the Organization phase to discard magic card from hand to fetch a magic card from your discard pile and wound another character in his company. This will used to great effect when the three magic-users are Awaiting the Call.

Sangahyando is a 6-mind Dúnadan student of shadow-magic from Umbar and Gobel Mirlond. He has normal 2 DI and +2 DI against Dúnadan that is great to lead a core company using his Sage and Diplomat skills. Stats of 3 prowess and 9 body are acceptable for his moving.

Tartas Izain is a Man from Tul Isra. His 6-mind is a bargain for all his abilities. He has three skills: Warrior, Scout, and Sage. He has a strong 5 prowess and 8 body. If you are Akhorahil then he is a spirit-mage. Also, he has +2 DI against Clan Bulgan. He will lead a core company.

Hador is a 6-mind Dúnadan from Dol Guldur using sorcery. His stats too are 5/9, but has 1 DI. He is just a Warrior and Sage. He is selected to stay at one site tapping a magic ring.

Ciryaher is a 5-mind Dúnadan studying shadow-magic in Barad-dur. He has 2 DI that can be used to have a follower. A 2 prowess and 7 body should keep him from moving. He is a Scout and of course a Sage. He is selected to stay at one site tapping a magic ring.

Djerul is a spirit-mage. He is a Sage! No, he is a Ranger. His 4-mind is low price for that skill. He is weak at 1 DI, 1 prowess and 9 body. This spirit-mage hails from Lugarlur and Temple of Lokuthor. Definitely, this Man will be in a core company playing Words of Menace and Deceit. His special ability is tapping to shuffle one Poisonous Despair from the sideboard or discard pile. This minion's 4 mind can be controlled by Angulion or Sangahyando.

Tarvaran is a Man agent from Bozisha-Dar, Tûl Isra. He is only a Sage with low 3 mind, 1 DI, 2 prowess, and low 7 body. He does not have a specific use as a minion or agent. If Cult of the Dark Lord is in play then he can use spirit-magic.

Dunadan Mariner is a non-unique Dunadan Ranger. Two copies are included. He gains +1 prowess when at or moving to a site in a Coastal Sea or a Port. His 3 mind is a fair price for 3 prowess and 7 body. Any Dunadan-hold port as a home site is nice. Lond Anarion is the closest site. Bûr Esmer and Korlea are home sites too. He can tap to allow his company to use port movement. Another ability is discarding a Great Ship or Black Sails (for no effect) during the organization phase to allow his company to move 3 extra regions, if moving with Port-movement or to a site in a Coastal Sea region.

COMPANIES

Storm King of Ciryatandor starts play to allow the starting company to be at Bozisha-Dar. The starting company at Bozisha-Dar consists of Hador, Mariner, Djerul and Hador. One is a Ranger and three are Sages. They have heard Whispers of Rings in Harad. They will play rings and factions. This group can use any magic event. Mariner will get discarded when you need room under GI or when he is killed. They will play as many resources as possible.

<i>starting company:</i> at Ny Chennacatt				
<Whisper of Rings><Storm King of Ciryatandor> Open to the Summons				
1 Djerul	4/1/1/9	Sa/D	sp	
1 Tarvaran	3/1/2/7	Sa		
2 Hador	6/1/5/9	W/Sa	so	
1 Abur	4/0/5/7	W		
1 Mariner	3/0/3/7	R		

Your three core companies will use 17 of 25 GI. Angulion not starting allows for two other minions to start. Goals include: playing factions, playing gold ring items, and fetching magic events. Hador must be kept alive, which is why Freeze the Flesh is in the playdeck.

#1 Tarma

Your Tarma company is led by Angulion. He is the only Diplomat in the company of two. He will protect in a way of using magic. Angulion has Emerald of Unlight, By the Ringwraith's Word and I'll Be At Your Heels. This gives him 6 DI for characters and 3 CP. His two skills include sorcery and shadow-magic. His follower is Tartas Izain whom will be influencing factions his spirit-magic. This company uses all three sets of magic. Tartas Izain can use Words of Menace and Deceit for a +7 to the influence attempt. Riven Gate will add +2 to the attempt. The command event gives both minions +1 to corruption checks. Therefore, Tartas Izain cannot be eliminated from a spirit-magic card. The jewel allows Angulion to play magic events and not be forced to make a corruption check. Kuilendo or Trifling Ring needs to be in play before Angulion is played unless By the RW Word is played the same turn.

#1 Tarma		<item1, factions8>		
Angulion-L	9/6/5/9	W/Sa/D 3	Du9 emerald, Word, Heels	[so, sh]x
Tartas Izain	6/2/5/8	W/Sc/Sa +1	M6	[spirit]

#2 Captains

The Captains will be attacking heroes near Bay of Ormal and playing gold ring items. Sangahyando will be using shadow-magic, and Djerul will use spirit-magic. He is Sangahyando's follower. Sangahyando has a high body of 9, but a low prowess of 3. He normally has +4DI against Dúnedain. The jewel Kuilendo adds +2 to his CC from magic events and +2 DI against characters with a lower mind; carries 3 CP. These two minions can stay at Ny Chennacatt to be within good distance to a hero company. Store the rings or test them using the Ringwraith.

#2 Captains		<item1, ring4, CvCC5>		
Sangahyando	6/6/3/9	Sa/D	3 Du6 kuileondo	[shadow+2]

Djerul	4/1/1/9	Sa/D	0	M4	[spirit]
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The squatting company is at Ny Chennacatt. Three magic-users will be Awaiting the Call to reduce the mind in terms of control. This company will only use 2 GI. Ciryaher (Sc/Sa) will have two followers (Tarvaran & Hador). Ciryaher will have a Magic Ring of Shadows and Trifling Ring. He will recycle shadow events and have 5 DI for followers. Hador has a Magic Ring of Weals; he will recycle sorcery events. Tarvaran is wearing a Magic Ring of Delusions, he will recycle spirit events. This minion though will not use Awaiting the Call since his mind is already two. You might want this minion to move later. A Freeze the Flesh minion can replace one of the three in this company.

Corruption is only a worry for Ciryaher at 3 CP. This trio can recycle three very useful resources to your hand every turn. Use and protect them. All three minions are Sages. Get them to Ny Chennacatt and keep them safe there. Three copies of Awaiting the Call are in the playdeck. Move and keep Hador at the citadel when the first copy is played. Keep the other copies in hand until the other two minions are played. Keep these minions untap so one may play Voices of Malice in dire need that the other two may tap to support. The first ring to be tested will be Trifling Ring. Consider not giving Awaiting the Call to Tarvaran since it will not adjust his mind for control. Then this minion can join another company for a trip.

#3 Shadow of the South				<Army of the Southern Dragon>		
Ciryaher	2/5/2/7	Sc/Sa	3	Du5	MR shadows, triflingR, Awaiting	[shadow*]
Tarvaran	2/1/2/7	Sa	2	M5	MR delusions, Summons	[spirit*]
Hador	3/1/5/9	W/Sa	2	Du6	MR weals, Awaiting	[sorcery*]

ITEMS

Few items are needed to be played by this Ringwraith. You have many rings to play and two other items. You need three magic rings and one lesser ring. These four rings can be played from three gold rings. Two **Least of Gold Rings** and one **A Little Gold Ring** are for playing the magic rings, which can be played at any site allowing gold ring items. There are three gold ring Ruin sites in Harad. Weigh All Things to a Nicety can recycle a gold ring item. Play **Trifling Ring** first so to build the squatting company. Play **Magic Ring of Delusion** next to aid in influence attempts. Magic Ring of Weals helps sorcerers and Magic Ring of Shadows for shadow-mages.

Emerald of Unlight is the key item. It must be played at the hidden site Bar Falin. It carries 4 CP, but bearer does not make CC due to playing magic. A deadly cost is to make a roll, that if four greater than the bearer's mind he and this item are eliminated. Angulion will carry the item allowing him to use magic as if a Ringwraith.

Kuilendo is a nice item, but hard to play. One must discard a Stolen Knowledge event to play it at a Ruins in Mouths of Anduin. Use A Flight Unmarked instead to gain access to the site. The item is a jewel that gives +2 DI to characters with a lower mind and +2 to CC using shadow-magic events. It carries 3 CP. Tapping the item fetches either A Malady without Healing or Phantom Devised by Wizardry.

FACTIONS

You have six factions to influence. Five are dual factions. All are men except for the troll faction. Two are playable at a Free-hold, two are playable at border-holds and one at a shadow-hold, one at a darkhaven. All but the trolls are in the play deck. The modifications from other factions are not a factor, but Army of the Southern Dragon does hinder playing an important faction. Your Tarma company will have +7 to the attempts. Playing all 6 factions should be done before the War-Lord phase in 16 turns. Words of Power and Deceit must be used for some faction influence attempts. It is in the sideboard ready for fetching using a magic ring.

The Tarma company should influence all the factions. Focus on recycling magic events in the first deck for influencing, then in the second deck focus on magic events for CvCC. Thus play the Magic Ring of Delusion before the other magic rings. None of the minions are expected to use his normal bonus to influence any factions.

Sîrani is a vital faction for this player in the upcoming battles. An attempt of 11 is required to play. It can be played at a man-hold in Isra. Modifications: characters with a home site (+2), overt (-4), Anarikanî (+2). This faction is 4 MP if Army of the Southern Dragon is worth MPs, but this will not be the case for this player.

The **Half-Trolls** need an attempt of 10 to play. Variags of Khand provide +2. This will be a powerful army for the war.

Gusar is convenient to play at a darkhaven or another site in Bozisha-Miraz. It needs an attempt of 11 to play. A diplomat other than the influence that taps grants +2 to attempt. Combine companies at the darkhaven to maximize this bonus. Tap this faction to transfer a horse ally to any character in the company that has a home site in the Sun-lands. Use this faction to transfer Zurafa to a company moving through a Desert.

Vîsi is also playable at a darkhaven. It needs an attempt of 10 to play. A leader or Warlord has a +3 bonus.

Another powerful faction for the war is **Men of Ciryatanîrë**. It is played at Lond Anarion if the influence check is greater than 11 with modifications (Dúnadan +2, Army of the Southern Dragon -4). Play this faction early to avoid the negative modifier. It will be worth 4MP to you and considered a Dúnadan faction.

Aukuag is played at a Border-hold Oasis in the Sun-lands or adjacent regions. Only one normal site exists. The influence attempt is a low 7 with modifications: Men +1, Wizard -5, overt -5, Covshek-pust +2, Desert Orcs -3, any non-animal playable at the site -2, Tedjin -4. These nomads will aid in faction battles by hiding in desert regions.

ALLIES

Zurafy is the only ally. Expect one to be killed. The second copy of the ally will be played in the second deck of the first is killed. The body is low at 7. This ally helps you to move through Deserts to either surprise a hero company or to hide from one. Give this ally to the company that will not engage in combat.

MISSIONS

There are no mission events to play for MPs.

SHADOW-MAGIC

Seven of the shadow events are used. This type of magic is most prominent in the deck. They

are the most visible events in the deck. Almost all of them bring a -4 modified corruption check.

Deeper Shadow reduces the hazard limit on your small companies. Play this on the Ringwraith so prevent the hazard limit to pass to his main hazard opponent. Else you can change a Ruins&Lairs to a Shadow-hold or one Wilderness to a Shadow-land. [cc-3]

Sojourns into Shadows s for many-strike attacks and to protect a minion with a low body from attack. This is great on a lone character.

~~—Gold Chains in the Wind is essentially a strike-canceller on the shadow-mage. This event brings ally with a 5 prowess into the game to face one strike. Use this event against Slayer.~~

Well-preserved is to heal a minion far from a heaven. But this is also good to use if Angulion uses his special ability with magic cards.

Freeze the Flesh is to keep a dead magic-user in play. So have this in hand when you move a 7 body magic-user or use AMWH.

Hounds of Sauron has two uses. Use it to reduce an attack to a single strike. Hounds of Sauron is a great CvCC event to soften up the heroes.

Phantom Devised by Wizardry can be fetched with the jewel. Use this magic event to move a hero character to a site with your own minions or to a Desert region, which will delay his movement by a turn. You may meld the use of this resource with the hazards in your hand such as Vaurak. Consider playing this on a hero character at a site forcing a move to Ny Chennacatt.

Then have Angulion play **Channels of Chey** while at the site tapping 31 mind of minions! Channels of Chey costs a CC at -5. Target character must make a body check modified by +1 for every 5 mind of magic-users that taps. Up to a +6 modifier can be achieved killing any character with a 7 body.

SPIRIT-MAGIC

Five spirit events made it into the deck. Most of the magic-users have this skill. But the focus on shadow-magic so recycle Poison of His Voice to discard those pesky hazards. Some of these events are in the sideboard to be grabbed by Eyes of the Well.

Poison of His Voice is for hazard permanent-events on your minions when tapping a Sage to play Voices of Malice is not possible.

Words of Menace and Deceit is for the faction influencing. This is the most vital magic card in the deck that allows influencing many factions.

Whips of Their Masters is for the faction war. It allows a faction to move two more regions. This will help stalling the advance of the heroes so to let the Mûmak move.

Poisonous Despair is a safety card preventing the influencing of a resource by another player. Fetch this event when Pallando travels with no followers.

Spying Out the Land shows you hazards from your opponent's hand.

SORCERY

Four sorcery events made the deck. They have a wide range of uses.

Govern the Storms is to get your Ringwraith to a site and companies without a Ranger; he is the Storm-king.

The Tormented Earth is to cancel attacks during movement. This can be great against those Desert creatures.

Veils of Shadow will compete with the other sorcery events, for it will make it easy to enter a site that is boosted by AA enhancers.

Water's Tither allow six region movement. This is for traveling deep into deserts or to

surprise a weak hero company far away. Kirmlesra is five regions from Bozisha-Miraz through a shadow-land, two Wilderness, and two border-lands else move through Erim Poa to avoid Double Wilderness. Or move from a Deep Desert, through a Desert into a third-non Desert region. You can move between Hyarn and Kirmlesra or between Mouths of the Anduin and Bozisha-Dar.

INFLUENCING

When a company is moving to influence these are useful: Veils of Shadow (sorcery), Words of Menace and Deceit (spirit) and Sojourns in Shadow (shadow). This will help with influencing and protecting the influencer from one strike.

CvCC

The Captains will be attacking heroes. They can use shadow-magic and sorcery. Hounds of Sauron (shadow) is the card to use. Water's Tithe is to move 6 regions and thru deserts. Use The Tormented Earth to cancel an attack while moving.

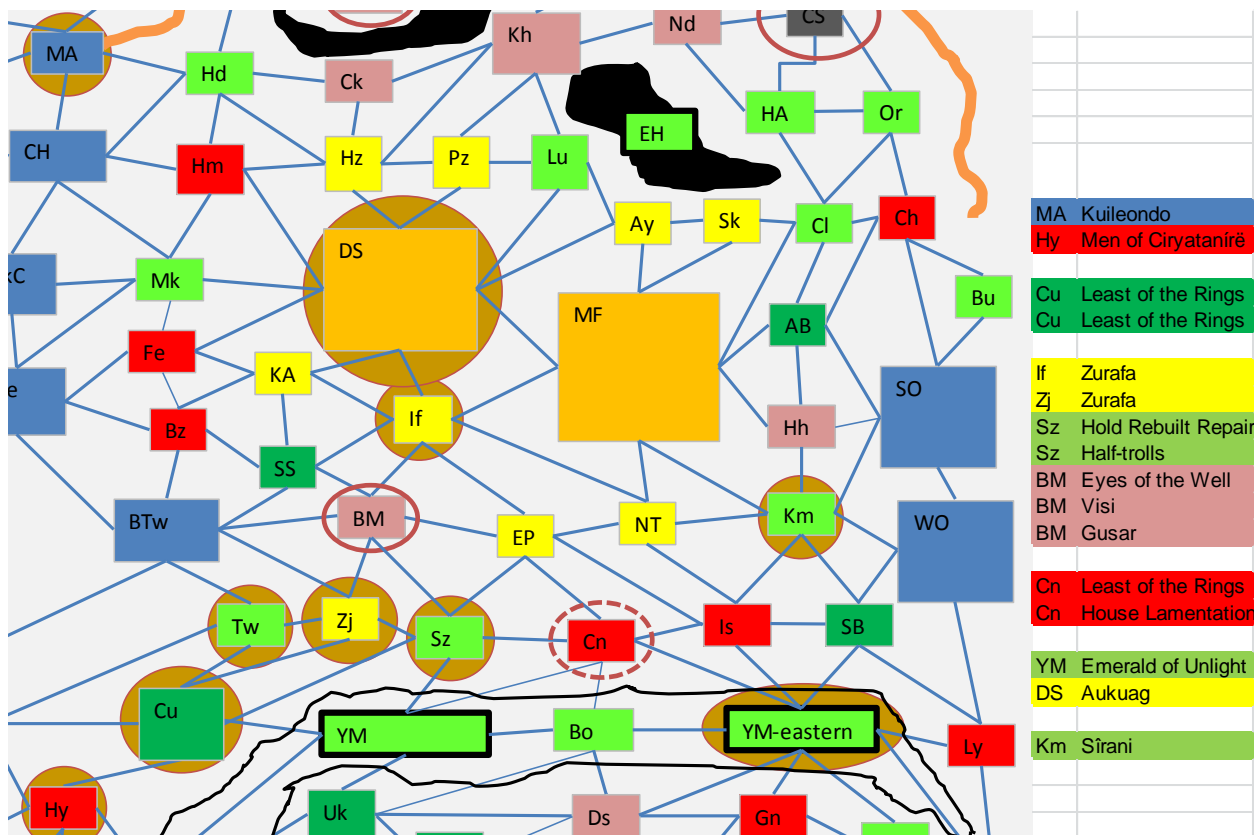
Your Ringwraith should use Sojourn in Shadows (shadow), Spying out the Land (spirit) and Govern the Storms (sorcery). His 10 prowess should handle any AA.

Valley Have Ears will help you gauge how to play your turn. This event is played on the Ringwraith. The cost to use is tapping the Ringwraith, which may be uncommon. Tapping allows you to view a number of cards equal to twice the factions in the same territory. Either view top of your opponent's playdeck (random order afterwards), or your own deck and taking one to hand.

Tûr Betark is mainly included to access a hidden site. Else you can tap a Ranger to make some region adjacent and face an Orc attack of 3 strikes with 7 prowess. Else decrease the hazard limit by two if you move to a site in one of these regions. Chennacatt-Dushera, Chennacatt-Gan, Sara Bask-Gan, Isra-Dushera, Isra-Gan.

SITE EVENTS

A renovated keep of the Ringwraith will be undertaken. The Ringwraith will tap to bring *Army of the Southern Dragon* into play from the sideboard. The first **Hold Rebuilt and Repaired** will be played on Ny Chennacatt. Now the site is a dark-hold that is never discarded. This site is strategic to protect Bosiri. **House of Lamentations** will then be played on the site to allow healing. Your minions now can heal there. Minions can move from this site into the Uttersouth or to Harshandatt in one turn. Play the other *Hold Rebuilt and Repaired* events on Adûn-Tarîk and **Bâtan-Urîd** for Southern Dragon Arises 2 MPs.



Bozisha-Miraz	H	Bozisha-Dar	akhorahil, adunaphel	.	
Bozisha-Miraz	B	Tresti	akhorahil	Men	
Hyam	F	Lond Anarion	akhorahil	Men	
Curinshiban	R	Arhazûn-Tarîk	akhorahil	Men	
Curinshiban	B	Kadar an-Khâradun	akhorahil	Dûnedain	
Tulwang	R	Khorsâj	akhorahil	Men	
Tulwang	B	Norjadar	akhorahil	Men	
Zajantak	R	Oasis of Fult	akhorahil	Undead	
Seznebab	S	Adûn-Tarîk	akhorahil	Men	
Seznebab	s	Bâtan-Urîd	akhorahil	Orcs	
YM-Eastern Spur	R	Bar Falin	akhorahil	Orcs	
Chennacatt	S	Ny Chennacatt	akhorahil	Orcs	
Chennacatt	F	Tartaust	akhorahil	Men	
Isfahan	R	Sud Sicanna	akhorahil	Traps	
Kirmlesra	F	Tûl Harar	akhorahil	Men	
Dune Sea	B	Sudu Cull	akhorahil	Spider	
Mouths of the Andu	R	Benish Armon	akhorahil	Men	

SITES

Harad has many sites to play resources. It is far from the crowded lands populated with Wizards and Lords. There are plenty of sites to play major items and gold rings. Ny Chennacatt will be made into a site for healing. Bozisha-Dar will be the darkhaven in use. Several hidden sites are found along the Yellow Mountains. No non-haven sites are shared.

Various region types are found in Far Harad. There is no dominate region type. But Wilderness, Jungle, Border-land, and Deserts are common. There is no Dark-Domain or Free-Domains in your realm. One Shadow-land is expected to be traveled: Bozisha-Miraz. One Coastal Sea is needed to sail for an item. Use Flight Unmarked by tapping a Scout or Ranger to fulfill all requirements to move to any hidden site such as dwarf-holds. Desert regions were avoided to tap a site except of course ally and one faction.

One Darkhaven will be used, 4 Free-holds, 5 Border-holds, 5 Ruins, and 3 Shadow-holds will be visited for 17 sites. Automatic-attack types are: Men (10), Orcs (3), Spider(1), Dúnedain (2), and Animals. Most automatic-attacks are detainment even some Orcs. All the sites are either southwest of the Darkhaven or east of it. Seznebab is the region that has seven sites south or east of it while the others are to the west.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	4	5	5	0	3	0	18

Several Free-holds are found along the Ered Laranor of dwarves, men, wose, and dúnadan. Some are ports. The port **Korlea** has one AA, which one is Dúnedain. The AA is detainment with 9 prowess. Play Least of the Gold Rings there, but you need to cancel that automatic-attack. Note that Drowning Seas on this site affects any moving company to it. **Lond Anarion** is a port with the faction Men of Ciryatanírë. Two automatic-attacks await. You need to bring many characters like Mariner or use Veils of Shadow. The first attack is Men for all with 8 prowess. Then face four strikes of Dúnedain with 11 prowess. The hazard limit moving to the site is modified by +2. **Tartaust** is a battleground with gold rings and a tough Men attack of 9 prowess. **Tûl Harar** is a port with the faction Sîrani. Face the first attack of detainment Men with 8 prowess. Then the opponent may play from hand, play deck, or discard pile one Free-People creature normally keyed to Free-hold or Free-Domain.

Almost as many Border-holds are available. All have Men AA and either a port or oasis. Along the western coast is **Norjadar**. This in Tulwang has a descent Men detainment attack of 2 strikes with 7 prowess that only plays minor battle-gear items. **Tresti** is an oasis with the faction Gusar. Its Men detainment attack of 5 strikes with 5 prowess will take luck to stay untap. It is an Oasis. Once you play a minion faction here, all versions become a shadow-hold and all AA are normal against hero companies. **Sudu Call**, an oasis, is in a Desert region. This is Dune Sea a site that plays Aukuag. Try not to send a low prowess character to this site due to the automatic-attack of Spider 1 strike with 6 prowess. **Kadar an-Khâradun** is a port. Play a gold ring item there after the tough men detainment automatic-attack of 3 strikes with 8 prowess. Move to the north to **Korondaj** to play the horse ally after facing its Men attack of 4 strikes with 8 prowess.

Several Ruins have your items. A few sites have Undead AA. Traps and Men AA are common too. North at **Tolfalas** is found Kuileondo, which requires two turns to visit. **Arhazûn-Tarîk** has a weak Men AA to play gold rings. **Oasis of Fult** has hoard items, but you need a Demon ally. It has a weak Undead AA. **Bar Falin** a hidden site in the Yellow Mountains has Emerald of Unlight. One must discard Tur Betark from hand to reveal this site or use Flight Unmarked. The AA of Orcs with 4s6p will require a large company.

Shadow-holds are on the foothills of the mountains or along the coasts. Bâtan-Urîd has the faction Half-Trolls. It has two attacks. The first is Orcs and detainment, but the second is Trolls and normal. Take a large company there. Ny Chennacatt will have House of Lamentations. Fhûl is used for the battle so keep this site untapped. You do not plan on visiting the Under-Deeps.

Most of the sites you need to visit are along the coast or the Yellow Mountains. You do not need to travel through the desert, but you will travel through border-lands. Lond Anarion, Tolfalas and the two sites along the Bay of Ormal are the furthest sites from Bozisha-Miraz.

HARAD DIVISION

You are in the Harad Division. Your allies are Indûr and Adûnaphel. The Court is in your division, but they are not allies. Indûr is in the Utter South, but he may move into Irsa to play a resource. Adûnaphel may visit Bozisha-Miraz. The Great Desert is north of you as a natural barrier. The Yellow Mountains too are a natural barrier. In between, you will battle for the hearts of the peoples in Far Harad. This player purposely avoids visiting sites northwest of Bozisha-Miraz except to play a jewel item.

WHITE PLAYERS

Imrahil will be traveling long distances into Harad. He will be weak and susceptible to attacks. Do not bother with him since Adûnaphel will move to CvCC those from the West. The Prince of Dol Amroth will be attacking with his factions to prevent your factions of reaching the Pass of Bosiri. The Valdacli will be in the Seven Lands, but south of your territory except for moving into Lond Anarion. The princes will be sending factions along the coasts towards Bozisha-Miraz. Stop them in Curinshiban.

Pallando is your main opponent. He will be playing factions to do battle with the Mumakril. This wizard must not do this. Focus on killing his Sages and that Man Manari Akaji, whom can use the Seeing-stones.

WARLORD PHASE

Move minions to play Shadow-magic on hero characters.

MARSHALLING POINTS

C=10 Almost all of your minions used as characters are 2 MP. At one point during the game you may have 15 MP from this category. Expect 10 MP from minions.

I=8 There are not many items worth MPs. Try to have three magic rings in play. You have time to play and test a gold ring item to start the third deck. Kuilëndo needs to be played too for its MP and abilities.

F=8 Even with seven factions, some are dual factions. You must play many factions. With an emphasis on faction influencing you should have 8 MP from this source.

A=0 Sand Demon is your only ally. His movement restrictions may get him discarded.

M=2 This is only from Army of the Southern Dragon.

K=4 You may be able to kill creatures and heroes with your magic events.

Game Points: Voices of Malice, Keeper of the Flame

PLAYDECK MANAGEMENT

1	Emerald of Unlight	Weigh
1	Magic Ring of Weals	whispers
1	Magic Ring of Delusions	whispers

1	Magic Ring of Shadows	whispers	
1	trifling ring	whispers	
1	Half-Trolls		dp111
1	Army of the So. Dragon		dp112
2	Awaiting the Call	tap	dp125
2	Hold, Rebuilt, and Repaired	tap	dp124
1	Ill East Wind	Eyes	
1	Valleys Have Ears	tap	
1	House of Lamentations	tap	
2	Flight Unmarked		dp121,dp122
1	Fell Rider		dp113
1	Akhôrahil Unleashed		dp123
1	Poisonous Despair		dp114
1	The Whips of Their Master		dp115
1	Words of Menace and D		dp131
1	Govern the Storms		dp132
1	P. Devised By Wizardry		dp133
2	Channels of Chey		dp134, dp135

SB to DP	15	+3
SB to PD	4	+4
Whispers	4	--
Weigh	1	--
RW card	*	-3
Eyes	1	

TOTAL: +4x

FIRST DECK

Factions are the main focus for this player. But get the gold rings in play. Magic Ring of Delusion needs to be played for fetching a spirit-magic event for +5 DI during the turn. Trifling Ring is the other ring. Two minions to make the influence attempts have 2 DI. Emerald, two special rings, and three factions must be played in the first deck. The Ringwraith needs to help in playing one gold ring item and conduct two combats. Use Eyes of the Well to grab the right magic cards.

Exhaustion has magic cards, and Ill East Wind put into the sideboard. That event will be fetched with an item allowing Fearful Sun to move your factions one more region. These are the magic events: Words of Menace and Deceit (sp), Phantom Devised By Wizardry Shadow (sh), Sojourns in Shadows (sh). The spirit event will be used for faction influence. Phantom Devised By Wizardry will be fetched by the jewel after the event is sent to the discard pile. Sojourns in Shadows are for the Ringwraith for movement.

Move Hador to Ny Chennacatt when Awaiting the Call is in hand, tap the Ringwraith to shuffle that event. That reduction in mind allows playing any other character. Move Ciryaher to Ny Chennacatt when played for his body is too low for regular movement. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be mild (e.g. ~7). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 4x to *Awaiting the Call*, *Valley Have Eyes*, *HHR* and *House of Lamentations* when needed.

Consider using *Weigh All Things* to shuffle cards discard earlier like *Fell Rider* and sorcery events to beat automatic-attacks.

An Unexpected Outpost shuffles *Wield It While I May*, *Only Four He Has*, *Pale Dream-maker*.

First Exhaustion

Remove from the sideboard 5 hazards: *Drought* x2, *Quicksand* x2, *Subtle Treachery*.

Place these resources in the sideboard: *Words of Menace and Deceit* (sp), *Phantom Devised By Wizardry Shadow* (sh), *Sojourns in Shadows* (sh), *Ill East Wind*.

SECOND DECK

Finish playing the factions, four, and items, especially *Kuilendo*. Move *Tarvaran* to *Ny Chennacatt*. The squatting company needs to be form at this time. Expect to exhaust on Turn 18.

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

Consider using *Weigh All Things* to shuffle the magic cards.

An Unexpected Outpost shuffles *Inner Rot*, *The Dragon Arises* x2.

Second Exhaustion

Remove from the sideboard 4 hazards: *The Roving Eye*, *Cobras* x3.
Also remove a *Game Point* card.

Place these resources in the sideboard: 8 *Ringwraith* events for later:

Third Deck

Battle factions in your way. Use the magic-users to play shadow-magic on hero characters killing them one at a time. Also move to heal factions.

HAZARD

You are playing a hazard deck either Roadblock those around the Great Desert or be bothered by agents creating false trails. Creatures are animals and fell denizens found in Harad. Your Doors of Night will expand the range of a few creatures. Agents too will make the creatures common on the borders of the Sunlands.

CREATURES

There are 20 creatures including two uniques. Most are either animals or undead. Others are demon or pukel. Most are only playable in or near Deserts.

Two animals crawl, prowl, or hunt under the hot sun and cool skies. **Cobras** are animals and vermin. It is only keyed to Border-lands, Ruins, and Lairs in the Sun-lands and Central Plains. It can be keyed to Jungles too. The creature has three strikes with a weak 5 prowess. The attack is non-detainment and attacker chooses the first target. This creature can be played on-guard in Central Plains, Gondor, Mordor, or Sun-lands if an agent taps at the site. The important ability of this creature is that a wounded character allows the play of Venomous Sting from the sideboard or discard pile.

Sloth-bear has a mean name, but his one strike with 9 prowess and 4 body are not special. It can be keyed to any Wilderness adjacent to a Desert or a Desert adjacent to a Wilderness. Its ability allows it to be played from the discard pile if it has already attacked the company if a strike or the attack is cancelled. Agents will play this creature against Lord Denethor and Saruman in other Divisions.

Juthjuth is a Vermin and Spider creature. This will boost its 7 prowess using Full of Froth and Rage. Attacker does choose non-Scout characters. It is a site only creature keyed to sites in the Sunlands or adjacent regions. You can target the Gondor Division. Memories Stolen can may be played on a character wounded this turn by this creature. Forgotten South of the World extends this creature to parts of the Uttersouth.

Nehvaari are the rare Pukel-creature. These are rarer found only in the Sun-lands or in a Desert. Each character faces one strike of 9 prowess, but instead of prowess the defending character uses his mind. A successful strike does not wound, but the character loses all skills until the end of the turn. Can be played at any Ruins, Lairs, Shadow-holds in the Sun-lands or in a Desert Region.

Lesinavi is undead. Not tiny or tough. Three strikes with 7 prowess will be keyed to Double Deserts or Ruin, Lairs and Shadow-holds in Deserts. Each defeated strike modifies the next strikes' prowess by +1.

Sand Devil is another Desert undead. Weaker at 7 prowess, but is tied to events. Sand-storm allows keyability to any region in the Sun-lands and adjacent regions and the creature can be played from the discard pile. It has a Wisp ability that it taps the target after the strike if the prowess is greater than the target's mind unless the strike is cancelled. Likely, the creature will be killed, but will tap to characters enough to use the other creatures on the vulnerable.

Sud Sicanna is a powerful unique Undead. He roams triple Deserts with his single strike 11 prowess at 5 body. He is keyed to Kes Arik, Isfahan, and to sites in those regions. Also, Traveling Merchants threatens the company with a Desert in site path. Those wounded by this creature must pass a corruption check or return to site of origin.

Razarac is the other demon creature. It is the master of the sands. A flying demon of three strikes with 12 prowess and 8 body will keep him alive. But it is limited to Mirror of Fire and

non-haven sites in that region. Drought allows him to be keyed to any Desert. Each excess strike modifies the defender's body by -1. The ability of this creature is a chance to be played from the discard pile. A company moving through Mirror of Fire makes a roll modified by +1 for each character with a home site outside of the Sun-lands. If the result is greater than 9, then this creature can be played from the discard pile. This may happen once per deck. Agent Herion will try to play this creature at the demon site in Dune Sea.

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	3	3	Sloth Bear
BH	0	JJ	0	3	Juthjuth
RL	0	T	6	3	Cobras
SH	0	TT	0	1	Razarac
DH	0	TTT	0	3	Nehvaari
UD	0	SL	0	3	Sand-devil
FD	0	SL2	0	1	Sicanna
BL	0	DD	0	3	Lesinavi
W	0	CS	0		
W2	0	CS2	0		
W3	0	X	0		

hazard	Deck	Total	Type	Type	
Only Four He Has	1	2	P	agent	
Subtle Treachery	1	1	P	agent	
Nobody's Friend	3	10	S	agent	
Seek without Success	3	3	S	agent	
Incite Defenders	1	3	S	auto	
Arouse Defenders	2	3	S	auto	
Wield It While I May	1	1	P	check	
The Roving Eye	1	3	S	check	
Pale Dream-maker	1	3	P	corruption	
Inner Rot	1	1	P	corruption	
Call of the Desert	3	3	P	corruption	
Clouds	1	1	L	environment	
Eyes of the Shadow	1	2	L	environment	
Doors of Night	1	24	P	environment	
Arda Marred	1	3	P	environment	
Drought	2	3	P	environment	
Quicksand	2	2	P	environment	
Twilight	1	24	S	environment	
An Unexpected Outpost	3	72	S	hand	
Speak, Friend, and Enter	2	2	P	roadblock	
Hunt Wild Men like Wild Be	1	1	P	tap	
The Southern Dragon Arises	2	2			

Creatures

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

-
- FD
 - BL
 - W
 - J
 - 3 T Sand Devil
 - 3 TT Lesinavi
 - TTT
 - SL
 - DD
 - CS
-

Harondor	Sloth Bear	
Lurmsakun	Sloth Bear	
Clyan	Sloth Bear	
Ered Harmal	Sloth Bear	
Kirmlesra	Sloth Bear	
Seznebab	Sloth Bear	
YM Central	Sloth Bear	
Tulwang	Sloth Bear	
Suza Sumar	Sloth Bear	
Mardruak	Sloth Bear	
Haruzan	Sloth Bear	
Pezarsan	Sloth Bear	
Arysis	Sloth Bear	
Siakan	Sloth Bear	
Ne Tava	Sloth Bear	
Erim Poa	Sloth Bear	
Zajantak	Sloth Bear	
Isfahan	Sloth Bear	Sud Sicanna
Kes Arik	Sloth Bear	Sud Sicanna

1 Punakasi	4/0/3/8a	W/R	Man	agent	Jaakilat, Pieni Satama
1 Jûoma	3/1/3/7a	W/R	Man	agent	Lossadan Camp, Bree
2 Ôm-buri-Ôm	5/2/2/9a	Sc/R	Wose	agent	Druadan Forest, Wose PH, Stone-circle
1 Herion	3/0/5/7a	W/R	Man	agent	Lond Galen, Linhir
1 Jaeru	4/1/4/8a	W/R	Man	agent	Bozisha-Dar, Bur Esmer, Maresh

Punakasi is a 4 mind 3/8 Warrior Ranger Man. His home sites are in the Northern Waste at Jaakilat and Pieni Satama. He allows non-unique undead to be playable at his non-free-hold. This is a nice ability with Lesinavi in the Sun-lands.

Move him near Lord Dain when facing the Northern Waste Division. Then a bit south against the Gondor Division hurting King Vidugavia. Then move westward against Thranduil of Mirkwood shading the Wilderland Division. Next, westward still slowing Elrond Half-elven. Return to home site and move south. If not in play to bother Eriador, then use Nobody's Friend to be revealed in Dyr. It takes seven turns to reach the Kes Arik. Against the Uttersouth Division, move to the Sunlands.

Jûoma too has a home site in the Northern Waste and another at Bree.

Move him near Evermist when facing the Northern Waste Division. Then south against the Gondor Division hurting King Theoden. Then move westward against Lady Galadriel shading the Wilderland Division. Next, move home hurting Cirdan. Return to home site and move south. It takes six turns to reach the Marduak from Arthedain. Against the Uttersouth Division, move to the Sunlands.

Ôm-buri-Ôm 5/2/2/9 Sc/R Wose Wose Passage, Druadan Forest, Stone-Circle

Ôm-buri-Ôm is a somewhat of a lost agent. Move him to play Seek Without Success since he is not a Warrior.

If played early, then move on the waters to reach near Evermist. Else stay home to bother Lord Denethor. Next, move to Anduin Vales to target low prowess Radagast characters. Next, move over the Misty Mountains to target low prowess Hobbits in the Shire. When facing the Uttersouth Division, move home and head south. It takes five turns to reach Suza Sumar from Anorien.

Herion has home sites in Gondor at Lond Galen and Linhir. For the Warlord Phase keep him in Gondor bothering those players. A 5 prowess is strong for combat, but his body is 7.

Keep him home while facing the Northern Waste Division or use Nobody's Friend to hurt Evermist. Be at home against the Gondor Division hurting Lord Denethor. Stay home. Then move westward against Lord Thrain harassing the Wilderland Division. Next, move through Gap of Isen to hurt Lord Balin. Return to home site against the Uttersouth Division if you cannot be Nobody's Friend. Move to a Coastal Sea site for the last 12 turns. Pelican Islands gives access to five other regions.

Jaeru is another W/R agent. His stats are fine of 4 prowess with 8 body. His has three nice home sites of Bozisha-Dar, Bur Esmer, and Maresh. Start him from Bur Esmer. His agent ability is discarding at a company's new site during the MOVE phase in a Desert to be replaced with another site in the same region.

Use Nobody's Friend early in the game to reach Dyr to bother Alatar. If not, then move to his home site Maresh to bother Saruman in the Gondor Division. Then move north into Mirkwood to hunt Thranduil of Mirkwood. Westward a few regions is Elrond Half-elven. Return home during the turns against the Uttersouth Division. Final

Have him near the coasts to play Animals and Pukel-creatures. But first move him to Charnesra to play Lesinavi. Move him to the coasts once Pallando taps that Irsa site. First move to Lighthouse at the Cape of Octopuses to play creatures. Khorsaj in Tulwang has Khorsâj (Men), Pelican Islands (Animal), Bur Esmer (Men), Mûmakil Cemetery (Undead). Play **Never Seen Him** to allow a move, untap, then creature play.

For the Warlord phase, move him along the Yellow Mountains to use a hazard. Select Tartaust for access to Bosiri and Seznebab.

Animal: Lighthouse at the Cape of Octopuses, Pelican Islands

Undead: Mûmakil Cemetery, Charnesra

HAZARD EVENTS-35

Base cards-2

You have Doors of Night and Twilight. Only a few hazards require Doors, but are more deadly with Doors of Night in play. There are nine environment hazards in the deck.

Corruption/Character-7

Call of the Desert is played on a non-avatar carrying of one CP. Target must make a CC at the end of the phase for each Desert in his path. If his home site is in the Sun-lands, these CC are modified by +1. Play this hazard when possible.

Inner Rot is played on a Wizard or Fallen-wizard giving 1 CP and 2 SP. This hazard is worst to a Fallen-wizard. The target can tap for a chance to remove this event.

Eyes of the Shadow boosts the hazard limit. This Environment permanent-event is only playable if Gates of Morning is not in play. Then the hazard limit is increased by two for these moving companies: 1) size is less than four with a Wizard or a non-Ranger character with a 6+ mind. You can pass the hazard limit.

The Roving Eye troubles those with greater items, ring, or palantiri in play. A corruption check modified by -2 is forced. Elimination is replaced with discarding all cards played with the character including followers. Expect other characters to tap for support.

Hunt Wild Men Like Beasts. Characters with a home site in Rohan may not be in the same company as a Wose character. Additionally, characters with a home site in Rohan may initiate CvCC with a Wose character or ally as if both are single character companies regardless of their alignment.

Wield It While I May hurts those bearing dual resource items. This permanent event modifies corruption checks by -1 of those with such items. Wilderland Division is expected to have many dual resource items. Doors of Night will eliminate a character bearing such an item from a fail check.

Main Theme-8

Your hazard theme is to use agents for Roadblock and attack. Four W/R agents will move around the western continent and harass heroes. **Seek without Success** allows a Ranger agent to be discarded to force a company to immediately be sent back to the site of origin. All have a prowess of four or more. **Nobody's Friend** will allow the fetching of agents after using the short-event. That is why Never Seen Him is not in the deck.

Subtle Treachery is played on a faction at a site the same as one of your agents, which that site is a home site. The faction and agent cannot move. A failed strike from an attack by this agent sends the hazard to the opponent's MP file to be worth four. Use this for Jaeru. Just use Seeking Without Success to send the company away and the agent with hazard to the discard pile. This is protection from Ordered to Kill.

Only Four He Has is playable on a strike from an agent attacking a character bearing a ring special item. Focus on those own by in your Division or Saruman. Use his Ordered to Kill and reveal on-guard. Success does not cause a body check, still wounds, and steals the ring item.

Secondary Theme-11

The secondary theme is to make travel in the Sun-lands lethal to the heroes. **Drought** is a

permanent-event environment. This is a powerful hazard. All attacks keyed to Desert or at sites within a Desert have +1 prowess. All factions in play at sites in a Desert region are worth 1 less MP and River cannot be played on a site in a Desert. Every Sun or Drought in play allows an adjacent region to a Desert to be considered a Desert. This will help playing your creatures. Reach of Ulmo will discard this hazard.

Quicksand is another environment. It is playable on a character with a base prowess less than 4 in a company moving to a site in a non-Coastal Sea region in the Sun-lands or its adjacent regions. This can slow the company. Every ORG phase forces a roll adding the base prowess of every character that taps. A result less than 15 keeps the character at the site. Only moving discards this hazard normally.

Clouds is an Environment Long-event. It modifies the prowess of each hazard creature by +2. All will be affected. The Storm-king is master of the weather. You have many creatures with a prowess less than eight. You can weather the hazard with magic cards. Adûnaphel has Magic Ring of Savagery. Indûr has overts.

Awaken Defenders is a long-event doubling strikes at such holds. Then each detainment AA becomes normal. Be careful that this hazard does not hurt you. Arouse Defenders modifies one AA prowess by +2 and the attack cannot be cancelled. Such AAs against White players are uncommon.

Speak Friend and Enter is a roadblock hazard. It is played against a moving hero company on a Shadow-hold, Dark-hold, or hidden site. Unless the company contains a Sage, Hobbit or discards a Knowledge or Information card from hand the company does nothing during the site phase. As a permanent-event Crack in the Wall and Secret Entrance are cancelled.

Awaken Defenders is a long-event doubling strikes at Free-holds and Border-holds. Then each detainment AA becomes normal. Be careful that this hazard does not hurt you. Incite Defenders is played on the same types of site creating an additional automatic-attack duplicated of an existing automatic-attack at the site.

Other cards-6

The Dragon Arises is a permanent-event. Any creature that can be keyed to Shadow-land may be keyed to several regions (Bosiri, Chennacatt, Isra, Seznebab, Yellow Mountains, Zajantak). This will allow trolls, undead, and orcs to harm Pallando. Any creature that can be keyed to Dark-Domain can be keyed to Bosiri or Chennacatt. If Army of the Southern Dragon is rotated twice then the regions affected as above increase to adjacent non-Coastal Sea, non-Desert regions. When that resource is rotated twice then creatures can be furthered keyed via Shadow-land to the regions: Cleft of Goats, Curinshiban, Tulwang, Bozisha-Miraz, Kirmlesra, Sara Bask, Yellow Mountains Eastern Spur, Dushera, Usakan). This is 15 regions. Dark-Domain creatures can now be keyed in addition to Usakan, Dushera, Yellow Mountains, Yellow Mountain Eastern Spur, Isra, and Seznebab. A defeated creature keyed to one of these regions discards this hazard.

Realm of the Storm-king is similar but applies to Ammu Baj, Bulchyades, Chy, Clyan, Harshandatt or Siakan then to Chy or Harshandatt.

Many hazard environments are in this deck. **Arda Marred** can be multiplied for greater effect. A play of this hazard discards one Spring of Arda. A play of an environment hazard or magic resource in your Division one copy of Arda Marred is token. Discard two tokens from the same copy to have the hazard limit not reduced when playing a hazard creature. Discard a copy with four or more tokens to cancel an opponent of fetching a resource from his discard pile or

grabbing from the sideboard.

Pale Dream-maker is a Dark Enchantment. *Eyes of the Well* allow one of these hazards to be placed on a character in lieu of CvCC. Pale Dream-maker is also corruption. The target must make a CC whenever the host player discards a card. Play this hazard on a hero with 2 CP already. Target's DI is set to zero.

~~**Lands Untended** changes a region's type closer to Wilderness if a faction of that home regions moves away. You want to make a Border land into a Wilderness so to play Sloth Bear. Moving the same faction back discards his hazard. Example regions include Hyarmentfalas, Felaya, Bellazen, Chennacatt, and Isra.~~

~~**Come Forth** is a faction battle card. The short event forces a non-moving faction to move, if legally, to one of your faction's current region. This will weaken and separate armies allowing you to destroy the factions piece by piece. Opponent's will force to engage instead of waiting and thus be weaker or hold allowing no barrier on the path to Mordor.~~

Utility-3

Outpost is a staple. Try to recycle The Southern Dragon Arises and avatar corruption hazards.

AKHÔRAHIL THE RINGWRAITH - Sage Ringwraith (F)

[DI: 3; P/B: 8/9; Home Site: Any site in Nurn]

Unique. Manifestation of Akhôrahil. Can use sorcery, spirit-magic, and shadow-magic. +3 direct influence in Heralded Lord mode. +1 prowess in Fell Rider mode. As your Ringwraith, when he uses a magic card, return it to the play deck and reshuffle.

AKHÔRAHIL UNLEASHED - Short-event (R)

Playable on Akhôrahil the Ringwraith (as your Ringwraith). You may take a magic card from your play deck or discard pile to your hand (reshuffle play deck if searched).

TURN 01-3.3, Bozisha-Dar,U

U	Djerul	4	1	1	9	Man					Sa	D	0	
U	Tarvaran	3	1	2	7	Man					Sa		0	
U	Hador	6	1	5	9	Dúnadar	W				Sa		0	
U	Dunadan Mariner	3	0	3	7	dún				R			0	
U	Abur	4	1	5	7	Man	W						0	
														Open to the Summons

Akhôrahil the Ringwraith	Nehvaari			
Arda Marred	Punakäsi			
Arouse Defenders	Sîrani			
Deeper Shadow	Vîsi			
0		0		
Turn: 1	Hand: 8	MP: 6	SP: 1	PD: 86
Alatar	Dain	Thorin	Evermist	PALLAN

Tidings of Death

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

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

, Kolver Enraged

UNTAP {move to get closer to the east}

ORG

Akhôrahil the Ringwraith played at Ny Chennacatt. Magic Ring of Delusion placed on Whispers of Rings. RW moves to Bozisha-Dar, Tarvaran and Abur stay with low body. Others move to Ny Chennacatt to get closer to Tul Harar.

MOVE

Abur, -,haven

HL2, Alatar-x uses Bofur as OG.

HL1, Dain-x, Thorin-x, Evermist-x, Pallando-x

HL1, Thorongil-x

Akhôrahil, -bl-w-sl,haven

Uses Deeper Shadow to reduce HL

HL1, Alatar-x ; has Ice-drake and True Cold-drake in hand.

No risk to change W region to SL, since True Fire-drake may attack.

Hador, -sl-w-bl,sh

HL3, Alatar-x

HL2, Dain-x, Thorin-x (has Bairanax, Frenzy of Madness in hand!)

HL2, Thorin plays Choking Shadows on the site.

Djerual taps to use Voices of Malice to discard Saruman the Wise,Hador supports, croll auto.

WATTAN shuffles Deeper Shadow from discard pile; for move to play jewel item.

SITE

Ringwraith taps to make INF attempt on faction Vîsi

+3.di+3.warlord-1.scatha-1.tidings of death + 12/6 = 16, pass. Tap site.

END Scatha.Black

Now has 3 agents in hand! Including the man NWaste Ranger.

{forgot to put Open to the Summons on Tarvaran; fixed during Turn 04}

TURN 01, vs. Alatar

MOVE

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

HL5-2, Akhôrahil plays agent Punakäsi

HL2, Akhôrahil plays agent Jûoma

HL1, Akhôrahil plays Arda Marred+ Alatar plays Twilight

Shipwright taps to play Marvels Told, Bane of the North, Dweller supports, croll=auto

TURN 01, vs. Dain

MOVE

Stonehelm, -w,fh

HL3, Black plays Foolish Words on Stonehelm.

HL1, Akhôrahil plays agent Ôm-buri-Ôm face-down

TURN 02-3.3

@Ny Chennacatt, U

T	Djerul	4	1	1	9	Man				Sa	D	0	
T	Hador	6	1	5	9	Dúnadar	W			Sa		0	
U	Dunadan Mariner	3	0	3	7	dún			R			0	

@ Bozisha-Dar,T

T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x	Storm King of Ciryatando
U	Tarvaran	3	1	2	7	Man				Sa		0	
U	Abur	4	1	5	7	Man	W					0	
													Open to the Summons

Arouse Defenders	Lesinavi			
Aukuag	Spying Out the Land			
Deeper Shadow	the least of gold rings			
I'll Be At Your Heels	0			
0	0			
Turn: 2	Hand: 8	MP: 7	PD: 76	SP: 1
Dain	Evermist	Alatar	Thorin	PALLANÉ

Gates of Morning Spring of Arda

Tidings of Death

, Master of the House, 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, untap agent Juoma.

ORG

I'll Be At Your Heels played on avatar warlord.

Avatar taps to dump: Half-Trolls. Army of the Southern Dragon, Phantom Devised By Wizardry,

The Whips of Their Masters, Poisonous Despair. Djerul plays Spying Out the Land.

-3.sp+3.croll=0,taps. Avatar+ stays. Hador+ move to Tartaust

Dain[x], Evermist[Incite Minions], Alatar[x], Thorin[x],Pallando[Sand-devil,Gnaw with Words]

Trifling ring placed on Whispers of Rings.

MOVE

Akhôrahil, -,haven

HL3, Dain uses OG Without a Second Glance of Longing

HL2, Evermist-x

HL1, Alatar-x

Hador, -bl,fh

HL3, Dain-x

HL2, Evermist-x

HL1, Alatar-x

SITE

Tartaust, (1)Men---each character faces 1 strike with 9 prowess (det against covert companies)
Djerul, 1p-1t+2sroll=
Hador,5p-3x+7sroll=9
Mariner,3p-3x+8sroll=8,taps
Hador taps to play the least of gold rings

END good turn.

Use Seek Without Success so to use Nobody's Friend.

Turn 02, vs. Evermist

MOVE

Los'pindel, -,haven

HL2, Adunaphel-x

HL1, Akhorhail moves agent Ôm-buri-Ôm first time from Amon Hen(adj to home region Anórien) to Hermit's Hill.

Turn 02, vs. Dain

MOVE

Dain, -,haven.pL

HL3, Akhôrahil plays An Unexpected Outpost shuffles Wield It While I May

HL2, Akhôrahil plays Nobody's Friend to fetch Herion from playdeck.

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

HL3+1, Akhôrahil 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

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, ccroll=auto.

TURN 03-4.3

@Tartaust, T

T	Djerul	4	1	1	9	Man				Sa	D	0	
T	Hador	6	1	5	9	Dúnadar	W			Sa		4	the least of gold rings
T	Dunadan Mariner	3	0	3	7	dún			R			0	

@ Bozisha-Dar,T

T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x	Storm King of Ciryatando I'll Be At Yc
U	Tarvaran	3	1	2	7	Man				Sa		0	
U	Abur	4	1	5	7	Man	W					0	
													Open to the Summons

Arouse Defenders	Herion				Bairanax	
Clouds	Incite Defenders				0	
Deeper Shadow	Seek without Success				Frenzy of Madness	
Eyes of the Well	0				Great Cup of Thrór	
0	0				Marvels Told	
0	0				The Cock Crows	
Turn: 3	Hand: 8	MP: 9	PD: 68	SP: 1	Valiant Sword	
Thorin	Dain	Evermist	Alatar	PALLAND	Sancho Proudfoot	
					Fast Asleep	

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,
Merkampa at Home, Traitor, His Own Master

, Mordor in Ruins

, The Way is Shut

UNTAP

Hador makes ring CC, Djerul supports, -4.ring+1.sup+10croll=7,pass.

Untap agent Ôm-buri-Ôm at Hermit's Hill.

ORG {keep RW at site to test gold ring item; too dangerous to move now.}

WATTAN shuffles Fell Rider. Avatar taps to shuffle Valleys Have Ears.

Hador+ move to Bozisha-Dar. Others stay.

MOVE

Akhôrahil, -,haven

HL3, Thorin uses OG Deftness of Agility

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

Hador, -bl-t-sl,haven

HL3, Thorin-x

HL2, Dain-x

HL1, Evermist-x

HL1, Thg-x

SITE

END Scatha.Akhorahil(next turn)

Gold ring test in same company as Ringwraith: 6troll-2.rw=4, Magic Ring of Delusion.

{ By RW Word in hand; only Eyes of the Well in hand to need site }

TURN 03, vs. Dain

MOVE

Nain, -,haven

HL2, Desert uses OG Orc-Watch.

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

Stonehelm, -w-w, haven

HL3, Desert-x

HL2, Akhôrahil-x

HL1, Adunaphel-x

HL1, Smg-x

TURN 03, vs. Thorin

MOVE

Thorin, -,haven

HL2, Akhôrahil plays Clouds.

Frerin, -w-w-fd,fh

HL4, Akhôrahil-x

HL3, Black-x

HL2, Desert-x

HL1, Adunaphel-x

TURN 04-1.3 {Pallando is at Hau Nysrin with 7 characters}

@ Bozisha-Dar, T

U	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x	Storm King of Ciryatando	I'll Be At Your Heels
U	Tarvaran	3	1	2	7	Man				Sa		0		
U	Abur	4	1	5	7	Man	W					0		
U	Djerul	4	1	1	9	Man				Sa	D	0	Open to the Summons	
U	Hador	6	1	5	9	Dúnadar	W			Sa		2	Magic Ring of Delusion	
T	Dunadan Mariner	3	0	3	7	dún			R			0		

Akhôrahil the Ringwraith	Herion				Behind the Hedge
By the Ringwraith's Word	Poison of His Voice				Incite Minions
Deeper Shadow	Valleys Have Ears				Crebain
Eyes of the Well	Veils of Shadow				Not at Home
0		0			Not at Home
0		0			Palantír of Osgiliath(H)
Turn: 4	Hand: 8	MP: 9	PD: 61	SP: 1	Karhunkäsi
Evermist	Dain	Alatar	Thorin	PALLAND	The Riddle Game
					0

Gates of Morning Spring of Arda

, Wardens of the Woodland Realm, Summons from Long Sleep, Summons From Long Sleep,

Merkampa at Home, Traitor, His Own Master

, Mordor in Ruins

, Clouds

UNTAP

ORG

Magic Ring of Weals placed on Whispers of Rings.

Hador transfers MR of Delusion to Djerul, Cc: -2.ring+2.rw+croll=auto.

By the Ringwraith's Word played on Hador. {will discard Hador when Angulion is played; reshuffle BRWW with Weigh}.

I'll Be At Your Heels given to Hador.

Valleys Have Ears played on Akhôrahil RW.

Akhorhail RW taps to bring into play from the discard pile Army of the Southern Dragon.

Avatar card untaps Akhorhail RW.

Akhôrahil RW taps to shuffle from SB: [Hold Rebuilt and Repaired.]

Akhôrahil, Tarvaran, Abur stay.

Hador+ move to Kadar an-Khâradun to maybe draw gold ring.

MOVE

Akhôrahil, -,haven.T Bozisha-Dar

HL3, Evermist uses OG Crebain

HL2, Dains plays An Unexpected Outpost shuffles from SB: [Bring Our Curses Home x2]

Hador, -sl-t-j,bh Kadar an-Khâradun

HL3, Evermist uses OG Incite Minions

HL2, Dain-x has Scorba, Dragon's Breath, Rumor of Wealth in hand.

HL1, Alatar-x

HL1, Thg-x

SITE

END Felagrog.Black

Djerul taps to use MR Delusion grabbing from DP: Spying Out the Land.

TURN04 vs Evermist

MOVE

Taivasta, -,haven Evermist

HL2, Akhôrahil moves agent Om-buri-Om from Bandit Lair to Dead Marshes

HL1, Akhôrahil uses OG Nehvaari

Los'pindel, -w-sl, sh Eithel Morgoth

HL4, Akhôrahil plays Speak Friend and Enter on the Shadow-hold.

[has many creatures but only for Sun-lands]

HL2, Adunaphel plays Despair of the Heart on Karhunkasi.

Twilight played to target Clouds.

TURN04 vs Alatar

MOVE

Ulvun, -w-ww-w,haven Rhubar

HL5, Black-x

HL4, Desert-x

HL3, Akhôrahil-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

Nain, -w-w-bl, Riavod

HL2, Adunaphel-x

HL1, Akhorhail -x

HL1, Smg plays Unabated in Malice on new site's AA.

TURN04 vs Thorin

MOVE

Frerin, -fd-w-w,RL Andoloki

HL5, Desert-x

HL4, Black-x

HL3, Adunaphel-x

HL2, Akhôrahil-x

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

TURN05 {Pallando at Hau Nysrin, Wose Burial Site}

@ Bozisha-Dar, T

T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x	Storm King of Ciryatando Valleys Ha
U	Tarvaran	2	1	2	7	Man				Sa		0	Open to the Summons
U	Abur	4	1	5	7	Man	W					0	

@ Kadar an-Khâradun, U

U	Djerul	4	1	1	9	Man				Sa	D	1	Magic Ring of Delusion
U	Hador	6	3	5	9	Dûnadar	W			Sa		1+	By the Ringwraith's Word I'll Be At Yc
U	Dunadan Mariner	3	0	3	7	dûn			R			1+	

Deeper Shadow	Hold Rebuilt and Repaired	Aegnor
Dunadan Mariner	Poison of His Voice	Attercop! Attercop
Eyes of the Well	Spying Out the Land	Concealment
Herion	Veils of Shadow	0
0	0	Into the Smoking Cone
0	0	Kindling of the Spirit
Turn: 5	Hand: 8	MP: 9
	PD: 54	SP: 1
Saruman	Vidugavia	Theoden
Denethor	PALLAND	Saruman

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

A Short Rest

, Wardens of the Woodland Realm, Traitor, Decisions of the White Council

, Mordor in Ruins

, Arda Angered

UNTAP

Agent Om-buri-Om at Dead Marshes untaps.

ORG

Dunadan Mariner played at an untapped Bozisha-Dar.

Spying Out the Land played by Djerul, Hador taps to support,

-3.res-2.ring+1.sup+1.heels+4.croll=1.

Saruman[none], Vidugavia[Wild Trolls, Wild Fell Beast], Theoden[none]

Hador+ move to Ny Chennacatt.

Akhôrahil+ stay, now get on untapped Bozisha-Dar.

[Like to move Tarvaran to Ny Chennacatt, but will not take the chance.]

MOVE

Akhôrahil, -,haven. Bozisha-Dar

HL4, Saruman uses OG Aegnor

HL3, Vidugavia-x

HL2, Theoden-x

HL1, Denethor-x

HL1, Thg-x

Hador, -j-w-bl,sh. Ny Chennacatt

HL3, Saruman-x

HL2, Vidugavia-x

HL1, Theoden-x

SITE

Bozisha-Dar

Akhôrahil taps to play Eyes of the Well, no tap site.

Ny Chennacatt.

(1)Orcs---*4 strikes with 7 prowess

Djerul, $1p-3x+4sroll=2$,taps

Hador, $5p-1t+9sroll=13$

Mariner, $3p-3x+3sroll=3$,taps

(2)Spawn---2 strikes with 14 prowess

Djerul, $1p-1t+4sroll=4$

Mariner, $3p-1t+8sroll=10$

Hold Rebuilt and Repaired played on site using Army of the Southern Dragon.

Ny Chennacatt now a dark-hold.

Above the Abyss untaps Djerul.

END Felagrog.Adunpahel(next turn)

Djerul taps to use MR Delusion grabbing from DP: Spying Out the Land.

TURN 05 vs. Vidugavia

MOVE

Vidugavia, -,haven. Riavod

HL4, Black plays An Unexpected Outpost to shuffle from SB: Early Harvest

HL2, Akhôrahil moves FD agent Om-buri-Om from Dead Marshes to Easterling Camp

HL1, Akhôrahil plays agent Herion

MOVE

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

HL3, Akhôrahil uses OG Tartas Izain

HL2, Desert-x

HL1, Adunaphel-x

HL1, Smg-x

TURN 05 vs. Saruman

MOVE

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

HL2, Akhôrahil-x

HL1, Desert -x

HL1, Smg-x

TURN06-2.4 {Pallando at Dusalan, woses all tapped at Nîlûlondê}

@ Bozisha-Dar, U

T	Akhôrahil the Ringwraith	x	3	8	9	RW				Sa		x	Storm King of Ciryatandor	Valleys Ha	Eyes of the
U	Dunadan Mariner	3	0	3	7	dûn			R			1+			
U	Tarvaran	2	1	2	7	Man				Sa		0	Open to the Summons		
U	Abur	4	1	5	7	Man	W					0			

@ Ny Chennacatt, U dark-hold

T	Djerul	4	1	1	9	Man				Sa	D	1	Magic Ring of Delusion		
T	Hador	6	3	5	9	Dûnadar	W			Sa		1+	By the Ringwraith's Word	I'll Be At Yc	
T	Dunadan Mariner	3	0	3	7	dûn			R			1+			

Akhôrahil the Ringwraith	Poison of His Voice			Captains of the West
Deeper Shadow	Spying Out the Land			0
Fell Rider	Tûr Betark			Hûrin the Tall
Gusar	Veils of Shadow			I Know Much About You
0	0			Men of Lossarnach
0	0			Mountains of Shadow
Turn: 6	Hand: 8	MP: 10	PD: 43	SP: 2
Denethor	Vidugavia	Theoden	Saruman	PALLAND
				Steward's Guard
				0

Gates of Morning The Doom of Choice Echo of All Joy Tidings of Death Erû's Gift

Ordered to Kill Echo of All Joy ,Moon

, Wardens of the Woodland Realm, Traitor, Decisions of the White Council

, Corlagon At Home, Mordor Rebuilt, Soldiers of the Dark Lord

, Arda Angered

UNTAP

Agent Ôm-buri-Ôm untaps at Easterling Camp.

ORG

Akhôrahil RW taps to dump from SB to DP: [Akhôrahil Unleashed, Flight Unmarked x2, Channels of Chey, Hold Rebuilt and Repaired]

{fetch later with magic ring WoMaD to use on big faction later this deck}

{use TRLIM to recycle Fell Rider to later play Emerald of Unlight}

Fell Rider played on Akhôrahil RW. Moves to Nîlûlondê, already in a DP, for CvCC

Avatar card untaps Akhôrahil RW.

Akhôrahil RW taps to use Storm King of Ciryatandor, grab from SB [Ill East Wind].

Ill East Wind played as short-event to bring in Doors of Night – change Moon.

Eyes of the Well taps to grab to hand from SB: [Channels of Chey]

Akhôrahil RW plays Spying Out the Land, shuffles it.

Denethor(none),Vidugavia(Wild Trolls, Incite Defenders),Theoden(Vampire)

Abur+ stay at Bozisha-Dar.

Hador+ move to Bozisha-Dar, hoping to draw a gold ring soon

{would like to move minions to Minas Morgul for later play of hidden jewel, not against this division of heros}

MOVE

Abur, -haven. Bozisha-Dar

HL3, Denethor uses OG Mountains of Shadow

HL2, Vidugavia-x

HL1, Theoden-x

Akhôrahil, -w-j-bl-bl,RL. Nîlûlondê. Fell Rider Moon+DON

HL2, Denethor-x {drew Searching Eye, Drought}

HL1, Vidguavia-x {Wild Trolls too weak against Fell Rider}

Deeper Shadow played to change RL to SH; shuffle magic card.

Hador, -bl-t-w,haven. Bozisha-Dar. Moon+DON

HL3, Denethor plays Drought

HL1, Vidugavia-x

WATTAN shuffles Emerald of Unlight

SITE

Nîlûlondê. (1)Elves---2 s with 8 p (det against companies only Elves and/or Dúnedain)

tappedx1=3s9p

Fell Rider, 9p+1.card+2.mode-1t-2e+10sroll=19

T	Ôn-Ikana	5	5	4	8	Wose	W	Sc	R		3	Blood-stone Amulet	Stone mac Healing He
T	Ghân-buri-Ghân	5	2	2	9	Wose		Sc	R		2	Blood-stone Amulet	Horn of Anor
T	Elite Wose Hunter	3	0	3	8	wose	W		R		2	Desert Amber	Wose Shamanist Amu

Channels of Chey played, target On-Ikana with his 8 body,

Healing Herbs used to untap Elite Wose Hunter, 12broll=**death**.

Remove Channels of Chey from play.

Blood-stone Amulet transferred to GBG. Stone mace transferre to EWH.

CVCC

EWH vs. Akhôrahil+Fell Rider

Akhôrahil

Elite

1
6
9

1
5
6

Elite, 3p+1.wp+5sroll=9, success, 9broll+1.delta=10,**killed**.

Akhôrahil, 9p+1.card+2.mode-1t+6sroll=17

Wose Shamanist Amulet transferred to Ghan-buri-Ghan; others discarded.

END Khamual.Black

{ Great turn; Imrahil and Pallando have characters than can take revenge next turn }