

BLACKNum/COAST

50avatar

C	9	Chey Goumal	<u>RESOURCE DECK/HAZARD DECK</u>
I	9	Bay of Ormal	40 cards in R. deck, 25 cards in sideboard
F	3	vs. Lynerian League	40 cards in H. deck, 15 cards in sideboard
A	1	Harad Division	10 characters in deck
M	4	Cult of Dark Lord	8 starting cards
K	6	Sea Monsters	138 total cards
			20 creatures
			DC: 29res+25haz+13char

Eastern shores of the Bay of Ormal were the home of evil spirits of Mannish legends. These where the Voksa that later hid in Zurghôr after the War of Wrath. Known as sorcerers they corrupted the Númenóreans that visited the coasts. The Kuorind (“Mountain people”) settled in the Olyas Kriis and been a barrier to the Zurghôr and Khanîm, whom the later lived south of the former jungles in Sakal an-Khâr. The Khanîm are Black Númenóreans.

One of these mages of near pure-blood is Gastmorgath. He is a High Master for a special militia (called the Dark Ordainers) – an ancient cult from the Second Age. The goal is to infiltrate all institutions, guilds, militaries and political groups. Another High Master is Dâiruzôr. But more Masters will be made to control Sirayn, Harshandatt, Chyan, Codya, Lyneria, and Kythor. Their reward will be all the southern ports of the Endor continent from Mispir to Ost Anghorionion.

The single goal for this player is to weaken the Lynerian League to mount assistance arrayed against Chey, Mumakan, and Sirayn – each controlled by a Ringwraith. This will be achieved through weapons, armies, secret societies, sorcery, and words of licentiousness.

Shelter or Darkhavens are not found around the Bay of Ormal. Maybe one is in the Imaldawath Forest known for its mystery and possible lay-over of Sauron when he fled the White Council. Cult of the Dark Lord will be formed at Bulchaden Marches and Naerphys. Both sites give four region move to all desired regions but Zurghôr. Four of the main site types will be visited. All but two characters have a home site in the Bay of Ormal or nearby.

Hazards were the remaining cards from earlier decks. Most of the creatures are either Animal or Coastal Sea drakes. Most of the events are permanent-events with 24 “hot” or play almost on any company if in hand. Ring-bearers or those moving on the seas are the cursed facing this deck.

I like this deck for the covert plan of sorcery, stealth, and building strength in a territory with two “masters”. Circle of Swords is counted among the cards and used in a company with three weapons. High Master card text at end of file.

RESOURCES(40/25)

3	The Warding Ring
2	Magic Ring of Weals
2	Minor Ring
1	Bright Gold Ring
1	Gleaming Gold Ring
1	Bone-hilted Broadsword
1	Broad-headed Spear
1	Saw-Toothed Blade
1	Blazon of the Eye
*	orc-liquor
3	Lyharg
1	Snaga-hai
1	Elinse
1	Followers of the Silent One
3	Múranians
3	Sons of Sâdeh
1	The Khanîm
1	Vulmaw Sea-traders
2	Zurghîr
2	Seize Prisoners
2	Cult of the Dark Lord
1	No News of Our Riding

14/10

Need Blade+Malice(dunedan) for P.Dwar

3	Motionless Among the Slain	
3	Hide in Dark Places	Sc
1	Gifts Given of Old	faction
1	Secrets of Their Forgings	Sa
3	Voices of Malice	Sa
2	Join With That Power	D
1	Deceived By His Voice	flat
3	Black Sails	
1	Frozen	so
3	Circle of Swords	so
1	Veils of Shadow	so
1	Riven Gate	so
1	Some Secret Art of Flame	so
1	Keepers of the True Flame	pe
*	Whispers of Rings	pe
*	1 High Master	pe
1	Awaiting the Call	pe
1	Tokens to Show	pe
1	Númenór Perished	pe
1	Instilled with Malice	pe
1	3 Dark Ordainers	
3	Weigh All Things to a Nicety	
3	Dark Tryst	
1	Swift Onset	pe

26/15

HAZARDS(40/15)

3	Marsh-drake	drake	1	2	11	x	SL, CS	
1	Rain-drake	drake	1	1	15	x	WWW, CS	
1	Sea Serpent	drake	2	2	14	6	CS	
1	Kraken	animal	2	2	10	x	CS CS	
3	Fell Turtle	animal	1	1	15	x	CS	
1	Swamp-dragon	animal						
1	Ninevet	animal	x2	1	13	5	CS	
3	Dwarven Travelers	dwarf						
3	Dunadan Explorers	Dúnedain					CSCS	
3	Tayb Occultist	slayer						
								20/0
Hot-23								12-6-17
								20/15
1	Doors of Night	P.env						
1	Twilight	S.env						
1	Foolish Words	P.						
1	Wielder's Curse	P.						o1
1	Alone and Unadvised	P.						o1
1	Heritage Forsaken	P.						
1	Ring-chained	P						o2
1	You've Put Your Finger In It	P.						o2
1	Taint of the Wilds	P.						
1	Taint of Ambition	P.						
1	Taint of Deep Lore	P.						
1	Taint of Glory	P.						
1	Noose of the Sea	L-sea						
1	Lost in Free-Domains	S.roadblock						
1	Lost At Sea	S-sea.HL increase						
1	Storms of Osse	L.env*						o2
1	Sea-Blockade	P.						
1	The Sea is Unrelenting	S.sea-creature						x2
1	Terror From the Deep	P						
2	Night	L.env-attack*						x11
1	1 Zurgûr Menace	L.attack						x2
3	Dark is the Hour	P.faction-battle						x222
1	Early Harvest	S.						x1
1	Siege	P.						
2	Arouse Denizens	S.site-attack at Ruins						
2	Arouse Minions	S.site-attack at Black						x11
3	An Unexpected Outpost	S						

SITES

Carn Dûm

Geann-a-Lisch

WO	Inyalonî-p	Info, m, M, G, ring	dun.w8, dun4w9	Bright Gold Ring
OK	Aelinost-p	Info, m, M, G*	men.c7,dun.4w9	Seize Prisoners
Ky	Ost Angthoronion-p	m, M, ring	dun.c7, <i>dun.3o10</i>	Bright Gold Ring
Is	Tûl Isra-p	m	men.xc8	Followers
SB	Yatali Kîrgan	m	wose.4a8	orc-liquor
Bu	Bulchaden Marches	Info	men.3c7	Elinse, Cult, Dark
SK	Alkarrânda-p	m	dun.2d8	Vulmaw
Ly	Cirlond-p	m, ring	men.4w7, E/Dun	Gleaming Gold Ring
Ly	Ephydis	Info, m	men.3d7	Dark Ordainers
Ky	Dar Egleriador	m, ring	dun.c8	Dark Ordainers
Ly	Harbâz-gb	m, M#	men.xw8	Broad-headed Spear
EO	Nâlashatûr-adr	m, M, ring	traps.3w8	hoard, Bone
OK	Târik an-Bawîba	Info	air spirits.xw7	Instilled with Malice
EH	Quarries of Nosharud		rock2w7, giant1w12	*
Bu	Ruins of Anaoshak	m, M*	animals.2w8	*
Hh	Xyunai	m, M	animals.3w6	Lyharg
Hh	Valley of Tombs	m, M, G, ring	tp.3w8, slayers.2a10	hidden, hoard, Sons
Zg	Rînaghnâti	Info, m	demon.1w11	Secrets
Hh	Naerphys		men.c6	Múranians, Cult, Dark
SK	Târik an-Aruwânâi-p	m	dun.2c8	Khanîm,
Zg	Ventazvah Ôran-tal	m, M	halforcs.4o7	Zurghîr, Snaga-hai

MINIONS-10

8-5-5-4-4

agent: 0 mind

2	Durkarian	7/2/4/9	R/Sa	Man	so*	Carn Dum, Litash	+2DI.men/orcs
3	Gastmorgath	7/2/4/8*+	W/Sc/Sa	Dun	so	Târik-an-Aruwânâi	+2DI.men
2	Kabadir	5/1/4/7+	W/R	Man		Naerphys, Ankruz	
2	Aransiros	7/2/6/8+	W/Sa	Man	so	Naerphys	
1	Horseman	4/2/3/7+	W/D	man			+1DI.factions
1	Horseman	4/2/3/7*	W/D	man			+1DI.factions
	Ingar	2/1/3/7*	W	Dun		Alkarrânda	
1	Earantar	3/0/3/8	Sc	Dun		Ephydis	
1	Dâiruzôr	5/1/4/8+	W/Sc	Dun		Târik-an-Aruwânâi	
1	Faltur	3/0/2/9*	R	Dun		Târik-an-Aruwânâi	
1	Mariner	3/0/3/7+	R	dun		Dun-hold port	
1	Mariner	3/0/3/7*	R	dun		Dun-hold port	
1	Mariner	3/0/3/7	R	dun		Dun-hold port	
1	Nûmir	4/1/2/9+	Sc/Sa	Dun		Târik-an-Aruwânâi	
2	Telicur	5/2/2/8+	Sc/D	Dun		Alkarrânda	+2DI.duna
	Brawler	1/0/3/8	W	orc		Any DH	
<hr/>							
<i>starting company:</i> at Chey Goumal							
<Whisper of Rings>							
3	Gastmorgath	7/2/4/8	R/Sa/D	High Master			
1	Faltur	3/0/2/9	R				
	Ingar	2/1/3/7	W	orc-liquor			
1	Horseman	4/2/3/7	W/D				
1	Mariner	3/0/3/7	R				
	Brawler	1/0/3/8	W				
<hr/>							
21/29 (20+5+4)	GI used	Hand-8	Mind-39				
#1	Dark Clerics			(Items, CvCC)			
	Aransiros	7/2/6/8	W/Sa	M7 0			so
	Mariner	2/0/3/7	R	du3 0			
<hr/>							
#2	Port Rebels						
	Dâiruzôr	5/3/5/8	W/Sc	Du4 3	blade(Instilled), LR.minor		
	Kabadir	3/1/6/9	W/R	M5 3	spear, SR.warding		
	Gastmorgath	7/4/4/8	W/Sc/Sa	Du7 0			so
	Horseman	4/2/5/8	W/D	M4 2	broadsword		
<hr/>							
#3	The Acolytes						
	Telicur	2/4/2/8	Sc/D	Du5 0	Awaiting		
	Nûmir	4/1/2/9	Sc/Sa	Du4 2	GR.weals, Keeper		so

OVERVIEW

The Black Númenóreans, like the Dark Dwarves, are given a difficult task to deconstruct the peace of the Bay of Ormal. Their main goal is preventing strong hero factions to slow the Mûmakanril and draw factions eastward into the Great Central Plains.

First, they must play items to increase the low body stats. Then before the first deck exhaust have on Cult of the Dark Lord in play giving a hospice. Following that in the second deck is to play the warring factions. Get the special rings into play before Turn 21.

Lynierian League is your opponent. Those faithful Dúnedain know nothing of the true god of Middle-Earth. Their belief will be their second downfall. Ren the Ringwraith, Akhôrahil the Ringwraith, and Indûr the Ringwraith border three of your boundaries. Saruman may target your characters if weak and near Clyan. Pallando, Yellow Dwarves, and a fallen-wizard will likely leave you at peace. This player is burdened with no native Darkhavens and temptation of Coastal Sea movement.

CHARACTERS

Ten minions are in the play deck. There are no agents, some Men and the rest Dúnadan. You have three Sorcerers with each skill seen in at least four characters. The goal is to play factions for war. Six have a 7 body and only 5 has a prowess greater than three.

Durkarian is from Angmar. This Man is a Ranger and Sage. Two direct influence for 7 mind is okay with average 4 prowess and high 9 body. He has +2 direct influence against Man and Orc characters and factions playable at sites in Angmar and adjacent regions. He has +1 against Dúnadan. Bearing a ring makes him a leader and use of sorcery. After using a sorcery event an Orc he controls can make a body check modified by +1 and untap.

Gastmorgath is a sorcerer from Tâirk-an-Aruwânâi. A 7 mind brings three skills of Warrior, Sage, and Scout. A 2 DI and +2 DI against men allows him to have a two-character company. A four prowess is usually low for a sorcerer with a 8 body.

Aransiros the Sublime is another sorcerer recruited from the Bay of Ormal by the Second. His 7-mind will make him lead a core company using his 2 DI. He waits to start with his powerful 6 prowess and 8 body. He is the typical sorcerer of a Warrior and Sage. His special ability is to be a War-lord if he bears a unique mind ring. This will not happen in the game.

Kabadir is like Aransiros from Naerphys. Kabadir is a man of 5-mind, 1 DI, 4 prowess and low 7 body. But his Ranger skill will be valuable. First give him armor before he is put at risk.

Dâiruzôr is a 5-mind Dunadan from the Bay of Ormal. A 1 DI is low, but he will be fighting with his 4 prowess and 8 body. His Warrior-Scout skill set is useful for Grapnel. His special ability is +2 prowess in combat if choosing the target of his strike.

Nûmir is a Scout Sage from Tâirk-an-Aruwânâi. He has +2 DI against characters playable at his home site Tâirk-an-Aruwânâi. Discard a sorcery card to have healing effects all characters in his company.

Telicur is a Scout Diplomat from Alkarrânda. He has normal 2 DI and +2 DI against Dunadan characters. A prowess of 2 is low with average 8 body. Tap at home site and discard a Slayer from your hand for no effect, to make a roll, you may look at up to the number of cards from the top of your deck equal to the roll by half and take one to your hand; Telicur makes a corruption check modified by the number of cards.

Faltur's 2 prowess is low for his 3-mind, but as a Ranger he can avoid hazards targeting Dunadan. His special ability is revealing hazards or hand if moving to a port site and discarding a

Black Sails.

Ingar is a two-mind Warrior with 3 prowess and 7 body. He has +2 prowess at sites in a region with a Dark Ordainers in play. A single direct influence can allow him to have a 4 mind follower if he wears a Trifling Ring.

Earantar is a 3 mind Scout. Moving with a Coastal Sea in site path gives him +1 prowess. A 3 prowess and 8 body is average. This dual character is from Ephydis.

Dunadan Mariner is a non-unique Dunadan Ranger. This character 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. There are six such sites. 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. There are three copies of Black Sails in this deck. Expect one copy of this character to be killed; there is another in reserve.

Horseman in the Night is a non-unique Warrior-Diplomat from any Dark-hold. Talks with a hiss, but he can influence factions with his 4-mind. Carrying 3 prowess and 7 body will likely get him killed, but that is acceptable. His normal 2 DI and +1 DI against factions will let him make the influence attempts early in the game. He can be the sacrifice to play Cult of the Dark Lord.

COMPANIES

Three core companies will use 21 of 29 points of GI. Each High Master adds 2 points of general influence.

Your starting company will be four Dúnedain, one Man, and one Orc at Chey Goumal. They will move into Bay of Ormal and begin playing the resources. You want to move and draw cards so to create Darkhavens. The low mind minions are expandable and thus able to be used to play Cult of the Dark Lord. All the skills are present. There are only two normal sorcerer users. An event and a magic ring can create two more. Orc-liquor is a starting item for the low body stats. Whispers of Rings is a starting event to quickly play special rings. High Masters is the third starting resource that is played on Gastmorgath. The orc is present only because 1 mind was available for the starting company and possible selection for playing a cult event.

starting company: at Chey Goumal

<Whisper of Rings>

3	Gastmorgath	7/2/4/8	R/Sa/D
1	Faltur	3/0/2/9	R
	Ingar	2/1/3/7	W
1	Horseman	4/2/3/7	W/D
1	Mariner	3/0/3/7	R
	Brawler	1/0/3/8	W

Up to 39 mind of atani will be in three core companies using 21 general influence from the 29 GI pool. High Master gives 4 more GI.

The Dark Clerics are Aransiros controlling a three-mind Mariner. Aransiros will use magic and is the Sage. Mariner has 3 prowess. He can help move to a port joining another company or play an item at a site with a weak attack.

#1 Dark Clerics			(Items, CvCC)		
Aransiros	7/2/6/8	W/Sa	M7	0	so
Mariner	3/0/3/7	R	du3	0	

The Port Rebels are two Dunadan and two Men. Weapons are key to them for using Circle Swords. They will enter hardened sites or play factions. Corruption is a problem with this group.

Dâiruzôr has an Instilled with Malice Saw-Toothed Blade for 5 prowess and 8 body. A Minor Ring allows him a 3-mind follower in Kabadir. That man has a Warding Ring for 3 mind and 9 body. Broad-headed Spear provides a 6 prowess and a total of three corruption points.

Gastmorgath is the sorcerer and the Sage for the group. He controls a Horseman in the Night with a Bone-hilted Broadsword and Blazon of the Eye for three corruption points for 5 prowess and 8 body. Keep this Diplomat alive to use those skill cards. Circle of Swords only gives Gastmorgath three strikes each at 5 prowess. This helps with a few Ruins automatic-attacks, one Shadow-hold, and one Border-hold. Some Secret Art of Flame can provide 9 prowess for all strikes, but you should tap another character to support the corruption check.

#2 Port Rebels			(rings, factions, allies)		
Dâiruzôr	5/3/5/8	W/Sc	Du4	3	blade(Instilled), LR.minor
Kabadir	3/1/6/9	W/R	M5	3	spear, SR.warding
Gastmorgath	7/4/4/8	W/Sc/Sa	Du7	0	so
Horseman	4/2/5/8	W/D	M4	3	eye, broadsword

The Acolytes are two Dunadan squatting at Târik an-Aruwânâi keeping Cult of the Dark Lord in play. Telicur is a 5 mind Scout/Diplomat. He can control a 4-mind Awaiting the Call Nûmir to become a follower. He becomes a sorcerer through Keeper of the True Flame training. Now, a Magic Ring of Weals gives him the chance to grab a magic card every turn.

#3 Acolytes					
Telicur	2/4/2/8	Sc/D	Du5	0	Awaiting
Nûmir	4/1/2/9	Sc/Sa	Du4	2	GR.weals, Keeper

Two Horseman in the night and two Dunadan Mariners are available. Think about killing Ingar or Earantar to play Cult of the Dark Lord if Brawler is not available.

ITEMS

Sorcerers and weapons are a synergy with event Circle of Swords. Include special ring items to lower mind or enhance magic use.

There are 5 battle-gear items: a ring, two major, and four minor. **Bone-hilted Broadsword** is a bane to Undead. It is a hoard major item. It only gives +2 prowess to max. 8, but +3 to max. 9 against Undead to anyone. The bonus to body for a Warrior got the item into the deck for +1 to maximum to 7.

Broad-headed Spear grants a nice +2 to the bearer to a maximum of 9 for Warriors. Its single corruption point can be used by magic-users that are Warriors.

Saw-Toothed Blade is a simple weapon giving any character +1 prowess to a maximum of 8. ~~Get this into play using Old Cache.~~ If you need to discard an item, then discard these weapons.

Blazon of the Eye is a minor items gives +2 direct influence against any faction. There are no

other resources present to help with factions.

Orc-Liquor is a food minor item worth 1 corruption point. Discard it for +2 body checks for all characters that turn.

Rings are important. Two gold ring items, **Gleaming Gold Ring** and **Bright Gold Ring**, will aid the renegades. Gleaming Gold Ring will play the magic ring: magic (6-), spirit ring (10+), dwarven ring(9+). Bright Gold Ring plays the magic (5-) and spirit ring (8+). A **Minor Ring** is there to help with faction influence, but mainly to control characters. Consider Paltry Ring as a Game Point. **Warding Ring** is keeps an important minion in play after a body check. The ring is also armour modifying the body by +2 (max 10). Bearer's mind is reduced by two. **Magic Ring of Weals** gives anyone the use of sorcery or allows a sorcery to grab a magic card at the end of the turn if wear taps. You will use Secrets of Their Forging to play the spirit ring. Visit a Darkhaven to test the gold ring items.

Ered Harmal, Heb Aaraan, Orgothraath, Siakan, Ammu Baj, Shores of Ormal, Bulchyades, Ered Ormal.

ALLIES

Lyharg is the only ally. It is used for adding regions to the movement through Desert regions if at all. It is a wolf of 2 prowess with 7 prowess. It is limited to Ruins or Shadow-holds in a Desert or Shadow-land in Bay of Ormal or the Sun-lands. Ally gains +1 prowess when at or moving to a site in a Desert. When moving through a Desert, each Lyharg in company the maximum of regions company may move by one.

MISSIONS

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 Dúnadan as the bane giving the weapon +2 prowess against that strike type.

Seize Prisoners is 2 MP that will be played on a free-hold. The site must first be tapped. Try to have an item in hand so to tap the site. Target a site with a first automatic-attack you can handle. You need a face another attack of 3 strikes with 8 prowess.

FACTIONS

You will play eight factions. Six are Man, an Orc, and one Dunadan. Blazon of the Eye and Minor Ring are only items to help with the checks. **Gifts as Given of Old** modifies any faction influence attempt by +3. Riven Gate helps too.

Deceived By His Voice is a flattery attempt that can play a faction without tapping the site. A character makes a roll modified by +2 if a diplomat and by one Diplomat or Flattery effect. You will use **Join With That Power**. Now the result if greater than the following plays the faction: Hobbit, Man, Animal (10), Dwarf, Wose, Orc, Troll(11), Elf, Eagle, Ent, Dunadan(12). Some sites to play a faction you want to play other resources later.

Elinse are found at the Man-hold, Bulchyaden Marches, in Bulchyades. Standard Modifications are Dúnedain (+2) or Anarikanî (+2). Only covert minion companies can be play this faction after rolling a 9.

Muranians is a dual Man faction from Naerphys. Aransiros has +2 against this faction. You need a result greater than 8 (Chyans -2).

Sons of Sadeh is from Valley of Tombs and its harsh automatic-attacks. You need a result

greater than 9 (magic-users +2, overts -2).

The Khanîm is a Dunadan faction from Târik-an-Aruwânâi. The result to play is high at greater than 12 (Cult of the Dark Lord +4, Elves -4, Dwarves -2, Men -2, overt -3). You can tap this faction to take from the sideboard Mornaturi.

Zurghîr is a Man faction from Ventazvah Oran-tal. You need a result greater than 8 (Half-orcs -2). This faction is worth 3 MP if at a Border-hold or Free-hold in Drenad, Gan, Lyneria or Tuktan.

Followers of the Silent One is a non-unique Man faction playable at any tapped or untapped Man-hold in Isra or adjacent regions if the influence check is greater than 8 (Sunlands Men +2). You can discard this faction to take Tayb Occultist from discard pile to hand.

Vulmaw Seatraders is a dual, non-unique Man faction playable at any tapped or untapped port site in Bay of Ormal if the influence check is greater than 0. ~~Discard an item (minor battle-gear item +3), the use Old Cache.~~

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

BAY OF ORMAL

Your travels will be moving through Coastal Seas almost every turn. Free-holds, Border-lands, Wilderness, Shadow-lands, and one Jungle. You may enter a Desert for combat.

Motionless Among the Slain allows you to assign strikes from an attack. This can be useful to protect your low-prowess characters.

When at a site for some reason during a turn and you do not want visitors, **Hide in Dark Places** is the resource. Tap a Scout to prevent any creatures to be played on the company. You will have squatter companies at Shadow-holds.

Corruption will pose an issue with magic and items. **Join with That Power** is a Diplomat resource providing +1 to an influence attempt or corruption check equal to the company size minus one. This should be enough to deal with expected checks using the items.

Voices of Malice is the Sage event to discard non-environment permanent or long events. Remove influence destruction hazards hurriedly. There are four Sages in the deck. Expect to play it 7/9.

Black Sails is for moving great distances over the sea. Port movement will be useful by avoiding site types. There are no islands you expect to visit. Also, there is no limit on company size and any character may tap to cancel a hazard event with Coastal Sea in its card text or an attack against the company not at the site.

Dark Tryst is present to cycle through the first deck quickly to get permanent-events into play. Remove this card from the game to draw three.

Cult of the Dark Lord is in the deck to provide two Darkhavens away from the normal Darkhavens. Play one copy during the first deck. The event requires a sacrifice of one of your characters or a prisoner at a Man-hold. Use event High Master to shuffle Orc Brawler from the sideboard into the playdeck for the fodder. You need to move him only with Man minions.

Then the site becomes a Darkhaven and AAs become normal for all other companies. Bulchaden Marches and Naephys are the targeted sites. Both are in regions allowing four region movements.

MAGIC

Sorcery is a natural magic ability for this player. Dwar and three of his minions use it. Miruimor can use sorcery. She will be using it in her company. Haeldwyn can use this magic. He will recycle sorcery events with the Magic Ring of Weals however. Gorfaur will use sorcery in his company. There are seven sorcery events in the deck. Most have a -4 CC modifier. Join With That Power can help with corruption checks.

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

Veils of Shadow will allow you to get into a site without tapping. All automatic-attacks at the site are reduced by one for the turn. Each of the free-holds you wish to enter have two automatic-attacks. One Ruins and a Border-hold have two attacks.

Riven Gate will cancel all automatic-attacks at Border-holds. Three such sites have 8 prowess. Two factions are played at this site type. You will gain +2 to a faction influence attempt that same turn.

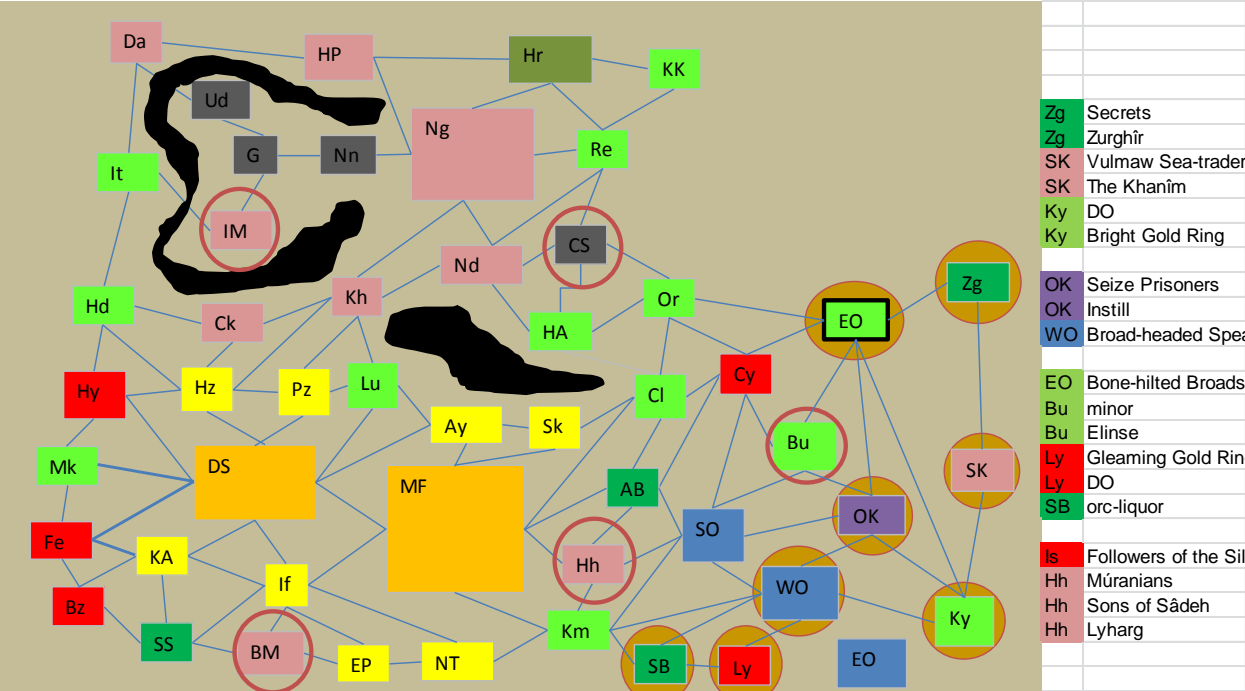
Some Secret Art of Flame keeps you untap against a strike or defeat a strike in CvCC. You need this to help your low prowess magic-users.

Frozen is a means to create a prisoner for playing an ally and cult events. A character, ally, or creature is taken prisoner instead of making a body check. Then all rolls are modified by -1 by entities in opponent's companies at the site.

Circle of Swords is used to help keep others from facing an attack or to have a greater chance to defeat attack. Before strikes are assigned, this event is played to give one strike to sorcerer for each weapon in his company. The strikes are faced with the sorcerer using the weapon. Likely, the sorcerer will tap against the first strike, then be tapped against all others. But first he needs to make a corruption check modified by -4.

JUNGLES AND THE SEA

You have port at free-holds as the main target. Swift Onset will allow the movement of your factions. Two factions in Harshandatt will prevent hero factions near there to move westward to Bosiri. Another two factions east of the Ered Ormal will move northward along the coast hindering hero factions moving into Chey.



Sakal an-Khâr	B	Alkarrânda	blacknum	Dúnedain
Sakal an-Khâr	S	Târik an-Aruwânâi	blacknum	Dúnedain
Zurghôr	R	Rînaghnâti	blacknum	Demon
Zurghôr	S	Ventazvah Ôran-tal	blacknum	Half-orcs
West Bay of Ormal	F	Inyalonî	blacknum	Dúnedain
Ered Ormal	R	Nâlashatûr	blacknum	Traps
Kythor	B	Dar Egleriador	blacknum	Dúnedain
Kythor	F	Ost Angthoronion	blacknum	Dúnedain
Olyas Kriis	F	Aelinost	blacknum	Men
Olyas Kriis	R	Târik an-Bawîba	blacknum	Air Spirits
Bulchyades	R	Ruins of Anaoshak	blacknum	Animal
Ered Hamal	R	Quarries of Nosharud	felagrog,blacknum	Rock Fall
Harshandatt	S	Naerphys	blacknum	Men
Harshandatt	R	Valley of Tombs	blacknum	Traps
Harshandatt	R	Xyunai	blacknum	Animal
Isra	B	Tûl Isra	blacknum	Men
Sara Bask	B	Yatali Kîrgan	blacknum	Wose
Lyneria	B	Cirlond	blacknum	Opponent
Lyneria	B	Ephydis	blacknum	Men

SITES

Most of your sites ring around the Ormal waters. No other minion player shares a site with you. Each site with a greater item has two attacks. Some sites will need multiple resources. Most sites have detainment attacks.

Three Free-holds, seven Border-holds, 6 Ruins, and three Shadow-holds will be tapped by this player. Automatic-attack types of these 19 sites include: Men (6), Half-orc (1), Orc (1), Dúnedain (8), Demon(1), Traps(2), Animals(1), Maia(1), Wose (1), Slayers (1), Rock Fall(1). The longest path between the assigned regions is five regions. Of the 19 sites you will visit 7 ports. Healing sites to be created are Bulchaden Marches, Naerphys and Târik an-Aruwânâi using Cult of the Dark Lord.

There is one hidden site, two contain a hoard, one is a battle-ground, 7 ports, one port-on-river, and one ancient dwarf-ruin.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
0	3	7	6	0	3	0	19

Inyalonî is a wizard haven. It allows gold ring items and Information. Play Bright Gold Ring once there. It has the worse attacks at Dunadan with 8 prowess and Dunadan four strikes with 9 prowess. Visit port **Aelinost** for Seize Prisoners facing the detainment Men attack with 7 prowess and Dúnedain 4 strike with 9 prowess attack. **Ost Anghthoronion** has Bright Gold Ring too if you can pass the two automatic-attacks (Dunadan detainment 7 prowess, Dúnedain 3 strikes with 10 only against overts).

Tûl Isra in Isra has minor items. Play Followers of the Silent One there. The Men detainment 8 prowess attack is manageable. Nearby is the wose-hold **Yatali Kîrgan**. There play a food item Orc-Liquor. Beware of its four strike with 8 prowess attack. Play another faction Vulmaw Seatraders at **Alkarrânda**. Its automatic-attack is one of the weakest of Dunadan two strikes with 8 prowess. Ingar, and Telicur has it as a home site. **Cirlond** is a port playing Gleaming Gold Ring. Its first Men attack of 4 strikes with 7 prowess is tough. Then it has as second attack of a Elf or Dunadan creature. **Ephydis** has Dark Ordainers and Information. Earantar is from here. Pass its Men detainment 3 strike with 7 prowess attack. Play another copy of Dark Ordainers at **Dar Egleriador**. It has gold ring items. It too has a detainment attack of Dunadan two strikes with 8 prowess. Visit **Bulchyaden Marches** to play faction Elinse after facing a detainment Men attack of 3 strikes with 7 prowess. The site also has Information. Cult of the Dark Lord will be played here.

Ruins are the bulk of your sites. **Harbâz** is a battle-ground and has major battle-gear items. Play Broad-headed Spear there. First face its Men attack of 8 prowess. Ancient Dwarf-ruin, **Nâlashatûr**, has hoard, major items, but play Bone-hilted Broadsword there. The three strikes with 8 prowess Traps attack is dangerous. Instilled with Malice needs Information. **Târik an-Bawîba** or **Rînaghnâti** are such Ruins. Play Secrets of Their Forging at the other. One site has Air Spirits with 7 prowess and the other has Demon strike with 11 prowess. **Valley of the Tombs** is maybe the harshest site. It is a hidden site needed to discard Seize Prisoners. Lay Sons of Sâdeh there. In the same region is **Xyunai**. Play your wolf ally Lyharg here. Feed the three strike with 6 prowess attack first.

Naerphys has a few things for you. First, play Muranians there. Then play Cult of the Dark Lord there making it a healing site. Any non-unique mind ring is playable here even from discard pile. You will tap to face the 6 prowess Men detainment attack. Kabadir and Aransiros has it as a home site. **Târik an-Aruwânâi** is a port with minor items. Play faction The Khanîm there and Cult of the Dark Lord. It has a simple Dunadan detainment 2 strike 8 prowess attack. Characters

Gastmorgath, Dâiruzôr, Nûmir has it has a home site. **Ventazvah Ôran-tal** has minor and major items. Play the faction Zurghîr and Snaga-hai there. It has a nasty Half-orc attack of 4 strikes with 7 prowess.

FACTION WAR

You will be playing six factions ready for battle. Swift Onset will allow your factions to move. The waters will separate the six into two equal sizes. Múranians, Sons of Sâdeh, and Elinse will move to Isra drawing hero factions to them and away from the Mûmakanril. Snaga-hai, The Khanîm, and Zurghîr will move along the Ered Ormal attacking the Anarikanî and Kuorind. Hope that the City Guard and Chyans will move away from hard to help.

HEROS & MINIONS

Eriador and the surrounding lands have other inhabitants. Cirdan will mainly be on the coast, so you will have to move to engage him. Gandalf will be near to you while he is in the Shire. He might visit the Stones to play a greater item. He is weak and will not engage you. Elrond, though, will punish you from attacking Gandalf and will travel great distances for revenge. Théoden is just east of Geann a-Lisch, so be careful when moving to Enedhwaith and the Gap of Isen. Saruman also has the western Misty Mountains to cover. If you are stupid and weak, Galadriel and her ents will help with your manners. Aradagor will leave you alone unless you have a resource that he wants.

MARSHALLING POINTS

C=8 You have 18 MP in characters; expect half to be in play. It is possible to have up to 12.
I=9 Nine items yield MP. Expect the magic and spirit rings to be in play along with the Black mace and a major weapon item.
F=9 There are four factions. Expect one to be killed.
A=2 This is only the Warg-king.
M=2 Rebellion of the Houses gives these Mps.
K=2 You want to kill some free people creatures using Poison.
Game Points: High Master, weapon, Numenor's Legacy

SIDEBOARD MANAGEMENT

1	The Warding Ring	whispers	
1	Magic Ring of Weals	whispers	
1	Minor Ring	whispers	
1	Sons of Sâdeh		dp1xx
1	The Khanîm		dp1xx
1	Zurghîr		dp1xx
1	Múranians		dp1xx
1	Seize Prisoners		dp1xx
2	Cult of the Dark Lord		dp1xx, dp1xx
3	Hide in Dark Places		dp1xx, dp1xx, dp1xx
1	Deceived By His Voice		
3	Circle of Swords		dp1xx, dp1xx, dp1xx
1	Riven Gate		dp1xx
1	Keepers of the True Flame		dp1xx
1	High Master	tap	
1	Instilled with Malice		dp1xx
3	Dark Ordainers	tap,tap	dp1xx
1	Swift Onset		dp1xx
25 in sidebar			

	first PD		second PD		THIRD PD	
action	cards	tap	cards	tap	cards	tap
SB to PD	3	+3	-	-	-	-
SB to DP	19	+19	-	-	-	-
Weigh	-	-	-	-		
avatar card	-	-	-	-		
other	3	0	-	-		

DECK MANAGEMENT

Few mechanisms are there to manipulate the decks. Lacking an avatar will have you access the sidebar in a simple way. High Master is the significant card or ability to get cards out of the sidebar. Whispers of Rings will hold three special rings. High Master sends one card into the discard pile or shuffles one card if bearer taps.

Magic Ring of Weals fetches sorcery events. Dark Ordainers either grabs a resource at a site or a Slayer creature.

Outpost is of course fast, but it shuffles cards. During deck exhaustion you can place sea hazards into sidebar to get hazards into the playdeck.

So much hazards devoted to Coastal Seas requires a fast play through the first deck. Use Dark Tryst for depleting the playdeck. Have two companies move to draw cards.

1ST DECK

Hurry through the first deck. Play two items and two factions. This means to have two companies using Chey Goumal as a Darkhaven. Play Dark Ordainers on Naerphys, which is a Shadow-hold and gives a +4 to the roll. You need a Darkhaven in the Bay of Ormal. Grab Cult of

the Dark Lord when Dark Ordainers is on the table. Expect to exhaust on Turn 8 and no later than Turn 9.

Weigh All Things to a Nicety shuffles *Motionless Among the Slain*, and sorcery events.
An Unexpected Outpost shuffles *Wielder's Curse*, *Foolish Words*, and *Doors of Night*.

First Exhaustion

Remove from the sideboard 5 hazards: *Night* x2, *Early Harvest*, and *Arouse Minions* x2.
These hazards should be fast to play.

Place these resources in the sideboard: *Sea-Blockade*, *Lost at Sea*, *Noose of the Sea*.

2ND DECK

Get the rest of the factions in play that will battle – maybe 3 more. Make Bulchaden Marches a Darkhaven with Cult of the Dark Lord and keep it in play with Dark Ordainers. Have the spirit and magic rings in play too. Keepers of the True Flame need to be played.

Expect to exhaust on Turn 17 and no later than Turn 18. You should have 80 or fewer cards to start the third deck.

Weigh All Things to a Nicety shuffles *Motionless Among the Slain*, and sorcery events.
An Unexpected Outpost shuffles *Ring-chained*, *You've Put Your Finger In It*, and *Storms of Osse*.

Second Exhaustion

Remove from the sideboard 5 hazards: *The Sea is Unrelenting*, *Dark is the Hour* x3 and *Zurghîr Menace*.

Place these resources in the sideboard: *character* x5.

3rd DECK

Play Dark Ordainers on Naerphys again and with Cult of the Dark Lord. Now, you have two Darkhavens. Use Frozen and Riven Gate to take hero characters prisoner. Store prisoners either at Ventazvah Ôran-tal or Ephydis. The site in Lyneria is a Border-hold allowing you to use Riven Gate and forces travel by heroes over water.

Weigh All Things to a Nicety shuffles *Motionless Among the Slain*, and sorcery events.
An Unexpected Outpost shuffles *creatures*.

HAZARD

Your strategy is to bring death to those on the seas. Several creatures are found in Coastal Sea regions and 6 events target those in or near the seas. Fast hazards balance the more specific sea hazards.

CREATURES

There are 20 creatures. Some are playable in Coastal Seas. Dwarves, dúnadan, drakes, slayer, and one animal will attack those in ships. Lynierian League has a hero haven in a Coastal Sea. Pallando unlikely will see the waves. Stiffbeard Dwarves too will avoid the seas, but both of these player may be targeted using event Terror From the Deeps. Prince Imrahil has much of the waters to sail.

Marsh-drake has a dual personality. Its 2 strikes with 11 prowess may kill a weak character without a bodyguard. It can be keyed to Coastal Sea or to Shadow-lands so to be played against other Divisions. Harshandatt is a nesting land for this creature inspiring fear of those that bypass the bay in hoping to avoid these hiswalóki.

Rain Drake is a tougher creature, but harder to play. This creature will tap its victim with one strike of 15 prowess keyed to Triple Wilderness or a single Coastal Sea. Movement from Sara Bask through Kirmlesra to Ammu Baj are two Jungles and one Wilderness. Those moving south from Heb Aaraan may see three Wilderness/Jungle regions.

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

Sea Serpent is only playable to Coastal Seas. This drake may wait in your hand to play on The League. It has two terrible strikes at 14 prowess with six body.

Fell Turtle is a vicious one strike attack at 15 prowess. A successful attack forces the company to return to their site of origin. This means that many companies will waste a turn.

Swamp-dragon has 10 prowess, but one strike and 1 MP. It can be keyed to any Oasis or Swamp except in the Northern Waste. Also can be keyed to any Coastal Sea in Bay of Ormal, Sun-lands, or Uttersouth. It can be played on a company using Port-on-River movement or if Anduin River or Undeeps of Anduin played that MOVE phase. The attacker chooses defenders. The attack receives +3 prowess against hobbits, dwarves, wose, and non-uruak-hai orcs. It will be tough playing this creature, but there are just two copies in the deck.

Ninevet is similar to Sea Serpent but is an animal. It chooses victims. Terror of the Deeps allows this creature to be keyed to the Under-deeps. The creature is meaty at 2 MP, one strike, 13 prowess and 5 body. It is keyable to Coastal Sea or any Swamp or site in a Coastal Sea.

Dunadan Explorers are a sea-faring creature troubling pirates and scoundrels. It is rare to play needing Double Coastal Seas. It has three strikes and 9/5 stats. This should keep it alive. It is detainment against hero and covert companies. Its specific regions include Bay of Belfalas, Coast of Harad, and Mouths of the Anduin. However, its range is increased greatly by the play of Gates of Morning or Sun. Then the creature can be keyed to any port and to any Free-Domain or Borderland adjacent to a Coastal Sea region. This will expand them against Pallando and Lynrien League.

Dwarven Travelers will guard Border and Free holds and lands. Dwarven Travelers has a nice keyable to Ruins and Wilderness. Three strikes at 8 prowess is weak though.

Creatures

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

-
- FD:
 - 3 BL: Dwarven Travelers
 - 3 W Dwarven Travelers
 - WW
 - 3 SL Marsh
 - DD
 - 4 CS serpent Ninevet marsh Turtle Rain
 - 5 CSCS Kraken Dunadan Explorers
-

HAZARD-35

This is a Sea Hazard deck. Many hazards are only playable with a Coastal Sea in the site path. Of the all the hazard events, 23 are fast or “hot in hand” to play.

Base cards-2

You have one Doors of Night and one Twilight card. There are three other environment events that two can use the permanent-event.

Corruption/Tap-10

Wielder's Curse is Dark Enchantment playable on a weapon. A strike against the bearer causes a CC; a failed CC wounds the bearer or another in the company – bearer's choice.

Heritage Forsaken decreases a Dunedin character's MP by two. This hazard may drive the victim into the sea.

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

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

Foolish Words is a nasty hazard modifying influence, offering, and riddling attempts by -4. It is hard to remove needing a roll greater than 7.

Ring-chained is corruption playable on a character with a ring. The source is the usual 2 CP with a CC at the end of the each if his phases he does not bear a ring item. This will hurt the target if he transfers the ring. Target can only tap to attempt removal of the hazard if he does not bear a ring. This hazard will likely force transfer of another item on the bearer of the ring during the ORG, which forces a CC. This hazard is in the sideboard for play in the second deck. Discard this hazard if no minion has Whisper of Rings in play.

Taint of Ambition is corruption for diplomats. It burdens with one corruption point and forces a corruption when a Diplomat resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Taint of Glory is corruption for warriors. It burdens with one corruption point and forces a corruption when a Warrior resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Taint of Deep Lore is corruption for sages. It burdens with one corruption point and forces a corruption when a Sage resource is played in his company or at his site. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Taint of the Wilds is corruption for rangers. It burdens with one corruption point and forces a corruption when a Ranger resource is played in his company. Removal is done at a Haven, healing site, or home site with a result greater than 6.

Main Theme: Sea Hassle-7

You want to make sea movement to be risky by tapping the characters. The secondary theme is to slow down a coastal sea strategy.

Sea-Blockade is a permanent-event is playable on a port. No port-movement is allowed with the site. No company moving to/from the port may include a CS in its site path and starter movement is void if a CS is included. Play it on a site kept in play by a resource event. Expect to play this event 2/6.

Lost at Sea stalls minions during the site phase. Keep it in the playdeck against those in Forochel or along Cardolan. Sea of Rhun is another region affected. Nurnen expands this card.

Sea creatures can receive aid for playing or effects. **Terror From the Depths** allows animal or drake sea creatures to be keyed to non-Desert regions adjacent to a Coastal Sea. You have nine such creatures (Fell Turtle, Marsh-drake, Ninevet, Rain-drake, Sea Serpent). This is a permanent-event.

You have 9 such creatures. This is a permanent-event.

Noose of the Sea will prevent a sea company of canceling your hazards against them. This is a long-event.

Storms of Osse needs Doors and taps every site with a coastal sea in its site path. Be careful about this Long-event. Minion sites of your interest with a Coastal Sea in its site path are those found in a Coastal Sea.

The Sea is Unrelenting, a short-event, is played with a Coastal Sea creature that wounds a character if a sea creature attack is cancelled. Additionally, the hazard limit against a company is increased by one for each Coastal Sea in its site path.

Tertiary theme: Attacks - 13

Night is an Environment Long-event. It normally modifies the prowess by -1 of each non-Ranger Dúnadan. Doors of Night modifies all attacks by +1 and -1 for each Man and Dunadan character. Use this hazard for CvCC or playing your weak creatures

Arouse Denizens is a short-event modifying the prowess of one automatic-attack at a Ruins & Lairs by +3 until the end of the turn. There are many such sites in Bay of Ormal. Weak AA in this territory will cause worry for the League.

Arouse Minions is a short-event modifying the prowess of one automatic-attack at a Shadow-hold or Dark-hold by +3 until the end of the turn. There are many such sites in Bay of Ormal. Weak AA in this territory will cause worry for the League.

Siege should be played on sites that are mostly in the discard pile of the heroes in your Division so to limit assistance. There are 137 such sites in the game. Those entering a Siege site face an Orc attack of 3 strikes with 7 prowess.

Zurghôr Menace is a Long-event creating an attack to specific regions. Any company moving through Drenad, Lyneria, Zurghôr faces two attacks: 4 strikes with 7 process, and Men 3 strikes with 8 prowess. Doors of Night or Númenór Perished extends this to Gan, Sara Bask, Tuktan, and Easter Spur Yellow Mountains. Defeating these attacks give 1 MP to the victor.

Support Cards-1

Dark is the Hour is another Red Dawn permanent-event. Play this on a unique faction not in its home region. Target faction now has -1 to prowess when attacking in faction battles. Faction winning a battle discards this hazard.

Utility-3

Outpost is a staple.

HIGH MASTER

[SP: 2; GI: +2; DI: +1; CC: +1] Playable on a Dúnadan in your starting company in lieu of a minor item or at a site in Bay of Ormal. +2 GI. +1 DI. A player can only have one more copy of High Master in play for each Dark Ordainers in play. +1 CC.

tap bring one resource or character from your sideboard to your discard pile or tap beaer to shuffle one resource into your playdeck Cannot be duplicated on a character.

Nb. Like to have a network of these underworld bosses. Thought about increasing mind by one so to help with those unique mind rings.

TURN01-4.3 Turn 1, fourth mini-turn, third player(no meaning in actual game play)

@Chey Goumal-U

U	Faltur	3	0	2	9	Dúnadan		R			0	
U	Horseman in the Night	4	0	3	7	Man	W			D	1	Orc-Liquor
U	Dunadan Mariner	3	0	3	7	Dúnadan		R			0	
U	Ingar	2	1	3	7	Dúnadar	W				0	
U	Gastmorgath	7	2	4	9	Dúnadar	W	Sc		Sa	0	High Master
U	Orc brawler	1	0	3	8	orc	W				1	

An Unexpected Outpost	Taint of Ambition	
Bright Gold Ring	Taint of Glory	
Marsh-Drake	Vulmaw Sea-traders	
Noose of the Sea	Zurghir Menace	
0	0	
Turn: 1	Hand: 8	MP: 6
Dain	Thorin	Evermist
		Alatar
		LEAGUE

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, 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

ORG

Orc Brawler discarded. High Master and bearer taps to shuffle [Cult of the Dark Lord.]

The Warding Ring placed on Whispers of Rings.

All move to Bulchyaden Marches to be closer to Shay Bight.

MOVE

Gastmorgath, -dd-w-bl-w,bh. Bulchyaden Marches

HL5, Dain-x; Dragon Blood in hand; no Light-drake in hand,

HL4, Thorin-x

HL3, Evermist-x

HL2, Alatar-x

HL1, League Orc-Raiders and three Orc Archers played.

Orc-Archers, all.6p

Faltur, $2p+4sroll=6$

Horseman, $3p+7sroll=10$

Mariner, $3p+6sroll=9$

Ingar, $3p+6sroll=9$

Gastmorgath, $4p-1t+8sroll=11$

Orc-Archers, all.6p

Faltur, $2p-1t+6sroll=6$

Horseman, $3p-1t+6sroll=8$

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

Ingar, $3p-1t+9sroll=11$

Gastmorgath, $4p-1t+6sroll=9$

Orc-Archers, all.6p

Faltur, $2p-1t+6sroll=6$

Horseman, $3p-1t+11sroll=14$

Mariner, $3p-1t+4sroll=6$; no tap = fail bc

Ingar, $3p-1t+11sroll=13$

Gastmorgath, $4p-1t+8sroll=11$

Orc-Raiders, 4s6p

Faltur, $2p-1t+9sroll=10$

Horseman, $3p-1t+6sroll=8$

Mariner, $3p-1t+5sroll=7$; no tap = fail bc

Ingar, $3p-1t+6sroll=8$; killed creature.

WATTAN shuffles The Dark Ordainers

SITE

END Khamual.Black(next turn)

TURN 01, vs. Thorin

MOVE

Thorin, -,haven

HL2, Adûnaphel plays An Unexpected Outpost to shuffle Sea Blockade

HL1, Adûnaphel plays Echoes of Númenor's Fall

Frerin, -w-w-w-w.rl

HL4, Adunaphel keys Errand-riders of Gondor to W.dunedain.2s7p5b, det

Pathfinder taps to face both strikes, 2p-3y, 2p-3x-1, scroll, scroll

HL3, Adunaphel plays Lure of the Senses on King's Advisor.

HL1, Black plays Taint of Glory on Frerin

TURN 01, vs. Dain

MOVE

Dain, -,haven.

HL3, Black plays Taint of Ambition on Nain.

HL2, Black uses An Unexpected Outpost to shuffle Alone and Unadvised

HL1, Black uses OG No News of Our Riding

Stonehelm, -w,fh

HL3, Black plays Foolish Words on Stonehelm.

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

TURN02 {League at Inyalonî, Aelinost}

@ Bulchyaden Marches

T	Faltur	3	0	2	9	Dúnadan		R			0	
T	Horseman in the Night	4	0	3	7	Man	W			D	1	Orc-Liquor
T	Dunadan Mariner	3	0	3	7	Dúnadan		R			0	
T	Gastmorgath	7	2	4	8	Dúnadar	W	Sc		Sa	1+	High Master
T	Ingar	2	1	3	7	Dúnadar	W				0	

Bright Gold Ring	Marsh-Drake			
Dunadan Explorers	Ninevet			
Join With That Power	Tayb Occultist			
Lost at Sea	Vulmaw Sea-traders			
0	0			
Turn: 2	Hand: 8	MP: 6	SP: 2	PD: 76
Thorin	Alatar	Dain	Evermist	LEAGUE

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, Merkampa at Home

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

, Kolver Enraged

, Minions Stir

UNTAP , play faction

ORG

Magic Ring of Weals placed on Whispers of Rings.

High Master taps to dump to discard pile Múranians. All move to Alkarrânda to play faction.

MOVE

Gastmorgath, -w-fd-w-sl,bh

HL5, Thorin keys Orc-Guard to sh. Orcs.5s8p, MS=6s9p, detainment to SL

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

Horseman ,3p-3x-1e+6sroll=5,taps

Mariner,3p-3x+8sroll=8,taps

Ingar, 3p-3x+10sroll=10

Gastmorgath, 4p-3x+6sroll=7,taps

HL4, Thorin uses OG Dragon Hunters

HL3, Alatar-x

HL2, Dain plays An Unexpected Outpost to shuffle Bring Our Curses Home.

HL1, Dain plays Summons from Long Sleep

SITE

Alkarrânda entered. AA (1)Dúnedain--- 2 strikes with 8 prowess (detainment)

Gastmorgath, 4-1t sroll=auto

Ingar, 3p-3x+7sroll=7,taps. Tough turn.

END next in Division: Adunaphel, next in game: Scatha

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, 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

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 {League at Inyalonî, Dar Egleriador}

@ Alkarrânda, U

T	Faltur	3	0	2	9	Dúnadan		R			0	
T	Horseman in the Night	4	0	3	7	Man	W			D	1	Orc-Liquor
T	Dunadan Mariner	3	0	3	7	Dúnadan		R			0	
T	Gastmorgath	7	2	4	8	Dúnadar	W	Sc		Sa	1+	High Master
T	Ingar	2	1	3	7	Dúnadar	W				1	

Broad-headed Spear	Marsh-Drake			Aamumeren Isä
Gleaming Gold Ring	Ninevet			Behind the Hedge
Join With That Power	Snaga-hai			Incite Minions
Lost at Sea	Vulmaw Sea-traders			Not at Home
0	0			Palantír of Osgiliath(H)
0	0			Quiet Lands
Turn: 3	Hand: 8	MP: 6	PD: 71	SP: 2
Evermist	Thorin	Alatar	Dain	LEAGUE
				0
				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

, The Way is Shut

UNTAP

ORG

High Master taps to dump to discard pile Hide in Dark Places.

No rush to play resources; keep hazards against Evermist. No move.

MOVE

Gastmorgath, bh

HL5, Evermist uses OG Aamumeren Isä

HL4, Thorin-x

HL3, Alatar-x

HL2, Dain-x

HL1, League-x

SITE

Alkarrânda. (1)Dúnedain--- 2 strikes with 8 prowess (detainment)

Gastmorgoth, 4p-3x+8sroll=9

Ingar,3p-3x+9sroll=9

Horsemen taps to make INF attempt using Join With That Power, Vulmaw Sea-traders.9

2.di+1.card+4.join+6iroll=13,pass. Tap site

END Bolg. Akhôrahil

TURN 03, vs. Evermist

MOVE

Los'pindel, -w-sl,sh

HL4, Black keys Marsh-Drake to SL. Plays Quiet Lands changing SL to W.

HL2, Adûnaphel-x

HL1, Akhôrahil reveals Punakäsi at Eithel Morgoth; plays Seek without Success.

Handmaid, -,haven

HL2, Black-x

HL1, Adûnaphel-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

TURN04-2.3 {League is at Inyaloni, Pelepelplu, Târik an-Bawîba}
 @ Alkarrânda, T

U	Faltur	3	0	2	9	Dúnadan		R			0	
T	Horseman in the Night	4	2	3	7	Man	W			D	1	Orc-Liquor
U	Dunadan Mariner	3	0	3	7	Dúnadan		R			0	
T	Gastmorgath	7	2	4	8	Dúnadar	W	Sc		Sa	1+	High Master
T	Ingar	2	1	3	7	Dúnadar	W				1	

Broad-headed Spear	Lyharg				Alatar	
Dark Tryst	Ninevet				Many Foes He Fought	
Gleaming Gold Ring	Sea Serpent				Half an Eye Open	
Lost at Sea	Siege				Known to an Ounce	
0	0				Many Foes He Fought	
0	0				Lost in the Wilderness	
Turn: 4	Hand: 8	MP: 7	PD: 65	SP: 2	Wound of Long Burden	
Alatar	Thorin	Evermist	Dain	LEAGUE	Wizard Uncloaked	
					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

All move to Harbâz

MOVE {Weary to have a big HL with coastal sea in spath.}
Gastmorgath, -sl-w-cs-bl, RL; Harbâz
HL5, Alatar plays Redoubled Force
HL3, Thorin-x {dragon, Frenzy of Madness, Orc-watch in hand}
HL2, Evermist-x
HL1, Dain plays Rumor of Wealth

SITE

Harbâz. (1)Men--- each character faces a strike with 8 prowess
Mariner, 3p+6sroll=9
Gastmorgath, 4p+9sroll=13
Ingar, 3p+5sroll=8
Horseman taps to play Broad-headed Spear; taps site. Someone hears about it.
Scorba attacks. Fire-dragon, 3s12p8b,attacker
Orc-Liquor drank for +2 body.
Faltur, 2p+8sroll=10,success; 9broll=wounded
Mariner, 3p-1t+9sroll=11,success; 9broll=wounded
Ingar, 3p-1t+10sroll=12, success; 10broll=killed.

END {Scatha.Adunaphel}

TURN04 vs Alatar

MOVE

Ulvun, -w-ww-w, haven Rhubar

HL5, Black-x

HL4, Desert-x

HL3, Akhôrahil-x

HL2, Adûnaphel-x

HL1, Lomaw-x

Longbottom Leaf shuffles True Fana, Galgrin's hammer.

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, Adûnaphel-x

HL2, Akhôrahil-x

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

TURN05-1.3 {League at Inyaloni, Pelepelpu, Nalashatur}

@ Harbaz, T

W	Faltur	3	0	2	9	Dúnadan		R			1	
W	Horseman in the Night	4	2	5	7	Man	W			D	1	Broad-headed Spear
U	Dunadan Mariner	3	0	3	7	Dúnadan		R			0	
U	Gastmorgath	7	2	4	8	Dúnadar	W	Sc		Sa	1+	High Master

0		Lost at Sea			0	
Dark Tryst		Join With That Power			Brand	
Frozen		0			Horn of Anor	
Gleaming Gold Ring		Sea Serpent			An Unexpected Outpost	
Siege		0			Maran	
Durkarian		0			Pale Enchanted Gold	
Turn: 5	Hand: 8	MP: 7	PD: 60	SP: 2	Tempering Friendship	
Vidugavia	Theoden	Denethor	Saruman	LEAGUE	Wild Fell Beast	
					Wild Trolls	

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

UNTAP

ORG

All move to Amaru to heal.

High Master taps to dump to discard pile [Hide in Dark Places.]

MOVE

Gastmorgath, -bl-w-cs-sl, haven. Amaru

HL4, Vidugavia plays An Unexpected Outpost, SB, shuffle Cruel Claw Perceived

HL2, Theoden plays Arda Angered

HL1, Theoden plays Taint of Glory on Gastmorgath

SITE

END {Scatha; Adunaphel}

TURN05 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

Morvran, -cs-bl,haven. Riavod

HL3, Black keys Sea Serpent to CS. Drake.2s14p6b

Black Arrow is tapped; 2s13p5b

Morvran, 4p+10sroll=14, fail. 6broll=defeated

Khursh, 5p+7sroll=12,success. 10broll=killed.

Eru's Gift untaps other Man. All make cc.

Morvran untaps, croll=auto.

HL2, Black plays Lost at Sea

TURN05 vs. Theoden

MOVE

Theoden King, -,haven. Edoras

HL3, Adunaphel moves agent on first move from Monastery of True Faith to Vamag,tap agent.

HL2, Adunaphel uses OG Heralded Lord

HL1, Black-x

TURN06-3.4 {League at Nâlashatûr, Inyalonî}

@ Amaru, U

W	Faltur	3	0	2	9	Dûnadan		R		1		
W	Horseman in the Night	4	2	5	7	Man	W		D	1	Broad-headed Spear	
U	Dunadan Mariner	3	0	3	7	Dûnadan		R		0		
U	Gastmorgath	7	2	4	8	Dûnadar	W	Sc	Sa	0	High Master	Taint of Gl

Dark Tryst		Númenor Perished		Attercop! Attercop
Frozen		Secrets of Their Forging		Foolish Words
Gleaming Gold Ring	Siege			Kindling of the Spirit
Join With That Power	Taint of Deep Lore			Legacy of Carcaroth
0		0		Mallorn-Dweller
0		0		Wake of War
Turn: 6	Hand: 8	MP: 7	PD: 55	SP: 2
Saruman	Theoden	Denethor	Vidugavia	LEAGUE
				0

Gates of Morning Echo of All Joy The Doom of Choice Tidings of Death Erû's Gift Echo of All Joy Ordered to Kill Moon

, Wardens of the Woodland Realm, Traitor, Drought, Decisions of the White Council
 , Corlagon At Home, Mordor Rebuilt, Soldiers of the Dark Lord
 , Arda Angered

UNTAP ORG

Gastmorgath no tap remove haz, 7hroll-3x=4,fail.

Númenor Perished played.

Horseman transfers Spear to Mariner, -1.item+croll=auto.

All move to Cirlond.

LONG Arda Angered.theoden discarded

MOVE

Gastmorgath, -sl-cs-bl-fd,bh. Cirlond. GOM+Moon

HL4, Saruman plays Foolish Words on Horseman.

HL3, Saruman plays Wake of War, place with Decisions of the White Council

HL2, Saruman plays Legacy of Carcaroth

Dark Tryst played, [Tayb Occultist,Veils of Shadow,Early Harvest]

SITE

Cirlond. (1)Men---4 strikes with 7 prowess;

Gastmorgath plays Veils of Shadows, 8scroll-4.res=4,pass. AA= men.1s7p

Mariner, 3p+2.wp+7sroll=12

Gastmorgath taps to play Gleaming Gold Ring, taps site.

(2)Opponent--- may play a non-unique Elf or Dúnadan creature with an asterisk (*) from his hand or discard pile as an automatic-attack

---none

END Felagrog.Desert. { good turn, lucky with hazards and resources }

High Master taps to dump to discard pile [Hide in Dark Places.]

Tokens to Show played. Next turn, play Secrets to for special ring item.