

KHAMÛL/DETAINMENT

50avatar

C	8	Dol Guldur	<u>RESOURCE DECK/HAZARD DECK</u>
I	9	Anduin	40 cards in R. deck, 25 cards in sideboard
F	4	vs. Galadriel	40 cards in H. deck, 15 cards in sideboard
A	4	Wilderland Division	14 characters in deck
M	2	Sorcery	8 starting cards
K	5	Detainment	142 total cards
			17 creatures
			DC: 5.char + 16.res + 11.haz=32

The Black Easterling has come to his abode on the Naked Hill. Long ago this doomed man was the Master of the Hold. He has brought with him rangers from the Far East and evil men to dislodge the Elves of Lothlorien. Life among the Firstborn taught the man how to sow seeds of hate and treachery among those peoples.

Mirkwood is slowing becoming uninhabitable. Fangorn is next to be put on shadow. His own highly-trained and magical educated rangers will track news of enemies and found new allies among the trees and birds.

This avatar will use sorcery magic in almost every company and recycle such events with a magic ring. Khamûl will play ring special items. Many prisoners will be taken that venture near Southern Mirkwood using Frozen. Grimburoth will be the main minion for this avatar. Helm of Madness will help keep a main character untapped. Khamûl will be in Black Rider mode using Black Horses. A cult of the Dark Lord will be befriended to bring trouble west of the River. Even the native men of the woods will be sought to bring tribute to Sauron.

The hazard deck uses Scout agents with Sudden Fury in Wilderland to disrupt heroes, specifically discarding factions for upcoming war. Why fight a faction when you can discard? Free Peoples will detain all those in Wilderland or to view the other races as enemies.

Most of the sites visited by this avatar are near Wilderland, yet several are far away.

What I like about this deck:

Theme-oriented to sorcery and trees. Audacity visiting sites deep into enemy territory. Nice to have several agent scouts softening the heroes before the Easterling arrives.

What I do not like about this deck:

Five characters with 7 or 6 body while moving through three territories with four other characters used as agents. 7 creature cards are region specific.

Resources/Hazards not found in any other minion deck = 39 non-site cards

Cham-en-Faroth

Helm of Madness

Ring of Frost

Grishmoigh

Blackbole

Black Horse

Cult of the Long Night

Twisted Trees

Khamûl Unleashed

Overlord of Dol Guldur

Dragon-helm of Uon

Hionvor of Womawas Drus

Under His Domination

No Memory of This Place

Song of the Lady

Sudden Fury

Whole Villages Roused

Changes From Version 07.

Threats changed to Tidings of Death (can sucker heroes to visit near him for attempt; Frozen)

Crebain removed for Brigands and possible use with site Strayhold

Behind the Hedge removed for another Pilfer Anything Unwatched

Cruel Caradhras removed for Snowstorm

Wield It While I May removed for Taint of the Wilds

Thrice Told Tales replaced with Peril Returned

Site Removed x

Sites Added Traith Chefudoc for minor items; Lorien added to use Frozen

Characters

Removed

Wormtongue

Added

Eun; a new warrior agent such that remove Behind the Hedge.

RESOURCES(40/25)

- 2 Helm of Madness**
- 1 Black-mail Coat
- 1 Black Hide Shield
- 3 Ring of Frost**
- 1 Cham-en-Faroth**
- 2 Magic Ring of Weals
- 1 Magic Ring of Enigma
- 1 Perfect Gold Ring
- 1 Bright Gold Ring
- 1 Binding-Ring
- 1 Fizzling Torch
- 1 Deadly Dart
- 1 **Beasts of the Wood**
- 1 **Itangast Roused**
- 2 Crebain from Dunland**
- 2 Grimbúrz**
- 2 Blackbole**
- 2 Grishmoigh**
- 2 Black Horse
- 1** Tribute to Sauron
- 1 Cult of the Long Night

10/12

- 1 Swift Strokes W
- 3 Under His Blow
- 2 Voices of Malice Sa
- 1 Raised Again Sa
- 1 Tidings of Death faction
- 2 Gifts As Given of Old faction
- 1 I'll Be at Your Heels L
- 2 Ready to His Will pe
- 1 Dark Tryst
- 2 Above the Abyss
- 3 Weigh All Things To A Nicety
- 1 Govern the Storms sorcery4
- 2 The Tormented Earth sorcery4
- 2 Veils of Shadow sorcery4
- 1 Riven Gate sorcery4
- 2 Bitter Cold sorcery4
- 1 Some Secret Art of Flame sorcery4
- 3 White Light Broken sorcery0
- 2 The Waters Tithe sorcery3
- Circle of Swords sorcery4
- 1 Frozen sorcery4
- 2 Twisted Trees sorcery4
- * * Open to the Summons pe
- * Whisper of Rings pe
- 3 Khamûl Unleashed rw
- 1 Overlord of Dol Guldur s1
- 1 Dragon-helm of Uon s1
- 1 Hionvor of Womawas Drus s1
- 1 By the Ringwraith's Word rw

30/13

HAZARDS(40/15)

						17/0
3	Beorning Toll	men*	2*	all	11 6	
3	Men of the Wood	men*	2*	all	10 6	
3	Brigands	men	1	2	8 x	BL, W
1	Galadhrim	elf*	2*	3	11 7	
3	Ents in Search of Ent-wives	plant*	1*	1	14 8	
3	Huorn	plant	1	1	10 x	
1	Slyardach	demon	2	1	16 9	
						23/15
1	Twilight	S.env				
1	Peril Returned					
2	The Burden of Time	P.corruption-elf				x22
1	Taint of the Wilds	P.corruption-dual				
1	Lure of Creation	P.corruption-wizard				x2
1	Dragon-Sickness	S.check				o1
1	The Roving Eye	S.tap				
1	A Lie In Your Eyes	S.tap				o2
1	Gnawed with Words	S.tap				
1	Thrice Told Tales	P.tap-sage				
1	Diminish and Depart	P.char				
1	So You've Come Back	P.general DI				
1	He is Lost to Us	P.tap-lord				x2
1	Under His Dominion	P.site				o2
3	Whole Villages Roused	S.site-attack				
1	Watchers at the Gate	P.AA-pukel at SH,DH				
1	Snowstorm	S.attack-movement				
2	Song of the Lady	L.roadblock-Lorien				
1	The Way is Shut	L.roadblock-underdeeps				
1	No Memory of This Place	P.roadblock				
1	The Dark Days	P.				
1	Stay Her Appetite	S.ally-attack				o2
2	Inner Cunning	S.agent-play				
2	Never Seen Him	P.agent				o11
2	Pilfer Anything Unwatched	S.agent-character to hand				ex1
3	Sudden Fury	S.agent-Sc attack				ex111
3	An Unexpected Outpost	cycle				

SITES

SR	Dol Guldur	heal		
IM	Imlad Morgul			
AV	Eagle's Eyrie			
AV	Beornings House			
WF	Cerin Amroth	Info, m, M, ring	<i>elf.3w9, elf.2w10</i>	Bright Gold Ring
WF	Lórien	m, M, G, ring	e48,e39,e210	Frozen
Fa	Wellinghall	m, M	plant, plant	Black-Mail Coat
WR	Thranduil's Halls			
WR	Celebannon-p	Info, m#, M#	elf.3c8	
SM	Ceber Fanuin	Info, m, ring	elf	
SM	Rhosgobel			Blackbole
Ca	Traith Chefudoc	m, M	wose.4w8	hidden(wose); heal <i>minors</i> ,
Du	Dunnish clan-hold		men.xc7	Crebain from Dunland
AV	Maethelburg	Info, m.food	men.2d6	*
WM	Woodmen Town		men.d6	Tribute to Sauron
NR	Dale	ring	men	*
NR	Lake-town	Info	men.xc6	*
SR	Stray-hold	Info, m, M	men.3w8	<i>minors, Tribute, Brigands</i>
Do	Shrel-Kain	m, M*	men.xd8	*
Lo	Elyamû-p	Info, m, M	men.4c8	Ring of Frost
AV	Gladden Fields	ring	undead	*
AV	Carrock			*
AV	Framsburg	m		*
WF	Hermit Hill	m	men.3w6	Grimbúrz
Fa	Lind-or-Burum	Info	plant.1w10a	Beasts of the Wood
GI	Glittering Caves	m, M	pukel.1w9	Grishmoigh
MS	Turukulon's Lair	m, ring	Dragon.2s9	Perfect Gold Ring
WM	Caraas Amarth	m, M, ring	traps.2.11	Cham-en-Faroth
HM	Cor Angaladh-h	m, M, ring	undead.2.8	*
HM	Mountains of Mirk	Info, m	spider.3.7	*
BL	Bandit Lair	ring	men.3w6	*
Da	Amon Lhaw	Info	*Bh, Rohan	*
Fr	Nan Morsereg	Info, m	men.3w7	Cult of the Long
WH	Gold Hill		dragon.1w15	ROUSED
Gu	Mount Gundabad	m, M	orcs.xo7	Helm of Madness
HM	Sarn Goriwing	m, M	orcs.3w5	*
Da	Dead Marshes	m, M	undead.2w8	Black-Mail Coat

MINIONS-10		6-2-5-2-4	agent-34		
4 Khamûl	10/4/9/9	W/R/D	RW	so	Dol Guldur -2DI.HL, +1P.FR
3 Grimburch	8/2/7/9*+	W/R/Sa	Man	so	Dol Guldur agent
1 Horseman	4/2/3/7*	W/D	man		+1DI.factions
1 Horseman	4/2/3/7*	W/D	man		+1DI.factions
1 Horseman	4/2/3/7+	W/D	man		+1DI.factions
Dôgrib	2/0/4/7+	W	Man		Lossadan Camp 1CP
1 Elite Wose	3/0/3/8*	W/R	wose		any Wose-hold +3P.orcs
1 Eradan	4/1/4/8+	Sc/R	Dúnadan		Sarn Goriwing
1 Ulred	3/0/3/8+	R	Man		Mathlaburg +2DI.Rivermen
Odoacer	1/0/4/6*+	R	Man		Woodman Town +3DI.Wood-men
1 Swarthy SF	3/0/2/8a	Sc	Man		Bree, Strayhold, Umbar
1 Nimloth	4/1/3/8a	Sc/R	Elf		T Halls, Sarn G. +2DI.Elves
1 Eun	3/0/3/8a	W/Sc	Man		Lond Galen, Vale of Erech
1 Konihrahn	3/0/3/8a	Sc	Man		Carn Dûm, Leiri, Ruskea Vene
2 Woodwyn	5/1/2/9+	Sa/D	Man	so	Mistrand, Strayhold, Riavod
3 Baduila	8/2/6/8+	W/Sc/R	Man		Goblin-Gate, Mount Gundabad
starting companies: Dol Guldur					
<Whisper of Rings>					
3 Grimburch	8/2/7/9	W/R/Sa			Open to the Summons
1 Elite Wose	3/0/3/8	W/R			Open to the Summons
Odoacer	1/0/4/6	R			
1 Horseman	4/2/3/7	W/D			
1 Horseman	4/2/3/7	W/D			
Ringwraith company:					
Fell Rider	Khamûl	10-1-12-9	W/R/D	so	
Black Rider	Khamûl	10-4-09-9	W/R/D	so	
Heralded Lord	Khamûl	10-5-07-9	W/R/D	so	
19/25 (20+5) GI		Hand-8	Mind: 32		
#1 Shadow Rangers			[travel, allies]		
Grimburch-L	6/5/7/9	W/R/Sa	M8	1	chamen, Summons, Word, Heels [sorcery+2]
Woodwyn	4/1/2/9	Sa/D	M5	1	GR.weals, Summons [sorcery*]
Odoacer	1/0/4/7	R	M1	1	shield, torch
#2			[battle-gear4, missions3]		
Horseman	4/4/3/9	W/D	M4	4	madness
Eradan	4/1/4/8	Sc/R	Du4	2	dart
#3			[faction4, rings3]		
Baduila	9/5/6/8	W/Sc/R	M8	2	frost [sorcery]
Dôgrib	2/0/4/9	W	M2	2	coat
Ulred	3/0/3/8	R/Sa	M3	2	GR.enigma

OVERVIEW

This player will blend sorcery and subtlety for combat and learning of the enemy. Wilderland provides sites to play gold ring items and easiness to gain prisoners in rain of cold blackness. Sites to visit are spread over the map. However, travel over the Misty Mountains is required yet there is a sorcery event that will aid those in the Dark Arts. Precise management of general influence is needed with two characters using 14 GI and five of the 14 characters are used as agents. Small company sizes will be an asset.

Five resource events are found in threes, and another nine have two copies, which is above average. One copy of a resource event is there for 23 events. One Warrior and two Sage cards are in the deck. The Ringwraith has seven events (unleashed x3, Hionvor, item, Overlord, BRWW). There is one command and one ritual. There are 17 sorcery events.

KHAMUL & SORCERY

Your Ringwraith will be active. Movement is his element for combat and taking of prisoners. He is focused is killing elves (Celeborn) with sorcery events. Some Secret Art of Flame can be used for CvCC. Khamûl will use **Unleashed** to kill elves and creatures. You may have to use a few sorcery events when he moves. His inherit ability for followers is useless for this deck. His DI decreases by two to 2 DI in Heralded Lord mode.

This Ringwraith has a nice 4 DI for controlling followers while at Dol Guldur. His normal 9 prowess is healthy to not tap to against a strike. A 9 body provides confidence his sinews will not be pierced by a Hobbit blade.

Three skills are employed by the Black Easterling. As a Warrior he can use Swift Strokes. His Diplomat skill will not be used. He is a sorcerer. Many magic events are in the deck for him to cast.

His modes will be Black Rider with the **Black Horse** ally. You want to have the ally in play when the War-Lord phase starts. Two copies of this ally allow one to be killed.

Hionvor of Womawas Drus makes the Ringwraith a Warlord and Leader. This event allows the Ringwraith to move using region movement to any non-Free-hold site playing gold rings. This means moving to Goblin-Gate or Isengard. Not that useful, but you can discard the event to draw this item --- Dragonhelm of Uon grants the Ringwraith the Scout skill. This event also places a discarded Black Rain into the playdeck and allows the playing of any gold ring item at any site that plays gold ring items.

Dragon-helm of Uon is a Helmet. It gives the Scout skill to the Ringwraith along with +2 prowess against Dragons and Drakes. Voiding the body check discarding is the item's most desirable trait. Any gold ring item is playable where gold rings are playable. Tap this item to shuffle Black Rain instead of discarding it from play.

Overlord of Dol Guldur allows the Ringwraith to use Black Rain as if a Sage. He is not a Sage so the minions will play the Sage only events. Overlord can come into play from the sideboard with the avatar tapping. The Ringwraith at Dol Guldur can tap to fetch a Stolen Knowledge, prisoner, or command card from the discard pile. You will fetch Frozen, and I'll Be At Your Heels. Black Rain is not in the deck.

You are sorcery heavy. Sorcery will allow you to kill creatures and characters. A Magic Rings of Weals allows you to recycle the magic events. Ring of Frost will make a third sorcerer for you.

Govern the Storms allows moving when roadblock hazards are in play. You do not want to be

stopped from killing an elf because you cannot move.

Tormented Earth is for killing creatures from Galadriel and others in your Region. You want to kill them now and not face them later when you have to move not want to tap to face a strike.

Bitter Cold is a good card to avoid big strikes that will tap your minion.

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. This allows the Black Horse ally to avoid any strikes if the rider faces the single strikes. Two elf-holds have multiple attacks.

Some Secret Art of Flame is vital for CvCC success.

Riven Gate will let you get a bonus to influence your animal faction.

Water's Tither allow six region movement. This is for traveling west of the Misty Mountains. One copy is in the sideboard so it can be fetched by the magic ring.

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. Overlord of Dol Guldur allows the avatar to tap grabbing this prisoner card.

White Light Broken will help a sorcerer pass those corruption if carrying corruption hazards.

Twisted Trees will likely be played on Dol Guldur. The event is discarded once the site is discarded, so keep a character there. A plant creature must be played with the card. Now, you can attack a company with this creature moving in the same region or adjacent region as the site. Else you can cancel an Awakened plant attack against you. Visit Wellinghall to capture a character with Frozen. The missing sorcery event is Circle of Swords. Circle of Swords is good when you have at least three weapons in play. One sorcery-using minion has +2 to CC.

When the first deck exhausts you might want to put some magic events in the sideboard to soon place in the discard pile for easy fetching with MR Weals.

A loss of multiple sorcerers will force you to consider Morgul-Apprentice as a Game Point card. Play this event at Litash.

CHARACTERS

The Second has covert minions in his ranks. All are men, but two Elf agents. He has trained sorcery magic-users to weaken the defenses in Lorien before his Master's War. All the skills are well displayed except for Scout. You have seven agents of 36 total mind. One agent will start the game. You will have three sorcery magic-users and most of the home sites are close to Dol Guldur. But Dol Guldur allows the play of any minion without a normal restriction of coming into play. Only nine minions are selected to be used as characters. Six of these have a body less than 8. There are five Rangers and three Sages among these nine and the Ringwraith. There are Warrior and Sage resource events in the deck.

Grimburgoth is the key minion for this avatar. Trained in the arts of the wild and dark magic he leads others like him to turn Mirkwood into a forest of dread. He is a 8-mind Man from Dol Guldur. His three skills, W-R-Sa, are highly prized. But his 7 prowess, 2 DI, and 9 body are also valuable. His sorcery ability makes this minion truly powerful. He starts the game Open to the Summons from the Far East. Cham-en Faroth will be played on him. His lost would be devastating.

Woodwyn is another agent sorcerer that will be played as a character. He is of course a Sage, but also a Diplomat. A 5-mind, 3 prowess, and 8 body make him a fine support character with

Open to the Summons. His home sites of Mistrand and Nan Morsereg make it interesting to move to one of these sites for the site phase to play an item at Mistrand. He gains one DI against minion characters and factions playable in Wilderland for each copy of Cult of the Long Night in play.

Horseman of the Night is the main Diplomat and faction influencer. Three copies are in the deck to replace one another. A three prowess and 7 body characters have a limited life-span in Wilderland. A four mind is low to become a follower. Two direct influence and +1 DI against factions is there to use Gifts Given As Old results in +6 to an influence attempt.

Eradan is a 4-mind Dunadan Scout & Ranger that is an expert to wood-craft. His home site of Sarn Goriwing is near. His 1 DI can be useful. A 4 prowess and 8 body are average. He will be in a core company providing his Ranger skill.

Ulred is a dual character from Nan Anduin. He is a 3-mind Ranger that can help a company move. He is slated to be used if Eradan is killed or both Horsemen are washed away in a river.

Dôgrib is a loner from Lossadan Camp. He has 4 prowess as a bodyguard. Yet his harsh life has given him a low 7 body and swelling anger -1 modification to corruption checks.

Odoacer is a rare 1-mind Ranger with a mild 4 prowess. But his time in Mirkwood has given him a poor 6 body. Give him battle-gear. His Woodmen-Town home site can be useful. Keep this character safe at a Darkhaven until he has a better body stat. Play **Tribute to Sauron** on Woodmen-Town. You need to tap a Diplomat as a condition. Now the site stays in play. A hero Diplomat or avatar can tap at the site to discard the minion resource. Now, you can play ~~Widuskapin Ritual on the site. Use that resource event to heal Odoacer anywhere. Or you can heal a covert character at Woodmen-Town just before you CvCC.~~

Elite Wose Hunter is a dual character with a home site of any Wose-hold. He is a great orc-fighter with six prowess against Orcs. He can tap to allow his company to move through a mountain range as if two non-Dark-Domain, non-Shadow-land regions were adjacent, but one region must contain a Wose-hold. This ability can allow reaching Lamedon from Anórien, but that is five regions from Southern Mirkwood.

Baduila is an agent from the Misty Mountains. He will be great using Sudden Fury as a hazard. Use him as an agent for the first deck. Discard him with his normal ability as a roadblock. Play as a character when Ring of Frost is looking for a finger. That mind ring changes him to 9 mind and 5 direct influence with a stout six prowess and eight body.

COMPANIES

Your starting company has four skills. Grimburch is your main warrior with Open to the Summons. Aransiros is a sorcerer and the main Warrior. There are 11 sorcery events in the PD. Odoacer is present too, but his low 6 body will keep him at Dol Guldur until armor is found for him. Horseman in the Night is present as an extra body with a decent prowess. But his low 7 body will get him killed. Try to have him influence a faction with this +3 to the attempts. Whispers of Rings will start the game for quick play of the magic rings. Another Open to the Summons starts the game. The three core companies will use 18 of the 25 available GI.

starting companies: Dol Guldur

<Whisper of Rings>

Open to the Summons

3 Grimburch 8/2/7/9 W/R/Sa

Open to the Summons

1 *Elite Wose* 3/0/3/8 W/R

Odoacer 1/0/4/6 R

1 *Horseman* 4/2/3/7 W/D

1 *Horseman* 4/2/3/7 W/D

#1 Shadow Rangers

Grimburch-L 6/5/7/9 W/R/Sa M8 1 chamen, **Summons**, Word, Heels [sorcery+2]

Woodwyn 4/1/2/9 Sa/D M5 1 wealsMR, **Summons** [sorcery*]

Odoacer 1/0/4/7 R M1 1 shield, torch

Your main company has Grimburch, Woodwyn, and Odoacer. Two can normally use sorcery. Grimburch is your main and prime sorcery user. By the Ringwraith's Word, Open to the Summons, Cham-en Faroth, and I'll Be At Your Heels on him gives 6 mind and 5 DI. This allows you to control both and gives +1 to corruption checks to everyone in the company. Grimburch cannot be eliminated from a corruption check by a magic card alone. Woodwyn will cycle magic events with his Magic Ring of Weals, so keep him untapped. He is also a Sage to play Voices of Malice. This company will play both awakened plant allies as bodyguards. Odoacer has Black-hide Shield for 7 body and Fizzling Torch. That low body is a worry.

This company will play items along the Misty Mountains and CvCC. It can ambush a hero company on the west bank of the Anduin since the allies can take the strikes during movement to leave these two minions untapped for CvCC. Consider playing Woodwyn at his home site so to avoid using Open to the Summons so to allow another agent in an emergency. Play Cult of the Long Night on Grimburch since this agent will be in a Power Deck. **Note** that Grimburch with By Rw Word cannot be in the same company with Baduila; By Rw Word will be discarded.

#2 Trackers of Dread

[battle-gear4, missions3]

Horseman 4/4/3/9 W/D 3 M4 madness

Eradan 4/1/4/8 Sc/R 2 M2 dart

This company will play the battle-gear items and the missions. Horseman wears Helm of Madness to allow facing a non-detainment strike already assigned to another character. This item also grants +2 DI, which Horseman will use to control Eradan. Eradan will carry Deadly Dart to later play Ready to His Will. These minions will be hard to kill. Horseman will have 3 CP be mindful of this risk.

#3 Rangers of the Mist

[faction2, rings3]

Baduila	9/5/6/8	W/Sc/R	M8	2	frost	[sorcery]
Dôgrib	2/0/4/9	W	M2	2	coat	
Ulred	3/0/3/8	R/Sa	M3	2	GR.enigma	

The other company will play the gold rings and two factions. Baduila will wear Ring of Frost to control Dogrib and Ulred. Using magic on Baduila is risky, which is why there are three copies of White Light Broken in the deck to make use of another sorcery event force a corruption modified by -4 [-2.ring-4.event.+2.Broken]. Play the second Cult event on the agent. Baduila Ivic away from Grimburch since the former has a higher mind that will discard By the Ringwraith's Word. Dogrib needs armor for this 7 body. Give him Black-mail Coat for 9 body. Also give him Fizzling Torch to handle Awakened Plant attacks they will face playing the factions and items. These two will unlikely engage in CvCC.

There are seven agents; one will be played as minion later into the game. This player is tight in terms of available minions, but you can discard an agent used as an agent with a Fate rule. All agents have a home site close to you.

ITEMS

You have 1 major, 4 minor, 4 special rings, 2 gold rings, and 1 special item. All of the sites to play these items are within 3 regions of Southern Mirkwood except for the unique mind ring and armour at Wellinghall.

Black Mail Coat helps with the low body men. It grants +2 body to maximum 9 to a Warrior for one corruption point. **Black Hide Shield** grants +1 body to anyone.

Helm of Madness taps to allow bearer to face a strike from a non-detainment attack already assigned to another. This can help the unique minions stay alive while one of the Horseman can be killed. The helmet provides +2 body to maximum 9. A Man or Dunadan is given +2 DI and initiate combat regardless of alignment. The item burdens with three corruption points and a check during the END phase if the item is not tapped. These items have no added requirements except for the helmet's specific site.

Deadly Dart is a Scout only minor item. It is tapped to modify an AA or creature attack keyed to a site of -1 body and -1 strike. The Scout must tap to not discard the item afterwards. Use this item to play Ready to His Will on creatures such as Beorning Skin-changers.

Fizzling Torch is a minor item to lower prowess of attacks or cancels. The item is tapped to modify the prowess of an Animal, Spider, Wolf, or Awakened Plant attack by -2. There is one site with such automatic-attack types. Else tap a Ranger bearer to cancel a non-automatic attack Awakened Plant attack.

Whispers of Rings allows quick and easy play of the Rings. Only two of your minions have a mind less than four. **Magic Ring of Weals** allows you to fetch sorcery events if the bearer can already use Sorcery. Three characters can use this ring fully. **Magic Ring of Engima** gives the bearer the Sage skill, which six minions lack. A Sage can use a palantir he bears. No such item is in the deck, but may be a Game Point card if one of the stones is available to play. Four of the stones are playable within five regions of Dol Guldur. Consider stealing one from another Black Player. The magic ring can help get the next event into play more.

Bright Gold Ring and **Perfect Gold Ring** will be tested for the magic rings.

Black Rain cannot play the rings you have. The only way to test these gold ring items is by

storing or bearing in a Ringwraith's company. Either store the item during the ORG phase, then stay at the darkhaven for a turn and tap the site to take control of the special ring. Tokens to Show will allow storing the gold ring to be stored and replayed during the same site phase.

Ring of Frost is a unique mind ring requiring a sequence for play. First, place the unique mind ring with Whispers of Ring. Visit Elyamû when **Binding Ring** is drawn. Move six regions from Dol Guldur to Elyamû. Reveal the mind ring to play the unique mind ring. The bearer of Ring of Frost has +1 mind and +3 DI. Tapping the ring places Bitter Cold into hand instead of discarding it from play. But at the end of the UNTAP phase, bearer must make a roll to determine if he taps or is eliminated.

Cham-en-Faroth is a unique mind ring. It is only playable on The Grimburch at any site where gold rings are playable in Mirkwood or adjacent regions or by any character if Khamûl the Easterling is in play. Bearer has -1 to mind, +1 direct influence, and +2 to his corruption checks using magic cards. Also, he has +2 prowess against ringbearers in CvCC. Place any defeated creature whose attack or strike was affected by a sorcery card with ring. Now, every two creatures placed with it, creature attacks against the company receive a -1 to prowess and body.

It is possible to have seven sorcerers in play at one time with help of rings. Consider giving Odoacer Magic Ring of Enigma to play Raised Again.

ALLIES

The canopy of Mirkwood covers many dark-hearted creatures with a mind. Awaken trees can be a bodyguard for those seeking quiet goings.

Blackbole is a good ally for moving in Mirkwood. This ally has a strong 5 prowess and stout 9 body. It though cannot face any strike at a site or from an automatic-attack. Play this ally on Woodwyn.

Black Horse will be played in the second deck by your Ringwraith for the Warlord Phase by having this ally already in play. Two are available if the first is killed due to its dismal 6 body. The ally has 4 prowess and a Warrior.

An ent will be recruited to take revenge on the ship-builders. **Grishmoigh** is another Awakened Plant ally. He will be played in Enedhwaith – far enough away from Elrond or adjacent regions such as Gap of Isen. Frozen is the prisoner requirement to play Grishmoigh. He is a Warrior to play Swift Strokes.

Ready to His Will is an event to turn a creature into an ally. When an Orc, Troll, Giant, Slayer or Man hazard creature with one strike for each of its attacks is played on the company this resource cancels the attack. Then the creature becomes an ally with -7 prowess and 8 body. Lord of the Carrock, Abductor, Slayer, Ice Giant, and Giant are on the short-list. Use the faction Grimbûrz to help play this event. Use Deadly Dart to apply more creatures to this event. The item does not help with Thunder's Companion. But expands to Ambusher, Lawless Men, Sellswords Between Charters, Brigands, Beorning Skin-changers, Hobgoblins, Orcish Marauders. However, several Man creatures target each character. If a company of two or one faces the creature, then Deadly Dart can be used to reduce the strikes to one. This list includes Horse-lords and Beorning Toll. You can also tap the item twice against the same creature. Use Raised Again, but you need three characters. Deadly Dart though will be discarded after its second tapping.

FACTIONS

You have 4 factions all needing high rolls. Threats allows a Warrior to use his prowess

instead of direct influence up to +6 modification. Gifts As Given of Old modifies any faction influence attempt by +3.

Crebain(11) will have to be played in Dunland. That will be a long trip without Water's Tithe. However, it will be valuable to see what is in your opponent's hand. You will most likely play Riven Gate +2 to the influence attempt. Crebain has the ability to let you view three random cards from the hand of your opponent with a company in Eriador or Wilderland.

Grimbúrz(10, Grimburch +3, faction at Dol Guldur -2) is a man faction playable at a Ruins after the play of the unique mind ring. This will be in the second playdeck with plenty of sites to choose for the attempt. Grimbúrz can tap to force a creature attack from opponent's discard pile that has already attack the company.

Beasts of the Wood(11) just need a tapped or untapped site in Mirkwood or Fangorn. Beasts of the Wood can tap to cancel an attacked keyed to a region in Mirkwood or to Fangorn. You expect to tap four sites in those regions.

Itangast Roused was a late addition replacing Cult of the Long Night; he would not be left out. Playing this grants six huge MPs and potentially hurts a few hero players including Thranduil of Mirkwood and Lord Dain. You can cause trouble for Bolg, Smaug and Scatha surely will be pressured. Wait until you have Threats and Gifts As Given of Old in a thinned deck. Those two resources provide +9. Baduila or Grimburch need to roll a seven.

There are few methods to boost the influence check. This means to use Baduila for the attempts. Riven Gate will grant another +2 to play the bird faction. A +3 needs a nine on the roll. **Gifts As Given of Old** modify influence attempts +3 against factions. **Tidings of Death** modifies influence attempts by -1, but you get two rolls.

MISSIONS

There are a few mission events that provide a bulk of your MP. **Cult of the Long Night** requires eliminating a prisoner or trophy from the company at Nan Morsereg. Now, the Sage gains +1 prowess, body, and to magic CC with Doors of Night in play. Play one copy on Baduila and Grimburch. Baduila will then have an effective 1 CP when using magic and Woodwyn zero CP. Grimburch already has +1 to his CC. For Baduila to have it he needs to be a sage using a magic ring.

Knowledge of Nenya was considered, but abandoned. The goal was to start with Anarim, hope to play Blasting Fire and Saw-Tooth Blade (Sharpen It) early and draw the mission event. But that was too much time and the cards involved (6) was a large space in the deck.

MIRKWOOD

Dol Guldur is a safe site and most of the sites you need are within three regions. You will rarely use other Darkhavens. You can avoid Border-lands when playing resources.

You do not have many resource events, but they have a high frequency of play with most needing a skill.

Swift Strokes gives you two rolls for one strike. Also, rolls are modified by +1. Not all of your minions are warriors.

Raised Again allows a Sage to tap to untap an item in his company. Else a character with a skill can tap to untap an item with that skill-specific use. Helm of Madness, Fizzling Torch, Deadly Dart, and Ring of Frost can be untapped for further use. Using Helm of Madness can have a Sage tap to allow wearer of the helmet face a strike that would wound the Sage. Deadly

Dart can be untapped by a Scout, but that a Scout bearer must tap to use the item. Magic Ring of Enigma will help use this card.

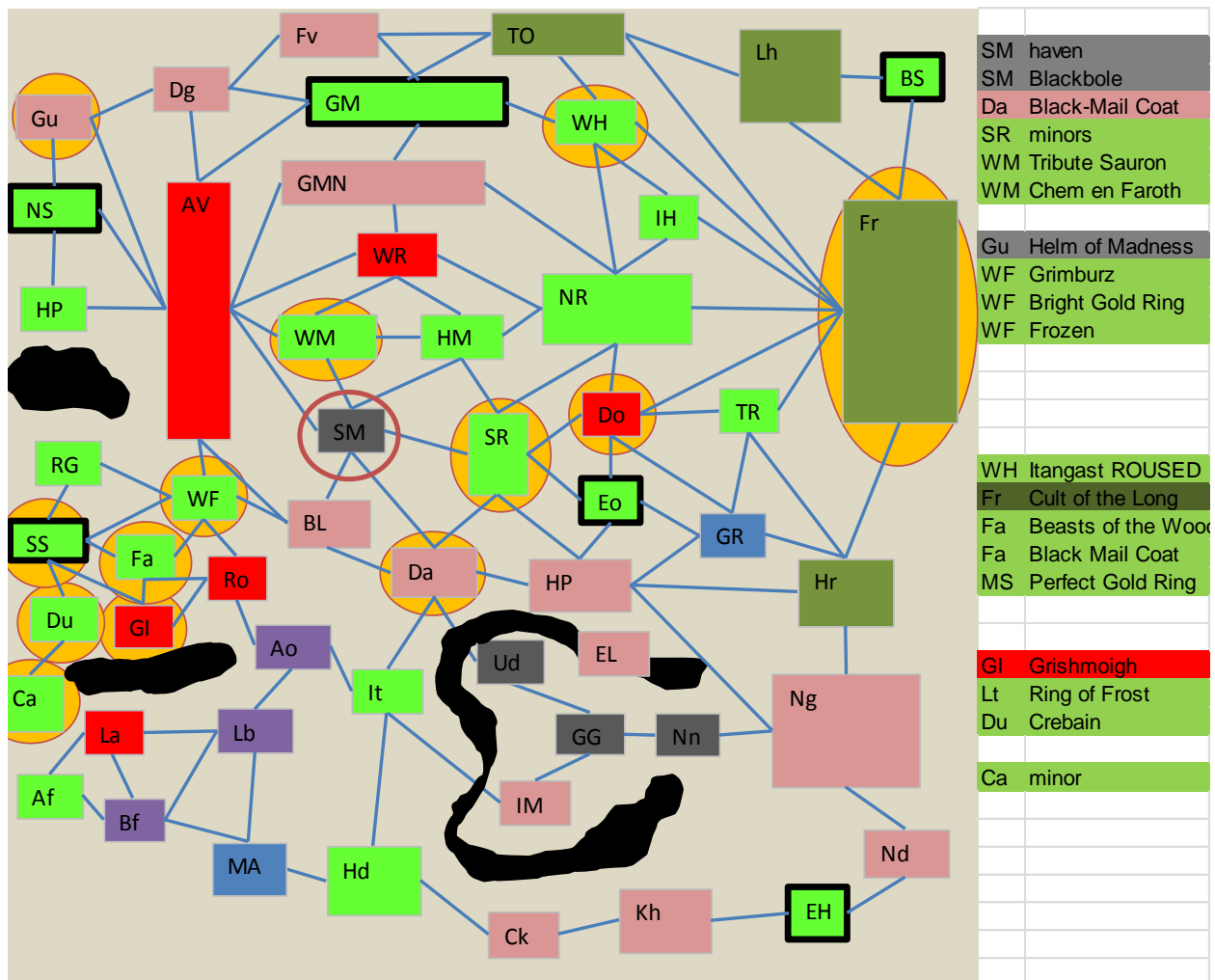
Under His Blow helps any character stay untapped against one strike. Enough non-Warrior characters in this deck selected with card instead of Warrior-only events. Armour and Helmets in this deck provides the chance to survive a successful strike.

Voices of Malice and Weigh All Things to a Nicety are staples. Use the latter to recycle the other events that is why you have only two copies of each.

Beasts of the Wood cancels attacked keyed to a region in Mirkwood or Fangorn.

PRISONERS

Target a hero company with wounded. Frozen will be used to sucker a rescue attempt in the second deck. Take the prisoner to Nan Moresereg to play Cult of the Long Night or to the play the Ent ally.



Southern Mirkwood	D	Dol Guldur	khamal, dwar, hoarmurath, uvatha,bolg	.	
Southern Mirkwood	F	Rhosgobel	khamal	Animals	
Dagorlad	S	Dead Marshes	khamal	Undead	
Southern Rhovanion	B	Strayhold	khamal	Men	
Western Mirkwood	R	Caraas Amarth	khamal	Elven Wa	
Western Mirkwood	B	Woodmen-Town	khamal	Men	
Forrhun	R	Nan Morsereg	khamal	Men	
Lotan	B	Elyamû	khamal	Men	
Withered Hearth	L	Gold Hill	khamal, smaug	Dragon	
Gundabad	S	Mount Gundabad	khamal, bolg	Orcs	
Wold & Foothills	F	Cerin Amroth	khamal	Elves	
Wold & Foothills	R	Hermit's Hill	khamal	Men	
Wold & Foothills	H	Lorien	khamal	Elves	
Fangorn	R	Lind-or-Burum	khamal	Awakenec	
Fangorn	F	Wellinghall	khamal	Awakenec	
MM-Southern Spur	L	Turukulon's Lair	khamal	Dragon	
Gap of Isen	R	Glittering Caves	khamal	Pûkel-cre	
Dunland	B	Dunnish Clan-hold	witchking, khamal	Men	
Cardolan	B	Traith Chefudoc	khamal	Wose	

SITES

There seems to be few sites specific for your mission. You will be hunting heroes for CvCC. There is a variety of AA attack types. This player may have the longest movements of all the minion players. Half of the 19 sites are west of Mirkwood. Of the 19 sites 6 are within two regions of Southern Mirkwood, 4 sites are three regions away, 5 sites four regions, and 4 sites are 5-7 regions away. Water's Tithe is in the deck twice for this reason. All the three four or more regions away have a different nearest haven than Dol Guldur.

Haven	Free	Border	Ruins	Lairs	Shadow	Dark	Total
1	4	5	5	2	2	0	19

Few of the sites to visit (4/19) are shared. Only one site have no automatic-attacks (Rhosgobel will have Animals with no Radagast present). Site types include: 4 Free-holds, 5 Border-holds, 5 Ruins, 2 Lairs, 2 Shadow-holds, and one Darkhaven. Attack types include Elves-2(2), Men-6, Orcs-1, Pukel-1, Wose-1, Undead-1, Animals-1, plant-2(1), Elven Wards-1, Maia-0(1) and Dragon-2. Nine sites of 19, are either Ruins & Lairs or a Shadow-hold.

Nine sites are near the southern parts of the Misty Mountains. Six more are near Southern Mirkwood. One site is hidden, two contain a hoard, one is a swamp, one is a port, another a port-on-river, and two are Ancient dwarf-ruins.

Lorien, Cerin Amroth, Wellinghall, and Rhosgobel are your free-holds. Lorien and Cerin Amroth are in Wold & Foothills. **Lorien** has greater items is port-on-Anduin. Use Frozen to find a prisoner at Lorien since there will be automatic-attacks there. **Cerin Amroth** has Information. Play Bright Gold Ring at these sites. Take many minions for the elf automatic-attacks: Lorien has three: 4w8, 3w9, 2w10. Cerin Amroth has two: 3w9, 2w10. Use sorcery to handle one of these attacks. Khamûl on a Black Horse faces 1s10p, then 1s10. The ally faces a 9, then a 10 prowess attack. **Wellinghall** is on the way to Dunland. Play Black-mail Coat there. It has two attacks of Awakened Plant of 2 strikes with 10 prowess. You will need magic to handle these attacks. **Rhosgobel** has ally Blackbole. That site should not have any AA when you draw the faction. You can sucker a visit from the Brown Wizard.

Move to Border-holds to play easy resources. Tribute to Sauron can be played at **Woodmen Town**. Cancel the Men AA with Riven Gate. You might entice a hero company to visit, which then you can play a resource the next turn. Men is a common AA type of the Wilderland Border-holds. Go to **Strayhold** to play minor items. It has a Men 3 strike with 8 prowess attack. Put Tribute on it to later grab Brigands.

It is seven regions to move from Dol Guldur to **Dunland** going through Gap of Isen. It is six regions if moving through High Pass. Starting at Amon Lhaw allows five region movement and exposes hero elves to visit you in Dagorlad. Use Water's Tithe to reach or leave Dunland after playing the faction. Grimburch can stay untapped after facing the Men 7 prowess AA. **Traith Chefudoc** is a Wose-hold in Cardolan and six regions from Dol Guldur. This hidden site needs you to have either a Wose faction in play or a Wose character in play to reveal. Play minor or major items after facing the four strike with 8 prowess Wose attack. You can tap the site to heal a character, but there is a chance that character is discarded.

Move six regions to Lotan to play Ring of Frost at a port. **Elyamû** has a nasty Men detainment 4 strike 8 prowess attack. Move through Horse Plains so to avoid Northern Rhovanion and those dragons. Gold Hill has the Dragon faction. You need much support to visit including The Tormented Earth. The automatic-attack will wound its target.

Use **Hermit Hill** to play Grimbûrz. You can handle the Men attack of 3 strikes with 6

prowess. Next door is **Lind-or-Burum**. Play Beasts of the Wood there after facing the attacker Awakened Plant single strike 10 prowess attack. Play the ent ally at **Glittering Caves**. You need to tap a minion to face the Pukel-creature 9 prowess strike. A mountain region hides a Lair of a young Dragon. Play Perfect Gold Ring at **Turukulon's Lair**. Reach the lair through Dunland or Fangorn.

The Ruins you need to visit are close to Southern Mirkwood. Ring sites such as Bandit Lair, Cor Angaladh, and Gladden Fields are rich in trinkets. Allow Necromancer use Bandit Lair. Find Chem-en-Faroth at the Ruins in Western Mirkwood, **Caras Amarth**, which its traps attack may dissuade visitors. The Traps attack of two strikes with 11 prowess likely will wound two characters. Even Galadriel will be weary to travel that far east to attack you. Buhr Widu allows major items, but avoid that site since it is frequented by others. **Nan Morsereg** is the site to play Cult of the Long Night. It has four Wilderness in its site path in Forrhun. Its AA will be canceled by a sorcerer. You must travel four regions and four Wildernesses to get there from Dol Guldur including moving through Northern Rhovanion. Water's Tithe will not reduce the Wilderness count, but will avoid both Rhovanion regions. You need to hurt the dwarves of the Iron Hills and also the Dragon-lords by rousing Itangast at **Gold Hill**. The site attack has 15 prowess.

Mount Gundabad has Helm of Madness. Look-out for the toll with the price of a Orc 7 prowess strike on everyone. Avoid Sarn Goriwing and Mountains of Mirkwood. **Dead Marshes** has Black-Mail Coat if you dare to face the Undead 2 strikes of 8 prowess attack at this swamp.

WILDERLAND DIVISION

Bolg will make Gundabad his home. But he will play Dragon factions, which can attack you. He will play Grond on a faction in Southern Mirkwood and make Anduin Vales a desolate place. This means that some of the free-holds and border-holds you will visit will be affected by Grond. Scatha's orcs will menace Mirkwood. Felagrog may give you trouble if you visit Sulfur-Deeps. Avoid the Narrows, Redhorn Pass, Rohan, Ithilien, and Northern Rhovanion.

WHITE PLAYERS

Galadriel has elves guarding the western eves of the Anduin. You have sent minions there before and many have never returned. Travel to Anduin Vales will be dangerous for you; also to the Brown Lands. You may want to keep the Ringwraith east of the River.

The Brown Wizard is still hiding in Mirkwood with his animals. He may hamper you in Rhovanion with CvCC with that shapeshifter.

Thranduil is a large threat for you anywhere north of Dol Guldur in Mirkwood. You may come to the scraps a CvCC between Scatha and Thranduil to kill the remaining elves. Leave Thranduil alone if not in Southern Mirkwood. Attack Radagast if he enters Mirkwood, since Bolg will not enter Mirkwood. Bolg will attack Galadriel if in Anduin Vales or the Narrows.

Dwarven traffic has been increasing in Eorstan. You might encounter a Dwarf-Lord there. The Horse-Lord's scouts have been seen in Rhovanion. This is odd and warrants further inquiry.

MARSHALLING POINTS

C=8 With so many agents to be used as characters your MP from characters will come from almost all the non-agent minions. You have one 3MP minion and four 2MP minions. Two of these four are expected to be in play with one of the three 1 MP minions. Your

- final companies have 9MP of minions.
- I=9 You have ring items and battle-gear. Helm of Madness is worth 2MP. The three ring items are 6 MP. One Black-Mail Coat item is expected to be lost in the many CvCC for your minions.
- F=4 Grimbúrz is important to you. The trip and influence attempt for the bird faction may prove difficult. Itangast is expected to be a popular wylm for a hunt.
- A=4 Blackbole and Grishmoigh are your only allies granting MPs. Both are Awakened Plant allies. Black Horse is a zero MP ally.
- M=2 Tribute and Cult are these points.
- K=5 You may be able to kill creatures with your magic events.
- Game Points: Twisted Trees, Beornings, Woodmen, Cult of the Long Night

First Deck

Move to sites playing resources. Keep the starting company whole until Kabadir or Woedwyn is played. Stay in Wilderland unless a final company is formed to reach Eriador to play a resource. Let Khamûl manipulate the sideboard. Late in the first deck move to play Ring of Frost. Two gold rings will be tested. Expect to exhaust on Turn 9.

The quantity of cards shuffled into the first deck will be high (e.g. ~12). The avatar taps 3x to place 15 cards into the discard pile. Avatar taps another 3x shuffling cards for him or needs him to tap. Whispers of Rings will grab three rings.

Consider using Weigh All Things to shuffle Crebain faction so to play late in the first deck. The event is used to shuffle Black Horse and a command event.

An Unexpected Outpost shuffles *Never Seen Him* x2 and *Dragon-Sickness*.

First Exhaustion

Remove from the sideboard 5 hazards: *Sudden Fury* x3, *Behind the Hedge*, *Pilfer Anything Unwatched*.

Place these resources in the sideboard: one character (Horseman of the Night) and 4 magic cards to be fetched by magic ring.

Second Deck

Most of the non-factions and non-event MPs should have been played. All the companies should be complete. Move to play the other MP resources with the companies and use Horseman to engage in CvCC with Galadriel's elves. Take Horseman's company for these turns using Helm of Madness. Horseman's company will play a major item and two Information events along with two CvCC in this deck. Expect to exhaust on Turn 17.

The Ringwraith will engage in at least two maybe three CvCC before the Warlord Phase. Aransiros and Kabadir will play the rest of the factions and replay a magic ring. Grimburch and Woedwyn will play News of the Shire hopefully in Wilderland using Not Careful About That else many turns will be needed to move to Eriador and to Barad-dûr. Tap the avatar using Overlord of Dol Guldûr to fetch News of the Shire that was sent to the discard with the four magic cards.

The quantity of cards shuffled into this deck will be low (e.g. ~7). The avatar taps 1x to place 5 cards into the discard pile.

Consider using Weigh All Things to shuffle main resources which were discarded from hand or maybe skill cards.

An Unexpected Outpost shuffles *Stay Her Appetite*, *A Lie In Your Eyes*, *Presence of the Dark-lord*.

Second Exhaustion

Remove from the sideboard 4 hazards: *The Burden of Time* x2, *Lure of Creation*, *He is Lost to Us*. Also remove a Game Point card.

Place these resources in the sideboard: 5 Ringwraith events (*Unleashed* x3, *Overlord*, *Hionvor*).

Third Deck

The few turns in this deck is a full dedication on CvCC on Galadriel's elves. The three final companies can form for one large, seven-minion company with three sorcerers.

1+3cvcc	Starting/Grimburgoth x0+10+3cvcc-12h	Horseman x6+3+7cvcc-8h	Badulia x8+6+3cvcc-7h
1	H.of Madness		agent
2	Heal DG		agent
3	Heal DG		horse
4 tap11	Black Coat		Kham
5 tap12,dp11	Heal DG		Eradan
6 dp12,dp13	bright GR-weals		horse
7 tap13	Heal DG		agent
8 <u>Black Horse</u>	Cham-en-Faroth	Heal DG	Kab
9	Heal DG	perfect GR-enigma	agent
Exhaust			
10 Dol Guldur	Ring of Frost	Heal DG	agent
11 dp21	Heal DG	Carn Dum	
12 Unleash	move to Carn Dum	Crebain	
13 Dol Guldur	Grishmoigh	Heal at DG	Heal DG
14 Unleash	move to Carn Dum	minor	Beasts
15 Dol Guldur	move to DG	Heal at DG	Heal DG
16 Unleash	Heal DG	Heal at DG	Heal DG
17	Frozen	Heal at DG	Frozen
Exhaust			
18	Long Night	Blackbole	Itangast Roused
19	Heal at DG	Heal at DG	Heal at DG
20	Grimbúrz	Tribute	Heal at DG
21	CvCC-Galadriel	CvCC-Galadriel	CvCC-Galadriel
22	Heal at DG	Heal at DG	Heal at DG
23	CvCC-Galadriel	CvCC-Galadriel	CvCC-Galadriel
Exhaust			
24	Heal at DG	Heal at DG	Heal at DG
25	Heal at DG	Heal at DG	Heal at DG
26	CvCC-Galadriel	CvCC-Galadriel	CvCC-Galadriel
27	Heal at DG	Heal at DG	Heal at DG
28	CvCC-Galadriel	CvCC-Galadriel	CvCC-Galadriel

WARLORD DECK

Most of the resources with MP should be in play. It is okay for the Information events to be in the discard pile. Play them for the MP. Using the other two companies to play Knowledge of Nenya. First, play Elf friend on Raîsha. Then move to Lórien and play Tormented Earth to make the three AA have one strike. Next, Raîsha plays Some Secret Art of Flame for a prowess of 7 untapped (5+1+4-3). Give her Usriev for 9 prowess. If she has two trophies then her prowess is 10. (5+1+1+2+4-3=10). Her corruption check is (1+4-2=3).

SIDEBOARD MANIPULATION

The first playdeck will have the Ringwraith preparing for CvCC for himself and his minions. Since the RW will stay at the darkhaven during the first deck tapping him to manipulate the sideboard until his mode resource is played.

Whispers of Rings will fetch the ring items. Playing Ring of Frost and of the Ringwraith's resources will be late in the first deck, which will be tight. A copy of Black Horse starts in the deck, but shuffle the second copy with Weigh All Things to a Nicety anyway. Dump the command, stolen knowledge, and sorcery events. Overlord of Dol Guldur will fetch two of those types and a magic ring shuffles the sorcery events. Tap the Ringwraith 3x to shuffle cards needed by him. Tap another 4x to dump 18 cards. Overlord can come into from the sideboard with just the avatar tapping.

	1	Helm of Madness		dp144
	1	Magic Ring of Weals	whispers	
	1	Magic Ring of Enigma	whispers	
	1	Ring of Frost	whispers	
	1	Binding-ring	tap	
	1	Grimbúrz		dp141
	1	Blackbole		dp142
	1	Grishmoigh		dp143
	2	Black Horse		dp134 dp135
	1	Tribute to Sauron		dp133
	1	Cult of the Long Night		dp132
	1	Raised Again		dp115
	1	I'll Be at Your Heels		dp131
	2	Bitter Cold		dp122, dp123
	1	Govern the Storms		dp121
	2	Twisted Trees		dp124, dp125
	3	Khamûl Unleashed		dp111,dp112,dp113
	1	Dragon-helm of Uon		dp114
	1	Overlord of Dol Guldur	tap13	
	1	Hionvor of Womawas Drus	tap11	
E1	X	Bitter Cold, Govern the Storms, Twisted Trees		
E1	X	Frozen		

action	first PD		second PD		THIRD PD	
	cards	tap	cards	tap	cards	tap
SB to PD	3	+3	-	-	-	-
SB to DP	19	+4	-	-	-	-
weigh	0	0	-	-	-	-
whispers	3	0	-	-	-	-
avatar card	-	-3	-	-	-	-
other	-	0	-	-	-	-

This requires tapping the Ringwraith **4x** during the first deck and 1x during the second PD.

HAZARDS

This hazard deck attempts to bother heroes who expect a safe movement phase, especially in safe regions. Anti-sage events will limit hazard removal. The creatures with detainment have big strikes to tap characters. The events will bother the heroes during the site phase. The goal is to slow down companies. The bonus goal is to tap a company near Dol Guldur or at a site with one of the agents. Then have the Ringwraith engage CvCC.

The table below illustrates 10 of the 38 hazard events are only found in this deck among the other Minion Decks.

Several hazard events are Roadblock for those either in the Under-Deeps, at Lorien. Agent events will make Scouts deadly. Specific factions will be discarded easily with one event. There are 4 corruption hazards and 9 agent hazard events. 17 are short-events, 4 long-events, and 17 permanent-events.

hazard	Deck	Total	Type	Type	
Peril Returned	1	3	L	0	
Inner Cunning	2	6	S	agent	
Never Seen Him	2	10	P	agent	
Pilfer Anything Unwatched	2	3	S	agent	
Sudden Fury	3	3	S	agent	
Stay Her Appetite	1	3	S	ally	
He is Lost to Us	1	3	P	attack	
Watchers at the Gate	1	3	P	auto	
Dragon-sickness	1	3	S	check	
The Roving Eye	1	3	S	check	
A Lie in Your Eyes	1	3	S	check	
Lure of Creation	1	3	P	corruption	
Taint of the Wilds	1	3	P	corruption	
The Burden of Time	2	3	P	corruption	
The Way is Shut	1	2	L	deep	
Snowstorm	1	2	S	environment	
Twilight	1	24	S	environment	
Dark Days	1	2	P	fallen	
An Unexpected Outpost	3	72	S	hand	
So You've Come Back	1	3	P	influence	
Diminish and Depart	1	3	P	influence	
No Memory of This Place	1	1	P	roadblock	
Song of the Lady	2	2	L	roadblock	
Whole Villages Roused	3	3	P	site	
Gnaw with Words	1	3	S	tap	
Under His Domination	1	1	P	tap	
Thrice Told Tales	1	3	P	tap	

CREATURES

The creatures are either detainment or something you do not want to meet on the road. 17 creatures will cause anyone trouble near Anduin Vales. A hazard event may cause some creatures to be normal.

The **Men of the Wood** are specific to Wilderland, which should tap heroes. The creature has 5 strikes with 9 prowess detainment against hero and covert companies. Mirkwood and Anduin Vales are the regions affected. Scout or Ranger resources requiring these skills cannot be used if the attack is not cancel or defeated.

Beorning Toll is playable in popular regions with a good prowess at least 11. Everyone gets a strike of 11 prowess and six body. It is too detainment against hero and covert. Range includes Anduin Vales, Wold & Foothills, High Pass, and Redhorn Gate. Note the High Pass is in Eriador and thus an agent can play this creature in that territory.

Galadhrim is an elf creature with one detainment attack of 3 strikes, 9 prowess against hero companies and 7 body. Those wounded by a strike must discard all items. This will only work if the company is overt or the attack is change (e.g. He is Lost to Us). It is only keyed to regions with a Hero haven or to non-haven sites in those regions. The attack should tap some low prowess characters.

Ents have one strike, but a huge branch prowess of 14 and 8 body. It is keyed to Double Wilderness, Borderlands, and Free-Domains – just about anyone. It can be keyed to Shadow-lands with Doors of Night is absent.

Huorn is the other plant. It is weak with one strike at 10 prowess. Try to boost this plant creature with Radagast's hazard events. It is playable to Wilderness, Druadan Forest and Wellinghall and Ruins and Shadow-holds in Old Forest and Mirkwood.

Brigands is a stealing creature, but has two strikes with a mild 8 prowess. Failure by a target wounds and discards any item in the company. Do not expect success often since it is only keyed to regions: Border-lands & Wilderness. This creature was only included (Crebain) to be grabbed when visiting Strayhold.

The demon creature **Slyardach** is specific to Wilderland. Reaching Shadow will expand its range. This creature should wound when played with its 16 prowess and 9 body. It chooses defender characters and is keyed to Dol Guldur and Sarn Goriwing. Body checks of defending non-avatar characters are modified by +1.

Keyed	Count	Keyed	Count	Count	Name
FH	0	J	0	1	Slyardach
BH	0	JJ	0	1	Galadhrim
RL	0	T	0	3	Brigands
SH	0	TT	0	3	Beorning Toll
DH	0	TTT	0	3	Men of the Woods
UD	0	SL	0	3	Ent in Search of the Entwines
FD	3	SL2	0	3	Huorn
BL	6	DD	0		
W	6	CS	0		
W2	3	CS2	0		
W3	0	X	0		

Creatures

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

3	FD:		Ents
3	BL:		Ents
3	W	Huorn	
3	WW		Ents
-	SL		
-	DD		
-	CS		

-	Gundabad				W-BL-DD	
6	Anduin Vales	Toll	Wood		W-BL	15
3	High Pass	Toll			W-BL-W	12
3	Redhorn Gate	Toll			W-W	12
4	Wold and Foothills	Toll		Galad	W	9
-	Grey M Narrows				W-BL-SL	9
6	Woodland Realm		Wood	Huorn	W-BL-BL	9
6	Heart of Mirkwood		Wood	Huorn	W-BL-W-W	12
6	Western Mirkwood		Wood	Huorn	W-BL-W	12
6	Southern Mirkwood		Wood	Huorn	W-BL-DD	9
3	Druadan Forest			Huorn	W-BL-FD	9
3	Old Forest			Huorn		

HAZARD EVENTS-38

You want the Anduin Vales be a place of fear with you knowing the cards in hand. Will your agents attack or will you? Half of the hazards should be quick or easy to play. Agent hazards at the count of 9 are the most common types in the deck. 21 hazards are fast to play.

Base cards-1

You have 1 copies of [Twilight](#). Protect Doors of Night in your Division. Expect some environments to hinder the resource strategy. The RW does not need to be prevented from moving to a site that will assure a deadly encounter. No other environments are in the deck.

Corruption/Check/Avatar-14

Some of the cards are uncommon to use. Yet, should be fast to play during the Warlord phase.

You have [The Burden of Time](#) that is specifically for elves. This is ideal when facing Galadriel and Thranduil. It gives two corruption points and a check if bearer is not at a haven. Six players and four Divisions have elves. Target mid-mind elves with this hazard.

[Lure of Creation](#) burdens a Wizard with two corruption points. A corruption check is forced when his company moved to a Haven. A roll greater than six discards this hazard.

[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.

[Dragon Sickness](#) is a short-event played on a character bearing a major or greater item. A corruption check is forced modified by -1. Expect a character to support the check.

[A Lie in Your Eyes](#) is played on a non-avatar character. The controller has a choice: tap the character, tap an ally he controls, or choose to make roll and if the result is greater than his mind +6, the character is discarded with all of his cards. Thus, this last choice does not work on those with a mind more than 5 mind (6+6=12).

[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. Consider using hazard to soften a company for combat. Do not keep this in hand unless it is the Warlord Phase.

[Thrice Told Tales](#) is played on a Sage. This skill is more common with Hero companies. First, the target loses his Sage skill. This can help keep Minions Stir and the prisoner events in play. The hazard is discarded when the target moves with two regions in his site path or to a non-havens Under-deeps site. Movement implies a risk to creatures. Would it be nice to take captive this Sage using Left Behind just because he could not Marvels Told Minions Stir?

[Gnawed with Words](#) can tap any Sage or Diplomat if another character with the same skill is in his company, or at his current site, or at his new site. This will be common to play against Wizard and Elf-lord players.

[Diminish and Depart](#) is playable on a hobbit, wizard or elf. The hazard is easy to discard at a haven, but the target must tap. All elves and hobbits in the company are given +1 mind and any Wizard has -1 to his direct influence. Both of these hazards can limit company size by swinging the influence of a wizard by six or more. Thirteen of the 20 Hero players are affected by this.

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

large size.

He is Lost to Us will make the other races of creatures lethal to Lords with 6+ stage points. Play this on your main opponent. The Men creatures should wound some elf characters for later prisoner the following turn.

Under His Dominion is a permanent-event giving you control over an opponent's character. The event is played on a character taken prisoner at a Dark-hold or Darkhaven. Now, the character is released at a site in an adjacent region. He gives -2 MP and cannot be discarded by this controlling character or by a corruption check, nor tap during the site phase. Once per phase you can modify a roll for an entity in this company by +2 or -2. Resource events cannot target this card, but a Sage during the organization phase may tap to remove this card. A roll greater than character's mind is needed.

Main Theme: Movement Harassment - 5

Whole Villages Roused switches Free-hold and Border-hold with its minion AA with the hero version with +2 prowess, but detainment against hero companies.

Watchers at the Gate creates a Pukel automatic-attack at a Shadow-hold or Dark-hold. The site gains an additional automatic-attack of Pukel-men with 2 strikes at 9 prowess, detainment against minion companies. Play this event on a site kept in play by a minion resource event.

Snowstorm, an Environment Long-event, is brutal sending a company back to its site of origin that has a Wilderness in its site path with Doors of Night in play. You can avoid that region type with four sites to visit.

Support Cards-6

These hazards are Roadblocks. None will hinder minions and each is easy to play getting out of your hand playable on any player.

Song of the Lady may keep heroes at Lórien. It is a Long event forcing a roll at the end of the ORG phase for each company at the site. Modifications are -1 if Men are present, -1 any Hobbits, and +2 for any Dwarves. A result less than 7 keeps the company at Lórien. Radagast is the only Wizard to use the site more than once. Thus, this hazard is in the sideboard awaiting the second deck.

The Way is Shut will send Under-deep companies back to the site of origin. This will hurt Felagrog and Lord Thrain. Also, the hazard cancels Secret Passage, Secret Entrance, Down Down to Goblin Town, and Crack in the Wall. Others in your Division has these events in play. This may be useful to you when visiting a surface site preventing Felagrog to make a surprise combat engagement.

No Memory of This Place is a permanent event that also cancels Secret Entrance and the nuisance of Forewarned is Forearmed. This hazard will slow under-deeps movement greatly to the bane of Durin's Bane. It stays in play until a deck exhausts.

Stay Her Appetite has a small chance of creating a detainment attack on a hero. Success means at least the hero will tap. Else the hero is wounded and the ally is discarded.

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

Elf-friend.

Secondary Theme: Agent - 9

See next page. Inner Cunning will fetch all but one agent from the playdeck. Think about using the event to place an agent where you need him.

Utility-3

Outpost is a staple.

AGENTS

Seven agents are in your deck with a total mind of 34. Three agents will be used as minions the others as agents. Grimburoth and Woedwyn will use sorcery for Khamûl. Anarin is a great agent for this play, but 7 mind is high for one slot.

You need to be careful with Wilderland agents for you might need sites used by the agents. However, there are many sites in that territory that are not expecting your use. All the five Divisions except the South Division will be directly affected by the agents.

This player has Men, Elf, and Plant creatures. Lind-or-Burum and The Willow Dingle are the only sites with Plant attacks. The Men creatures are specific to Wilderland. Beorning Toll is also keyable to High Pass and thus Eriador.

Five agents have a Shadow-hold or Dark-hold as a home site and targeted by Inner Cunning.

Nimloth will use Pilfer Anything Unwatched to take an important hero to hand – usually a Sage with a light-enchancement resource. Or an elf with the same home allowing Scatha the Worm to play creature Thranduil's Folk. She will move to Lind-o-Burum facing the Gondor Division. This agent has +7 to an influence attempt against an Elf with her home site at her home site. Inner Cunning can be used with her.

Nimloth will have Never Seen Him to move then tap to attack during the MOVE phase. She will move to Lórien for using this hazard and then move back to Thranduil's Halls and use the event for another action to turn face-down. This is due to you learning in the hand so you might need the site for CvCC. Any attack by the agent will discard the event. Shuffle the event during the second deck allowing the agent to use Sudden Fury.

Against Group 1, wait in hand until Inner Cunning is drawn too. Then for Group 2 get to the Harad Division likely in Fhul.

Group 3 is moving into Uttersouth against Lesser Wizard. Then Group 4 return home against Lord Dain by moving to Barak Shuthur.

Return home to Thranduil's Hall and move west in two turns to Rivendell against Elrond. Then for the last Group return home to dismiss Thranduil of Mirkwood.

1 Konihrahn 3/0/3/8 Sc Man Carn Dûm, Leiri, Ruskea Vene

This three prowess and 8 body Scout can wound weak characters with Sudden Fury. Use Pilfer Anything Unwatched when in the Northern Waste.

Against Group 1, wait in hand until Inner Cunning is drawn too. Then for Group 2 get to the Harad Division likely in Seznabab.

Group 3 is moving into the Dominion of the Seven against the Valdacli. Then Group 4 return home against Evermist.

Move south along the coast to attack Cirdan the Shipwright. The last 12 turns target Radagast.

1 Eun 3/0/3/8a W/Sc Man Lond Galen, Vale of Erech

Another 3 prowess and 8 body Scout can cause damage if face-down with 5 prowess. Home sites are centralize to target four Divisions. Inner Cunning cannot be used. But Never Seen Him is given to this agent.

Against Group 1, bother Lord Denethor in Gondor. Then Prince Imrahil nearby when facing Group 2.

Group 3 is moving northeast through Andin Vales towards Grey Mountains so to be ready to move east to hurt Lord Dain. (Anorien, Wold & Foothills, Grey Mountains) in Group 4.

Then move into Eriador to bother Gandalf (Grey Mountains, High Pass, Cardolan).

The last 12 turns target Lady Galadriel, wait at Hermit's Hill.

1 Swarthy SF 3/0/2/8a Sc Man Bree, Strayhold, Umbar

~~—Anarin is vital to disrupting the upper Anduin. He can move to hero elf havens and attack during the movement hazard phase. Move to Rivendell during Warlord Phase.~~

~~—He will use Never Seen Him to move in Wilderland or to heal and untap during one turn.~~

~~—Your Welcome is Doubtful will let him discard a character with a unique ally or women characters. The attempt is: $+3(di)+10(hazard)=+13$. If character has the same home site, then that is another +7, but that is only against Felagrog.~~

~~—His metagame is to remain face down at Eagle's Eyrie. This allows him to reach Urdie Camp, Lake town, Strayhold, Rohan, Moria, and Rivendell.~~

Anarin will move to Lórien to use his special ability to attack during the move phase if it is useful and available. He will be a lethal agent with Sudden Fury to have two strikes and choosing defending characters. Move him to Rivendell when facing the Eriadorian Division. When facing the Gondor or Harad Divisions early in the game move him towards Evermist if that division has yet to be faced. Else move him to Grey Havens if the Eriador Division has yet to be faced. This will have the agent ready. If the Northern Waste Division is the first division, then move him to Tharbad to play Beorning Toll if the next Division is Eriador. Else move him Edhellond for the Gondor Division. Move him to Cerin Amroth for the last eight turns. Never Seen Him will be put on this Elf agent allowing to move then tap to attack during the MOVE phase.

These sites have Lorien as the nearest haven and Men attacks:

Cave of the Urdharkonur	Nimloth
Buhr Thurasisg	Nimloth
Bandit Lair	Konihrabn
Hermit's Hill	Konihrabn
Mathlaburg	Konihrabn
Cair Andros	Konihrabn
Helm's Deep	
Nûrniag Camp	Lomëlindë
Raider-hold	Lomëlindë
Strayhold	Lomëlindë

TURN01-4.4

{Galadriel not in play, Lorien}

@Dol Guldur-U

U	<i>The Grimburch</i>	8	2	7	9	Man	W		R	Sa		0	Open to the Summons
U	<i>Horseman in the Night</i>	4	2	3	7	man	W				D	0	
U	<i>Horseman in the Night</i>	4	2	3	7	man	W				D	0	
U	<i>Odoacer</i>	1	0	4	6	Man			R			0	
U	<i>Elite Wose Hunter</i>	3	0	3	8	wose	W		R			0	
													Open to the Summons

Brigands		The Tormented Earth	
Dark Tryst		The Water's Tithe	
Eun		Under His Blow	
Gnaw with Words		White Light Broken	
0		0	
Turn: 1	Hand: 8	MP: 6	SP: 0 PD: 86

Denethor Saruman Vidugavia Theoden GALADRI

, 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, Decisions of the White Council
 , Scatha at Home, Balrog of Moria, Lomaw at Home, Bane of the North, Thorkmaw at Home, Mordor in Ruins
 , Awaken Denizens

ORG {Tough first hero group}

Ring of Frost played on Whispers of Rings.

The Grimburch plays White Light Broken, -0cp croll=auto.

The Grimburch plays The Water's Tithe, -3cc+2.eve = croll auto

Grimburch moves to Traith Chefudoc, good cards in hand with Wose character.

Try to get a minor item in hand. Others stay; too dangerous.

MOVE

Grimburch, -dd-bl-w-w-w,bh. Traith Chefudoc, The Water's Tithe, go through High Pass

Drew: Crebain from Dunland, Black-hide Shield

HL2+1(Tamer), Denethor has Steward's Guard in hand.

HL3, Denethor keys Corsairs of Umbar to Cardolan. Men.5s9p

The Grimburch plays The Tormented Earth to cancel attack, -4cc+2.evn+5croll=3,pass.

HL2, Denethor uses OG Forlong.

HL1, Saruman-x, no hazards in hand

HL0, Vidugavia has Winged Fire drake in hand.

Odoacer,-,haven. Dol Guldur

HL3, Denethor uses Searching Eye on-guard

HL2, Saruman-x

HL1, Theoden-x

No hazards=Thorongil-x

SITE

Traith Chefudoc entered. (1)Wose---4 strikes with 8 prowess
Grimburgoth plays Under His Blow after 2 extra strikes given to the Man.
Grimburgoth, 7p-2e+6sroll=11
wHunter, 3p+5sroll=8
Grimburgoth taps to play Black-hide Shield.

END Next in game: Wking; Next in division: Scatha, next turn.

Bright Gold Ring drawn.

TURN 01, vs. Saruman

MOVE

Brandir, -w-w-w-bl,ruins
HL5, Bolg plays Host of Bats on Decisions of the White Council; no creatures in hand!
HL4, Bolg uses Orc Tracker OG
HL3, Khamûl plays Gnaw with Words to tap Shipwright
HL2, Khamûl plays agent Eun face-down
HL1, Khamûl keys Brigands to BL. Men.2s8p
 Play Kindling of the Spirit.
 Pathfinder, 2p+2.res+6sroll=10
 Brandir, 3p+2.res+3sroll=8,ineff

TURN01, vs. Denethor

MOVE

Angbor, -,haven
HL3, Khamûl plays An Unexpected Outpost to shuffle [Never Seen Him]; one agent in play.
HL1, Scatha has Pride Increased with Despair not playable on Angbor, Hirluin is a follower
HL1, Smg-x

Faramir, -fd-w,bh
HL3+1, Khamûl-x
HL3, Scatha plays Pride Increased with Despair on Faramir.
HL1, Felagrog-x

TURN02-3.4

{ Galadriel not in play; Lorien, Isengard }

@ Traith Chefudoc,T

T	<i>The Grimburch</i>	8	2	7	9	Man	W	R	Sa	1	Open to the Summons	Black-hide
T	<i>Elite Wose Hunter</i>	3	0	3	8	wose	W	R		0		

@ Dol Guldur,U

U	<i>Horseman in the Night</i>	4	2	3	7	man	W			D	0	
U	<i>Horseman in the Night</i>	4	2	3	7	man	W			D	0	
U	<i>Odoacer</i>	1	0	4	6	Man			R		0	
												Open to the Summons

Bright Gold Ring	The Water's Tithe	
Crebain from Dunland	Voices of Malice	
Fizzling Torch	Voices of Malice	
Khamûl the Ringwraith	White Light Broken	
0	0	
Turn: 2	Hand: 8	MP: 6 PD: 74 SP: 0

Vidugavia Denethor Saruman Theoden GALADRI

Gates of Morning The Doom of Choice Erû's Gift

Face Out of Sight Sun

Prone to Violence

, 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

, The Back Door, Corlagon aHunt

UNTAP, Corlagon Ahunt scares moving to Carn Dum.

ORG

Magic Ring of Enigma placed on Whispers of Rings.

Khamûl the Ringwraith played at Dol Guldur; no risk moving from Minas Morgul against this division.

The Grimburch plays White Light Broken, croll=auto.

The Grimburch plays The Water's Tithe, croll=auto.

The Grimburch transfers shield to Hunter, croll=auto.

The Grimburch+ moves to Dol Guldur.

Avatar+ stay.

MOVE

Khamul, -,haven. Dol Guldur.

HL4, Vidugavia uses OG Necklace of Girion(H)

HL3, Denethor-x

HL2, Saruman-x

HL1, Theoden-x

Grimburgoth, -w-w-w-bl-dd,haven. Dol Guldur, The Water's Tithe

HL2, Vidugavia keys Winged Fire-drake to WWW,drake.2s12p,attacker

Grimburgoth, 7p+8sroll=15

Elite, 3p+8sroll=11, success, 4.broll=wounded.

HL1, Vidugavia keys Winged Fire-drake to WWW,drake.2s12p,attacker

Grimburgoth, 7p-1t+5sroll=11, success, 6broll=wounded

Elite, 3p-2w+6sroll=7, success, 8.broll-1w-1delta=10,killed.

END, {Dwarf.Bolg}

tough turn.

TURN02, vs. Denethor

MOVE

Angbor, -,haven.pL

HL3, Felagrog plays Summons from Long Sleep

HL2, Felagrog uses Mountain-maggot OG

HL1, Khamûl-x

TURN02, vs. Vidgavia

MOVE

Bard, -,haven.L

HL3, Khamûl uses OG Ulred. Huorn, Brigands in hand. No agent move with FooS.

HL2, Felagrog plays Angurth at Home

Morvran,-,bh

HL3, Khamûl uses OG Horseman in the Night

HL2, Felagrog-x

HL1, Bolg-x

No hazards played. Smeagol-x

TURN 03-1.4 {Galadriel at Lorien }
 @ Dol Guldur, U

W	The Grimburoth	8	2	7	9	Man	W		R	Sa		1	Open to the Summons	Black-hide
U	Horseman in the Night	4	2	3	7	man	W				D	0		
U	Horseman in the Night	4	2	3	7	man	W				D	0		
U	Odoacer	1	0	4	6	Man			R			0		
U	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x		
													Open to the Summons	

Brigands		Gifts as Given of Old		A Chance Meeting
Brigands		Huorn		Folco Boffin
Crebain from Dunland		Voices of Malice		Into the Smoking Cone
Fizzling Torch		Voices of Malice		Twilight
0		0		Wargs
Turn: 3	Hand: 8	MP: 5	PD: 67	SP: 0
Saruman	Denethor	Vidugavia	Theoden	GALADR
.				Wolf-Riders
				Wolves

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

A Short Rest

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Merkampa at Home

, Summons from Long Sleep, Angurth at Home, Mordor in Ruins

, Host of Bats

UNTAP ORG

Avatar taps to shuffle Hionvor of Womawas Drus.

{Like to move to Carn Dum on way to play animal faction, but wounded, so waste a turn with no moving. }

All stay at Dol Guldur.

{ Saruman would have played Wolves with Wolf-riders against Grimburoth and Horseman moving to Carn Dum. Grimburoth 91% to tie 9 prowess, Horseman 41% to tie. Too big risk. Grimburoth transfers Black-hide Shield to Horseman, cc-1+2.rw+croll=auto.

MOVE

Khamûl, -,dh. Dol Guldur

HL5, Saruman-x

HL4, Denethor-x

HL3, Vidugavia plays An Unexpected Outpost shuffles [Power Relinquished to Artifice.]

HL1, Theoden plays Taint of Ambition on Horseman of the Night.

SITE

END Dwarf.Khamûl

TURN 03, vs. Saruman

MOVE

Brandir, -w-w-sl-sl,bh

HL5, Khamûl keys Huorn to W. plant.1s10p

Advisor, 2p+3sroll=5, success, 8broll= killed

HL4, Khamûl keys Huorn to W. plant.1s10p

Mountaineer, 2p+5sroll=7, success. 9broll=killed

HL3, Khamûl keys Brigands to W, men.2s8p

Shipwright, 3p+5sroll=8,tie

Brandir, 3p+12sroll=15

HL2, Khamûl keys Brigands to W, men.2s8p

Pathfinder, 3p+8sroll=11

Shipwright, 3p-1t+6sroll=8,tie

TURN 03, vs. Denethor

MOVE

Denethor, -,haven

HL4, Bolg uses OG Engines of Defense

HL3, Khamaul plays The Way is Shut

HL2, Khamûl moves first time agent, Eun from Pelargir(adjacent to home region) to Druadan Forest.

Faramir, -ruinsL

HL3, Bolg uses OG Pit Trap

HL2, Khamûl-x

HL1, Felagrog-x

TURN 03, vs. Vidugavia

MOVE

Bard, -,haven

HL3, Scatha uses OG Orc tracker

HL2, Felagrog-x

HL1, Khamûl-x

TURN04-2.4 {elves at Ruined Signal Tower, Hermit's Hill}
 @ Dol Guldur, U

T	The Grimburchgoth	8	2	7	9	Man	W		R	Sa	0	Open to the Summons		
U	Horseman in the Night	4	2	3	7	man	W				D	2	Taint of Ambition	Black-hide Shield
U	Horseman in the Night	4	2	3	7	man	W				D	0		
U	Odoacer	1	0	4	6	Man			R			0		
T	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x		
													Open to the Summons	

Above the Abyss		Gifts as Given of Old			Guarded Haven	
Black-mail Coat		Voices of Malice			Anduin River	
Cham-en-Faroth		Voices of Malice			Horn of eorl	
Crebain from Dunland		0			Horse-lords	
0		0			0	
0		0			mounted Lance	
Turn: 4	Hand: 8	MP: 5	PD: 63	SP: 0	0	
Theoden	Saruman	Vidugavia	Denethor	GALADR	Wose Ambush	
					Lost in Border-lands	

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

Tokens to Show Prone to Violence

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

, Angurth at Home, Mordor in Ruins

, Wake of War

, The Pack at the Door, Threat of Many Feet

UNTAP

ORG

Khamûl RW taps to shuffle from SB to PD: [Overlord of Dol Guldur]

Horseman taps to remove hazard, 7hroll=pass.

All stay.

MOVE

Khamûl, -,haven Dol Guldur, Angurth at Home

HL5, Theoden plays OG Lost in Border-lands

HL4, Saruman-x

HL3, Vidugavia-x

HL2, Denethor-x

HL1, Thg-x

Grimburgoth taps to play Voices to Malice to discard Wake of War, -2.res+5croll=3.

Above the Abyss untaps Grimburch

SITE

Dol Guldur entered.

Grimburgoth taps to play Cham-en-Faroth,taps site.

WATTAN shuffles The Water's Tithe.

END Ardagor.Bolg

Turn 04 vs Saruman

MOVE

Brandir, -sl-sl-w, haven Elanthia

HL3, Felagrog plays Doors of Night. Saruman plays Twilight in COE.

Nameless Thing was hungry!

HL1, Khamûl agent move down: Eun from Druadan Forest to Osgiliath, tap agent.

Move agent towards Alatar.

Turn 04 vs Theoden

MOVE

Theoden, -, haven Edoras

HL3, Khamûl plays Inner Cunning to fetch from PD: Nimloth

HL1, Felagrog-x

Theodred, -w-w-bl-bl, haven Edoras

HL4-2, Khamûl-x

HL1, Felagrog-x

HL1, Smg-x

Turn 04 vs Vidugavia

MOVE

Galva, -, haven Riavod

HL3, Bolg uses OG Incite Minions

HL2, Scatha-x

HL1, Khamûl-x

TURN05-3.5 {Galadriel at Lorien; Wellinghall}

@ Dol Guldur, T

T	The Grimburoth	6	3	7	9	Man	W		R	Sa		2	Open to the Summons	Cham-en-F
U	Horseman in the Night	4	2	3	8	man	W				D	1		Black-hide
U	Horseman in the Night	4	2	3	7	man	W				D	0		
U	Odoacer	1	0	4	6	Man			R			0		
T	Khamûl the Ringwraith	x	4	9	9	RW	W		R		D	x		
													Open to the Summons	

Black-mail Coat	Snowstorm				At Your Service
Crebain from Dunland	Veils of Shadow				Dom
Gifts as Given of Old	Voices of Malice				Dwarven Hoard
Nimloth	Weigh All Things To A Nicety				Dwarven Light-stone
0	0				0
0	0				Full of Froth and Rage
Turn: 5	Hand: 8	MP: 6	PD: 58	SP: 0	Nehvaari
Yellow	Pallando	League	Imrahil	GALADR	Precious Gold Ring
					0

More Alert Than Most

Enduring Tales

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Merkampa at Home, The Reach of Ulmo, Press-gang,

Forgotten South of the World

, Angurth at Home, Mordor in Ruins

, It is My Own

UNTAP

Agent Eun untaps at Osgiliath.

ORG

Avatar taps to shuffles from SB: [Dragon-helm of Uon]

WATTAN shuffles from SB: Govern the Storms.

Grimburgoth and Horseman move to Carn Dum. Khamûl+ stay.

MOVE

Khamûl, -,haven. Dol Guldur

HL3, Yellow plays Full of Froth and Rage

HL2, Yellow uses OG Nehvaari

HL1, Pallando moves agent Vaal Gark from Umbar to Southern Oasis.

Grimburgoth, -dd-bl-dd-sl,haven. Carn Dum, Angurth at Home,

HL3, Yellow plays An Unexpected Outpost to shuffle from PD: Morgul-rats

HL1, Pallando-x

Grimburgoth taps to play Voices of Malice targeting Full of Froth and Rage, Horseman supports.

-2.ring-2.res+5scroll=1,pass.

SITE

END Dwarf.Felagrog.

TURN05 vs Desert

MOVE

Relin, -ud,RL. The Limestone Caverns.

HL4, Khamûl plays Song of the Lady

HL3, Khamûl plays Nimloth as agent

HL2, Khamûl plays Konihrahn as agent

Scatha has King-Spider and Giant Spiders.

Advisor, -,haven. Azagarbhun

HL2, Khamûl uses OG Snowstorm

HL1, Scatha-x

HL1, Smg-x

TURN06-2.5 {Galadriel at Lorien}

@ Dol Guldur, U

U	<i>Horseman in the Night</i>	4	2	3	7	man	W				D	0	
U	<i>Odoacer</i>	1	0	4	6	Man			R			0	
T	<i>Khamûl the Ringwraith</i>	x	4	9	9	RW	W		R		D	x	
													Open to the Summons

@ Carn Dum, U

T	<i>The Grimburgoth</i>	6	3	7	9	Man	W		R	Sa		2	Open to the Summons	Cham-en-f
T	<i>Horseman in the Night</i>	4	2	3	8	man	W				D	1		Black-hide

Black-mail Coat	Some Secret Art of Flame				Concealment
Crebain from Dunland	Veils of Shadow				Concealment
Diminish and Depart	White Light Broken				Earth-tremors
Gifts as Given of Old	0				Glamdring
0	0				Memories Recalled
0	0				Quarters of the Regent
Turn: 6	Hand: 8	MP: 6	PD: 54	SP: 0	Royal Envoy
<i>Imrahil</i>	<i>Pallando</i>	<i>League</i>	<i>Yellow</i>	<i>GALADR</i>	Stout Men of Gondor
					Twilight

Gates of Morning More Alert Than Most

Sun

Tokens to Show Prone to Violence

, Wardens of the Woodland Realm, Press-gang, Forgotten South of the World

, Stormcrow, Ungoliant's Foul Issue, Angurth at Home, Corlagon At Home, Mordor Rebuilt

, It is My Own, Earth-tremors,

, Song of the Lady, Wake of War

UNTAP

Eun untaps, FU, at Osgiliath

ORG

Grimburgoth plays White Light Broken, $-2.\text{ring}+2.\text{mod}(\text{ring})+4.\text{croll}=4$.

Khamûl RW taps to shuffle from SB to PD: [I'll Be at Your Heels]

Khamûl+ stay.

Grimburgoth+ move to Dunnish clan-hold for faction.

MOVE

Khamûl, -,haven. Dol Guldur

HL3, Imrahil uses OG Quarters of the Regent

HL2, Pallando plays An Unexpected Outpost to shuffle from PD: Gollum's Cave

Grimburgoth, -sl-w-w-w,bh. Dunnish clan-hold

HL2, Imrahil-x

HL1, Pallando moves agent Vaal Gark, FU, from Southron Oasis to Osgiliath

SITE

Dunnish clan-hold. (1)Men---each character faces 1 s with 7 p (det against covert company)

Grimburgoth,so, plays Riven Gate.

-2.ring+2.mod(ring)+2.WLB-4.magic+10croll=8,pass.

Horsesman taps to make INF on Crebain from Dunland.11 using Gifts as Given of Old
+2.di+1.card+3.res+9iroll = 15, taps site.

END Wking.Felagrog

{move east to play armour and later dragon faction}